



ADVENTURERS LEAGUE™

THE DROWNED TOWER

You are approached by someone claiming to be a member of the Brotherhood of the Cloak investigating unusual incidents involving some of his brethren. Discretion is vital, as there is rumored to be a link between the denizens of the Tower of Arcane Might and one of the elemental cults. Can you uncover the truth? An adventure for 1st-4th level characters.

Adventure Code: DDEX2-3

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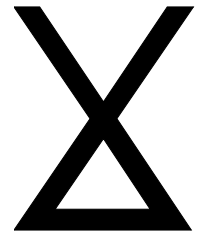
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INTRODUCTION

Welcome to *The Drowned Tower*, a D&D Expeditions™ adventure, part of the official D&D Adventurers League™ organized play system and the *Elemental Evil*™ storyline season.

This adventure is designed for **three to seven 5th-10th level characters**, and is optimized for **five 6th-level characters**. Characters outside this level range cannot participate in this adventure.

The adventure is set in the Moonsea region of the Forgotten Realms, in the city of Mulmaster and the Flooded Forest to the south of the city.

THE D&D ADVENTURERS LEAGUE

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a [DCI number](#). This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the [D&D Adventurers League home](#).

PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the [D&D basic rules](#) or the *Player's Handbook*™.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in Dungeon Mastering, such as notecards, a DM screen, miniatures, battlemaps, etc.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information. This includes:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, and so on)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character (if applicable).

Ensure that each player has an [official adventure logsheet](#) for his or her character (if not, get one from the organizer). The player will fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for XP, gold, downtime, renown, and number of permanent magic items. He or she will fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide

documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the [D&D Adventurers League Player's Guide](#) for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode.

Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THE ADVENTURE

Throughout this adventure, you may see sidebars to help you make adjustments to this adventure for smaller/larger groups and characters, of higher/lower levels that the optimized group size. Most of the time, this is used for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 6th-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

DUNGEON MASTERING THE ADVENTURE

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. This is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.

- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. This helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide*TM has more information on the art of running a D&D game.

DOWNTIME AND LIFESTYLE

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the [D&D basic rules](#) or the [D&D Adventurers League Player's Guide](#) for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services (end of the adventure only)
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime

activities help with lifestyle expenses or add lifestyle expenses.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services. Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Faiths that can call upon spellcasting services in Mulmaster include the following: Bane, Leira, Loviatar, Mystra, Savras, Tempus, Tymora, Velsharoon, and Waukeen.

CHARACTER DISEASE, DEATH, AND RECOVERY

Sometimes bad things happen, and characters get poisoned, diseased, or die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the D&D basic rules).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

DEATH

A character who dies during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all XP and rewards from that session (even those earned prior to death during that session), and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

ADVENTURE BACKGROUND

Over a century ago, an unlikely alliance between Mulmaster and the Zhentarim led to the construction of a Zhentarim watchtower on the coast a half-day's journey south of the city of Mulmaster. Sometime during the early Spellplague, the tower was completely covered up in a massive mudslide and, for almost a century, it remained hidden.

A few months ago a series of powerful storms hit the eastern coast of the Moonsea and uncovered the top of this tower, now crushed by decades of compacting mud and infested with hideous monsters.

Discovering the tower, a sect of the Cult of the Crushing Wave delved into its chambers, and used its former altar to Bane as their own. There they studied an artifact in their possession known as an Orb of Living Water.

Two months ago, a member of the Brotherhood of the Cloaks named Drayson Fivestar came across the tower during his historical research into the area. Exploring the tower, he was captured by the Cult of the Crushing Wave. Rather than kill him, the leader of this sect of the cult, a priest named Therus, used the Orb of Living Water and the writings of their order to indoctrinate him into the cult. They then sent him back to Mulmaster to recruit for the Cult among the worshippers of Umberlee.

For the past two tendays Drayson has been reading a sodden tome given to him by Therus and spreading the word of the Cult of the Crushing Wave among followers of Umberlee. Word of his preaching drew the attention of Rydah the Storm Soother, a high priestess of Umberlee, who preached against his heresy to her more violent followers. Three nights ago, these followers ambushed Drayson and murdered him, throwing his body from the shrine of Umberlee into the darkness below.

Curious about his partner's death and intrigued by the writings of the Cult of the Crushing Wave, Salvar Brix, a fellow member of the Brotherhood of the Cloak, began to investigate his partner's murder only to be ambushed himself by the same assailants who killed Drayson Fivestar. The party of adventurers interrupts the attack and is pulled into Salvar's plan to uncover the mystery of Drayson's death and discover the secrets within the Drowned Tower.

OVERVIEW

The adventure begins as the adventurers interrupt the assault of Salvar Brix by murderous followers of Umberlee. Always the opportunist, Salvar quickly convinces the Umberlee attackers that the adventurers are his reinforcements and the adventurers quickly find themselves in the middle of the battle.

With the followers of Umberlee defeated, Salvar is quick to reward the adventurers and asks that they visit him at the Tower of Arcane Might the following morning. The next morning at the Tower of Arcane Might, Salvar describes his investigation of the murder of his partner, Drayson Fivestar, and the mystery of the Drowned Tower. Salvar has one of Drayson's artifacts from the tower, a sodden tome that describes a strange cult known as the Cult of the Crushing Wave and an artifact within the tower known as the Orb of Living Water.

Salvar asks the adventurers to investigate Drayson's death, the involvement of the followers of Umberlee, and details of Drayson's discoveries in the tower.

The adventurers can investigate Drayson's death in a variety of ways including questioning the high priestess of Umberlee, searching his secret hovel near the docks, and questioning the barkeep at a tavern in which Drayson had last been seen.

During this time, Salvar researches the location of the Drowned Tower. With this information in hand, Salvar asks the adventurers to investigate the tower itself and recover the Orb of Living Water described in the tome and confirmed by Drayson's notes.

With a greater understanding of the situation, the adventurers travel to the Drowned Tower where they face members of the Cult of the Crushing Wave and the monsters that have infested the tower over the past 100 years. In the lowest reaches, they face Therus and the creature he has summoned. The adventurers then return to Mulmaster with the orb in hand.

ADVENTURE HOOK

Salvar Brix has always been charismatic, learning what motivates those he needs to forward his own goals. Once rescued, Salvar offers the party monetary rewards and describe the riches of the Drowned Tower the adventurers might keep if they explore it.

Should the adventurers seek information rather than tangible rewards, Salvar is willing to aid them in getting it. Anything short of outright betrayal of the Brotherhood of the Cloak is fair commerce for Salvar.

PART 1: THE RESCUE OF SALVAR BRIX

SALVAR'S ASSAULT

The adventure begins as the party stumbles into the attack against Salvar Brix. When the adventure begins, read the text below.

While walking in the dock area of the city, you hear the chaos of battle ahead of you. Four men lie dead and one other crawls backward towards you, the remnants of magical energy surrounding his hand. A group of rough-looking sailors confront the crawling man. Well-worn sea washed leathers protect their tanned skin decorated with numerous tattoos. They seem surprised at your presence.

The man lying nearby turns towards you, his eyes filled with a silent pleading. He turns back to his assailants.

"It would appear my reinforcements have arrived."

The leader of the assailants clenches his jaw and grips the pommel of his scimitar ever tighter.

"Then they will die alongside you, heretic."

Regardless of how the adventurers feel about this situation, battle is inevitable. The leader of the attackers would leave no witnesses alive regardless of their relationship to the man.

The man on the street is unable to further protect himself after expending his spells on the dead assailants (none of his known cantrips are combat oriented).

The leader of the attackers is a **bandit captain** leading four **thugs** and a **berserker**. These combatants are well prepared for a fight. The thugs use both ranged and melee attacks, whichever is more tactically sound. The berserker prefer to attack spellcasters while the bandit captain attacks any healers and the thugs engage any other combatants.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These adjustments are not cumulative.

- **Very weak party:** Remove the berserker and one thug
- **Weak party:** Remove the berserker
- **Strong party:** Add one more berserker
- **Very strong party:** Add one more berserker and two more thugs

When his attackers are defeated, the man is very thankful. He introduces himself as **Salvar Brix**, a member of the Brotherhood of the Cloak and researcher at the Tower of Arcane Might. He had hired one of the dead men as a bodyguard but is quick to dismiss the dead man as useless.

Salvar takes out a square medallion that authenticates his membership to the Brotherhood of the Cloak. All such mages who reside in Mulmaster must prove their membership in such a manner.

USING ARCANE MAGIC IN MULMASTER

The use of arcane magic is tightly regulated in Mulmaster. If any of the characters used arcane magic during the fight with the Umberlants, consult the following.

- **Level 3 or Lower Spells.** After thanking them for coming to his aid, Salvar asks how long the mage has lived in the city. If the answer is less than three months, he smiles benignly and reminds them that they need to register and join the Cloaks before their six months are up.
- **Level 4 or Higher Spells.** After thanking them for coming to his aid, Salvar asks how long the mage has lived in the city. He is very stern and informs them that even though it saved him such magic should not be used in the city and the character should consider joining the Cloaks immediately even if their three months are not yet up.

Note that if the character is a member of the Cloaks he thanks them by name before any introductions are made.

ROLEPLAYING SALVAR

Salvar is a dashing and ambitious mage, seeking to rise in station at the Tower of Arcane Might. Though not particularly powerful (he's the equivalent of a 5th-level wizard), Salvar is often able to turn a situation to his advantage with the right words, playing off of the motivations of those whose alliance he seeks. He is warm and gracious to those who can help him and quick to dismiss those who cannot.

Salvar comes from a noble family and believes that money can buy anything, including loyalty, though he is personally motivated by the powers of forbidden magic and lore lost to most mortals. He believes his murdered friend, Drayson Fivestars, was on to just such a discovery.

When questioned about the situation, Salvar explains that he was investigating the death of a dear friend of his, a brother of the Cloak and fellow researcher at the Tower of Arcane Might named Drayson Fivestars. A successful DC 15 Wisdom (Insight) check reveals that Salvar wasn't being perfectly honest. In truth, they were more rivals than friends and Salvar is more interested in Drayson's research than in justice for his murder.

Harried from the attack, Salvar pushes away any other questions. He gives the adventurers a writ; a sheet of vellum inscribed with his personal glyph. This, he explains, affords free meals, drinks, and a room at the comfortable The Traveler's Cloak. The Traveler's Cloak is a high-end inn on the edges of the Docks Quarter that rubs up against the wealthier holdings of Mulmaster. It caters to wealthy merchants and foreign dignitaries, and the prices reflect this—single rooms cost 12 gp a night, and the price for one of the inn's two suites are five times that.

He invites the adventurers to meet with him the following morning at the Tower of Arcane Might. He promises to make it worth their while. The same writ gets them past the guards of the tower.

TREASURE

The adventurers find little of value on the attackers except for the leader of the group who carried a jeweled scimitar with a hilt shaped like twisted octopus tentacles worth 50 gold pieces.

DEVELOPMENTS

The adventurers also find numerous tattoos on the men, though the bandit captain himself has the most notable, a scene of a woman with the body of a kraken and the torso of a female tearing a ship in two in a stormy sea. The tattoo takes up most of his chest and upper arms. A successful DC 13 Wisdom (Religion) check reveals that the depicted woman is Umberlee, Queen of the Depths.

If any attackers are left alive, they keep their mouths shut. A successful DC 15 Charisma (Intimidation) check might get them to declare Salvar a heretic of the Queen of the Depths meddling in matters best left alone. They are true fanatics of Umberlee and want to give Salvar the same treatment they gave Drayson. Indeed, these are the same attackers who murdered Salvar's partner, Drayson, two days earlier. Now they seek to destroy any connection to the drowned man they can find.

The adventurers are free to spend the evening as they wish. If they ask about Salvar at The Traveler's Cloak, they learn that he comes from a rich family and is quick to give coin to those who can help him or have something he wants. The inn is definitely a step above most in Mulmaster. The bar in the common room is a single slab of polished marble, and the furnishings are finely carved and stained oak of the highest quality. Bordering the common area are a dozen booths, the benches of which are bedecked in plush upholstery. Each booth features a set of heavy velvet curtains for the sake of privacy, and a small bell that can be rung from inside the booth to

summon the wait staff. The rooms are equally well furnished and comfortable. The inn generally relies on its high prices to keep out common adventurers so the characters may meet with some distain depending on their manner of dress as well as their manners.

CHECKING WITH THEIR FACTIONS

The Emerald Enclave has no real resources within the city at this time.

The Harpers can confirm that Salvar is a member of the Cloaks and are very interested in whatever the characters can discover about any conflict involving the Cloaks or within the Cloaks. This qualifies as a **faction assignment** that the characters can complete by reporting that there may be someone within the Cloaks corrupted by the Cult of the Crushing Wave and information about items given to Salvar.

The Lord's Alliance praises the characters for coming to the aid of Salvar and is interested to hear what else he asks of them.

Being somewhat suspicious of the government organizations within Mulmaster, the Order of the Gauntlet cautions them to be careful of the potential intrigue.

The Zhentarim cannot be contacted at this time, although they do have agents within the city.

MEETING SALVAR BRIX

The next day, Salvar Brix is expecting them at the Tower of Arcane Might.

THE TOWER OF ARCANE MIGHT

The characters can learn the following information with a successful DC 12 Intelligence (History) check.

For centuries, the balance of power in Mulmaster has been tenuous and for most of these centuries, the rulers of Mulmaster treated the use of magic as something to be feared and controlled. Any magic user residing in the city for more than 3 months and showing a certain level of proficiency in magic (level 4 or above) must join the Cloaks at the Tower of Arcane Might. Doing so gives the member access to an extensive library and laboratory but forces them to register with the city's registry of mages and swear fealty to the Blades, the 16 lords that rule over Mulmaster.

As they arrive, read the following.

A high wall surrounds the complex of the Tower of Arcane Might. Alert guards in steel armor protect the large iron-bound doors at the front of the gate. Looking over Salvar's mark, they let you into a campus of squat buildings surrounding a high gray stone tower. Two massive statues flank the iron door of the tower. Their heads turn and follow your approach.

Upon entering the tower, you are greeted by an aide who guides you along narrow stone staircases, past numerous laboratories, and by meeting chambers crowded with hooded members of the Brotherhood of the Cloaks until you reach Salvar's scriptorium. Salvar smiles as you approach. Numerous scrolls, parchments, and an old waterlogged book clutter his desk.

A successful DC 14 Intelligence (Arcane) check gives the party a glimpse of understanding into the notes Salvar is working on. They see a strange text written in an unknown language and images of vast seas and strange creatures. As their eyes move over the text, they hear a sinister whisper in the back of their minds but it's quickly cut off as Salvar closes the book he is studying. He then smiles warmly.

Salvar describes the following points to the adventurers.

- Salvar's friend and fellow scribe, Drayson Fivestar, had recently discovered this tome in the ruins of a nearby tower formerly covered by a mudslide. Drayson referred to it as the Drowned Tower.
- Drayson had discovered the ruin two months ago and had disappeared while exploring it for nearly a month before returning a changed man.
- When he returned, he threw himself into his research and spent a great deal of time at a bar near the docks known as the Rusty Chock talking about some sort of water cult with the local sailors.
- He also spent a great deal of time studying this tome and other writings of the cult at his private rented room near the docks.
- Two days ago, Drayson had gone missing. Salvar had asked for him and heard that he had killed himself by weighting his feet and throwing himself into the water near the Temple of Umberlee.
- Salvar had gone to the Rusty Chock to ask about his friend. He received no useful information. Shortly after leaving, he was attacked and saved by the adventurers.

Once he has explained the background of Drayson's death, he asks the party for help with the following quests.

- Salvar would like the adventurers to uncover the mysteries of Drayson's death and his own attack. He doesn't believe Drayson's death was a suicide. Salvar is worried that the church of Umberlee is behind the attacks and wants to know if they were sanctioned by church. He suggests visiting the shrine of Umberlee near the docks.
- Salvar would also like to uncover any clues Drayson may have left behind. Drayson's apartment may be a good place to look. Salvar gives the adventurers directions.
- Salvar also believes that the adventurers might learn more about the attack by visiting the Rusty Chock tavern where Drayson spent his last evening alive.
- While the adventurers investigate Drayson's death, Salvar believes he can decode some of Drayson's notes left at the Tower of Arcane Might to determine the location of the Drowned Tower and what might be in it. Doing so takes a day's time.

REWARDS

Salvar offers the party 10 platinum pieces (100 gp) for their efforts around town and suggests that there may be much more if they investigate the Drowned Tower. No doubt great riches lie in its depths.

LORD'S ALLIANCE

Characters that inform the Lord's Alliance of what Salvar ask them to investigate, they are told to continue and inform them of what is discovered (**faction assignment**). The murder of a Cloak is a serious issue and they want the matter solved quickly.

PART 2: THE INVESTIGATION OF DRAYSON FIVESTAR

At this point the adventurers have multiple paths they can take to investigate the death of Drayson Fivestar. The clues they uncover help them later in the adventure. The adventurers are free to choose to visit any of these locations in any order and may skip any they choose. Depending on the time of your game, you might choose to motivate them to return to Salvar as the sun begins to set.

MANAGING TIME

This adventure has many scenes of investigation and many options for exploration. It is important that you manage time effectively and keep things moving forward so the players can experience the full adventure in the allotted time. Here is the assumed timeline for the adventure:

- **Part 1:** 45 minutes
- **Part 2:** 45 minutes
- **Part 3 (areas 1-6):** 45 minutes
- **Part 3 (areas 7-11):** 30 minutes
- **Part 3 (final section):** 45 minutes
- **Conclusion:** 15 minutes

If this investigation in Chapter 2 begins to run long, let the players know that the day is moving on and they may have to return to Salvar before having explored all three locations. Since none of these locations have critical information in order to run part 3, it is acceptable that they miss one of the scenes in part 2.

THE SHRINE OF UMBERLEE

Read the following as the adventurers approach.

The Last Drop is an odd shrine to Umberlee in the Bay of Mulmaster—made in the form of a stone bridge placed between two cliffs jutting from bay islands. The south side of the bridge is carved into the likeness of a scowling maiden, her mouth opened in a scream of rage. Water tumbles from the mouth into the bay below. Her hair has been carved to resemble storm clouds.

Upon the bridge a seaman mutters something under his breath and tosses a gold piece into her mouth and into the seas below before rushing off, head held low. A half dozen other sailors kneel, lay prone, or stand about whispering prayers to the Queen of the Depths.

A woman stands near the south end of the bridge, robes tied down and decorated in patterns that resemble swirling tentacles. A mace with a head shaped like the face of Umberlee hangs from her worn leather belt. Her gray hair and gray eyes resemble the stormy seas.

The woman introduces herself as Rydah the Storm Soother, the high priestess of Umberlee in Mulmaster.

ROLEPLAYING RYDAH

Rydah is a cool and calculating priestess. She attained her position in a power struggle of both politics and force after removing the previous high priest's support before caving in his skull in a duel on the docks with the iron mace shaped like Umberlee's head that never leaves her side. Though not violent by nature, she sees violence as a clear means to an end in her struggle to stay on top and keep the followers of Umberlee in continual fear. She has managed to do so for two decades, eliminating anything that might pose a threat to her position or the church.

When the adventurers approach her, Rydah is cold to the party but not hostile. Rydah has five followers (**thugs**) around for protection and as a **priest** she is able to defend herself if need be. If attacked, she drinks a *potion of invulnerability*.

Rydah is not easily bluffed (requires a successful DC 18 Charisma (Deception) check) but when treated appropriately she may be persuaded (with a successful DC 13 Charisma (Persuasion) check) to give up more than she normally would. During the course of the conversation, Rydah relays the following information.

- Rydah is concerned that a new cult is rising in Mulmaster calling itself the Cult of the Crushing Wave. She believes Drayson knew something about this cult and had been spreading its message among her flock.
- Rydah believes that losing followers of Umberlee brings powerful storms to the seas, destroy hundreds of ships, and thousands of lives. This new cult puts everyone on the Moonsea at risk.
- Rydah explains that the followers of Umberlee have no rigid hierarchy and she has little influence over the actions of the followers of Umberlee. A successful DC15 Intelligence (Insight) reveals that this is not entirely true. She didn't directly give orders to kill anyone but she certainly implied that it might be best if those preaching about the Crushing Wave were to meet Umberlee's embrace.
- A successful DC 15 Charisma (Intimidation) check angers Rydah, but she reveals that she believes there are ties between the Cult of the Crushing Wave and the Brotherhood of the Cloak. She believes Drayson's and likely Salvar's actions prove this.

RyDAH is as interested in learning about the party as they are in learning about the death of Drayson. During the conversation, she asks questions in return about Drayson, Salvar, and the Drowned Tower. Her goal is to contain this new cult and sever its ability to influence the followers of Umberlee.

A FISTFUL OF LIONS

If the party convinces RyDAH that they aren't simply Salvar's pawns, she may try to recruit them to return whatever it is Salvar wants from the Drowned Tower to her. A darkness grows in the Tower of Arcane Might, she says, and this artifact, whatever it is, feeds that darkness. If the party brings her the artifact from the Drowned Tower, she matches his price in gold "lions."

XP REWARD

If the characters are able to learn that RyDAH did not personally organize the attack but believes that the Brotherhood of the Cloak is connected to the Cult of the Crushing Wave, award each player 400 XP.

DRAYSON'S APARTMENT

Upon returning from his captivity in the Drowned Tower, Drayson rented a cheap apartment at the docks where he could study what he found and recruit local sailors to the Cult of the Crushing Wave. Always somewhat eccentric, his fellow brothers at the Tower of Arcane Might didn't suspect he had switched allegiances to the Cult but certainly noticed a change. After his murder, followers of Umberlee ransacked his apartment seeking to weed out any other followers.

The apartment is a one-room hovel above a hemp shop two blocks from the docks. When the party arrives, they find the door has been broken open and the moderately expensive lock has been destroyed. Read the following:

Sunlight shines through the cracks between rotted wooden planks that make up the apartment's rough walls. A narrow bed has been turned over and the straw mattress slashed open. Two chests have been shattered with great force and articles of clothing litter the room. A large oak writing desk has been turned over on its side and cracked down the center.

The walls have all been crudely painted with the image of a titanic wave reaching out across a fleet of tiny ships under an unfamiliar sky. A series of words has been painted below in a strange dark language. Over this, in red, a single word, "Heretic", has been painted in common.

It is clear to the adventurers that Drayson's apartment has already been thoroughly and violently searched. Any valuable information has likely already been taken or possibly destroyed.

The paintings on the wall are the views of a mad mind. A successful DC 12 Intelligence (Arcana) check reveals that it depicts no world the adventurers have seen. A DC successful 18 Intelligence (Arcana) check reveals that it is likely the elemental plane of water. From the scale of the painting, the violent entity is titanic in size.

A successful DC 15 Intelligence (Religion) check reveals that the image is certainly not of Umberlee and of no sea god known in Faerûn.

A successful DC 15 Intelligence (Arcana) check reveals that the language of the dark script is Primordial. One who can speak primordial can read it as "The Crushing Wave Devours All."

TREASURE AND CLUES

A successful DC 15 Wisdom (Perception) check reveals that two of the floorboards under the bed are newer than the others. Prying them up reveals a crawlspace underneath the floor of the loft and above the ceiling of the hemp shop. Inside the crawl space is a bundle of parchments and a strange idol of a wave reaching out over a tiny city made of blue stone. The idol is worth 100 gp to a vendor on the streets of Mulmaster but Salvar doubles that price if the party offers it to him.

The scrolls contain nearly incomprehensible ravings about the Cult of the Crushing Wave and illustrations of hideous rituals conducted upon an altar in the middle of a vast ocean. More importantly, however, they contain Drayson's notes of his captivity in the Drowned Tower and his eyes opening to the Cult of the Crushing Wave. Scanning through the notes, the adventurers discover a number of interesting things including the following:

"Floors above the officer's quarters are rotten through. Not safe! Something squirms in the dark."

"Therius has used a series of wards to protect the tower. I must remember the two passphrases!"

"Something terrible lurks in the mud in the advisor's laboratory. Therius demands we avoid those chambers."

"Therius says I am not the only Cloak who has seen the way of the Crushing Wave. Who are the others?"

“Always hungry, the avatar of the Crushing Wave demands to feed off the faithful. I must send more.”

On a piece of vellum, Drayson has scrawled two phrases in Primordial. They can be translated by anyone who speaks the language or with a suDC 15 Intelligence (Arcana or Religion) check. The phrases include:

“The Tide Rises. Embrace the Cold Sea.”

These two phrases are, sequentially, the phrases required to get past the wards Therus has placed in the Drowned Tower (the glyph in Area 2, and the glyph in

XP REWARD

If the party discovers Drayson’s personal notes and returns the idol to Salvar, each character is rewarded 400 experience points.

THE RUSTY CHOCK

When the adventurers enter the Rusty Chock tavern, read the following.

The odor of salt, rancid meat, and stale grog hangs in the main room of the Rusty Chock. A bar sits along the left side of the room while half a dozen tables are scattered around the rest of the tavern. Questionable liquids pool on the floor, some dry and some still fresh. Rotted ropes and rusted hooked poles adorn the walls. Above the door to the back room is a piece of wood painted with two blue-green waves, one curling left and one curling right.

The Rusty Chock is one of dozens of small bars and inns that serve the lowest caste of sailors who frequent Mulmaster on their journeys across the Moonsea. Run by a former sailor, Benkin Rould, the bar seats two-dozen patrons at six tables and a bar. The food is bad and the grog, though quite strong, is even worse.

ROLEPLAYING BENKIN

Benkin Rould is a human sailor of sixty years. His skin is leathery, dark, and scarred. There isn’t much the veteran sailor hasn’t seen or heard about in his times on the seas. Though not a fan of Rydah the Storm Soother (he thinks she’s a bit more manipulative than an Umberlant priestess should be), he still fears the wrath of Umberlee. He feels Drayson got what he deserved for speaking what, in Benkin’s mind, were sacrilegious words against the Queen of the Deeps.

The number of patrons in the bar depends on the time of day. The bar always has about a half dozen sailors who

spend what little money they have on the Chock’s cheap alcohol. Later in the day, the place fills up with more unsavory characters.

A successful DC 10 Intelligence (Religion) check reveals that the symbol painted above the back door is a mark of Umberlee, Queen of the Depths.

If questioned about Drayson, Benkin says he has seen someone like that about once or twice. A successful DC 10 Wisdom (Perception) check reveals that he knows much more than this. A successful DC15 Charisma (Intimidation, Persuasion, or Deception) check gets him to open up a bit more about him. Benkin explains that he knew Drayson and he was terrible for business. Drayson had started coming to the bar a month ago. He didn’t come in asking questions, as Salvar implied, but came in preaching about some new god called the Crushing Wave. Worse, some of the more impressionable sailors began to listen to him. Many times, however, he would get into arguments with the bar’s clientele who mostly followed and feared Umberlee. Drayson’s words were dangerous indeed.

The night of his death, Drayson had been preaching his foolishness rather loudly. Benkin had feared blood would spill as a handful of Umberlants, loyalists to Rydah the Storm Soother, were in the bar that night. They said nothing, though, but listened carefully without drinking and followed him out when he stumbled out that night.

The following morning, Benkin had heard from a sailor that the loyalists leapt on Drayson shortly after leaving the bar. They had knifed him in the back, wrapped chains around his legs, and thrown him over the rails into the sea by the shrine of Umberlee.

The sailor said that Drayson, bleeding from a pierced liver and about to be tossed into the black, was still preaching. “The Crushing Wave devours all!” he said. The sailor who described this sailor shipped out yesterday morning.

Should combat take place in the Rusty Chock, a number of **commoners**, three **bandits**, and a **thug** joins in the fight. If it is early in the day, there are only three commoners. In the evening, there are nine commoners.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak or weak party:** Remove one bandit
- **Strong or very strong party:** Add one thug

XP REWARD

If the party convinces Benkin to reveal all of the information he knows about Drayson's death, each character is awarded 200 XP.

RETURNING TO SALVAR BRIX

After their investigation, the adventurers return to Salvar Brix who listens intently to what they have discovered. If the adventurers claim that Drayson was preaching about the Cult of the Crushing Wave, he dismisses the idea. Drayson was an explorer, like the rest of the Cloaks. He followed no dogma. Any preaching must have been misinterpreted enthusiastic questioning.

He is also quick to dismiss the idea that any members of the Brotherhood of the Cloak belong to the Cult of the Crushing Wave. A successful DC 15 Intelligence (Investigation) check reveals that he's unsure of this statement.

Salvar is relieved to hear that Rydah the Storm Soother didn't directly sanction the attack.

Salvar pays the adventurers 10 platinum pieces (100 gp) for investigating Drayson's death and speaking to Rydah. Now he has a new job for them.

While they were investigating Drayson's death, Salvar learned the location of the Drowned Tower. The tower, it appears, was once a former Zhentarim watchtower about a half-day's travel to the north along the shore. Nearly a century ago a mudslide had buried the tower but recent heavy storms uncovered the top of the lost tower and revealed an opening that led inside.

Salvar's investigations into the book revealed something else. The book and its author had traveled with an artifact of some sort, an artifact considered divine by this strange Cult of the Crushing Wave. The Cloaks would very much like to retrieve this artifact and research its mysteries. For recovering this artifact, Salvar pays the adventurers 100 platinum pieces (1,000 gp).

On agreement, Salvar gives the adventurers a map to the Drowned Tower. Salvar worries that, should members of this cult still be around, they may attempt to move the artifact. Further, the ground around the tower is still unstable. Another storm may send the tower sinking back to the mud. Time, he explains, is of the essence.

PART 3: THE DROWNED TOWER

The Drowned Tower sits in a steep swampy hill of mud. Streams of water cut across the hill down towards the sea, a few miles away. Thick vines hang from dead trees making the tower difficult to find. Only a slice of the upper tower can be found where the mud has been washed away by the storms.

Tracks of boot prints can be seen entering and exiting the tower.

GENERAL FEATURES

Most of the tower remains sunken in mud with only the roof and upper battlements uncovered. Decades of mud have crushed in many of the walls and poured through the windows destroying many of the tower's original rooms and breaking through walls.

Ceilings. The ceilings inside the tower are twelve feet high and made of stone reinforced with rotted wood.

Light. There is no natural light in the tower. When the Cult travels through the tower, they use torchlight.

Sound. Adventurers can hear the sounds of dripping water and the occasional slurp of mud continuing to force its way into the tower.

Smell. Centuries of rot in the mud has put a permanent smell of decay throughout the tower.

RESTING WITHIN THE TOWER

When they arrive, it is clear to the adventurers that roving swarms of rats, the occasional Cult patrol, and a continually foul smell in the air makes it impossible to take an extended rest within the tower. Area 8 (when clear of the pudding) and area 13, however, can be protected long enough to take short rests. If they insist on attempting a short rest, roll 1d6. On a 1 or 2, they are attacked by a number of **Crushing Wave reavers** equaling one per character. On a 3 or 4, they are attacked by **swarms of rats**, one swarm per character, that come pouring in through cracks in the walls.

In their last meeting with Salvar, he made it clear that time is of the essence in recovering whatever they can find from the tower should another mudslide cover the tower once again or should the Cult move the artifact somewhere else.

1. THE BATTLEMENTS

The upper battlements are the only exposed part of the tower. It contains two possible entrances into the rest of the tower. When the adventurers reach the battlements, read the following.

Within the dense swamp, hundreds of feet of thick mud splits apart revealing the stone roof and battlements of the Drowned Tower. Half of the roof is still covered in mud. A deep pit likely once held fires that could be seen far out over the Moonsea. A broken staircase leads down into the buried tower while part of the stone roof has broken away revealing rotted wooden support beams and shadows of the room below.

A successful DC 15 Wisdom (Perception) check reveals tracks, partially washed away by recent rain, that lead down the stairs into the lower levels. A successful DC 15 Wisdom (Perception) check reveals that the rotted beams in the hole can easily break through into area 6.

If a character investigate the rotted beams, the **stone crumbles underfoot**. The character must make a DC 15 Dexterity saving throw or fall through the crashing boards taking 5 (1d10) bludgeoning damage and landing in area 5.

2. THE 3RD FLOOR LANDING

When the adventurers travel down the staircase, read the following.

A crumbling staircase leads to a dark hallway. A pair of rotted wooden doors reinforced with bands of rusted iron stand open at the southern end of the hall.

A drake grasping a disk with rays emitting from a skull-topped scepter in the center has been carved into the north wall.

A crumbling stone stairwell leads deeper into the tower.

A successful DC 12 Wisdom (Perception) check reveals footprints that head regularly to and from the door to the south. Semi-circles on the floor reveal that the door has recently been opened and closed.

The ground beneath the doorway to the south is trapped with a **glyph of warding** cast by Therus. Only members of the Cult of the Crushing Wave, including Drayson, know the passphrase. Anyone who attempts to open the door without saying the phrase "*The Tide Rises*" triggers the ward. This is one of the phrases Drayson had written in his notes.

The ward requires a successful DC 15 Intelligence (Investigation) check to detect it and can only be removed by triggering it, speaking the passphrase, or by casting *dispel magic* on it. If triggered, the glyph fills the hall; anyone within the hall must succeed at a DC 15 Dexterity saving throw or take 22 (5d8) fire damage. Those that succeed take only half damage.

A successful DC 10 Intelligence (History) check reveals that the symbol is that of the Zhentarim. Zhentarim faction members make this check with advantage. The symbol is over 100 years old.

A successful DC 15 Wisdom (Perception) check reveals that there is a good deal of foot traffic heading down the stairs but little heading into the hallway to the south.

XP REWARD

If the party bypasses or dispels the *glyph of warding*, award each character 100 experience points.

3. THE COMMANDER'S OFFICE

When the adventurers enter area 3, read the following.

This room must have, at one time, been the office of the commander of the tower. While the room was spared from the mud, the damp has taken its toll on the furniture within. A large oak desk is pushed against the far wall beside a hardwood chest of drawers.

This office once belonged to the commander in charge of the watchtower. The moisture has swollen the door tight in the jam. A character succeeding on a DC 16 Strength (Athletics) check breaks in the door, which crumbles under the force. Alternatively, the door can be destroyed (AC 13, 15 hit points).

TREASURE

The chest also contains a ceremonial black iron mace decorated with the holy symbol of Bane worth 180 gp.

4. OFFICER'S CHAMBERS

When the adventurers inspect area 4, read the following.

The outer wall of the room to the east has collapsed, nearly filling the room with stagnant mud that has spilled into the hallway.

There is nothing of value here; eons of being buried in mud have destroyed it all.

5. THE COMMANDER'S QUARTERS

When the adventurers reach area 5, read the following.

The remnants of a large bed are covered with mud that has pushed through the outer wall of the tower. An ironbound chest sits half-buried in a rotted bed—covered in mud.

If the adventurers fell through the roof above, they landed in in the mud covering the bed.

A number of **swarms of insects** (one swarm per character), nest in this room. If the adventurers fell into this room from area 1, the swarms surprise the character and attack.

If the adventurers entered from the hallway, the insects do not attack until someone disturbs the bed. A character succeeding at a DC 15 Wisdom (Perception) check notices that the mattress around the chest is moving.

TREASURE

Digging out the chest requires a successful DC 15 Strength (Athletics) check. On a failure, the chest crumbles in the mud and the adventurers can only recover half of the money inside. The rotted chest is easily opened once it is extracted from the mud.

The chest contains a total of 220 gp worth of coins and gems.

6. THE LABORATORY

When the adventurers reach area 6, read the following.

Putrid air flows from the room ahead. A circle engraved into the floor mark this as some sort of arcane workroom or summoning chamber.

A number of bookshelves line the northern wall.

This room served as the advisor's magical laboratory. The advisor had used the circle on the floor to summon extraplanar creatures and for dark experiments. The energy of the circle remains, though it has weakened and, since the Spellplague, has become quite unstable. It has also become home to two **black puddings**.

The pudding is inert when the adventurers first enter. A successful DC15 Wisdom (Perception) check reveals that part of the mud seems to be pulsating. Otherwise, when the adventurers approach the center of the room, it surprises them.

Because of the strange and unstable magic in the room, any spell cast has a potentially chaotic effect. After a spell is cast, roll 1d10. On a 1 or 2, the spell targets the caster instead of the intended target. On a 3 to 4, the spell fizzles and is expended with no effect. On a 5 to 10, the spell acts normally. Sorcerers with the wild magic sorcerous origin may roll twice and choose either result.

Note that if you are running behind time-wise, quickly resolve this encounter; it shouldn't become a matter of simply slogging through the oozes' remaining hit points.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Black puddings's hit points each reduced to 51.
- **Weak party:** Black puddings's hit points each reduced to 68.
- **Strong party:** Black puddings's hit points each increased to 102.
- **Very strong party:** Black puddings's hit points each increased to 119

DEVELOPMENT

The books on the bookcase are all rotted and moldy from a century of exposure to mud and moisture. The leather spines include "*Mysteries of the Moonsea*," "*Research Logs: 1402 DR*," and "*Realms of the Outer Planes*." The books are rotted through with black mold, however, and their contents illegible.

DAMAGED WEAPONS AND ARMOR

Some characters may have armor or weapons affected by the black puddings's corrosive form trait. As noted in the creature's stat block, these penalties are permanent. The character may:

Repaired the Affected Equipment. In order to repair a damaged suit of armor or weapon, the character must spend an amount of downtime equal to the total penalty of all of the character's affected items. For example, if, at the end of the fight, a character's weapon has a -3 penalty and the character's plate armor has a modified AC of 13 (-5 penalty), repairing the armor requires 8 total downtime days in addition to appropriate lifestyle costs. Suits of armor and weapons destroyed by the black pudding may not be repaired.

Replace the Affected Equipment. Alternatively, the character may simply buy a replacement item. However, the damaged equipment is worthless and may not be sold.

TREASURE

One of the black puddings ingested a white sapphire worth 200 gp. The gem is retrievable once the pudding is slain, but unless the uses something to pry it out, they take 4 (1d8) acid damage from the pudding's remains.

7. QUARTERS

When the adventurers reach area 7, read the following.

The crumbling staircase leads down into another long hall. Light streams from cracks in the wall to the east. A number of beds are arranged in neat rows along the walls. A tall, wooden beam is propped up against the wall at the stairs's exit.

A single **Crushing Wave reaver** is standing guard in this room facing the staircase. He is currently leaning on a barrel carving symbols into his forearm. The barrel grants him cover against any attacks emanating from the staircase. The thug shouts in alarm (notifying the thugs and cult fanatics in Area 8) and pulls the rope on his first turn.

A successful DC 17 Wisdom (Perception) check reveals that the wooden beam is a recent addition and appears to be propping up a heavy iron portcullis. What is not visible, however, is that the cultists in the tower have tied ropes to the beam and hidden it under packed mud along the edge of the floor. One rope leads to area 8 and the other to where the thug is currently sitting. As an action, a creature can pull the rope and drop the portcullis down if they see trouble coming.

When the beam is pulled away, the iron portcullis it was supporting crashes to the floor. Any creature in the square containing the portcullis (marked "X" on the map) must succeed at a DC 13 Dexterity saving throw or take 11 (2d10) damage, and be knocked prone and restrained by the portcullis. Any creature that uses an action lifts the portcullis with a successful DC 15 Strength (Athletics) check. Any attempt by a creature pinned by the portcullis is made with disadvantage due to poor leverage.

If a creature that is not adjacent to the portcullis attacks a target on the other side, the target of the attack gains the benefit of cover.

FOES AND TACTICS

On the round following the thug's shout of alarm, two **Crushing Wave reavers** from area 8 pull on the rope that leads to the portcullis trap if it has not already been pulled. Immediately afterwards, they enter area 7 and engage in melee with any characters in the area. If no characters made it into the room, they seek out cover and fire their crossbows through the portcullis.

Meanwhile, the two **fathomers** in area 8 both use *eldritch blast* at the least-armored character they are both able to see. The remaining two **Crushing wave reavers** peer around the wall, throwing javelins.

XP REWARD

If the party avoids being detected by the guard in area 7 and avoids being hit or trapped by the portcullis, award each character 100 XP.

8. THE DINING HALL

When the adventurers reach area 8, read the following.

Large tables sit in the middle of this long room, one of which has been lifted up and turned over by a cascade of mud from the north. Another table has been turned upright and has a dozen chairs around it. It has obviously been recently used. The ruins of a kitchen now overtaken by the mudslide can be seen through the crumbled wall to the northwest

This room was once used as the dining for soldiers. The hallway to the west leads down to area 11.

Four **Crushing Wave reavers** (former Umberlee followers-turned-members of the Cult of the Crushing Wave) and two **fathomers** (longstanding followers of the cult) reside in this room. If they hear anything from area 7, they investigate it and pull the rope to drop the portcullis in an attempt to split up the party. Otherwise they attack when they spot the intruders.

The fathomers fight from behind broken tables, gaining the benefit of cover against ranged attackers. If forced out, one uses *shapechanger* to change form into a water serpent, while the other tries to use *vampiric touch* on the nearest foe.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak or weak party:** Remove one fathomer
- **Strong or very strong party:** Add two Crushing Wave reavers

DEVELOPMENTS

It takes a successful DC 15 Charisma (Intimidation) check to get the thugs to talk. If successful, they describe that they were recruited to the Cult of the Crushing Wave by Drayson and led to believe that Umberlee is but a figurehead for a much stronger power beneath the sea. They have not been below the tower (see The Altar, below) and have only seen Therus once before. If the adventurers succeed on a DC 15 Charisma (Intimidation, Deception, or Persuasion), the thugs describe the creatures in area 11 and say that none but Therus and his invited guests can pass.

If a fanatic is captured, they do not respond to questioning. Instead they speak a single word of Primordial and their bodies break down into fleshy saltwater. This is a power taught to them by Therus and the Cult's writings that supposedly make them one with the Crushing Wave.

A NOTE ON TIMING

At this point in the adventure you should have roughly one hour remaining. If you find yourself with less time than this be prepared to move quickly through the battles against the elemental and the skeletons to get to the final battle in time.

9. THE COLLAPSED PRIVY

When the adventurers enter area 9, read the following.

Foul air wafts past you from the collapsed ruins of a privy. Centuries of black waste writhes with enormous swollen grubs.

Should anyone take the time to dig around in the muck, they find a gold ring worth 50 gold pieces that fell into the privy over a hundred years ago.

10. THE GUARD STATION

When the characters enter this room, read the following.

Though wet, this room appears well intact. A large circular oak table sits in the center of a pile of rotted wooden chairs. The air in this room is not quite as foul as the rest of the tower.

Though there is little of value in this room, the adventurers can easily recognize that, when secured, this is a safe place to take a short rest.

11. THE SIEGE ARMORY

When the adventurers reach area 11, read the following.

What was once likely the entrance to the tower has been buried and filled by mud which has flowed in from the southeast.

There is a door on the intact wall of a room to the south while another door on the northwest wall long ago burst from its hinges by the flow of mud. A deep pool of water sits in the middle of the stone floor. In the northeast corner of the room, a spiral staircase leads down—water streaming over its steps.

When the adventurers step into or around the water in the center of the room one **water elemental** appears and attacks. There are also two **Crushing Wave reavers** in this area—each with a weird tank. On their turn, they remove the tanks and hurl them, releasing two **water weirds**. The water weirds die if removed from the pool of water created when the tanks are destroyed. Therefore, the thugs break the tanks around the room to maximize the benefit of the weirds's reach. At least one of the thugs hurls a tank into the pool in the center of the room, which is deep enough to submerge a character in. If a thug carrying a weird tank is slain before throwing the tank, the thug falls; the tank is shattered and the water weird is released.

The rocky stone floor and the deep water are difficult terrain.

WEIRD TANK

This hefty glass tank is sealed by a large, cork stopper. When hurled (range 20 ft.) the glass shatters, releasing a water weird. The water within the shattered tank and creates a 5-foot-radius pool of water.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove water elemental
- **Weak party:** Remove one Crushing Wave reaver and one water weird
- **Strong party:** Add one Crushing Wave reaver and one water weird
- **Very strong party:** Add one water elemental

THE ALTAR

When the adventurers go down the spiral staircase, read:

Though once built by human hands, a century of mud and rot now coats the walls of these halls. Dirty brackish water sits ankle-high on a human, knee-high on a dwarf, and thigh-high on a halfling. The floor under the water is uneven and slanted. The earth rumbles as the tower above shifts slightly.

The adventurers should get the distinct feeling of hundreds of feet of unstable mud and rock over their heads. A successful DC 15 Wisdom (Perception) check confirms that these halls are going to be buried under the mud soon. A dwarf can make this check with advantage.

The water is treated as difficult terrain for any creature smaller than Medium-sized.

THE CELLS

When the adventurers continue on, read the following.

The walls open up on the sides of the hallway revealing mud-covered iron bars. A rotted swollen hand laced in vines grips the bars above the waterline of one of the cells.

These cells contained the prisoners and torture victims of the Zhentarim and were left behind when the mudslides came.

The **glyph of warding** in this room is hidden under the shallow water that fills it. Detecting the glyph requires a successful DC 15 Intelligence (Investigation) check. The glyph can be removed with a *dispel magic* or lasts until triggered. If triggered, this glyph casts *animate dead*.

If the party walks into the cell chamber, the glyph triggers and summons two **skeletons** per member of the party. These skeletons are former Zhentarim soldiers and their prisoners. If any member of the party speaks the words “Embrace the Cold Sea”, the skeletons cease their attack. Otherwise, the skeletons attack each of the party members as they rise from under the water surrounding the group.

THE ALTAR

When the adventurers continue on, read the following.

The hallway opens up into a large chamber. The chamber's corners are now round from collapsed stone and collected mud. The tops of pews peek out above the waterline.

A huge statue of a muscular figure stands on a raised platform at the far end of the room. Its head has been hewn off and in its outstretched hand sits a swirling blue orb that illuminates the room in its pale glow. A man, whose form is constantly in a state of wave-like motion, kneels before the statue, his blue robes floating in the water at his knees. The waters swirl and flow faintly with blue light in the center of the room. He turns and smiles.

Therus, a **Crushing Wave priest**, attacks alone. He possesses a *trident of warning* that has informed him of the party's oncoming attack. He has prepared for combat by casting *blur* and drinking a *potion of fire resistance*. The spiritual guardians are in the form of a swirling spectral typhoon around him. Therus casts his *sleet storm* on enemy spellcasters and casts *hold person* on melee fighters. Note that if he casts *hold person*, his *blur* spell ends.

When Therus is reduced to 0 hit points, read:

The man smiles broadly and spits out a mouthful of blood, "You genuinely believe that Olhydra would leave me defenseless! Without the means to avenge my own demise? Fools!"

His smile soon turns into a grimace of pain and agony as he doubles over at the waist and vomits forth a stream of crystalline blue water. He retches loudly and the stream turns into a torrent, the size and volume of which would be impossible for any man to release.

The water roils and churns before the man as a multi-headed monstrosity made of blood-streaked water emerges from within.

Therus's now-desiccated form crumples into a heap—wrung dry of his precious fluids as if he were little more than a dishrag.

An elemental creature with the form of a **hydra** and a **water weird** bursts forth from the center of the room. As a being of the elemental plane of water, the hydra's form is that of flowing translucent water—streaked with Therus's blood. The hydra attacks with mindless destruction, sending its bite attacks against everyone it can, and preferring to bite at multiple targets instead of a single target unless it has no other choice.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove the water weird; reduce the hydra's hit points to 126; the hydra has three heads
- **Weak party:** The hydra's hit points are reduced to 149, the hydra has four heads; the water weird arrives at beginning of second round
- **Strong party:** Replace the water weird with a water elemental
- **Very strong party:** Add one water weird

DEVELOPMENTS

The orb on the altar is the *orb of living water* sought by Salvar Brix. True to its name, the orb appears to be a globe of water that continually swirls. It can be picked up and pierced as though poking into a bowl of water, but maintains its spherical shape.

When a creature touches it, they hear a deep and low voice speaking to them in a strange dialect of Primordial. Anyone able to speak Primordial hears the phrase "deliver yourself to the Crushing Wave" repeated, maddeningly, over and over again.

If they investigate the room to the side it is apparent that Therus has been using it as a study and bedchamber using camping equipment rather than actual furniture.

TREASURE

Therus had placed little value in material possessions except for a *trident of warning*.

XP REWARD

If the characters recover the *orb of living water*, award each player 500 XP.

CONCLUSION

With one local group of the Cult of the Crushing Wave defeated, the party can return to Mulmaster with the *orb of living water*. At this point the adventurers have a number of choices.

First, they can return the *orb* to Salvar Brix at the Tower of Arcane Might. He rewards them with a purse containing 100 pp and tells them they have done a fine job for the Brotherhood. He is quick to dismiss any questions regarding connections between the Brotherhood of the Cloaks and the Cult of the Crushing Wave. Any arcane spellcasters in the group receive the "To Wear the Cloak" story award (see Favors and Enmities, below).

The party may instead return the *orb* to Rydah at the altar of Umberlee. She stays true to her word, paying the party with 1,000 gp of Cormyrian mint. If the party asks what she plans to do with it, she explains that soon no one will ever see it again.

Unsure of the trustworthiness of either Salvar or Rydah, the party may choose to destroy, abandon, or keep the orb. They find it very hard to destroy, reforming when smashed or cut. Even heating it causes it to reform as soon as its evaporated form cools. Should they keep it, they continually have nightmares of a vast limitless cold ocean that seems to grip them and pull them into the salty sea. They may also choose to simply abandon the orb. Who knows who might stumble upon it later?

Faction Alternative. Characters who are members of a faction might instead offer it to their faction. This especially pleases the Harpers, and while the Lord's Alliance disapproves of breaking a contract they are also pleased. These two factions have the resources to reward the characters the same amount of money as Salvar. The other three factions, having fewer resources, can only reward the characters with half of the amount.

REWARDS

Make sure the players note their character's rewards on the adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE

Total up all **combat experience** earned for defeated foes, and divide by the number of characters present in the combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT REWARDS

Name of Foe	XP per Foe
Bandit captain	450
Thug	100
Berserker	450
Bandit	25
Commoner	10
Crushing Wave reaver	100
Swarm of rats	50
Swarm of insects	100
Black pudding	1,100
Fathomer	450
Water elemental	1,800
Water weird	700
Skeleton	50
Therus, Crushing Wave priest	450
Hydra	3,900

NON-COMBAT REWARDS

Task or Accomplishment	XP per Character
Learning Rydah's story	400
Finding Drayson's stash	400
Learning Benkin's story	200
Avoiding the fire glyph	100
Avoiding the portcullis trap	100
Recovering the orb	500

The **minimum** total award for each character participating in this adventure is **3,000** experience points.

The **maximum** total award for each character participating in this adventure is **4,000** experience points.

TREASURE AWARDS

Item Name	GP Value
Jeweled scimitar	50
Drayson's idol	200
Salvar's first reward	100
Sculpted black iron mace	180
Commander's chest	220
Black pudding's sapphire	200
Privy ring	50
Final reward	1,000

TRIDENT OF WARNING

Weapon (trident), uncommon (requires attunement)

Anyone wielding this weapon of unusual, blue steel feels oddly self-assured. A description of this item can be found in the *Dungeon Master's Guide*.

POTION OF FIRE RESISTANCE

Potion, uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

POTION OF INVULNERABILITY

Potion, rare

A description of this item can be found in the *Dungeon Master's Guide*.

RENOWN

All faction members earn **one renown point** for participating in this adventure.

Lords' Alliance characters earn **one additional renown point** for informing the faction of what they discovered behind the death of the Dayson Fivestar and of the activities of the Cult of the Crushing Wave.

Harpers characters earn **one additional renown point** for reporting Rydah's belief that there is someone in the Cloaks (besides Dayson) who has been corrupted, as well as information on the Cult of the Crushing Wave.

DOWNTIME

Each character receives **ten downtime days** at the conclusion of this adventure.

FAVORS AND ENMITIES

The characters have the opportunity to earn the following story reward during the course of play.

To Wear the Cloak. If your character is an arcane spellcaster, Salvar Brix has offered to sponsor your admittance into the Brotherhood of the Cloak. Though joining the Cloaks is mandatory for any arcanists seeking to stay in Mulmaster for an extended period of time, and sponsorship is not required, Salvar's sponsorship might be a future boon.

DM REWARDS

You receive **400 XP**, **200 gp**, and **10 downtime days** for running this session.

APPENDIX: MONSTER/NPC STATISTICS

BANDIT CAPTAIN

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

THUG

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

BERSERKER

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

BANDIT

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

THUG

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

BANDIT

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

CRUSHING WAVE REAVER

Medium humanoid (human), neutral evil

Armor Class 14 (shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	8 (-1)

Skills Athletics +4, Stealth +4

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

ACTIONS

Sharktoothed Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands. Against a target is wearing no armor, the reaver deals an extra die of damage with this sword.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

SWARM OF RATS

Medium swarm of Tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8 – 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	11 (+0)	9 (–1)	2 (–4)	10 (+0)	3 (–4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

SWARM OF INSECTS

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	13 (+1)	10 (+0)	1 (–5)	7 (–2)	1 (–5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

BLACK PUDDING

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (–3)	16 (+3)	1 (–5)	6 (–2)	1 (–5)

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 4 (1,100 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

Spider Climb. The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

FATHOMER

Medium humanoid (human), neutral evil

Armor Class 10 (13 with *mage armor*)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Skills Arcana +2, Perception +4, Stealth +4
Senses passive Perception 14
Languages Aquan, Common
Challenge 2 (450 XP)

Shapechanger (2/Day). The fathomer can use its action to polymorph into a Medium serpent composed of water, or back into its true form. Anything the fathomer is wearing or carrying is subsumed into the serpent form during the change, inaccessible until the fathomer returns to its true form. The fathomer reverts to its true form after 4 hours, unless it can expend another use of this trait. If the fathomer is knocked unconscious or dies, it also reverts to its true form.

While in serpent form, the fathomer gains a swimming speed of 40 feet, the ability to breathe underwater, immunity to poison damage, as well as resistance to fire damage and bludgeoning, piercing, and slashing damage from nonmagical weapons. It also has immunity to the following conditions: exhaustion, grappled, paralyzed, poisoned, restrained, prone, unconscious. The serpent form can enter a hostile creature's space and stop there. In addition, if water can pass through a space, the serpent can do so without squeezing.

Olhydra's Armor (Human Form Only). The fathomer can cast *mage armor* at will, without expending material components.

Spellcasting (Human Form Only). The fathomer is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has two 3rd-level spell slots, which it regains after finishing a short or long rest, and knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *mage hand*
1st level: *armor of Agathys*, *expeditious retreat*, *hex*
2nd level: *invisibility*
3rd level: *vampiric touch*

ACTIONS

Constrict (Serpent Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 12). Until the grapple ends, the target is restrained, and the fathomer can't constrict another target.

Dagger (Human Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

WATER ELEMENTAL

Large elemental, neutral

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Aquan
Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

WATER WEIRD

Large elemental, neutral

Armor Class 13

Hit Points 58 (9d10 + 9)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	10 (+0)

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, restrained, prone, unconscious

Senses blindsight 30 ft., passive Perception 10

Languages understands Aquan but doesn't speak

Challenge 3 (700 XP)

Invisible in Water. The water weird is invisible while fully immersed in water.

Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

ACTIONS

Constrict. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

THERUS, CRUSHING WAVE PRIEST

Medium humanoid (human), neutral evil

Armor Class 13 (chain shirt)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	11 (+0)	16 (+3)

Skills Deception +5, Religion +2, Stealth +2

Senses passive Perception 10

Languages Aquan, Common

Challenge 2 (450 XP)

Spellcasting. Therus is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He knows the following sorcerer spells (an asterisked spell appears in this appendix):

Cantrips (at will): *chill touch*, *mage hand*, *minor illusion*, *prestidigitation*, *ray of frost*

1st level (4 slots): *expeditious retreat*, *ice knife*,* *magic missile*, *shield*

2nd level (3 slots): *blur*, *hold person*

3rd level (2 slots): *sleet storm*

ACTIONS

Trident. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) piercing damage.

ICE KNIFE*

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: S, M (a drop of water or piece of ice)

Duration: Instantaneous

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of the point where the ice exploded must succeed on a Dexterity saving throw or take 2d6 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

HYDRA

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 8 (3,900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

PLAYER HANDOUT: DRAYSON FIVESTAR'S NOTES

"Floors above the officer's quarters are rotten through. Not safe! Something squirms in the dark."

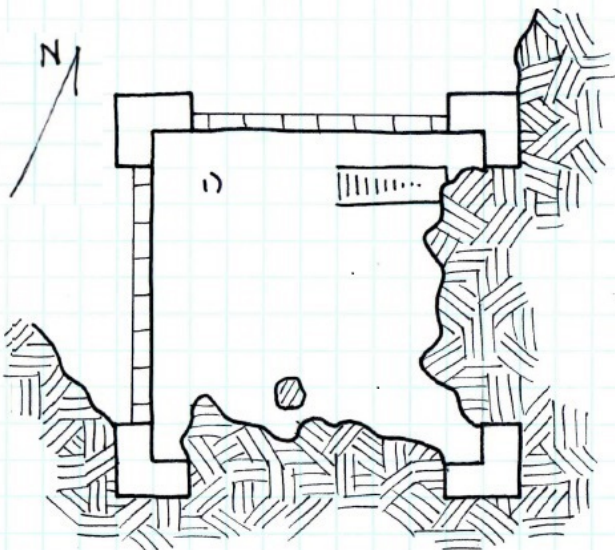
"Therus has used a series of wards to protect the tower. I must remember the two passphrases!"

"Something terrible lurks in the mud in the advisor's laboratory. Therus demands we avoid those chambers."

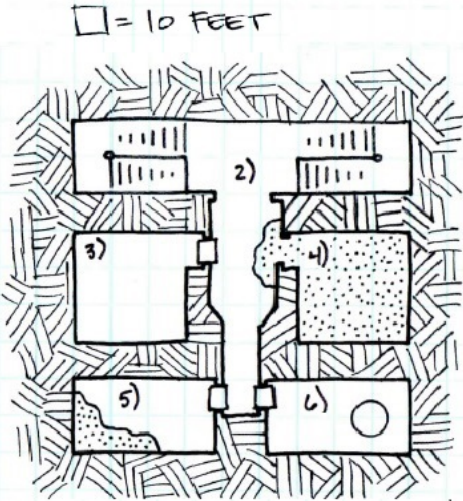
"Therus says I am not the only Cloak who has seen the way of the Crushing Wave. Who are the others?"

"Always hungry, the avatar of the Crushing Wave demands to feed off the faithful. I must send more."

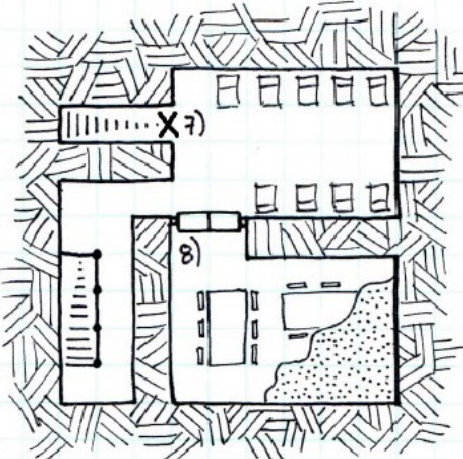
MAP 1: THE DROWNED TOWER



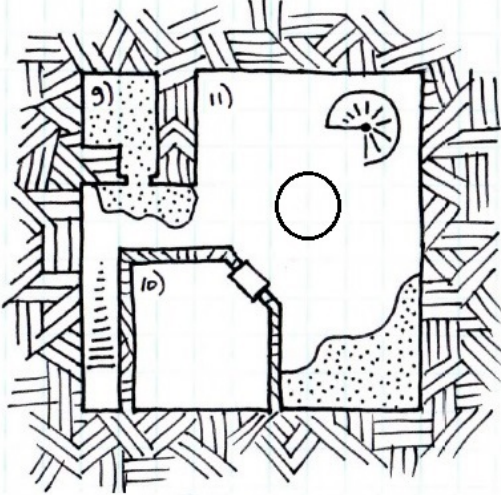
THE BATTLEMENTS



3RD FLOOR

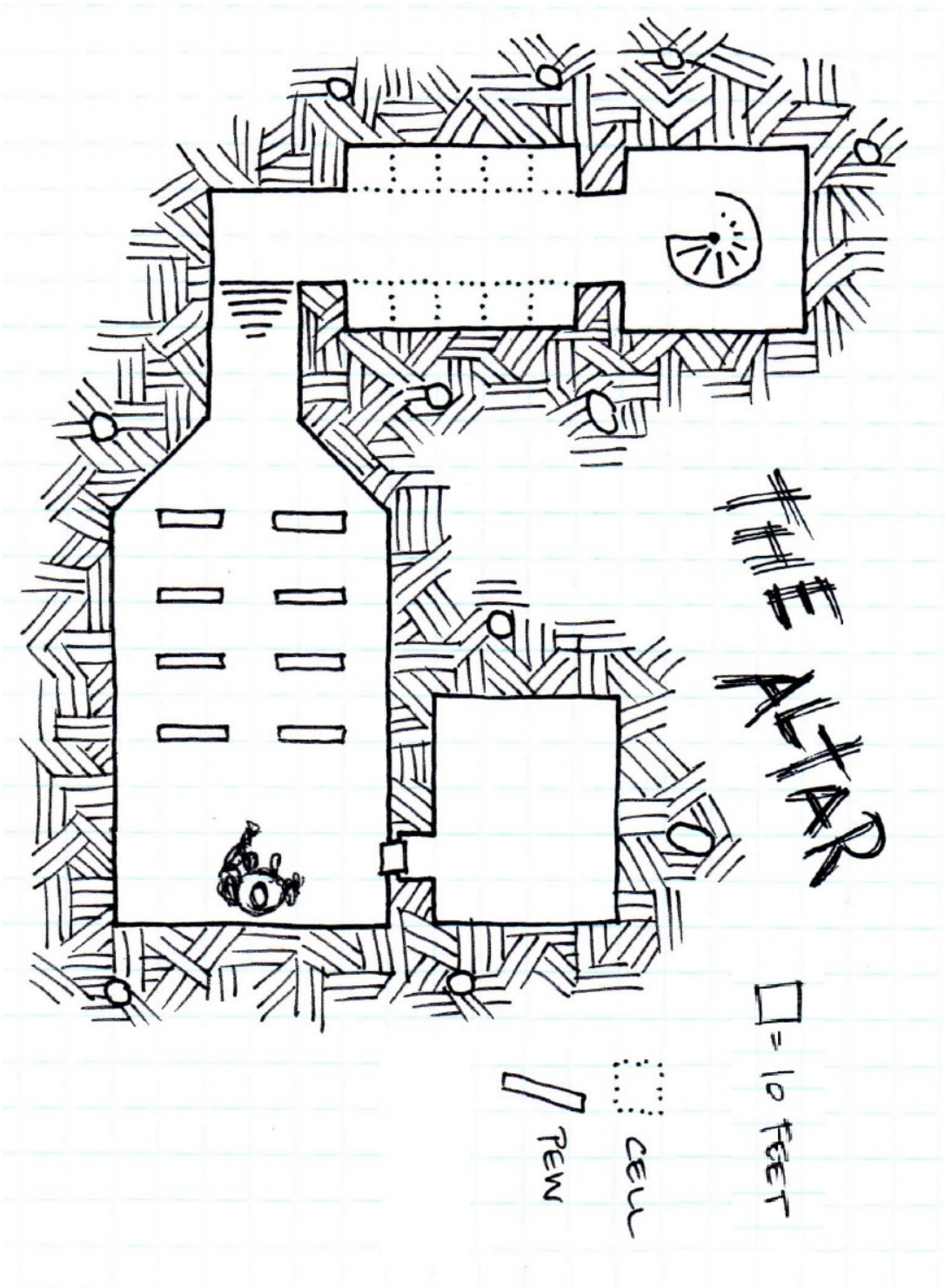


2ND FLOOR



GROUND FLOOR

MAP 2: THE ALTAR



DM APPENDIX: NPC

SUMMARY

This section is provided to the Dungeon Master to help keep track of the various NPCs present in the adventure.

Benkin Rould (BENK-in r-OWL-d). Male 60 year old human, former sailor, Umberlee adherent, now manages the Rusty Chock Tavern.

Drayson Fivestar (DRAY-sun FIVE-star). Dead male human, member of the Brotherhood of the Cloak and member of the Cult of the Crushing Wave

RyDAH the Storm Soother (RY-duh). Head priestess of Umberlee in Mulmaster for the last twenty years. Manipulative and inquisitive she considers the new cult to be heretical and a threat to her authority.

Salvar Brix (SAL-var BRICKS). Male human, member of the Brotherhood of the Cloak, uses his wealthy background and charm whenever he can. Hires the characters to help investigate what Drayson was doing before he died.

TherUS (THERE-us). Male human, leader of the Cult of the Crushing Wave cell located in the Drowned Tower. Brainwashed Drayson Fivestar into joining the cult and sent him back to Mulmaster to recruit others.

RESULTS CODE: MARCH-APRIL 2015

If you are DMing this adventure during the months of March or April 2015, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

