

REDEMPTION AT TALOS SOUND



A sound is usually a safe harbor on a large sea. Talos Sound, on the other hand, is known as a graveyard for ships and sailors entering it. Now adventurers must brave this wild place if they hope to bring a peaceful resolution to their current troubles. The final adventure in the Pilgrim's Progress trilogy.

*A Four-Hour D&D Adventurers League Convention
Created Content Adventures for 5th- 10th level
characters brought to you by*



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Optimized For: 8th level

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INTRODUCTION

Welcome to *Redemption at Talos Sound*, a Convention Created Content D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system. This is the final adventure in the Pilgrim's Progress trilogy.

This adventure is designed for **three to seven 5th – 10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

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

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

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

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

PLAYING THE DUNGEON MASTER

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

To facilitate this, keep in mind the following:

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

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

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

ADVENTURE PRIMER

ADVENTURE BACKGROUND

In the first adventure in the Pilgrim's Progress trilogy, *Terror at Soward Manor*, the adventurers investigated a ruined manor house where several magic-infused beings lived and trained under the protection of Nelvon and Larch deJun.

At the end of that adventure, one of the people infused with wild magic, Florah Krayne, was kidnapped. The kidnappers brought her to Peril Island, a hidden pirate base in the Moonsea.

In the second adventure, *Death at Peril Island*, the adventurers found and infiltrated Peril Island, learning that the Satin Scourge was kidnapping specific individuals and giving them to a cloaked figure, who took the individuals to Talos Sound.

The half-orc priestess Perniece the Thrice-Drowned combines the fury of Talos with an orc's grim determination. Once a sailor, she's been blown overboard in violent storms three times, and three times she has washed up on shore alive. Visions during her final episode showed her a path to greatness as a warpriest of Talos, and she has followed those vision, which urge her to take Mulmaster and rule it in Talos's name.

She searches for individuals with strange powers in and around Mulmaster, bends them to her will, and turns them into soldiers for her army.

ADVENTURE OVERVIEW

The adventure is divided into the following sections:

Introduction. The Unhappy Voyage. Captain Treymond unceremoniously dumps the adventurers in a rowboat on the edge of Talos Sound.

Part 1. Safe and Sound. Talos Sound is a place where ships sink and survivors disappear. Talos keeps them trapped here, and the surrounding cliffs keep them on the beach. A few survivors have made a community on the coast, and Perniece occasionally captures some of them to convert into her army. The adventurers wash ashore and meet the locals.

Part 2. Night Raid. On their first night on the beach, the adventurers witness a raid by creatures serving Perniece. They can save some of the refugees, and in the process gain the power to move deeper in the forest.

Part 3. Test of Talos. In order to access the area containing Perniece's shrine to Talos, the

adventurers must pass a series of tests by the Storm Lord himself.

Part 4. Storm Shrine. The adventurers enter the shrine, must discern the difference between friend and foe, and then fight Perniece and her followers in the midst of a raging storm to end the threat to Mulmaster.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Talos Sound. Talos Sound is a bay located on the eastern end of the Moonsea. It leads to a demiplane that mimics a secluded beach when you access it via the Moonsea. Perniece the Thrice-Drowned uses the demiplane to hold and test those touched by Talos as she prepares to create an army to march on Mulmaster.

Captain Pell Treymond (PEHL TRAY-mahnd). Pell Treymond is the owner and captain of the Moonsea ship known as the *Happy Tap*. She is dark-skinned, tall, and muscular: a match for any of her crew. She has been paid by Lord Von Finklestein to take the adventurers to Talos Sound.

Perniece the Thrice-Drowned (puhr-NEECE). Perniece is a half-orc priestess of Talos with wild hair, colorful clothes, and a burning desire to see everything leveled by the power of Talos. She speaks in a shout, moves with grand gestures, and knows no mercy against her foes.

Florah Krayne (FLO-rah CRAYNE). Florah is touched by wild magic and was training to control it when she was kidnapped and delivered to Perniece. She is now being infused with the fury of Talos, although she is trying to resist this "gift." The adventurers have a chance to rescue her at the end of the adventure.

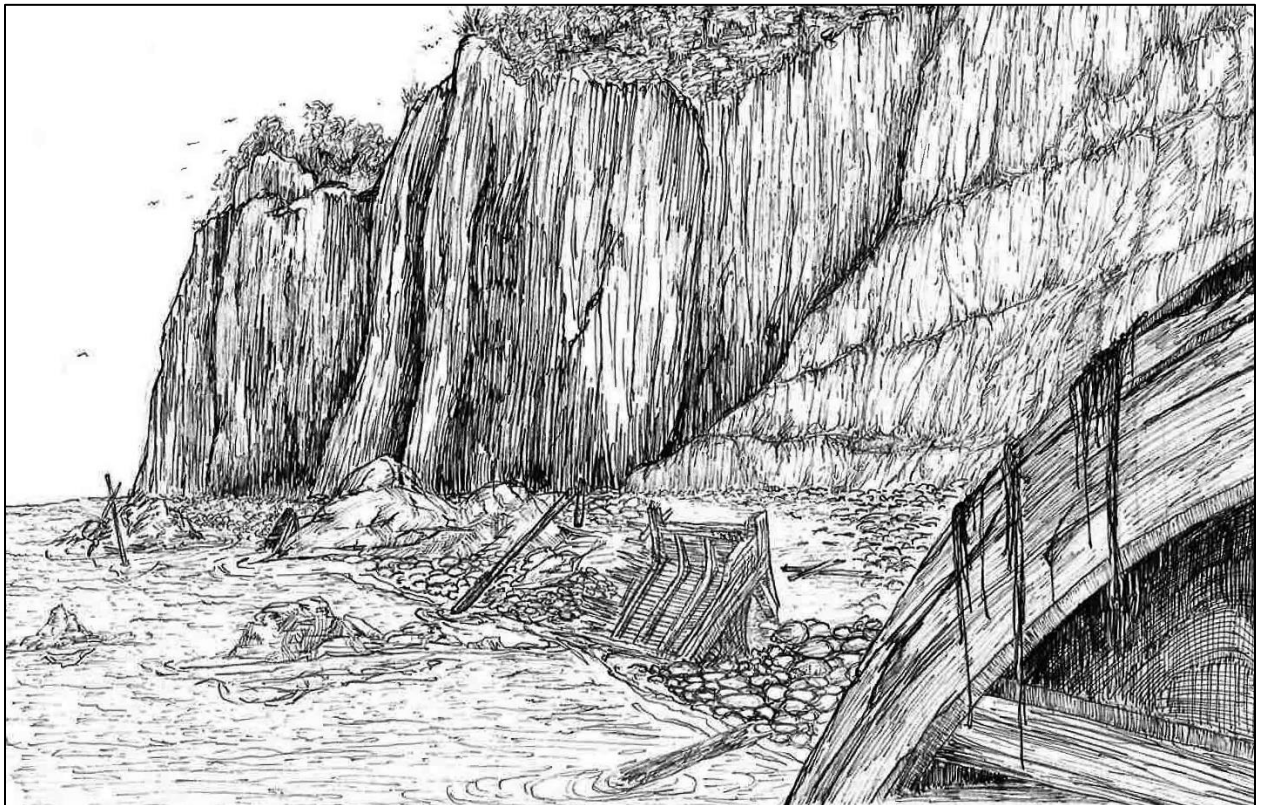
ADVENTURE HOOKS

Played the Previous Adventures. If the adventurers played CCC-CIC-10 *Terror at Soward Manor* and/or CCC-CIC-11 *Death at Peril Island*, they should already know the situation and be participating in this adventure without hesitation. The Von Finklesteins have made connections with the adventurers, contacting them when they learn the location of Talos Sound.

Did Not Play the Previous Adventure. If the adventurers did not play either of the previous adventures, you can start with the introduction, working under the assumption that they accepted a mission call from Lord Milben Von Finklestein and his husband Zor Peerless Von Finklestein. Then you can flash back to that conversation, as described in the introduction.

Do You Want to Know More?

This adventure is the twelfth adventure associated with Mulmaster, Windy Valley, and the people with an interest in it. You can learn about other Cold Iron Conventions shows in Milwaukee & Chicago by going to <http://www.coldironconventions.com/>. All of these adventures brought to you by Cold Iron Conventions can be purchased at <http://www.dmsguild.com/>.



INTRODUCTION. THE UNHAPPY VOYAGE

Estimated Duration: 10 minutes

When the players are ready, read the following text. Even if they have not played *CCC-CIC-10 Terror at Soward Manor* and/or *CCC-CIC-11 Death at Peril Island*, you can deal with that after the text:

The gentle wind puffs at the sails of the *Happy Tap*, the small caravel transporting you toward Talos Sound, a bay on the eastern shore of the Moonsea.

Captain Treymond, a tall, muscular, no-nonsense sort, lowers her gaze off the horizon and calls to your group. "Ahead is the entrance to Talos Sound. None entering there live to tell the tale. I'm not sure what you're getting paid or why you're doing this, but it ain't worth it."

Use a quick flashback to set the stage for what is to come. Use the bullets below to guide the conversation:

- Lord Milben Von Finklestein and his husband Zor Peerless Von Finklestein, nobles from Mulmaster, paid Captain Treymond and the crew of the *Happy Tap* to take the adventurers to Talos Sound.
- The adventures were offered 200 gp per person to find the island and rescue Florah Krayne, or at least get further information on her whereabouts. Florah is a young woman infused with wild magic who was kidnapped to Talos Sound by a strange cloaked figure via teleportation.
- While Florah was in the care of Nelvon deJun, he placed a spell on her to locate her if she ever escaped or was taken. That magic is no longer functioning, but no one knows why.
- Nelvon is a former Cloak who has been trying to help those infused with wild magic to control their powers.
- Talos Sound is known across the entirety of the Moonsea as a graveyard for ships and sailors. None who've sailed into it were heard from again. Those who have flow over the storm to access the beach inside Talos Sound found only an empty beach with no sign of wreckage, bodies, or survivors. No one knows where the wreckage, bodies, or survivors go.

DEVELOPMENT

If any character is a loyal member of the Brotherhood of the Cloaks, they have been asked by Lillah Whitewinter, a member of their order, to assist the Von Finklesteins' mission while observing everything carefully. In doing so she hopes to gather enough proof of the noblemen's violations of Mulman law that she could effectively prosecute them for aiding unregistered acranists.

When you are ready, continue to **Part 1. Safe and Sound.**

PART 1. SAFE AND SOUND

Estimated Duration: 50 minutes

Story Beat: The party discovers that the storm surrounding Talos Sound is the gate to a demiplane where they become trapped alongside previous victims.

Captain Treymond gives the adventurers use of a large rowboat (holding 2-8 Medium-sized creatures). She under no circumstances sails any closer to the entrance to Talos Sound.

THE ENTRANCE TO THE DEMIPLANE

This demiplane was created by Talos to shelter one of his favored servants, Perniece the Thrice-Drowned. This dimension essentially overlays its counterpart on the Material Plane: a beach on the edge of the Moonsea.

The demiplane is only accessible by crossing into Talos Sound at or below water level. Coming at the beach from above, from land, or via teleportation, simply places the person on the normal beach on the Material Plane.

You could run into a situation where a few characters row or swim into the Sound, disappearing into the haze of the Demiplane, while other characters fly in, thus splitting the party. If that happens, give the flyers a chance to backtrack and join the others. If they fail to do so in a timely manner, run the rest of Part 1, and maybe even some of Part 2, without the other characters.

Once the characters are in the demiplane, the only way out is through the highest levels of magic—or by finding and destroying the shrine of Talos. Going backward toward the Moonsea just keeps bringing them back to the opening of the Sound.

When the adventurers are ready to proceed, read the following text, which assumes they are on a boat, swimming, or otherwise close to the surface and heading into Talos Sound.

The journey is serene as you move toward Talos Sound. With puffy clouds drifting lazily across the blue skies, it's hard to imagine where this folktale of the horrors of Talos Sound came from.

The air grows the slightest bit hazy, like the vapor in the air on a humid day. Then hazier, like a thin fog. Then hazier, like smoke from a fire.

Before another moment passes, the water is churning, waves crashing into you. Steep cliffs that were not there moments ago rise to your left and right.

Anyone in the boat is expelled violently as the vessel snaps like a twig, crumbles into splinters, and sinks. Even if the characters have their own watercraft, it is smashed by the force of Talos's

waves. Flying creatures flying near water height or those that try to take to the air are pushed down into the water and held there.

The only way to escape is to swim for shore, and the waves push everyone in the water in that direction.

THE RAGE OF TALOS

The characters must survive the swim to shore. This involves not just swimming, but also avoiding hazards and dangerous lightning strikes.

USING MAGIC OR ABILITIES

The properties of the demiplane are dictated by Talos, and to a lesser extent by his servant Perniece the Thrice-Drowned. In this part of the demiplane, creatures are forced to remain in contact with the water, regardless of their form of flying. Teleportation can get a character to the demi-plane beach, but not elsewhere.

On the other hand, magic that allows characters to walk on water, swim easily, or breathe water is not foiled, so that could eliminate or lessen certain threats or challenges.

STAYING AFLOAT

The first order of business is staying afloat and swimming toward shore. Characters with a swim speed only need to attempt one DC 13 Strength (Athletics) check, regardless of whether they succeed or fail.

Characters without a swim speed must attempt up to three DC 13 Strength (Athletics) checks. Once one succeeds, a character needn't attempt more. For each check failed, a character gains one level of exhaustion. After three failed checks, characters needn't attempt more as the current pushes them, spitting and sputtering, to shore.

A character can attempt to help another with the checks, but the assisting character makes their own checks at disadvantage, or if they have already succeeded, they must make a normal check again.

AVOIDING WRECKAGE

The water of Talos Sound is teeming with wreckage and waterlogged bodies. While moving toward land, all characters must make a DC 13 Dexterity saving throw. Those who fail take 11 (2d10) bludgeoning damage. Anyone who can remain above the water (walking on water, etc.) or has a swim speed has advantage on this saving throw.

LIGHTNING STRIKES

Lightning pierces the air around the characters as they move toward land. Characters must succeed on a DC 13 Intelligence (Nature) check to figure out where the lightning is about the strike. Those who fail take 7 (2d6) lightning damage. Creatures who are swimming or fully submerged have advantage on this check.

ON THE BEACH

The characters are finally deposited onto shore. As they struggle in the surf, a number of people already on shore rush to assist them. These survivors of previous shipwrecks provide the characters with food, water, and any necessary lifesaving rescue.

THE SHIPWRECKED

A small community lives on the beach, survivors of the magic of Talos Sound. The longest-tenured survivors are Rhoza and Smone Ringwraught, halfling siblings. They lead the rest of the survivors:

- **Rhoza and Smone Ringwraught.** These stout halflings belonged to a merchant family. When their ship sank, they made it to shore. They have become expert fisherfolk and organize the community. Rhoza is the older of the two, and she orders her younger brother around. Smone accepts the guidance with as much patience as possible, and he is a capable leader in his own right.
- **Big Jo.** This orc was a captive aboard a ship heading to Mulmaster when it sank. She was saved by the people here, and now she does most of the hunting for the party.
- **Fairley Quartermain.** This disgraced noble from Waterdeep came to the Moonsea to escape the authorities. He became a sailor, but a shipwreck deposited him here. He is adept at locating edible plants along the edges of the beach, even planting some that grow fairly well.
- **Alexander.** This four-year-old boy washed up without a family. He does not talk, so the survivors just call him Alexander. In a constant daze, he has a tendency to wander off without constant supervision. Fortunately, the magic of the Demiplane always brings him back to the beach.
- **Latain Vowster.** This half-elf explorer actually came searching for the secret of Talos Sound, and he got his wish. He is a bit mad, entranced by the magical properties of the demiplane. He

would have died or starvation weeks ago if not for the others caring for him. He constantly explores the edges of the dimension, climbing the cliffs or swimming out to the edges of the sound, or exploring north and south to the place where the dimension folds back on itself. If the characters can break through his mania, he knows the most about the magic of the demiplane.

- **Leecha Topwoppet.** Leecha is a rock gnome who was traveling from Mulmaster to Phlan to take a position as a builder on the city wall project. She is dour, pessimistic, and sarcastic; however, her knowledge of building has created a few stone-and-driftwood shelters on the beach.
- Feel free to add more survivors to the beach. Use the strength of roleplaying to provide clues that can help the adventurers later.

THE SURVIVORS' STORIES

The DM is encouraged to portray the information through the lenses of the different shipwrecked survivors and pepper in additional information listed in their individual entries above.

The survivors all have similar stories. Their ships entered Talos Sound, but instead of a safe harbor, they found a terrible storm that destroyed their ships.

Once on shore, they were trapped. No amount of exploring revealed any exits, and so they have made a home on the beach. They have survived on fish and other wildlife. Edible vegetation and fresh water keeps everyone alive between hunting and fishing successes.

The Raids. Occasionally humanoids or other creatures come out of the forest and attack the beach dwellers. When they do this, they generally knock a few people around and take someone from the beach into the forest. The victim is never seen again. The attackers rarely kill, unless someone interferes by putting up a fight.

Sometimes the raiders are humans dressed in robes and leather armor. Sometimes they are animals that look like large hounds. Sometimes the raiders are made of air, or sand, or lightning. There does not seem to be a particular pattern and the survivors do not even know if the different groups are related.

EXPLORING THE BEACH

The adventurers likely investigate the beach on their own. They should be allowed to do so, but everything they do simply reaffirms what the survivors can tell them.

If they leave the beach to explore to the north, they reemerge onto the beach in the south. If they explore to the south, they reemerge to the north. If they try to scale the cliffs to the west, they find themselves in a haze they can never escape.

Characters succeeding on a DC 15 Intelligence (Arcana) check can realize that they are no longer on the Material Plane. They are in a demiplane that is meant to contain them. In some ways it seems similar to the confining nature of Canceri, the prison plane. No magic can get them out of it. Some sort of anchor point generally holds these types of demiplanes together—if that anchor point can be destroyed, the demiplane collapses and returns its inhabitants to their own world.

PART 2. NIGHT RAID

Estimated Duration: 45 minutes

Story Beat: The adventurers witness a raid on the beach by servants of Perniece the Thrice-Drowned and gain power from defeated enemies, allowing them to move off the beach.

GENERAL FEATURES

The beach at Talos Sound collects the wreckage—both human and otherwise—from the ships lost at sea.

Terrain. The beach is comprised of firm sand littered with driftwood and the dead carcasses of sailing vessels. A few trees and bushes grow in the sand, providing berries and other edible plants.

Weather. The weather is cloudy and brooding at the best of times. At worst, crashing thunder and quicksilver lightning pummel the area.

Light. During the day enough light permeates the cloud cover to let people see. The moonless nights are pitch black, but bonfires on the beach provide dim light.

THE RAID

The beach dwellers are attacked by forces sent from Perniece's shrine.

The night air grows humid from a gust of foul wind that blows in from the sea. Shouts emerge from the dark forest at both ends of the beach. From each side appears a large creature made entirely of gusting air and sand. In the center of the beach, burrowing out of the sand, is a large hound-like creature smelling of ozone and crackling with blue lightning. The terrified castaways flee in all directions.

The two **air elementals** have one job: track down two individuals and catch them in the *whirlwind*. As the DM, you can choose which individuals the elementals are coming after, but it should not be any of the adventurers. Choosing at least one character that the players made a connection with is a good idea. Being caught in the whirlwind has the effect of transporting those two individuals to the Talos Shrine immediately. Others caught in the whirlwind suffer the normal effects.

The Talos hound (use stat block for **howler** with the alterations shown in the nearby sidebar) is present to herd people away and deal with any interference from the adventurers. All of the castaways stay as far from the Talos hound as possible and do not put up a fight.

TALOS HOUND STAT BLOCK ALTERATIONS

The Talos hound uses the howler stat block with the following alterations.

Description. The Talos hound is a large canine beast whose tail and fur are tinged with electricity.

Damage Immunity. The Talos hound is immune to lightning instead of resistant to it.

Rending Bite. The Talos hound's rending bite does extra damage in the form of lightning instead of psychic damage.

TACTICS

The air elementals first try to catch their targets and whirlwind them away. Whether the elementals succeed is up to you. You can let that happen immediately (especially if pressed for time) so that the adventurers cannot react fast enough to stop it. You can put the targets near the adventurers, giving them the chance to interfere. Or you can arrange one NPC to be spirited away immediately and give the characters a chance to save the second.

If a targeted castaway gets caught:

The poor soul gets overtaken by the air creature, which turns into a whirlwind. The individual gets sucked into the funnel, spun around, and launched into the air. Higher. Then even higher. Before you can blink, the victim is arcing over the trees to the south, twisting and tumbling in space.

DEVELOPMENT

When the adventurers defeat any of the creatures, the closest adventurer to the monster is assailed with crackling energy. This energy envelops the character but does no immediate harm. The adventurer feels an affinity to the demiplane, like some connection to the place has been established.

One minute after the end of the battle, those adventurers must succeed on a DC 13 Charisma saving throw. On a failure, the adventurer has the unstoppable urge to walk north into the forest (toward the Storm Shrine). On a success, the creature still feels that urge but can control it.

A DC 10 Intelligence (Arcana or Religion) check, made after studying creatures affected by the energy, reveals the power affecting the character allows for passage through the magical screen that denies access to the deeper forest. Anyone that touches the affected character has the energy spread to them, which also allows them to leave the beach. Those affected also know that they can lead others through the screen if other characters do not wish to take the energy onto themselves.

Characters can take a short or long rest, unless one or more characters are affected by the compulsion to go to the Storm Shrine. Then they can only rest if they can find a way to keep the characters under the compulsion from wandering away.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter according to your group. These are not cumulative.

- **Very Weak:** Halve the starting hit points of the Talos hound. The air elementals disappear after capturing a target with *whirlwind*.
- **Weak:** One of the air elementals disappears after capturing a target with *whirlwind*.
- **Strong:** No change.
- **Very Strong:** Increase the **howler's** starting hit points to 120.

TREASURE

After the defeat of the air elementals, among all the sand and debris that fall out of them, are 25 gp, a *potion of greater healing*, and an ivory pendant of Umberlee worth 500 gp to a collector.

If you want to mess with the players, ask which one wears the ivory pendant. Keep asking throughout the adventure. Smile and shake your head each time. With a DC 10 Intelligence (Religion) check, a character knows that Umberlee and Talos are rival deities.

If you want to give them a reward for wearing it, give the player inspiration at the start of each part of the rest of the adventure, but target them over other targets when dealing with creatures dedicated to Talos.

PART 3. TEST OF TALOS

Estimated Duration: 60 minutes

Story Beat: After gaining access to the magical energy that surrounded the servants of Talos, the adventures can move past the magical protections that hide the larger forest here. On the trail through the forest, the characters must pass several tests to prove themselves worthy to Talos.

GENERAL FEATURES

The forest leading to the Storm Shrine is thick and overgrown but shelters the adventurers a bit from the storm.

Terrain. This area contains thick woods and underbrush.

Weather. The wind and rain are somewhat blocked by the dense foliage.

Light. The overcast skies provide only dim light during the day, and the cloud-choked night skies offer no light at all.

Smells and Sounds. Wet and damp earth smells loamy. Water drips from the plants and leaves, making strange echoing plops.

Characters infused with the energy of Talos's servants know that they can now break through the screen that caused the demiplane to loop back on itself. They also know they can lead others through the screen as well.

None of the other residents of the beach will come with the characters, so they press on alone.

TESTS OF TALOS

As the adventurers move through the forest, a spectral representation of Talos intercepts them. The vision can't intercede, but it does illuminate the trials they're about to undertake. It also recites a verse that provides hints regarding the tests.

The trail through the thick, brambly forest is clear. An insubstantial form grows more solid on the path before you. The image is that of a wild-eyed humanoid, its long hair billowing around its head. Its features change as the heartbeats pass, from one gender to another. But always the eyes crackle with blue light, and the hair whips as if caught by the wind.

"You have stolen what is not yours. But you are here, so you may pass only if you survive the tests of the Storm Lord. Three tests you will face. Only if you pass all three can you look upon the Storm Shrine."

The form takes you all in, then continues with a poem:
"The Storm Lord's prison bars your path onward,
Conquered quickly by all but a coward.

The second test requires a careful weight
To cross a chasm filled with Talos's hate.

A Talos fury is your final test
Where peace amid the storm is handled best."

The poem is included at the back of the adventure as Handout 1.

This form cannot be harmed, injured, dispelled, or otherwise affected. Once it delivers its message, it evaporates in a downpour of raindrops, accompanied by a loud peel of thunder.

Each verse of the poem gives clues to surviving one of the tests. The clues are explained later.

TEST OF WATER

Navigating the trail, the adventurers first come across a strange sight blocking the path:

Ahead of you on the path is a large drop of water, easily 10 feet in diameter, floating above the path, blocking your way. Within the water floats a young human woman. Her eyes are closed and she seems to be at peace. Occasionally she thrashes or twitches before resuming her peaceful state. Three small vials float in the drop as well.

Characters who have played *Terror at Soward Manor* recognize the young woman as Florah Krayne. Others recognize her by the description provided by the Von Finklesteins.

The Drop. Florah is not really within the water; it is an illusion, but the characters cannot interact with the form to learn this. If the adventurers attempt to walk around the water, it continues to expand and change shape to block progress.

In order to pass, the characters must "rescue" Florah from the drop. This can be accomplished by all of the adventurers entering the drop. Simply making contact with the drop causes it to expand and envelop the creature touching it. Once inside, the character cannot move or take actions—they enter into a stasis similar to that that Florah appears to be in.

Describe how the drop expands as each character enters, leaving room for characters to enter. As more characters enter, the illusion of Florah stops twitching and seems more at ease.

Any attempt to attack/destroy the drop causes the illusion of Florah to writhe in pain. If damage is done to the water when a character is inside it, the character takes 5 (1d10) cold damage.

For each minute that passes, a creature inside the drop must succeed on a DC 10 Constitution

saving throw or take 7 (2d6) force damage from the pressure of the water building.

Once every character is inside the drop (as hinted at in the first stanza of the poem), the water and illusion of Florah disappear.

Characters can use branches or other long items to fish out a vial (see Treasure). Anyone within the drop who drinks a potion or otherwise is able to breathe water takes no damage for time passing.

The Clue. The verse for this test reads: “The Storm Lord’s prison bars your path onward, conquered quickly by all but a coward.” The clue refers to the fact that the only way past the drop is for all to bravely enter it.

TREASURE

The three vials are *potions of water breathing*.

TEST OF AIR

The next test begins at a wide chasm.

The trail is interrupted by a wide chasm. You can barely see the other side, and wind blasts along the chasm, up and down and side to side. Floating and wooshing around the chasm at your level are [insert number of characters plus companions] stone disks. They rotate around, sometimes coming close enough for you to jump to, and other times streaking across to the far side of the chasm, where the trail continues. Each disk has a number on it, going from one to [insert number of characters plus companions].

The only way across the chasm is to step onto a stone disk. The disks are created to be perfectly balanced to the weight of each character.

The lightest character or companion must step on the disk marked with the number one, the next lightest number two, etc. When the characters do this, the disks deliver them safely to the other side.

If a character stands on the wrong disk, one of two things happens. If they were too light for the disk, it zooms upward rapidly and flings them back to the ground, dealing 14 (4d6) bludgeoning damage. If they were too heavy for the disk, it plummets and halts just before smashing into the ground, dealing 14 (4d6) bludgeoning damage before depositing the character back on the trail.

No amount or kind of magic circumvents the test, although spells like *feather fall* or the ability to fly can stop the damage from being done, but only once per casting. Long term flying magic only works once per creature, and then Talos’s magic dispels it until the chasm is crossed.

The Clue. The clue for this test reads, “The second test requires a careful weight to cross a chasm filled with Talos’s hate.” This refers to weight being a key component in the puzzle.

If the characters are having trouble, allow DC 10 Intelligence or Wisdom checks to give hints that the disks are meant to carry a certain amount of weight based on the number etched into the disk.

TEST OF LIGHTNING

A servant of Talos is the final test.

The wind velocity increases as you travel further along the path. The sky darkens, and blue-black clouds break from the sky plummeting through the forest to the ground before you.

Suddenly, a dragon formed from the storm clouds themselves roars at you. Lightning sparkles from its eyes and maw.

A Talos fury (use stat block for **young blue dragon**) guards the path. It attacks the adventurers until defeated, or until they bypass it by spending two full rounds not attacking it. It attacks whether the characters ignore it or not.

If the characters do not attack it for one full round, describe the crazy maelstrom around the creature slowing and becoming less fierce. If they then attack again, describe the creature becoming more enraged.

The Clue. The verse for this test reads: “A Talos fury is your final test, where peace amid the storm is handled best.” The clue refers to the fact that acting peacefully in the face of the Talos fury is the best way to pass the test.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter according to your group. These are not cumulative.

- **Very Weak:** The **Talos fury** begins the combat with 100 hp and can’t use its breath weapon.
- **Weak:** The **Talos fury’s** breath weapon cannot recharge.
- **Strong:** The **Talos fury’s** breath weapon recharges on 4-6.
- **Very Strong:** The **Talos fury** begins the combat with 224 hp, its breath weapon recharges on a 4-6, and its bite attacks are made with advantage.

TREASURE

The adventurers gain no treasure from fighting but if they banish it by refusing to engage it, four clear diamonds fall to the ground. Each diamond is worth 300 gp.

PART 4. STORM SHRINE

Estimated Duration: 60 minutes

Story Beat: The adventurers arrive at the Storm Shrine and face off with Perniece the Thrice-Drowned and her servants in order to rescue Florah Krayne.

GENERAL FEATURES

The Storm Shrine is a stone structure with columns instead of walls and no roof.

Terrain. The smooth stone marble of the floor is slippery in places, especially when wet.

Weather. Thunder crashes and lightning flares. The wind blows the heavy rain sideways.

Light. The glowing columns of the shrine light the area brightly.

Smells and Sounds. The smell of ozone and rotting vegetation are strong in the air.

ARRIVAL AT THE SHRINE

At the end of the trail rests a stone structure with a white marble floor and blue flashing columns, but no walls. Alternating white and blue steps lead up to it. The howling of the wind is even louder here.

Near the center of the structure stands a half-orc wearing plate armor, decorated with symbols representing the glory and terror of the god Talos. With her stand several servants, each wearing clothing covered in symbols of the Storm Lord as well.

The half-orc is Perniece the Thrice-Drowned (who uses a modified **war priest** stat block, see below). Her servants are kidnapping victims whom she has converted to the worship of Talos. These three **howling hatred priests** do as they are instructed and fight to the death, as does Perniece.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter according to your group. These are not cumulative.

- **Very Weak:** Perniece begins the combat with 87 hp and no 5th level spell slot. Remove one **howling hatred priest**.
- **Weak:** Perniece begins the combat with 87 hp and no 5th level spell slot.
- **Strong:** Add one **howling hatred priest**.
- **Very Strong:** Add two **howling hatred priests** and Perniece starts the combat with 135 hp.
- For additional challenge, consider changing the *howling hatred priests'* spells to ones that do necrotic damage that characters are less likely to be resistant to. This is especially synergistic if Perniece has used her *Hallow*.



PERNIECE THE THRICE-DROWNED STAT BLOCK ALTERATIONS

Perniece the Thrice-Drowned uses the war priest stat block with the following alterations.

Trident. Perniece uses a +2 *trident* instead of a maul.
Melee Weapon Attack: +9 to hit, ranged 20/60 ft. or reach 5 ft., one target. **Hit:** 9 (1d8 + 5) piercing damage.

Spellcasting. The following spells are suggested for Perniece. You may adjust them if your players require additional challenge.

Cantrips (at will): *mending, resistance, sacred flame, toll the dead*

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

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

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

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

5th level (1 slot): *flame strike, hallow, hold monster*

THE SHRINE

The Storm Shrine contains several features the adventurers must contend with. The floor of the shrine is 10 feet above the ground.

The Wind Walls. While there are no physical walls around the shrine, Talos provides swirling wind that makes getting into the shrine impossible except via the stairway leading up. Any creature who tries to move from the ground onto or off of the shrine floor without using the stairway is pushed back.

The Stairs. Each stone step is 2.5 feet higher than the last, making it difficult terrain to move up, but not down or laterally.

The steps alternate between white and blue marble. Stepping on the blue steps causes a shock that deals 7 (2d6) lightning damage. Those attempting to avoid the blue steps while moving

up the stairs can do so with a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. Failure means the character touches a blue step and takes the damage.

Slippery Spots. Certain areas of the floor are slippery. Characters entering a slippery spot or starting their turn in one must succeed on a DC 10 Dexterity saving throw or fall prone. A DC 15 passive Perception check reveals the slippery areas.

Columns. The columns are made of blue marble. If a character begins their turn adjacent to a column, they take 7 (2d6) cold damage.

Symbol of Talos. A large symbol of the god Talos, in the form of three lightning bolts, is carved into the floor in the center of the shrine. While she stands on this symbol, Perniece is resistance to all damage except bludgeoning, piercing, and slashing. The symbol can be deactivated by someone standing on the symbol and using an action to make a successful DC 15 Intelligence (Religion or Arcana) check.

Hallow. If you choose, Perniece could use her *hallow* spell for the day on the entire shrine area. All enemies in the shrine area gain vulnerability to necrotic damage, making *inflict wounds* and *toll the dead* highly effective.

DEVELOPMENTS

Crouching next to Perniece on the symbol of Talos is Florah Krayne. She has been resisting the “blessing of Talos” that Perniece is attempting to imbue her with, but her resolve is weakening.

If the adventurers can defeat Perniece and her servants before the start of the 7th round of combat, Florah is saved. After the start of the 7th round of combat, Florah turns into a **howling hatred priest** and joins the combat but can still be saved if knocked unconscious. After the 10th round of combat, Florah is too far gone to ever recover. The fury of Talos has taken root within her forever.

BREAKING THE DEMIPLANE ANCHOR

Once Perniece is defeated, the energy of the shrine weakens but does not falter. In order to break the magic of the demiplane, the symbol of Talos must be deactivated with a DC 15 Intelligence (Religion or Arcana) check, and the columns pushed over (no check required).

When that is done, the demiplane dissipates, and everyone trapped in it finds themselves on a normal beach on the eastern end of the Moonsea. The cliffs are gone, letting everyone walk away. They can easily find either a passing ship or a road

leading to Mulmaster, where they can reunite with the Von Finklesteins and the deJun brothers.

TREASURE

Perniece wields a +2 *trident*. She also kept several holy relics to Talos in a chest near the Storm Shrine: a statuette worth 100 gp, a pouch of rune-etched pearls worth a total of 500 gp, 250 gp in coins bearing the image of Talos, and a *spell scroll of control water*.

CONCLUSION

Back in the Mulmaster area, the adventurers can reunite with the Von Finklesteins and deJun brothers. If there were able to save Florah before she lost herself to the madness of Talos, the patrons are overjoyed and pay them the promised reward. The characters also earn the story award “Gratitude of the Von Finklesteins.”

If they brought her back alive but driven mad by Talos’s influence, the adventurers still earn the money but not the story award.

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP Per Foe
Air elemental	1800
Howler	3900
Blue dragon	5000
War priest	5000
Howling hatred priest	450

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Survive the swim	200
Pass the water test	500
Pass the air test	500
Save Florah from Talos's madness	1000

The **minimum** total award for each character participating in this adventure is 4500 **experience points**.

The **maximum** total award for each character participating in this adventure is 6000 **experience points**.

TREASURE

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

TREASURE AWARDS

Item Name	GP Value
Finklestein reward	200
Platinum pieces	250
Umberlee pendant	500
Four diamonds	1200
Statuette	100
Pearls	500
Gold coins	250

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

POTION OF WATER BREATHING

Potion, uncommon

This item can be found in the *Dungeon Master's Guide*.

SPELL SCROLL OF CONTROL WATER

Scroll, rare

This item can be found in the *Dungeon Master's Guide*.

+2 TRIDENT

Weapon, rare

This item can be found in the *Dungeon Master's Guide*. This trident is embossed with the holy symbol of Talos and floats on water.

STORY AWARD

Gratitude of the Von Finklesteins: You have made an ally of the Von Finklestein Family. You may use this favor in one of two ways. You may either cash in this favor once to gain the casting of a spell of a Player's Handbook wizard spell of 3rd-level or lower at no cost (you must still pay for expensive material components) while you are in Mulmaster or you may gain access to a new downtime activity. At the end of any adventure, you may spend 10 downtime to visit the family and their secret arcane library. While at the library you may scribe a Player's Handbook wizard spell of 3rd-level or lower into your spell book or book of shadows. You are still responsible for the cost to scribe this spell. Once you have used this favor, you may not use it again.

If this is the 2nd time you have earned this reward the spell level is raised to 5th.

RENOWN

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

DM REWARD

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

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

- **Captain Pell Treymond.** Pell Treymond is human, the owner and captain of the Moonsea ship known as the Happy Tap. She is dark-skinned, tall, and muscular, a match for any of her crew. She has been paid by Lord Von Finklestein to take the adventurers into the Moonsea in search of Peril Island.
- **Rhoza and Smone Ringwraught.** These stout halflings belonged to a merchant family. When their ship sank, they made it to shore. They have become expert fisherfolk and organize the community. Rhoza is the older of the two, and she orders her younger brother around. Smone accepts the guidance with as much patience as possible, and he is a capable leader in his own right.
- **Big Jo.** This orc was a captive aboard a ship heading to Mulmaster when it sank. She was saved by the people here, and now she does most of the hunting for the party.
- **Fairley Quartermain.** This disgraced noble from Waterdeep came to the Moonsea to escape the authorities. He became a sailor, but a shipwreck deposited him here. He is adept at locating edible plants along the edges of the beach, even planting some that grow fairly well.
- **Alexander.** This four-year-old boy washed up without a family. He does not talk, so the survivors just call him Alexander. In a constant daze, he has a tendency to wander off without constant supervision. Fortunately, the magic of the Demiplane always brings him back to the beach.
- **Latain Vowster.** This half-elf explorer actually came searching for the secret of Talos Sound, and he got his wish. He is a bit mad, entranced by the magical properties of the Demiplane. He would have died of starvation weeks ago if not for the others caring for him. He constantly explores the edges of the dimension, climbing the cliffs or swimming out to the edges of the sound, or exploring north and south to the place where the dimension folds back on itself. If the characters can break through his mania, he knows the most about the magic of the Demiplane.
- **Leecha Topwoppet.** Leecha is a rock gnome who was traveling from Mulmaster to Phlan to take a position as a builder on the city wall project. She is dour, pessimistic, and sarcastic;

however, her knowledge of building has created a few stone-and-driftwood shelters on the beach.

APPENDIX. MONSTER/NPC STATS

AIR ELEMENTAL

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (–2)	10 (+0)	6 (–2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

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

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4–6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, 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 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

HOWLER

Large fiend, chaotic evil

Armor Class 16 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	5 (–3)	20 (+5)	6 (–2)

Skills Perception +8

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 15

Languages understands Abyssal but can't speak

Challenge 8 (3,900 XP)

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

ACTIONS

Multiattack. The howler makes two bite attacks.

Rending Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, plus 22 (4d10) psychic damage if the target is frightened. This attack ignores damage resistance.

Mind-Breaking Howl (Recharge 6). The howler emits a keening howl in a 60-foot cone. Each creature in that area that isn't deafened must succeed on a DC 16 Wisdom saving throw or be frightened until the end of the howler's next turn. While a creature is frightened in this way, its speed is halved, and it is incapacitated. A target that successfully saves is immune to the Mind-Breaking Howl of all howlers for the next 24 hours.

YOUNG BLUE DRAGON

Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +8, Wis +5, Cha +7

Skills Perception +9, Stealth +4

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Lightning Breath (Recharge 5–6). The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

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

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 wizard 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, prayer of healing, silence, spiritual weapon*

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.

HOWLING HATRED PRIEST

Medium humanoid (human), neutral evil

Armor Class 15 (studded leather)

Hit Points 45 (10d8)

Speed 30 ft.

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

Skills Acrobatics +5, Intimidation +4, Religion +4

Senses passive Perception 10

Languages Auran, Common

Challenge 2 (450 XP)

Hold Breath. The priest can hold its breath for 30 minutes.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell is from appendix B):

Cantrips (at will): *blade ward*, *gust**, *light*,

prestidigitation, *shocking grasp*

1st level (4 slots): *feather fall*, *shield*, *witch bolt*

2nd level (3 slots): *dust devil**, *gust of wind*

3rd level (2 slots): *gaseous form*

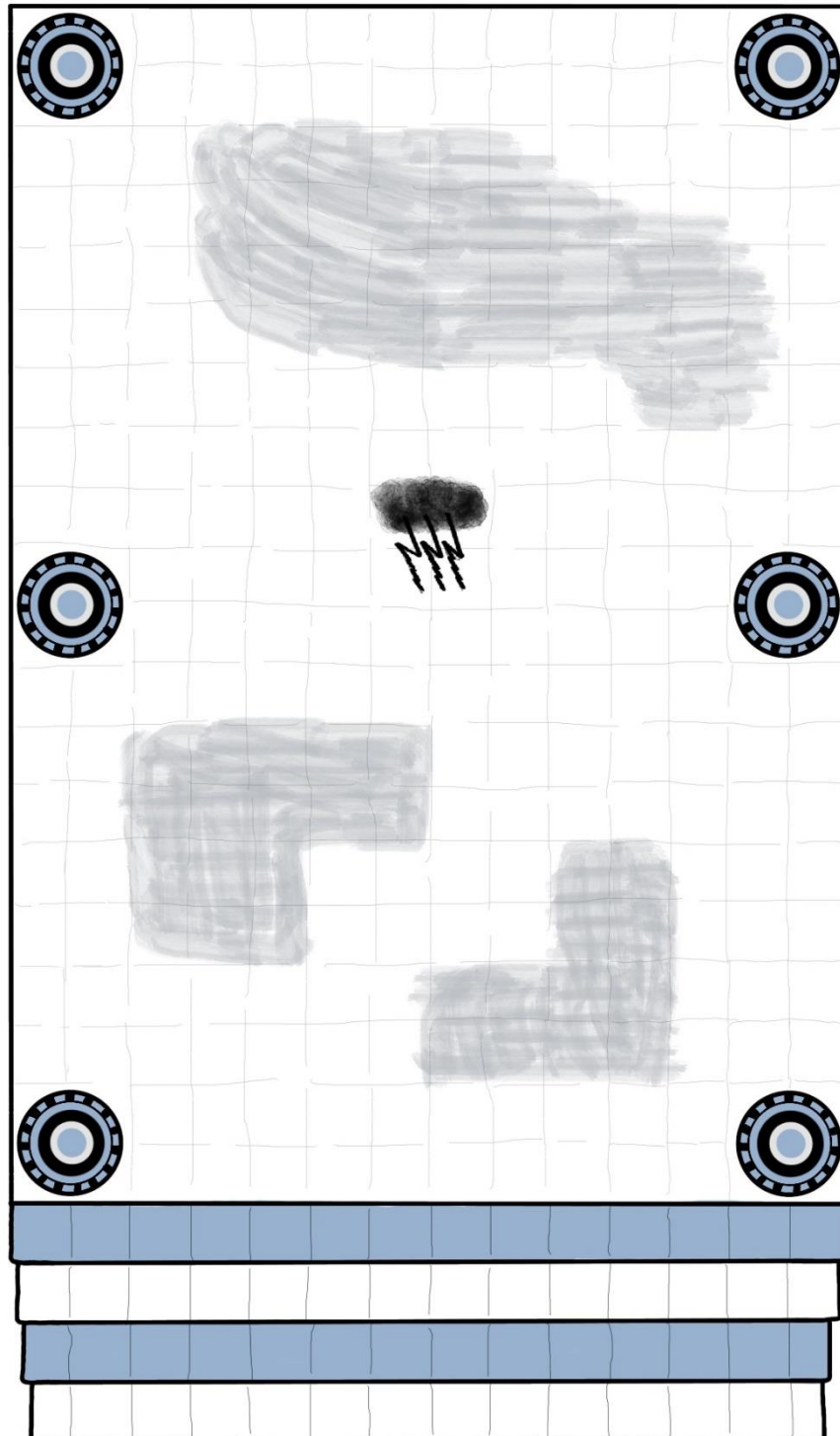
ACTIONS

Multiattack. The priest makes two melee attacks or two ranged attacks.

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

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

APPENDIX. STORM SHRINE MAP



HANDOUT 1. TEST OF TALOS POEM

*The Storm Lord's prison bars your path onward,
Conquered quickly by all but a coward.*

*The second test requires a careful weight
To cross a chasm filled with Talos's hate.*

*A Talos fury is your final test
Where peace amid the storm is handled best.*

APPENDIX. REWARDS

STORY AWARD

Gratitude of the Von Finklesteins: You have made an ally of the Von Finklestein Family. You may use this favor in one of two ways. You may either cash in this favor once to gain the casting of a spell of a Player's Handbook wizard spell of 3rd-level or lower at no cost (you must still pay for expensive material components) while you are in Mulmaster or you may gain access to a new downtime activity. At the end of any adventure, you may spend 10 downtime to visit the family and their secret arcane library. While at the library you may scribe a Player's Handbook wizard spell of 3rd-level or lower into your spell book or book of shadows. You are still responsible for the cost to scribe this spell. Once you have used this favor, you may not use it again.

If this is the 2nd time you have earned this reward the spell level is raised to 5th.

MAGIC ITEMS

POTION OF WATER BREATHING

Potion, uncommon

This item can be found in the *Dungeon Master's Guide*.

SPELL SCROLL OF CONTROL WATER

Scroll, rare

This item can be found in the *Dungeon Master's Guide*.

+2 TRIDENT

Weapon, rare

This item can be found in the *Dungeon Master's Guide*. You have a +2 bonus to attack and damage rolls made with this magic weapon.

This trident is embossed with the holy symbol of Talos and floats on water.



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