

Tower by the Sea of Fallen Stars

Intrigue and Battle on the Coast of Impiltur

Introduction: After the changes of the Spellplague, aboleths and their servants assail the coasts of the Sea of Fallen Stars. Yet there are those who would defend the land-dwellers against the ancient aberrations. One of these men is Lord Faden. But his tower is in decline and many fear that it will soon fall to the enemy. Unable to prevent this catastrophe, the members of the Grand Council of Impiltur send a group of young heroes to retrieve a magical artifact from within the tower which should not fall into the hands of the enemy. However, Lord Faden is less than happy to part with this powerful item....

A 4-hour adventure for three to five 2nd level characters.

by Radulf St. Germain



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards

Not for resale. Permission granted to print or photocopy this document for personal use only.

Introduction

Tower at the Sea of Fallen Stars is an adventure that takes place during the time of the Spellplague. Faden's tower is one of the many fortifications that serve to protect the coasts of the Sea of Fall Stars from the aboleths and their servitors. However, Lord Faden was greatly weakened by recent attacks and the members of the Grand Council of Impiltur feel that the tower will eventually fall to the assailants. Overwhelmed by demon cults and unable to support the tower, the authorities send the player characters to convince the defenders to part with their best weapon – a powerful artifact that the enemy has also coveted for a long time. It is expected that Lord Faden will not immediately agree to this action but violence is not an option.



Background

Lord Faden was once a powerful defender of the land-dwelling races against the depredations of the aboleths. However, after a particularly fierce battle, he was left poisoned and weak. His once mighty tower is now in decline and bound to fall. Faden owns a powerful artifact that has helped him in his battles. Unfortunately, this artifact would probably be even more valuable to the aboleths and thus they have focused their attention on Faden's tower. The tower's fall is only a question of time and its lord's stubbornness makes it difficult to prevent it. If the PCs do not act, the aboleth will be able to gain a powerful weapon that will help them in the assault of a much more vital region of the coast.

Set-Up

In order for the players to feel more personally involved in the quest, there are a series of questions you need to answer for yourself before the adventure starts. Depending on your tastes, you might want to use facts established during prior adventures, come up with background by yourself, involve the players or even let them decide for themselves in a Q&A session at the beginning of the

adventure. However you do it, the following questions should be answered before the start of the adventure.

Who is the prisoner in the lowest cell?

Someone known to the heroes sits in the lowest cell of the tower. He/she might be a friend or an enemy, possibly some memorable NPC from a prior adventure or somebody from a character's background. It is up to you whether the PC's know this information up front or find out during the adventure. If you cannot come up with a good idea, you can also leave the cell empty.

Why is the crew of the tower not using the natural cave? Something seems to lurk in a natural cave below the tower. It could be a creature that one of the PCs is afraid of or hates due to his background. Or it could be a swarm of deadly fish (the salt water equivalent of quippers) unable to get out – unless an unnatural level of tide makes is possible. (But why would that happen?)

What is the artifact? Which artifact does Lord Faden cling to that Impiltur would rather not see in the hands of the aboleths? By default, it's a horn of shark summoning which leaves a taste of blood in the mouth of its user and drives those nearby slowly insane. (The example artifact is described in more detail on page 7.) On the other hand, maybe it is something tied to the background of one of the heroes. In any event, it should be something linked to the ocean and useful for defenders of the coast and its attackers alike. Also, it should have an aura of evil and madness which forces the crew of the tower to store it far away from their living quarters.

Hiring the PCs

It is assumed that the adventure starts in the prosperous city of New Sarshel, about two days of travel away from Lord Faden's tower. It really depends on your party as to what would be a logical way for them to get involved in this adventure. Here are some options that you can use as an inspiration.

- **The missing friend:** If one of the PCs is a friend of the person in the lowest cell of the tower, it would seem likely that he or she would be motivated to help that person. An agent of the Council has heard about this connection and offers to support the heroes if they in return recover the artifact and bring it back to him without harming the denizens of the tower. The agent (which can also be used for the other adventure hooks)

is a young woman named Hazel Firwood, who acts overworked and nervous. She has wild hair and disorderly, dirty robes. Firwood is a level 2 wizard.

- **The lure of money:** One of the PCs sees a poster offering a substantial reward sponsored by the High Council for those willing to help with the recovery of an important artifact.
- **Blackmail:** If there is somebody in the party who can be blackmailed due to their background story or previous deeds, this might be a flavorful entry into the adventure. However, make sure that your players do not feel coerced by this approach and/or cheated off their reward.

Sense of Urgency: The recruiter is nervous and stresses multiple times that an attack on the tower is expected any day now due to an omen from the gods.

Equipment and Rewards

The reward offered by the recruiter is 100 gp. He will double it quickly if the PCs start to haggle but cannot go higher. The council will provide the party with a potion of water breathing for each PC. Also, they will lend tridents and crossbows to those who might be interested. While underwater combat is not expected, it is not ruled out.



The Journey to the Tower

By normal means, the journey to the tower takes two days, unless the heroes go for a forced march, which lets them arrive in the evening but with a level of exhaustion. The landscape is quite open and the heroes will be able to see the tower even while they are still miles away.

Party Decision: Should the party make haste at the cost of exhaustion or expended resources?

There will be two encounters along the road, which might siphon some of the PCs' resources

but both of which can be solved without bloodshed.

Worgs' Feast

Encounter: Unless their passive Perception is less than 12, the PCs see a small group of quadrupeds moving in agitation at a distance of about 600 feet.

The creatures are 3 hungry Worgs which are attacking a Halfling thief heavily encumbered by a larger-than-human chain mail stuffed into his backpack. It takes the Worgs 1d3+2 rounds to kill the Halfling during which time the thief inflicts 2d6 damage to one of the attackers. If the PCs fail to spot the Worgs early on, the halfling will be dead by the time they see them (distance 200 feet).

Tactics: If the Worgs are attacked at range, they will disengage the Halfling and charge. They are quite hungry and will fight to the death.

If the Halfling survives, he will thank the heroes, introduce himself as Fody Nimblefingers and claim to be a trader (Insight DC 14 to recognize that he is probably more of a thief than an honest trader). He will gratefully accept any healing but will seem very nervous and eager to move on. If the PCs press the issue (Intimidation DC 12 or Persuasion DC 18), he will admit that he stole the *chain mail +1* from a half-ogre mercenary who is now chasing him.

If the Halfling is dead, the heroes will find out little about this curious encounter. However, the armor is magical (*chain mail +1*).

Chain mail +1: The chain mail consists of tiny fist-shaped rings and feels cool to the touch. It seems to be Dwarven work. When being put on, the wearer suddenly feels a jolt of strong spiritual connection to the earth, which fades after a few moments.

Stockig, the Half-Ogre

Encounter: Again, due to the open nature of the landscape, the PCs will see Stockig from afar, as a small humanoid figure which gets more impressive the closer they get. At about 200 feet they can recognize the creature as an unarmored Half-Ogre with a huge sword who seems to be quite angry.

Tactics: Should anybody in the group wear the magical chain mail, Stockig will attack immediately with shouts of insults. Otherwise, the half-ogre will angrily demand to know about "the thief". In his anger, he needs quite

some time to explain what the actual problem is.

Resolution: If the heroes actually give the chain mail back and convince the mercenary that they had nothing to do with the theft (Persuasion DC 13, disadvantage is somebody is wearing the armor), Stockig will be grateful and might actually join them in their quest, although he will be unwilling to risk his life in combat, i.e. he will retreat when at 50% of his original hit points.

Stockig is not very smart but quite loyal to those he likes. However, he gets on everybody's nerves with his constant jokes about how his father always liked huge women which he tells whenever his size is mentioned or such a comment makes sense in a given context (and even when it does not).

At the Tower

Long before the party arrives, it can see the lone tower standing at the peak of a mighty cliff. There is little vegetation or cover and the landscape is bleak. When they get closer, the PC's see that the tower is in a state of poor repair.

Reception

The crew of the tower is unfriendly at first but will not deny travelers the right to stay for at least one night.

Atmosphere: Lord Faden's tower is a place of decay and lost hope. There is a weak but lingering smell of rotten fish and you should play heavily on the themes of aquatic horror and former glory. The guards seem weary and every little noise alerts them. They talk among themselves about an attack from the sea which is long overdue. If the heroes arrive just before the attack (see Arrival Scenarios, pg. 5), one of the guards mentions a fishman scout that has observed the tower a few hours ago.

Lord Faden and his Crew

The tower by the Sea of Fallen Stars is inhabited by Lord Faden, his personal physician, his seneschal and the pitiful remainders of his retinue – 2 merfolk and 4 human soldiers.

Lord Faden

Lord Aldous Faden was once a famous rogue and stalwart opponent of the aboleth but was

wounded by a poisonous aberration in a battle 2 years ago and has not fully recovered since.

Weakened in body: Faden is a pale, doughy man with greasy black hair. He has pus-stained bandages around his neck and slouches on his chair like a stranded squid.

Clinging to the past: However, Faden completely ignores the weakened state of himself and his crew. He tends to react stubbornly and with anger to any suggestions to the contrary and gets quite agitated until his tirade ends in a fit of coughs. There is no reasoning with this shadow of a man.

Nightlock

The woman constantly at the side of Faden is Nightlock, an Elven healer from Cormyr.

Sly manipulator? Nightlock is a pale woman with short, poorly cut red hair. She is very friendly to everybody but she seems to be insincere and manipulative. (Insight DC 20 reveals that she seems to be deeply afraid that somebody might hurt her.)

A dark secret: One of the PCs will recognize Nightlock's face (although with a lot better hair) as the healer who was accused of poisoning a rich trader in New Sarshel. The trader was severely sick but unwilling to submit to magic healing for some unknown reason and hired Nightlock for her expertise. The public was quite torn about whether she was actually guilty or was trying to save the trader. (Should it become relevant at some point, the chance is 20% that she actually killed the trader because he ruined her father. Otherwise, she tried her best and applied a last-resort treatment which killed the trader who would have died anyway.)

Survival: The sole goal of Nightlock is to survive and she will take any course that helps her to do so. If this means helping the PCs to steal the artifact or supporting the Kuo-Toa invaders (see page 5), she will do it. (Insight DC 14, possibly with advantage due to good role-playing to find out about her motivation.)

Seneschal Higgs

Higgs is Faden's right-hand man, a young dwarf with wild eyes and a hunger for glory. He has a huge scar across his face which – to his great shame – is the result of a training accident and not a real battle.

Inexperienced greenhorn: Higgs is young and full of romantic ideas about the fight against

evil. He talks a lot about honor and is outraged if others do not share his taste for adventure.

Easy to manipulate: His exaggerated sense of honor and inexperience make Higgs easy to manipulate.

Getting the Artifact

The party can obtain the artifact in several ways. Here are some general guidelines how to deal with different approaches.

Attack

If the PCs take the brute force approach, they will probably defeat the crew of the tower quickly and might even make it out of the tower before the fishmen attack (see below). However, even if they leave in time, the raiding party will be on their heels to get the artifact. Battle will occur somewhere in the open and the pursuers will have gained one level of exhaustion.

Negotiation

There is no way to make Faden part with his artifact through negotiation. If the PCs roll or argue particularly poorly, he might even evict them from the tower and they will witness the Kuo-Toa attack from afar.

Subterfuge

Whatever secret measures the heroes take, they will probably take long enough for the attack to happen. See the next section for details on the timing.

Attack of the Fishmen

As the powers that be in New Sarshel expected, an attack on the tower is imminent. The role of the heroes in the attack depends on their timing.

Arrival Scenarios

Forced march: A forced march (or use of other modes of travelling quicker than normal travel by foot) means that the PCs arrive on the night before the attack. They get an audience in the evening and have some time to investigate the tower and possibly manipulate some NPCs.

Normal or slightly slower pace: The heroes arrive in the morning. They will still get their audience but 30 minutes into the talk (you can do this more or less real-time if you like) there will be an alarm and the attack of the Fishmen

begins. Depending on the attitude of the people in the tower, the PCs might be asked to leave or to help. Of course, due to the attack, Lord Faden can do little to enforce his request.

Slow pace: If the PCs are slower than that, they will *miss* the attack. They will find the tower staffed by 6 Kuo-Toa and 2 Whips. 2 of the Fishmen will be on the top of the tower, 2 will be at the gate. The rest is questioning their prisoner (Lord Faden) and searching for the artifact. Nightlock and Higgs are hiding outside the tower. They are heavily wounded and might approach the PCs for help if they spot them. The level of flood will be at maximum for at least a day. (See *Rising Tide*)



Tactics of the Fishmen

The attack begins with a spotter on the tower sounding an alarm. The person sent to investigate reports that there is an unnaturally fast rising tide – out of sync with the normal tides and potentially going far higher. (This is a magical ritual instigated by the aboleths.)

Magically Supported Multi-Wave Attack: *The Kuo-Toa attack in two waves while their masters magically rise the tide to flood the underground levels of the tower in order to gain tactical advantage. Time is of the essence for the party.*

Wave 1: The Kuo-Toa will attack in two waves. First, 3 Kuo-Toa warriors will overwhelm the merfolk guards at the underwater gate (who will sound an alarm but succumb after 1d3 rounds) and secure the lower layer. It is important to note that this advance troop attacks from behind – they have spent weeks travelling and exploring the Underdark and have swum up the bottomless pit at the base of the tower (see tower map).

Wave 2: After 10 minutes, the second wave will arrive, which consists of 2 Kuo-Toa Whips that swim through the now open underwater gate. Depending on the situation, they will either start to systematically search the tower or will join their warriors in battle. If the whips search the tower, the original 3 warriors will press

upwards to distract the tower guards. However, they will fight defensively and disengage if in danger of losing, fleeing into the water and waiting there for the flood to rise. (You can either track the movement of the whips through the dungeon as they search the artifact or you can assign a 60% chance that the whips will reach the treasure chamber before the heroes and 40% that they will meet the party somewhere else.)

Treasure: The second whip has a *potion of hill giant strength* in its backpack.

End of battle: Once the whips have recovered the artifact, their mission is accomplished and they will retreat. At this stage, the warriors will fight to the death to give the whips a good head start.

Rising Tide

The magical ritual of the aboleth will flood most of the subterranean part of the tower as indicated on the map. While the water rises continuously, for the sake of playability, there are three flood levels. The table below indicates the timing.

Flood Level	Time Elapsed
1	When tower alarm is sounded. Starting turn for the first wave of the attack
2	10 minutes (100 rounds of combat). Second wave arrives.
3	15 minutes (150 rounds of combat)

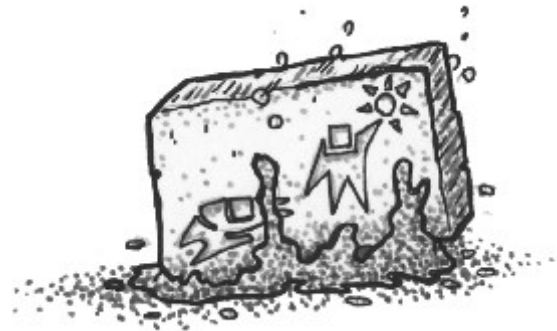
You probably should not play out 150 rounds of combat turn by turn. However, you should keep track of time, e.g. by keeping in mind how long non-combat movement takes based on the movement rates of the PCs. In a minute, a typical PC (with a movement of 30 feet) can move 600 feet when not doing anything else, the slow ones (25 feet) can move 500 feet etc. Depending on your playstyle, you can go for rough estimates but make sure that your players are aware of the ticking clock and the time their actions take. If you want, you can use the **flood tracker** to keep track of the passing time.

Quick Reminder – Underwater Combat

In the event of underwater combat the following rules from the DMG apply:

- **Melee Attacks:** If you do not have a swim speed (either natural or granted), your melee attacks have disadvantage. Exceptions: dagger, javelin, shortsword, spear, or trident.

- **Ranged Attacks:** These automatically miss targets beyond the weapon's normal range. All weapons except darts, nets, javelins, tridents and crossbows have disadvantage on their attack rolls.
- **Fire Resistant:** All creatures underwater have resistance to fire damage.



Locations at the Tower

During the course of the adventure, the heroes will most likely move through the tower. The different locations are briefly described here.

The Actual Tower

The actual tower consists of a staircase and a small annex with a bedroom, a table and a few chairs. It is not very luxurious but there is enough room for Faden and his retinue. The guards typically reside underground when they are not on duty. Signs of disrepair can be seen everywhere.

Underground Facilities

Most of the tower lies underground. It is humid and cool and the walls show signs of past flooding. This section briefly describes those areas which are of interest for the adventure.

Wine Cellar: Despite the poor condition of the tower, the wine cellar is well stocked with three solid wines from different parts of Toril.

Food Storage: The food stored here is not of the same quality as the wine in the cellar but there is enough preserved fish to keep the tower going for almost 6 months.

Guard Room: The human guards reside here when not on duty. The place is quite comfortable, despite the fact that it is underground. The half-turret built onto the face of the cliff provides a good view over the sea.

Cells 1: These cells are currently empty. One is used to store a few old weapons. There are 5 tridents and 5 shortswords that belonged to merfolk formerly defending the tower.

Cells 2: Imprisoned in this cell is a half-starved hobgoblin named Sambess. If released during the attack, she will try to flee but will fight against the Kuo-Toas if there is no other option. The hobgoblin is in the cell because she tried to steal food from the tower.

Cells 3: The skeletons of long-forgotten prisoners reside here. For a moment it seems as if they move but it is only a rat. One of the skeletons wears a silver ring worth 25 gp.

Cells 4: This is the cell where the person known to the PCs is locked up. The key is in the guardroom but the lock is easy to pick (DC: 12) or to break (DC: 15, disadvantage without a lever).

Natural Cave: Whatever lurks here (see *Set-Up*, pg. 2) might be stirred by the sound of combat and the smell of blood.

Lever Room: This room can only be accessed by climbing down the well. If the lever is pulled, a hidden trap door opens (Dex Save 10 or fall down 50 feet (5d6 damage)). The trap can be avoided by standing close to the wall besides the lever when pulling it. With a rope, one can climb down the shaft to reach the treasure chamber. This room is the best way for air breathers to reach the artifact.

Treasure Chamber: Here, the artifact that the PCs were sent to retrieve is stored. See below for more details on the treasure chamber and its mechanisms.

Underwater Gate: This gate is normally closed and protected by two merfolk guards. The guards are tired and overworked and will be dead by the time the party arrives here during an attack.

Bottomless Pit: This vertical tunnel leads deep underground but is empty as far as the PCs are likely to venture. However, after several miles the pit connects to a large underwater section of the Underdark – and thus further adventures beyond the scope of this publication. Lord Faden never had the resources to close this entry point but since it never was a problem over the years, it is typically ignored.

Recovering the Artifact

In his delusion, Lord Faden is more afraid of Impiltur taking the artifact from him than the aboleths. This (along with the nightmares caused by the horn) is why he has chosen the

deepest chamber to hide it. The treasure chamber has a metal chest bolted to the floor which contains the artifact the PCs were sent to recover. The chest is protected by a lock and a trap.

Atmosphere in the Treasure Chamber: The treasure chamber feels like a place of great evil and anybody entering will hear whispers of blood and carnage in their heads. This is the aura of the artifact which is the reason why it is stored in the remotest corner of the tower.

Meeting the Whips

If the whips reach the room before the PCs, they are still there when the heroes arrive. (If you did not track the movement of the whips through the dungeon as they search the artifact, they have a 60% of being here when the heroes arrive.) They will have failed to open the chest, having suffered the effect of the trap (apply the damage described below to both whips before combat starts). When they spot the PCs, they will attack immediately.

Chest and Trap

The chest with the artifact is locked (DC: 17). It is possible to retry opening the lock but each attempt takes one minute. Also, the chest is protected by a trap. Each time, a lock-picking attempt fails, a poison needle springs from the lock, inflicting 1 point of damage as well as 1d10 poison damage (Constitution save DC 12 for half damage). The trap can be disarmed (DC: 10) or damaged by bending the needle when it springs out. Also, the trap can be disabled by flipping a hidden switch on the back of the chest (Perception DC 15, Investigation DC 10 if actively searching for clues regarding such a switch).

Inside the chest lies the artifact, which can easily be taken out.

The Artifact

The artifact is a horn made of a long and twisted seashell, inlaid with disturbing coral patterns and reinforced with bands of corroded copper. When it is blown, it leaves a taste of blood in the mouth of its user. The artifact's effect is not immediately obvious. However, after blowing into the horn all sharks within 2 miles are compelled to move towards the place where the horn was sounded and will then kill every creature within 600 feet of that place in a frenzy of blood. Only when all creatures in the area are dead or have fled, the

sharks will slowly disperse. Thus, in order to safely use the horn, the blower has to stand outside the water or quickly retreat from the area.

The horn has a disturbing aura which reaches out 100 feet, sometimes even more. Those within the aura suffer strange dreams of darkness, brine, and brutal killings. Weeks of exposure can easily drive a person insane. (If relevant, a good rule of thumb with one DC:12 Wisdom saving throw per week. If the save is failed, the person develops a paranoid and violent personality. The details of this are left up to the DM and/or the player.)



Aftermath

Should the PCs manage to defeat the attackers, even Lord Faden (should he still be alive) realizes that he is not the right custodian for the artifact. Reluctantly, but with great pathos, he will hand it over to the PCs. If, on the other hand, the heroes have already taken it by themselves, he will curse them impotently in a rather Shakespearean manner ("The plague on all of your houses!"). Should the Kuo-Toas succeed in stealing the artifact, the PCs have failed in their mission and will not get any reward.

Appendix

This appendix contains stat block information as well as a series of documents which can (and should) be used during the course of this adventure.

Map Folio

The map folio contains the following:

- Overview map of tower, including flood levels
- A flood tracker to keep track of the time and increasing flood effects.
- Battlemaps of the dungeon layers

Monsters and NPCs

The following monsters and NPCs are used in this adventure.

- Worg: MM, pg. 341
- Half-Ogre: MM, pg. 238. Reduce AC to 10 due to missing armor
- Kuo-Toa Warriors: MM, pg. 198
- Kuo-Toa Monitors: MM, pg. 200
- Hobgolbin: MM; pg. 185
- Guards: Human Bandits, MM pg. 343

Fody Nimblefingers

Small humanoid (Halfling), neutral evil

Armor Class: 14 (leather)
Hit Points: 75 (down to 20)
Speed: 25 feet
Str: 10 (+0) Dex: 16 (+3) Con: 13 (+1)
Wis: 15 (+2) Int: 11 (+0) Cha: 12 (+1)
Skills/Proficiencies: Thief's Tools +7, Acrobatics +5, Sleight of Hand +7, Stealth +7

Senses: Passive Perception 12
Languages: Common, Halfling
Challenge: 2
Damage Immunities: poison

Lucky: Reroll any 1 on a d20
Nimbleness: Walk through spaces occupied by opponents of at least medium size

Short Sword Attack: +5 to hit, 1d6+3 (6) piercing damage plus poison (2d6 (7) poison damage. Con Save DC: 13 negates. Target is also poisoned until the Con Save is successful)

Nightlock

Medium humanoid (elf), chaotic neutral

Armor Class: 11 (no armor)
Hit Points: 9
Speed: 30 feet
Str: 10 (+0) Dex: 12 (+1) Con: 10 (+0)
Wis: 16 (+3) Int: 16 (+3) Cha: 10 (+0)
Skills/Proficiencies: Medicine+7

Senses: Passive Perception 15
Languages: Common, Elf
Challenge: 1/8

Fey Ancestry: Advantage on saving throws against charm, immune to sleep spells

Dagger: +5 to hit, 1d4+3 (5) piercing damage



Seneschal Higgs

Medium humanoid (dwarf), lawful neutral

Armor Class: 15 (studded leather)
Hit Points: 65
Speed: 25 feet
Saving Throws: Str +4, Dex +4, Wis +2
Str: 15 (+2) Dex: 14 (+2) Con: 16 (+3)
Wis: 9 (-1) Int: 14 (+2) Cha: 12 (+1)
Skills/Proficiencies: Athletics+4, Deception+4

Senses: Passive Perception 9
Languages: Common, Dwarven
Challenge: 2

Dwarven Resilience: Advantage on saving throws against poison, poison resistance
Darkvision 60 feet

Multiattack: Two with short sword, one with dagger

Short Sword Attack: +5 to hit, 1d6+3 (6) piercing damage
Dagger: +5 to hit, 1d4+3 (5) piercing damage

Parry (Reaction): +2 AC against one melee attack

Lord Faden

Medium humanoid (human), lawful neutral

Armor Class: 8 (no armor)
Hit Points: 30

Speed: 15 feet
Saving Throws: Str +2, Dex +2
Str: 7 (-2) Dex: 7 (-2) Con: 9 (-1)
Wis: 10 (+0) Int: 14 (+2) Cha: 16 (+3)
Skills/Proficiencies: Athletics+2, History+4, Insight+2,
Persuasion+5

Senses: Passive Perception 10
Languages: Common
Challenge: 0

Exhausted: Faden has disadvantage on all skill checks, saving throws and attack rolls. Due to his illness, this state is more or less permanent.

Multiattack: Two with long sword

Long Sword Attack: +0 to hit, 1d8-2 (4) slashing damage

Parry (Reaction): +2 AC against one melee attack

Ready for Replay?

As a one shot adventure, Tower at the Sea of Fallen Stars is ideally suited for convention and pick-up play. But what if one of the players already knows the adventure?

While this situation will spoil some of the surprises for the player (who should take a back seat in some regards), this section suggests some changes to the adventure which could be used during replay:

- **Nightlock as traitor:** In this variant, Nightlock is actually a Doppelganger in league with the aberrations. She will take great pains to pitch the PCs against Lord Faden and try to cause physical conflict. Then, she will sound a horn (not *the* horn, of course – but on the other hand, why not?) to call her Fishman allies and try to flee the tower.
- **The tower as a trap:** Lord Faden is long dead, his whole crew replaced by Kuo-Toa hybrids. Like many heroes before them, the PCs are lured into the tower by a false recruiter (who gives them fake potions of water breathing). Faden will act friendly but tries to stall them. When the PCs are off-guard, he will have his men attack them, flooding the tower to put the party at disadvantage. Naturally, there is no artifact – the chest only contains a cursed magic item.

Scaling the Adventure

The adventure as written is designed for 3 players of level 2. If you feel this will be too easy for larger groups, it can be scaled up in the following way.

4 characters: The whips of the second wave are accompanied by 3 additional Kuo-Toa. One of the whips wears an amulet with a gemstone worth 300 gp.

5 characters: The first wave contains 6 Kuo-Toa instead of 3. The whips of the second wave are accompanied by 3 additional Kuo-Toa. One of the whips carries a ceremonial crown worth 500 gp to collectors with, let's say, *peculiar* tastes.

Balancing note: The main combat against the Kuo-Toa is balanced if it takes place on land. Underwater, it will be a lot tougher, especially if the characters do not have weapons suited to this environment. If you are uncomfortable with that, you can adjust the final combat by maybe wounding one of the whips and removing one or more of the warriors.

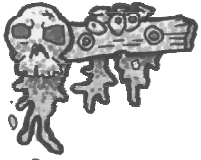


Playtest Credits

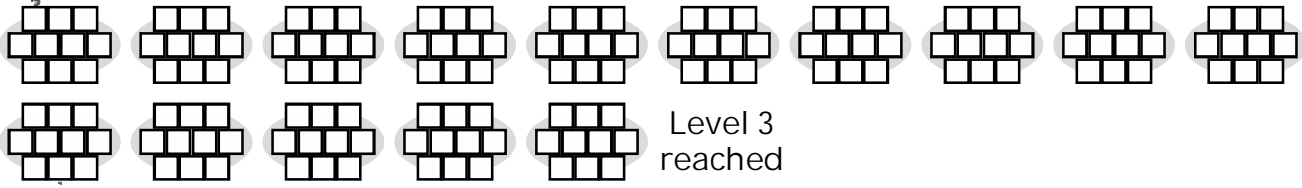
I would like to thank my playtesters from the Tanelorn forum for their valuable feedback: Wonko, Antariuk, Rhyllthar/Speren, Bobibob Bobsen, Siouxy

The Tower by the Sea of Fallen Stars





Flood Tracker



Level 2
reached

Level 3
reached

Flood Tracker: Check a box for each combat round, check a cluster for a minute.

