

THE UNFAIR SEAS

An Adventure for Characters of 3rd Level



Pursuing the fate of a missing cargo ship brings the characters to a bucolic fishing village with a dark secret—and sets them at odds with cultists seeking to summon an ancient terror that could destroy the Sword Coast.



This is *The Unfair Seas*—an adventure that you can now play in either [Idle Champions of the Forgotten Realms](#), or in a game of Dungeons & Dragons with your friends! This tabletop version of *The Unfair Seas* sees a party of 3rd-level characters uncovering the activities of a dastardly cult of Umberlee in a small port settlement. But though the characters' initial focus is on determining the fate of a missing cargo ship called *The Muskrat*, the plots of the cultists reveal an even larger threat—one that might destroy all the Sword Coast.

Each of the combat encounters in this adventure is balanced for five characters of 3rd level, and offers suggestions for adjusting it for a 4th-level or 5th-level party.

BACKGROUND

Called the Queen of the Depths and the Wavemother, the sea goddess Umberlee earns the fearful respect of all those who dwell along and earn their living from the Sea of Swords. Her mercurial temperament swings from calm splendor to destructive fury as quickly as tranquil seas can turn to endless storms. The sailors and sea-folk who pay homage to her do so with offerings of gems and other valuables tossed into the depths, in the hope that Umberlee's favor will grant clement weather and smooth sailing. But those who worship the Wavemother for her capricious nature and destructive fury often have other ends in mind.

ECHO BAY

The small port town of Echo Bay is the location for this adventure, and can be fleshed out for your *Forgotten Realms* campaign or your own campaign world. Alternatively, you can easily set the adventure in any existing port town.

An innocuous fishing port and stopover point for cargo ships running along the Sword Coast, Echo Bay is known as a safe place full of honest, hardworking folk. The curving cliffs below the settlement create an endless echo of the pounding surf that gives the bay and the town its name. Generations ago, pirates used the shelter of those cliffs as convenient hiding places for their ships, mooring in sea caves accessible only at low tide. Thankfully, though, the days when dangerous raiders plied the local waters are long past.

ADVENTURE HOOKS

The adventure begins with the characters seeking information on the missing *Muskrat*, but their reasons for doing so are left to your determination. You can use any of the following hooks to get the characters into the adventure, or as inspiration for hooks of your own.

Lost at Sea. The characters are hired by the Leolin merchant family, owners of *The Muskrat*, to discover the cargo ship's fate. This might be a heroes-for-hire scenario, or you can replace the Leolin family with other appropriate NPCs known to the characters. The family offers 100 gp to the party for confirmation of where the ship went down so that a salvage operation might be undertaken, or for information on who was responsible for hijacking the ship and where it is now.

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SPECIAL THANKS

Our dedicated alpha and beta testers

Our friends and families!

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Company Business. A character with the guild artisan or guild merchant background might be asked to take on the assignment of locating *The Muskrat* and its cargo, as a favor to a friend or guild contact. Whether that contact is connected to the owners of the ship or someone who wants to try to salvage the lost cargo before the owners can is up to you.

Missing Friends. One or more crew members of *The Muskrat* are friends of the party members, and word of their disappearance has inspired the characters to seek information on the ship's fate.

Just Passing Through. The characters might be traveling through Echo Bay on other business, or as a side trek to a larger adventure. You can use the “Crab Conundrum” section to introduce the characters to the townsfolk, who can then reveal information regarding the missing ship.

CRAB CONUNDRUM

While investigating the disappearance of the missing *Muskrat*, the characters learn that all is not well in the seaside port town of Echo Bay. An unexpected disturbance during the giant crab battles that are a mainstay of the local entertainment scene points to the presence of unknown magic in the town—and inspires whispers of mysterious goings-on that might be connected to the local shrine to Umberlee.

SAFE HARBOR

The adventure begins with the characters arriving in Echo Bay. When you're ready to start, read or paraphrase the following to set the scene.

Echo Bay is a picturesque settlement, its buildings kept cheerful looking with fresh paint against the bright-shining sun and the salt air. The town spreads along cliffs some forty feet above the sea, with those cliffs curving inward to carve out a sheltered bay whose walls echo with the pounding of the surf and the shrieking of gulls. Sturdy stairs and winch lifts carry folk, fish, and cargo between the town and the docks below.

The Muskrat was meant to arrive in a larger port farther up or down the coast a tenday ago, after stopping in Echo Bay. But there's been no sign of the ship or its cargo—which included expensive spell and ritual components. By determining whether the ship was seen in Echo Bay during its voyage, the characters can get a sense of how far it made it along its journey before vanishing.

(If the characters arrive in Echo Bay simply by happenstance, skip this initial section and continue with “Crab

Battle!” below. As the characters dig deeper into the mystery of what's going on in Echo Bay, you can refer back to this section and introduce its information as you see fit.)

Living in a trade town makes the easygoing townsfolk of Echo Bay friendly to strangers, and they are quick to share what information they know regarding *The Muskrat*. Use the following points to guide the conversation:

- *The Muskrat* never arrived in Echo Bay, though it was expected. The ship's captain, Belle Jarré, is known in the town, and usually makes at least a brief stop during her voyages up and down the coast.
- When word of *The Muskrat* having gone missing was first heard, a local fisher named Keagan Mistle reported that he thought he saw the ship at sunset five days past, out on the open sea but heading toward the docks. Though plenty of folk were working the docks that night, *The Muskrat* never appeared.
- There's been no piracy in the waters around Echo Bay for generations now, though privateers once made use of old sea caves in the cliffs as hidden docks. The last of those old caves collapsed decades ago.
- The waters around Echo Bay are generally safe from monstrous predation. A clan of sahuagin are known to dwell in the deep water a mile or so off shore, but the local fishers stick to the shallow reaches and most cargo ships hug the coast as they pass by.

UNEASY FEELINGS

As the characters talk to the townsfolk, the character with the highest passive Wisdom (Insight) score is the first to notice an uneasiness in some of the locals as they talk about the safety of the local waters. Before the characters have any chance to make inquiries, though, a bell rings out in the town market square to herald a break in the day's labor—and some exciting entertainment. (If the characters arrive in town in the morning, make this a midday respite. If they arrive later, have the bell ring out at sunset as the day's labors end.)

CRAB BATTLE!

When the players have had a bit of time to make initial inquiries, read or paraphrase the following.

As the bell rings out, a cheer rises from the townsfolk, who begin to move as one toward the market square set along the cliff's edge. Those you've been speaking to encourage you to come along, promising that you'll see something special.

The crowd moves toward a circular ring of stones, where you see the unlikely sight of ten groups of fishers each escorting giant crabs up from the docks. The crabs clack and jostle forward eagerly, their handlers patting their carapaces and feeding them choice bits of fish.

Things quiet for a moment when a dour priest of Umberlee shuffles up and mumbles a blessing over the ring of stones. Then the crowd picks up again, as on either side of the ring, two teams set up for a crab battle. A whistle blows, and two monstrous crustaceans—one a bright orange, the other a rich brown—hurtle toward each other!

The crab battles of Echo Bay are a rough-and-tumble spectacle of natural fury, but the welfare of their multi-legged warriors is always paramount. Characters who observe the fight can see that the giant crabs are well cared for by their handlers, who dote on them like beloved pets, and who have edged their claws with protective padding to ensure no serious injuries.

SIDE ACTION

As the handlers direct their prize giant crabs in the fight and the townsfolk cheer the combatants on, the characters will observe much gambling among the crowd. If any characters wish to get in on the action, let all the characters attempt to gain information about the two combatants by asking around and making a DC 16 group Wisdom (Insight) check. Don't tell the players the DC of the check, though—and don't tell them that the setup of this check is special, so that they won't know if the check was a success or a failure.

If an even number of characters succeed on the check, they hear that Pumpkinhead (the orange crab) is a real brawler, and can stand up to any foe. If an odd number of characters succeed on the check, they hear that Old Walnut (the brown crab) likes to bide their time in a fight, then hit hard in the finish.

Any character who assesses the fight directly gets a strong feeling that Pumpkinhead is the stronger

combatant—unless they have proficiency with the Nature skill, or the outlander background. Those characters get a clear sense that Old Walnut is toying with Pumpkinhead.

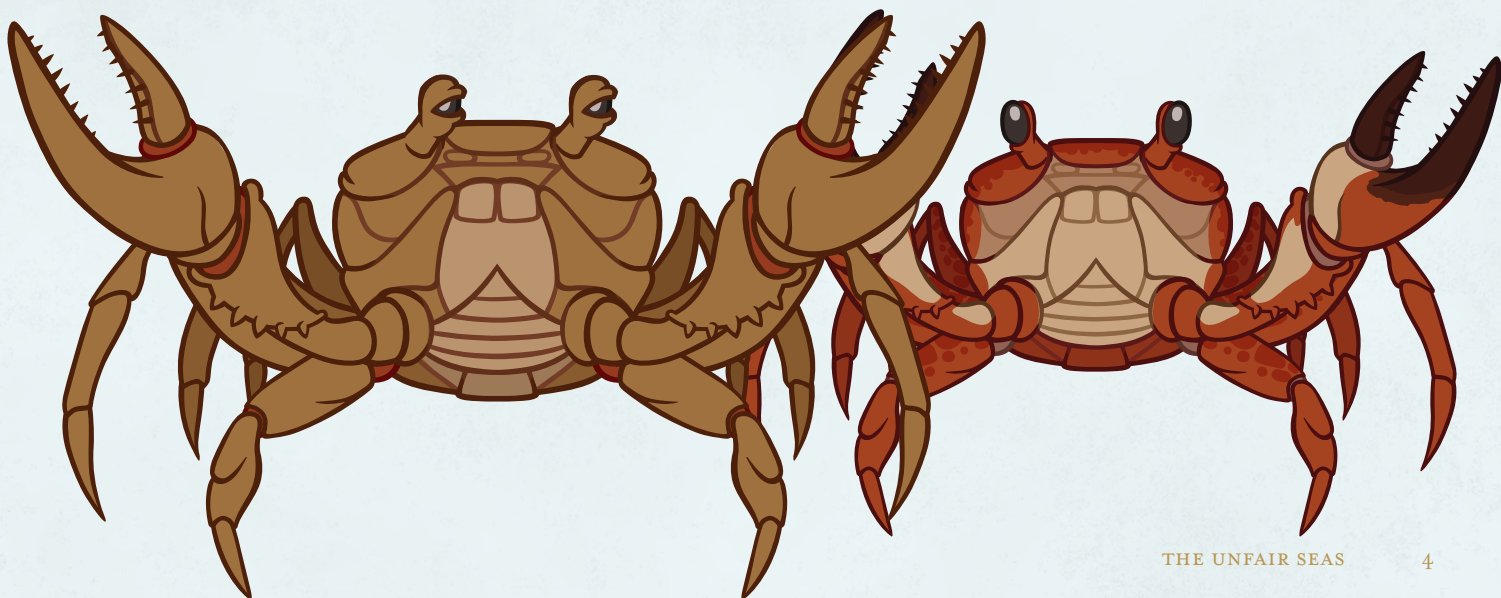
Any character can place a bet of up to 50 gp on either crab, which will earn them the same amount back if their crab is the winner. In the end, Old Walnut appears to be struggling, but suddenly unleashes a frenzy of claw attacks and leg sweeps that leave Pumpkinhead on their back. The crowd goes wild—and then the screaming starts.

CRUSTACEAN CONFLICT

Even as the first giant crab battle ends, a surprise swarming of normal-sized crabs flows up the cliff side from the sea below and across the market square.

The cries of celebration by the backers of Old Walnut turn to shrieks of fear and alarm. Folk standing closest to the rock wall that abuts the cliffs are scattering in panic, as a massive wave of swarming mundane crabs rolls up and over them. The giant crabs grow suddenly agitated, clacking their pincers. One of Pumpkinhead's handlers tries to draw the frantic giant crab away from the chaos—and is hammered back by a massive claw that sends them sprawling.

If you prefer to play combat on a grid, you can use any open town center or market square map for this fight. Most of the townsfolk can hold their own in a struggle, but the sheer mass of crab swarms threatens to overwhelm everyone it can reach, including a group of young children too small to push through the crowd. When the characters enter the fray (whether to assist others or when you have the swarms conveniently roll toward them), they face off against six swarms of crabs. (Use the **swarm of rats** stat block, except that the swarm's bite attack is a claws attack that deals bludgeoning damage.) In round 2, three **giant crabs** break free from their handlers and attack the characters.





While the characters fight, you can describe the townsfolk doing the same, driving the crab swarms back and attempting to get the giant crabs under control. At your discretion, you can warn the players that certain area-affect attacks might harm the townsfolk fighting alongside the characters.

When a swarm is reduced to 0 hit points, its remaining crabs scatter and scuttle back down the cliff side. When a giant crab is reduced to 0 hit points, it falls unconscious.

AT HIGHER LEVELS

For a party of 4th-level characters, use eight swarms of crabs and four giant crabs. For a party of 5th-level characters, use ten swarms of crabs and five giant crabs.

SOMETHING IN THE WATER

In the aftermath of the fight, the shaken townsfolk thank the characters for their assist. The giant crab handlers revive their faithful combatants, who remain disoriented but are easily kept under control. The townsfolk report that they have never experienced that kind of crab swarm attack before. The crabs of the bay are trapped and harvested in sustainable numbers, but are normally as harmless as any of their kind.

If the characters investigate any of the large number of mundane crabs that were killed before their swarms dispersed, any character with proficiency in the Arcana or Perception skills notes a telltale glow fading from the fallen crustaceans. A successful DC 15 Intelligence (Arcana or Nature) check confirms that all the swarming crabs have been poisoned by some manner of unnatural magic that drove them into a murderous frenzy. A *detect magic* spell reveals a faint and fading aura of conjuration, but confirms that the crabs were not conjured by magic. (The setup of this mysterious magic will be revealed in the “Sea Cave Shenigans” section later on.)

A character with proficiency in the Nature skill, or who succeeds on a DC 13 Intelligence (Nature) check, can intuit that the unnatural magical energy infusing the swarms must have been felt by the giant crabs, which were driven into the same frenzy.

DARK WHISPERS

As word spreads that some sort of magical malady was behind the crab swarm assault, the characters are approached by one or more of the townsfolk who revealed their uneasiness earlier when talking about the safety of the local waters. (If you are playing this adventure with

the characters just passing through Echo Bay, you can have the townsfolk approach simply because of how the characters stepped up during the fight. They can then reveal the story of the missing *Muskrat* during their conversation with the characters.) Expressing their trust for the characters after seeing them defend others, the townsfolk can reveal the following:

- Though the locals spoke truthfully about the safety of the local waters, many in town fear that things are changing.
- A number of disturbing incidents over the past two months have many people on edge. Fishing boats have been shadowed and attacked by sharks. Unexplained accidents have caused injuries on the docks. Capable swimmers have been caught by strange undertows and nearly drowned.
- The strangest thing about these events is that they began not long after the local shrine to Umberlee, long untended, was taken over by a wandering mage high priest known as Matron Hoistsail. She now ministers at the shrine, along with a group of a dozen tough-looking acolytes she brought with her.
- Matron Hoistsail is a wild-eyed former sailor who wears Umberlee’s symbol—a fierce wave splitting to curl left and right—painted on all her garments.
- Only one person has died as a result of the strange incidents—a sailmaker named Galid Tanter. But as folk grow more worried, many are increasing their offerings to Umberlee, scattering gems and coins off the docks and from their ships even as their unease continues.

The fear that most folk hold for the Queen of the Depths means that no one has so far been willing to confront the new regime at Umberlee’s shrine over a possible connection to the recent incidents. But a group of capable adventurers might be able to determine whether real trouble is brewing in town, or whether the recent incidents are just the will of the Wavemother and the sea.

NEXT MOVES

The characters might decide to seek out Matron Hoistsail at the shrine to Umberlee simply at the request of anxious townsfolk, or out of curiosity as to whether the rash of unusual events in town might have some connection to *The Muskrat*’s disappearance.

Either way, visiting the shrine leads them deeper into mystery.

Before continuing on, characters who bet on Old Walnut in the fight can also collect their winnings.



TIME TO SHRINE

The characters can easily obtain directions to Echo Bay's shrine to Umberlee—a small wooden building set within a cluster of shops and small warehouses along the edge of town. As the characters approach the shrine, they see Umberlee's symbol carved above the doorway—the fierce wave splitting to curl left and right—and relief carvings of sea creatures covering the exterior walls. The doors are open.

FINDING FAITH

The small shrine is a humble one-room affair, its interior walls covered with the same sea-life relief carvings as the exterior. On one side of the chamber, a fountain features water magically flowing up as the twin waves of Umberlee. Across from it, an altar is built of dried and decayed ships' timbers and planking, and festooned with tangled fishing nets. A scattering of coins and gems dots the dirt floor around it.

Any character who wants to look around the shrine carefully can attempt a DC 15 Wisdom (Perception) check. On a success, the character notes strange lines running through the relief carvings along the far wall, which create a secondary image of their own. These are new lines carved out carefully through the existing images, and which show an enormous tentacled creature rising up from behind the shrine. (The characters will learn what this means in the climactic encounter of the adventure.)

DENIAL AND DISDAIN

Five figures are kneeling before the shrine when the characters enter—junior priest Freed Drabek and four acolytes, all (apparently) human, and all of whom rise when they see the characters. All wear the normal garb of sailors, fishers, and dock laborers, with holy symbols of Umberlee placed in subtle locations. When Drabek sullenly introduces himself, the characters recognize them as the dour priest who blessed the crab battle ring before the fight began. Use the following points to shape the conversation:

- The mage high priest of the shrine, Matron Hoistsail, is not in attendance at present. Drabek offers no hint of where she might be.
- No one knows the name of *The Muskrat*, or has heard any word of a missing cargo ship. The fate of all ships lies in Umberlee's hands, and if it is her will to take them, so be it.
- The followers of Umberlee are unaware of any of the troubles reported by the townsfolk. And if such tales were true, perils on the water invariably point to folk not paying the proper homage to the Queen of the Depths.
- There's been no unusual magic noted in or around the town. Whatever caused the crabs to swarm must have been something else. Perhaps a sign that outsiders are digging into business not their own?

THE QUEEN OF THE DEPTHS

Any character who has a suitable backstory or proficiency with the Religion skill knows of Umberlee, but characters who are especially nonpious can have one of the townsfolk fill them in.

The Queen of the Depths is respected by all folk who live and work on the sea, but her capricious and often violent nature means that she is seldom loved or revered. Folk offer prayers to Umberlee for safe sea journeys and to keep the worst storms at bay, but in the form of quiet deference rather than ritual adoration. As such, only larger settlements such as Waterdeep and Baldur's Gate feature full temples to the Queen of the Depths, though many towns along the coast have small shrines similar to Echo Bay's. Many such shrines are untended, looked after only by the folk of their settlements. But the most faithful of Umberlee's followers sometimes turn such shrines into small temples, ministering to folk to remind them of the Wavemother's influence over their lives.

Any character with a passive Wisdom (Insight) score of 12 or higher, or who succeeds on a DC 12 Wisdom (Insight) check, can tell without question that Drabek knows far more than he is revealing.

Partway through the conversation, one of the cultists moves around behind the characters to shut and bar the shrine doors. If the characters try to stop them, the fight below breaks out at once.

CULTIST THROWDOWN

At a point of your determination, Drabek grows weary of the conversation, having determined that the characters already know more than they should.



Drabek shakes his head wearily. “The townsfolk here understand their purpose. Eyes down, minds focused on their work, and accepting of the Wavemother’s will. But outsiders like you will always need to be taught your place.”

Having been waiting for Drabek’s orders, the faithful of Umberlee draw their weapons and attack at once. Those faithful consist of four **cultists**, and Drabek is secretly a wereshark—a creature created by and sacred to the Wavemother. Use the **werewolf** stat block for the wereshark, with these changes:

- They have the amphibious trait, allowing them to breathe air and water.
- They have a swimming speed of 40 feet.
- Their Shapechanger trait allows them to transform into a **reef shark** rather than a wolf.
- Their hybrid form is a clawed humanoid with a reef shark’s head.

If you prefer to play combat on a grid, you can use any small shrine or temple for this fight.

Freed Drabek falls back in the first round of combat to transform into their shark-humanoid hybrid form, hoping that their fearsome appearance inspires the characters to run. The cultists wade into the fray, focusing first on lightly armored characters, and shouting out benedictions to the Wavemother as they fight.

When Drabek enters the fight in round 2, their shark head shrieks a terrifying challenge—to which Umberlee’s altar responds (see below).

AT HIGHER LEVELS

For a party of 4th-level characters, replace the cultists with four **thugs**. For a party of 5th-level characters, replace the cultists with six **spies**.

WORKING WITH THE LOCALS

In the aftermath of the fight at Umberlee’s shrine, the characters have the opportunity to reveal to the folk of Echo Bay that the shrine has been channeling unusually powerful magic, and that the source of that magic is somewhere nearby. Though many of the locals remain fearful of Umberlee’s wrath, it makes perfect sense for part-time sheriff Shiri Mikalsam and other capable townsfolk to want to take action alongside the characters to figure out what’s going on.

If the players are more interested in just plowing through combat encounters than on social interactions with the townsfolk, that’s fine. But if it feels more realistic to have some of the townsfolk step up alongside the characters to deal with the threat to Echo Bay, you can put them in support positions during the investigation, then add extra monsters to any combat encounters to keep those NPCs busy. You don’t need to run those extra characters and monsters in combat. Just establish with the players that the NPCs are dealing with their own fight alongside the characters, then make the characters’ fight the focus of the game.

ALTARED STATES

The dark magic that Matron Hoistsail has been channeling through the shrine has focused Umberlee’s magic into the altar, and has the potential to interfere with other magic in the area. Any character who casts a spell or uses a magic item that requires an attack roll or forces a target to make a saving throw must first succeed on a DC 13 Intelligence, Wisdom, or Charisma check. If the character has proficiency with the Arcana skill, they can add their proficiency bonus to the check. On a failure, the creature has disadvantage on the spell or magic item’s attack rolls, or creatures targeted by the spell or magic item have advantage on their saving throws.

Additionally, on initiative count 0 each round, any creature in the shrine that does not worship Umberlee must succeed on a DC 14 Charisma saving throw or be overcome by the physical sensation of drowning. The creature coughs up fetid seawater and is stricken with nausea, granting advantage on attack rolls made against them until the end of their next turn.

Disrupting the power of the altar is easily done by destroying it. Constructed of dried, rotted wood claimed from wrecked ships, the altar can be smashed apart with a successful DC 10 Strength (Athletics) check. Destroying the altar ends the effects channeled by it. See “Umberlee’s Power” below for more information.

AFTERMATH

These faithful of Umberlee are driven in their zealotry. Unless the characters intentionally keep any of them alive, Drabek and their acolytes fight to the death. If the characters alert the locals to what happened in the shrine, Echo Bay’s part-time sheriff, Shiri Mikalsam, quickly shows up. After hearing the characters’ story, she takes charge of dealing with the cultists’ bodies or taking any survivors into custody.

When the fight is done, the characters have more of a chance to look around the shrine. If no one spotted the new carving work adorning the walls when the characters first entered, anyone looking around the shrine does so automatically now.

TREASURE

One of the cultists carries a *potion of climbing* that the characters can claim. The coins scattered around the altar are copper and silver totaling 25 gp (but see “Umberlee’s Power” below).

NEW CULT IN TOWN

Any search of Freed Drabek turns up a journal that speaks of their devotion to Umberlee in frighteningly zealous terms. The priest rails against the weakness of mortals, talking of “following the will of Matron Hoistsail,” and stating “I make these sacrifices in the name of the Wavemother.” It becomes clear to anyone who reads the journal that Echo Bay’s small shrine to Umberlee has become the base of operations for a dangerous cult.

In their pocket, Drabek also carries a large key whose head is inscribed with a graven image of a winged frog. The character who has the highest passive Wisdom (Perception) score recalls having seen this symbol before—on

the sign outside a small warehouse the characters passed on their way to the shrine.

The players might remember (or any townsfolk can remind them) that Matron Hoistsail brought some dozen acolytes with her when she took over the untended shrine. In addition to the missing priest, this leaves six acolytes unaccounted for, but the characters will meet them (or at least what's left of them) in the final part of the adventure.

UMBERLEE'S POWER

Any character with proficiency in the Arcana or Religion skill who studies the altar (either whole or destroyed) for 1 minute can feel the power still pulsing in it, and understands how that power affected the fight. With a successful DC 15 Intelligence (Arcana or Religion) check, a character confirms that the altar channels power dedicated to Umberlee—but senses that power flowing into the altar from a site somewhere nearby, rather than the altar being the source of it. (This site is actually mobile, as the characters will discover later in the adventure.)

If the altar was not destroyed during the fight, the characters can do so now if they wish. However, any townsfolk present beg the characters to leave the altar intact, fearing the wrath of Umberlee. If the altar is destroyed, or if its meager offerings are taken, the characters find the fight to thwart Umberlee's power made more difficult in later encounters. Each time three or more characters make saving throws during the rest of the adventure, one character chosen at random has disadvantage on the save.

UP NEXT

Any of the locals can identify the warehouse marked by the flying frog as owned by Galid Tanter—a sailmaker who drowned two months ago. Her death was the first of the strange incidents that have the townsfolk on edge, and her warehouse will yield up significant secrets in the characters' investigation.

SAILMAKER'S STOREHOUSE

Galid Tanter was a sailmaker by trade—and the cult of Umberlee's first victim in Port Echo. If the characters ask, none of the townsfolk can think of any reason that Galid might have been marked for murder. The sailmaker was an easygoing sort, and a friend to all. (As the characters will discover, it was Galid's real estate holdings more so than her character that saw the cult mark her for death.)



THE SIGN OF THE FLYING FROG

Galid's warehouse has been empty since her death two months before, and shows no signs of habitation. The wooden building is easily a hundred years old to judge by its construction and style, but it is well maintained. Its few windows are all covered with canvas curtains on the inside, and the front door that is the only entrance is locked with a heavy inset lock.

Any townsfolk can relay that Galid was semi-retired when she drowned during a sunset swim in an area of the bay know for calm waters. With the sailmaker having no family to inherit the warehouse, the town effectively owns it, but the building has so far attracted no would-be buyers. Shiri Mikalsam has a key that matches that taken from Freed Drabek, but the part-time sheriff is unaware that other copies existed.

The key opens the lock on the front door easily. A character who inspects the lock and succeeds on a DC 12 Intelligence (Investigation) check notes that it has been oiled within the last few days.

A SAILMAKERS' LIFE

The inside of the warehouse is set up as a combination sailmaking shop and apartment. Benches, tools, rolls of canvas, and spools of strong thread fill the shop side, while the apartment features a narrow bed, a table and chair, and an eating nook. Everything is neatly organized but dusty, showing no signs of having been disturbed. However, any character who makes a thorough search and succeeds on a DC 15 Intelligence (Investigation) check notes a faint trail leading from the door, through the shop, and into a back storeroom. The trail has been effectively hidden by whoever passes this way sprinkling fine sand behind them as they go, but the color of the sand contrasts enough with the dust to be noticeable.

STOREROOM SURPRISE

Behind a canvas curtain hanging in the doorway, the state of the windowless storeroom at the back of the shop contrasts sharply with the rest of the warehouse. Multiple sets of booted footprints track in all directions across the floor. Patches of canvas and spools of thread once stored here have been discarded in one corner, along with a quantity of decaying carrots, turnips, and potatoes. The shelves that line the walls are haphazardly stacked with boxes, bottles, crates, casks, and other containers. A large, well-made oak chest stands against the wall farthest from the door. A lack of dust on the shelves and the chest suggests that the activity in this area has been recent.

A strange scent hangs in the air, which any character with proficiency in the Arcana skill recognizes as a mélange of valuable spell and ritual components. Characters who look through the many and varied containers on the shelves discover that all of them are empty—and can confirm with a successful DC 14 Intelligence (Arcana) check that they once held those components. The only exception is one crate repurposed as a rubbish bin, which is filled with torn and crumpled papers. Going through the refuse turns up a selection of shipping manifests, delivery statements, and itemized cargo lists all pertaining to the spell and ritual components recently stored here.

TREASURE

A thorough search of the storeroom turns up a *potion of healing* left there by Galid, and overlooked by the cultists who cleared the place out.

CRIMINAL RECORDS

Any character who looks through the papers and succeeds on a DC 13 Wisdom (Perception) check notes that many are stained with dried blood. A character who succeeds on a DC 13 Intelligence (Arcana) check while scanning the manifests and shipping lists confirms that the components they record are focused on conjuration and summoning magic. A character who succeeds on a DC 13 Intelligence (Investigation) check notes that none of the manifests or forms mention delivery to Echo Bay, instead naming cities and settlements farther up and down the Sword Coast. Additionally, the highest of those successful checks spots a torn and bloodstained manifest bearing the barely readable name of *The Muskrat*—and indicating that the missing cargo ship was one of the sources of the components that have passed through this room.

Taken as a whole, the evidence in the storeroom points to conjuration ritual components having been stolen during violent raids, then stored here before being moved somewhere else. (The cult of Umberlee has been ordering the theft of the components through a network of cultists along the coast. The characters will learn of the final destination of those components in the next section.)

SEE CHEST

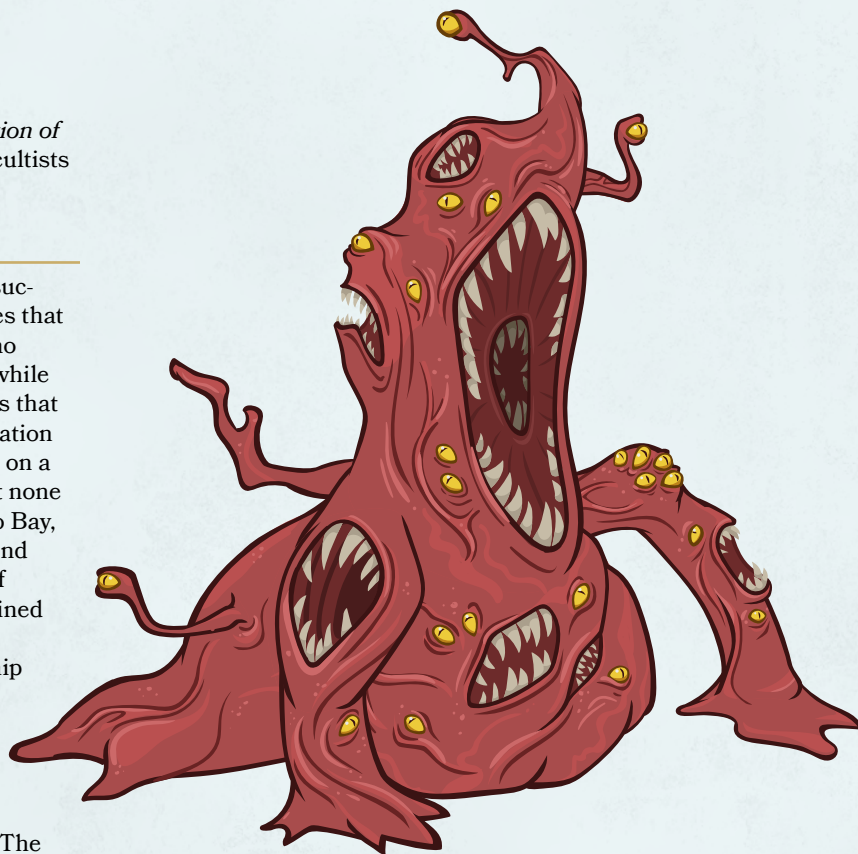
The chest against the far wall is a finely appointed, well-built sea chest, constructed of sturdy oak, banded with gleaming brass, and fitted with a built-in lock seemingly identical to the one at the front door. It also radiates conjuration magic to a *detect magic* spell. A close inspection or an attempt to move the chest reveals that it is bolted to the floor from the inside.

The flying frog key unlocks the chest, which can also be forced with appropriate tools and a successful DC 17 Strength (Athletics) check. However, any character opening the chest must first speak a secret passphrase subtly noted in Freed Drabek's journal (see "New Cult in Town" above)—"I make these sacrifices in the name of the Wave-mother." If the passphrase is not spoken, opening the chest triggers protective magic, and the characters have a fight on their hands.

GIBBER JAM

As soon as the chest lid is opened, a **gibbering moulder** with 87 hit points is conjured atop it, with the monster's weight slamming the lid down and dealing 5 (1d10) bludgeoning damage to the character who was opening it. If you prefer to play combat on a grid, you can use any medium-sized room set with shelves for this fight.

The gibbering moulder immediately lays into the characters, focusing its bite and Blinding Spittle attacks on anyone affected by its Gibbering trait. If the aberration is drawn to within 10 feet of a wall, its Aberrant Ground trait causes a section of shelving to collapse.



Any character within 5 feet of the shelves must succeed on a DC 14 Dexterity saving throw or take 3 (1d6) bludgeoning damage from a hail of falling wood and empty containers.

The conjured gibbering moulder vanishes when reduced to 0 hit points.

AT HIGHER LEVELS

For a party of 4th-level characters, use two gibbering moulters with normal hit points. For a party of 5th-level characters, use three gibbering moulters with normal hit points.

CHEST EXERCISES

When the fight is done, the characters can safely open the chest to note two things. First, the inside of the lid is painted with colorful splotches and scribed with dozens of sigils. Second, the chest is empty—but a hole in its bottom opens up to a shaft set with a wooden ladder, and a tunnel descending far underground.

If the splotches and markings inside the lid are studied by a character with proficiency in the Arcana skill, or who succeeds on a DC 15 Intelligence (Arcana) check, they are revealed to have been painted on with a number of different ritual components, matching the components once stored in this area according to the manifest details and the residue in the containers. (Matron Hoistsail placed the conjuration magic on the chest, using it as practice for the much larger conjuration ritual she is preparing. The next two sections of the adventure have more details.)

The age of the chest suggests that it is a permanent fixture of the hundred-year-old warehouse. The shaft below the chest descends 10 feet through packed earth,

then meets a down-sloping, rough-walled stone tunnel. A dwarf or any character who succeeds on a DC 12 Intelligence (Investigation) check determines that the top few feet of the ladderway were dug out decades ago, but the rest of the shaft was excavated more recently.

(If the players don't recall having heard in "Crab Conundrum" that Echo Bay was home to pirates who used the sea caves as hidden docks generations ago, now would be a good time to remind them. This old pirate tunnel was sealed off many years ago. Galid was unaware of it, but used the bolted-down chest and the 3-foot-deep space beneath it as cold storage for root vegetables.)

TAKING STOCK

The characters have no sense of time pressure in the search for the missing Matron Hoistsail, making this a good point to take a long rest before exploring the tunnel. The final two sections of the adventure run back to back, and characters who go into them low on resources will have a very tough time.

The characters can easily guess (or can have confirmed by any townsfolk who have accompanied them on their investigation) that the tunnel under Galid Tanter's warehouse must be one of the tunnels used by the pirates who frequented the area generations ago.

SEA CAVE SHENANIGANS

The characters' initial descent down the wooden ladder from the storeroom reveals that the floor of the tunnel leading down and away is covered with a thick layer of dirt. Any character who is a dwarf, has a background or backstory connected to mining, or who succeeds on a DC 12 Intelligence (Investigation) check confirms that the shaft leading up to the storeroom was filled in with dirt long ago, but was recently excavated from below.

(Shortly after Matron Hoistsail and her followers came to town, the cultists claimed the sea cave at the end of the tunnel as a base of operations. Following the tunnel upward led to a plug of dirt that the cultists dug through, discovering the long-forgotten access into Galid Tanter's warehouse. Wanting to make use of the tunnel, the cultists killed poor Galid.)

TUNNEL DELVE

As the dirt fades about 20 feet along from the shaft leading up to the warehouse, the rough-hewn tunnel turns down sharply, beginning a twisting descent of some 200 feet in the direction of the sea. Its steep slope and fractured stone floor combine to make the tunnel difficult terrain. But two traps the cultists have placed along it are a bigger threat.

FALLING TO SUCCESS

Matron Hoistsail has set up another bit of magical conjuration to harry any nonbelievers who might get access to the cult's tunnel. If any character is sweeping the tunnel with *detect magic*, they note a pulse of conjuration coming from under a carpet of rock shards that covers the floor just at the end of a particularly steep stretch. That stretch forces each character to make DC 15 Dexterity (Acrobatics) check to proceed safely. On a failed check, a character falls prone and slides 10 feet along the tunnel, taking 3 (1d6) slashing damage from sharp rocks. However, being flat on the ground offers the unfortunate character an unexpected boon.

A tripwire just beyond the steep stretch extends across the tunnel a hand's width above the ground, and can be spotted with a successful DC 16 Wisdom (Perception) check. A character who has fallen prone has advantage on this check—and also spots a second tripwire if their check is successful. The second tripwire is hidden beneath the rubble of the floor just past the first wire, and cannot be seen by a character who is standing. (If no character sees either of the wires, both activate the same trap.)

The first tripwire can be easily stepped over—which causes a character to automatically step on the second hidden tripwire. A character who steps into either wire must succeed on a DC 17 Dexterity saving throw or snap the wire, unleashing a conjured swarm of biting gnats and flies. Each character within 10 feet of the wire must make a DC 14 Dexterity saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. The character who triggered the trap has disadvantage on the saving throw.

Any character who clears away the rocks covering the conjuration magic finds the floor of the tunnel painted with the same colorful splotches and sigils seen inside the lid of the chest in the warehouse storeroom—all of them painted with the cult's ritual components.

A BRIDGE TOO SPAR

Around a sharp bend, the floor of the tunnel ahead suddenly gives way to a steep sinkhole that drops 30 feet into darkness. The 15-foot gap in the tunnel floor is presently bridged by a long spar of wood that any character with the sailor background, or who succeeds on a DC 12 Intelligence check, recognizes as a chunk of a ship's mast. The spar is decorated with the same bright splotches and sigils seen in the previous traps, and radiates conjuration magic to a *detect magic* spell.

The spar is sturdy enough, and characters who walk across it need only succeed on a DC 10 Dexterity (Acrobatics) check to keep their balance. Unfortunately, any character who doesn't first speak the secret passphrase subtly noted in Freed Drabek's journal ("I make these

sacrifices in the name of the Wavemother”) is accosted halfway along the spar by a conjured spate of slapping hands, similar to the hand created with the *mage hand* spell. The character must succeed on a DC 15 Strength saving throw or be knocked off the spar. A character who falls from the spar slams into the rocky bottom of the sinkhole, taking 3d6 bludgeoning damage.

Characters not wanting to risk the spar and its unknown magic can make use of other options as they wish. Any character with a Strength of 15 or higher can jump the sinkhole, or the rough walls alongside it can be horizontally scaled with a successful DC 14 Strength (Athletics) or Dexterity (Acrobatics) check. If the characters have other ideas for crossing, assign ability checks with a similar DC, or allow an automatic success for particularly clever thinking.

Characters who investigate the broken mast can see that it’s in good shape, and appears to have been chopped down with axes. (This is the top of the mast of *The Muskrat*, which was cut off to allow the ship to enter the low-ceilinged sea cave, where the characters will shortly find it.)

SEA CAVE SNEAKINESS

The tunnel levels out at its end, opening up into a larger cave. There, the characters behold a wondrous sight.

The larger cavern that marks the end of the tunnel is a broad sea cave, its rocky mouth open to the low-tide bay beyond. Gulls fill the cave, shrieking as they fly to and fro. An ancient wooden dock, well preserved with tar, clings to the edge of the cave floor where it plunges ten feet down to the water lapping at the rocks below. The half-sunken wreck of a ship sits at the near end of the dock, the name *The Infernal* set at its stern and the tattered remains of a flag flying from its broken mast, painted with a faded skull-and-crossbones.

Of more immediate interest is the ship at the dock’s far end, which still floats. The name at its bow marks it as *The Muskrat*, but it’s covered from stem to stern with splotches of colorful ritual components and now-familiar scribed conjuration sigils. The dock around it is piled high with smashed crates, ruined furniture, and slashed sail canvas—and occupied by a ghostly crew. The spectral figures of sailors wander across the dock and the deck of the ship. They hold no equipment in their pale hands, but their actions suggest that they’re preparing *The Muskrat* to sail—not that that’s possible, with its sails shredded and its mast hacked off some ten feet above the deck.

The character who has previously expressed the most interest in studying the sigils painted with ritual components comes to understand how the swarming crabs in the “Crab Battle!” encounter were magically poisoned—by feeding on sea life tainted by the ritual components that have dripped into the water while the ship was painted with them.

As the characters approach the ship, ask for Wisdom (Perception) checks. The character with the highest check is the first to spot a pack of sahuagin waiting in the water alongside the ship. With a successful DC 15 group Dexterity (Stealth) check, the characters can sneak up on the sahuagin and attack with surprise, using the refuse on the dock as cover. (This refuse is the contents of the hold and cabins of *The Muskrat*, cleaned out for reasons the characters will learn in the final section of the adventure.) If the group check fails, the sahuagin emerge from the water ready to fight as soon as the first character reaches the edge of the dock. Each sahuagin bears the split-wave symbol of Umberlee scarred into its flesh.

SPECTRAL PRESENCE

As the characters move toward the dock, the spectral sailors wander past and around them, intent on their mysterious duties and seemingly not noticing anyone else. Each figure shows signs of having been violently killed, their glazed eyes staring out with no awareness. (These are the spectral essences of *The Muskrat*’s crew, killed by the sahuagin after they attacked and claimed the ship on Matron Hoistsail’s orders. Their bodies were then used to fuel a ritual whose purpose will be revealed below. If you used an adventure hook involving the characters knowing one of the ship’s crew, you can decide whether they recognize their friend among the spectral dead, or whether that friend somehow survived and is yet to be found.)

The ghostly figures are not creatures, and cannot be attacked or affected by magic. They do not attack the characters, who can easily avoid them when not in combat. However, any character who makes contact with a spectral figure feels a dread chill that sets them on edge, imposing disadvantage on the character’s next attack roll, ability check, or saving throw (whichever is made first). If the character makes contact with another spectral figure before making an attack roll, ability check, or saving throw, they do not gain additional instances of disadvantage.

DOCK FIGHT

The four **sahuagin** lurking in the water attack in a fury as soon as they become aware of intruders. They team up to focus on injured characters if they can, taking advantage of their Blood Frenzy trait and hoping for a quick kill.

The deck of *The Muskrat* is open to characters who want to jump onto the ship, with the sahuagin quickly following. The sigils on the deck are not presently primed with magic, and are of no threat to the characters. Matron Hoistsail is below decks, but is busy enough with her ritual that she doesn’t react to the sounds of combat. The characters will finally meet the cult leader in the adventure’s final encounter, which also details what the characters find in the main cabin of the ship and down in the sealed hold. If any characters move to the deck of the ship during this fight, you can have sahuagin and spectral crew members conveniently get in the way to prevent them from exploring.

If the characters are prepared for battle in the water (or if you just think that sounds like fun), you can have the

sahuagin attempt to shove them off the dock. The short fall into the water deals no damage.

If you prefer to play combat on a grid, you can use any map of a dock with a small ship adjacent to it for this fight.

In round 2, the fight takes an unexpected turn as two swarms of gulls (use the **swarm of ravens** stat block) soar in and attack the characters. The gulls have been poisoned in the same manner as the crabs in the first section of the adventure. (Though they are enraged, the gulls know not to attack the sahuagin after a number of them were eaten in earlier attempts to do so.)

All the sahuagin are zealous servants of Umberlee, and fight to the death. When the last sahuagin falls, go directly to “All Aboard” below.

AT HIGHER LEVELS

For a party of 4th-level characters, use five sahuagin and two swarms of seagulls. For a party of 5th-level characters, use seven sahuagin and four swarms of seagulls.

GHOSTLY GAUNTLET

During the fight, the characters must contend with the ghostly crew members shuffling across the dock. On initiative count 0 each round, select one character at random and one sahuagin at random. Both those creatures suffer the effect of a spectral figure passing through them, giving each disadvantage as noted above.

ALL ABOARD

Even as the last sahuagin falls, a change comes over the spectral figures milling around the dock and the deck of *The Muskrat*.



The spectral sailors suddenly freeze where they stand, all of them staring toward the ship. The ghostly sound of a bell tolls. And as one, all the figures move for the deck of the sigil-marked *Muskrat*. When the last figure steps on board, the ropes holding the ship to the dock slip off of their own accord. With a lurch, the ship detaches from the dock, pushed by no wind or sail as it heads for the mouth of the sea cave.

The characters must get onto the ship quickly as it pulls away, requiring a brisk run and a successful DC 14 Strength (Athletics) or Dexterity (Acrobatics) check. The characters all make it onto the ship, but a character who fails the check takes 3 (1d6) bludgeoning damage from slamming into the rail before hauling themselves on.

HOISTSAIL'S SUMMONING

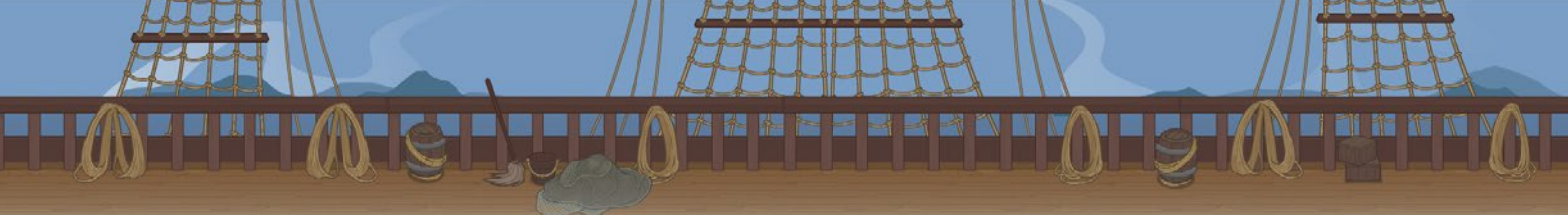
Once all the characters are on board, *The Muskrat* is ready to make its last voyage. Matron Hoistsail's plans are about to come to fruition—unless the characters can stop her.

SAIL AWAY

As *The Muskrat* clears the dock in the sea cave, it picks up speed, and is soon racing toward the mouth of the cave and the open bay beyond. Any character looking down can see that the water around the ship is in violent motion. A character who succeeds on a DC 13 Intelligence (Arcana) check determines that powerful conjuration magic has begun to flow through the sigils that cover the ship, conjuring a powerful surge of water that drives *The Muskrat* forward. If the check is 16 or higher, or if a character uses *detect magic* to read the sigils, it is clear that only some of the sigils have activated to channel this power—hinting that much more conjuration magic is yet to be unleashed.

The magic being channeled through the sigils is too powerful to be affected by the characters, and the ship cannot be controlled any other way. As the characters





watch, *The Muskrat* shoots through the sea cave mouth and into Echo Bay, heading straight for the open sea.

SPECTRAL CREW

The ghostly crew members continue to go through the motions of running the ship, trimming the nonexistent sails and stowing imaginary gear. As on the dock, any character who makes contact with a spectral figure feels a dread chill that imposes disadvantage on the character's next attack roll, ability check, or saving throw. However, the characters can easily avoid the spectral figures as they explore the ship.

EXPLORING *THE MUSKRAT*

The characters have two obvious areas to explore aboard the small cargo vessel—the main cabin beneath the aft deck, upon which the ship's ghostly captain pretends to spin the ship's useless wheel; and the hold, accessible through a sealed main hatch at the center of the deck.

DARK SACRIFICE

Characters who open the door to the main cabin see a gruesome sight. Where the furnishings have been removed, six bodies are laid face up on the floor, in a pattern of two triangles touching point to point. The deck around the bodies is scribed with the same colorful sigils of conjuration scrawled across the rest of the ship. All the dead are dressed in regular sailor and dockworker garb, and wear holy symbols of Umberlee. All have been violently killed with slashing weapons, and show signs of having tried in vain to fight back. (The characters might recall that Matron Hoistsail came to Echo Bay with a large gang of acolytes. These six were the last of them, killed by the sahuagin on Hoistsail's command, and their bodies arranged here for the ritual the mage is close to completing.)

Any search of the bodies confirms that they carry nothing of value, and that their hands and clothing are stained with the same bright pigments, metallic powders, and other strange substances that have painted the conjuration sigils the characters have seen. A character can easily guess that these cultists are the ones who painted the ship before their horrific end.

REST FOR THE DEAD

No magic flows through the sigils in this area. However, any character with proficiency in the Arcana or Religion skill can tell (and any other character might guess) that the bodies being set up in a specific formation over top of the sigils is part of a magical ritual, and that the bodies are meant to be consumed when the sigils are magically

activated. Characters who leave the bodies as they found them do nothing to hinder the ritual's imminent final stage. Characters who move any body out of position disrupt the ritual, gaining an edge in the final fight against Matron Hoistsail and Umberlee's summoned servant.

TREASURE

One of the dead cultists wears a black eyepatch set with several pearls, worth a total of 25 gp.

INTO THE HOLD

The sealed hatch opening up to the hold is 10 feet on a side and latched shut. It can be easily opened, revealing a ladder leading down. Any character opening the hatch feels a noticeable pulse of magical power from below, which a character with proficiency in the Arcana or Religion skill recognizes as powerful conjuration magic.

The characters have the choice of descending the ladder stealthily or charging down pell-mell. Either approach offers specific advantages, as noted below.

MATRON HOISTSAIL

In the hold, the characters finally meet the architect of Umberlee's cult in Echo Bay—Matron Hoistsail, a powerful mage and a faithful servant of the Queen of the Depths.

Grimy portholes show the waters of the bay flashing past, reminding you how fast *The Muskrat* is moving. The hold of the ship has been emptied of everything but scattered refuse, and is covered from wall to wall, floor to ceiling, with sigils of conjuration painted on with rare ritual components. A figure stands near the bow space, loudly chanting a benediction. The name of Umberlee is heard, along with a sinister phrase—"The servant will rise, and the destruction begins."

If the characters attempted to climb down the ladder quietly, ask for a DC 16 group Dexterity (Stealth) check. With a successful check, Matron Hoistsail is surprised when the fight begins, but she has had enough time to advance the ritual further. If the characters came crashing down into the hold, Matron Hoistsail is ready for them, but the interruption of the ritual grants the characters an edge at the start of what promises to be a tough fight.

At whatever point Matron Hoistsail is free to engage the characters, she monologues madly.

Matron Hoistsail has the bearing and lack of armor of a cultist mage, with her wild hair, her wilder eyes, and Umberlee's wave painted across her tattered jacket. "Unexpected passengers? How droll. But not unwelcome. For the Wavemother's servant will be hungry upon their arrival, and you will feed them nicely!"

GETTING ALL RITUAL

Matron Hoistsail's ritual is already underway, and cannot be stopped. As combat begins, read or paraphrase the following.

The sigils scribed throughout the hold all begin to pulse with magic, and a deep, groaning cry is heard from all around the ship. Through the portholes, you catch glimpses of the sea beginning to roil, as the conjuration magic channeled by Matron's Hoistsail's ritual calls forth its servant. A monstrous spectral tentacle, flecked a ghastly red and green, breaks the foaming water. Then another. Then another. Then an enormous maw filled with razor-sharp teeth.

"Behold!" Matron Hoistsail screams. "The Wavemother's reign over the Sword Coast is at hand! All will fear the name of my mistress and her servant. The kraken comes!"

If the players didn't get a strong sense of what was coming from seeing the graven image of an enormous tentacled creature on the walls of Umberlee's shrine, it's probably too late to mention it now.

GET KRAKEN

Give the players a few moments to panic about their 3rd-level characters fighting a Challenge Rating 23 monster. Then let them know things aren't that bad. Yet. The powerful ritual that summons the kraken must ravel that monstrous titan together from raw magic, and that sort of thing takes time. As such, the characters have 9 rounds to kill the weakened kraken before the ritual is complete—at which point, the kraken fully materializes in the world under the control of Umberlee's cult. Stress to the players that this would be bad.

If you prefer to play combat on a grid, you can use any map of an open ship's hold for this fight.

While the ritual runs through its final phase, the partially summoned version of the kraken uses the **giant octopus** stat block with the following changes:

- It has AC 14 and 100 hit points.
- It can make one tentacles attack per character, and can grapple all the characters at the same time.

Matron Hoistsail uses the **mage** stat block, but the power she's pushed into the ritual means she has no 4th- or 5th-level spell slots remaining. She starts out trying to not kill the characters, instead wanting the kraken to consume them as a proper sacrifice. She thus focuses



MATRON HOISTSAIL

on casting *suggestion* to frustrate, disrupt, and slow the characters. She attempts to convince one or more of them that they should focus on erasing the sigils to end the ritual, knowing that this will do nothing. Only when reduced to 10 or fewer hit points does she unleash her potent damage-dealing spells. Thankfully, the characters are under no obligation to return the favor. If Matron Hoistsail is reduced to 0 hit points, the kraken takes 25 psychic damage—but the ritual continues.

Any character who dies during the fight is scooped up immediately by the kraken, pulled out of the ship, and consumed. The character's body and gear are lost forever.

If the kraken is reduced to 0 hit points, the ritual ends and its body shreds to motes of magic that are blown away on the sea breeze.

AT HIGHER LEVELS

For a party of 4th-level characters, Matron Hoistsail can use her 4th-level spell slots. For a party of 5th-level characters, she can use her 4th- and 5th-level spell slots, and the kraken starts with 150 hit points.

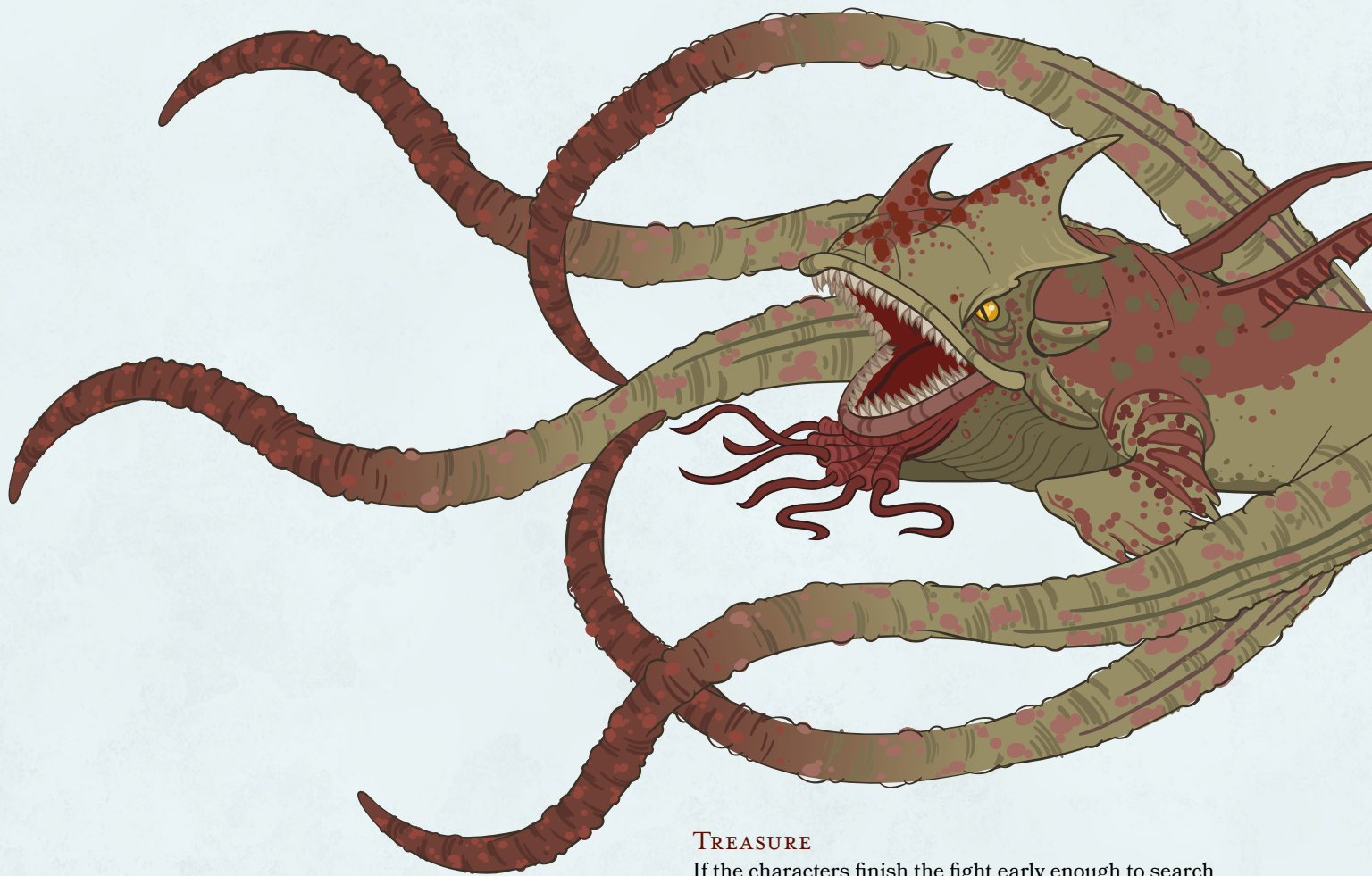
BOONS AND BENEFITS

If the characters disturbed the bodies in the main cabin, the full flow of ritual magic into the kraken's conjuration has been disrupted. The kraken has 25 fewer hit points than normal when it appears.

If the characters crashed down into the hold and disrupted Matron Hoistsail's focus on the ritual, she needs to regain that focus. In the first round of combat, the kraken has disadvantage on attack rolls, and the characters have advantage on saving throws against Matron Hoistsail's spells.

RITUAL MISCHIEF

Characters not wanting to fight even the weakened kraken can instead focus on disrupting the ritual in other ways. Any character with proficiency in the Arcana or Religion skill, or who succeeds on a DC 14 Intelligence (Arcana or Religion) check, can assess and track the flow of magic through the sigils. Physically destroying the



sigils has no effect on the ritual, but each successful DC 14 Intelligence (Arcana or Religion) check made to disrupt the flow of magic deals 15 damage to the kraken.

ROUND BY ROUND

In round 1, the kraken starts by tearing through the port-holes to get its writhing tentacles into the hold, sensing the characters within and wanting to feed. It can make attacks, but its misty form can't grapple the characters yet. (Throughout the fight, assume that the kraken can deploy as many tentacles as are dramatically useful, though it can still make only one attack per character in any round.)

In round 3, the kraken has materialized enough to begin to grapple the characters—and to start tearing the deck off the ship.

In round 5, the deck above the hold is gone and the kraken starts peeling the hull apart. You can advance this development to get the characters into the water if they're having too easy a time in the fight, but otherwise leave the ship floating until the bitter end.

In round 7, the kraken gains advantage on its attack rolls with its tentacles.

If the kraken has not been destroyed at the end of round 9, the crippled hulk of *The Muskrat* shatters and sinks. Umberlee's servant is fully materialized, and uses the regular **kraken** stat block. Congratulate the players on establishing an exciting new future for the Sword Coast.

TREASURE

If the characters finish the fight early enough to search the hold and Matron Hoistsail's body, they can claim a *spell scroll* of *command* and a coffer holding 250 gp worth of unused ritual components. If the fight goes long, they can find the scroll tube and the coffer floating in whatever's left of *The Muskrat*. (If you didn't have the characters paid to investigate the disappearance of *The Muskrat*, add 100 gp to the value of the components.)

WRAPPING UP

In victory, the characters have quelled the rise of a great evil and prevented the destruction of port towns and cities up and down the Sword Coast. In defeat, the characters have set up an awesome new campaign for a much higher-level party. Either way, though, you have plenty of hooks for involving the cult of Umberlee in new adventures. Especially if the characters defeated her high priest and thwarted her plans, the Wavemother and her agents will be watching them—and bent on revenge.