

THE CONSTELLATION

PART FOUR OF THE DEAD MEN SERIES

A Two to Four-Hour Adventure for Tier 2 Characters.

Optimized For: APL 8

Recently, residents of the Moonsea have been accosted by undead rising from the depths of the waters. Not only lost pirates, but sea creatures, too. An old fisherman's recurring dream could lead to an ancient oracle and an explanation. That is, if the party survives the journey.



CCC-MWGF-01

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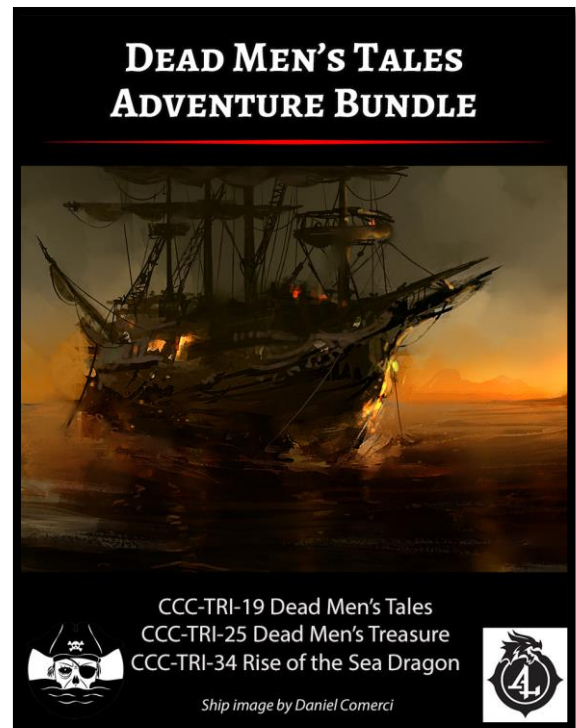
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Adventure Primer

"I am like a falling star who has finally found her place next to another lovely constellation, where we will sparkle in the heavens forever."

-Amy Tan

Background

Numerous attacks have befallen coastal villages and sailing ships. Villagers and ship captains demand action, but the officials surrounding the **MOONSEA** have no idea where to start or what could be causing these events.

This story began in a small Moonsea fishing village called **ABIGAIL'S COVE**, where adventurers battled undead pirates.

Recently, an old fisherman from Abigail's Cove has had a recurring dream of a **MERFOLK SHAMAN**, falling stars, and a large green eye. Could there be a connection? **OLDE FISHEYE** - the retired fisherman - believes there is. He feels drawn to the sea, to a specific place on the Moonsea.

The merfolk shaman **ESS'ESS** indeed knows more and tells the party of an ancient creature that lairs nearby. This creature is **THE CONSTELLATION** - a intelligent, writhing mass of tentacles.

The adventurers are tasked with escorting Olde Fisheye during his journey to reach the merfolk shaman, and then act on any information the merfolk may give them.

Creator's Note to the DM

Though playtesting resulted in a 4-hour adventure using both bonus objectives, this adventure ran fast at the convention. I suggest you encourage roleplay when possible. Also, don't forget that you are empowered to make changes as you see fit. You can do this by scaling up the hit points of creatures or adding additional creatures to a battle. You may also consider moving up a level in the 'Adjusting the Scene'.

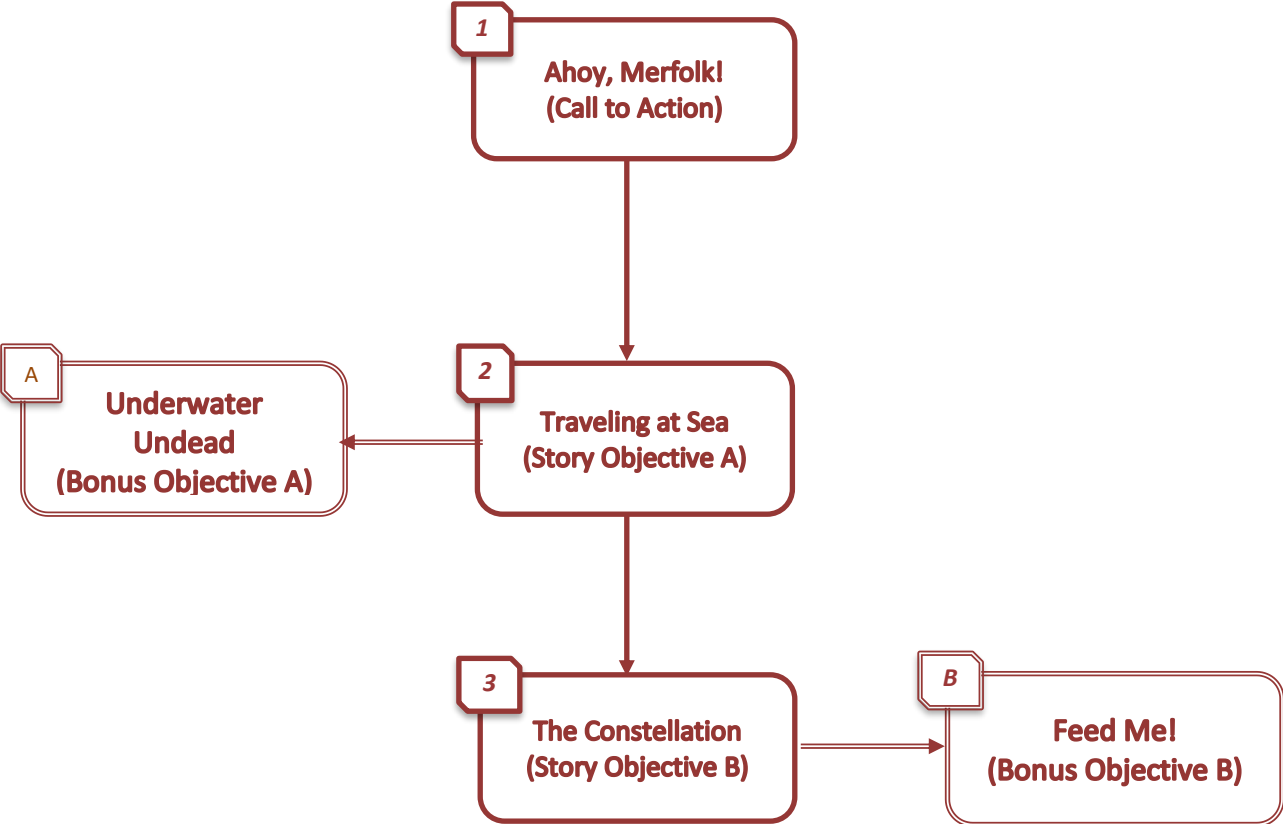
Overview

The adventure's story is spread over **three parts** that take approximately **2 hours** to play. The adventure begins with a Call to Action scene. If you're planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play the partys over several sessions, you'll want to revisit the **Call to Action** each time you play.

- **Part 1: Ahoy, Merfolk!** The characters begin the adventure on the Moonsea, escorting Olde Fisheye who sails his keelboat to a location he feels drawn to. This is the **Call to Action**.
- **Part 2: Traveling at Sea.** The characters encounter a group of hill giants, who are fishing from a cliff. After engaging with the hill giants, the party continues their mission, sailing to and reaching the merfolk shaman who is being attacked by undead sahuagin. This is **Story Objective A**.
- **Part 3: The Constellation.** The party follows the merfolk's directions to The Constellation, who tells the party what is causing the dead to rise, and how to destroy it. This is **Story Objective B**.
- **Bonus Objective A: Underwater Undead.** The merfolk shaman explains that his tribe was recently attacked by undead sahuagin. He believes they originated from an old ruin and asks the adventurers to investigate the ruin and clear out any additional undead. This bonus objective is found in **Appendix 4**.
- **Bonus Objective B: Feed Me!** The Constellation requests the party retrieve something they've been craving for a very long time but are unable to acquire on their own - dragon turtle eggs. If the party accepts, The Constellation teleports them to a known nest, where they encounter another adventuring group who claim the eggs for themselves. This bonus objective is found in **Appendix 5**.

Episode Flowchart

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



Part 1: Ahoy, Merfolk!

Estimated Duration: 15 minutes

Scene A. Sailing to the Merfolk

The adventure takes place a few months after *CCC-TRI-34 Rise of the Sea Dragon*. The coastal fishing villages of the Moonsea continue to tell stories of undead activity. The characters are tasked with investigating the matter and are following up a ludicrous lead – that of a dream had by an old fisherman named Olde Fisheye.

They begin the adventure on a small fishing vessel called *Vitreous* with Olde Fisheye manning the helm. The old fisherman explains the recurring dream he’s been having. He feels drawn to a location along the shores of the Moonsea, where he believes the merfolk shaman in his dreams waits for them.

- **Directly after playing CCC-TRI-34.** It’s been several months since the events of the *Sea Dragon* but you are once again called to aid the Moonsea and the village of Abigail’s Cove. The dead continue to rise from the sea, and Olde Fisheye has had dreams that officials believe must be investigated.
- **Without playing CCC-TRI-34.** You’ve received word that brave adventurers are needed to accompany a fisherman in search of an answer to the undead rising from the Moonsea. The fisherman claims he’s had a dream and knows where to sail to find the answer to this undead problem.

Area Information

Refer to Appendix 3A: Keelboat

This area features:

Ship. The **keelboat** is 20-feet-wide by 55-feet-long with a tapered bow and flat stern. A small cabin is at the stern. During the adventure, the ship has room to maneuver but it does not have enough room to turn around.

Dimensions & Terrain. The Moonsea is calm with a smattering of small clouds overhead.

Lighting. The adventure begins early morning, with the sun peeking through thin, broken white clouds, providing full light.

Creatures/NPCs

Olde Fisheye. Olde Fisheye is an elderly **swashbuckler** who only recently purchased his boat and returned to the sea. Before that, he lived in a shack on the outskirts of Abigail’s Cove. Olde Fisheye is his nickname – because his favorite food is fish eyes. He’s gone by that name for so long that he’s forgotten his true name.

Objectives/Goals. Olde Fisheye has been having recurring dreams, which officials believe warrant investigation. He’s leading the adventurers to a location in his dream. He navigates by feeling, something draws him to a location.

What Does He Know? Olde Fisheye believes the merfolk shaman in his dreams can help stop the rising dead, but he doesn’t know how. The falling stars and the green eye in his dream remains a mystery.

Olde Fisheye’s Dream

If asked about his dream, Olde Fisheye says,

“I’ve lost count how many times I’ve had it, but it’s always the same. I’m on my boat with several others. I can’t make out who they are, but they resemble you all. I’m drawn to a location where a merfolk shaman stands on a large boulder, one arm outstretched, the hand waves me to follow. Their other arm is raised, pointing out into the Moonsea. Just before I wake up, dripping with sweat and chilled to the bone, I see falling-stars and then a large, green eye.”

Treasure & Rewards

- **Magic Items.** None

Call to Action

The adventurers have been tasked with investigating Olde Fisheye’s dream. If the merfolk shaman is real, it may have information about the undead. Or it may know what the large eye is.

- Story Objective A: Reach the Merfolk Shaman
- Story Objective B: Reach The Constellation

Part 2: Traveling at Sea

Estimated Duration: 60 minutes

Scene A. Gone Fishin'

The route to the merfolk shaman isn't easy. Stone spires and islands cause the ship to sail only a few hundred feet from the shoreline.

While rounding a bend, the adventurers witness a man fly through the air from the shore and plop into the sea. The man is tethered to a rope and is being used as bait by hill giants who sit on a low cliff on the other side of the bend, out of sight. These hill giants are fishing.

Prerequisites

This episode is pursued after receiving the Call to Action in Episode 1.

Story Objective A

Locating the Merfolk Shaman is **Story Objective A**.

Area Information

Refer to Appendix 3B: Gone Fishin'

The area has the following features:

Dimensions & Terrain Rock spires, jutting out of the Moonsea, large sandbars, and islands allow for only 150 feet for the ship to pass through. To the right, 120-foot tall cliffs. The hill giants rest on a second, 60-foot-tall cliff on the other side and out of view.

Lighting. Bright, afternoon daylight. Sparse clouds create the occasional shadow on the sea.

Ship. The **keelboat** has room to maneuver but not enough room to turn around. Olde Fisheye's ship doesn't have a ballista, he couldn't afford that option.

Bait. The hill giant's use humanoids (**commoner**) as bait. The current bait is Gavin – a 30-year-old farmer from a nearby village. His sister Katrina and a halfling named Belp are held in a giant-sized wicker basket sitting next to the giants. If rescued, they quickly run away, returning to their village. If asked about a merfolk shaman, they state that they know of a merfolk village further down the coast.

Fishing Poles. The fishing poles are made from 20-foot-long tree trunks with a 120-foot-long rope attached.

Creatures/NPCs

The **hill giants (Thumb, Toe, and Gut)** sit lazily on the cliff, basking in the sun while taking turns fishing. They also carry 40 large pumpkins, which they snack on while fishing. The trio are bored of eating humanoids and land animals, and they want

to catch a big fish to roast over their evening fire. They are tired but engage with the adventurers, either in combat or social interaction.

Objectives/Goals

The adventurers must find a way past the hill giants in order to reach the merfolk shaman. They must also decide if they are going to save the bait.

What Do They Know?

The hill giants have heard of a 'fish magic fella' who lives further down the coast.

Adjusting the Scene

- **Very Weak** – Use one **hill giant**.
- **Weak** – Use one **hill giant** with 160 hit points
- **Strong** – Both **hill giants** have 160 hit points
- **Very Strong** – Use three **hill giants**.

Damaged Ship

If combat ensues, the ship may become damaged or destroyed. This should be obvious to the characters after the first boulder is tossed. If it isn't, Olde Fisheye makes a point to mention it.

If the ship is damaged, a character can spend their action to mend the damaged area. If the ship is destroyed, the characters may attempt a DC 14 Wisdom (Survival) check. On a success, they create a sailable raft from the wreckage.

Developments

After dealing with the hill giants, the adventurers travel further down the coast, toward Ess'Ess.

Playing the Pillars

Combat. The hill giants hurl boulders at the ship. When a hill giant attacks with a boulder, roll a d6. On a result of 5 or 6, the hill giant accidentally hurls a large pumpkin causing no damage. If the hill giants lose half their number, they retreat with their bait.

Exploration. The adventurers could offer to fish for the giants by diving and exploring the depths, or by successfully fishing by succeeding on a DC 15 Wisdom (Survival) check. If they do, they encounter a fat **hunter shark** (72 HP), which is large enough to satisfy the giants.

Social. The hill giants aren't having much luck fishing, and they are tired of eating humanoids. A big, tasty shark or other large sea creature sounds delicious. They allow the adventurers to pass and free the humanoids in the basket if the party can supply a large fish.

Scene B. The Merfolk Shaman

As they end their voyage, they come upon a merfolk shaman engaged in combat with five undead **sahuagin champions**. The merfolk casts *fly* to stay above the sahuagin while casting *magic missile*. The undead sahuagin focus their attacks on the merfolk, throwing spears (3 each) at the merfolk, until they are engaged by the adventurers.

After two rounds of combat, reinforcements arrive in the form of three additional undead **sahuagin champions** placed as you see fit.

Once the threats are defeated, the merfolk shaman recognizes Olde Fisheye and speaks with the party.

Area Information

Refer to Appendix 3C: Merfolk Shaman

The area has the following features:

Dimensions & Terrain. An open area along the shore, dotted with boulders. The water level varies from 0 to 12-foot deep.

Lighting. The setting sun peeks through overcast skies.

Olde Fisheye. Olde Fisheye recognizes the merfolk as the one he saw in his dream.

Creatures/NPCs

Ess'ess, the merfolk shaman (neutral good mage) has also had a dream which involved a ship carrying silhouettes of the adventurers arriving at this location. They only recognize Olde Fisheye, who was also in the dream. The dream was so powerful that the shaman knew it must have some meaning, believing it to be a premonition. The dream told them nothing about the swirling black mass in Olde Fisheye's dream, though, once mentioned, they tell the party of a legendary creature called The Constellation that lairs nearby.

They explain that they've seen many undead walking the seafloor. They don't know what's causing it, maybe The Constellation does.

They know the location of the entrance to The Constellation; though none of their people have ventured into the cave for hundreds of years. They state the legend speaks of horrible creatures and dangers inside. Ess'ess leads the adventurers to the entrance but does not enter. They carry a magical, pink kelp which provides the effects of a *potion of water breathing* and a *potion of swimming* for 4 hours once the kelp is eaten.

Ess'ess explains that the cave is off-limits to their tribe. Those who enter never return. They believe most of the sea creatures in the area also avoid the cave, but they aren't sure.

Adjusting the Scene

All sahuagin have Undead Fortitude.

- **Very Weak** – use three **sahuagin champions**.
- **Weak** – use three **sahuagin champions**.
- **Strong** – use four **sahuagin champions** and one **sahuagin high priestess**.
- **Very Strong** – use two **sahuagin champions**, two **sahuagin bladesters**, and one **sahuagin high priestess**.

Reinforcements

All sahuagin have Undead Fortitude.

- **Very Weak** – use one **sahuagin champion**.
- **Weak** – use two **sahuagin champions**.
- **Strong** – use two **sahuagin champions** and one **sahuagin bladester**.
- **Very Strong** – use two **sahuagin bladesters**.

Ess'Ess' Dream

If asked about their dream, Ess'Ess says,

"I've seen you coming, and have been waiting here for many days. In my dream I see an ancient being, one no longer of this world, but reachable. The being is known as The Constellation."

"I've seen the lair's entrance in my dream and have been tasked with guiding you there. Perhaps this creature knows why the undead rise from the sea, terrorizing not only those living on the land, but also those living in the sea."

Resting

The party may take a long rest before they enter the lair. Ess'ess summons giant sea horses to act as lookouts while the party rests. While they sleep, each adventurer dreams of falling stars and a large green eye.

Developments

Once the undead are dealt with, the shaman floats down and talks to the adventurers. Once they explain the dream, they lead the party to The Constellation, give them the magical kelp, and then return to their tribe.

Part 3: The Constellation (Story Objective B)

Estimated Duration: 45 minutes

Scene A. Giant Fire Sea Anemones

The adventurers enter the cave that leads to The Constellation's lair, encountering giant fire sea anemones with long, stinging tentacles which they must pass to venture further, requiring combat or Dexterity checks.

Prerequisites

This episode is pursued after battling the undead sahuagin and speaking with the merfolk shaman in Episode 2.

Story Objective B

Reaching The Constellation and acquiring information from them about what's causing the undead to rise from the sea is **Story Objective B**. This adventure's **Bonus Objectives** occur as a side-quest during Episode 3, before The Constellation tells the adventurers anything.

Area Information

Refer to Appendix 3E: Fire Anemones

The area has the following features:

Dimensions & Terrain. The cave entrance is covered in 4-feet of water. The water level increases as the party venture further into the cave, until the cave is fully submerged.

Lighting. Total darkness.

The Pulsating Opening

As the party continue into the cave, they reach a pulsating, tentacled, 4-foot diameter opening. Passing through the opening without being stung by the two giant fire sea anemones (**giant coral snake**)

requires a successful DC 15 Dexterity save. On a failed save, the adventurer is stung by one of the creature's tentacles.

If attacked, or if the sea anemones sting a creature, they become hostile, reaching out with their 15-foot long tentacles. A successful attack by the sea anemones may lead to short-term madness.

Giant Sea Anemone

Use **Giant Coral Snake** with the following adjustments:

Movement reduced to 10-feet

15-foot reach

Water Breathing

Adjusting the Scene

- **Very Weak** – use one **giant coral snake** with 120 hit points.
- **Weak** – use two **giant coral snakes**.
- **Strong** – use three **giant coral snakes**, each with 144 hit points.
- **Very Strong** – use four **giant coral snakes**, each with 144 hit points.

Developments

Once the adventurers pass through the giant fire sea anemone obstacle, they proceed further into the submerged cave system, until reaching a bizarre whirlpool-like wall.

Scene B. The Vortex

Deeper in the submerged cave, the adventurers reach a swirling water vortex. The vortex appears as a whirlpool, standing on its side rather than horizontally.

Any creature within 5-feet of the vortex is sucked in and jetted through a long, winding water tunnel (no save). Eventually, the creature is dropped into a partially submerged cavern where they meet Brittle, The Constellation's starfish liaison.

Area Information

Refer to Appendix 3F: Vortex

The area has the following features:

Dimensions & Terrain. The vortex blocks further progress and fills a 20-foot radius section of the cave.

Lighting. Darkness.

Playing the Pillars

Combat. Attacks made against the vortex yield no damage. Spell and ranged weapon attacks simply dissolve in the swirling water. A creature attempting a melee attack is automatically sucked into the vortex and transported to Scene C: Brittle and The Constellation.

Exploration. On a successful DC 18 Intelligence (Arcana/Investigation) or Wisdom (Insight) check, a character believes the vortex is a means of transportation and doesn't appear to be harmful.

Social. The vortex is a whirling mass of water. It isn't interested in social engagement.

Scene C. Brittle & The Constellation

The vortex carries the adventurers to a pocket dimension where The Constellation resides. They enter a partially waterfilled cave, appearing 30 feet above the water as the vortex spits them out. A small island is in the middle of the cave, with a large boulder in its center, where a halfling-sized red starfish named **Brittle** (chaotic good war priest) stands, waiting to greet the adventurers.

When they notice Brittle, the starfish waves a ray at them while saying in a high-pitched and slow voice, "Hi there! It's nice to have visitors!"

After greetings are shared, Brittle asks them why they've come. If The Constellation is mentioned, Brittle escorts them to the large double doors at the end of the island. Brittle waves a ray and the doors open, revealing a grand hallway made of turquoise blocks with magical sconces placed along the hall every ten feet.

Brittle leads the adventurers to a black wall at the end of the hallway. The wall is magical and transparent, allowing for items to pass back and forth. The wall isn't black, rather, it's allowing the adventurers to view the deep, pitch-black ocean in this part of the pocket dimension.

As the adventurers stand by the wall, they notice small, swirling lights appear in the dark sea. The lights become brighter and larger as **The Constellation** (neutral kraken) approaches the wall, their thick tentacles swirling and twirling about. When it reaches the wall, the tentacles continue to twist and contort, never allowing a full view of The Constellation. Only one eye the size of a large human, nearly pressed against the wall, is visible through the twinkling tentacles.

Area Information

Refer to Appendix 3G: Brittle

The area has the following features:

Dimensions & Terrain Turquoise blocks make up the 20-foot-wide, 20-foot tall, and 200-foot long hallway.

Lighting. Magical sconces, controlled by Brittle, provide bright light all along the hallway.

The Wall. The wall is magical and allows for things to pass through it, into the cold sea of The Constellation's pocket dimension.

The Constellation. When the adventurers near the wall, they see small swirling lights on the other side. Soon, the lights become larger and brighter, until The Constellation reaches the wall, their tentacles writhing and swirling like a ball of snakes. The tentacles continue this motion until finally revealing a large eye.

Rays

Starfish appendages are called rays.

Brittle

Though combat is not intended, Brittle has the statistics of a **war priest**.

The Constellation

Though combat is not intended, The Constellation has the statistics of a **kraken**.

The Constellation is a gigantic mass of sucker-lined tentacles covered in small bulbous growths of various size, which glow a bright white. When at rest, The Constellation resembles a star-filled sky.

The Constellation is both male and female. As they speak, their voice changes from a deep male voice to a soothing female voice.

Other than their tentacles, the only visible part of The Constellation is one of their eyes. The remainder of their body is continuously wrapped in their moving tentacles.

The Constellation once resided in the Moonsea but its powers and size made them necessary to find a larger location. Using their amassed power and arcane knowledge, they created a pocket dimension, with the swirling vortex being the access point from the Forgotten Realms.

What The Constellation Knows

If the adventurers ask about the recent undead rising from the Moonsea, The Constellation tells them the below, their voice changing like ebbing waves, from female to male, as they talk.

"Once there were two dragonborn brothers - one a pirate captain, the other a pain-filled victim who lived only to consume pain relieving potions.

"The oldest brother, Cornelious Burn, failed to return to their Moonsea lair. The younger brother, Wilhelm Burn, expended his pain potions.

"Wilhelm waited as long as he could endure, the pain tearing away at his sanity. The young dragonborn had a book of prayers to Umberlee. He entered the Moonsea for one last voyage, chanting prayers to the Bitch Queen as his body succumbed to the waters.

"Umberlee heard his prayers and took his hand. Wilhelm is now the Bitch Queen's servant. She's using

Wilhelm to raise the dead from the depths and wreak havoc on the ships and coastal villages of the Moonsea.”

What Needs to be Done

The Constellation explains how to rid the Moonsea of Wilhelm.

- The telescope points to the first objective, where you must recover a powerful artifact before facing Wilhelm.
- Pair the artifact with the telescope. Doing so points the way to Wilhelm. You’ll know what to do with the artifact when its time.

Treasure

Before the adventurers leave The Constellation, the creature’s tentacles begin to twist and writhe, until one tentacle slips through the wall, presenting the party with a **necklace of adaptation**. The Constellation states that this item may be useful to them as they continue their quest.

Developments

This marks the end of the 2-hour adventure. If running a 2-hour adventure, skip to **Wrap-Up: Concluding the Adventure**. You may extend the adventure by adding the below bonus section:

Bonus Section B: The Constellation craves a delicacy they haven’t had in a very long time – dragon turtle eggs – and asks the adventurers to retrieve eggs for them. In return, they’ll give them a **potion of resistance to necrotic damage**.

Playing the Pillars

Combat. The Constellation defends itself, attacks once, and says, “Combat is not necessary.” They continue this sequence until the party yields. If combat ends, they speak with the party as written.

Exploration. Due to not seeing the entire creature, attempts to discern what The Constellation is are made with disadvantage. On a successful DC 20 Wisdom (History) check, a character recalls hearing of a strange, intelligent beast dwelling in the Moonsea.

Social. The Constellation finds meaningful conversations difficult to procure. They and Brittle often talk about physics, religion, and philosophy but hearing another’s viewpoint on certain topics of your choice make The Constellation happy. Though they are intelligent and wise, they are often lonely, but they have no desire to leave their lair.



Wrap-Up: Concluding the Adventure

Once The Constellation has shared their information, and once the bonus objective is complete, The Constellation teleports the party, returning them to Olde Fisheye's ship where the old fisherman is found snoring loudly.

Olde Fisheye demands to hear what they've learned and then states they must return to Abigail's Cove, meet with the officials, and then continue their journey after they've had time to recuperate and refit.

As the adventure closes, Olde Fisheye retrieves a magical spyglass from his trouser pocket. While viewing the Moonsea through the spyglass, he whispers, "Ah, yes. I see it!"

Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive **1** advancement checkpoint(s) and **1** treasure checkpoint(s) for each **story objective** that they complete, as follows:

- **Story Objective A:** Reach the Merfolk Shaman
- **Story Objective B:** Reach The Constellation

The characters receive **1** advancement checkpoint(s) and **1** treasure checkpoint(s) for each **bonus objective** that they complete, as follows:

- **Bonus Objective A:** Underwater Undead
- **Bonus Objective B:** Feed Me!

Player Rewards

The characters earn the following player rewards for **completing the adventure**:

Magic Item Unlock

Characters completing the adventure unlock: **Necklace of Adaptation**. A necklace made of thick, intertwined silver, gold, and copper rope-like strands. This item can be found in **Appendix 7A**.

Pole of Angling. A normal-looking piece of bamboo. This item can be found in **Appendix 7B**.

Potion of -Necrotic Resistance. A black liquid stored in a clear glass vial with a cork stopper. This item can be found in **Appendix 7C**.

Downtime Activities

Characters completing the adventure unlock: **Downtime Activity**. There are no special downtime activities for this adventure.

Story Awards

Characters playing the adventure may earn:

Star of the Deep. The Constellation offers to magically brand each adventurer with a special sigil – a large star.

To anyone else, the sigil looks like a normal tattoo. However, when you look at it, you see the writhing and twisting tentacles of The Constellation.

More information can be found in **Appendix 8**.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure.

- **Olde Fisheye.** An old fisherman who recently came out of retirement, purchasing a keel boat to sail and fish the seas. He enjoys eating fish eyes (the bigger the better) and telling stories. He doesn't often drink alcoholic beverages, only a nip here and there.

He's had a recurring dream, which is why the adventurers are on this mission. Officials believe the dream needs to be investigated as the old fisherman feels drawn to a location on the Moonsea, where he says he and a group of adventurers are to meet a merfolk shaman.

Personality: *I judge people by their actions, not by their words.*

Ideal: *The stories, legends, and song of the past must never be forgotten for they teach us who we are.*

Bond: *The Moonsea is my home. I will help protect it.*

Flaw: *I feel tremendous empathy for all who suffer.*

- **Ess'ess (SS)** A merfolk shaman who appears in Olde Fisheye's dream, and has dreams of their own. They know that the adventurers must enter The Constellation's lair and retrieve information from the ancient creature.

Personality: *Speaks quickly while constantly rubbing his hands and fingers together.*

"Well...why...yes... That's the truth."

Ideal: *I'll do whatever it takes to protect my tribe.*

Bond: *The Moonsea is my home. I will help protect it and the creatures in it.*

Flaw: *I'm quick to laugh at or to insult others. I'm sorry, I just can't help it.*

- **Brittle.** The halving-sized starfish is The Constellation's liaison to those who enter their pocket dimension. Brittle can breathe air and water, walks upright on two of her rays, and speaks with a high-pitched, slow voice.

Personality: *I'm driven by a wanderlust that drove me away from home.*

Ideal: *We all do the work, so we all share in the reward.*

Bond: *I'm loyal to The Constellation first, everything else second.*

Flaw: *I follow orders, even if I think they are wrong.*

- **Tug.** A friendly, laid-back ogre who wields a bolt launcher. He speaks with a surfer's voice, using words like dude, brah, and totally. He grew tired of the traditional violent life of an ogre and took up with Captain Julia. He's in it for the adventure and companionship, something he didn't have while acting as a traditional ogre. If engaged in combat, he makes sure to let his opponent know by saying, *"Dude, it's nothing personal. It's the job."*

Personality: *Every day is an adventure!*

Ideal: *We have to take care of each other, because no one else is going to do it.*

Bond: *My crewmates are my family now. I'll do anything to protect them.*

Flaw: *When faced with a choice between life and my friends, I usually choose life.*

- **Captain Julia** – Julia commands her crew diligently but with heart. Her pas involved many years at sea with overbearing captains and first mates. She chooses to lead by example, being the first in battle and by treating others the way she wants to be treated.

Personality: *I work hard so that I can play hard when the work is done.*

Ideal: *The thing that keeps a crew together is mutual respect between captain and crew.*

Bond: *I'm loyal to my crew, their safety and well-being comes first.*

Flaw: *When faced with a choice between life and my friends, I usually choose life.*

- **The Constellation.** An ancient creature resembling a cross between a kraken and an octopus, though their full body is never seen as their massive tentacles continuously twist and writhe to conceal all but a single green eye. The Constellation is both male and female, their voice constantly changes between the two as the creature speaks.

Personality: *I am utterly serene, even in the face of disaster.*

Ideal: *Solitude and contemplation are paths toward mystical and magical power.*

Bond: *I entered seclusion to hide from the ones who might still be hunting me. I must someday confront them.*

Flaw: *I'm quick to laugh at or to insult others. I'm sorry, I just can't help it.*

Appendix 2: Creature Statistics

Assassin Vine

Large plant, unaligned

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 5 ft., swim 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	1 (-5)	10 (+1)	1 (-5)

Damage Resistance Cold, Fire

Condition Immunities blinded, deafened, exhaustion, prone

Senses blindsight 30 ft., passive Perception 10

Languages -

Challenge 3 (700 XP)

False Appearance. While the assassin vine remains motionless, it is indistinguishable from a normal plant.

Actions

Constrict. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one creature. *Hit:* The target takes 11 (2d6 + 4) bludgeoning damage, and it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and it takes 21 (6d6) poison damage at the start of each of its turns. The vine can constrict only one target at a time.

Entangling Vines. The assassin vine can animate normal vines and roots on the ground in a 15-foot square within 30 feet of it. These plants turn the ground in that area into difficult terrain. A creature in that area when the effect begins must succeed on a DC 13 Strength saving throw or be restrained by entangling vines and roots. A creature restrained by the plants can use its action to make a DC 13 Strength (Athletics) check, freeing itself on a successful check. The effect ends after 1 minute or when the assassin vine dies or uses Entangling Vines again.

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

Rapier. *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 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Champion

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws STR +7, DEX +5, CON +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

Giant Coral Snake

Large beast, unaligned

Armor Class 13

Hit Points 90 (12d10 + 24)

Speed 30 ft., swim 30 ft.

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

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages -

Challenge 4 (1,100 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be stunned until the end of its next turn. On a failed save, the target begins to hallucinate and is afflicted with a short-term madness effect (determined randomly or by the DM; see “Madness” in chapter 8 of the *Dungeon Master’s Guide*). The effect lasts 10 minutes.

Hill Giant

Huge giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

Actions

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Hunter Shark

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages -

Challenge 2 (450 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

The Constellation (Kraken)

Gargantuan monstrosity (titan), chaotic evil

Armor Class 18 (natural armor)

Hit Points 472 (27d20 + 189)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	22 (+6)	18 (+4)	20 (+5)

Saving Throws STR +17, DEX +7, CON +14, INT +13, WIS +11

Skills Perception +5

Damage Resistances Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities frightened, paralyzed

Senses truesight 120 ft., passive Perception 14

Languages Abyssal, Celestial, Infernal, Primordial, Telepathy 120 ft. but can't speak

Challenge 23 (50,000 XP)

Amphibious. The priest can breathe air and water.

Freedom of Movement. The kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Siege Monster. The kraken deals double damage to objects and structures.

Actions

Multiattack. The kraken makes three tentacle attacks, each of which it can replace with one use of Fling.

Bite. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by the kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 42 (12d6) acid damage at the start of each of the kraken's turns.

If the kraken takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack:* +17 to hit, reach 30 ft., one target. *Hit:* 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target.

Fling. One Large or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Lightning Storm. The kraken magically creates three bolts of lightning, each of which can strike a target the kraken can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The kraken can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kraken regains spent legendary actions at the start of its turn.

Tentacle Attack or Fling. The kraken makes one tentacle attack or uses its Fling.

Lightning Storm (Costs 2 Actions). The kraken uses Lightning Storm.

Ink Cloud (Costs 3 Actions). While underwater, the kraken expels an ink cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the kraken. Each creature other than the kraken that ends its turn there must succeed on a DC 23 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the kraken's next turn.

Zeral (Kraken Priest)

Medium humanoid (human), neutral evil

Armor Class 10

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	14 (+2)

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks.

Senses passive Perception 15

Languages common, sahuagin

Challenge 5 (1,800 XP)

Amphibious. The priest can breathe air and water.

Innate Spellcasting. The priest's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *command*, *create or destroy water*

3/day each: *control water*, *darkness*, *water breathing*, *water walk*

1/day each: *call lightning*, *Evard's black tentacles*

Actions

Thunderous Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 27 (5d10) thunder damage.

Voice of the Kraken (Recharges after a Short or Long Rest). A kraken speaks through the priest with a thunderous voice audible within 300 feet. Creatures of the priest's choice that can hear the kraken's words (which are spoken in Abyssal, Infernal, or Primordial) must succeed on a DC 14 Charisma saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Master Thief

Medium humanoid (any race), any alignment

Armor Class 16 (studded armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	11 (+0)	12 (+1)

Saving Throws DEX +7, INT +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages Thieves' Cant plus any one language (usually Common)

Challenge 5 (1,800 XP)

Cunning Action. On each of its turns, the thief can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the thief is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the thief instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The thief makes three attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Sahuagin

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 1/2 (100 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but he needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of him, using a limited telepathy.

Actions

Multiattack. The sahuagin makes two melee attacks: one with his bite and one with its claw or spear.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 4) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 4) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Sahuagin Blademaster

Medium humanoid (sahuagin), lawful evil

Armor Class 20 (plate armor and shield)

Hit Points 97 (15d8 + 30)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	12 (+1)	11 (+0)	12 (+1)

Saving Throws STR +6, CON +5

Skills Athletics +6, Intimidation +4

Senses darkvision 120 ft., passive Perception 10

Languages Sahuagin

Challenge 6 (2,300 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but he needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of him, using a limited telepathy.

Actions

Multiattack. The blademaster makes three attacks with its wavecutter blade, or one attack with its bite and two with its claws.

Wavecutter Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Sahuagin Champion

Medium humanoid (sahuagin), lawful evil

Armor Class 16 (natural armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 3 (700 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but he needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of him, using a limited telepathy.

Actions

Multiattack. The champion makes three attacks with its spear, or one attack with its bite and two with its claws.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

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

Sahuagin High Priestess

Medium humanoid (sahuagin), lawful evil

Armor Class 14 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft., swim 40 ft.

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

Saving Throws WIS +6

Skills Insight +6, Perception +6

Senses darkvision 120 ft., passive Perception 16

Languages Sahuagin

Challenge 5 (1,800 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but she needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of her, using a limited telepathy.

Spellcasting. The high priestess is a 7th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will):

guidance, mending, resistance, thaumaturgy

1st level (4 slots): *bless, detect magic, guiding bolt*

2nd level (3 slots): *hold person, spiritual weapon (trident)*

3rd level (3 slots): *bestow curse, fear, mass healing word, tongues*

4th level (1 slot): *banishment*

Actions

Multiattack. The high priestess makes two attacks with her toothsome staff, or one attack with her bite and one with her claws.

Toothsome Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

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

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

Sea Lion

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +4, Stealth +5

Senses passive Perception 14

Languages -

Challenge 5 (1,800 XP)

Amphibious. The sea lion can breathe air and water.

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

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

Swimming Leap. With a 10-foot swimming start, the sea lion can long jump out of or across the water up to 25 feet.

Actions

Multiattack. The sea lion makes three attacks: one bite and two claw attacks.

Bite. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 12 (2d + 3) piercing damage.

Swashbuckler

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

Armor Class 17 (leather armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Lightfooted. The swashbuckler can take the Dash or Disengage action as a bonus action on each of its turns.

Suave Defense. While the swashbuckler is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

Actions

Multiattack. The swashbuckler makes three attacks: one with a dagger and two with its rapier.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 8 (1d4 + 4) piercing damage.

Captain Julia (Transmuter)

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws INT +6, WIS +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 5 (1,800 XP)

Spellcasting. The transmuter is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The transmuter has the following wizard spells prepared:

Cantrips (at will): *light, mending, prestidigitation, ray of frost*

1st level (4 slots): *chromatic orb, expeditious retreat, *mage armor*

2nd level (3 slots): *alter self, *hold person, knock**

3rd level (3 slots): *blink, *fireball, slow**

4th level (3 slots): *polymorph, *stoneskin*

5th level (1 slot): *telekinesis**

*Transmutation spell of 1st level or higher

Transmuter's Stone. The transmuter carries a magic stone it crafted that grants its bearer one of the following effects:

- Darkvision out to a range of 60 feet
- An extra 10 feet of speed while the bearer is unencumbered
- Proficiency with Constitution saving throws
- Resistance to acid, cold, fire, lightning, or thunder damage (transmuter's choice whenever the transmuter chooses this benefit)

If the transmuter has the stone and casts a transmutation spell of 1st level or higher, it can change the effect of the stone.

Actions

Quarterstaff. *Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.*

Ess'Ess (Mage)

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+2)

Saving Throws INT +6, WIS +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages (Common, Abyssal, Sahuagin, Merfolk)

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor, magic missile, shield*

2nd level (3 slots): *misty step, suggestion*

3rd level (3 slots): *counterspell, fireball, fly*

4th level (3 slots): *greater invisibility, ice storm*

5th level (1 slot): *cone of cold*

Actions

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

Tug (Ogre Bolt Launcher)

Large giant, chaotic evil

Armor Class 13 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Actions

Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

Bolt Launcher. *Ranged Weapon Attack:* +3 to hit, range 120/480 ft., one target. *Hit:* 17 (3d10 + 1) piercing damage.

Brittle (War Priest)

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws CON +6, WIS +7

Skills Intimidation +5, Religion +4

Senses passive Perception 13

Languages any two languages (Common, Abyssal)

Challenge 9 (5,000 XP)

Spellcasting. The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, spare the dying*

1st level (4 slots): *divine favor, guiding bolt, healing word, shield of faith*

2nd level (3 slots): *lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon*

3rd level (3 slots): *beacon of hope, crusader's mantle, dispel magic, revivify, spirit guardians, water walk*

4th level (3 slots): *banishment, freedom of movement, guardian of faith, stoneskin*

5th level (1 slot): *flame strike, mass cure wounds, hold monster*

Actions

Multiattack. The priest makes two melee attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Reactions

Guided Strike (Recharges after a Short or Long Rest).

The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws WIS +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Understands the languages of its creator but can't speak

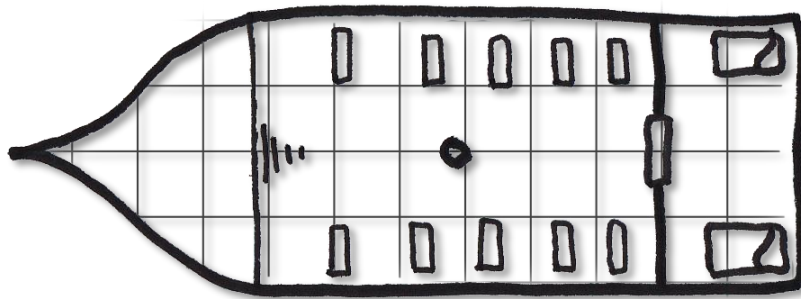
Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

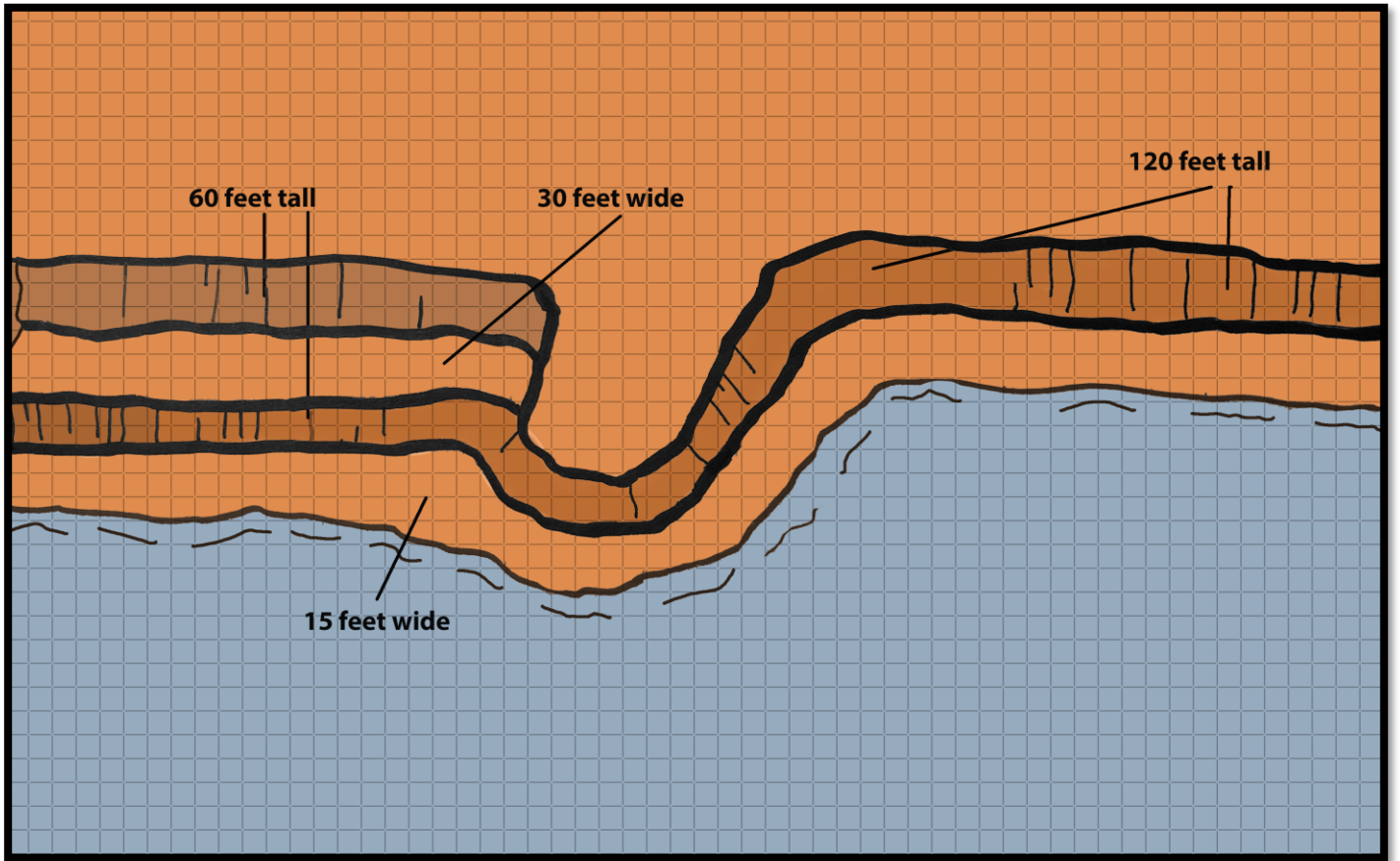
Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Appendix 3A: *Vitreous* (Keelboat)

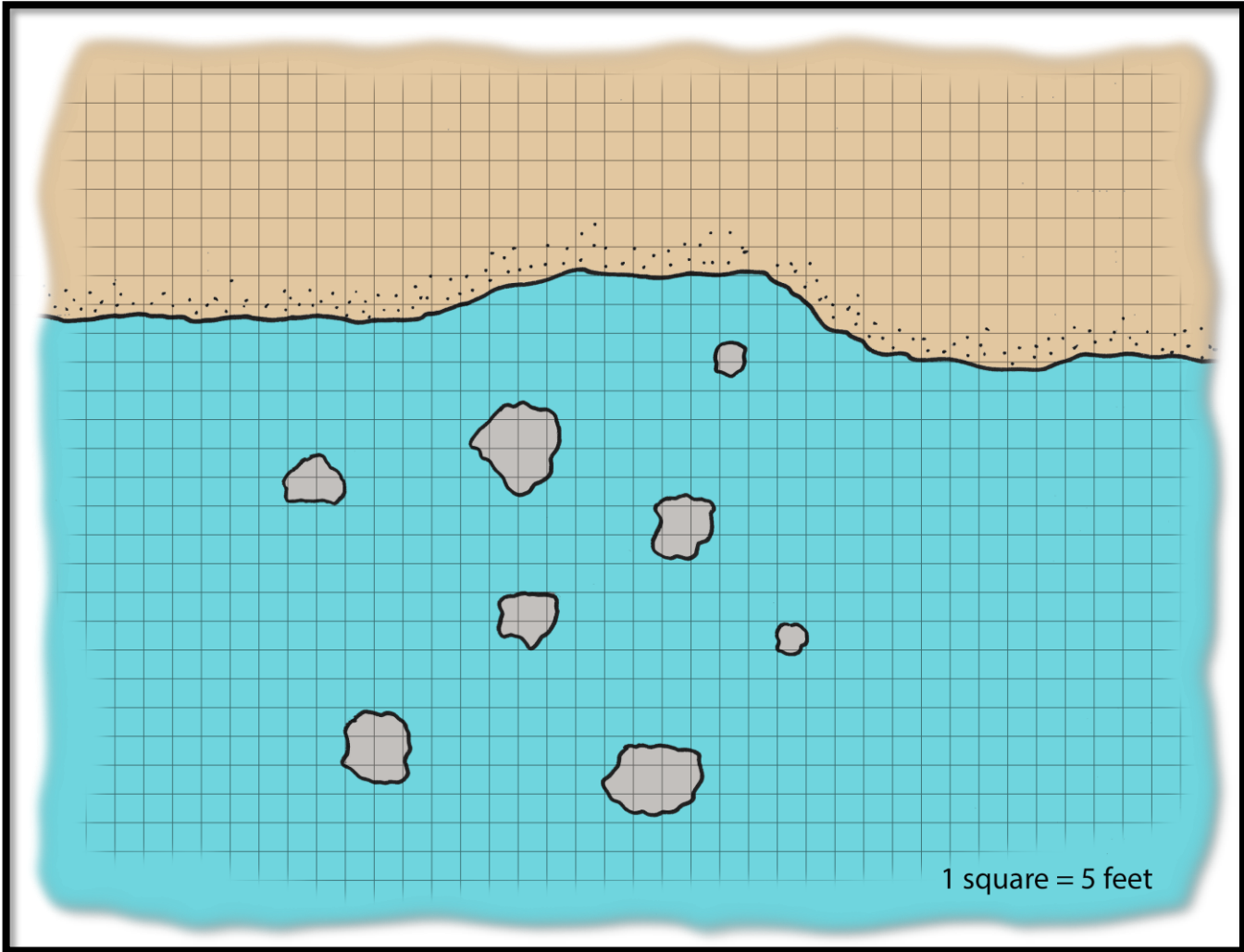


1 square = 5 feet

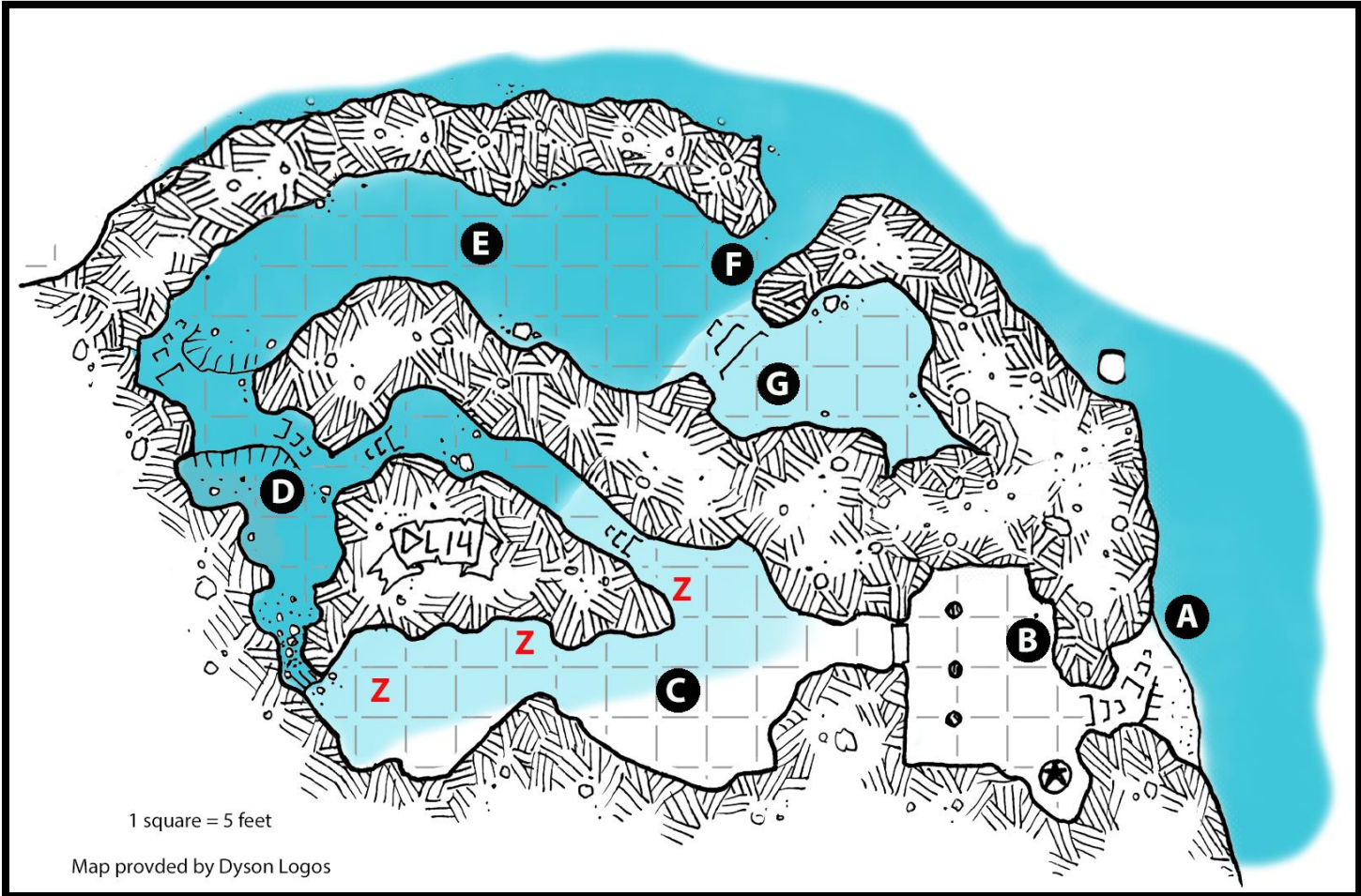
Appendix 3B: Gone Fishin'



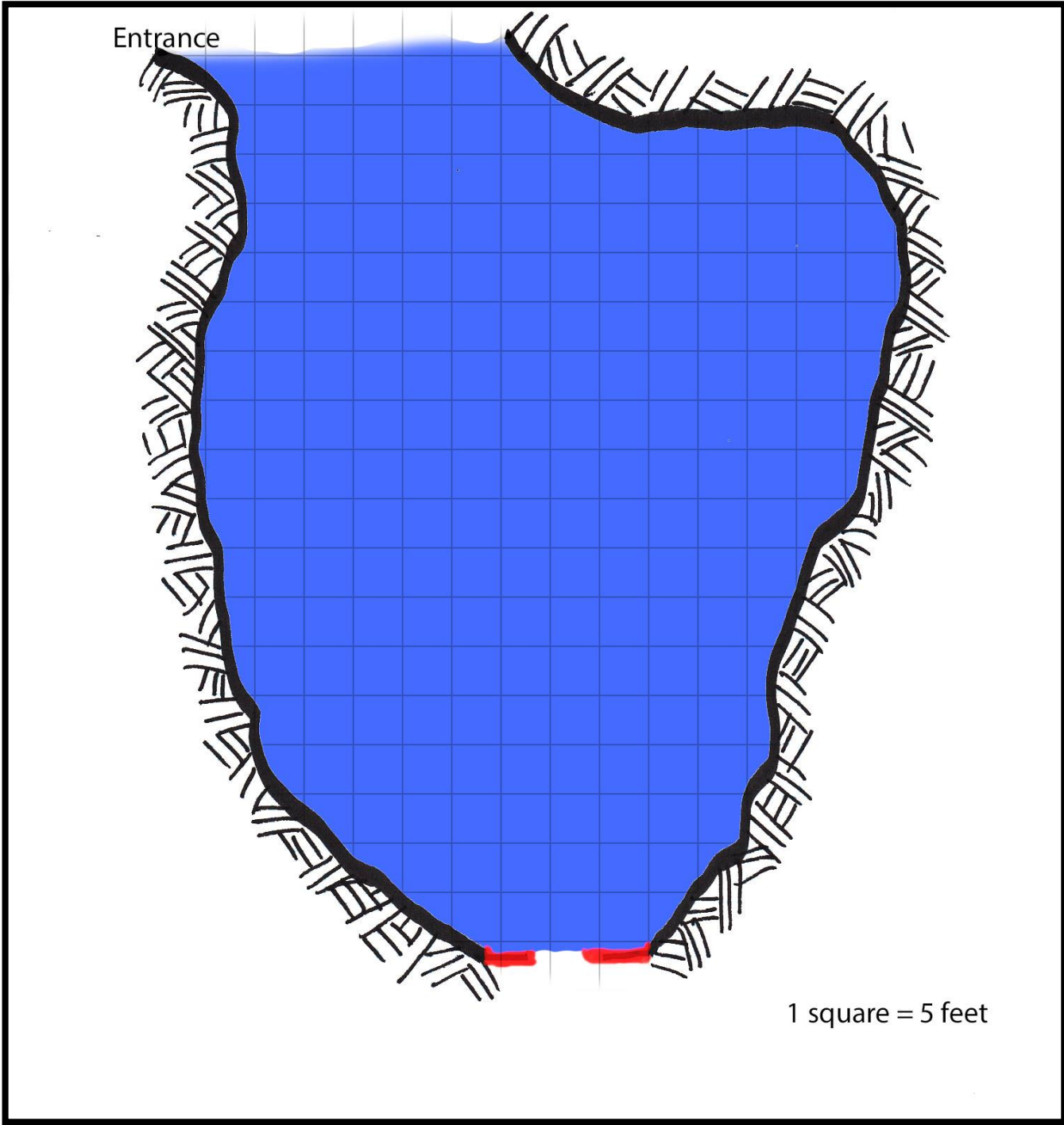
3C: Merfolk Shaman



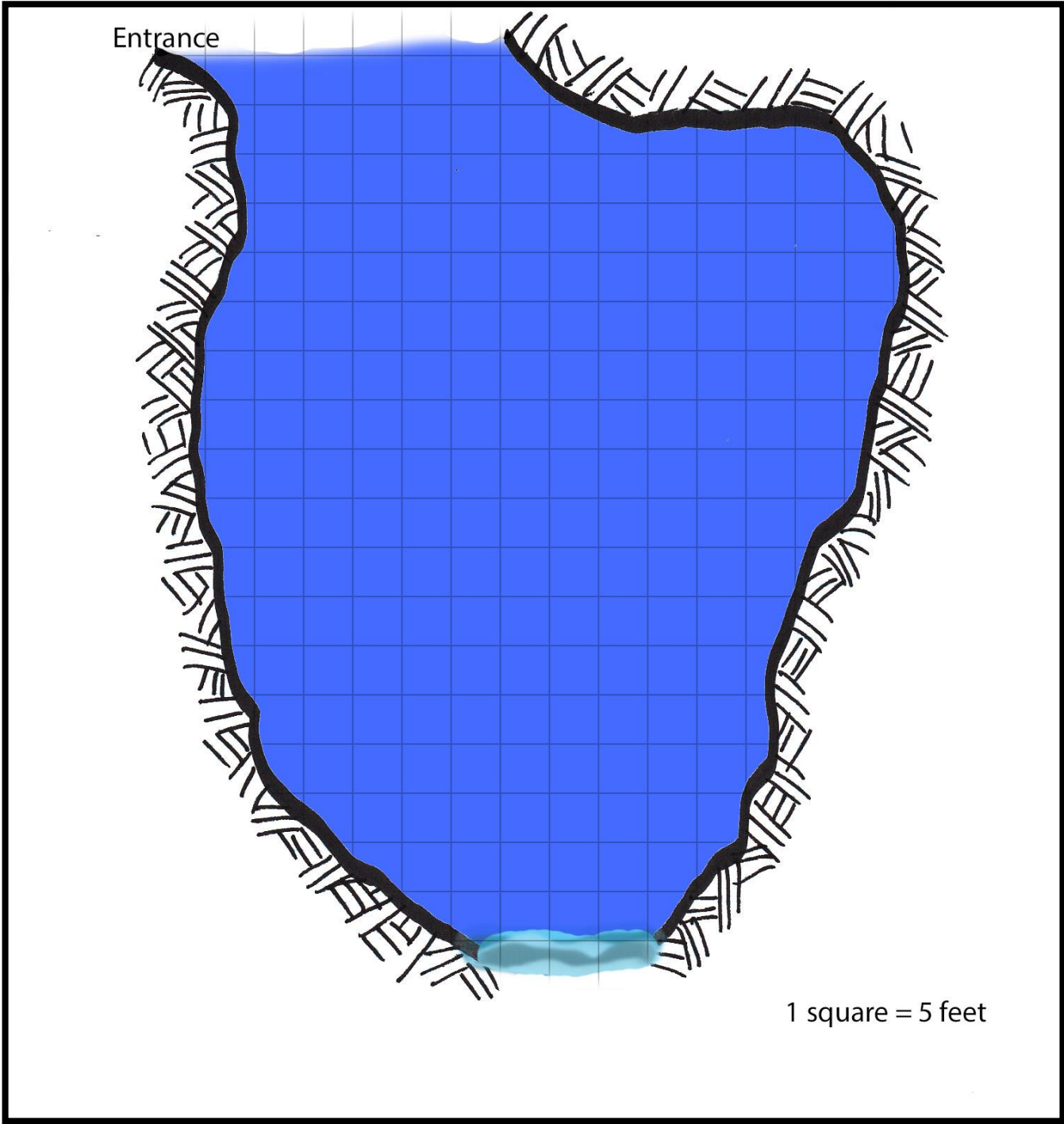
3D: Undead Sahuagin



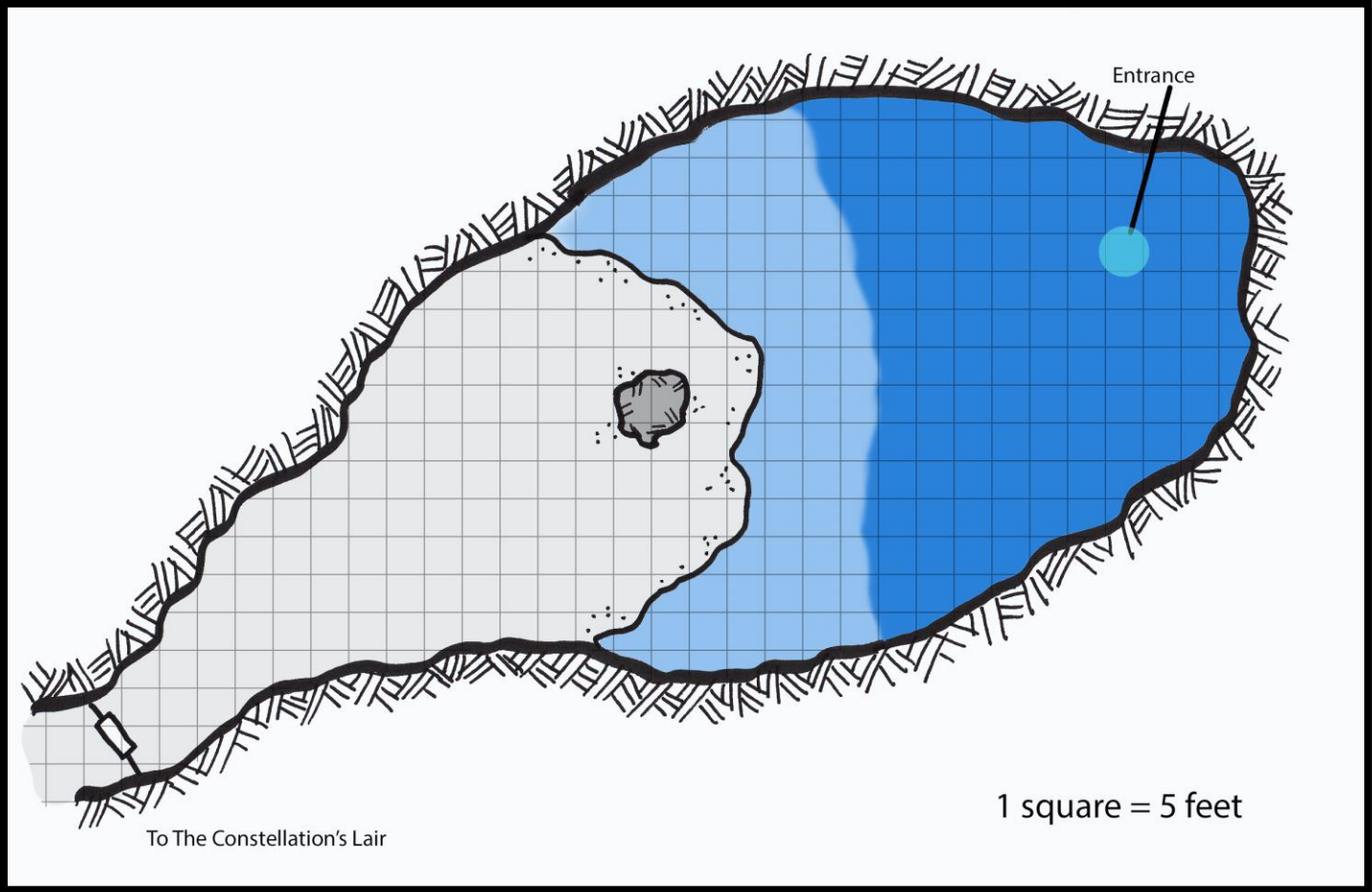
3E: Fire Anemone



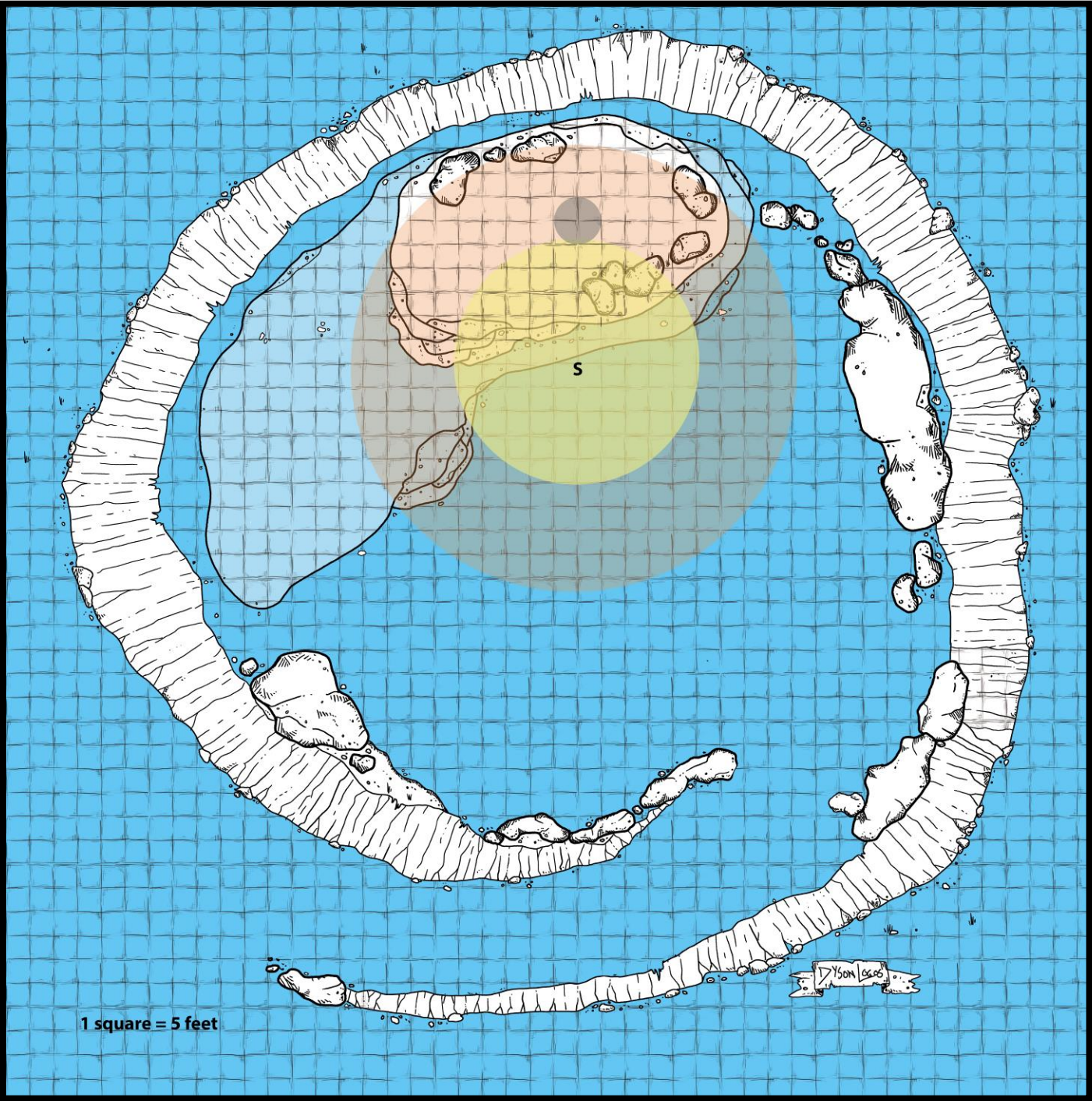
3F: Vortex



3G: Brittle



3H: Dragon Turtle Eggs



Appendix 4: Underwater Undead (Bonus Objective A.)

Scene A. Exploring the Ruins

Ess'ess leads the adventurers to the source of the undead attacks: an ancient, partially submerged ruin on the Moonsea. The characters explore the ruin, battling undead sea creatures and their leader.

Area Information

Refer to Appendix 3D: Underwater Undead

The area has the following features:

Dimensions & Terrain. The ruin is fashioned from a natural cave with stairs carved into the floors.

Water Levels. The entrance is damp, the light blue area is 4-feet deep, and the darkest area is 10-feet deep. Depending on their size, some characters may need to swim through these areas.

Lighting. Total darkness.

A: Stairs

The adventurers arrive at the entrance of the ruins where they climb a 20-foot long set of stairs carved from the natural stone.

B: Main Entrance

The far walls of this room have been carved from the natural stone walls. Three long pillars, each filled with carvings of sharks, rise from the floor to the ceiling. In an alcove to the south, a statue of a woman resembling a merfolk with clawed hands, kelp-like hair, and wearing a cloak made from jellyfish stands, rising out of the sea.

A creature succeeding on a DC 14 Wisdom (Religion) check recognizes the statue as Umberlee – the evil sea goddess. More information on Umberlee can be found in Chapter 1 of the *Sword Coast Adventurers Guide*.

C: Slippery Zombies

Stairs from Area B lead down into this partially submerged room. The 4-foot deep water hides 3 **sahuagin champion** zombies. These creatures hide in the water until an adventurer comes within 5-feet of them.

The stone walls are carved with images of the sharks, crashing waves, and ferocious storms.

Adjusting the Scene

In all cases, each creature has undead fortitude.

- **Very Weak** – use two **sahuagin coral smashers** and one **sahuagin champion**.
- **Weak** – use one **sahuagin coral smasher** and two **sahuagin champions**.

- **Strong** – use two **sahuagin champions** and one **sahuagin blademaker**.
- **Very Strong** – use two **sahuagin champions**, and one **sahuagin blademaker** with 150 Hit Points.

D: Elemental

A **water elemental myrmidon** acts as a sentry, guarding this shrine to Umberlee.

Adjusting the Scene

- **Very Weak** – reduce the **water elemental myrmidon's** starting hit points to 87
- **Weak** – reduce the **water elemental myrmidon's** starting hit points to 107
- **Strong** – increase the **water elemental myrmidon's** starting hit points to 147
- **Very Strong** – increase the **water elemental myrmidon's** starting hit points to 187

E: Bodies of the Dead

The floor of this submerged room is lined with the bones of humanoids, sahuagin, merfolk, sharks, and other sea creatures. Investigating the bodies yields a **pole of angling** clenched in a dead woman's hands.

F: Assassin Mollusks

Assassin kelp (**assassin vine**) guards the deep entrance to the ruin, hanging from and covering both walls of the entryway, creating a curtain. Undead are allowed to enter and leave as they wish, but the living are restrained by the kelp.

Outside is the vast Moonsea with nothing of interest.

G: The Undead Priest

A throne created from white bones and brightly colored coral rests along the far wall. In it sits Zeral – an undead **kraken priest** who was created from a local fisherman named Taggart, its white skull tattooed with the mark of Umberlee.

Tactics

When combat ensues, Zeral:

Uses a special ability to cast animate dead on the pile of bones in Area E, creating 5 zombies. They can do this from where they sit.

Wills the assassin kelp to attack any creatures within reach.

Adjusting the Scene

- **Very Weak** – the **assassin vines** are not used during the combat.
- **Weak** – reduce the **kraken priest's** starting hit points to 55
- **Strong** – add an undead **sea lion**, which sits next to Zeral.
- **Very Strong** – add an undead **sea lion**, which sits next to Zeral. Change the **zombies** to undead **sahuagin** with Undead Fortitude.

Playing the Pillars

Combat. If combat ensues, Zeral fights to the death.

Exploration. A successful DC 15 Wisdom (Insight, Religion, or Perception) check reveals the Zeral is wearing tattered clothing similar to what a farmer would wear. Casting *remove curse* or similar magic releases Zeral from his undead state, leaving him as a **commoner** submerged underwater and starting to suffocate.

Social. Zeral isn't interested in speaking to the party. He's under the influence of a Priest of Umberlee. Though casting *detect thoughts* or similar magic reveals a struggling mind – torn between what he is doing and his living 'good' alignment.

Appendix 5: Feed Me! (Bonus Objective B.)

Scene A. Dragon Turtle Eggs

The Constellation requests the adventurers fetch them one of their most favorite meals: a dragon turtle egg. The Constellation teleports them to the entrance of the dragon turtle nest, where they encounter a group of entrepreneurs who have beat them to the nest, gathering the eggs for themselves and transporting them to their ship.

The Constellation also provides them with a command word, chosen by the adventurers, which causes each of them to teleport to The Constellation's lair once the word is spoken.

The Command Word

The command word is chosen by the players. If any one adventurer says the command word, all the adventurers teleport to The Constellation's lair. This could lead to the command word being accidentally spoken. If this occurs, The Constellation teleports the party to the entrance again, though they may become agitated if this occurs more than once without an egg.

Area Information

Refer to Appendix 3H: Dragon Turtle Eggs

The area has the following features:

Dimensions & Terrain. The entrance is 40-feet deep open water with a 40-foot tall ceiling. Ships the size of fishing vessels or smaller can safely navigate the entrance. The water around the nest is 4-feet deep, with the nest area being 5-feet above water.

Lighting. A large alchemical light, contained in a glass globe located at the top of the ship's main mast, emits bright light in a 25-foot radius and dim light for an additional 25 feet. The light has an AC 10 and 10 hit points.

Ship. The ship is a **keelboat** (see Appendix 3A) with a main mast 30-feet tall. One dragon turtle egg is stored in the small, unlocked cabin.

The Crew. All of the entrepreneurs are chaotic good. They are not pirates; rather, they've been hired to collect the eggs for a rare collector who is paying them 1,000 gp per egg. They're more interested in negotiating than they are fighting but are wary of any deals.

Eggs. There is a total of four dragon turtle eggs. One is on the ship and three still rest in the nest, covered by a thin layer of gravel which the crew are removing. The dragon turtle eggs have an AC 14 and 25 hit points. The eggs have a +2 to all saving throws vs. spell effects.

Creatures/NPCs

Four **swashbucklers** follow the commands of their first mate named **Tug** (chaotic good ogre bolt launcher). Tug is laid-back and friendly and stands on the far east boulder, while their all-business captain **Julia** (chaotic good transmuter) stands on the north of the island, overseeing the dig. Once an egg is removed, all four swashbucklers lift the egg and transport it onto the ship.

Only one crewmember, an untrusting **tabaxi master thief**, remains on the ship, nestled in the crow's nest while keeping watch over the crew and the cave.

Adjusting the Scene

- **Very Weak** – change the swashbucklers to **bandits**.
- **Weak** – change two of the swashbucklers to **bandits**.
- **Strong** – the **transmuter** (72) and the **ogre bolt launcher** (91) have maximum hit points.
- **Very Strong** – the **transmuter** (72) and the **ogre bolt launcher** (91) have maximum hit points. Change one swashbuckler to a **champion**.

Playing the Pillars

Combat. The entrepreneurs are intent on retrieving the eggs, they have a reputation to uphold. The ogre bolt launcher fires once from his position and then jumps down and uses the boulders as partial cover. The transmuter use their area of effect and hold person spells while maintaining distance and cover. The swashbucklers engage in melee combat.

Exploration. If the party enter the cave with a ship, there is little chance they can sneak up to the island. However, if they enter using a small boat or while swimming, they can sneak up to the island by succeeding on a group DC 14 Dexterity (Stealth) check. A second successful DC 14 Dexterity (Stealth) check is required to sneak onto the ship.

Social. Rather than engage in combat, the leader would like to leave the cave with some dragon turtle eggs. They offer a truce and a deal; they offer to sell up to two eggs to the adventurers for 1,000 gp each. Successful charisma checks may reduce the amount to 500 gp per egg. However, the entrepreneurs have a reputation to uphold and must retain at least one egg.

Developments

Once the adventurers have at least one egg, they should return to The Constellation by saying the command word, which teleports them back to the lair.

Appendix 6A: Dungeon Master Tips – Important Rules

Swimming

Each foot of movement costs 1 extra foot (2 extra feet in difficult terrain) when you're climbing, swimming, or crawling. You ignore this extra cost if you have a climbing speed and use it to climb, or a swimming speed and use it to swim. At the DM's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (**Athletics**) check. Similarly, gaining any distance in rough water might require a successful Strength (**Athletics**) check.

Exhaustion & Swimming

Unless aided by magic, a character can't swim for a full 8 hours per day. After each hour of swimming, a character must succeed on a DC 10 Constitution saving throw or gain one level of exhaustion.

A creature that has a swimming speed — including a character with a *ring of swimming* or similar magic — can swim all day without penalty and uses the normal forced march rules in the *Player's Handbook*.

Swimming through deep water is similar to traveling at high altitudes, because of the water's pressure and cold temperature. For a creature without a swimming speed, each hour spent swimming at a depth greater than 100 feet counts as 2 hours for the purpose of determining exhaustion. Swimming for an hour at a depth greater than 200 feet counts as 4 hours.

Suffocating

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

Underwater Combat

When making a **melee weapon attack**, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have resistance to fire damage.

Traps – Detecting, Disabling, Finding

It is suggested that you review the rules for detecting and disabling traps (Chapter 5: Adventure Environments *Dungeons Masters Guide*), and the effects of the *find traps* spell (*Player's Handbook*) before you run this adventure.

Appendix 7A: Magic Item

Characters completing this adventure's objective unlock this magic item.

Necklace of Adaptation (Table F)

Wonderous Item, uncommon (requires attunement)

A necklace made of thick, intertwined silver, gold, and copper rope-like strands.

While wearing this necklace, you can breathe normally in any environment, and you have advantage on saving throws made against harmful gases and vapors (such as *cloudkill* and *stinking cloud* effects, inhaled poisons, and the breath weapons of some dragons). This item is found on **Magic Item Table F** in the *Dungeon Master's Guide*.

Appendix 7B: Magic Item

Characters completing Bonus Objective A unlock this magic item.

Pole of Angling

Wonderous Item, common

A normal-looking piece of bamboo.

While holding this 10-foot pole, you can speak a command word and transform it into a fishing pole with a hook, a line, and a reel. Speaking the command word again changes the fishing pole back into a normal 10-foot pole. This item is in *Xanathar's Guide to Everything*.

Appendix 7C: Magic Item

Characters completing Bonus Objective B unlock this magic item.

Potion of Necrotic Resistance (Table B)

Potion, uncommon

A black liquid stored in a clear glass vial with a cork stopper.

When you drink this potion, you gain resistance to necrotic damage for 1 hour. This item is found on **Magic Item Table B** in the *Dungeon Master's Guide*.

Appendix 8: Story Award

Characters playing the adventure may earn:

Star of the Deep

The Constellation offers to brand each adventurer with a special sigil – a large star.

To anyone else, the sigil looks like a normal tattoo. However, when you look at it, you see the writhing and twisting tentacles of The Constellation.

Appendix 9: Dungeon Master Tips

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.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

Preparing the Adventure

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. Familiar 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.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players 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 advancement and treasure checkpoints, downtime days, and renown. These values are updated 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 Players 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 This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

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

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