

TIDEFALL

Though the Elemental Cults failed in the Dessarin Valley and in Mulmaster, fragments of their primordial cults still seek to destroy civilization. An unlikely contact alerts the heroes to impending ruin in the city of Phlan. Will the heroes be able to follow the ravings of a mad man to stop this scheme, or will even more catastrophe be visited upon the City of Phlan?

A Four-Hour Adventure for 11th–16th Level Characters



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INTRODUCTION

Welcome to *Tidefall*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and The Role Initiative's convention created content.

This adventure takes place in the city of Phlan, a location which has seen its share of hard times in the past few years. This port city lies on the Moonsea and has only recently been liberated from its subjugation underneath the claw of Vorgansharax, the Maimed Virulence.

This adventure is designed for **three to seven 11th–16th level characters** and is optimized for **five characters with an average party level (APL) of 13**. 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	Party Strength
3–4 characters, APL less than 11	Very weak
3–4 characters, APL equivalent to 11	Weak
3–4 characters, APL greater than 11	Average
5 characters, APL less than 11	Weak
5 characters, APL equivalent to 11	Average
5 characters, APL greater than 11	Strong
6–7 characters, APL less than 11	Average
6–7 characters, APL equivalent to 11	Strong
6–7 characters, APL greater than 11	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 note cards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

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

To facilitate this, keep in mind the following:

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

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

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

ADVENTURE PRIMER

ADVENTURE BACKGROUND

A remnant cell of the Cult of the Crushing Wave (led by a man named Lord Wash) has come into possession of an item and a ritual which will open a portal to the plane of Elemental Water and summon Olhydra into this world. They plan to enact this ritual in a catacomb chamber which exists beneath the Bay of Phlan.

For reasons inscrutable to mortals, the Princess of Evil Water does not wish to be summoned in this way. Some scholars might surmise that she believes that the ritual will somehow diminish her or bind her. Some would argue that she may not wish to reward those who have failed her before her presence. And there are those who would chalk this desire up to the mercurial nature of a primal chaotic entity.

To thwart them, she decides to act against them.

A man resides in the slums of Phlan, and he is known to Olhydra—his name is Arroyo. He served Olhydra before fear and madness took his mind and he fled her Cult. But she can always find him and those whom she has Touched. She reaches to him. She ties a piece of herself to his soul. She caresses his mind with direction and sets him on a path.

That path takes him to the servant of her enemy and brother, a fire cultist who calls himself Fyrebrand. This cultist believes that the ramblings of the old man are unintentional, but that the old coot is divulging the secrets of the Cult of the Crushing Wave. So, he visits the old man in the slums, plying him with food, drink and coin.

The old man gives him insight into the water cult's activities around Phlan. Fyrebrand uses this knowledge to disrupt the activities of the rival cult, and gains prestige within his own circles. Once the Princess of Evil Water is sure her hook is set, she sends the final bit of information: "When the moon is at its height the night of its first fullness following the thaw, its pull will allow the key to open the way for the Dark Tide to rise from her watery realm, that she may flood the world."

When Fyrebrand learns this, he is in a quandary. As he is essentially alone in Phlan, a mere extension of the Cult's might, there is no way that he can thwart the water cult's ritual. So, he does something that Olhydra would never expect... He calls for help from heroes of the realm.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Fyrebrand. An agent of the Cult of Eternal Flame who has uncovered a plot by the Cult of the Crushing Wave to raise Olhydra.

Arroyo (Ah-ROY-yo). A former member of the Cult of the Crushing Wave. His mind was shattered years ago, and he lives in a shack near Valhingen Graveyard.

Lord Wash. Leader of the Crushing Wave cell that seeks to raise the Dark Wave from her slumber.

ADVENTURE OVERVIEW

The adventure is broken down into 5 parts:

Part 1. The party meets an unlikely contact, learns of the danger to Phlan and must convince a madman to help them.

Part 2. The party is subjected to a trial which will allow them to enter the site where the water cult intends to enact the ritual.

Part 3. Arroyo leads the party through the sewers of Phlan to an underground lake

Part 4. Should the party not have passed the trials in Part 2, they must deal with the guardians that lurk below.

Part 5. The party must deal with the cultists. They realize that their contact had no idea that he was a puppet.

ADVENTURE HOOKS

Adventurers may be familiar with Phlan and already have contacts within the city.

An old friend calls. Characters who played in many of Season One's DDEX adventures may have become regulars at the Laughing Goblin before the tragedy that befell Phlan. They will have received a missive from Imizael asking them to come as quick as they can.

Attention of the Factions. Olisara Lightsong has sent a messenger asking you to speak to Imizael at the Laughing Goblin. She received a strange message from an individual who claims to be, or at least have been, part of the Cult of Eternal Flame.

PART ONE

Estimated Duration: 30 minutes

The party arrives at the Laughing Goblin only to find that their contact is a member of the Cult of the Eternal Flame, and that an old crazy man may be their only lead to stopping an Elemental Prince from rising in Phlan.

THE LAUGHING GOBLIN

The adventure begins with the party arriving at the Laughing Goblin, one of the more popular taverns in Phlan, and one of the few which weathered the rule of the Maimed Virulence.

A visitor entering the Laughing Goblin will arrive in a large open area which contains the bar, a stage, and a large fireplace. Booths line the walls, with tables filling the rest of the room.

There are only two decorations in the common room. The first is a large, well-worn, carved totem resembling a laughing goblin. The second is a stool which has been set aside at the bar. Ribbons and other tokens surround the stool in memory of a man who died defending the tavern.

When the party arrives, Imizael is clearing the bar, readying it for the lunch crowd. She is happy to see characters that she knows and will exchange pleasantries with those whom she is just meeting. When asked about her messages, she will motion to a man sitting in one of the booths. She indicates that he is the one whom she contacted them about. She did so because he told her that if she didn't call for heroes, a calamity would befall the city.

CALL ME "FYREBRAND"

Imizael directs the group to a human man who calls himself "Fyrebrand". (His real name is Hubert, but he will be loath to reveal that fact.) He is willing to share the information he has learned about a plan by the Cult of the Crushing Wave. They intend to enact a ritual which will open a portal allowing Olhydra, Princess of the Evil Waters, to come through to this world.

Fyrebrand doesn't want to see the 'soggies' (as he calls them) succeed where his cult failed, so he is offering the party the opportunity to thwart the water cultists' plan. If the party does not immediately believe him, he will reveal that he is a member of the Cult of the Eternal Flame.

"A CULTIST?!? KILL HIM!"

It is entirely possible that one or more members of the party will attempt to attack Fyrebrand. He's not very likable, and he is a servant of Elemental Evil. Allow this to progress as the party desires, as Fyrebrand's survival is not necessary to the story. All the information given above can be found in notes that Fyrebrand has on his person.

Unfortunately, Fyrebrand doesn't know where the ritual will take place. He's been keeping track of the water cultists by plying an old man with booze and coin. The old coot, a homeless man named Arroyo, used to be a member of the Crushing Wave before he went mad. Fyrebrand thinks they probably should have done away with the old man, but since they didn't, he has helped himself to the information that Arroyo knows.

ROLEPLAYING FYREBRAND

Hubert is a man who sees the Cult of the Eternal Flame as a method of gaining personal power. He sees the razing of the world as a good thing, because those that aid in the destruction will clearly rule in whatever world comes next. But is amoral and sees people as little more than cattle or chess pieces in the game that he plays.

Fyrebrand is confident that no matter what they think of him, they will have to do what he asks. They can't have the Princess of Evil Water show up, can they? He is probably a little overconfident in his own ability to come out of this unscathed, so should the party try to kill or capture him, he will appear shocked.

Fyrebrand may give his allegiance to the Cult of the Eternal Flame in one of two ways. The first, and most obvious, is his ridiculous moniker. The second is a brand on his right forearm. Anyone who has dealt with the Cult of Eternal Fire will likely recognize their sigil.

When this fact comes to light, the cultist will try to keep the conversation civil. He suggests that he hasn't done anything wrong, and that the party will want to hear what he has to say.

He explains that his purpose in the city includes keeping an eye on certain groups. "Pissing off the soggies" has become his favorite occupation at this point. He's found a castaway of their order, an old man whose mind has been shattered by whatever they put him through.

The fire cultist has been plying the old man with booze and coin for information, to learn many of the locations of the water cult's holdings. Some of these he's managed to turn over to groups like the Welcomers (the local thieves guild), and others have been leaked to the Black Fist (the local constables).

But last week, the old man started rambling about the "Dark Wave" rising. Although most of the information that the old man gave him was jumbled and hard to grasp, it didn't take Fyrebrand long to realize that he was referring to Olhydra.

Fyrebrand has managed to deduce that the water cultists have something, maybe a tooth, which they're going to use as a focus for this ritual. (If he knew more about what this item was, he would have simply hired someone to steal it.)

He hasn't been able to deduce more than two things from Arroyo's ramblings:

- The old man thinks the location is sacred and one needs to be consecrated to find it.
- The ritual needs to take place 'on the first full moon following the thaw'.

When Fyrebrand asked if that meant the first full moon of spring, the old man seemed pleased that he was understood.

Since the full moon is, of course, tonight, Fyrebrand suggests that the party go talk to Arroyo, and suggests they bring some sort of alcohol (he seems to like brandy).

ADDITIONAL INFORMATION

If the party asks why Fyrebrand wants the water cult to fail, suggesting that they're all on the same side, he will scoff and indicate that he hates 'those soggies' as much as the party probably does.

If the party suggests that he comes with them, he will tell the party that he's pretty sure the party will turn on him as soon as they deal with the 'soggies'. His price for the information is a day or two head start before they come after him.

There isn't much more information that Fyrebrand can provide, even if threatened. He is the only member of the Cult of Eternal Flame currently in Phlan (at least as far as he is aware). If the party begins to torture him, he will begin speaking in Ignan. If he is permitted to continue for a full minute, he will burst into flame, screaming the praise of Imix as he dies.

PAYMENT

Fyrebrand will not offer the party any compensation initially, as he's a cheapskate. If they ask for payment, he'll roll his eyes, and question whether the party are heroes or mercenaries. If pressed, he will offer the party 1,000 gp once they complete the task. As a down payment, he will provide the party with a *potion of heroism*.

ARROYO'S SHACK

Fyrebrand will direct the party to an area just west of Valhingen Graveyard. There, sheltered between three large oaks, is a small, ramshackle shed. Scattered about the rundown building are numerous pots and pans. From the cracks and dents in them, they appear to have been salvaged from trash heaps, but they have all been arranged to catch any rainfall.

If the party touches or moves any of these pots and pans, Arroyo will burst out of the shed. He will scream nonsense and attempt to push characters away from the rain catchers. If the party leaves the rain catchers alone, they will find the old man

sitting in the middle of the shack, rocking back and forth, smiling stupidly at them as they enter.

ROLEPLAYING ARROYO

Arroyo has an extremely tenuous grasp on reality. Should the party leave him alone for any period, he will lose all memory of who they are. He frequently hums tunelessly and sings scattered bits of nonsense. If presented with danger, he will attempt to hide, even if he can only huddle in a ball and hide his head under his scrawny arms.

Trying to coerce information out of Arroyo simply won't work and attempts to do so may be counterproductive. Some players may grow frustrated with this, and for these players, it may be appropriate to describe the old man's condition as a severe form of dementia.

The party will need to coax information out of the old man. He is currently fixated on the "fact" that squirrels and other wildlife are spying on him. (This seems to be why the rain catchers are scattered about, but anyone trained in Arcana, Nature or Religion will know that there is nothing special about them.)

Through either role-play, Persuasion checks, or alcohol, Arroyo's chatter can be redirected towards the task at hand. He does seem to remember Fyrebrand and will seem disappointed when he does. If asked why, Arroyo will say, "Wouldn't go. Arroyo would have brought him. Would have anointed him so he can find it."

If Olhydra is mentioned, or if the party presses him on what he told Fyrebrand, he will go still for a moment and then recite the following: "When the moon is at its height the night of its first fullness following the thaw, its pull will allow the key to open the way for the Dark Tide to rise from her watery realm, that she may flood the world." (This is by far the most coherent thing he will say, and it will always be repeated verbatim, which might suggest to the party that it is something he heard or read numerous times.)

If the party tries to get Arroyo to give them directions or explain where the ritual is taking place, Arroyo will be very confused. To his fractured mind, what the party is asking him is as nonsensical as "What flavor is blue plus the sound of the sun rising?" However, the party can easily convince him to take them there.

But first, they must be consecrated, or they cannot enter. Arroyo is not capable of explaining why and can only say that it is 'not open to you yet'.

We don't care! Take us there now! Some parties may not wish to blindly follow a crazy old man who has been identified as a cultist. This could be for any number of reasons: they might not trust him, they might not think they have the time to appease him, or they just may want to forge their own path.

If the party attempts to cajole or intimidate Arroyo into skipping the consecration, feel free to allow them to do so. Proceed directly to part three.

PART TWO

Estimated Duration: 60 minutes

Arroyo brings the party to a cavern where they will receive a blessing allowing them to enter the chamber.

THE TUNNELS

Arroyo leads the party down the Iron Route to a secluded cove along the coast of the Moonsea. The party must follow him through the shallow water into a cave opening. The old man doesn't seem to mind how he is treated by the party, he will happily babble as he either leads the party along, is kept in their midst, or even dragged behind them like a dog.

GENERAL FEATURES:

- **The Tunnels.** The tunnels frequently dip below 5 feet in places, requiring the party to duck at several points. At all points, the tunnel has at least two feet of water, although it grows deeper where the tunnel dips downwards for a stretch. This entire area is considered difficult terrain.
- **Light.** There is no light except what the party brings with them.
- **Sound.** The sound of water dripping is omnipresent.
- **Fauna.** Within the tunnels, it is easy enough to find crabs and other creatures one might normally find in tide pools and caverns.

The cave branches off numerous times. Most of the tunnels either narrow to the point where the party can't enter, or they sink below the water and lead to nothing of interest. Arroyo does pause several times as if he has momentarily lost his bearings, but he eventually leads them to a strange set of chambers deep in the dark of the ground.

THE SLIDING CHAMBERS

The chambers to which the old man leads the party is somehow between this world and the fluid realm of Elemental Water. The rough stone of the tunnel gives way to a strange grey rock, which is cold and wet to the touch.

Each of the rooms in Locations 1–12 are identical:

- Each room is about 20' square, with rounded corners.
- The walls are made from some strange, cold stone, which almost seems translucent, as if the party has entered a giant hollow ice cube.
- At the center of each wall is a doorway. All four doors in Room 1 will be open when the party arrives; all others will be blocked with 5' blocks of icy stone.
- In the center of each room is a 3-foot pedestal, which seems to flow up from the strange stone of the floor.

- The top of each pedestal broadens into a bowl, which is filled with water.
- At the bottom of each bowl is the imprint of a hand.
- Barely perceptible (requiring a Passive Perception of 20 or an active DC 17 Wisdom (Perception) check) is the slight sensation of the floor slowly bobbing. It does not affect the stability of the floor... It just feels unusual.

LOCATIONS 1–11

When a character places their hand in the imprint, several things will occur:

1. **All doorways close.** All the doorways which are currently open will begin to close. This will be slow enough for people to cross to whichever side they wish to be on. It will also be long enough for characters to realize that the doors cannot be propped open using normal means. (Should a party have extraordinary means, e.g., an immovable rod, the door will remain open for as long as that means is present. When it is removed, the door will resume moving as it did before.)
2. **Progress is Pain.** The person will receive a shock causing 1 point of lightning damage unless the character succeeds on a DC 20 Constitution saving throw.
3. **The Rooms Shuffle.** The rooms will lurch and rearrange themselves. The room in location 1 will move to location 2, the room in location 2 will move to location 3, and so on. The room in location 11 will move to location 1. The room in location 12 will NOT move. Without rhyme or reason, the rooms may move upwards to avoid collisions, other times they will move downwards.

All characters must make a DC 15 Dexterity saving throw to avoid falling prone when this occurs. Once the characters succeed on this saving throw, they do not need to continue making saves when the rooms shift as they have figured out how to brace themselves.

Once the rooms have reached their destinations, they will bob for a moment, and then stop. After this, some of the icy stones which block the doorways will begin to rise. Only doorways which lead to another room will open; the others will remain closed. For example, if the party is in location 4 only two of the doorways will become unblocked, but when they are in location 9, all the stone slabs will rise.

LOCATION 12

When a character places their hand in the imprint, the door to location 13 will open. No rooms will

change location, but the character who placed their hand in the imprint will still be shocked.

LOCATION 13

This room does not have a pedestal in its center, but on the left-hand wall is what appears at first to be a large discoloration. This is not visible from Room 12 (due to the angle). Upon further inspection, characters will realize it is a large shell.

As they approach it, the shell will begin to emerge from the wall. The icy stone bubbles and melts away from the shell, only to immediately congeal once it is no longer in contact with the shell.

An aquamarine gem the size of a dwarf's fist is embedded in the middle of the shell. For those who can *detect magic*, the stone will radiate a strange illusory magic.

If it is touched (Arroyo will do so if no one else does), a blue ring of energy will pulse out in all directions, passing through everyone in the Sliding Rooms. (Players who have not entered will not be affected, which will pose a problem for the party later.) The gem will be consumed and vanish at this point.

The characters have been enchanted with a minor dweomer called the "Cavern's Blessing", which will last for 24 hours, unless somehow made permanent. A character who casts *detect magic* will learn that some sort of minor abjuration effect is upon their person.

While this blessing has no mechanical effect, it is conceivable that some players may wish to rid themselves of this effect. Arroyo will seem distraught if a character attempts to do so, but will not be able to effectively communicate why, and will not be able to stop them.

TREASURE

Although the gem in the shell has vanished, the shell itself is of exceptional size and quality. It would be worth 2,500 gp if removed from the wall and sold. Arroyo is indifferent to it being taken.

Once the characters have received the Cavern's Blessing, Arroyo will yip in a satisfied way and wait for the party to leave. "Now it will let you come in". As always, he will be in no hurry to go, and attempts to get any coherent information out of him will only yield broken limericks and random phrases. ("Derry down, Derry down, raspberry jam!")

LEAVING THE SLIDING ROOMS

There are two options for leaving the rooms (DM Discretion):

- If play time is a concern, the rooms will no longer shift once everyone in the chambers has the Blessing of the Chambers. All the slabs will slide

open. Once everyone has exited, the puzzle will reset.

- If play time is not a concern, some players may enjoy solving the puzzle in reverse.

COMPLICATIONS?

Teleportation. Some players may look for ways to bypass puzzles. The most likely solution that players will attempt is teleportation magic. Remember that *teleport*, *dimension door* and similar spells require the caster to know the destination. That will not always be possible here. Any destination within the chambers (or within Location 12 or 13), should be treated as if the caster had tried to teleport into a solid object.

Splitting the Party. Some characters may (intentionally or otherwise) find themselves in different locations. Remember that every pedestal will trigger the process of the shifting rooms. This could either give the players a clue as to what's happening or could get them thoroughly lost.

PART THREE

Estimated Duration: 60 minutes

Arroyo leads the party into the sewers of Phlan and to chambers below.

THE SEWERS

Arroyo will lead the party back through the city to an alley outside the Lyceum of the Black Lord. There, he will motion for the party to open a grate leading to the sewers. If the party is not quiet about what they are doing, they may attract the attention of a small squad of Black Fist soldiers. If this occurs, they will need to deal with that through roleplay, persuasion or force.

This may be a good opportunity for players to showcase any story awards they have received from previous adventures in Phlan.

TRAVELING THROUGH THE SEWERS

The path through the sewers will be somewhat circuitous, as Arroyo will need to double back at least once. The first stop appears to simply be the old man taking a moment to reorient himself. But after muttering a strange statement which appears to be partly a drink recipe, he is on his way again.

However, whenever he sees a rat, he will decide that they need to go a different way. The rats could be in league with the squirrels and will report back on where he goes. Killing rats may be necessary for the group to proceed with any speed.

GORRAX AND TORRAX (OPTIONAL ENCOUNTER)

Depending on the time available for this adventure, it may be appropriate to skip this encounter. If any member of the party does not have the Chamber's Blessing, it is probably advisable to skip this section.

During the rise and reign of the Maimed Virulence in Phlan, many creatures were invested with his foul power. These creatures acted as his talons and teeth against those who would oppose him, but the power came with a price. When Vorgansharax was defeated, the power he invested in his servants was stripped from them.

Most of these creatures perished after this lifeline had been cut, but the troll brothers Gorrax and Torrax somehow managed to survive. Although some might not consider their current existence a true life. For days, the brothers lay near death, their natural regeneration struggling to keep them alive. When they did rise, they were changed. They exist on the brink of death as **rot trolls** and wander the deeper parts of the sewers, seeking flesh to satiate their endless pain and hunger.

The party may come upon the brothers in the sewers along the path that Arroyo insists they must go. They shamble endlessly along the corridors,

so even if the party has the ability to detect them before they come within 60 feet, it will be extremely difficult to sneak up and surprise the trolls.

REASONING WITH THE TROLLS

The troll brothers have been living deep below the city for several years. Within the lower levels of the sewers, they hide in their lair, only coming out when their hunger drives them.

Normally, their rage drives them to kill and devour anything they come across (except other trolls, who they will beat into submission), but an astute character [DC 17 Wisdom (Insight) check] may realize that the trolls' yells are driven both by pain and rage.

The party will need either need to calm the trolls or come up with a way to contain them. Clever players may come up with other ways to keep the trolls from attacking the party.

If they can get the trolls to speak to them [DC 16 Charisma (Persuasion) check], the brothers will speak in halting Giant, every third word spoken through pain-clenched teeth.

- They will share that they served the Maimed Virulence as its hands, but when 'the manlings' took the city back, the dragon's gift left them.
- They do not die easily and manage to come back from the darkness.
- Gorrax believes that they are dying a slow death, while his brother believes that their 'troll strength' is just working slowly, and that they will eventually recover.

Successfully inspecting the troll's condition [DC 17 Intelligence (Medicine) check] will suggest to the party that casting 4 levels worth of healing spells will release a troll from the agony it is suffering. The trolls do not have much to trade in exchange for this service, except the armbands they wear, and a promise to leave the city. They claim they will go north to the mountains.

ELIMINATING THE TROLLS

If the party is not able to parlay with the trolls (or is uninterested in doing so), they must defeat the trolls in combat.

SETTING UP THE ENCOUNTER

Very Weak

- **Gorrax (Venom Troll):** AC 15, 94 hp, Init +1
- **Torrax (Venom Troll):** AC 15, 94 hp, Init +1

Weak

- **Gorrax (Venom Troll):** AC 15, 94 hp, Init +1
- **Torrax (Venom Troll):** AC 15, 94 hp, Init +1
- **Troll:** AC 15, 84 hp, Init +1

Average

- **Gorrax (Rot Troll):** AC 16, 138 hp, Init +1
- **Torrax (Rot Troll):** AC 16, 138 hp, Init +1
- **Troll:** AC 15, 84 hp, Init +1

Strong

- **Gorrax (Rot Troll):** AC 16, 138 hp, Init +1
- **Torrax (Rot Troll):** AC 16, 138 hp, Init +1
- **Troll (2–4):** AC 15, 84 hp, Init +1

Determine the number of trolls for a Strong Party as follows:

- **Party Level.**

APL 14: 2 trolls, APL 15: 3 trolls, APL 16: 4 trolls

- **Party Size.** 6: 3 trolls, 7: 4 trolls

Very Strong

- **Gorrax (Rot Troll):** AC 16, 138 hp, Init +1
- **Torrax (Rot Troll):** AC 16, 138 hp, Init +1
- **Storax (Rot Troll):** AC 16, 138 hp, Init +1
- **Troll (3):** AC 15, 84 hp, Init +1

Consider an additional troll for APL 16 parties with 7 players.

danger that if someone jumps in from this height, they will strike the bottom.

Arroyo will move to the hole and merely say “down”. If no one stops him, he will then jump into the hole and disappear into the darkness. When he surfaces, he will begin swimming towards the south. Approximately 40 feet from where he splashes down, there is tunnel leading out of the cave.

When the party descends, they will see him in the water in front of this tunnel, sitting on a shelf which extends about 5 feet from the wall. Both the platform and the entrance to the tunnel are about a foot below the surface of the water.

Should the party desire to explore the cavern, they may find several underwater vents through which water slowly leaves this area.

TREASURE

The brothers will each be wearing a golden armband, emblazoned with the sigil of the Maimed Virulence. Each is worth 1,000 gp, but the trolls’ arms will need to be severed to remove them. Gorrax also carries a small, smooth stone disc, which has a stylized “7” carved into its surface. This has no value, but the troll likes it.

THE SPILLWAY

Eventually, the party will arrive at an intersection. The center of the intersection is dominated by a 10-foot hole in the floor. The edge of the hole is bounded by a 2-foot high stone wall, which appears to be strong enough to secure a rope. Water drains over the lip of this wall from all sides and falls into darkness.

Looking down from the sewers, the party can see that the hole descends about 20 feet through the stone, and then opens into the roof of a cavern. After that, it appears to be another 20-foot drop to a body of water. It is not likely that the party will be able to determine how deep the water is, but there is no

PART FOUR

Estimated Duration: 60 minutes

The party begins their trek beneath the Bay of Phlan. If they have not earned the Cavern's Blessing, the trek will prove hazardous.

THE TUNNEL

The tunnel initially begins with a short incline, freeing the party from walking through ankle deep water. But after about 100 feet, it starts to slope downwards. While it is not a drastic drop, it is a noticeable drop.

Over the next quarter mile, the tunnel walls become noticeably colder and more damp. The players may feel an almost palpable pressure and weight over them as they realize they are traveling under the Bay of Phlan. Water drips from the ceiling in numerous places, and light sources seem somehow muted.

There are numerous forks and bends in the tunnel. Arroyo seems to know where he is going, but if the party decides to explore the other corridors, they find nothing of interest.

THE GUARDIAN CHAMBER

The tunnel opens into a large 20-foot high chamber. The walls are pitted and stained from the seepage of water. A dozen large statues line the walls, most damaged beyond recognition by the passage of time. Each one holds a large basin filled with water. At the opposite end of the chamber, a pair of double doors leads out of the room.

If the entire party has the Cavern's Blessing, nothing occurs unless they decide to damage the statues. If the party decides to investigate the basins, they will simply find water, although the statues do radiate strong conjuration magic.

If one or more members of the party have managed to avoid receiving the Cavern's Blessing (or have dispelled it), the guardians will activate when someone reaches the middle of the chamber. They will also activate if someone begins to damage the statues.

Water will pour from the basins, forming elementals, which will move to kill the intruders, including those with the Blessing. They will ignore anyone who remains in the hall, unless someone attacks from the hallway, in which case they will then target any party members.

These elementals are larger than normal and appear to be formed from dark waters. Other than the fact that they are Large in size, this is completely cosmetic, and does not affect their statistics.

As before, the elementals will ignore Arroyo, who will have hidden himself behind one of the statues.

SETTING UP THE ENCOUNTER

Very Weak & Weak

- **Water Elemental (x):** AC 14, 114 hp, Init +2
There will be 1 water elemental per party member

Average & Strong

- **Water Elemental (x):** AC 14, 114 hp, Init +2
For each party member of level 13 or lower, there will be 1 water elemental.
- **Water Elemental Myrmidon (y):** AC 18, 127 hp, Init +2
For each party member of level 14 or higher, there will be 1 water elemental myrmidon.

Very Strong

- **Water Elemental Myrmidon (x):** AC 18, 127 hp, Init +2
There will be 1 water elemental myrmidon per party member

DEVELOPMENT

The basins lose all magical properties when removed from the room.

THE DOOR

The large double doors are partially open, as the cultists who passed through here didn't fully close them. However, they are a foot thick and will require a significant effort to open them enough for people to pass through. Two or more people with a combined Strength of 23 may open it enough to pass through, or a single person with a Strength score of 25 can do the work.

Additionally, an *alarm* spell has been cast onto the back of the doors. The doors are thick enough to shield the spell effect from normal *detect magic* spells, so it is likely that the cultists will know that the party is on its way.

PART FIVE

Estimated Duration: 90 minutes

The party engages the cultists in combat and learn that not all is as it seems. The cultists have also been misinformed.

THE FINAL CHAMBER

After passing through the Guardian Chamber, the party will descend further until they come upon another set of stone double doors. As before, there are several forks and bends, which if investigated, do not lead to anything except pockets within the earth or passages too narrow to pass.

From the other side, they can hear the fervent chanting of a ritual being performed by a group of people. Allow the party to get the doors in whatever way they wish, but as the doors open, the ritual is being completed!

The oblong chamber is roughly 30' to 40' wide, with a 15-foot high ceiling. Cultists surround a small altar, atop which is a pulsing white mass. The lead cultists sneers at you, crying "Too late, fools!" as a bone white dagger plunges into the mass, spilling its milky contents onto the stone altar. But his sneer shifts to confusion as...nothing happens.

Allow the party to provide the obligatory jibes about performance issues, to which the cultist, an older man called Lord Wash, will respond by screaming demands to know what the party did to his ritual. He will not give them a chance to respond, as he will then scream for his people to keep one of the party alive, but to kill the rest.

BATTLING BELOW THE BAY

As has been mentioned before, the chambers where this combat occurs is beneath the Bay of Phlan. Water drips from the ceiling and, in several places, runs in rivulets down the wall. Damaging the ceiling chamber is not a good idea.

- If 25 points of damage is inflicted to the ceiling (either on purpose or resulting from area of effect spells), it will begin to leak. Within a round, the area will have enough water to be considered difficult terrain. Inform the party that it does look like additional damage could bring the entire thing down, flooding the chamber.
- If a total of 100 points of damage is inflicted to the ceiling, the room will flood exactly one round later (at the end of the turn for the individual who caused the last point of damage).

Players may find ways to prevent this from occurring or may decide to intentionally flood the chamber. (Not all the villains can breathe underwater!)

SETTING UP THE ENCOUNTER

Very Weak

- **Lord Wash (Evoker):** AC 15*, 66 hp, Init +1
- **Crushing Wave Priest:** AC 13, 52 hp, Init +0
- **Gladiator:** AC 16, 112 hp, Init +2

Weak

- **Lord Wash (Evoker):** AC 15*, 66 hp, Init +1
- **Crushing Wave Priest (2):** AC 13, 52 hp, Init +0
- **Gladiator (2):** AC 16, 112 hp, Init +2

Consider a third gladiator for groups which are just under the Average Party Strength threshold.

Average

- **Lord Wash (Evoker):** AC 15*, 66 hp, Init +1
- **Crushing Wave Priest (3):** AC 13, 52 hp, Init +0
- **Gladiator (3):** AC 16, 112 hp, Init +2

Strong

- **Lord Wash (Evoker):** AC 15*, 66 hp, Init +1
- **Crushing Wave Priest (4):** AC 13, 52 hp, Init +0
- **Gladiator (4):** AC 16, 112 hp, Init +2

Very Strong

- **Lord Wash (Archmage):** AC 15*, 99 hp, Init +2
 - **Crushing Wave Priest (2):** AC 13, 52 hp, Init +0
 - **Gladiator (2):** AC 16, 112 hp, Init +2
- Add a third gladiator for APL 16 parties
- **Warlord:** AC 18, 229 hp, Init +3

*Lord Wash will have *mage armor* cast (normal AC is 12)

LORD WASH (EVOKER)

- Add:
Amphibious. Lord Wash can breathe air and water.
- Add:
Magic Dagger. Lord Wash is wielding a +3 dagger.
- Replace **Quarterstaff** attack with:
Dagger. Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 5) piercing damage.
- As a leader within the Cult of the Crushing Wave, the following changes are recommended to Lord Wash's available spells:
Cantrips: change *fire bolt* to *shocking grasp* or *frostbite*
1st level: change *burning hands* to *ice knife* or *absorb elements*; add *alarm* to spell list (ritual only)
3rd level: change *fireball* to *slow* or *wall of water*

LORD WASH (ARCHMAGE)

- Add:
Amphibious. Lord Wash can breathe air and water.
- Add:
Magic Dagger. Lord Wash is wielding a +3 dagger.
- Update **Dagger** attack with:
Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 5) piercing damage.
- As a leader of the Cult of the Crushing Wave, the following changes are recommended to Lord Wash's available spells:
Cantrips: change *fire bolt* to *shocking grasp* or *frostbite*
1st level: change *identify* to *alarm*
4th level: change *fire shield* to *Otiluke's resilient sphere*

DEVELOPMENT

As the dust settles from the fight, a moment will pass, and the party will realize that Arroyo is standing in front of the altar.

He is looking at his hand, which is palm down on the altar. The expression on his face is one of puzzlement, as he is wondering why it is there. But that puzzlement turns quickly to horror, and he barely has enough time to begin a blood curdling scream before he explodes. An improbable amount of water erupts from his shattered form, throwing his head and limbs in all directions.

More and more water surges from what was the center of Arroyo's body until it coalesces into a massive water elemental. Olhydra bellows in rage, screaming in Aquan at the temerity of the cultists and their plan to bind her. If Lord Wash or any of the cultists are still alive, they will sputter and cry out that they only intended to bring her through to this world. Unfortunately, the party will never know if this is true. (During the first round of combat, Olhydra will use a bonus action to make the cultists' heads explode.)

Author Note: Olhydra's appearance is intended to be cinematic, not forced. If the party has been extra diligent in keeping track of Arroyo, consider other ways for Olhydra to manifest:

- Have the remains of the strange white mass begin pulsing again. Arroyo screams as his chest begins to pulse in turn and the Princess of Evil Water bursts forth from his body.
- Water begins seeping from the walls, coalescing around Arroyo, dissolving his body as Olhydra consumes his form.

SETTING UP THE ENCOUNTER

Very Weak

- **Olhydra:** AC 18, 225 hp, Init +6
Olhydra does not use her Summon Elementals ability

Weak

- **Olhydra:** AC 18, 275 hp, Init +6
Olhydra does not use her Summon Elementals ability

Average

- **Olhydra:** AC 18, 324 hp, Init +6

Strong

- **Olhydra:** AC 18, 324 hp, Init +6
- **Water Elemental (1–3):** AC 14, 114 hp, Init +2
One water elemental appears for a 5-person party; add one additional elemental for each party member above 5.

Very Strong

- **Olhydra:** AC 18, 324 hp, Init +6
- **Water Elemental (1+):** AC 14, 114 hp, Init +2
Add one elemental for a party of APL 15 or higher
Add one elemental for a 7-person party

LAIR ACTION (OPTIONAL)

This option may be leveraged if your players have not been too weakened by the fight with the cultists (or if Olhydra seems to be going down too fast). On initiative count 20 (losing ties), Olhydra has the following lair action available:

Water to Water. Olhydra pulls water through the ceiling, causing 25 points of damage to the roof, and healing herself for 6d8 + 20 hit points. This will hasten the collapse of this chamber.

DEVELOPMENT

If the party is successful in defeating Olhydra, they will need to leave this chamber before too long. However, they should have enough time to obtain the items which the cultists were carrying.

The bone white knife that Lord Wash possessed is a +3 *dagger*. In addition, the ritual items that were used include a bowl crafted from a single pearlescent shell (250 gp), 3 amethyst rods (750 gp each), and 3 perfect black pearls (500 gp each).

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
Archmage	8,400
Crushing Wave Priest	450
Crushing Wave High Priest	1,800
Evoker	5,000
Olhydra	20,000
Rot Troll	5,000
Troll	1,800
Venom Troll	2,900
Water Elemental	1,800
Water Elemental Myrmidon	2,900

The **minimum** total award for each character participating in this adventure is **10,125 experience points**.

The **maximum** total award for each character participating in this adventure is **16,875 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
Fyrebrand's reward	1,000 gp
Cavern Shell	2,500 gp
Armbands	1,000 gp each
Golden Armbands	1,000 gp each
Ritual Bowl	250 gp
Amethyst Rods (3)	750 gp each
Black Pearls (3)	500 gp each

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

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

POTION OF HEROISM

Potion, rare

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the *bless* spell (no concentration required). This blue potion bubbles and steams as if boiling.

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

DAGGER +3

Weapon (dagger), very rare

This white dagger has barnacles and silver shells on its handle, and sea-green lines of emerald sea foam curling along the edge of the blade up to a barbed point. While owned, the bearer becomes obsessed with material wealth above all else. Rumors hold that this may have been one of the tips of the original elemental weapon, Drown.

You have a +3 bonus to attack and damage rolls made with this magic weapon.

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

REOWN

The characters earn downtime and renown as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

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:

Fyrebrand. An agent of the Cult of Eternal Flame who has uncovered a plot by the Cult of the Crushing Wave to raise Olhydra. The agent, whose real name is Hubert, has little empathy for other people, and sees them as pawns to be maneuvered until their corrupt civilization is scorched from the earth in glorious fire.

Arroyo (Ah-ROY-yo). A former member of the Cult of the Crushing Wave. His mind was shattered years ago, and he lives in a shack near Valhingen Graveyard. Speaking to the old man is a challenge, since it is as difficult for him to understand what people are saying to him as it is for them to understand him.

He often and frequently loses track of where he is and who he is with. Should he be left alone for any length of time, he will forget the past few hours.

Arroyo has also been implanted with a seed of the Dark Tide, which under the right circumstances will allow the emergence of the Princess of Evil Waters. It is not what has caused his madness ...but certainly doesn't help.

Lord Wash. Leader of the Crushing Wave cell that seeks to raise the Dark Wave from her slumber. He is your stereotypical, mustache twirling villain.

APPENDIX. MONSTER/NPC STATISTICS

ARCHMAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)

Senses passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

Magic Resistance. The archmage has advantage on saving throws against spells and other magical effects.

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

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

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

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *screaming*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

*The archmage casts these spells on itself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

CRUSHING WAVE PRIEST

Medium humanoid (human), neutral evil

Armor Class 13 (chain shirt)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

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

Senses passive Perception 10

Languages Aquan, Common

Challenge 2 (450 XP)

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell is from *Princes of the Apocalypse*, appendix B):

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

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

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

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

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Source: *Princes of the Apocalypse*

EVOKER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

Spellcasting. The evoker is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The evoker has the following wizard spells prepared:

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

1st level (4 slots): *burning hands*,* *mage armor*, *magic missile**

2nd level (3 slots): *mirror image*, *misty step*, *shatter**

3rd level (3 slots): *counterspell*, *fireball*,* *lightning bolt**

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

5th level (2 slots): *Bigby's hand*,* *cone of cold**

6th level (1 slot): *chain lightning*,* *wall of ice**

*Evocation spell

Sculpt Spells. When the evoker casts an evocation spell that affects other creatures it can see, it can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

ACTIONS

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

Source: *Volo's Guide to Monsters*

GLADIATOR

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 target. *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.

OLHYDRA

Huge elemental, neutral evil

Armor Class 18 (natural armor)

Hit Points 324 (24d12 + 168)

Speed 50 ft., swim 100 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	22 (+6)	24 (+7)	17 (+3)	18 (+4)	23 (+6)

Saving Throws Str +11, Con +13, Wis +10

Damage Resistances lightning; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities acid, cold, poison

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

Senses blindsight 120 ft., passive Perception 14

Languages Aquan

Challenge 18 (20,000 XP)

Empowered Attacks. Olhydra's slam attacks are treated as magical for the purpose of bypassing resistance and immunity to nonmagical weapons.

Innate Spellcasting. Olhydra's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *wall of ice*

3/day: *ice storm*

1/day: *storm of vengeance*

Legendary Resistance (3/Day). If Olhydra fails a saving throw, she can choose to succeed instead.

Magic Resistance. Olhydra has advantage on saving throws against spells and other magical effects.

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

ACTIONS

Multiattack. Olhydra makes two slam attacks or two water jet attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage, and the target is grappled (escape DC 19). Olhydra can grapple up to four target. When Olhydra moves, all creatures she is grappling move with her.

Water Jet. *Ranged Weapon Attack:* +12 to hit, range 120 ft., one target. *Hit:* 21 (6d6) bludgeoning damage, and the target is knocked prone if it fails a DC 19 Strength saving throw.

Summon Elementals (1/Day). Olhydra summons up to three water elementals and loses 30 hit points for each elemental she summons. Summoned elementals have maximum hit points, appear within 100 feet of Olhydra, and disappear if Olhydra is reduced to 0 hit points.

LEGENDARY ACTIONS

Olhydra 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. Olhydra regains spent legendary actions at the start of her turn.

Crush. One creature that Olhydra is grappling is crushed for 21 (3d10 + 5) bludgeoning damage.

Fling (Costs 2 Actions). Olhydra releases one creature she is grappling by flinging the creature up to 60 feet away from her, in a direction of her choice. If the flung creature comes into contact with a solid surface, such as a wall or floor, the creature takes 1d6 bludgeoning damage for every 10 feet it was flung.

Water to Acid (Costs 3 Actions). Olhydra transforms her watery body into acid. This effect lasts until Olhydra's next turn. Any creature that comes into contact with Olhydra or hits her with a melee attack while standing within 5 feet of her takes 11 (2d10) acid damage. Any creature grappled by Olhydra takes 22 (4d10) acid damage at the start of its turn.

Source: *Princes of the Apocalypse*

ROT TROLL

Large giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 138 (12d10 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	22 (+6)	5 (-3)	8 (-1)	4 (-3)

Skills Perception +3

Damage Immunities necrotic

Senses darkvision 60 ft., passive Perception 13

Languages Giant

Challenge 9 (5,000 XP)

Rancid Degeneration. At the end of each of the troll's turns, each creature within 5 feet of it takes 11 (2d10) necrotic damage, unless the troll has taken acid or fire damage since the end of its last turn.

ACTIONS

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 16 (3d10) necrotic damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 5 (1d10) necrotic damage.

Source: *Mordenkainen's Tome of Foes*

TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

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

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

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

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

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

VENOM TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 7 (2,900 XP)

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

Poison Splash. When the troll takes damage of any type but psychic, each creature within 5 feet of the troll takes 9 (2d8) poison damage.

Regeneration. The troll regains 10 hit points at the start of each of its turns. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 4 (1d8) poison damage, and the creature is poisoned until the start of the troll's next turn.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 4 (1d8) poison damage.

Venom Spray (Recharge 6). The troll slices itself with a claw, releasing a spray of poison in a 15-foot cube. The troll takes 7 (2d6) slashing damage (this damage can't be reduced in any way). Each creature in the area must make a DC 16 Constitution saving throw. On a failed save, a creature takes 18 (4d8) poison damage and is poisoned for 1 minute. On a successful save, the creature takes half as much damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source: *Mordenkainen's Tome of Foes*

WARLORD

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 229 (27d8 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Str +9, Dex +7, Con +8

Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8

Senses passive Perception 15

Languages any two languages

Challenge 12 (8,400 XP)

Indomitable (3/Day). The warlord can reroll a saving throw it fails. It must use the new roll.

Survivor. The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

ACTIONS

Multiattack. The warlord makes two weapon attacks.

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

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

LEGENDARY ACTIONS

The warlord 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 warlord regains spent legendary actions at the start of its turn.

Weapon Attack. The warlord makes a weapon attack.

Command Ally. The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of warlord's next turn.

Source: *Volo's Guide to Monsters*

WATER ELEMENTAL

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

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

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

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

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

ACTIONS

Multiattack. The elemental makes two slam attacks.

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

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

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

WATER ELEMENTAL MYRMIDON

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 127 (17d8 + 51)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	8 (-1)	10 (+0)	10 (+0)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, one language of its creator's choice

Challenge 7 (2,900 XP)

Magic Weapons. The myrmidon's weapon attacks are magical.

ACTIONS

Multiattack. The myrmidon makes three trident attacks.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Freezing Strikes (Recharge 6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) cold damage. A target that is hit by one or more of these attacks has its speed reduced by 10 feet until the end of the myrmidon's next turn.

Source: *Mordenkainen's Tome of Foes*

APPENDIX. ENCOUNTER SETUP

TROLLS IN THE SEWERS (PART THREE)

VERY WEAK PARTY STRENGTH (5,800 XP)

- **Gorrax (Venom Troll):** AC 15, 94 hp, Init +1
- **Torrax (Venom Troll):** AC 15, 94 hp, Init +1

WEAK PARTY STRENGTH (7,600 XP)

- **Gorrax (Venom Troll):** AC 15, 94 hp, Init +1
- **Torrax (Venom Troll):** AC 15, 94 hp, Init +1
- **Troll:** AC 15, 84 hp, Init +1

AVERAGE PARTY STRENGTH (11,800 XP)

- **Gorrax (Rot Troll):** AC 16, 138 hp, Init +1
- **Torrax (Rot Troll):** AC 16, 138 hp, Init +1
- **Troll:** AC 15, 84 hp, Init +1

STRONG PARTY STRENGTH (13,600+ XP)

- **Gorrax (Rot Troll):** AC 16, 138 hp, Init +1
- **Torrax (Rot Troll):** AC 16, 138 hp, Init +1
- **Troll (2–4):** AC 15, 84 hp, Init +1

Determine the number of trolls for a Strong Party as follows:

- **Party Level.** APL 14: 2 trolls, APL 15: 3 trolls, APL 16: 4 trolls
- **Party Size.** 6: 3 trolls, 7: 4 trolls

VERY STRONG PARTY STRENGTH (20,400 XP)

- **Gorrax (Rot Troll):** AC 16, 138 hp, Init +1
- **Torrax (Rot Troll):** AC 16, 138 hp, Init +1
- **Storrax (Rot Troll):** AC 16, 138 hp, Init +1
- **Troll (3):** AC 15, 84 hp, Init +1

Consider an additional troll for APL 16 parties with 7 players.

THE ENTRY GUARDIANS (PART FOUR)

VERY WEAK AND WEAK PARTY STRENGTHS

- **Water Elemental (x):** AC 14, 114 hp, Init +2
There will be 1 water elemental per party member

AVERAGE AND STRONG PARTY STRENGTHS

- **Water Elemental (x):** AC 14, 114 hp, Init +2
For each party member of level 13 or lower, there will be 1 water elemental.
- **Water Elemental Myrmidon (y):** AC 18, 127 hp, Init +2
For each party member of level 14 or higher, there will be 1 water elemental myrmidon.

VERY STRONG PARTY STRENGTH

- **Water Elemental Myrmidon (x):** AC 18, 127 hp, Init +2
There will be 1 water elemental myrmidon per party member

THE CULTISTS (PART FIVE)

VERY WEAK PARTY STRENGTH (5,900 XP)

- **Lord Wash (Evoker):** AC 15*, 66 hp, Init +1
- **Crushing Wave Priest:** AC 13, 52 hp, Init +0
- **Gladiator:** AC 16, 112 hp, Init +2

WEAK PARTY STRENGTH (9,500 XP)

- **Lord Wash (Evoker):** AC 15*, 66 hp, Init +1
- **Crushing Wave Priest (2):** AC 13, 52 hp, Init +0
- **Gladiator (2):** AC 16, 112 hp, Init +2
Consider a third gladiator for groups which are just under the Average Party Strength threshold.

AVERAGE PARTY STRENGTH (11,750 XP)

- **Lord Wash (Evoker):** AC 15*, 66 hp, Init +1
- **Crushing Wave Priest (3):** AC 13, 52 hp, Init +0
- **Gladiator (3):** AC 16, 112 hp, Init +2

STRONG PARTY STRENGTH (14,000 XP)

- **Lord Wash (Evoker):** AC 15*, 66 hp, Init +1
- **Crushing Wave Priest (4):** AC 13, 52 hp, Init +0
- **Gladiator (4):** AC 16, 112 hp, Init +2

VERY STRONG PARTY STRENGTH (21,300 XP)

- **Lord Wash (Archmage):** AC 15*, 99 hp, Init +2
- **Crushing Wave Priest (2):** AC 13, 52 hp, Init +0
- **Gladiator (2):** AC 16, 112 hp, Init +2
Add a third gladiator for APL 16 parties
- **Warlord:** AC 18, 229 hp, Init +3

*Lord Wash will have *mage armor* cast (normal AC is 12)

LORD WASH (EVOKER)

- Add:
Amphibious. Lord Wash can breathe air and water.
- Add:
Magic Dagger. Lord Wash is wielding a +3 dagger.
- Replace **Quarterstaff** attack with:
Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 5) piercing damage.
- As a leader within the Cult of the Crushing Wave, the following changes are recommended to Lord Wash's available spells:
Cantrips: change *fire bolt* to *shocking grasp* or *frostbite*
1st level: change *burning hands* to *ice knife* or *absorb elements*; add *alarm* to spell list (ritual only)
3rd level: change *fireball* to *slow* or *wall of water*

LORD WASH (ARCHMAGE)

- Add:
Amphibious. Lord Wash can breathe air and water.
- Add:
Magic Dagger. Lord Wash is wielding a +3 dagger.
- Update **Dagger** attack with:
Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 5) piercing damage.
- As a leader of the Cult of the Crushing Wave, the following changes are recommended to Lord Wash's available spells:
Cantrips: change *fire bolt* to *shocking grasp* or *frostbite*
1st level: change *identify* to *alarm*
4th level: change *fire shield* to *Otiluke's resilient sphere*

OLHYDRA (PART FIVE)

VERY WEAK PARTY STRENGTH (20,000 XP)

- **Olhydra:** AC 18, 225 hp, Init +6
Olhydra does not use her Summon Elementals ability

WEAK PARTY STRENGTH (20,000 XP)

- **Olhydra:** AC 18, 275 hp, Init +6
Olhydra does not use her Summon Elementals ability

AVERAGE PARTY STRENGTH (20,000 XP)

- **Olhydra:** AC 18, 324 hp, Init +6

STRONG PARTY STRENGTH (21,800+ XP)

- **Olhydra:** AC 18, 324 hp, Init +6
- **Water Elemental** (1–3): AC 14, 114 hp, Init +2
One water elemental appears for a 5-person party; add one additional elemental for each party member above 5.

VERY STRONG PARTY STRENGTH (21,800 XP)

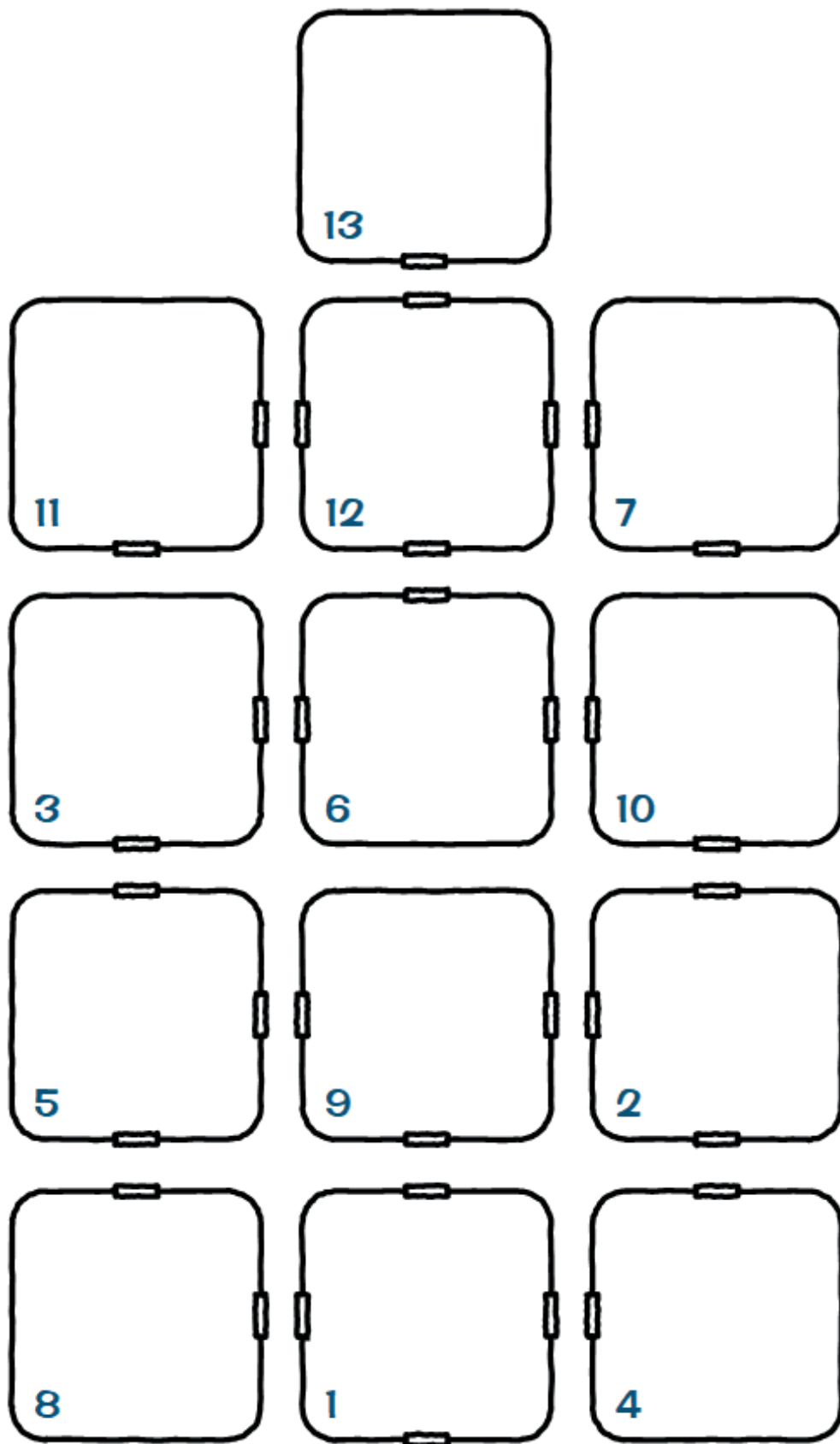
- **Olhydra:** AC 18, 324 hp, Init +6
- **Water Elemental** (1+): AC 14, 114 hp, Init +2
Add one elemental for a party of APL 15 or higher
Add one elemental for a 7-person party

LAIR ACTION (OPTIONAL)

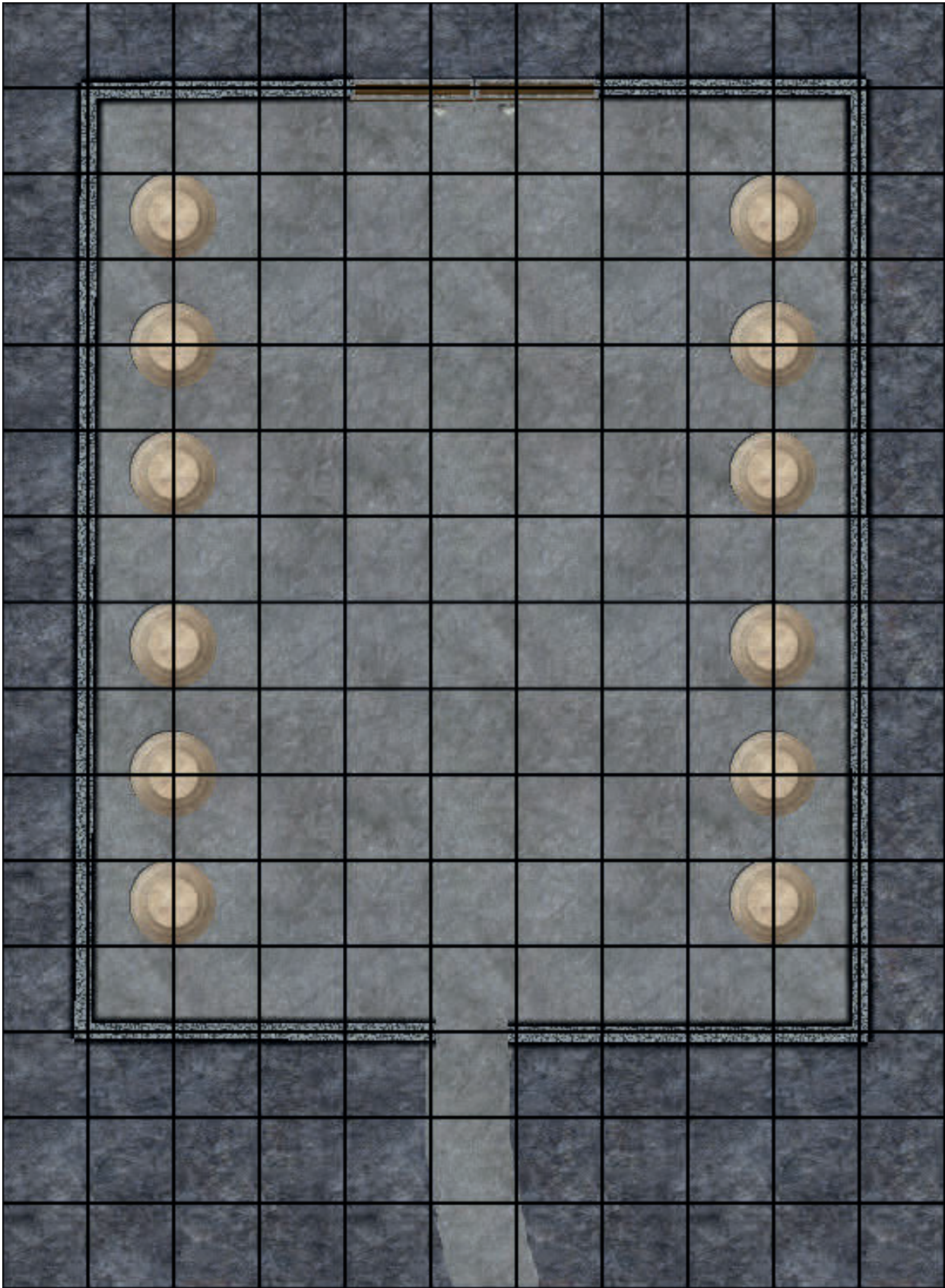
This option may be leveraged if your players have not been too weakened by the fight with the cultists (or if Olhydra seems to be going down too fast). On initiative count 20 (losing ties), Olhydra has the following lair action available:

Water to Water. Olhydra pulls water through the ceiling, causing 25 points of damage to the roof, and healing herself for 6d8 + 20 hit points. This will hasten the collapse of this chamber.

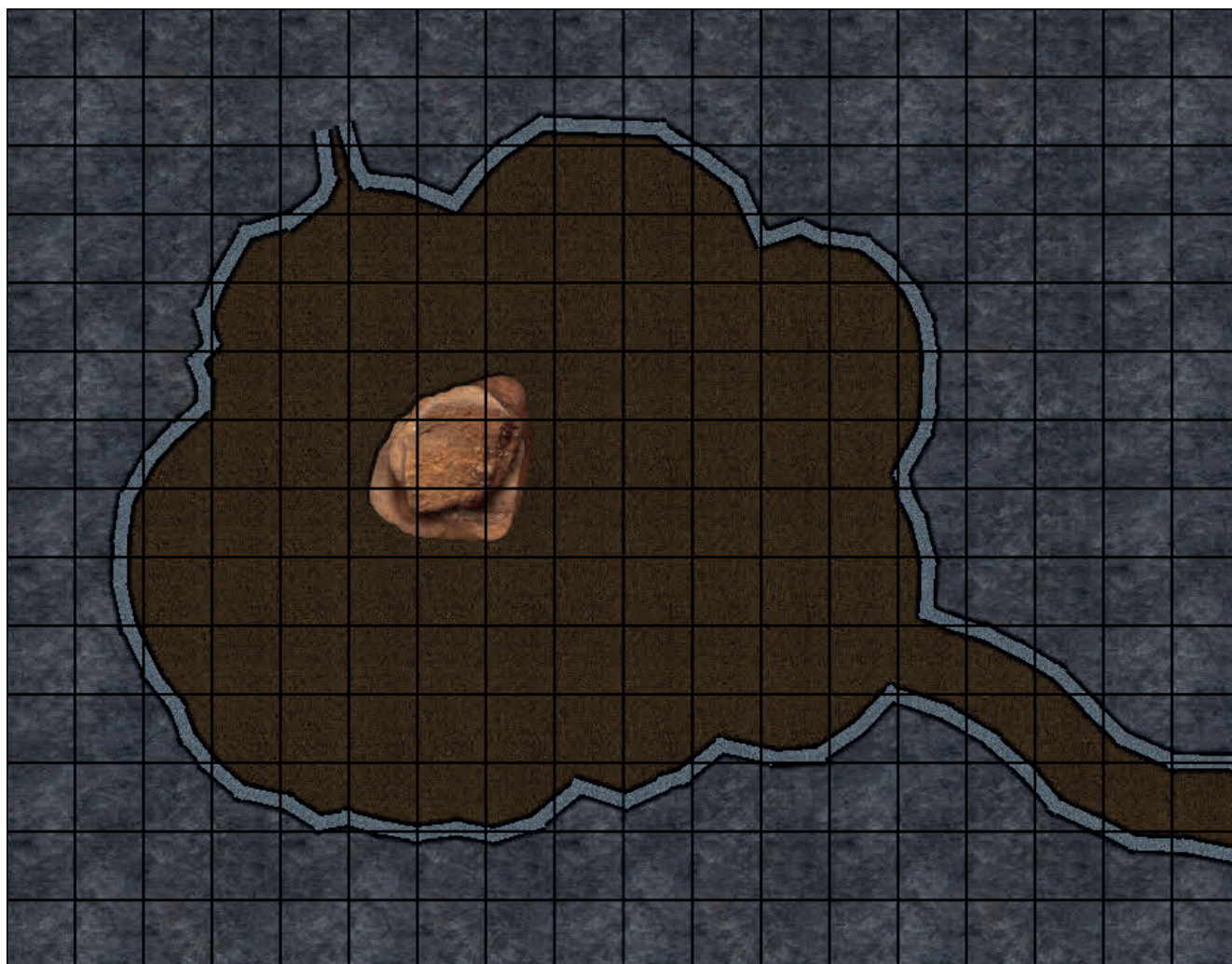
APPENDIX. THE SHIFTING ROOMS MAP



APPENDIX. THE GUARDIANS MAP



APPENDIX. THE RITUAL CHAMBER MAP



PLAYER HANDOUT 1. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

DAGGER +3

Weapon (dagger), very rare

This white dagger has barnacles and silver shells on its handle, and sea-green lines of emerald sea foam curling along the edge of the blade up to a barbed point. While owned, the bearer becomes obsessed with material wealth above all else. There are whispered rumors that this may have been one of the tips of the original elemental weapon, Drown.

You have a +3 bonus to attack and damage rolls made with this magic weapon.

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