

ADVENTURERS LEAGUE

BOURNE OF CANDLES by Ian Hawthorne



An ancient legend, a missing wife, and a broken heart that time won't mend.



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A Four-Hour Adventure for Tier 1 Characters. Optimized for APL 4.

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INTRODUCTION

Welcome to *Bourne of Candles*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the UK Games Expo Convention-Created Content (CCC).

This module is staged in the Elvenflow Estuary: a remote community of villages and homesteads scattered around the mouth of the Duathamper (or “Elvenflow”) River, on the shore of the Moonsea. *Bourne of Candles* is set on the shore by Castle Casrob and out to sea by Eastern Rocks. To further explore this area, check out the other modules in the CCC-UK series.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 4**. 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 3	Very weak
3-4 characters, APL equivalent to 3	Weak
5 characters, APL less than 4	Weak
5 characters, APL equivalent to 4	Average
6-7 characters, APL less than 5	Average
6-7 characters, APL equivalent to 5	Strong

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

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

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

PLAYING THE DUNGEON MASTER

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

To facilitate this, keep in mind the following:

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

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

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

ADVENTURE PRIMER

"The Moonsea is a cold, unforgiving, turbulent body of water that'll pull you under and end your life if you make the slightest mistake. But that's fine, since her people are precisely the same way!"

- *Elminster of Shadowdale*

BACKGROUND

Few alive today remember the fall of Northkeep at the hands of the Dark Alliance and the black dragon Iyrauroth. What remains of the island city now lies sunken beneath the waters of the Moonsea, but fear of the attack long lingered in the memories of coastal folk, and a series of watch stations, with eyes to the north, formed along the southern shore of the Moonsea. These developed into minor fiefdoms ruled by "Bournes": a word derived from the term given to temporary streams running off waterlogged land. Over time, larger towns and cities such as Hillsfar and Mulmaster absorbed these minor fiefdoms, but the relatively isolated **BOURNE OF CANDLES** still governs from the estuary of the Elvenflow River.

The present Bourne is **JERROLD CASROB**, a once benevolent and active administrator of the region. He is now little more than a sad, dejected recluse, who sees no one and wallows in grief at the loss of his wife **LADY EMMA LENEDRIEL**. Many believe she was drowned in the Moonsea, but the truth behind her disappearance is far more insidious.

Sixteen years ago, a year before Jerrold Casrob's fairytale marriage to Lady Lenedriel, the Bourne hired clerics from Mulmaster to drive out a coven of hags that were plaguing the area. Word of this reached the ears of **MADGE FIGGY**, a solitary Sea Hag who laired in a sunken guard tower on Northkeep's eastern rise. Figgy hated the beauty of Lady Emma and the happiness of Jerrold Casrob, and decided to enact her revenge for her sisters by stealing away the Bourne's beautiful bride and effecting her return only on promise of his first born, whom Madge could then raise as a hag.

The hag's plan went horribly wrong. Soon after capturing Lady Emma and hiding her in a magical sleep back at her lair, Madge was attacked and driven off by a hunting party of **MARELS** - a race of evil, aquatic elves whom she had long feuded with. Unable to return to her lair, she bided her time on the shores of the Moonsea - gathering seaweed, selling the winds, and waiting for kind souls with soft hearts who could help "a little old lady" with a problem.

EPISODES

Bourne of Candles is a love story played out against a background of spite and hatred. Although the potential for combat is real and ever present, social roleplaying is encouraged to make the most of the setting, the events, and the NPCs.

The adventure is played out over three Episodes that take approximately 4 hours to play.

- **Episode 1: On a Lonely Shore.** The characters are denied an audience with the Bourne of Candles, and instead rescue an old seaweed gatherer who recounts the Bourne's tragic tale. This is the **Call to Action**.
- **Episode 2: All Sunk Beneath the Waves.** Undertaking a journey to an abandoned sunken tower, the characters encounter a race of evil sea-elves, discover the truth behind a missing persona, and uncover an unlikely ally.
- **Episode 3: Like a Candle Borne Aloft.** After effecting a daring rescue the characters return to shore to confront an ancient evil and reunite lost lovers.

HOW WILL YOU PLAY?

The duration of your session depends on how much of this adventure you utilize. Your session should last approximately **4 hours**. To complete the both of the adventure's story objectives, the characters must play Episodes 1 through 3 in order.

ADVENTURE HOOKS

Use one of the following hooks to draw the characters into the adventure, or devise your own:

- **Wanderers.** A casual remark from an old adventurer about The Bell in the Deep has prompted you to take a coastal walk from Elmwood to Elventree. Will you hear the dulcet toll of The Bell on the calm summer's evenings ahead, or will something else divert your attention? After you cross the River Duathamper you must pass Castle Casrob, a perfect place for a night's rest.
- **Request for Parley.** The Lords of Waterdeep are reaching out to make contact with noble houses throughout the Realms and have recently heard of a local lord who lives beyond Hillsfar. You are sent with a missive of introduction with instructions to discover what you can of the mysterious Bourne of Candles. .

EPISODE 1: ON A LONELY SHORE

Estimated Duration: 1 hour.

The characters are denied an audience with the Bourne of Candles, and instead rescue an old seaweed gatherer who recounts the Bourne's tragic tale.

CASTLE CASROB

As the characters travel west along the exposed coast road from Mother's Crossing, the land rises to reveal a series of low, windswept rocky headlands. Perched on one of these is Castle Casrob, home to Jerrold Casrob, Bourne of the Elvenflow Estuary.

The main road heads inland to skirt the northern edge of the Cormanthor forest, but the castle path runs down to the shore, where the low tide has exposed rock pools and sharp outcrops covered in seaweed. A strong smell of salt sea air fills the character's nostrils.

An old woman can be seen gathering seaweed on the rocks. Using a short rake, she tugs the seaweed free before collecting it into a wicker basket at her feet. She stops to acknowledge the characters with a wave as they pass by.

"He'll not see you. He don't see no one, he don't. Poor thing." The old woman pauses a moment to blow her nose on a rag of cloth she pulls from her sleeve. The years have not been kind to her. Bent double with age, and skin ravaged by constant exposure to the harsh Moonsea weather, she seems as much a part of the landscape as the seaweed she is gathering.

If the characters stop to talk, the old woman introduces herself as Madge Figgy and bombards them with motherly questions. "Where you going?", "What are you doing?" "Where are you from?" "Do you always dress like that? You'll catch your death!" "Do you have any cake?" She happily answers any questions that the characters ask about her, without giving an ounce of truth away. Eventually she excuses herself and goes back to work, with the parting offer of help if the characters ever need it, pointing yonder to the hut where she lives.

SELLING THE WIND

Madge claims she can capture the wind by knotting it into a short length of rope. Sailors often buy the three knotted ropes as charms against being becalmed at sea, for it is said that untying a knot releases the wind - one knot for a calm breeze, two

knots for a strong wind, and three knots for a hurricane. Madge can sell these ropes to the characters for the price of a trinket or a handful of silver coins. It is up to you if or when the ancient magic works.

ROLEPLAYING MADGE FIGGY

Madge is a powerful sea hag. No one knows her real name, but for the last 15 years she has taken on the guise of the benevolent seaweed gatherer Madge Figgy. She plies her trade in seaweed-based potions and tinctures, or by "selling the wind" to passing sailors. Her disguise is almost perfect and virtually impossible to see through. She appears old, decrepit, vulnerable, gossipy, and jovial.

In truth, Madge is a cruel, evil denizen of the depths of Moonsea. Bitter and twisted, hated by all, Madge has long feuded with the Marels who guard the sunken ruins of Northkeep and harbors a pathological hatred for Jerrold Casrob, the Bourne of Candles. She is old enough to remember the fall of Northkeep and much more besides.

APPROACHING THE CASTLE

The weather takes a turn for the worse as the characters approach the castle, and the wind whips the sea-spray into a barrage of horizontal rain.

Castle Casrob looks nothing more than a dilapidated ruin. The walls are crumbling, windows are boarded up, and the approach road is pot-holed and overgrown. The main door is bolted closed, containing a wicket gate hung with a plaque that reads "No admittance without prior appointment." There is both a door knocker and a bell-pull, but neither seems frequently used.

If the characters knock or ring the bell pull, it takes several minutes before anyone answers. Eventually Parry, the factotum to the Bourne of the Elvenflow Estuary, opens the door. A robust but world-weary figure, he courteously demands to know the nature of the characters' business before he sends them on their way. Parry listens politely, making no effort to invite his guests inside despite the inclement weather. He is adamant that the Bourne sees no one, and says that the visitors' goals would have been better served by writing ahead, saving them a wearisome journey. He is very apologetic, but is insistent and eventually shuts the door on his visitors.

At this point, the characters hear a scream from the shore behind them. When they go to investigate, they see Madge Figgy fending off an attack by a small group of very large crabs.

RESCUING MADGE FIGGY

Madge is in no real danger: she summoned the crabs herself and is controlling them with her magic. She has been spying on the characters and waited for Parry to turn them away before starting her plan.

Four **giant crabs** are advancing on Madge, who is scrambling over the slippery rocks to get away. This isn't a dangerous fight, but play up the drama of rescuing a helpless old woman in atrocious weather conditions. If needed, two more **giant crabs** emerge from the sea at the start of each of the next three rounds.

When the crabs are defeated, a tearful Madge thanks the characters and ask that they escort her to her home. She is clearly shaken up and very upset. All lies of course, but she's so practiced in this charade that the characters can't see through her deception without using magic.

MADGE'S ABODE

Madge's home is a cramped, ramshackle hut nestled against the base of a sandstone cliff. Driftwood, rope, and other items of flotsam and jetsam decorate the interior, which reeks from the salt ivy seaweed suspended in bunches from the rafters. A large hearth surrounded by pots, pans, bottles, and even a distillation still occupies much of the back wall.

Madge invites the characters inside and offers them food and lodging for the night. She thanks them profusely for saving her and casually asks if there's anything she can do to help them, before turning the subject round to the Bourne of the Elvenflow Estuary.

"If there is ever a man needed help it's him in that castle. Poor Jerrold, my heart breaks for him, so it does. Such a tragic tale. He lost his wife, so he did. Vanished, right after their wedding. Right there: on the shore of the Moonsea."

Madge stands at the entrance of her home and points across to the beach to the foot of Castle Casrob.

"And he refuses to believe she's dead, so he does. Each night he lights his candles and sets them in the windows. Look, see! Poor dear. There he goes! That's why he's called Candles. Bourne of Candles. Fifteen years he's done it. Every night, for fifteen years. Hurricane lanterns filled with candles to light her way home. I don't think he'll ever be right... well, not until someone finds out what happened to his wife."

Madge tries to draw the characters into her nefarious scheme. If she can persuade them to head

to the sunken ruins and bring back Lady Lenedriel, she can still enact her plan without needing to deal with the Marels (Madge doesn't know that the full force of Marels have all but withdrawn from the southern coast, leaving only a few patrols).

Madge Figgy reveals the following information:

- Fifteen years ago, the newly-married Bourne was taken a moonlit stroll along the beach with his wife, Lenedriel. Jerrold left her alone to fetch night cloaks from the castle, and when he returned, she was nowhere to be seen (True).
- A thorough search of the area revealed nothing: Lady Lenedriel had simply vanished. Divination magic revealed nothing: it was as if she had ceased to exist. Taken clean out of time, no trace of her was ever found (True).
- The locals thought she had been attacked by a monster from the deep and swallowed whole. But Lord Casrob would not - could not - entertain such an idea (True).
- Madge lived here with her husband back then but saw nothing that night: "There are strange portals all along the coast left behind by those elf wizards in the forest. If you ask me, she stepped into one of these." (False)



- "Either that, or she found a way into the ruins of Northkeep!" The seahag points toward Eastern Rocks, where the ruins of the submerged citadel appear as a turbulent patch of water far offshore. (True)
- "The waters were different back then. On low spring tides you could to walk out to those rocks. When did she go missing: spring, I think it was? Fifteen years ago, on the night of a full moon" (False).

If the characters don't bite, the sea hag offers the following prompt. "If only there were heroes these days brave enough to go searching for Lady Lenedriel. That would surely be the way to get the Bourne of Candles' attention!"

DEVELOPMENT

The characters can take a long rest here in relative safety, but if no one sets guard, Madge takes the opportunity to pluck a strand of hair from each character as they sleep. Old habits die hard.

SALT IVY

The Moonsea is home to a unique type of seaweed called salt ivy. Patches of salt ivy are a navigational hazard known to slow ships to a crawl, but the weed is much valued as a spell component for certain water-based spells.

PLAYING THE PILLARS (EPISODE 1: ON A LONELY SHORE)

COMBAT

When fighting the crabs, make use of seaweed, driving rain, and water-logged sand to hinder movement. The crabs can also grab Madge and drag her underwater. Just remember, she controls everything they do!

EXPLORATION

Castle Casrob is in a state of disrepair, with many wings broken and unused. The keep itself is small and well-defended. The Bourne maintains a force of ten **veterans** with which to repel intruders. If the characters do manage to sneak inside, they may gain some insight into the Bourne's madness – but few actual leads.

SOCIAL

Madge Figgy keeps her true nature well hidden. Long ago, she performed a ritual to shield herself against divination magic, which grants her the protection of a *nondetection* spell. Parry is a loyal factotum but has his own suspicions about Lady Lenedriel's disappearance. If the characters find a way to confide in him, he could provide an alternative lead to the Eastern Rocks.

EPISODE 2. ALL SUNK BENEATH THE WAVES

Estimated Duration: 2 hours.

Undertaking a journey to an abandoned sunken tower, the characters encounter a race of evil sea-elves, discover the truth behind a missing persona, and uncover an unlikely ally.

THE EASTERN ROCKS

When the characters awake, they discover that Madge has been up early and procured them a boat. She says it used to belong to her husband and that it hasn't been used for several years. All lies, of course: she killed and ate the previous owner.

The vessel looks sea worthy, complete with oilskins and spare sails, and Madge has even packed provisions for the journey and provided the group with a wind knot (see "Selling the Wind") and a number of *potions of water breathing* home-brewed from the salt ivy she harvests. There is one potion for each character. This should be the first clue that Madge Figgy is not just a harmless old seaweed gatherer.

EXPLORING THE EASTERN ROCKS

The Moonsea is a vast body of cold, purple-tinged water that deepens quickly away from the shore line. A spur of sunken rock covered by churning shallows extends from the base of Castle Casrob to a feature known as Eastern Rocks. It's a notoriously treacherous body of water to cross, and as a result larger boats avoid it.

The Eastern Rocks are all that remains of the easternmost guard tower of Northkeep. Thick forests of seaweed cover the ruins, making them all but impossible to see from above the water.

When the characters reach Eastern Rocks they can see very little below the surface. With a successful DC 15 Wisdom (Perception) check the characters perceive that the "rocks" form rows and curves underwater, while an additional DC 15 Intelligence (Investigation) check reveals that the rocks are cut and faced in the same manner as Castle Casrob. In fact, they form the ruinous upper story of a wide tower that continues deep underwater.

The waters are shallowest directly over the tower (10 feet deep at most) but deepen into dark, murky water beyond its edge.

Characters who succeed on a DC 20 Wisdom (Perception) check spot humanoid figures darting

around in these deep waters. They are a group of **marels**, or sea-elves, the "drow-of-the-deep," out patrolling the southern reaches of their kingdom. The marels know the underwater terrain and light conditions and use them carefully to hide. As soon as a character enters the water, the marels close in to intercept.

As you dive down into the water, a heavily muscled pale-skinned elf-like figure with glowing eyes and gills swims rapidly towards you. Brandishing a trident in one hand and a net in the other, his upper body is covered with armor that shimmers with the nacreous luster of sea shells.

The marels intend to capture intruders rather than wantonly kill them. This can be a strange and difficult combat, but it is easily avoided if the characters turn and flee back to their boat. Unfortunately, the marels don't go away, making investigation of the sunken tower almost impossible without confrontation. Sooner or later the group has to fight the sea-elves, and the shallows over the tower make the best arena to encounter these creatures. Use the Underwater Combat sidebar to help.

The marel patrol consists of 8 members: a leader (use the **bandit captain** stat block), a healer (use the **acolyte** stat block) and six **guards**. The stat blocks of all of these monsters are modified as detailed under the **marel** entry in Appendix 2.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove all six **guards**.
- **Weak:** Remove four of the **guards**.
- **Strong:** Add one **bandit captain** and one **acolyte**.

UNDERWATER COMBAT.

Characters without a swim speed find the turbulent waters around the tower difficult to navigate:

- A successful DC 10 Strength (Athletics) check is needed to move up to your speed underwater. Failing this check means it takes the characters all their efforts to tread water.
- A character without the aid of magical water breathing can hold their breath for a number of minutes equal to one plus its Constitution modifier (minimum of 30 seconds). When a character runs out of breath, they can survive for a number of rounds equal to their Constitution modifier (minimum 1 round). At the start of their next turn, they drop to 0 hit points and are drowning.
- When making a melee weapon attack, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, short sword, spear, or trident.
- A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).
- Creatures and objects that are fully immersed in water have resistance to fire damage.

THE SUNKEN TOWER

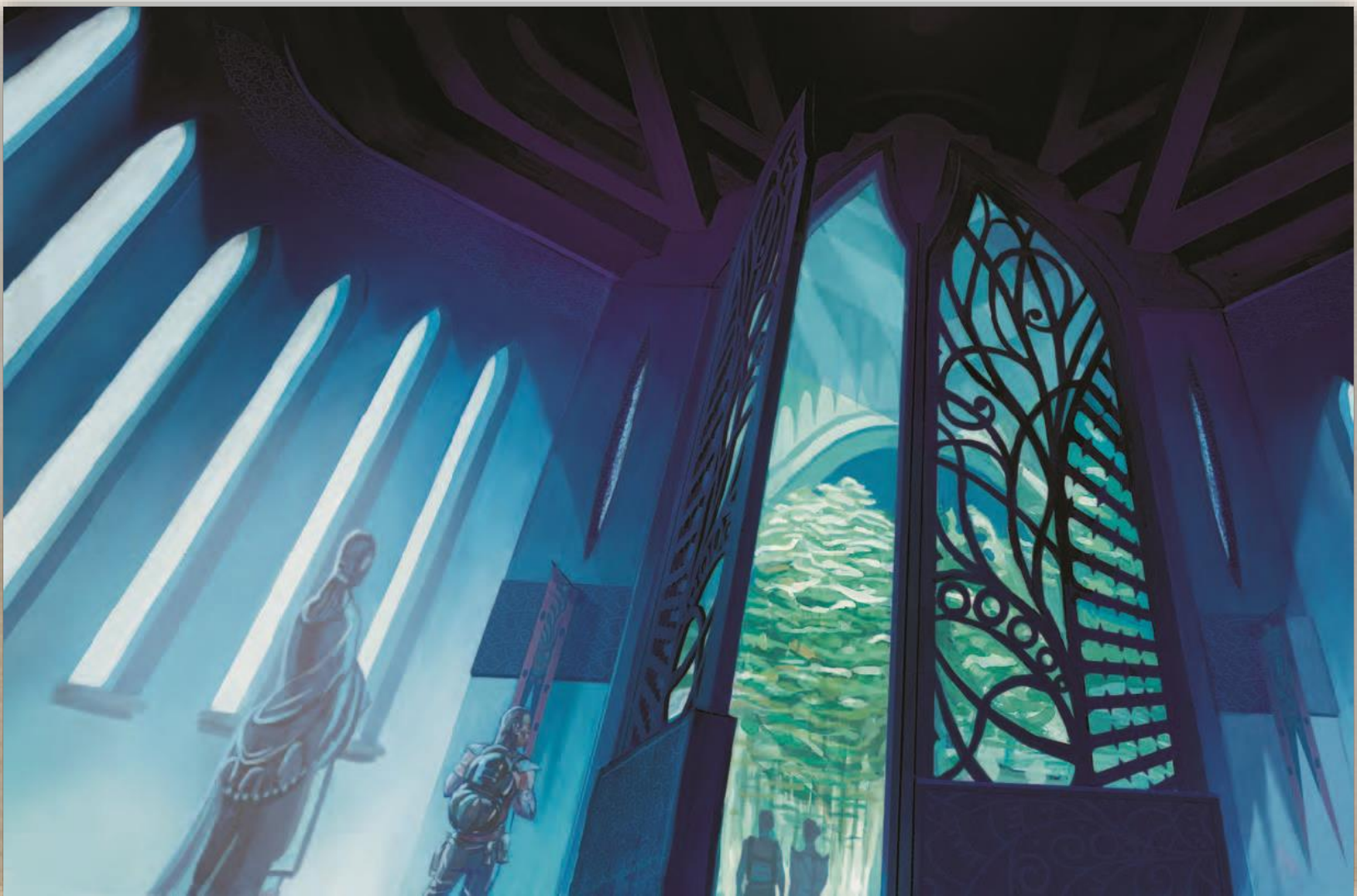
The sunken tower is remarkably intact. Its upper reaches are covered in thick tangles of seaweed, which become sparser in the deeper waters. The tower stands over 80 feet tall and is arranged over six levels. The uppermost floor is the most damaged and part of the north-eastern corner has sheared away. Most floors are filled with water, but the third and fourth floors are protected by a magical air bubble that keeps them dry.

Light penetrates through the water to a depth of 30 feet, but the thick seaweed and confining walls darken much of the tower's interior. The third floor is dimly lit by faintly glowing runes surrounding a stasis bubble.

The following encounters correspond to areas marked on the map in appendix 4.

7TH FLOOR

Thick tangled seaweed covers the top floor. A section of stairway and wall has crumbled away from the castle exposing the interior (area A).



6TH FLOOR

The floor is divided into a number of smaller chambers, each with a small mullioned window. These were originally bedrooms but now nothing remains (area B). A stairway leads down to the next level (area C).

5TH FLOOR

The remains of a fireplace dominate the western side of the room (area D). Characters who succeed on a DC 10 Intelligence (Investigation) check can make enough sense of the gathered flotsam to recognize this room as a kitchen. A spiral stairway descends to the next level (area E).

4TH FLOOR

As the characters move down the stairway they enter into a pocket of air (area F). This floor is mysteriously completely dry. The room is currently occupied by the **meazel**, Vigs, who hides behind a pile of books as soon as he hears the characters approach (see “Meeting Vigs”).



Shelves and bookcases line the entire room, which shows signs of recent occupation. A colorful rug decorates the floor. Books have been neatly arranged by subject, and several lie open on the table next to an open bottle of wine. Characters who succeed on a DC 12 Intelligence (Investigation) check discern that the wine has been recently opened and is drinkable. The books on the table are mostly romances and fairy tales, whereas the remaining books cover academic subjects ranging from natural law and politics to arcane arts and religion. A character who examines the books and succeeds on a DC 15 Intelligence (Investigation) check confirms that they date back over 1000 years and are in a remarkable state of preservation. There is also a small washroom that is spotlessly clean (area G). A stairway leads down to the next level and a faint blue light can be seen below (area H).

3RD FLOOR

This floor is also clean and dry, occupying the same pocket of air. Alembics, crucibles, orreries, cauldrons, and other alchemical devices are stacked around the room. Characters who succeed on a DC 10 Intelligence (Arcana) check identify them as magical paraphernalia, and discern that they are currently being stored rather than used. The main feature of the room is a magic circle (area H) that glows a faint blue, inside which floats a beautiful young woman - Lady Lenedriel. A stairway (area I) leads down to the next level.

Characters who investigate the magic circle and succeed on a DC 15 Intelligence (Arcana) check identify that it harnesses old, powerful magic that is woven into the very fabric of the building itself. The circle forms the epicenter of a planar bubble, protecting the laboratory from external influences. Time is slowed to an almost imperceptible level within the circle.

Two people working together can control the flow of time inside the bubble, requiring success on two simultaneous DC 15 Intelligence (Arcana) checks. These checks are made with advantage if Vigs is helping the group, but he won't get involved directly, fearing he may get trapped in time if it goes wrong. Bringing time back to normal inside the bubble awakes Lady Lenedriel also weakens the planar barrier and causes water to leak into the rooms. Once the stasis field is lowered Lady Lenedriel begins to revive. She has no comprehension of where she is or how much time has passed: in her own mind, moments before she was walking on a moonlit beach with her new husband. The characters must deal carefully with the information

they have at hand if they are to gain her trust and return her to her husband.

Lowering the stasis field along causes the bubble to leak water. The flow isn't fast enough to drown the Lady Lenedriel but it should be enough to frighten the characters into taking swift action (see "Leaving the Tower").

2ND FLOOR

The bubble of air only extends part way into this level. Vigs uses the steps leading into the water as a fishing spot. The rooms below appear to have been used as an armory (area J) and a bunk area (area K). This level is now the lair of a **swarm of quippers**. A stairway leads down to the next level (area L).

1ST FLOOR

This was the original entrance level. The main door is cracked, warped, and jammed into the lintel (area M). To open it, a character must succeed on a DC 20 Strength (Athletics) check. Inside, the small reception (area N) is now completely empty. The other room is an office area, with the only feature of note a heavy padlocked wooden chest, now rotten and easily broken. The chest contains waterlogged letters and ledgers, all of which have been ruined by the sea water.

MEETING VIGS

Vigs is a **meazel** that Madge Figgy tricked into her service. He helped Madge kidnap Lady Lenedriel and trap her inside the magic circle, but was then abandoned here by the hag when the marel's drove her away.

Vigs is curious about the visitors and bides his time to spy on them and listen from the shadows using his Shadow Stealth and Shadow Teleport abilities. Vigs has been resident here for fifteen years and knows every shadowed nook and cranny; consequently, he makes any Dexterity (Stealth) checks with advantage.

If anyone mentions Madge Figgy, Vigs can contain himself no longer and unleashes a stream of invectives that would make a fisher's wife blush! All he wants is revenge on the sea-witch for trapping him here. If questioned, Vigs reveals the following information:

- On Madge Figgy's request, Vigs kidnapped Lady Lenedriel while Lord Casrob's back was turned. He knocked her unconscious and brought her to the Eastern Rocks.
- Madge knew that the watch tower had survived the cataclysm that sank Northkeep, but was as surprised as anyone to discover that part of it

resisted the incursion of water. She concluded that the stasis bubble was the perfect place to hide and keep Lady Lenedriel.

- She left Vigs to guard her prisoner and wait for her instructions, but she never returned. As the years rolled by, Vigs grew ever more resentful and bitter.

Vigs is terrified of water - which he believes weakens creatures of the Shadowfell - so he hasn't risked swimming away. He is also very hungry, having only Quippers to eat. The measel wears a wet oilskin cape, with strands of crystal and coral hanging from its front. It is far too big for him and looks completely out of place. Ironically, this is a *cloak of the manta ray* he found here in the laboratory, that would allow him to breath underwater - but he has no idea what it is or what it does. Vigs happily uses it to bargain for his freedom.

This shouldn't develop into a combat encounter, but if it does, Vigs tries to take down the weakest-looking enemies first. He uses the quippers on the second floor to good effect, teleporting his victims into the water and hastily exiting, leaving them to deal with the killer fish.



The **meazel** can become an unlikely ally for the group. He knows a lot about Madge and her motives, and can provide all the back story of the adventure. He also knows his way around the library and gleefully joins the characters in enacting his revenge on Madge.

LEAVING THE TOWER

Leaving the Eastern Tower is a harrowing affair, due to the presence of the terrified Lady Lenedriel and the hydrophobic meazel. Assuming the characters secured their boat above, it remains where they left it.

If you're running early, another patrol of **marels** is waiting for the group near their boat. On this occasion the sea-elves try to drive the intruders away rather than capture or kill them.



PLAYING THE PILLARS (EPISODE 2: ALL SUNK BENEATH THE WAVES)

COMBAT

Marels are very well organized. They fight intelligently and should know the terrain well. If things go badly for them, the patrol splits up and uses hit-and-run tactics to harass the group as they explore the tower.

EXPLORATION

It is possible to search the exterior of the tower to reveal the chimney leading into the third floor and the main door on the first floor. Both could be used as entrance points (although the chimney is only accessible by Small creatures). There are no windows on the structure.

SOCIAL

It's possible to negotiate with the marels. They know the history of Northkeep, but it is a period of shame they are reluctant to talk about it. They also know of Madge Figgy, as the tower was repurposed as her lair until the marels drove her off. They patrol now to make sure she never comes back.

EPISODE 3. LIKE A CANDLE BORNE ALOFT

Estimated Duration: 1 hour.

After effecting a daring rescue the characters return to shore to confront an ancient evil and reunite lost lovers.

A FAMILIAR SHORE

It is nightfall by the time the characters reach the shallows by Castle Casrob. The candles in the hurricane lanterns around the castle shine forth into the dark, calling Lady Lenedriel back home.

If the characters neglected to warn Lady Lenedriel about the time difference, she notices the passing of fifteen years in the crumbling battlements and the neglect of the castle. The characters have some explaining to do!

Lady Lenedriel's worries melt away when she sees the lone silhouette of Bourne Casrob standing lookout on the battlements. Once he sees the boat, he cries out repeatedly: "Emma! Emma! It's Emma!" and rushes down to the shore to meet his lost love. Unfortunately, Madge Figgy is waiting for her too.

"Oh, my dears, my dears. You did it! You found her! I knew you could. Lord Casrob will be so pleased. Oh, you poor child, come with me and let's get you warm." The old woman advances across the rocks, holding out a hand to Lady Lenedriel.

It's up to the characters how the conclusion of the adventure plays out. They can confront Madge Figgy with what they've learned or allow the sea hag to reclaim her prize.

FIGHTING THE SEA HAG

If the characters confront Madge, she drops all pretense of being an innocent old seaweed collector and reveals her full evil majesty. Her veil of illusion drops, and as it does, dead fish begin to wash up on the shore around her, and oozing slime coats the rocks she stands on. This change is sudden, triggering her Horrific Appearance at the start of combat.

- Madge Figgy is a **sea hag** with access to the lair actions listed below.
- On Madge's first turn, four **giant crabs** under her control crawl up from the sea to attack. On initiative count 20 on each round thereafter, two more giant crabs emerge from the sea to attack. If Madge Figgy is slain, no more crabs appear.
- If Vigs the **meazel** is present, he disappears into the shadows to strike when Madge least expects it.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the hag can take a lair action to cause one of the following effects, but can't use the same effect two rounds in a row:

- Until initiative count 20 on the next round, the hag can pass through solid walls, doors, ceilings, and floors as if the surfaces weren't there.
- The hag fills up to four 10-foot cubes of water with ink. The inky areas are heavily obscured for 1 minute, although a steady, strong underwater current disperses the ink on initiative count 10. The hag ignores the obscuring effect of the ink.
- The hag chooses one humanoid within the lair and instantly creates a simulacrum of that creature (as if created with the *simulacrum* spell). This hideous effigy is formed out of seaweed, slime, half-eaten fish, and other garbage, but still generally



resembles the creature it is imitating. This simulacrum obeys the hag's commands and is destroyed on initiative count 20 on the next round.

The sea hag uses her simulacrum lair action to create the likeness of Bourne Casrob to torment Lady Lenedriel, mockingly chanting "Emma! Emma! Pretty little Emma!"

Adjusting the Scene

Here are some suggestions for adjusting this scene:

Very Weak: Remove two **giant crabs** in the first round, and only one giant crab emerges at the start of each round thereafter.

Weak: Remove two **giant crabs** in the first round.

Strong: Add one **giant crab** in the first round, and four giant crabs emerges at the start of each round thereafter.

DEVELOPMENT

Once the battle concludes the real Lord Casrob arrives on the scene. He gallantly places a warm cloak around the shoulders of Lady Emma and then burst into tears. Through his sobs he says:

"I never doubted for one minute you were still alive!", says the Bourne, sinking to his knees, "Oh Emma, my darling Emma. Can you ever forgive me for losing you?"

Lady Lenedriel looks deep into his eyes, bends forward, and kisses him on his forehead.

"There is nothing to forgive, my dearest love".

The moonlight breaks through the clouds and they stand together once more on the beach as if no time had passed at all. Hand in hand. Lovers reunited.

PLAYING THE PILLARS (EPISODE 3: LIKE A CANDLE BOURNE ALOFT)

COMBAT

This can be a tough fight. Try to hold back on using Vigs, and use him instead to make a last-minute intervention to assure a happy ending.

EXPLORATION

Allow character to use the rocks and rockpools to their advantage during combat.

SOCIAL

The final reunion of Lord and Lady Casrob should be a touching moment of romance to melt the coldest heart. These are two people deeply in love, separated by time, and even that hasn't been able to break the bond between them. Their reunion should herald a time of hope and celebration.

ADVENTURE REWARDS

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

ADVANCEMENT AND TREASURE CHECKPOINTS

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

- **Story Objective A:** Find Lady Lenedriel.
- **Story Objective B:** Reunite Lady Lenedriel and Lord Casrob

PLAYER REWARDS

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

MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

Cloak of the Manta Ray This wet oilskin cape has strands of crystal and coral hanging from the front. This item can be found in **Appendix 6**.

STORY AWARDS

Characters playing the adventure may earn:

Friend of the Bourne. Characters who save Lady Lenedriel and return her to Bourne Casrob gain this award. This award can be found in **Appendix 5**.

Knight of the Elvenflow Estuary. Characters are given this story award if they report any of the following story awards to the Bourne: “Witchfinder” or “Local Hero”. This award can be found in **Appendix 5**.

DUNGEON MASTER REWARDS

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

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

APPENDIX 1. DRAMATIS PERSONAE

The following NPCs feature in this adventure:

Madge Figgy. An ancient sea-hag that has plagued for the Moonsea for many years. No one knows her real name.

Personality: *I am poisonous and cruel.*

Ideal: *You take what you want in this world.*

Bond: *I need to reclaim Lady Lenedriel and get my revenge on the Bourne of Candles.*

Flaw: *I'll die rather than be beaten.*

Parry. Factotum to Lord Jerrold Casrob. He has been in the Lord's employ for over twenty years.

Personality: *Dignified but world weary.*

Ideal: *One must always carry oneself with grace.*

Bond: *The Bourne of Candles is my master and my friend.*

Flaw: *I tend to forget what it was I was... sorry, what was I saying again?*

Vigs. A Meazel tricked into servitude by Madge Figgy. Evil and cruel by nature, he wants revenge on the sea witch.

Personality: *I'm spiteful and childish.*

Ideal: *Look after number one.*

Bond: *This hateful place that I'm trapped inside is the bane of my life – and Madge Figgy is to blame!*

Flaw: *I'll betray anyone to get what I want.*

Bourne Jerrold Casrob. Lord of Casrob Castle, Bourne of the Elvenflow Estuary, and loving husband of Lady Emma Lenedriel who disappeared fifteen years ago.

Personality: *I am ruined by grief, and life has no meaning until Emma is returned to me.*

Ideal: *Hope.*

Bond: *My Emma will – must! – return to me.*

Flaw: *Nothing else matters but love.*

Lady Emma Lenedriel. Beloved wife of Lord Jerrold Casrob. She disappeared fifteen years ago and no trace has ever been found of her.

Personality: *I am loving and kind.*

Ideal: *Honor and charity. Make the world a better place.*

Bond: *My husband is my life.*

Flaw: *The world can't be as dark as they say it is – can it?*

APPENDIX 2. MONSTER/NPC STATISTICS

MARELS

Marels are a race of evil aquatic creatures native to the Moonsea region. Descend from normal aquatic elves who refused to help the human city of Northkeep in 400DR, they were damned by their gods to guard its ruins. Still noticeably elven, they have pale skins, black green hair and green eyes that have a phosphorescent glow.

Marels have the following racial traits:

- *Child of the Sea.* Marels have a swim speed of 30 feet and can breathe both air and water.
- *Friend of the Sea.* Using gestures and sounds a marel can communicate simple ideas with any beast that has an innate swimming speed.
- *Languages.* Aquan
- *Senses.* Darkvision 120 ft.

ACOLYTE

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (3 slots): *bless, cure wounds, sanctuary*

MAREL ACOLYTE

Replace the club with a trident: (1d6+1) piercing damage.

Spells are modified to read as follows:

Cantrips (at will): *guidance, resistance, sacred flame*

1st level (3 slots): *bless, cure wounds, guiding bolt*

BANDIT

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

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

MAREL BANDIT

Replace the scimitar with a trident: (1d6+1) piercing damage.

BANDIT CAPTAIN

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

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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.

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

MAREL BANDIT CAPTAIN

Replace the scimitar with a trident: (1d6+1) piercing damage.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

GIANT CRAB

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 13 (3d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

Skills Stealth +4

Senses blindsight 30 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Amphibious. The crab can breathe air and water.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

SEA HAG

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft, swim 40 ft.

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

Senses darkvision 60 ft, passive Perception 11

Languages Aquan, Common, Giant

Challenge 2 (450 XP)

Amphibious. The hag can breathe air and water.

Horrific Visage. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make on a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the hag's Horrific Appearance for the next 24 hours.

ACTIONS

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

Death Glare. The hag targets one frightened creature she can see with 30 feet of her. If the target can see the hag, it must succeed on a DC 11 Wisdom save against this magic or drop to 0 hit points.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

MEAZEL

Medium humanoid (meazel), neutral evil

Armor Class 13

Hit Points 35 (10d8 - 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	9 (-1)	14 (+2)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +5

Senses darkvision 120 ft, passive Perception 13

Languages Common

Challenge 1 (200 XP)

Shadow Stealth. While in dim light or darkness, the meazel can take the Hide action as a bonus action.

ACTIONS

Garrote. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target of the meazel's size or smaller. *Hit:* 6 (1d6 + 3) bludgeoning damage and the target is grappled (escape DC 13 with disadvantage). Until the grapple ends, the target takes 10 (2d6 + 3) bludgeoning damage at the start of each meazel's turns. The meazel can't make weapon attacks while grappling a creature in this way.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, plus 3 (1d6) necrotic damage.

Teleport (Recharge 5-6). The meazel, any equipment it is wearing or carrying, and any creature it is grappling teleport to an unoccupied space within 500 feet of it, provided that the starting space and the destination are in dim light or darkness. The destination must be a place the meazel has seen before, but it need not be within line of sight. If the destination space is occupied, the teleportation leads to the nearest unoccupied space.

Any other creature the meazel teleports becomes cursed by shadow for one hour. Until the curse ends, every undead and every creature native to the Shadowfell can sense it, which prevents the creature from hiding from it.

SWARM OF QUIPPERS

Medium swarm of Tiny beasts, unaligned

Armor Class 13

Hit Points 28 (8d8 – 8)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (–1)	1 (–5)	7 (–2)	2 (–4)

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

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

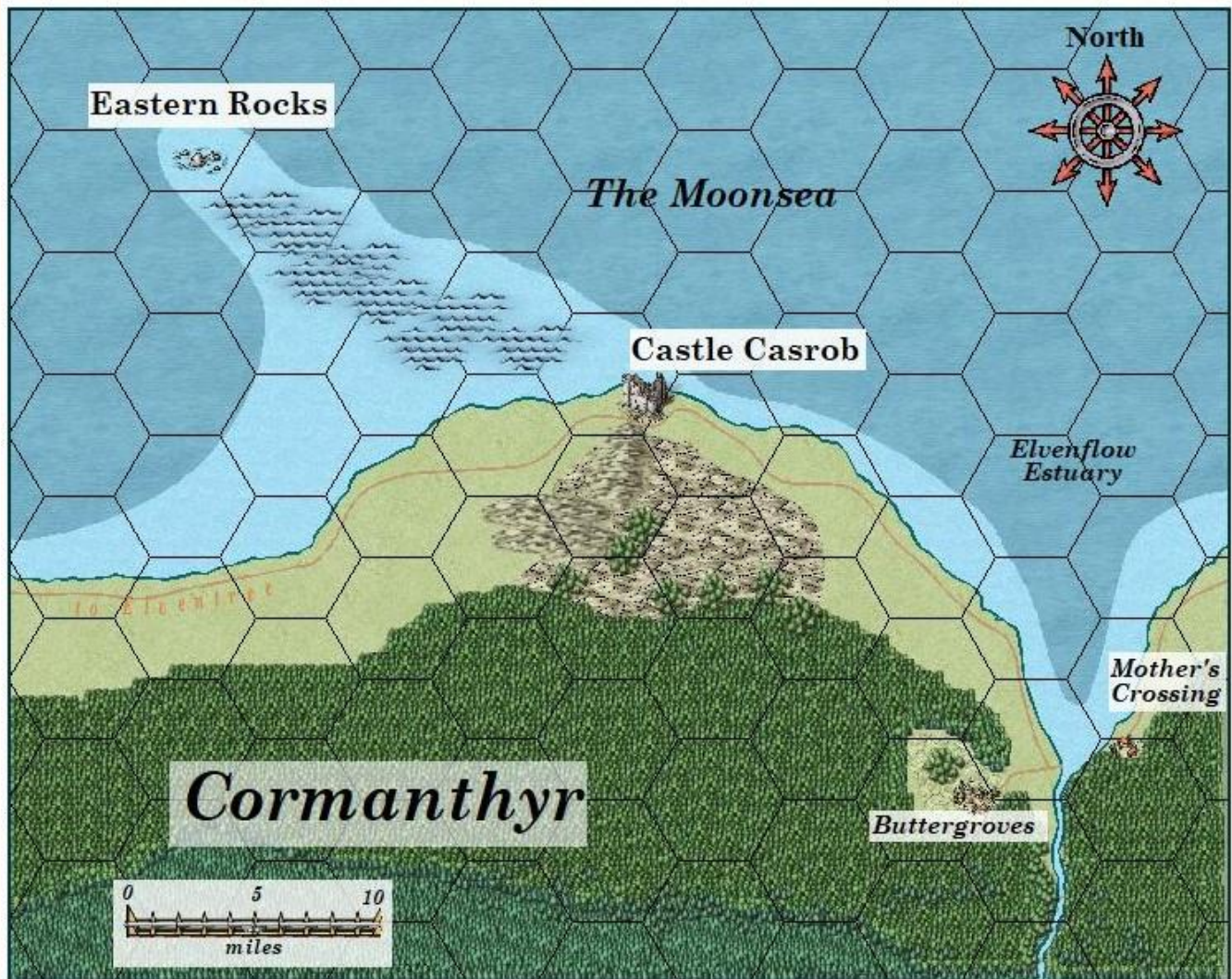
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny quipper. The swarm can't regain hit points or gain temporary hit points.

Water Breathing. The swarm can breathe only underwater.

ACTIONS

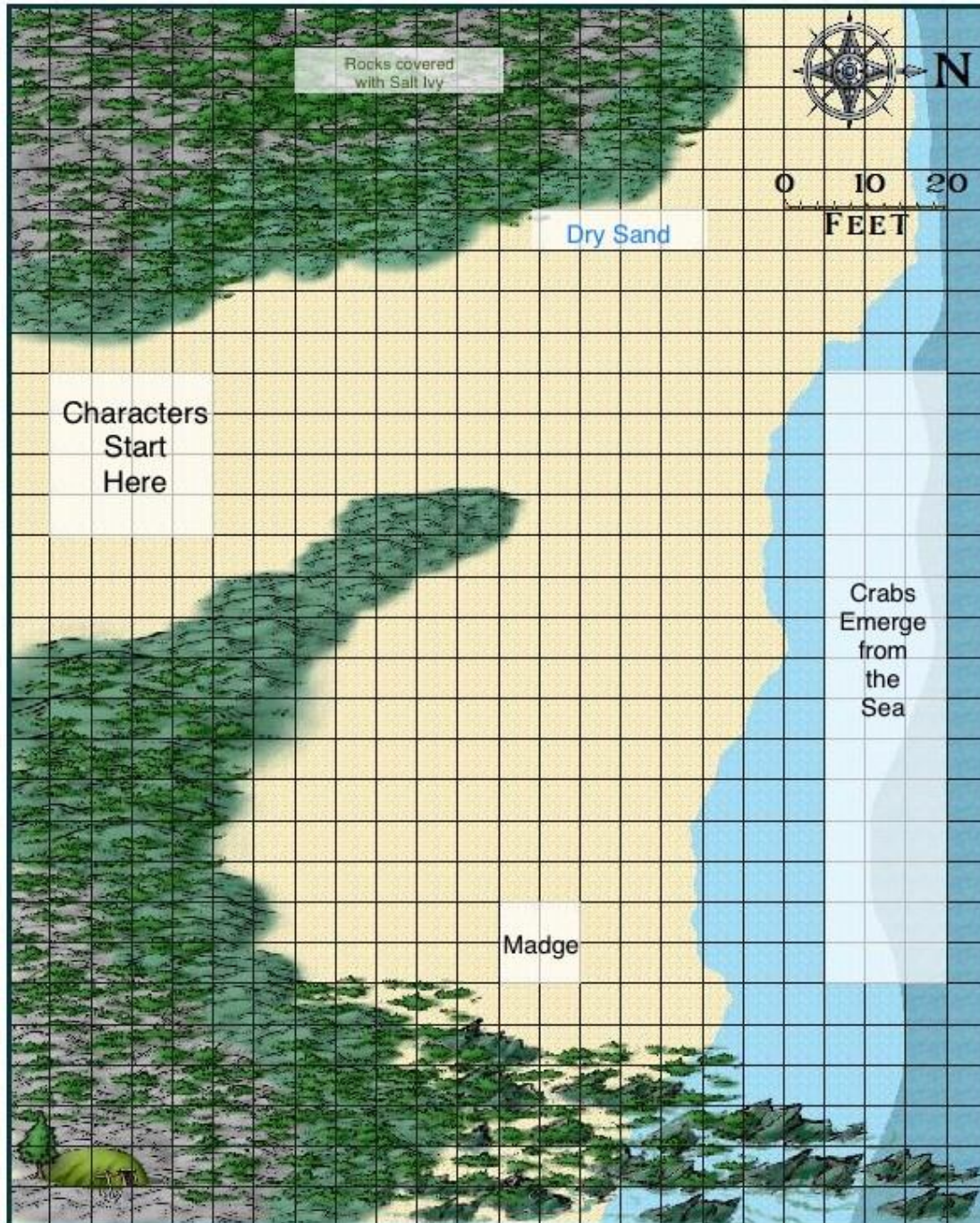
Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

APPENDIX 3. MAP OF THE AREA



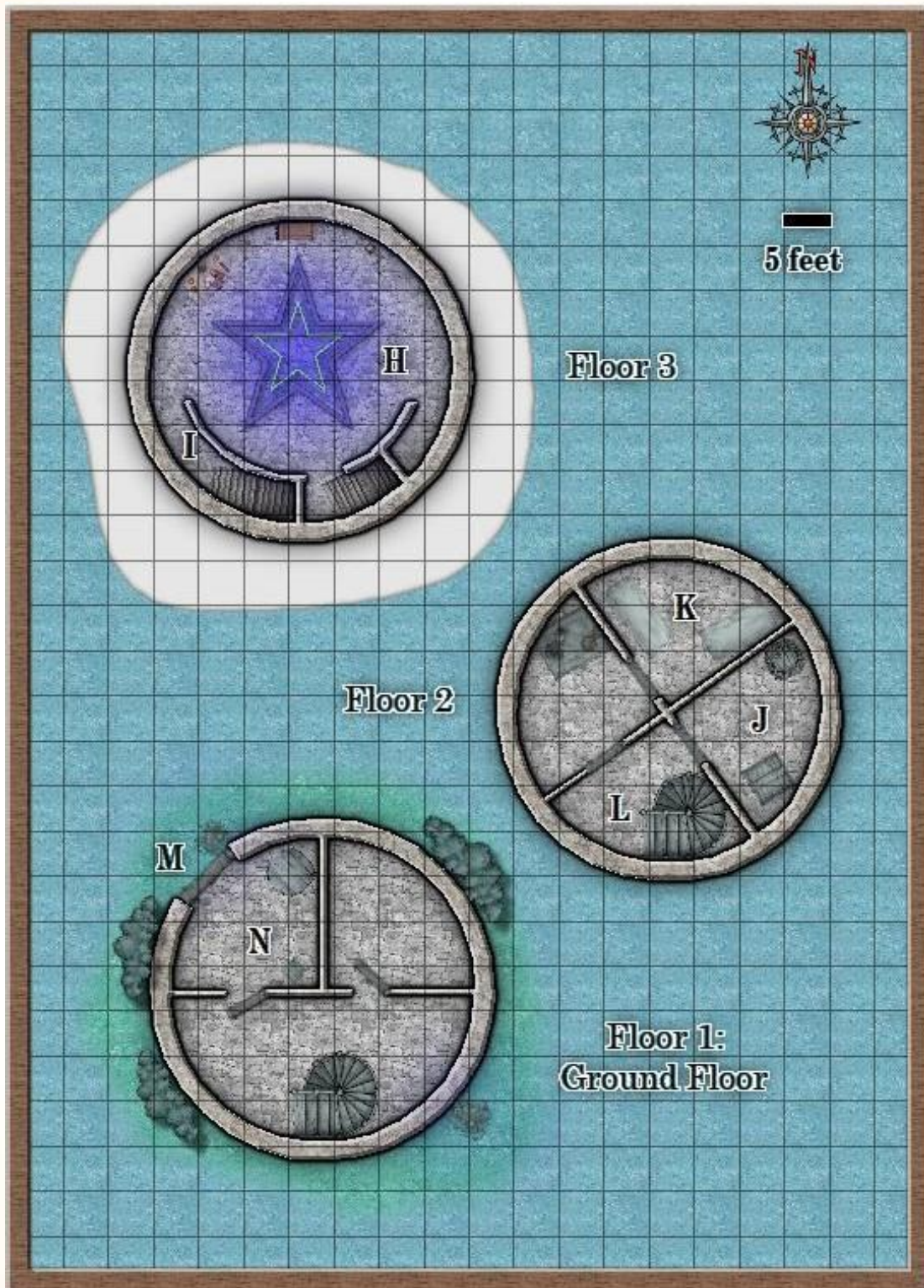
APPENDIX 4. ENCOUNTER MAPS

RESCUING MADGE FIGGY

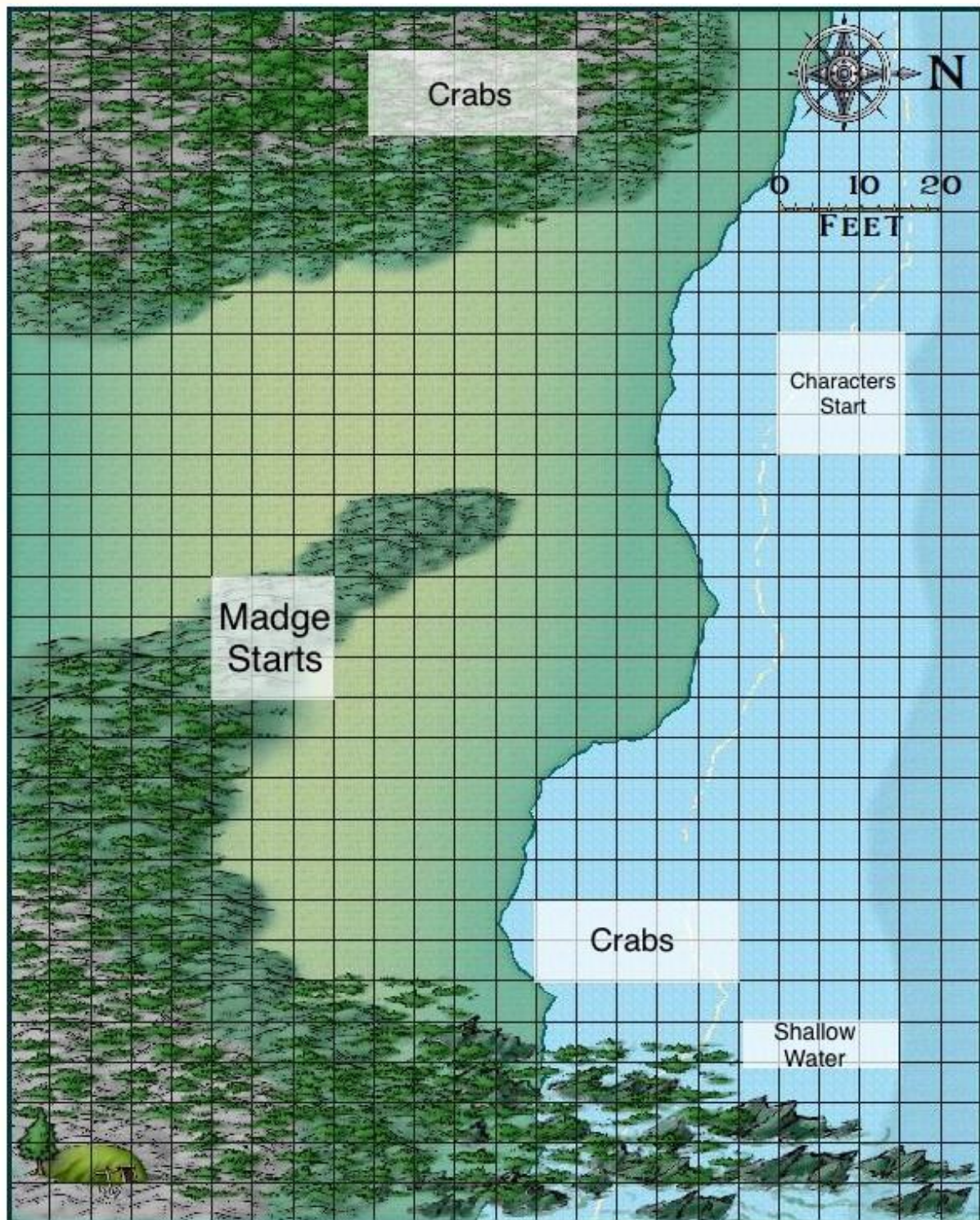


EASTERN ROCKS





RETURN TO CASTLE CASROB



APPENDIX 5. STORY AWARDS

During the course of this adventure, the characters may earn the following story awards. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

FRIEND OF THE BOURNE

For returning Lady Lenedriel to Bourne Casrob, he forever treats you as a trusted friend and ally. He always grants you an audience and listens favorably to your requests.

KNIGHT OF THE ELVENFLOW ESTUARY

For your services to the folk of the Elvenflow Estuary, the Bourne of Candles has dubbed you as a knight of one of the following villages: Buttergroves, Wayward, or Moonfern Ford. You are now treated as a hero of the Elvenflow Estuary. This award does not confer any mechanical benefits or retainers, though it may impact further storylines set in this area.

APPENDIX 6. MAGIC ITEM

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

CLOAK OF THE MANTA RAY

Wondrous Item, uncommon (requires attunement)

This oilskin cape has strands of crystal and coral hanging from the front. While wearing this cloak with its hood up, you can breathe underwater, and you have a swimming speed of 60 feet. Pulling the hood up or down requires an action. This item is found on **Magic Item Table B** in the *Dungeon Master's Guide*.

APPENDIX 7: DUNGEON MASTER TIPS

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

NEW TO D&D ADVENTURERS LEAGUE?

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

NEW TO THE ANNUAL STORYLINE?

<http://dnd.wizards.com/story/waterdeep>

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

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

PREPARING THE ADVENTURE

Before you start play, consider the following:

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

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and

treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

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

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ADVENTURE TITLE