



Wreckers

Cargo ships are being dashed against the rocks west of Hulburg, lured off course by a mysterious light. Is this the work of ordinary thieves, or are more nefarious forces at work?

A Two-Hour Adventure for 1st-4th Level Characters



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Introduction

Welcome to *Wreckers*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system, and part of the *Tomb of Annihilation*™ storyline season.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

This adventure takes place on the Moonsea coast, west of Hulburg.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of 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. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—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.

Adventure Primer

"...worse things happen at sea..."

-Frank Turner

Adventure Background

Tarron Hothel, formerly a **priest** of Talos, has fallen under the sway of a power from the deep. Gn'Harra, one of the ancient morkoths inhabiting the Moonsea, has exerted its will on Tarron. Gn'Harra completely dominated Tarron, and has commanded him to provide sacrificial humanoids for the purpose of creating deep scions. Gn'Harra's plan is to use these deep scions to rob Hulburg of its treasures.

Tarron has been combining a *gem of brightness* with a salvaged spyglass lens to mimic a lighthouse, luring ships off-course into a small rocky bay. After the ship founders, he and his cultists capture any survivors and bring them to Gn'Harra's cave. The morkoth transforms the survivors into deep scions or sea spawn.

Tarron hasn't bothered to do anything with the cargo yet other than to hide it, as he is Gn'Harra's creature, mind, body, and soul. Gn'Harra only cares for enlarging its collection of wealth and lore, creating deep scions to infiltrate Hulburg.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure. Each NPC and location should have an entry with a phonetic pronunciation and one-three sentences describing them.

Hulburg. A small city on the northeast coast of the Moonsea.

Tarron Hothel. Fallen priest of Talos. Now a devoted follower of Gn'Harra.

Gn'Harra. A morkoth residing in the Moonsea waters off Hulburg.

Mallon Marstel. Current head of the Marstel Trading House

Sultha Bloodwind. Zhentarim agent in Hulburg.

Knobby. A dwarf seaman, employed by Mallon Marstel.

Adventure Overview

This section provides the DM a bulleted overview of how the adventure is most likely to play out.

Part 1. The Assignment. Starting four months ago, ships started to go missing in the vicinity of Hulburg. Mallon Marstel, an agent with the Marstel trading house, enlists the adventurers to solve this mystery.

Mallon directs them to a rocky section of coast, west of Hulburg, where some wreckage of the *Gray Gull* was found. Mallon offers them the use of one of his boats, or they can follow the shoreline.

As the party leaves the Marstel Trading House, Sultha Bloodwind, a Zhentarim member, approaches them and asks that if they find the cargo of the missing ships, to keep an eye out for a small crate that contains a valuable ledger.

Part 2a: One if by Land, -or- Part 2b: Two if by Sea. As the party approaches they notice the "wreckers," (cultists, led by a cult fanatic) setting up their lighthouse ruse, a *gem of brightness* and the lens from a spyglass.

Part 3: Denizens of the Deep. After defeating the "wreckers," the party finds a trail that leads them to a cave on the coastline. Inside, they find the trade goods from wrecked ships, evidence of prisoners, and a tunnel that leads deeper into the cavern.

Among the spoils of the wrecked ships is a crate containing a ledger. Retrieving this ledger and bringing it back to Sultha is a Zhentarim faction assignment.

As the party follows the tunnel deeper into the cave, they begin to hear chanting. They arrive at the final cavern just in time to witness a **deep scion** emerging from a pool, joining Tarron Hothel (**priest** or **cult fanatic**, depending on party strength) and the **sea spawn(s)** already present.

The party defeats their watery opponents and return to Hulburg to claim their reward from Mallon Marstel, and possibly Sultha.

Adventure Hook

Wreckers begins with the adventurers in the port city of Hulburg. They have recently arrived and are looking for work.

The characters took rooms at The Copper Flagon in the Harbor District.

Part 1. The Assignment

Estimated Duration: 15 minutes

The adventurers meet a local trader who suspects he has been losing ships to foul play.

Last night, while you were relaxing in the common room of The Copper Flagon, a young man entered. He had a quick conversation with the innkeep, mounted the stage and made a brief announcement.

“Attention please! Attention! Greetings patrons of The Copper Flagon. Mallon Marstel, of the Marstel Trading House wishes to employ a small team to find the whereabouts of his missing ships. Interested persons should present themselves tomorrow morning at the Marstel Trading House, in the Harbor District, for an interview.” With that, the man hopped down from the stage, walked across the now-silent room, and left the inn. The common room remained quiet for a second or two, then the buzz of conversation swelled once more.

After a brief discussion around the table, you agreed that this may be just the opportunity that you’ve been looking for.

The next morning, you make your way to the Marstel Trading House, and are shown to a waiting room. Five minutes later, you are led into a room where a man sits at a desk covered with stacks of papers and scrolls. Behind him is a floor-to-ceiling window overlooking the Hulburg harbor. His red eyes, mussed hair, and generally rumpled appearance make you suspect he has not been getting much sleep of late.

The man at the table is Mallon Marstel, current head of shipping at his family’s trading house. In the past three months, the Marstels have lost two ships. Missing ships aren’t just a problem for his family, as four other ships bound for Hulburg have been reported missing in the same time period.

Mallon has sent search parties out to scour the coastline near Hulburg, with no success until earlier this week, when one party returned with news that they had found wreckage of the *Gray Gull*.

Mallon had cautioned his search parties to report only, not to investigate further. His crews are experienced sailors, and he would much rather contract out the investigation to those who are expendable, or at least easily replaced.

Roleplaying Mallon Marstel

Mallon is in his early 50’s, and his once powerful frame has started to thicken around the middle. Mallon’s family has been at the trading business a long time. They have occasionally lost ships to pirates, weather, or bad luck, but

never so many in so short of time. He has a no-nonsense attitude, doesn’t mince words, and gets straight to the point. He is eager to get the adventurers on their way to solving his problem.

As you enter, the man looks up from his desk.

“Greetings, and thank you for coming so early. I am Mallon Marstel. I am a busy man, and I don’t like to waste my time. I imagine you feel the same way. In the past three months, the family business has lost both the *Lydia*, and the *Gray Gull*. Historically, we lose a ship every 2-3 years. To say this is an anomaly is an understatement. My search parties have recently turned up evidence of the *Gull* in a rocky section of coast to the west of the city. I have a map to the location that I will provide to you should we decide to do business.

“I will pay 200 gold for information leading to the recovery of ship, cargo, or crew. Hopefully you will find all three! I will pay you 10 gold each, regardless of what you find, for your efforts.

“I’ll provide you with a boat and crew, or if saltwater isn’t to your liking, the coast route will get you there, if only a little longer. What do you say?”

Mallon will answer any of the questions the party might have, as long as he knows the answer, and doesn’t divulge any secrets of the family business. If the adventurers don’t specifically ask, Mallon will tell them the following additional information:

- His trading house has lost two ships in the past three months
- Other missing ships bring the total up to six in the past three months.
- His search party found the remains of the *Gray Gull*, dashed against the rocks west of Hulburg.
- No signs of any life were found.
- His men could see a narrow beach beyond the rocks. A boat could get in there, but it would be challenging.
- He has recently heard rumors of a strange light on the coastline at night, but hasn’t been able to verify this. “It may just be coincidence.”

Mallon provides the characters with a rough map leading to the wreckage of the *Gray Gull*. Give the players **Player Handout 1**.

Faction Assignment

As the adventurers leave the Marstel Trading house, they are approached by Sultha Bloodwind, a Black Network agent. Sultha asks them if they have

accepted Marstel's assignment, and requests that they be on the lookout for a special item.

Sultha will approach the party whether a member of the Zhentarim is present or not; he wants the mission accomplished and isn't too picky about who does it.

"Looking for the lost ships? Good! Sultha Bloodwind, at your service.

We had a valuable cargo aboard *Nimrodale*, which was due here two tendays back. I'm itching to get out of Hulburg and back to Zhentil Keep. This place is such a backwater!

Aboard the *Nimrodale* was a small, sealed crate, listed on the manifest as *The Collected Poems of Danthar Hodek*. In addition to Danthar's absolutely dreadful poetry, the crate contains a ledger that we don't want to fall into the wrong hands. Please retrieve this ledger, if you can, and I will reward you.

Bring the ledger to me and I'll pay you 50 gold pieces. I'll be at the Seafarer's Arms."

Provide the adventurers with the following information through answering questions, or have Sultha volunteer the information:

- The sealed crate is roughly one foot by two feet by four feet.'
- The crate is made of wood, its seams sealed with wax.
- It should be marked "Books, Hodek's works."
- The crate weighs about 50 pounds.

If the party chooses to travel along the shoreline, proceed to "One if by Land." If they opt for the sea route, go to "Two if by Sea."

Part 2a. One if by Land

Estimated Duration: 50 minutes

The adventurers travel the coast seeking the wreckage of the *Gray Gull*.

General Features

The coastal trail west of Hulburg has the following general features.

Terrain. The trail runs atop a series of high bluffs, occasionally leading down to secluded beaches. Most are rocky, a few are sandy, but none seem to be inhabited.

Weather. The temperature is brisk, and the sky overcast. It is dry however, and rain unlikely.

Light. Vision is unimpeded.

Smells and Sounds. The smell of the sea air is invigorating. Following the trail on top of the bluff, there is constant wind, and seabirds are present.

The map given to them by Mallon Marstel leads the adventurers west, well away from Hulburg. Within an hour of the city, the path is well used, but east of there, it becomes overgrown quickly. Characters who succeed on a DC 12 Wisdom (Survival) check notice a few humanoid tracks that are quite recent, within the last two days. Rangers who chose coast as their favored terrain and Land Druids of the coast make this check with advantage.

Quicksand

After the characters have been following the trail for two hours, read or paraphrase the following:

The trail leads downward again, leaving the bluff for the waterline. Ahead, the trail splits, the left fork disappears into the heavy surf, as the other heads toward a gap between the base of the bluff and a large rock. Perhaps at low tide the left path is exposed, but not now.

To the right, between a huge rock, half in the water, and a large clump of brush and vines at the base of the bluff, is a patch of undisturbed sand.

There is a jumbled mass of footprints in the sand on the near side of the patch, and you can see another churned up patch 15 feet away, on the other side of the undisturbed sand. The only marks visible on the patch are two parallel indentations, only a couple inches deep, and about two feet apart.

The sand is quicksand, and the brush at the base of the bluff is razorvine (see Wilderness Hazards, p110 of the *Dungeon Master's Guide*.) When the tide is out, the quicksand is easily avoided by walking around

the sea side of the rock, on wet sand. The quicksand patch is roughly 10 feet wide by 15 feet long, and 10 feet deep. See **Map 1**.

Quicksand

A quicksand pit covers the ground in roughly a 10-foot by 15-foot oval area and is 10 feet deep. When a creature enters the area, it sinks 1d4+1 feet into the quicksand and becomes restrained.

At the start of each of the creature's turns, it sinks another 1d4 feet. As long as the creature isn't completely submerged in quicksand, it can escape by using its action and succeeding on a Strength check. The DC is 10 plus the number of feet the creature has sunk into the quicksand. A creature that is completely submerged in quicksand can't breathe (see the suffocation rules in the *Player's Handbook*).

A creature can pull another creature within its reach out of a quicksand pit by using its action and succeeding on a Strength check. The DC is 5 plus the number of feet the target creature has sunk into the quicksand.

Rangers who chose coast as their favored terrain and Land Druids of the coast automatically recognize this as quicksand. All others recognize the quicksand on a successful DC 15 Intelligence (Nature) or Wisdom (Survival) check.

In recent months, only Tarron Hothel and his cultists have been using this path. The two lines in the quicksand are from the 20-foot ladder they use to cross the patch during high tide.

Characters may opt to wade around the rock to avoid the quicksand. Once a character moves to the tip of the rock, the ground falls away, requiring a successful DC 15 Dexterity saving throw.

Anyone without a swim speed who falls in the water must make a successful DC 12 Strength (Athletics) check to safely swim to shore. Failure means the character will suffer 4 (1d8) bludgeoning damage as they are buffeted by waves, but then arrive at the shoreline at the end of their next turn.

Climbing the large rock to get around is also an option. The rock is wet and slick from the surf, and requires a DC 12 Strength (Athletics) ability check to climb it.

Characters who avoid the quicksand by entering the "brush" on the bluff side find the razorvine.

Razorvine

Razorvine is a plant that grows in wild tangles and hedges. It also clings to the sides of buildings and other surfaces as ivy does. A 10-foot-high, 10-foot-wide, 5-foot-thick wall or hedge of razorvine has AC 11, 25 hit points, and immunity to bludgeoning, piercing, and psychic damage.

When a creature comes into direct contact with razorvine for the first time on a turn, the creature must succeed on a

DC 10 Dexterity saving throw or take 5 (1d10) slashing damage from the razorvine's bladelike thorns.

The "Lighthouse"

When the party nears the spot on the map marked "wreckage," a successful DC 12 Wisdom (Perception) reveals a group of humans setting erecting a wooden tower on a bluff overlooking a small bay. See **Map 2**.

The **cultists** have two of their number standing guard, while the rest do the work of setting up the tower. A **cult fanatic** supervises.

The tower is a 20-foot-tall wooden structure on which the cultists mounted a special lantern to mimic the effect of a lighthouse. The lantern started life as a bullseye lantern, but has now been fitted with a spyglass lens. It is powered by a *gem of brightness*.

If the lookouts spot the adventurers, they raise the alarm. The cultists will fight to the death, and are not interested in parley.

Adjusting the Encounter

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

Very Weak:	4 cultists, 1 cult fanatic
Weak:	5 cultists, 1 cult fanatic
Average:	6 cultists, 1 cult fanatic
Strong:	8 cultists, 1 cult fanatic
Very strong:	6 cultists, 2 cult fanatics

Tactics

Cult fanatic(s) casts *spiritual weapon* as their first action, to allow for a bonus action attack every round.

Cult fanatic(s) casts *hold person* or *command* ("Grovel") on subsequent rounds to give their allies advantage.

Cultists charge in and gang up on Held/prone PCs.

- Their leader's name is Tarron.
- Their leader is a powerful magic user.
- The direction of the cave, which is 20 minutes west on the coastline.
- Powerful sea creatures are their allies.
- On a successful DC10 Wisdom (Insight) check, the adventurers will realize that normal pirates would not fight to the death.

Searching the bodies reveals that each has a crude tattoo on the left shoulder of a stylized **morkoth**. A DC 15 Intelligence (Arcana or History) check reveals that morkoths are sea-dwelling plunderers of lore and treasure, and often have *charmed* minions.

A thorough search of the area reveals a trail that leads to the cultist's subterranean hideout. Proceed to **Part 3. Denizens of the Deep**.

Treasure

Between them, the cultists have 22 gp in various denominations. Examining the "lighthouse" the characters find a modified bullseye lantern, with a *gem of brightness* inside. The lantern has been fitted with what looks to be a spyglass lens and is worth 85 gp.

Developments

The cultists are stubborn, and if captured, give up information only after a great struggle. A successful DC 12 Charisma (Intimidation) check, made at disadvantage, will enable the adventurers to learn one of the following for each successful check.

Part 2b. Two if by Sea

Estimated Duration: 50 minutes

The adventurers travel the coast seeking the wreckage of the *Gray Gull*.

General Features

The Marstel crew keeps the boat close to shore.

Terrain. The coastline here is a series of high bluffs. A few paths can be seen leading down to the occasional beach. Most are rocky, a few are sandy, but none seem to be inhabited.

Weather. The temperature is brisk, and the sky overcast. It is dry however, and rain unlikely.

Light. Vision is unimpeded.

Smells and Sounds. The sea air is invigorating, and the motion of the boat is not as bad as you thought it would be.

Mallon gives the party directions to the Marstel docks. There they meet Knobby, a bald dwarf (treat as a **bandit** with proficiency in water vehicles) and his two crewmembers, Hal and Lem (**commoners**).

Following the directions of Mallon, you soon find yourselves at the Marstel docks. After no more than a minute on the quay, a bald dwarf spots you, and waves you over.

"Ah! So, you're the group we'll be ferrying around today eh? Master Mallon said a group might be showing up this morning. Have sea legs do ya? Name's Knobby, and the two down in the boat there are Hal and Lem," he says, sticking out a calloused hand for you to shake.

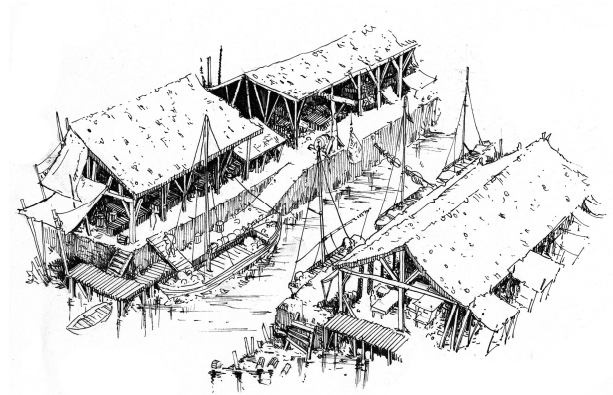
After introductions, he ushers you down to the boat, and bids you to sit fore and aft of the rowers. Hal and Lem are both large humans, and don't say much.

Knobby talks enough for the rowers, and a few more besides. Even as the boat eases away from the quay, he is already hip-deep in a story of how he used to fight pirates in the Nelander Isles "in the old days."

The "Lighthouse"

About an hour west of Hulburg, characters that are actively looking at the shoreline spot a small group of humans. A successful DC 15 Wisdom (Perception) check reveals a group of humanoids (one **cult fanatic** and three **cultists**) making their way down a narrow trail along the bluff. On top of the bluff is a rickety wooden tower, observable with a successful DC 12 Wisdom (Perception) check.

Checking the map confirms this as the location where Mallon's searchers found wreckage of the *Grey Gull*. Knobby verifies this as well.



The tower is a 20-foot-tall wooden structure on which the cultists mounted a special lantern to mimic the effect of a lighthouse. The lantern started life as a bullseye lantern, but has now been fitted with a spyglass lens. It is powered by a *gem of brightness*.

The bluff is devoid of trees, but has some small pockets of brush. A single **cultist** is concealed there, keeping a lookout. He spots the adventurers on a successful DC 10 Wisdom (Perception) check. If the lookout spots the adventurers, he moves to the edge of the bluff, shouting down to his comrades to alert them. The adventurers hear and see the lookout yelling in this case.

The **cult fanatic** and **cultists** will attempt to hide behind rocks. If it appears that the adventurers are approaching the beach, the **cult fanatic** will cast *spiritual weapon*, keeping it below the water at the shoreline.

Getting onto the beach is tricky because of strong waves and narrow channels. See **Map 2** for details. Knobby will attempt to land the boat. It will require a successful DC 20 Dexterity (Water vehicles) by Knobby or an adventurer to boat through unscathed. If any adventurer is proficient in water vehicles, Knobby will help them, giving them advantage.

- Failure by 5 or more means that the boat has hit a rock. All occupants of the boat must make a DC 10 Dexterity saving throw, or fall overboard.
- Failure by 10 or more means the boat hit hard enough to knock a hole in it. All occupants of the boat must make a DC 10 Dexterity saving throw, or fall overboard. In this case, the crew can limp the boat to shore, but it will need to be repaired before it is usable again. Using *mending* three times can repair the hole. Alternately, a successful DC 12 Intelligence (Water vehicles) check will

repair the hole. This proficiency check requires an hour spent making the repair.

- Anyone without a swim speed who falls in the water must make a successful DC 12 Strength (Athletics) check to safely swim to shore. Failure means the character will suffer 4 (1d8) bludgeoning damage as they are buffeted by waves, but then arrive at the shoreline at the end of their next turn.

If any adventurer or ally falls into the water, this alerts the **sea spawn** guarding the beach. The sea spawn attacks the next round. If the party makes it ashore with no one overboard, the **sea spawn** enters combat one round after the first adventurer reaches shore.

Adjusting the Encounter

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

Very Weak:	3 cultists, 1 cult fanatic, 1 sea spawn
Weak:	4 cultists, 1 cult fanatic, 1 sea spawn
Average:	5 cultists, 1 cult fanatic, 1 sea spawn
Strong:	4 cultists, 1 cult fanatic, 2 sea spawn
Very strong:	5 cultists, 2 cult fanatics, 2 sea spawn

Tactics

Cult fanatic(s) casts *spiritual weapon* as their first action, to allow for a bonus action attack every round.

Cult fanatic(s) casts *hold person* or *command* ("Grovel") on subsequent rounds to give their allies advantage.

Cultists charge in and gang up on incapacitated/prone PCs.

Sea spawn attack the nearest enemy.

- Powerful sea creatures are their allies.
- On a successful DC10 Wisdom (Insight) check, the adventurers will realize that normal pirates would not fight to the death. If Knobby is still alive, he will comment that it is indeed not pirate behavior. Searching the bodies reveals that each has a crude tattoo on the left shoulder of a stylized **morkoth**. A DC 15 Intelligence (Arcana or History) check reveals that morkoths are sea-dwelling plunderers of lore and treasure, and often have *charmed* minions.

A thorough search of the area reveals a trail that leads to the cultist's subterranean hideout. Proceed to **Part 3. Denizens of the Deep**.

Treasure

Between them, the cultists have 22 gp in various denominations. Examining the "lighthouse" the characters find a modified bullseye lantern, with a *gem of brightness* inside. The lantern has been fitted with what looks to be a spyglass lens and is worth 85 gp.

Developments

The cultists are stubborn, and if captured, give up information only after a great struggle. A successful DC 12 Charisma (Intimidation) check, made at disadvantage, will enable the adventurers to learn one of the following for each successful check.

- Their leader's name is Tarron.
- Their leader is a powerful magic user.
- The direction of the cave, which is 20 minutes west on the coastline.

Part 3. Denizens of the Deep

Estimated Duration: 50 minutes

Confronting the cultists!

General Features

Terrain. The cave floor is sandy. The walls are mostly natural, though some passages have clearly been widened with tools. Unless otherwise noted, cave ceilings are 15 feet high.

Weather. The interior of the cave is cold and damp.

Light. The cave is lit with tallow candles, providing dim light.

The path the characters have been following shortly leads to a deserted beach, with a large cave mouth dominating the bluff face. See **Map 3**.

Area A. Main Chamber

The yawning cave mouth allows light to spill into this cavern, faintly illuminating stacks of crates, heaps of grain sacks, barrels, bags, and bales of cloth.

The sand floor of the cave here has been disturbed by many feet, coming to and fro, forming a path that leads deeper into the cavern, branching in the center. One path leads north, and one east. In the northwest corner of the cavern, one of the stacks of crates has tipped over into pool of water.

This roughly 30 foot by 40 foot chamber is piled high with trade goods. Crates of apples and root vegetables, bales of cotton, sacks of grain, and dozens of crates fill this area. The trade goods are heaped into roughly four different piles. A 5-foot-wide pathway winds through the piles, forking near the center of the cavern. One branch continues straight (north) and one branch heading off to the right (east). A successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check reveals some of the tracks to be from webbed feet. Coastal druids, and anyone with a sea-faring background, make this check with advantage.

The sealed crate containing Sultha's missing ledger is in the pile that has toppled into the water. Adventurers that questioned Sultha about the crate's appearance will have no trouble spotting it, half submerged in the water, laying on crates that are fully immersed. Unless the party comes up with some clever way recover the crate, one of them will have to enter the water to get to it.

The pool is approximately 5 to 8 feet deep, and connected to the cove and to the rearmost chamber of the caves, via a submerged tunnel. Inside this pool is a **sea spawn**, which attacks adventurers that

enters the water. If there are less than 50 minutes remaining for this adventure, skip this encounter.

If the party didn't question Sultha about the crate's appearance, a successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check reveals a crate with the word "Hodek" chalk-marked on it.

Treasure

In addition to the ledger requested by Sultha Bloodwind, the crate contains a dozen poetry books by Danthar Hodek. Each book can be sold for 1 gp.

Area B. Side Chamber

This smaller cavern has four solid wood posts sunk into sandy floor, hanging from which are numerous ropes and cords. The remains of a wood fire and a small collection of pots are snuggled up against one wall. On the opposite side of the cavern are two barrels, standing side by side.

Tarron has been using this chamber to store his prisoners before they are transformed by the morkoth. There are no prisoners here presently, but a successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check reveals the words *Lydia*, *Gray Gull*, and *Breeze* carved into three different posts, presumably by prisoners from those ships.

The barrels contain fresh water. The fire is cold, and the pots show no signs of recent use.

Area C. The Well

The passage at the rear of the main cavern leads deeper into the cave. As you move slowly down it, you can just make out the faint sounds of chanting from up ahead.

Rounding the last bend, you see a robed figure facing a pool of water on the far side of this chamber. In the flickering torchlight, you see that its arms are upraised. Crouching next to the chanting figure is a scaled humanoid beast, staring at the pool.

Emerging from the water is a humanoid figure, with long tentacles protruding from the back of its head, twitching as if alive. As it sees you, its red eyes narrow, and its face splits apart, revealing dozens of needle-sharp teeth!

Tarron (**priest** or **cult fanatic**, depending on party strength) has an *alarm* spell on the passage leading

to this chamber. Unless the adventurers were able to detect and disarm the spell, he cannot be surprised.

He sees the party as a source of sacrifices for Gn'Harra, and if the opportunity arises, will attempt subdual damage. Under no circumstance will he allow the morkoth's plans to go awry, and he will do everything in his power to stop anyone from escaping with news of his activities. If more than one sea spawn is present for the encounter, the rest of the sea spawn arrive from the passage on the second round of combat.

Adjusting the Encounter

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

Very Weak:	1 sea spawn, 1 cult fanatic, 1 deep scion
Weak:	1 sea spawn, 1 priest, 1 deep scion
Average:	2 sea spawn, 1 priest, 1 deep scion
Strong:	3 sea spawn, 1 priest, 1 deep scion
Very strong:	4 sea spawn, 1 priest, 1 deep scion

Tactics

Cult fanatic(s) casts *spiritual weapon* as their first action, to allow for a bonus action attack every round.

Cult fanatic(s) casts *hold person* or *command* ("Grovel") on subsequent rounds to give their allies advantage.

Priest casts *spiritual guardians* as their first action, for area-of-effect damage.

Priest casts *spiritual weapon* as their next action, to allow for a bonus action attack every round.

Priest uses remaining spell slots to cast *cure wounds* on the deep scion as necessary.

Sea spawn attacks the nearest enemy with tentacles and attempt to drag the characters into the water while attacking them.

Deep scion is in hybrid form, and attacks the nearest enemy.

Deep scion, knowing it affect allies as well as enemies, uses its psychic screech as a last resort.

Net Trap

10 feet into this cavern is a trip wire set to release a net, suspended from the ceiling.

Falling Net

This trap uses a tripwire to release a net suspended from the ceiling.

The tripwire is near the ground and stretches across the cave floor. The net is hidden behind cobwebs. A successful DC 15 Wisdom (Perception) check spots the trip wire. A DC 20 Wisdom (Perception) check spots the net. A successful DC 15 Dexterity check using thieves' tools breaks the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

When trap is triggered, the net is release, covering a 10-foot-square area. Those in the area are trapped under the net and restrained, and those that fail a DC 10 Strength saving throw are also knocked prone. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. The net has AC 10 and 20 hit points.

Dealing 5 slashing damage to the net (AC 10) destroys a 5-foot square section of it, freeing any creature trapped in that section.

Treasure

The deep scion carries a finely crafted battleaxe worth 40 gp. Stuffed into a large pouch on Tarron's belt is a *spell scroll of lesser restoration*, a *potion of healing*, and 75 gp.

Conclusion

Mallon Marstel is pleased to learn what happened to his ships, sad that his crews are lost, and optimistic that the problem may be at its end.

Sultha Bloodwind is relieved that the ledger is back in the hands of the Black Network, and presents the adventurers with a 50 gp bounty. This is one more successful assignment for him. If he keeps this up, maybe he can leave this one-horse town.

Gn'Harra has lost a source of bodies, but it is patient, content to bide its time beneath the surface of the Moonsea.



Rewards

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

Experience (Min: 450/Max: 600 Each)

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.

Combat Awards

Name of Foe	XP Per Foe
Cult fanatic	450
Cultist	25
Priest	450
Deep scion	700
Sea spawn	100

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Cultist Gold	22
Poetry Books	12
Lantern w/ Lens	85
Mallon Marstel (Reward)	200
Mallon Marstel (Payroll)	10 each
Sultha's Bounty	50
Tarron Hothel's Pouch	75
Ornate Battleaxe	40

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

Gem of Brightness

Wondrous item, uncommon

This prism has 50 charges. While you are holding it, you can use an action to speak one of three command words to cause one of the following effects:

The first command word causes the gem to shed bright light in a 30-foot radius and dim light for an additional 30 feet. This effect doesn't expend a charge. It lasts until you use a bonus action to repeat the command word or until you use another function of the gem.

The second command word expends 1 charge and causes the gem to fire a brilliant beam of light at one creature you can see within 60 feet of you. The creature must succeed on a DC 15 Constitution saving throw or become blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The third command word expends 5 charges and causes the gem to flare with blinding light in a 30-foot cone originating from it. Each creature in the cone must make a saving throw as if struck by the beam created with the second command word.

When all of the gem's charges are expended, the gem becomes a nonmagical jewel worth 50 gp.

See **Player Handout 2** for details.

This item can be found in the *Dungeon Masters Guide*.

Potion of Healing

Potion, common

This item can be found in the *Players Handbook*.

Scroll of Lesser Restoration

Scroll, uncommon

This item can be found in the *Dungeon Masters Guide*.

Renown

Each character receives **one renown** at the conclusion of this adventure.

Members of the Zhentarim earn an additional **one renown**, for successful completion of their faction assignment.

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Appendix. Monster/NPC Statistics

Cult Fanatic

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

Armor Class 13 (leather armor)

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
 1st level (4 slots): *command, inflict wounds, shield of faith*
 2nd level (3 slots): *hold person, spiritual weapon*

Actions

Multiattack. The fanatic makes two melee attacks.

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

Fanatics are often part of a cult's leadership, using their charisma and dogma to influence and prey on those weak of will. Most are interested in personal power above all else.

Cultist

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

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Actions

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

Cultists swear allegiance to dark powers such as elemental princes, demon lords, or archdevils. Most conceal their loyalties to avoid being ostracized, imprisoned, or executed for their beliefs. Unlike evil acolytes, cultists often show signs of insanity in their beliefs and practices.

Deep Scion

Medium humanoid (shapechanger,) neutral evil

Armor Class 11

Hit Points 67 (9d8+27)

Speed 30 ft. (20ft. and swim 40 ft. in hybrid form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +3, Cha +4

Skills Deception +6, Insight +3, Sleight of Hand +3, Stealth +3

Senses darkvision 120 ft., passive Perception 11

Languages Aquan, Common, thieves' cant

Challenge 3 (700 XP)

Shapechanger. The deep scion can use its action to polymorph into a humanoid-piscine hybrid form, or back to its true form. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The deep scion reverts to its true form if it dies.

Amphibious (Hybrid Form Only). The deep scion can breathe air and water.

Actions

Multiattack. In humanoid form, the deep scion makes two melee attacks. In hybrid form, the deep scion makes three attacks: one with its bite and two with its claws.

Battleaxe (Humanoid Form Only). *Melee Weapon*

Attack: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage, or 9 (1d10+4) slashing damage if used with two hands.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage.

Claw (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Psychic Screech (Hybrid Form Only; Recharges after a Short or Long Rest). The deep scion emits a terrible scream audible within 300 feet. Creatures within 30 feet of the deep scion must succeed on a DC 13 Wisdom saving throw or be stunned until the end of

the deep scions next turn. In water, the psychic screech also telepathically transmits the deep scion's memories of the last 24 hours to its master, regardless of distance, so long as it and its master are in the same body of water.

Priest

Medium humanoid (any race,) any alignment

Armor Class 13 (chain shirt)

Hit Points 33 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of second level or higher, the extra damage increased by 1d6 for each level above first.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (2 slots): *dispel magic, spirit guardians*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Priests bring the teachings of their gods to the common folk. They are the spiritual leaders of temples and shrines and often hold positions of influence in their communities. Evil priests might work openly under a tyrant, or they might be the leaders of religious sects hidden in the shadows of good society, overseeing depraved rites.

A priest typically has one or more acolytes to help with religious ceremonies and other sacred duties.

Sea Spawn

Medium humanoid, neutral evil

Armor Class 11

Hit Points 32 (5d8+10)

Speed 20ft. and swim 30 ft.

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

Senses darkvision 120 ft., passive Perception 10

Languages understands Aquan and Common but can't speak

Challenge 1 (200 XP)

Limited Amphibiousness. The sea spawn can breathe air and water, but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

Actions

Multiattack. The sea spawn makes three attacks: two unarmed strikes, and one with its Piscine Anatomy

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

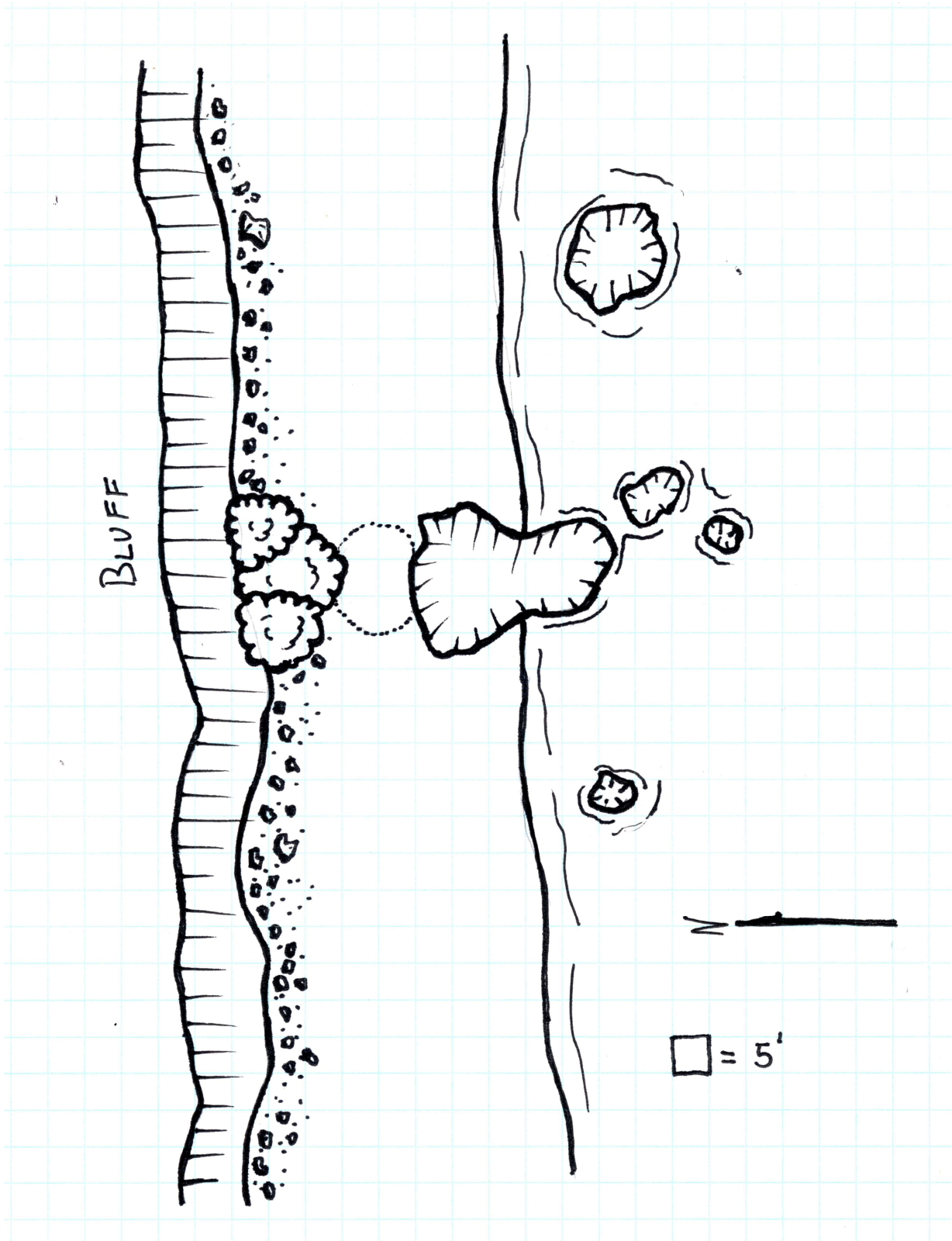
Piscine Anatomy. The sea spawn has one or more of the following attack options, provided it has the appropriate anatomy.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

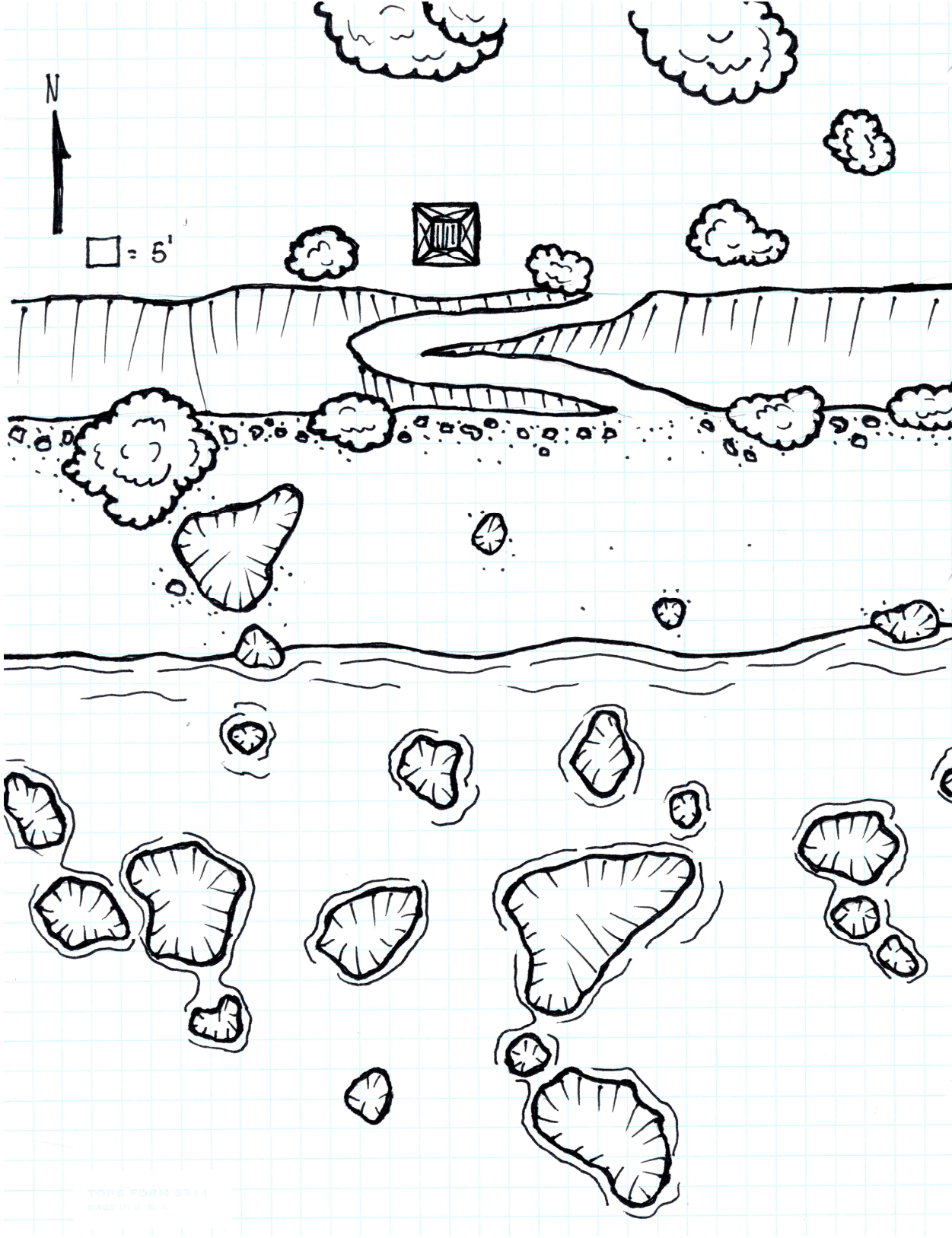
Poison Quills. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12) if it is a Medium or smaller creature. Until this grapple ends, the sea spawn can't use this tentacle on another target.

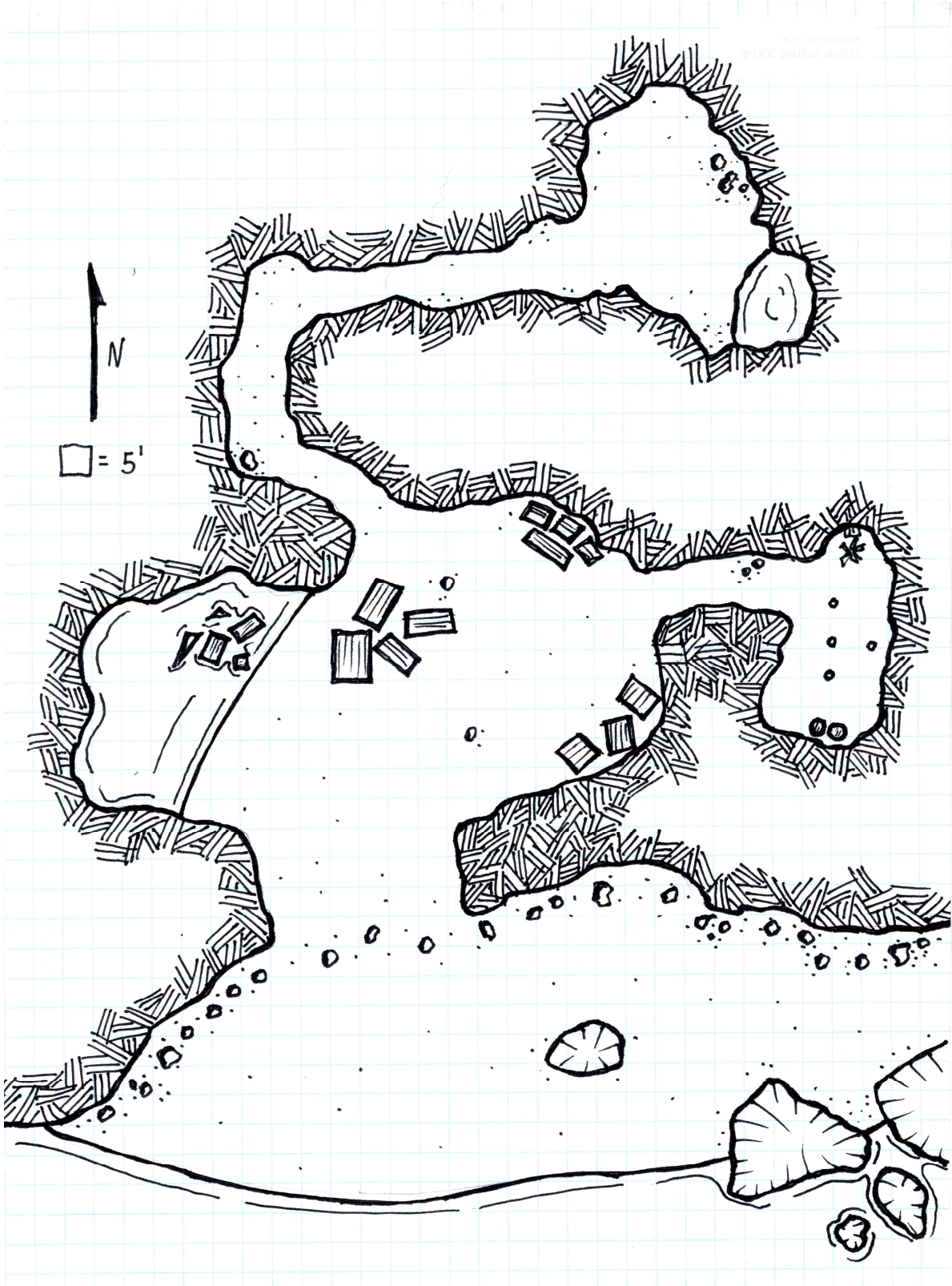
Map 1. Quicksand and Razorvine



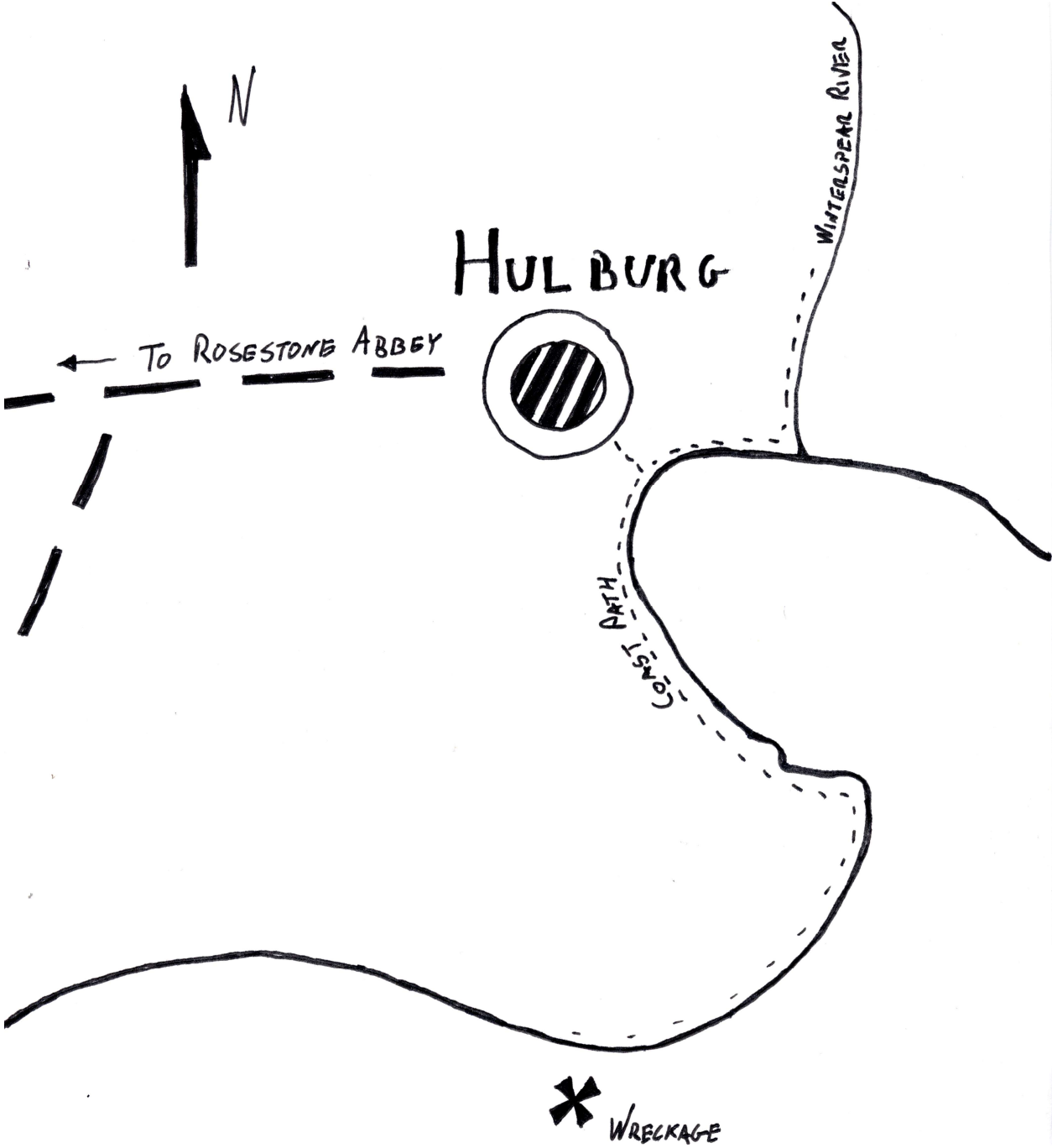
Map 2. The Lighthouse



Map 3. The Cave



Player Handout 1. Mallon's Map



Player Handout 2.

Gem of Brightness

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The first command word causes the gem to shed bright light in a 30-foot radius and dim light for an additional 30 feet. This effect doesn't expend a charge. It lasts until you use a bonus action to repeat the command word or until you use another function of the gem.

The second command word expends 1 charge and causes the gem to fire a brilliant beam of light at one creature you can see within 60 feet of you. The creature must succeed on a DC 15 Constitution saving throw or become blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The third command word expends 5 charges and causes the gem to flare with blinding light in a 30-foot cone originating from it. Each creature in the cone must make a saving throw as if struck by the beam created with the second command word.

When all of the gem's charges are expended, the gem becomes a nonmagical jewel worth 50 gp.

This item can be found in the *Dungeon Masters Guide*.

Gem of Brightness Charges

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