

BROADSWORD

ADVENTURES FOR FIFTH EDITION

NOVEMBER 2020 ISSUE NO. 11 \$25.00

FEATURING
A NEW CAMPAIGN SETTING
11 LINKED ADVENTURES
34 NEW MONSTERS



BROADSWORD

ADVENTURES FOR FIFTH EDITION

NOVEMBER '20 ISSUE 11 Monthly



COVER:
She says to me, "You sailors are a bunch of goddamn liars, And all of you are bound to hell to feed the goddamn fires," 'Cause there's fire down below.
 Art by Tithi Luadthong.



Welcome to The Dark Sea!

For this issue of *BroadSword Monthly* we tried a little experiment. Dave rounded up some promising young adventure writers and let them loose to collaborate on a small, self-contained campaign setting. Several months and a bucket of tears later, I ended up with a Dropbox full of disparate adventures, maps, monsters, and magic items, all pertaining to magical nautical adventures set in a massive cavern deep underground.

Because I have a certain grudging fondness for you, our gentle and patient readers, and just couldn't stand the thought of your sad and lonely faces with no fun to be had, I ceased my tantrums, rolled up my poofy sleeves, donned my very best pre-Beau Brummell gentleman's hose, dove in, and dutifully edited all this pure creativity into a selection of broadly-related adventures that should provide hours of fun and no small measure of excitement and also death.

If you've ever had the urge to caper about on the deck of a fantasy ironclad that shoots ice storms and is powered by an arcane engine manned by kobold tinkers, well by golly *BroadSword Monthly* is gonna provide your opportunity. Just watch out for the megalodon chariot-ship!

-Scott Craig

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I thank God daily for the good fortune of my birth, for I am certain I would have made a miserable peasant.

- C. S. Forester, *Mr. Midshipman Hornblower* (1950)

OMERIA ONLINE

YOUR GUIDE TO THE DMDAVE COMMUNITY

BY MELISSA PRESTI

ART BY WILLIAM MCAUSLAND

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USING THIS BOOK

GETTING THE MOST FROM BROADSWORD MONTHLY

BY DAVE HAMRICK
ART BY TIM HARTIN

Must-have Tomes

To run these adventures, you will need access to the Fifth Edition rules and associated core rulebooks, abbreviated as *PHB*, *DMG*, and *MM*.

Understanding the Format

In addition to the monsters included in the *MM* core rulebook, you will also need to use the content found in the Appendices of this book.

When a creature's name appears in **bold type**, that's a visual cue pointing you to its stat block in the *MM*. If a stat block appears as part of this book, the adventure's text tells you where to find it.

Spells and equipment mentioned in the adventure are described in the core rulebooks. *Magic items* are also described in the core rulebooks unless the adventure's text directs you to an exclusive item that is described in this book.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.





































Abbreviations

The following abbreviations are used throughout these adventures:

hp = hit points
AC = Armor Class
DC = Difficulty Class
XP = experience points
pp = platinum piece(s)
gp = gold piece(s)
ep = electrum piece(s)
sp = silver piece(s)
cp = copper piece(s)
NPC = nonplayer character
PC = player character

Dungeon Key

1 square = 10 ft.

 Door	 Trap
 Double door	 Stairs
 Secret door	 Bars/gate
 Secret trap door in floor	 Wooden planks
 Concealed door	 Dais/raised platform
 False doors	 Fountain
 Pillar	 Pool
 Statue	 Chute Trap
 Altar	 Throne
 Covered pit trap	 Magic circles
 Open pits	 Thaumaturgic circle
 Wells	 Pentagram
 Tapestry/curtain	 Elevation lines
 Downward slope arrow	 Brazier
 Turn-around trap	 Teleporter
 Illusionary wall	 Teleporting pillars
 Rubble	
 Sarcophagus	
 Falling block trap	
 Mirror	

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APL = Average Party Level
LG = Lawful Good
NG = Neutral Good
CG = Chaotic Good
LN = Lawful Neutral

N = Neutral
CN = Chaotic Neutral
LE = Lawful Evil
NE = Neutral Evil
CE = Chaotic Evil

THE DARK SEA

BY BENJAMIN "SARGE" GILYOT AND DARRYL T. JONES
CARTOGRAPHY BY DARRYL T. JONES WITH SCOTT CRAIG

The Dark Sea is a large underground body of water filling a colossal cavern. This world is one of grim and perilous adventures and high seas piracy, populated by creatures that have adapted to life without the sun, including elves, dwarves, orcs, and humans.

Ships and Sailing

Ship construction primarily relies on a hardy *fungus wood* that grows in the caverns of the Dark Sea. Ships rely on rowing or burgeoning artificial power to maneuver the ships when the seasonal gusts of wind from the surface world are not blowing. Ancient artifacts known as the *tidalstones* provide the predictable currents of the Dark Sea.

Many Adversities

On the sea, pirates chase down merchant ships, seeking fame and fortune. Sailors compete in dangerous races to prove their seamanship to help maintain the tenuous balance between the *Triumvirate* that rules the Dark Sea. Meanwhile, cultists of the ancient leviathans vie for control of the Sea itself. Beyond that, strange myconids and xenophobic sahuagin present unique challenges in this underground, watery realm.

A Hidden World

Adventurers in the Dark Sea were either born here or were mysteriously transported here, as there are no connections to the wider world, leading some scholars to wonder if the Dark Sea is even real or if it is part of its own demiplane. Only the most learned sages can piece together that centuries ago, implacable and mysterious leviathans fought for control of the sea; their minions continue to threaten travelers even today.

Inspired inventors have been developing mechanical means of propulsion for the ships while many practitioners of the arcane look to discover means of visiting the rumored lands beyond the Dark Sea, experimenting with dangerous conjuration magics.

Fresh air gusting from massive chasms in the ceiling of the cavern provides seasonal winds for sailing ships. What lies beyond is unknown; no-one has returned from the expeditions that began that frightful climb...

The few clerics found within the Dark Sea are converts to the faith of the strange adventuring visitors that have appeared over the centuries. Unfortunately for many of these visitors, few have ever managed to escape the Dark Sea.

Points of Interest

The leadership of Ash Hollow, Inepolis, and Osethlume have, after decades of strife, agreed to cease tensions and focus on maintaining trade with one another. Inhabitants of this watery realm refer to these cities as the *Triumvirate*.

Each of these communities has adapted to the perpetual night in different ways. Below are the major locations found on the Dark Sea. The *Triumvirate* and *Drifthouse* are covered in greater detail in Appendix A.

Ash Hollow

Governed by an elven matriarchy, Ash Hollow exists on top of a large arch. This vantage point, coupled with the active volcanic activity in the area provides the bulk of its defenses—along with its name. The primarily elven population has limited the focus on providing regular light.

Inepolis

The island community of Inepolis is home to the majority of the humans

living in the Dark Sea. With the light provided by the bioluminescent plants, this region also provides the bulk of the farms in the region. The people of Inepolis are headstrong and opinionated, and its chaotic council meetings are storied throughout the Dark Sea.

Osethlume

Also known as the Port of Midnight, Osethlume is a bustling home of industry in the Dark Sea. A large whaling industry allows for the regular burning of oil to provide light. The largest settlement within the Dark Sea, it also boasts the most diverse population and the largest dwarf population. However, drow control the bulk of the city's assets and rule primarily through an admiralty.

The Drifthouse

This famous former lighthouse serves as the most neutral location in all of the Dark Sea. Sailors and merchants frequently stop here on their journeys to trade stories and rest. The *awakened* parrot owner, Cathryn "The Parrot" Hogan, has managed this successful location for years.

The Hand of Ktji

The waters near the center of the Dark Sea become too choppy and dangerous to easily approach the Hand of Ktji. Historians claim that an ancient battle between the leviathans scarred much of the land here, and it's said that they still slumber restlessly beneath the island itself, which juts out of the waters like an enormous fist. Some sailors insist that strange creatures roam around the island and protect ancient weapons of power.

This location is not detailed in this issue of *BroadSword Monthly*. It is left free for GMs to detail as they wish to suit their campaign. Ω

DARK SEA



● POINT OF INTEREST

▼ Adventure Location

CONTRIBUTORS SPOTLIGHT

SELECT AUTHORS AND ARTISTS OF BROADSWORD

BY SCOTT CRAIG

ART BY WILLIAM MCAUSLAND

BroadSword Monthly has been fortunate to have at its disposal some very talented writers and artists. Some pieces were specially commissioned, some purchased in collections for commercial use, while other works are readily available for free use thanks to generous patrons and artists.

In no particular order:

Humperdink's Wares

Humperdink's Wares creates adventures and building blocks to help you populate your world with a rich variety of activities, characters, and encounters.

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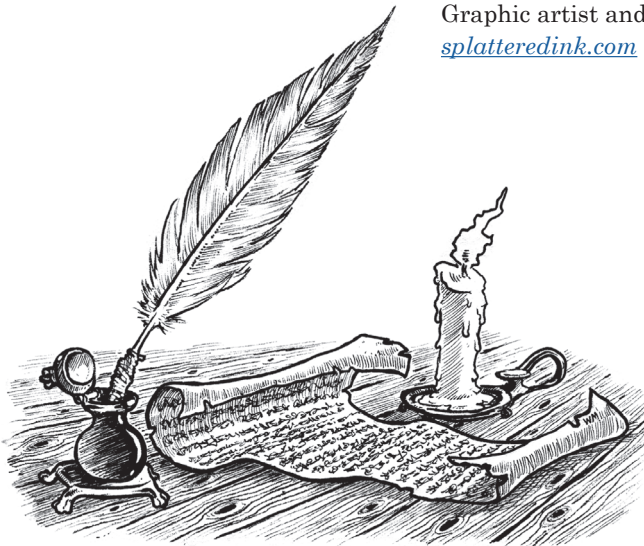
Artist from Thailand with a huge catalog of fantasy and sci-fi art.

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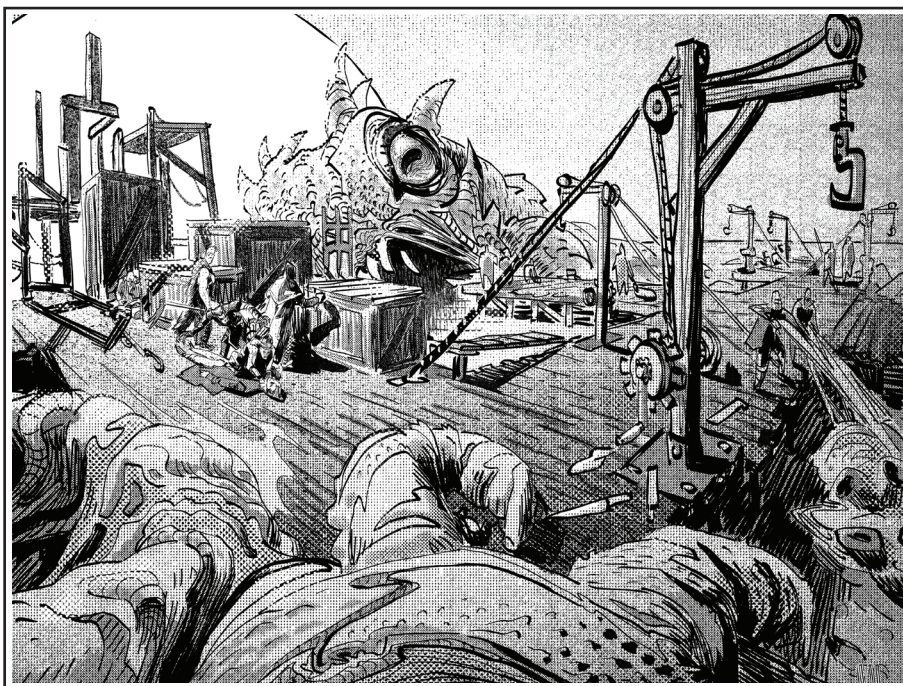
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ON THE DARK SEA



KRAKEN BEACH SCAVENGERS

BY DAVE HAMRICK

A 3/5/11th-level adventure for Fifth Edition

Cartography by Cze & Peku

Art by Matias Lazaro, Jason Glover, Shutterstock, and William McAusland

Kraken Beach Scavengers is a Fifth Edition adventure for four to five characters. This document includes rules and encounters for three tiers of play, allowing characters with an average party level (APL) of 3, 5, or 11 to play through the adventure.

This adventure is setting independent, and can easily be inserted into any campaign world where a beach or island would fit. In the Legends of Omeria campaign setting, this adventure could be set in southern Odonburg, or of course in the Dark Sea setting featured in this issue.

Get the Map. The Kraken Beach Scavengers map featured in this adventure can be downloaded in full color from Cze and Peku's Patreon at www.patreon.com/czepeku.

Adventure Background

Huzzah! Amadex the Kraken was finally killed by the Dinzer Navy. The colossal creature sank into the south ocean and vanished, carried away by the underwater currents. Months later, Amadex washed up on a beach hundreds of miles from where it met its fate in Suen's Clutch. Now, a party of vile scavengers have laid claim to Amadex's corpse. Recognizing that it won't be long before the Dinzers arrive and take over the operation, the scavengers are working quickly to remove flesh and vital organs from the creature's corpse hoping to sell the remains as magical components.

Adventure Hook

While the Dinzer Navy organizes its response, it tasks the characters to travel to—what's now being referred to as—Kraken Beach. Their mission? Get to the beach, stop the scavengers from scavenging, and hold the island until the cavalry arrives.

The Dinzers offer the characters a reward, the value of which depends on the party's APL.

Party Reward.

APL	Reward
3	500 gp
5	2,500 gp
11	10,000 gp

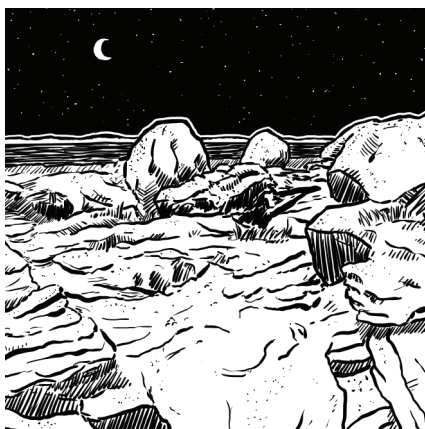
Who is the Villain?

The adventure’s villain depends on the characters’ average party level, as shown below. The adventure’s encounter locations make note of which monsters the characters will encounter based on the adventure’s villain.

Thraq the Unbelievable (3rd Level). Characters with an average party level of 3 will go toe-to-toe with the **bugbear** raider, Thraq the Unbelievable. She leads a group of nasty hobgoblins, kobolds, goblins, and ogres. Already, Thraq has a lead on a buyer for the kraken parts. All she has to do is make sure that her mooks can get everything loaded up on their ships before the Dinzers show up.

Redemption for the Cursed (5th Level). Characters of 5th-level or higher must face the tiefling **assassin** Redemption for the Cursed and her gang of pirates. These vicious souls are known for not taking any prisoners. Anyone foolish enough to cross Redemption’s path will surely meet their fate at the end of a crossbow bolt.

Dr Calamity (11th Level). Characters of 11th-level will have to test their mettle against the vile dimensional traveler Dr. Calamity and the Calamity Crew. All of Calamity’s usual suspects are present, including the tyrannical Sharkmanbot, the dreadful golemancers, and yep—lots and lots of constructs. See the Addendum at the end of the adventure for the details on Dr. Calamity’s minions.



Kraken Beach

Kraken Beach is exactly what it sounds like: a beach with a big, dead kraken on it. At an estimated length of 500 feet, Amadex’s rotting corpse dominates the adventure location.

General Features

The adventure’s villains have constructed scaffolding, docks, and cranes to assist in their dissolution of the monster and its body parts. Unless otherwise stated, Kraken Beach has the following features:

Dead Kraken

Amadex is rotting. When the characters first arrive on Kraken Beach (at the west side of the map), they must all make DC 12 Constitution saving throws. On a failed saving throw, a character is poisoned until the end of their next turn. A character who fails the check by 5 or more is poisoned for 1 hour. All of the scavengers are already accustomed to the awful smell and do not need to make checks.

Toxic Water

The smell isn’t the only thing that the characters have to contend with. Amadex’s toxic blood seeps into the water surrounding its corpse. A creature that ends its turn in the water must make a DC 15 Constitution saving throw. On a failed saving throw, the creature is poisoned. While poisoned, the creature is unnaturally

aggressive. A poisoned target must use its action before moving on each of its turns to make a melee attack against a creature other than itself. Otherwise, the creature must try to move to the nearest available living target. A poisoned creature that ends its turn out of the water can repeat its saving throw, ending the effect on itself with a success.

All of the sharks (see below) are affected by this trait.

Sharks!

Reef sharks fill the waters surrounding Amadex’s corpse. All of the sharks are poisoned by the tainted waters and suffer from the aggression the kraken’s blood causes. When a living creature starts its turn in the water, roll a d4. On a result of 1, a reef shark appears and attacks. Continue rolling a d4 each turn, with one additional reef shark showing up every time you roll a 1.

Scaffolding

The villains have constructed scaffolding all over Amadex’s corpse. For the most part, the scaffolding is secure and hovers 10 to 20 feet over the beach, the kraken, and the water. Trigger-happy characters—especially those of 5th-level or higher—are known to toss out area of effect spells willy-nilly. If a character creates an explosive effect—such as the blast from a *fireball* or a *thunderwave*—that deals more than 20 damage, a section hit by the blast collapses into the water below. Any creature standing in that area when this happens tumbles into the water.

Explosive Contents!

If the collapsing dock wasn’t enough to deter the characters from using area of effect spells and effects, the dock is also cluttered with barrels full of kraken bile. And everyone knows just how highly explosive kraken bile is (obviously). If a barrel catches on fire or is caught in a blast, it explodes. Each creature within 10 feet of an



KRAKEN BEACH

exploding barrel must make a DC 12 Dexterity saving throw, taking 16 (3d10) fire damage on a failed saving throw or half as much damage on a successful one.

Illumination

This adventure can be played during the day or at night. During the day, the entire beach is illuminated by Naeyer's Eye (Casar's sun). At night, torches cast light on the operation. Additionally, the towers surrounding the beach use bullseye lanterns to search the waters for potential troublemakers.

Enemies

The actual map of the Kraken Beach Scavengers places all of the enemies in relatively close quarters. Fortunately for the characters (or unfortunately), the enemies are trained to maintain their post. With the exception of the archers on the towers (area 2), the enemies won't attack the characters until the characters enter their respective areas. However, if you'd like to play a "meat grinder" version of this adventure, you might have all enemies attack the characters as soon as they are within charging range or ranged weapon range.

Unless otherwise stated, humanoid enemies fight until their hit points drop below 50%. When this happens, make a DC 10 Wisdom check for the creatures. On a failure, the enemies surrender or flee. Otherwise, they fight. Constructs continue to fight until destroyed.

Kraken Beach Keyed Encounters

The following encounters are keyed to the map on pages 14-15.

1 - Western Beach

The western beach offers characters the first look at Amadex the Kraken. Right away, the rotting smell assaults their senses (see "Dead Kraken"

above). The beach is guarded by troops on the sand as well as archers on the nearby guard towers (see area 2).

APL	Encounter
3	4 hobgoblins
5	4 thugs led by a veteran
11	1 golemancer and 1 giant ape sentry (see Appendix D for both)

2 - Watchtowers

Wooden watchtowers rise 30 feet above the water surrounding the kraken. Each tower is manned by one or two ranged fighters who keep an eye on the beach and surrounding waters. At night, the towers are equipped with bullseye lanterns they use to spot intruders on the beach.

These ranged fighters fire on the characters as soon as they see them.

APL	Encounter
3	1 hobgoblin
5	2 scouts
11	2 Calamity henchmen (see Appendix D)

3 - Kraken's Mouth

Amadex's gaping maw offers entry into its gullet. Although this adventure doesn't offer details on Amadex's insides, you can get a map of the kraken's stomach on Cze and Peku's Patreon at www.patreon.com/czepeku

4 - Entry Ramp

The easiest way onto the platforms (without climbing up the side of one of its posts or flying onto it) is via the ramp north of the kraken's head. A group of guards protects the way in.

APL	Encounter
3	3 goblins
5	3 thugs
11	1 clay golem simulacrum (see Appendix D) disguised as a Calamity henchman

5 - Western Dock

This dock offers easy access to ships that approach from the south. In addition to the crane operators (see area 8), the docks are guarded by scavengers.

APL	Encounter
3	3 goblins
5	5 bandits
11	2 flesh golems

6 - Boats

The scavengers employ a veritable armada of boats to collect the crates and barrels of kraken parts. There are two types of boats being used: cutters and rowboats. For the most part, the ships' crews stay focused on their task, but may use their ranged weapons to ward off pesky heroes.

6a - Schooners. The cutters are small, two-person boats with AC 13, 100 hp, and immunity to poison and psychic damage. Once per turn, a cutter's crew member can use their action to move the cutter 25 feet in the water.

APL	Crew
3	2 goblins
5	2 thugs
11	2 Calamity henchmen (see Appendix D)

6b - Rowboats. Although not ideal for loading giant crates of dangerous material, the scavengers will take every boat they can get their hands on. A rowboat has AC 11, 50 hp, and immunity to poison and psychic damage. Once per turn, the rowboat's rower can use its action to move the rowboat 15 feet in the water.

APL	Crew
3	1 kobold
5	1 thug
11	1 Calamity henchman (see Appendix D)

7 - Guard Post. This post employs one group of guards who keep an eye on areas 4 and 9 in addition to the crane operators working here.

APL	Encounter
3	3 goblins and 1 ogre
5	3 thugs and 1 gladiator
11	1 flesh golem , 1 clay golem simulacrum disguised as a Calamity henchman, 1 golemmancer (the latter two are detailed in Appendix D)

8 - Cranes

All throughout the scaffolding that covers the kraken, there are cranes used to pry components from the kraken's flesh. The cranes then place the goods into crates which are then loaded onto the scavengers' fleet of boats (see **area 6**). All of the cranes have a single operator determined by the characters' level.

APL	Encounter
3	1 goblin
5	1 bandit
11	1 Calamity henchman (see Appendix D)

So long as a crane has an operator, the operator can use its action to make attacks with the crane's arm.

Crane Arm. Melee Weapon Attack: +7 to hit, reach 15 ft., one creature. **Hit:** 14 (4d6) bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or be knocked back 10 feet and fall prone.

9 - Loading Area

Two cranes continue to load boxes and barrels in this area. They are guarded by the creatures in **area 7**.

10 - South Docks

More subordinates load goods onto boats from this dock.

APL	Encounter
3	4 goblins
5	7 thugs led by 1 veteran
11	Sharkmanbot (see Appendix D) and 3 Calamity henchmen (see Appendix D)



11 - Boss Fight

The easternmost dock is where the boss keeps an eye on their entire operation.

11a - Lower Dock. Like the other docks, lackeys move swiftly to load goods onto small ships.

APL	Encounter
4	4 hobgoblins
5	5 thugs
11	3 Calamity henchmen (see Appendix D)

11b - Boss's Post. The final villain stands above the fray, using weapons and abilities to support the lackeys. Only once the lackeys are defeated will the villain enter the combat.

3rd-Level Adventure. Thraq the Unbelievable (**bugbear**) operates a cannon with the help of two **kobolds**. A cannon is a Large object with AC 19, 75 hp, and immunity to poison and psychic damage. It takes one action to load the cannon, one action to aim it, and one action to fire it.

Cannon Ball. Ranged Weapon Attack: +6 to hit, range 600/2,400 ft., one target. **Hit:** 44 (8d10) bludgeoning damage.

Once one or both of the kobolds are killed, Thraq abandons the cannon and starts chucking javelins. She fights to the death.

5th-Level Adventure. Redemption for the Cursed, a tiefling **assassin** (she has darkvision of 60 ft., resis-

tance to fire damage, and can innately cast *hellish rebuke* and *darkness* once per day each, with Charisma as her spellcasting ability, spell save DC 11), stands at the post and lets her lackeys defend her. While her lackeys are within 5 feet of the characters, she can use her Sneak Attack for maximum damage. Redemption has no issues about fleeing from the combat when the deck is stacked against her. However, she won't surrender.

11th-Level Adventure. Doctor Calamity returns! Well, maybe not. Doctor Calamity is actually a Calamity-bot (**animated armor**). The Calamity-bot never enters the fight, content to stand on its platform barking orders at the Calamity Crew. When the characters destroy the construct, a *magic mouth* recording plays: "Thought you'd catch me that easily, heroes? Not this time! We'll meet again..."

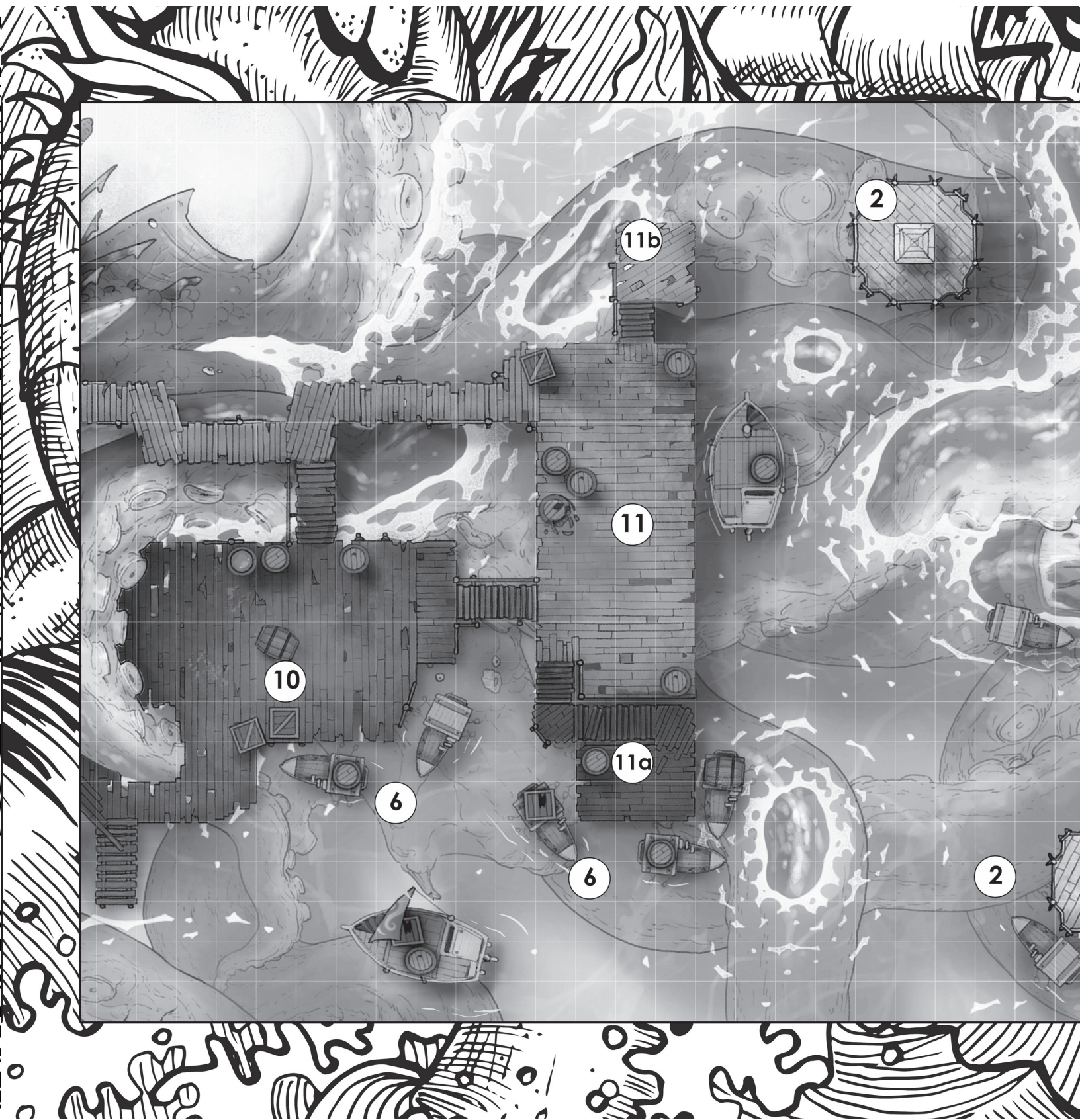
Concluding the Adventure

If the characters fail to clear the kraken's corpse of scavengers before leaving the area, the scavengers spend the next hour (or more, if the characters rush off to take a long rest) finishing their task. They then escape. The Dinzer Navy is furious at the characters—no reward is offered.

However, if the characters successfully defeat all of the scavengers—killing, jailing, running them off, etc.—the Dinzers arrive, lock down the beach, and pay the characters their expected reward.

The Dinzers might even offer the characters a position guarding the beach. After all, there will surely be others interested in claiming Adame's corpse and its flesh. A character who succeeds on a DC 15 Intelligence (Nature) check recognizes that a full kraken corpse is worth a minimum of 100,000 gp in magical components. These particular scavengers might be gone, but more are sure to follow. Ω







TROUBLE AT VIRTUE POST

BY CORVID'S EMPORIUM

A 3rd-level adventure for Fifth Edition

Cartography by Dyson Logos

Art by Matias Lazaro, Maciej Zagorski, Jason Glover, and William McAusland

Trouble at Virtue Post is a Fifth Edition adventure for three to seven characters of 3rd to 4th level, and is optimized for four characters with an average party level (APL) of 3. Characters who survive this adventure should earn three-quarters of the XP required to reach the 4th level.

This adventure takes place on arctic plains. This adventure assumes placement in The Dark Sea campaign setting, specifically in the area outside of Inopolis. However, it can just as easily be placed in any campaign setting that has frigid, low-lying plains.

Adventure Background

In the earth below Virtue Post there is a cave that houses a dense, heavy, magical artifact known as a *tidalstone* (see Appendix C). Once upon a time, a stronghold stood over the artifact, protecting arcanists that took on the dangerous work of extracting fragments of the artifact for sale. Unfortunately, the artifact became erratic and cast an unnatural winter on the region. Now, the barely recognizable Virtue Post is haunted by scavengers and undead.

Adventure Hooks

The adventure takes place in a magically-created snowscape that threatens to freeze a nearby town. So long as the characters are near a settlement that isn't normally snowy, it should be relatively easy for them to talk to locals and learn about the unusual snow. You can use the following hooks to kick off the adventure:

Research Opportunity. Characters are approached by an arcane scholar named Theo who wants to be escorted to the source of the magically-induced deep freeze so they may attempt to repair it.

Double Dog Dare. Characters are approached by a distraught set of fathers that plead for help finding their children. They explain that their children, a girl named Taw and a

boy named Carwel, left a note saying they went on an adventure to see the source of the snow.

Death by Tomorrow. Characters are approached by the town's leaders to travel to the artifact and try to shut it down. Their food stores are running low and the magical freeze is killing the crops. They offer to pay the characters 200 gp.

Preparations

The characters are advised to speak with Talea, the local quartermaster, for cold weather gear and dogsleds. When the characters arrive, read the following:

A tall woman, built like a brick house with tangled brown hair and a crooked nose, is packing several large crates onto a wagon. She sets down the last box, wipes her brow, and turns to face the party. "You must be the folk riding out to Virtue Post. What are your names?"

There is one sled for every two characters. After introductions, Talea continues:

She gives a quick rundown of the inventory: dried meats, loaves of bread, flowers, pottery, and painted stones. "The sleds are loaded and ready to go. All that's left is to hitch up the pups." She whistles and a few moments later a pack of wolves come running out, trailed by a dire wolf. She pats the dire wolf's mane and says, "This is Walnut, she'll be leading your pack." Talea hitches up the dire wolf to the lead sled and two wolves to each remaining sled.

When the characters set off, they must succeed on a DC 12 Strength (Athletics) check or fall off the sled and land prone on the ground.

Wolves. Wolves are generally dangerous, fiercely independent creatures, however, the **dire wolf** Walnut has a unique relationship with Talea

and keeps the other **wolves** in line. They have disadvantage on attacks and saving throws while they are harnessed to a sled.

Riding Sleds. While the characters are on the sleds, they have disadvantage on ranged attack rolls.

Travel to the Ruins

The wolf sleds can travel 96 miles per day, cutting a multiple-day trip by foot into mere hours. However, during those few hours, the characters are subject to a few unexpected encounters.

As the characters leave town by sled, read the following:

The familiar warmth of the town quickly gives way to a harsh winter landscape. Half-buried trees and boulders that barely crest above the snow whip by as the wolves pull you forward. The smell of pine trees saturates the crisp, swirling air.

Characters traveling to the Ruins of Virtue Post have the following two encounters en route.

Wolves on the Prowl

This encounter can occur anywhere. Set the scene by reading the following:

The sleds are cutting through the frozen countryside when the normally silent wolves begin barking.

The pack has sensed a dire wolf and its pack nearby. A character that succeeds on a DC 14 Wisdom (Perception) check spots a blurry shape in their periphery closing in on the sleds, giving them an opportunity to warn the rest of the characters that a creature approaches. Characters that attempt to make ranged attacks against the moving shape automatically miss due to the wind and woodland obstructions between them and the target.

After one round, read the following:

A massive white dire wolf leaps out of the brush and tackles the wolves at the lead sled. Several wolves leap out behind it.



TROUBLE AT VIRTUE POST

The characters on the sled at the front of the marching order must make a DC 14 Dexterity saving throw. On a failure they become stunned for one round and fall prone. A creature that succeeds on this saving throw falls prone but is not stunned. If the characters succeeded in spotting the wolves earlier, they have advantage on this saving throw.

Encounter: Wolf Pack. There are two **dire wolves** and four **wolves**. All of the creatures flee after two wolves are killed or a dire wolf is reduced to half its HP.

Snowsquall

When you are ready, read the following:

A few miles into the journey the sky begins to darken and within minutes you are buried in a torrent of snow as fine as desert sand, barely able to see 30 feet ahead.

Squalls can last anywhere from 30 to 60 minutes, so the characters may decide to take refuge and wait it out. While they are looking for shelter they are subject to the following environmental hazards:

- Low visibility reduces standard vision to a range of 30 feet.
- Strong winds impose disadvantage on ranged weapon attacks and Wisdom (Perception) checks that rely on sight or hearing.
- Any open flames are extinguished and nonmagical flight is nearly impossible. A flying creature in these conditions must land at the end of its turn or fall.

Shelter in Place. If the characters decide to shelter in place using their own body heat and blankets to stay warm, they must succeed on a DC 10 Constitution saving throw or take one level of exhaustion and 2 (1d4) cold damage as their extremities begin to suffer from the effects of frostbite. Characters that are resistant or immune to cold damage automatical-

The Tidalstones

Any missing *tidalstones* (see Appendix C) must be reported to the nearest port authority. The unauthorized use or sale of *tidalstones* is strictly illegal.

ly succeed on this saving throw, as do creatures wearing cold weather clothing (thick coats, gloves, and the like) and creatures naturally adapted to cold climates, such as reindeer and snowy owlbears.

Before the storm passes, a flurry of ice mephits stumble across them huddled in the snow.

Encounter: Ice Mephits. There are four **ice mephits** within the squall. The ice mephits attack the characters for fun, not with intent to kill, and are quick to flee back into the snowstorm if their hit points are reduced by half. If there is only one ice mephit remaining, it flees regardless of its remaining hit points, decrying the characters as “party poopers.”

Searching for Shelter. Staying together and finding shelter is not an easy task. The characters must succeed on a DC 14 Wisdom (Perception) check. On a result of 5 or less, the characters have a hard time sticking together and controlling the sleds; the DC for subsequent checks increases by 1. If the characters fail 3 times, their wolves are unable to continue and they are forced to shelter in place.

Characters that successfully find shelter have some time to recover before the storm clears. The cavern is 30 feet deep and 20 feet wide. However, it quickly becomes clear that they are not the only ones taking refuge from the storm. After one round, the frozen, half-decomposed body of a polar bear rises in the back of the cavern.

Encounter: Zombie Polar Bear. The zombie is a **polar bear** with the following changes:

- Its Intelligence score is 3 (-4), Wisdom score is 8 (-1), and Charisma

score is 5 (-3).

- It is immune to poison damage and cannot be poisoned.
- Its passive Perception is 11.
- **New Trait: Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

The polar bear attempts to grapple creatures before biting and clawing them.



Ruins of Virtue Post

Virtue Post was once a large complex built around a powerful magical artifact known as a *tidalstone*. The building facilitated harvesting, storage, and distribution of fragments of the artifact. Eventually, the artifact's magic went haywire. It began releasing bursts of intense, freezing wind. The magic proved uncontrollable and the artifact was abandoned. Now, all that remains are crumbled walls and the entrance to the underground chamber that holds the artifact.

General Features

Unless otherwise noted, locations in Virtue Post have the following features.

Ceilings. The ground-level ruins have no ceilings. Underground, the ceilings are 8 feet high, carved out of clay, and braced with wood.

Floors and Walls. The ground-level ruins are made of stone and only provide three-quarters cover instead of full cover. Underground, the floors and walls are carved out of clay and braced with wood.

Doors. All of Virtue Post's doors are made of wood and have AC 15, 18 hit

points, and immunity to poison and psychic damage. All of the doors are frozen solid. Opening or closing a door requires a successful DC 17 Strength (Athletics) check.

Climate. Above ground, the average temperature is -49 degrees Fahrenheit (-45 degrees Celsius). The closer to the artifact characters are, the colder it gets, by as much as 100 degrees. Using a source of heat to melt the ice is ineffective as the ice quickly re-freezes due to proximity to the *tidalstone* (see Appendix C).

Light. The areas underground have no sources of light.

Keyed Locations

The following locations are keyed to the map overleaf.

R1. Ruins

Characters approach the ruins of Virtue Post from the south. Describe the location to the players as follows:

Ahead, in the middle of a 120-foot-wide forest clearing, are the ruins of an old stone building, barely visible in the snow. A large creature with multiple tentacles holds two zombies above its head while it eats a third.

Encounter: Otyugh and Zombies.

In the center of the ruins there is one **otyugh** holding two dead bodies aloft with its tentacles and eating a third. The otyugh ignores the characters unless one of them dies, in which case it tries to grab the fresh body and eat them. On its turn, the otyugh sends telepathic images of itself dining lazily over a pile of fresh corpses to the characters. If the otyugh is attacked, it flees after taking 40 damage, carrying as many bodies as it can.

There are eight **zombies** buried under the fresh snow, scattered throughout the ruins. Characters may notice a zombie from 15 feet away with a successful DC 13 Wisdom (Perception) check. Otherwise, they do not notice

any zombies until they are within 5 feet of one. If the characters touch one of the zombies, it lunges out of the snow and attacks. If the zombie is not killed in one round, the other zombies are disturbed by the noise and begin attacking the characters too.

R2. Main Hall

When the characters enter, read the following:

This 10-foot-wide by 80-foot-long hallway is sheathed in icy water; the remainder of the hall inaccessible through collapsed stone. There are two sets of steps at the end of the icy hall, a trail of fresh blood veering into the eastern door.

Hazard: Icy Floors. The icy floors are difficult terrain. When a creature moves onto slippery ice for the first time, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

R3. Corner Office

A small juncture leads to a 10-foot by 15-foot room. A small desk and broken chair litter the floor while four creatures idle in this room.

Encounter: Zombies and Ghoul. There are three **zombies** and one **ghoul** in this room. They attack any creature that enters the area.

R4. Unidentifiable Room

The walls of this small, irregularly-shaped room have collapsed, dirt and ice encroaching on the space. Two children, a girl named Taw and a boy named Carwel (noncombatants), are huddled in the room. They are cold and scared.

R5. Janitor's Office

Read the following:

This small, 5-by-15-foot janitor's closet contains tin buckets, broken mops, and a metal pole.

Treasure. Inside one of the buckets is a set of *pipes of the sewers*.

R6. Hexagonal Office

Read the following:

Frozen red banisters drape stiffly from the walls of this 20-foot hexagonal room. A long, broken desk litters the center of the room where a ghost hovers.

Encounter: Ghost. There is one **ghost** in this room. The ghost was an elven woman tasked with overseeing Virtue Post. She became a ghost after its collapse, though her mental state has deteriorated from years of isolation. She shouts at creatures to leave her so that she can work and uses Possession to force creatures out of her office.

Treasure. There is 200 cp and 50 gp scattered beneath the desk.

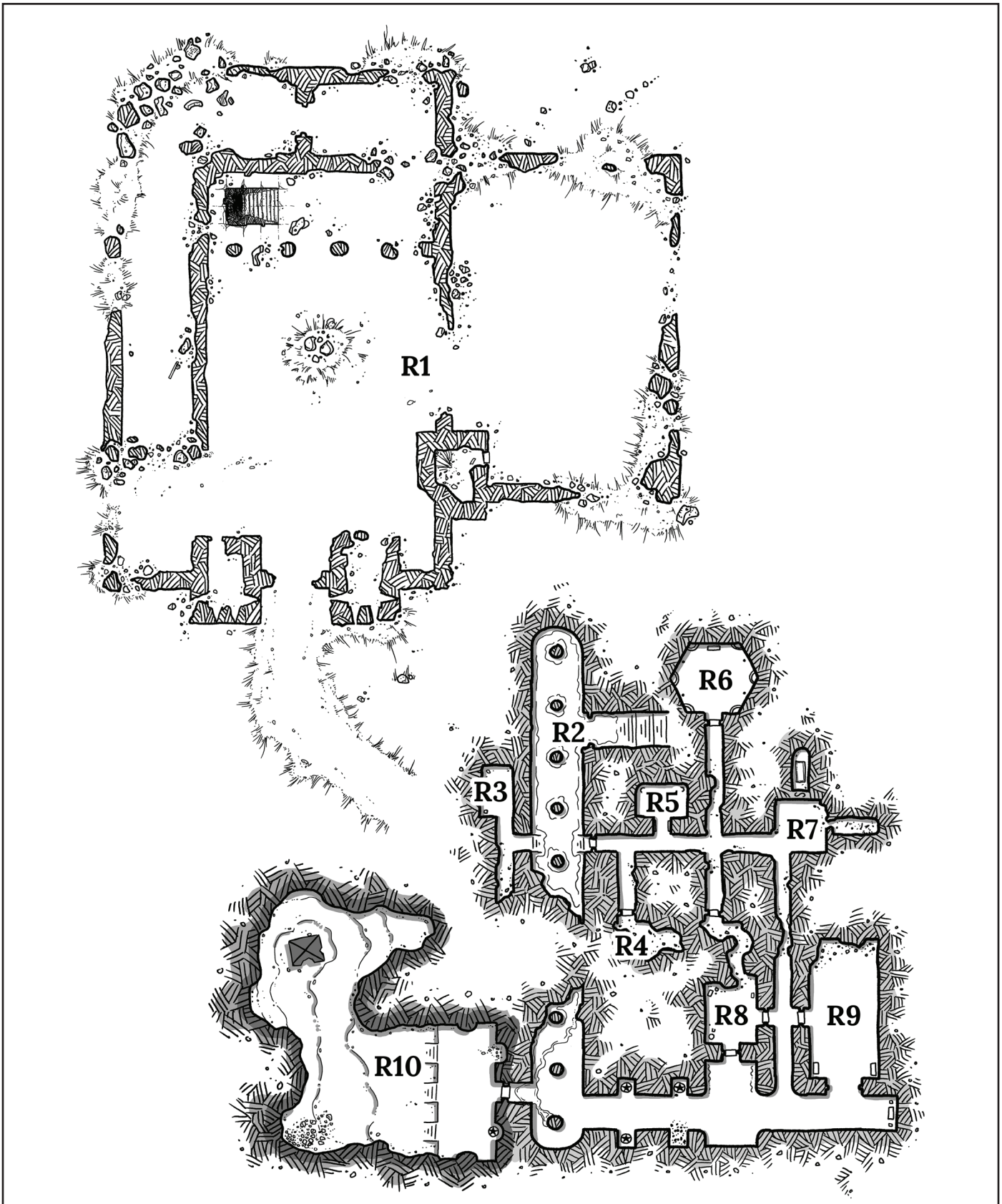
R7. Vaults

This 15-foot-square room is nondescript other than a break in the wall exposing a 10-foot-deep rectangular cavity. Three ghouls hungrily devour a deer.

Encounter: Ghouls. The three **ghouls** attack the party immediately.

Secret Vault. There is a 15-foot-deep cavity behind the northern wall. A character can find the secret cavity with a successful DC 16 Intelligence (Investigation) check to discern markings on the wall or a DC 16 Wisdom (Insight) check to infer the likely location of another cavity.

Inside of the vault is a 100-pound stone chest sealed with the *arcane lock* spell. The password to suppress it is "Windswept." A creature with proficiency in thieves' tools can make a DC 25 Dexterity check to pick the lock. Inside of the chest is a *tidalstone* (see Appendix C) fragment worth 1000 gp.



R8. Accounting Office

Read the following:

Two frozen desks line the western wall of what remains of this 35-foot by 15-foot room. The northern 20 feet of the room are buried under frozen dirt, only a narrow 5-foot passage winding through it. A massive zombie drools lazily in the center of the room.

Encounter: Zombies. There is one **ogre zombie** in the room, which begins prone. It stands up when either the southern or eastern door is opened and two **zombies** crawl out from underneath it.

R9. Refinement Room

This 20-by-40-foot room has several broken desks shoved haphazardly against the walls. Three zombies and four skeletons mill about.

Encounter: Undead. There are three **zombies** and four **skeletons**

in the room. They attack when the western door opens, or a creature enters the southern hallway and catches their attention. They are aggressive and attack hungrily.

R10. Tidalstone Chamber

Read the following:

A wooden platform extends 20 feet westward where three sets of stairs lead down to a natural rock cavern covered in a thick blanket of ice. Floating in the northeast corner of the room is a large purple obelisk.

Encounter: Ice Mephits. Five **ice mephits** hang quietly on the walls of this room. When a humanoid gets within 15 feet of the *tidalstone* (see Appendix C), one of the mephits reveals itself and protests, "Leave the icebringer alone! Do not take our joy!" If the humanoid gets closer or attacks, the remaining mephits reveal themselves and attack. The mephits depend on the presence of

the *tidalstone* to live and will defend it at all costs.

Tidalstone. This *tidalstone* is a large, diamond-shaped, purple obelisk with chunks chiseled out of it. An icy blue light pulses within it, revealing blue tendrils dancing chaotically inside it.

If Theo is with the party, he can repair the obelisk with 8 hours of work. Any other creature must spend 8 hours with the obelisk to make a DC 20 Intelligence (Arcana) check, bending the weave and repairing the obelisk on a success. For each 8 hours that pass after the first, 1d4 + 1 **ice mephits** appear and begin attacking.

Once the *tidalstone* is repaired, it stops pulsing with chaotic tendrils. Slowly, over the course of four months, the frost subsides.

Concluding the Adventure

At the end of the adventure the characters have hopefully rescued the adventurous children and repaired the *tidalstone* (see Appendix C).

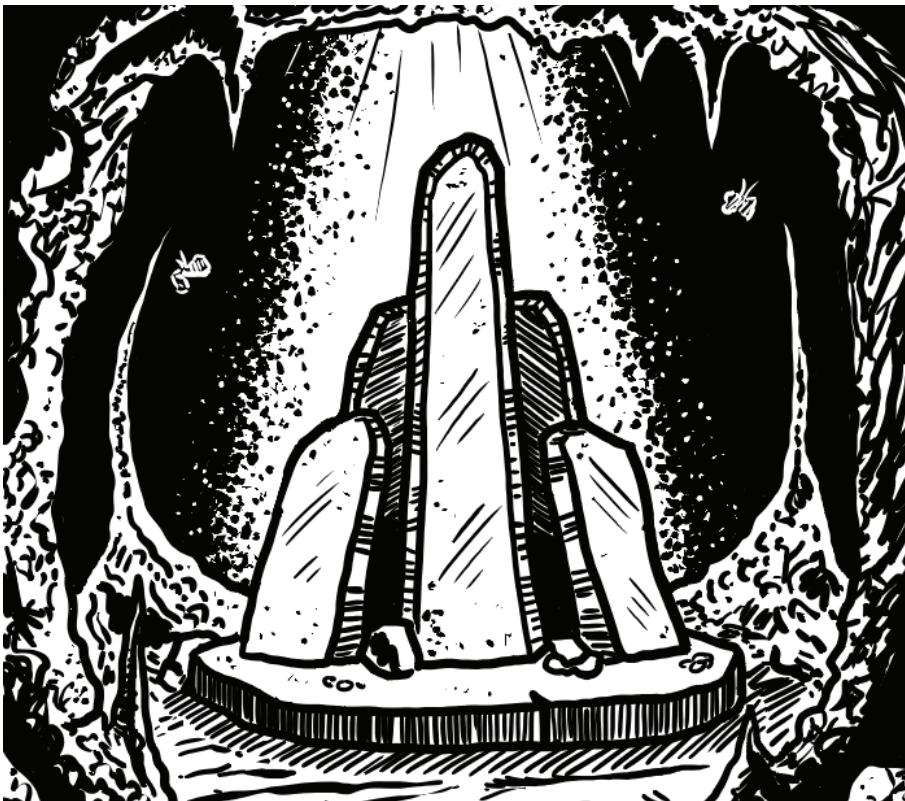
Adventure Hook Resolutions

There were three adventure hooks mentioned in the introduction. Here is the resolution for each adventure hook:

Research Opportunity. The scholar is able to successfully repair the obelisk and the deep freeze eventually subsides, allowing life in the region to carry on.

Double Dog Dare. The characters can find the missing children in a small, unidentifiable room (R4) near the entrance. If the characters do not locate the children, they eventually sneak out of the ruins and make their way back to town, albeit chilled and shaken.

Death by Tomorrow. If the characters are able to repair the *tidalstone* (see Appendix C), the town will survive and eventually be able to resume normalcy. The town's leaders pay them the promised 200 gp. Ω





WANTED: CAPTAIN BLOODBRAIDS!

BY JOHN K. WEBB

A 3rd-level adventure for Fifth Edition

Cartography by Dyson Logos

Art by Matias Lazaro, Maciej Zagorski, Alan Gallo, and William McAusland

This side quest is designed for three to five 3rd-level characters. The adventure takes place in the Dark Sea setting, but can be easily adapted for any campaign that has an ocean, islands, and pirates.

The characters arrive in Osethlume, one of The Three Ports that control the Dark Sea region. There they learn of an active bounty for the capture or slaying of Captain Bloodbraids. A small privateer ship will take them to The Glowspore Islands, thought to be the pirate's last known location, and there the characters must track him down and bring him to justice.

Adventure Background

The Dark Sea has always been rife with pirates, but recent troubles and accusations of corruption within the ruling councils of The Three Ports have only served to exacerbate the issue. As more and more otherwise decent folk turn to a life of banditry atop the high seas, the iron grip of The Three Ports begins to loosen.

To make matters worse, the Blind-sight Naga Seawitches have begun turning other captains to their master's cause. The Nagas' magics are put to service, driving the pirates' ships and empowering their bodies with unnatural strength. Sometimes, this process incurs a literal transformation within the sailors: the Seawitch's magic twists flesh and cracks bone, until their physical forms resemble a Naga-hybrid. It is by this process that the pirates become fully enthralled.

Captain Bloodbraids is one such pirate that has thrown in his lot with The Dread Queen. Prior to the characters arriving in Osethlume, he had escaped—impossibly, according to the port's navy—from an ambush. Unbeknownst to the ruling council of Osethlume, the miraculous escape is due to the Seawitch Vadha, the First Risen, who is presently with Bloodbraids aboard his ship.

However, even with magical assistance, the pirate's options are limited due to the damage sustained to his vessel during the ambush. Osethlume's port authorities have pinpointed the only place Bloodbraids could be hiding: The Glowspore Islands, a small archipelago not far from the city. Brave heroes are needed for the expedition, as Captain Bloodbraids and his Seawitch benefactor won't reveal themselves easily, nor go down without a fight.

Adventure Hooks

The following plot hooks provide some possible ways for the characters to get involved in the adventure.

Treasure Hunters. The characters have heard of the many treasures within The Glowspore Islands, and have taken this bounty as an opportunity to secure free passage to the archipelago. If they rescue Glorif en route to the archipelago (see **Encounter: Death by Water**), she will tell them of the wyrmling Heltrax.

The Deeper Threat. The characters are made aware of Captain Bloodbraids' relationship with Vadha by an interested party, and have decided to hunt them both down for the greater good.

The Dwarfalorian. The characters have established themselves as capable warriors, and are personally approached by the port authority to undertake this expedition.

Osethlume

A more detailed exploration of Osethlume can be found in Appendix A, but here are some textural details to use as a quick reference:

A Star at Midnight. Osethlume, being built, inhabited, and ruled by Drow, is the darkest of The Three Ports. The brightest district is certainly the docks, which must accommodate the influx of sailors of all races; its taverns are always lively, and its streets are well lit (for Dark Sea standards). However, the citizens of Osethlume do not tolerate drunk and disorderly conduct spilling over into their residential districts, so think twice (and drink water) before you act.

City of Bone. A defining characteristic of Osethlume is the prominence of whalebone in its architecture, the most dramatic examples being the titanic skulls that indicate where one district ends and another begins (backalley and rooftop paths notwithstanding). Much of the docks in particular are massive rib bones lashed together with seaweed; the hustle and bustle of sailors and civilians create a hollow knocking sound like horse clomping.

Hear ye, hear ye!

The characters come across the city's crier and receive information regarding the expedition to The Glowspore Islands. This sidequest can be inserted into the campaign at any point, with respect given to its level range.

Meeting the Crier

As the characters walk along the docks, read or paraphrase the following:

A tinny voice rings out like a bell over the crowd. "Hear ye, hear ye! Gather 'round! I bring news from the port authority regarding the pirate captain Bloodbraids!"

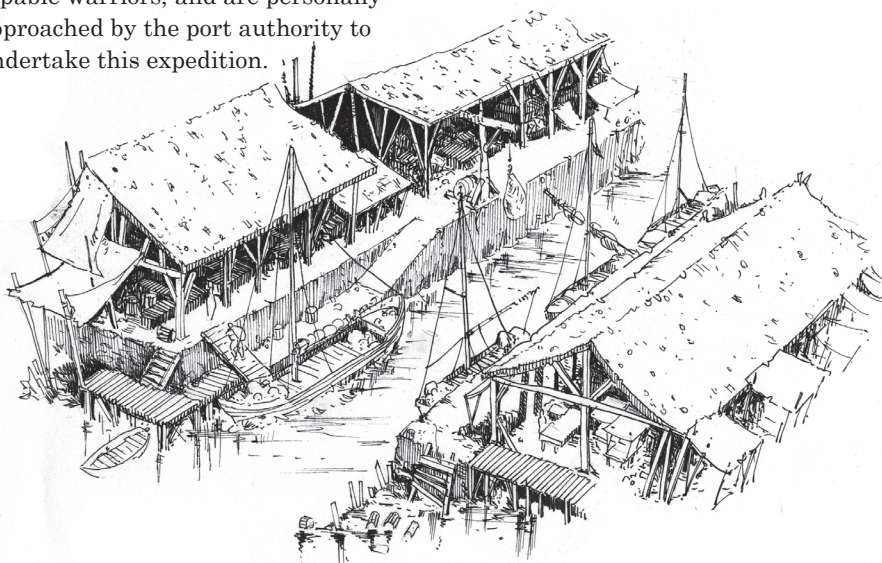
The voice belongs to the body of a stout Dwarf. He stands atop a beer cask, wearing fine robes, his wire-frame glasses perched at the tip of his nose.

He unfurls the scroll before him and begins to read. "The port authority is offering one hundred gold to every brave soul willing to join our privateers in the pursuit of the pirate captain, Bloodbraids! Interested parties should report to Quartermaster Jegdyn. Travel to The Glowspore Islands offered at no charge contingent to your signing, however—"

The Dwarf pauses to extend the scroll further. "The responsibility of funeral expenses are solely that of the signee. Again, your point of contact is Quartermaster Jegdyn. Have a great day!"

It isn't hard for the characters to locate Quartermaster Jegdyn (**drow**): he's outside the port authority office, taking stock of compounded cargo taken from *The Fat Gullet*.

Jegdyn is dismissive toward the characters unless approached by a fellow elf. Even if he does take a liking to the party, he will explain that the two ships dedicated to the Glowspore



Islands expedition left days ago. He does mention as an aside that they expected word from them by now. Apparently, the Dwarf crier had gotten an old proclamation by accident; Jegdyn promises a swift punishment and sends the characters on their way.

The Smuggler

Once the characters are out of Jegdyn’s sight, they are approached by a wiry, older looking human by the name of Porg (N **commoner**). Porg is in his 50s, with a fraying gray beard. His wild eyes are glazed over with liquor.

Porg explains that his “honest” merchant’s ship, *The Fat Gullet*, was recently impounded on suspicion of smuggling, a claim that he vehemently denies. All of Porg’s cargo was confiscated by Jegdyn and his port

authority thugs, and his ship put on lockdown.

The smuggler’s plan is this: the characters help pay his ship’s bond, and he’ll give them passage to The Glowspore Islands. Porg figures also that if he assists in the capture or killing of Captain Bloodbraids, Jegdyn will be more lenient towards him in the future. The total cost of the bond is 200 gold split between all characters (including Porg, who has just enough gold to cover whatever the adventurers can’t afford).

A Good Word. Jegdyn can be convinced to release Porg’s boat for free by performing a DC 15 Charisma (Persuasion) check, but only if he gets a cut of the bounty reward—the amount of which he will decide upon the characters’ return.



Part 1: Look to Windward

The characters come across the wreckage of the privateer ships tasked with apprehending Captain Bloodbraids and have the option of rescuing the survivors. They must also overcome other challenges on their journey to The Glowspore Islands.

Area Information

Dimensions & Terrain. It will take Porg and *The Fat Gullet* about 14 hours of steady travel to reach the archipelago. Though Porg is human and doesn’t have darkvision, he navigates the Dark Sea by tracking the Asteri Slug herds high above. As a smuggler, he prefers to run silent and black; this means no talking unless absolutely necessary, and no lights unless the vessel comes under attack. *The Fat Gullet* itself is fairly small, but has enough space for the characters to stretch out.

Light & Sound. Porg doesn’t permit any lights aboard *The Fat Gullet*, and will shush any character that speaks above a whisper. The ship runs quietly thanks to its aerodynamic shape and enchanted lashings that bind the hull together. The little water that is displaced by the vessel is almost indistinguishable from the normal sound of ocean waves.

Random Encounters. Check for a Random Encounter three times a day. Roll a d20. On a result of 19-20, the party faces a random encounter. Consult the adjacent table.

Encounter: Death by Water

After 10 hours of travel, the characters will encounter the wreckage of the two privateer vessels that had set out from Osethlume several days ago. Six sirens (treat them as **harpies**)

Look to Windward Encounters.

1d4	Encounter
1	Six cursed gulls (treat them as blood hawks , except they gain the following additional trait: Goad . Characters hit by the gull must succeed on a DC 10 Charisma saving throw or become compelled to follow the bird wherever it goes in an attempt to slay it. Characters affected in this way can spend a bonus action at the beginning of their turn to attempt a DC 10 Charisma check. On a success, the compulsion goes away, and the character is immune to this effect for 24 hours) swoop down to harass the characters.
2	Four sirens (treat them as harpies) assault the ship from all sides; if a character is carrying something shiny, at least one harpy will attempt to grab the object and fly away.
3	The characters come across a piece of driftwood that appears to be carrying a person. Upon closer inspection, however, the figure turns out to be a zombie ! Worse still, there are more and more pieces of debris (four) bumping up against the ship, each one carrying an additional zombie (these zombies have a 20-foot swimming speed)! The creatures attempt to drag the targeted characters down to the abyssal plane. Breaking free of the hold requires a DC 10 Strength (Athletics) check (defeating the zombie also breaks the hold).
4	The characters bump into a smuggler’s ship—literally—with Six pirate lackeys (NE bandits with proficiencies in water vehicles and Athletics) aboard and assorted cargo worth 500 gold pieces. If the characters seize this cargo, they may only sell it through a fence. Porg in Osethlume could accommodate them. The pirates will attempt to parlay before resorting to violence.

can be seen picking at the innards of bloated corpses and harassing the few sailors that still cling to life. One of them, a female dwarf named Glorif, can be heard calling for help. Her voice is hoarse and weak, even over the water. There's not much time left.

The harpies will attempt to intimidate the characters but won't engage unless someone moves to rescue the dying sailors. Porg, true to his character, will suggest that they leave the sailors "to the gulls of fate." If a battle does occur, the harpies will flee once three of them have been slain.

Consider Glorif

If rescued, Glorif (N **bandit** with proficiencies in water vehicles and Athletics) will explain that an unnatural storm appeared out of nowhere and smashed into their ships; she describes it as a horrifying wave of water and lightning, like nothing she'd ever seen before.

Every other sailor (NG **bandit** with proficiencies in water vehicles and Athletics) rescued will offer their thanks, but won't have any additional information aside from what Glorif has already told the characters. Some of them may offer payment (1d6 silver pieces each) as a token of appreciation.

Treasure Hunt. Glorif doesn't have anything on her person to pay the characters with, but says that she knows of a valuable treasure hidden somewhere in The Glowspore Islands. In fact, that was the only reason she had even joined this doomed expedition in the first place. The only catch is that the treasure's location isn't a place, but a creature. A red dragon wyrmling called Heltrax, in fact. The characters will have to track it down and slay it in order to claim Glorif's treasure inside of it.

Once the characters have moved past the privateer shipwrecks, they have just enough time for a short rest before reaching The Glowspore Islands.



Part 2: The Glowspore Expedition

The characters must explore the various islands of the Glowspore archipelago and search for Captain Bloodbraids, overcoming obstacles and strange monsters along the way. For more information on tracking the pirate down, refer to **The Hunt** on page 30.

Captain Bloodbraids: The characters may discover the final encounter with Captain Bloodbraids at *any* of these locations instead of the keyed encounter (see **Part 3**). Deploy at your own discretion.

Area Information

General Features. The archipelago derives its name from the otherworldly glow produced by its diverse ecology of flora and fauna. On nights where the Asteri Slug herds grow dim, one can clearly see the islands' pale blue aura pulsating on the horizon. Creatures of all sizes and dispositions roam freely here, as the archipelago remains unsettled due to its import as a guiding light for sailors. Unfortunately, that also means it's a popular haven for pirates and smugglers.

Dimensions & Terrain. The four Glowspore Islands vary by size, shape, and biology, but the total landmass isn't much greater than a large city. Even on the largest island, a person could walk shore-to-shore in about 8 hours. Still, the islands offer adventurers a wide array of forests, rivers, hills, and other features to explore.

Threats. Strange and dangerous creatures await any person foolish enough to veer off the beaten path. Pirates also use the archipelago to hide from The Three Ports, and will ruth-

lessly cut down anyone that stumbles upon their camps. Additionally, while the plantlife of The Glowspore Islands is beautiful, some of it is sentient—and hungry.

Light & Sound. The islands are well lit compared to the rest of The Dark Sea, but there are still plenty of shadows for things to hide in. Treat each area in The Glowspore Islands as having dim light unless noted otherwise. Sheets of twinkling moss hang from crystalline trees in various shades of blue and green, while the trees themselves grow and shed faintly glowing leaves by the hundreds. Though the leaves eventually lose their light, the sight of them falling is considered a wonder of the region.

Areas of The Glowspore Islands

The following areas are keyed to the map on page 27.

GI1 - The Redoubt

The Redoubt is the first island that the characters notice upon reaching the archipelago. The characters can make out the black outline of its abandoned tower fortification against the island's ambient glow.

Fortifications. A crumbling wall measuring 30 ft. high at its most intact encircles the fort's tower. While most of the valuables here have been picked clean by visitors, there may yet be small oddities hiding beneath the ruins. The tower itself measures about 60 ft. high, though its top-most section has collapsed. When describing the aging fort, refer to the following features (in addition to the general features of the archipelago):

- Thick, thorny ivy covers the tower, barring the entrance; this overgrowth is not dangerous, just time-consuming to cut through.
- Various objects (cannons, shacks, tools, etc.), rusted over and covered in moss, suggest that the redoubt was abandoned suddenly. Any character may attempt a DC 10 Intel-

ligence (History) check to recall that the island once belonged to Ash Hollow, but was abandoned by the port once the archipelago was deemed neutral territory.

Adventure Seed: Exploring the Tower. The tower is the width of an average lighthouse, a true scout's tower. It consists of three floors, with each floor containing three rooms that once served as living quarters. The first floor was expanded to contain the fort's armory, but the armory was emptied following Ash Hollow's withdrawal from the island. The third floor is covered in rubble from its collapse. How the characters scale this tower—either by rickety staircases, climbing, or both—and what challenges they encounter is entirely up to you.

Encounter: The Fungal Cube. A single fungal cube (treat it as a **black pudding**) inhabits the abandoned fort, mindlessly sopping up any warmblooded biological material it comes into contact with. Its form is an amalgamation of various native creatures and humanoids.

Treasure: Archaeology. If the characters wish to spend time (2d8 weeks) excavating The Redoubt (perhaps in service to The Osethlume Historical Society), they may find one or more of the following objects:

- 4d20 *old coins* (see Appendix C)
- 1d20 intact everyday objects (worth 1d4 silver pieces each to interested parties)
- 1d4 intact armaments (worth 1d6 gold pieces each to interested parties; these objects are too decayed to use)
- The *bastion of Ash Hollow* (see Appendix C)
- **Note:** Excavating The Redoubt will result in the fortification grounds being turned into a dig site that's 30 ft. deep.

GI2 - Glimmer Lake

The dominating feature of this area is Glimmer Lake, so-called because

of the gleaming threads of algae that live atop the water. When describing this area, refer to the following features (in addition to the general features of the archipelago):

The Lake. Glimmer Lake is approximately 15 acres in diameter and is quite shallow: 900 ft. at its deepest point. It is surrounded by a low grassland. Any character may attempt a DC 10 Intelligence (Arcana) check to recall that this lake is considered cursed among sailors. While Glimmer Lake is not “cursed,” per se, it does in fact harbor a deadly mystery.

Island Copse. A small patch of land can be found somewhere on the lake, containing trees, two bedrolls, and an empty fire pit.

Enchanting Algae. Characters who spend four hours (adjusted by their Constitution modifier) on or near Glimmer Lake will begin to feel compelled to enter the water. Affected characters must succeed on a DC 15 Wisdom saving throw or become charmed. Characters charmed in this way do not attack other characters, but will attempt to dive toward the lake's bottom and stay there. As a charmed character approaches the lake bottom, they'll see a large number of floating skeletons and corpses. If the charmed character moves away from Glimmer Lake for 1d4 hours (adjusted by their Constitution modifier), they will return to normal.

Optional Encounter: Zombie Sailors. If one or more characters become charmed and enter the water, you may have six **zombies** (these zombies have a 20-foot swimming speed) appear and attempt to drag the character(s) below the water.

Treasure: Abandoned Campsite. If the characters somehow manage to reach the Island Copse without becoming charmed, they may find one or more of the following items among the abandoned campsite:

- 2d8 gold pieces
- 1d4 *potions of healing*
- A *ring of mind shielding*, contain-

ing the lost soul of Kurlo, a drow sailor gone mad from isolation

GI3 - Bloomgrave Valley

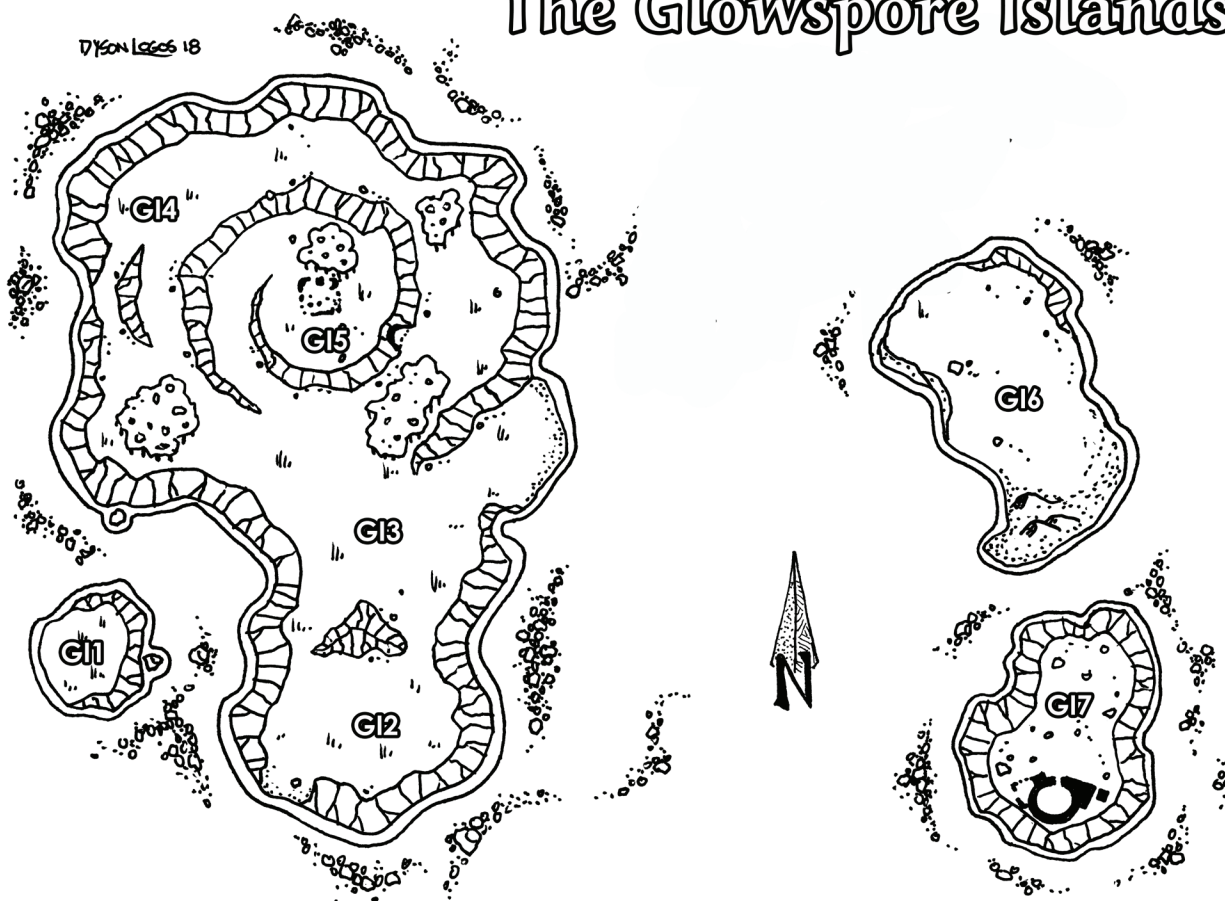
Primordial skeletons, measuring dozens of feet tall, dominate the landscape here. It is commonly believed that this place served as the resting place for ancient, gargantuan creatures, though why they chose this place in particular is a mystery. When describing this area, refer to the following features (in addition to the general features of the archipelago):

Bones of Giants. True to its name, Bloomgrave Valley is littered with the skeletal remains of various ancient creatures of massive proportion. While exploring the area, the characters must pass through eye sockets, traverse spinal cords, duck under razor sharp teeth, etc. The flora and fauna of this area grow on and around these remains, lending the place its namesake: Bloomgrave. On the horizon, the characters can see the land rise into low mountain country.

The Weakening Veil. Those traveling in the valley often report eerie feelings of being watched, and some have even experienced supernatural phenomena. This is due to the fact that, for whatever reason, this area facilitates the transition from the mortal coil to the afterlife. Note: if your characters are not native to the Dark Sea setting and wish to leave, consider using Bloomgrave Valley as a potential exit point.

Encounter: Haunting Specters. While exploring the valley, the characters are stalked by four **specters**! These particular specters wish to inhabit a living body so that they may return to the world; they will not inflict mortal wounds to the characters. Instead, they utilize hit and run tactics, trying to soften the characters' minds for future possession. If one of them is defeated or the characters leave the valley, the specters will stop their pursuit.

The Glowspore Islands



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Treasure: Archaeology. If the characters wish to spend time (6d8 weeks) excavating Bloomgrave Valley (perhaps in service to The Osethlume Historical Society), they may find one or more of the following objects:

- 1d4 complete primordial skeletons (worth 75 gold pieces each to interested parties)
- 4d20 *old coins* (see Appendix C)
- 1d4 ancient humanoid skeletons (worth 5 gold pieces each to interested parties)
- 2d8 ancient tools (worth 2d20 silver pieces each to interested parties)
- An *amulet of the planes* (a possible escape tool for non-natives, and an explanation for the veil's thinness

in this place)

- **Note:** Excavating Bloomgrave Valley will result in the area being turned into a dig site that's 30 ft. deep; this process will remove most of the unique features.

G14 - Bloomgrave Foothills

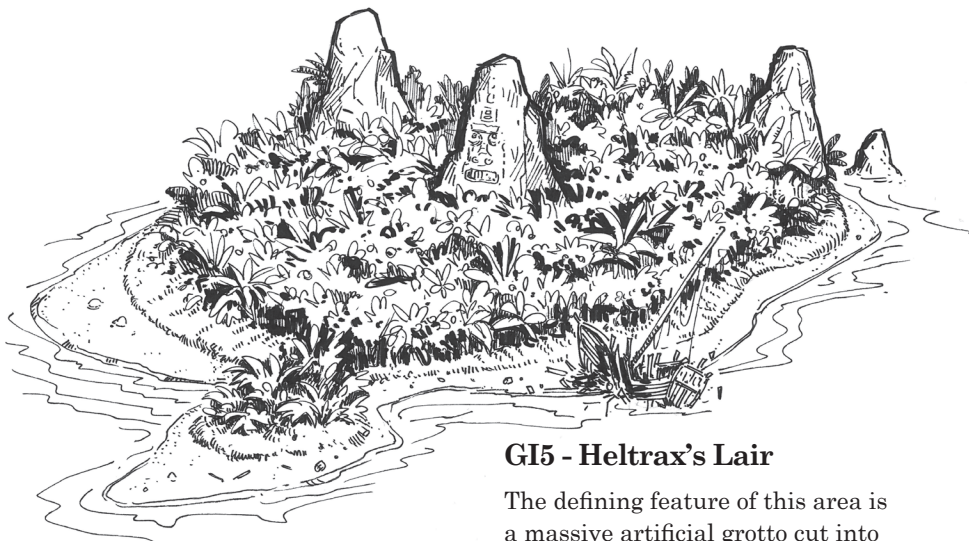
Once the characters are clear of the Bloomgrave Valley, they'll begin to climb into the rugged foothills. Caves and small ruins dot the landscape here, hidden amidst the dense, bioluminescent foliage. When describing this area, refer to the following features (in addition to the general features of the archipelago):

Elevation Change. The total

elevation change experienced by the characters as they climb into the foothills is roughly 200 ft. over a gentle incline. From the highest point, they can look out on the Dark Sea in all its strange splendor.

Encounter: The Mad Ettin. An ettin has lived in this area for generations, but fluctuations caused by the *Tidalstones'* corruption has caused one of its heads to go mad and the other to develop telepathic powers. The sane head that remains is trying desperately to find help. As the characters traverse the foothills, you may have one or more of them become affected by a telepathic communiqué.

Any character that receives these



GI5 - Heltrax's Lair

hallucinatory visions knows the path to a small cave about an hour's travel from the party's current position. As they approach the cave, they will encounter four **bugbears**, creatures that have sworn fealty to the **ettin**. They are cautious of the characters, but not outright hostile; they are concerned for their master's growing madness.

The **ettin** has the following characteristics changes:

- **New Trait: Telepathic.** The creature may communicate mentally with another creature within 100 feet.

Adventure Seed: The Ettin's Awakening. What's presented in this section can be expanded into a full dungeon crawl if you so desire. A few questions need to be answered: how did one of the ettin's heads gain the ability to communicate telepathically? What caused the other head to go mad in the first place? Perhaps the ettin's cave lair isn't so straight forward, but rather a multi-level network of tunnels and alcoves.

Treasure: Exploration. The characters may find the following treasure in the area:

- 2d8 *old coins* (see Appendix C) from exploring small ruins
- 4d10 silver pieces from the bugbear bodies
- 1d4 *potions of healing* from the bugbear bodies

The defining feature of this area is a massive artificial grotto cut into the rising cliffside. A giant's skull is hanging in front of the entrance suspended by thick ropes of seaweed, a grim deterrent to any would-be trespassers. Inside the cave lies the wounded dragon, Heltrax, who is recovering from his recent battle with Glorif's crew. When describing this area, refer to the following features (in addition to the general features of the archipelago):

Sulfuric Water. All water within one mile of Heltrax's lair (i.e. all water within and bordering the northern part of the island) are warmed by the dragon's presence. The characters notice the distinct stench of sulfur.

Depleted Hoard. The characters may be expecting the dragon's lair to be filled to the brim with treasure. However, Heltrax is still young, and has barely begun stockpiling riches.

Encounter: Heltrax. Heltrax is a **red dragon wyrmling**. Several harpoon bolts are stuck in the dragon's side, and he is unable to get them out. Heltrax has the following change to his characteristics:

- **Lair Tremors.** The only lair action Heltrax can perform is the creation of tremors, which he can use every round.

Heltrax, upon seeing the characters, will attempt to scare them away with a roar and a spout of flame, but it's clear that the dragon isn't at full strength. If the characters move

to fight Heltrax, he will attempt to negotiate with them. His main goal in this negotiation is for the characters to remove the large harpoon bolts sticking out of his midsection. In return, Heltrax lets the party take a few items from his hoard—but not all of them. While the dragon is not afraid of the characters, he knows fighting them in this vulnerable state would be unwise.

Treasure: Heltrax's Hoard. To determine Heltrax's valuables, consult the Treasure Hoard: Challenge 0-4 table in the DMG, with the following changes:

- **Replace gp** with 3d20 *old coins* (see Appendix C)
- **Add 2d10 flamelicked arrows** (see Appendix C)

Glorif's Treasure. Glorif has a secret: there is no treasure hidden inside the dragon Heltrax. There is, however, the half-digested body of Brumdrus, Glorif's former lover. If the characters take the time to cut open Heltrax's stomach and retrieve the dwarf, they'll find 2d10 silver coin pieces on his partially digested person. What they choose to do with Glorif for giving them a false lead and putting their lives in danger is up to them.

GI6 - The Leafsong Forest

The defining feature of this area is the intoxicating music of The Leafsong Forest. When describing this area, refer to the following features (in addition to the general features of the archipelago):

The Leafsong. The trees on this island are made of a mysterious crystalline substance that produces musical sounds when exposed to passing air. Their branches grow faintly glowing leaves year round; the island appears to be caught in an eternal autumn. Any character may attempt a DC 10 Intelligence (Arcana) check to recall the legends of living trees and strange crystal women that supposedly live on the island.

Encounter: Crystal Guardians.

The Leafsong Forest is inhabited by three **dryads** and a single **treant** called Pinecrown. These creatures have the following change to their characteristics:

- The creatures are vulnerable to bludgeoning damage.
- **New Trait: Crystalline Appearance.** While this creature remains motionless, it is indistinguishable from Leafsong trees. Its flesh is made of brittle crystal.

The guardians of The Leafsong will remain hidden from the characters unless directly threatened. If the characters damage too many trees, even by accident, Pinecrown will awaken and command the dryads to destroy the interlopers. Pinecrown is likely too powerful for characters at this level, so be cautious when deploying him.

Treasure: Leafsong Branch. If the characters inflict at least 30 points of damage to Pinecrown, you may have him drop the *leafsong branch* (see Appendix C) for the characters to collect.

GI7 - The Many Grottos

The second smallest landmass of The Glowspore archipelago can hardly be classified as an island. It is so pock-marked with overlapping caves that one could row from one end to the other without touching dry land. Unsurprisingly, this part of the islands is the go-to destination for smugglers and pirates wanting to escape the iron grip of The Three Ports. When describing this area, refer to the following features (in addition to the general features of the archipelago):

Waterways & Hideaways. The Many Grottos consists of 130 acres of water and small, rocky strips of black sand beaches hidden away from prying eyes. If one could get an aerial view, they would see the dozens of waterways intersecting with one another like a maze carved into rock. In addition to the open-air waterways,

Wandering Fall Roster.

General Area	Creatures at Start	Notes
Captain's Quarters	One pirate captain (NE dwarf bandit captain with proficiency in water vehicles and Athletics)	The pirate captain will negotiate for their freedom if it looks like the battle is lost. However, they will not give up their ship.
Ship's Bow	N/A	Empty
Both Levels (Alternating)	Eight pirate lackeys (NE bandits with proficiencies in water vehicles and Athletics)	At night, only two of the pirate lackeys are awake to keep watch. The sentries are drow, and position themselves at the bow and quarterdeck.
Lower Level	Twelve imprisoned oarsmen (N commoners)	The oarsmen are not hostile towards the characters. In fact, if they see an opportunity, they will join in on attacking the pirates.
Both Levels (Alternating)	One pirate wizard (drow mage with proficiency in water vehicles)	The pirate wizard only has access to cantrips and level one spells, and its CR has been reduced to 3.
Upper Level	Four blindsight myrmidons (see Appendix C)	These nagas were sent as a personal envoy of Vadha. They eagerly await their master's return. If the pirates look like they're going to be defeated, they will attempt to flee the battle.

large underground coves are plentiful here, creating natural habitats for pirates to commingle, rest, and coordinate efforts.

Castaways & Blastaways. Smuggling is a risky business. Not just because of The Three Ports and their tyrannical navies, but because of environmental hazards as well. It is not an uncommon occurrence for a smuggler to stash their goods and their person in a small alcove, only to be forgotten about by their employer—or worse, washed away by a sudden storm. If the characters are visiting The Many Grottos, they may discover someone that needs rescuing.

Encounter: Wandering Fall. As the characters explore The Many Grottos, they may stumble upon an underground cove where the pirate ship *Wandering Fall* has dropped anchor. Unbeknownst to the characters, the ship's captain (NE dwarf **bandit**

captain with proficiencies in water vehicles and Athletics) is awaiting the arrival of Vadha, the First Risen. The ship has two levels and contains the creatures listed in the table above.

Adventure Seed: Sinking The Fall. How the characters go about gaining entry to *Wandering Fall* is up to you. Are they impersonating crewmembers? Do they climb aboard during the night? Do they get themselves intentionally captured? How you want to incorporate this area into your campaign is up to you.

Treasure: Pirate's Booty. *Wandering Fall* contains the following treasure; the characters can find it divided amongst the crew they slay:

- 3d10 gold coin pieces
- 2d10 silver coin pieces
- 1d4 *potions of healing*
- A *windslash cutlass* (see Appendix C).

Part 3: The Last Stand of Captain Bloodbraids

The final encounter with Captain Bloodbraids and his naga-hybrid crew can replace any of the keyed encounters found in **Part 2**, or simply be an additional encounter found somewhere on The Glowspore Islands.

The Hunt

Twice per adventuring day the characters spend on the islands, have them individually choose and perform one among the following skill checks:

- A DC 15 Intelligence (Investigation) check
- A DC 15 Intelligence (Nature) check
- A DC 15 Wisdom (Perception) check
- A DC 15 Wisdom (Survival) check

When a character succeeds on one of these skill checks, roll a d10 and consult the following chart to see what clue they discovered (**Note:** it's possible to find the same clue multiple times):

Success. Once the characters have discovered at least three clues leading them to a specific region, Bloodbraids and his half-naga crew will appear in that region.

Vadha's Transformation

As the characters come upon Captain Bloodbraids and the seawitch Vadha, the air takes on a heavy, almost leaden quality. The smell of sulfur is

Search Clues.

Result	Clue	Region
1	A dead pirate lies here, wearing the red bandana that marks them as part of Bloodbraids' crew.	GI7 - The Many Grottos
2	The land here is scorched black by dragon fire, and the air is heavy with the smell of sulfur.	GI5 - Heltrax's Lair
3	A cold camp was established here, no longer than a day ago. Bloodied rags are lying on the ground.	GI4 - Bloomgrave Foothills
4	Brittle sticks of crystal have been spread haphazardly in the area.	GI6 - The Leafsong Forest
5	Bones covered in moss dot the landscape, arranged too neatly to be natural—some kind of ritualistic behavior?	GI3 - Bloomgrave Valley
6	Several rowboats have been intentionally run aground and covered in seaweed.	GI2 - Glimmer Lake
7	There are signs here of a recent struggle between pirate crews; their bodies lie festering in the mud, and the air carries the acrid smell of blood.	GI7 - The Many Grottos
8	A dryad seemingly made of pure crystal has been slain and left here. Her eyes are wide with the terror of her final moments.	GI6 - The Leafsong Forest
9	Great clouds of fog hover on the horizon to the east, bringing with them an unnatural chill.	GI7 - The Many Grottos
10	Tattered pieces of dragonscale litter the area, as if something had torn the flesh of the wyrm clean off.	GI5 - Heltrax's Lair



overwhelming. More ominous perhaps is the absence of insect sounds that are usually so prominent on the islands.

Read the following:

The pirate captain kneels before Vadha, his head resting atop the butt of his cutlass in a display of subservience. Bloodbraids' crew stands in a circle around the two, their attention utterly captivated by this display of raw magical power. The naga wears splendid bands of shaped coral across her body, which clack musically as she utters her incantation: bright swirls of arcane energy crackle against the air, eventually growing to envelop Bloodbraids and each crewmember in turn.

Vadha uses her immense power to twist the sailors into half-naga hybrids; the pirates' bones crack, their flesh squelches, and their screams of agony pierce the sky. Skin sloughs off as scales grow into place, releasing large quantities of plasma and blood. Once the process is finished, the transformed pirates resemble something freshly born, as if covered in a sticky, embryonic substance.

Great Escape. As soon as the characters engage the pirates, Vadha slips into a prepared portal and escapes back to her dark master.

Encounter: Bloodbraids and his Half-Naga Crew.

Captain Bloodbraids (NE human **bandit captain** with proficiencies in water vehicles and Athletics) is currently wearing a *buccaneer's doublet of dueling* (see Appendix C) and has the following characteristics changes:

- His creature type changes to monstrosity and he loses all tags.
- He gains a swimming speed of 40 feet.
- He is immune to poison and cannot be poisoned or charmed.
- **New Trait: Amphibious.** The pirate can breathe air and water.

He is accompanied by three pirate lackeys (NE **bandits** with proficiencies in water vehicles and Athletics) that have the following characteristics changes:

- Their creature type changes to monstrosity and they lose all tags.
- They gain a 40-foot swimming speed.
- They are immune to poison and cannot be poisoned or charmed.
- **New Trait: Amphibious.** The pirates can breathe air and water.

If Captain Bloodbraids is defeated and the pirate lackeys find themselves outnumbered, they will attempt to flee into the sea.

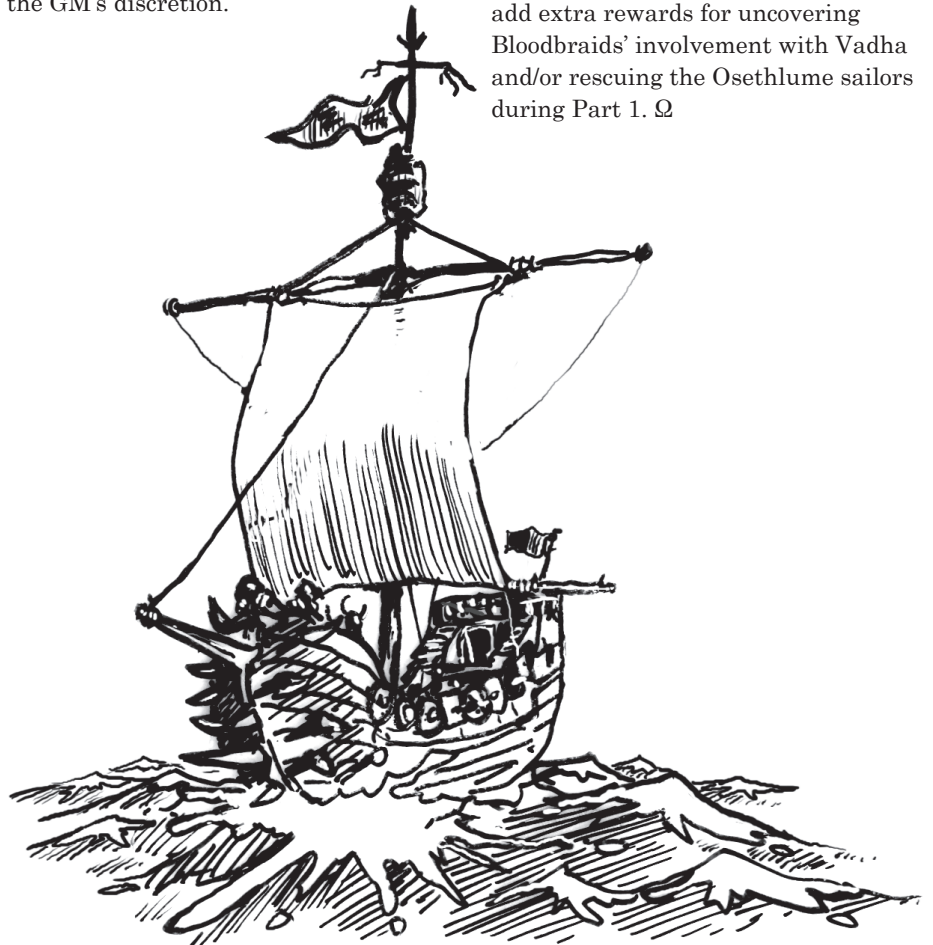
Treasure: Buccaneer's Doublet of Dueling. Once the pirates are defeated, the characters may collect the *buccaneer's doublet of dueling* (see Appendix C). Additional treasure may be present in the area according to the GM's discretion.

Concluding the Adventure: Collecting the Bounty.

Following the death of Captain Bloodbraids, the characters can collect evidence of his demise, return to Porg, and catch a ride back to Osethlume. If Glorif is confronted about the false information given, she will act unapologetic, explaining that she did what she had to do to avenge her lover. Once the characters make it back to Jegdyn at The Port Authority Office, the adventure is concluded.

Rewards

In addition to the experience gained from defeating creatures and the treasures discovered along the way, Jegdyn will pay the characters what he promised during the Call to Action scene. If he means to skim a percentage, he will take 20% of what is owed for himself. The port authority may add extra rewards for uncovering Bloodbraids' involvement with Vadha and/or rescuing the Osethlume sailors during Part 1. Ω





THE TIDALSTONE CAVES

BY JOHN K. WEBB

A 3rd-level adventure for Fifth Edition

Cartography by Dyson Logos

Art by Matias Lazaro, Jeshields, Maciej Zagorski, and William McAusland

The Tidalstone Caves is designed for three to five 3rd-level characters with an APL of 3.

The adventure takes place in Omeria's Dark Sea setting, but can be incorporated into any campaign that has an ocean with underwater caves. As the characters become acquainted with life in Osethlume, one of The Three Ports that control the Dark Sea region, they begin to hear whispers of "ghosts on the waves" and how the sea itself is beginning to die. A young woman hires the characters to dive into the black waters and search for the undersea caves that contain Osethlume's *Tidalstone*. There, they find that the Blindsight Nagas—the "ghosts on the waves"—are corrupting the artifact.

Adventure Background

The city of Osethlume is one-third of The Three Ports triumvirate that rules the Dark Sea, due to the *Tidalstone* resting somewhere beneath the city. Though the port's ruling council would never publicly admit that it knows not where the stone lies, rumors abound that the city's authority isn't as ironclad as once thought. Such rumors are beginning to push sailors and commoners alike into the life of piracy with greater frequency. Charismatic and spirited captains such as Laeldraer of The Black Shrike offer the disenfranchised an opportunity to cast off the yoke of The Three Ports in exchange for a life of freedom—but that, of course, is only half the truth.

Laeldraer in secret has seized one of the Spears of Ktji, and has used it to awaken the Blindsight Nagas from their primordial slumber. These loathsome creatures now do her bidding, sowing chaos in the Dark Sea through disease, violence, and corruption. Led by the fearsome Seawitches, these Nagas are cunning opponents; there will be no field battle for The Three Ports, who have for centuries relied

upon their navies to dominate the waters. Instead, the Seawitches have begun targeting those objects that are most precious to the triumvirate and the greater ecology of the Dark Sea: the *Tidalstones* themselves.

The Blindsight Naga Seawitch in charge of corrupting Osethlume's *Tidalstone* goes by the name of Izara, the Second Risen. Though not the strongest of Laeldraer's lackeys, she is still a powerful sorceress and capable tactician; she has claimed the city's undersea caves in secret, fouling the magical resonance of Osethlume's *Tidalstone* and warping the ebb and flow of its life-sustaining currents.

The very pulse of life is under assault, and still the ruling council of Osethlume does nothing. Thus the task of rescuing the stone from total destruction falls to a group of brave adventurers and their unlikely employer.

Adventure Hooks

The following plot hooks provide some possible ways for the characters to get involved in the adventure.

Right Time, Right Place. The characters stumble into Ethea (NG female drow **noble** with proficiency in Nature and Investigation, and darkvision out to 120 ft.), a local botanist (or rather, she stumbles into them), and she offers a job offer of locating the *Tidalstone* (see Appendix C) in exchange for gold.

Won't Someone Think of the Fish? The characters have heard reports of local wildlife dying off at an alarming rate near the shores of Osethlume, and have decided to investigate. A strange fungus might have something to do with it; taking back a sample would go a long way toward solving the issue.

Ethea, being a local ecologist and botanist of some skill, may work over the course of 1d6 days to create a vaccine, enough at least to inoculate the characters. This likely requires the

collection of other reagents, however, though how complicated this process becomes is up to you.

Evidence of Ghosts. The characters overhear talk of "ghosts on the waves." One of the rumors points out the specific location these creatures were seen, which just so happens to be near The Tidalstone Caves. Bringing back evidence of these ghosts might yield a substantial reward.

Ethea may attempt to help the characters deliver this evidence to Lord Admiral Valevir (LE male drow **noble**), the (unofficial) head of Osethlume's ruling council of eight. Valevir, however, will dismiss whatever the characters bring to him as a hoax, and may pursue punitive actions if they persist in spreading such vile rumors.

Osethlume

Osethlume is one of the three major ports in the region. Unless otherwise stated, areas of the port have the following features. Further information on this important city can be found in Appendix A.

Area Information

Light & Sound. Osethlume is nicknamed "The Port of Midnight" for a reason: as the city is inhabited and ruled mostly by drow, they haven't much need for the bioluminescent fungi or elemental light utilized by the other races. The exception to this rule is the docks district, which by necessity has such light as to accommodate traveling sailors. High above in the cavernous sky, one can see the shifting patterns of the Asteri Slugs as the seasons change. As for sound, it's not all too different from your typical port city.

City of Bone. A defining characteristic of Osethlume is the prominence of whalebone in its architecture, the most dramatic examples being the titanic skulls that indicate where one district ends and another begins (back

alley and rooftop paths notwithstanding). Whaling makes up the bulk of Osethlume's economy, but it is also a point of cultural pride for the drow living there.



Meeting Ethea

As the characters arrive in the docks district, read or paraphrase the following:

A drow woman is thrown off her feet by a towering half-orc. Behind her is the Lunar Inn, one of the port's more prominent taverns. She springs to her feet with surprising speed and begins to scream at no one in particular.

"Cowards, bloody cowards, the lot of you!" She spits in the direction of the half-orc, who to his credit simply crosses his arms and remains in place by the door.

The woman gives a little kick in the half-orc's direction and nearly ends up on the ground again for the effort. She curses aloud one last time and begins to stumble away. The crowd parts with measurable speed, giving the drunk drow woman a wide berth.

The rest of this scene depends on why the characters have arrived in Osethlume, but Ethea will introduce herself and tell her story regardless. Refer to the Background section for the details on Ethea's conundrum. Upon meeting the characters, she will instantly latch onto them and beg for their aid. If the characters request proof that the *Tidalstone* (see Appendix C) is failing, Ethea will speak of the slowing currents, the dying wildlife, and the cooling temperatures to the north. If this doesn't persuade the characters to help, she will offer a large sum of gold that she may or may not actually be able to pay, depending on your discretion.

Facehuggers

Ethea begins to sober up over the course of explaining how the characters are going to reach The Tidalstone Caves. She caps off this explanation by producing an ice chest: inside are small, starfish-like creatures called aquatic stirges, enough for the entire party. The aquatic stirges have been placed in an induced hibernative state (i.e. put on ice, literally), and won't attack the characters. Ethea explains that the creatures' symbiotic attachment behavior—while unpleasant—will allow the characters to breathe underwater.

An **aquatic stirge** uses the **stirge** stat reference with the following changes:

- It loses its flying speed and gains a swimming speed of 40 ft.
- **New Trait: Amphibious.** The aquatic stirge can breathe air and water. When attached to the face of a humanoid creature, it allows that creature to benefit from this trait. These aquatic stirges in particular have been “declawed,” so to speak, so no one will be harmed through using them.

If the characters have other means of breathing underwater, they are

of course free to use those methods instead.

Once the characters have decided to dive into the depths beneath Osethlume, Ethea will place the aquatic stirges in the water in order to reactivate their autonomous systems; she recommends that each character grab hold of one before they awaken, and to “relax” while they engage in their attachment behavior. As for removing the aquatic stirges, Ethea promises to do so once the characters return from their quest.

Part 1: The Dark Descent

The first thing the characters must do is brave the Dark Sea itself. Ethea will guide the party on foot to a black sand beach about an hour (or three miles) north of Osethlume. There, she will begin to thaw the aquatic stirges and instruct the characters to swim out beyond the continental slope and search for an entrance to the cave network. Note: as a drow, Ethea doesn't need to think much about light sources, so remind your players that the Dark Sea is, well, dark.

The characters must overcome any and all challenges presented by the Dark Sea while searching for The Tidalstone Caves.

Area Information

Dimensions & Terrain. The Dark Sea is relatively young, meaning that its beaches are rough and underdeveloped. The characters may be surprised to find that they can walk a considerable distance out to sea (about three hundred yards) before finding the continental slope, at which point they may begin their dive. Ethea may accompany them to this point for the sake of convenience. The characters are searching for a cave network in the sheer rock face of the continental slope itself.

Light & Sound. Once the characters dive beyond the continental

slope, they are greeted with an inky black abyss. Whatever light sources they possess have a maximum radius of ten feet. That being said, there are lots of creatures in the Dark Sea that create their own bioluminescence of green and blue colors—not all of them friendly. As for sound, the characters won't be able to hear anything unless granted some sort of ability or magical assistance.

Travel Encounter: Zombie Sailors. Without warning, one or more of the characters are grabbed by six **zombies** (these zombies have a 20-foot swimming speed)! The creatures attempt to drag the targeted characters down to the abyssal plane. Breaking free of the hold requires a DC 10 Strength (Athletics) check (defeating the zombie also breaks the hold).

Travel Encounter: Giant Anglerfish. Four **giant anglerfish** pop out of hiding and attempt to nibble on the characters! Treat the anglerfish as **reef sharks** with the following additional trait:

- **False Appearance.** While the anglerfish remains motionless, it is indistinguishable from an ocean-based flora, fauna, or rock feature, such as a coral cluster or kelp.

The Cave Entrance

The characters will find at least one entrance to The Tidalstone Caves after six hours of searching. Each character may attempt a DC 15 Wisdom (Perception) check to reduce this time by 1 hour.

There are two entrances to the cave network. The topmost entrance leads to **area 1**, while the lower entrance leads to **area 3**. There's about 20 yards of separation between the two entrances, so the characters won't necessarily discover both—not at first, at least.

Part 2: The Tidalstone Caves

The Tidalstone Caves have a single map with varying degrees of elevation. You can find this map on page 37.

The characters must explore The Tidalstone Caves and search for the lost chamber that houses the artifact. Upon finding the *Tidalstone* (see Appendix C), they must contend with Izaara, the Second Risen.

Area Information

General Features. The caves themselves are a marriage of intelligent construction and natural formation. There is evidence of the same whalebone material used in Osethluame's

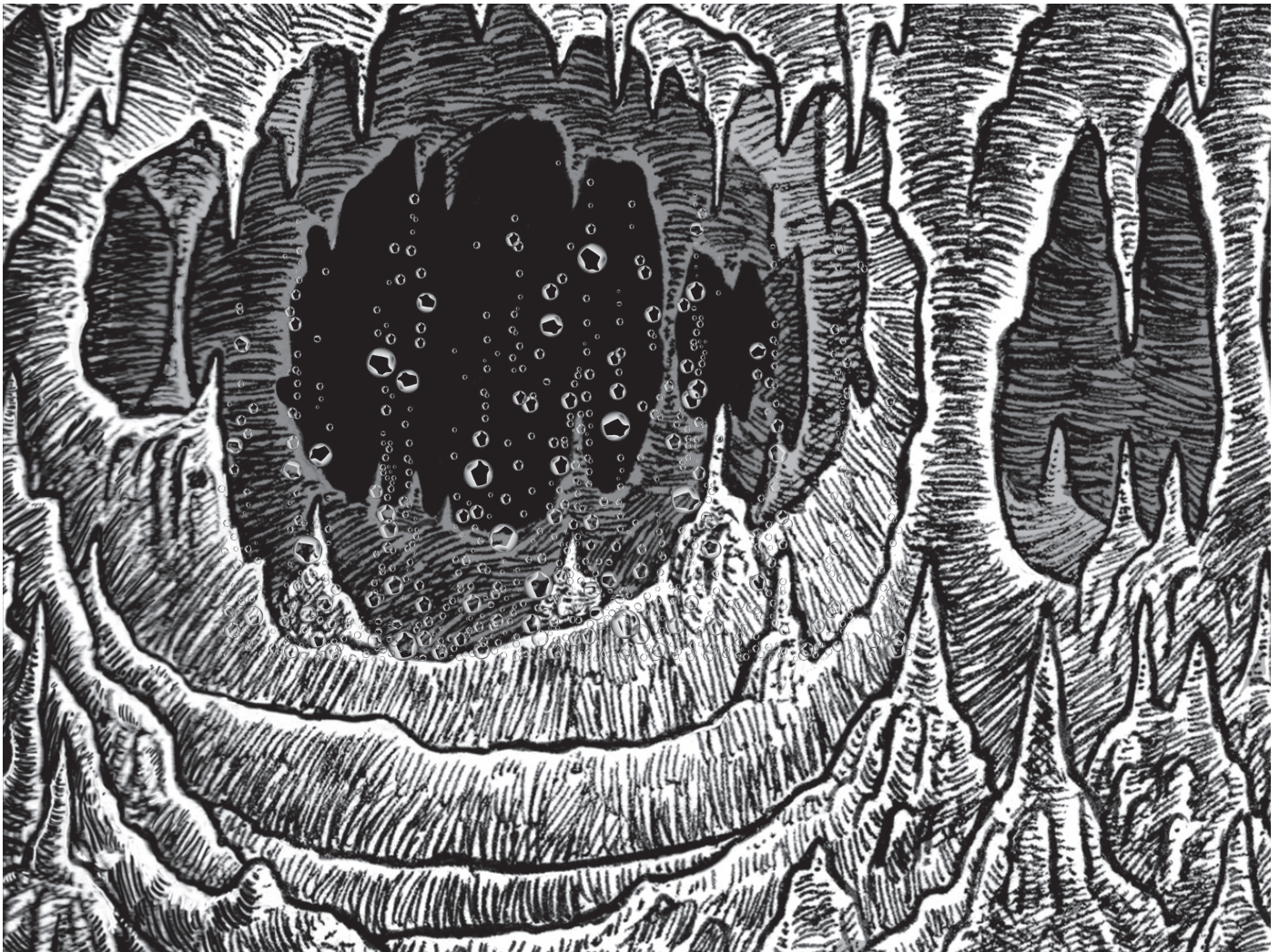
architecture throughout the complex. Another indication of purposeful design is the placement of bioluminescent fungi, which form strips of low light by which to navigate through the caves. The Tidalstone Caves were once a place of worship for the ancient nagas.

Elevation Changes. There are many changes in elevation throughout the cave network. While there are plenty of foot- and handholds available, the rock faces are covered in slick moss. Climbing or descending without the use of any tools requires a Strength (Athletics) check:

- 15 ft. - DC 10
- 30 ft. - DC 15
- Using tools will lower the DC of

these checks by 5 (or more, at the GM's discretion). Failing the check will result in the character slipping or falling. If the characters are having a lot of trouble, consider having them come across a discarded Climber's Kit.

Light & Sound. Strips of fungus are placed along the cavern walls, glowing pale shades of blue and green. For illumination purposes, treat every area in The Tidalstone Caves as having dim light unless noted otherwise. As for sound, the caves have one oddity: a low, consistent thrumming sound like that of a bass horn. This is produced by the natural movement of air interacting with the artificial whalebone architecture.



Tidalstone Pulsations. Izaara's corrupting influence is causing the *Tidalstone* of Osethlume to exert waves of force through the cave network. Once every hour, this may cause stalactites to fall, a certain bridge of bone to crack, passageways to close off (or open up), etc. Whatever you choose, it is recommended that they become more frequent and severe the deeper the characters get into the temple. Note however that Izaara is not planning on leaving this place; she's not going to intentionally cause the cavern to collapse outright.

Keyed Locations

The following locations are keyed to the map of the Tidalstone Caves on page 37.

TC1 - North Entrance

The characters climb up onto (relatively) dry land and discover a crumbling chamber. Unbeknownst to the characters, Izaara's corruption is causing the *Tidalstone* to radiate a measurable force through the caverns, causing pieces of stalactites to fall from the ceiling. These pieces aren't large enough to harm the characters—unless you want them to.

A character may attempt a DC 10 Intelligence (Arcana) check to recall that the *Tidalstone* of Osethlume was rumored to have once been housed in a temple of some sort. Players can attempt to use background features for advantage if the GM deems them appropriate. Either way, the bone statues and patterned flooring in this chamber would suggest that the characters are on the right track.

Strange Altar. An altar of whalebone is tucked away on the right side. It's clear that there were once jewels and precious metals built into the altar, but they've long been stripped away by looters. A character may attempt a DC 10 Intelligence (Arcana) check to interpret the altar as a tool for offering, not sacrifice: those coming here would leave gifts of food,

gold, etc.

Treasure. A DC 12 Intelligence (Investigation) check will yield 1d4 small malachites (worth 10 gp each) that had rolled under the altar.

Over the low hum of the whalebone song, a squelching noise can be heard coming from **area 2**. The 15-foot rock face leading to **area 2** is covered in an odd fungus. A foul smell comes from somewhere beyond. Whatever it is must be dead, but judging by the sounds of movement, not quite dead enough.



TC2 - Fungal Overgrowth

Encounter: Kobold King. It won't take long for the **kobold king** (see Appendix D) to reveal itself! Its twisted form crawls toward the closest character and attacks.

Biological Sample. The characters can harvest a sample from the slain kobold horror. It will occur to the characters that Ethea may be interested in seeing a piece of this specimen.

Infection. If you wish to add an additional element of danger to your campaign, you can have one or more of the characters become infected by the strange fungus. Infected characters will begin to grow splotches of mushrooms on their bodies within

12 hours (time to show symptoms is affected by the character's Constitution bonus). If the infected character doesn't receive Ethea's cure before 3 days have passed after showing symptoms, that character must succeed on a DC 15 Constitution saving throw or become a fungus-monster! If they do pass, however, they become immune to the fungus and begin to heal. This disease cannot be cured by a *lesser restoration* spell or similar effects.

Weak Wall. Any character that succeeds on a DC 10 Wisdom (Perception) check will find a wall section that appears to be thinner than the rock around it. The characters may attempt to break through the wall over the course of four hours using tools or weaponry, but must succeed on a DC 20 Strength (Athletics) check.

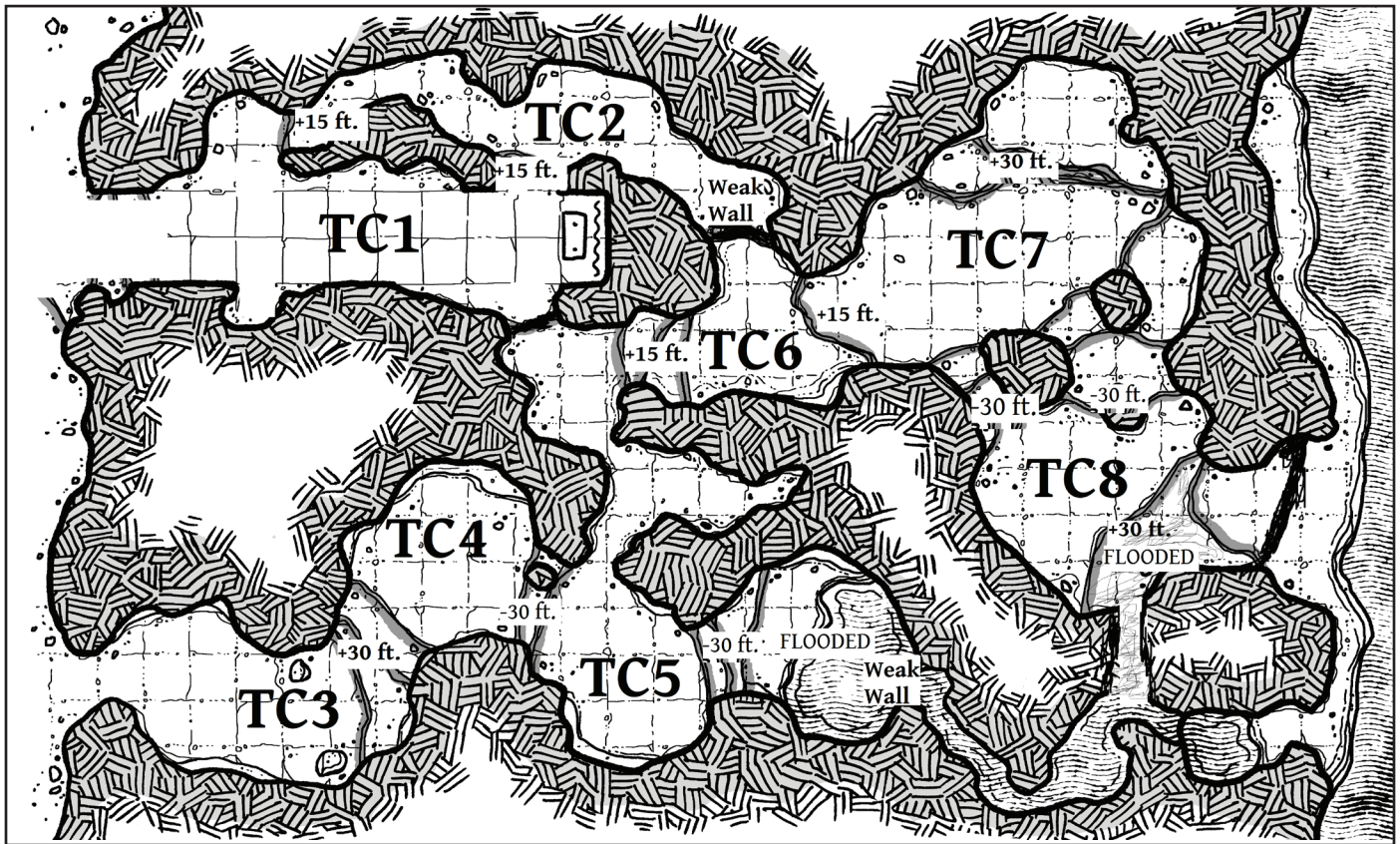
TC3 - South Entrance

A massive spiral sculpture has been built into the ground, made entirely of whalebone. At the spiral's central terminus lies a small jewel embossed with the image of a kraken.

This antechamber is similar to the one found in **area 1** in that it features whalebone sculptures and faded script scratched into its walls. A character may attempt the same Intelligence (Arcana) checks to recall the legend of the lost *Tidalstone* chamber. Pieces of stalactites will occasionally fall from the ceiling, disturbed by Izaara's pulsing power.

Characters with a passive Investigation of 10 or more will deduce that this sculpture was the key to some kind of door. In other words, it would be prudent not to mess with it. However, what the characters don't know is that the *kraken jewel* (see Appendix C) is a one-time device: Izaara has opened the door to The Tidalstone Caves permanently.

If you'd like to add an extra element of tension, however, this jewel is here



for you to use; perhaps the area begins to fall apart upon its removal?

Obstacle: Webbing. This back of this area is now covered in webs. It was once inhabited by several giant spiders that fled following the arrival of Izaara and her Naga. They're currently lurking at the edge of **area 4**, waiting for an opportunity to strike. Each 10-foot cube of giant webs has AC 10, 15 hit points, vulnerability to fire, and immunity to bludgeoning, piercing, and psychic damage.

Encounter: Giant Spiders. As the characters move toward the 30-foot rock face leading up to **area 4**, two **giant spiders** leap from the edge and surprise them!

TC4 - Ancient Etchings

Etched into the whalebone walls are several collections of pictographs. Though many of them are faded beyond recognition, the characters may be able to piece together the overall

meaning with enough study.

Characters who wish to examine the ancient bone carvings may attempt a DC 10 Intelligence (Arcana) check. If the character succeeds, they get a better insight into the temple's purpose: to house the *Tidalstone* artifact and give praise to its creator—the naga. This process takes 1d4 hours, adjusted by the character's Intelligence modifier. Players can attempt to use background features to reduce the time taken if the GM deems them appropriate.

TC5 - Partially Collapsed Platform

This area is entirely artificial: a platform made of rock and whalebone. A sudden drop occurs in the path about 50 feet in front of the entrance, leading to a 30-foot drop into a flooded area. Another path lies to the northwesterly corridor and is entirely intact.

Weak Wall. If the characters inspect the flooded area 30 feet below the collapsed platform, they'll find a submerged wall section that appears to be thinner than the rock around it. The characters may attempt to break through the wall over the course of 4 hours using tools or weaponry, but must succeed on a DC 20 Strength check.

Encounter: Stirges. When a creature descends into the water, six **aquatic stirges** (see Facehuggers) attack.

Treasure. If the characters search the bottom of the flooded area, they'll find the *whalebone dagger* (see Appendix C) beneath a pile of mud. They may also find up to 2d8 *old coins* (see Appendix C).

The Flooded Passage. If the characters successfully break down the weak wall in **area 5**, they may enter the flooded passage that leads to **area 8**.

Encounter: Blindsight Sentries.

If the characters opt to take the left route, they'll come across three **blindsight myrmidons** (see Appendix D) that have taken positions as scouts in front of **area 6**. If the naga begin to lose the battle, at least one of them will attempt to flee across The Spinal Bridge to warn Izaara (see **area 6**).

Undeniable Proof. The characters realize that these are the "ghosts on the waves" everyone is talking about. Bringing physical evidence of their existence to the ruling council of Osethlume will force them to take action.

TC6 - The Spinal Bridge

Hazard: Wall of Stone. The total elevation change between **areas 6** and **7** is 90 feet. Each section is 30 feet high and requires a DC 15 Strength (Athletics) check to climb. A creature who fails this check does not make progress, and any creature that fails this check by 5 or more falls back to the next level, taking 7 (2d6) bludgeoning damage and falls prone.

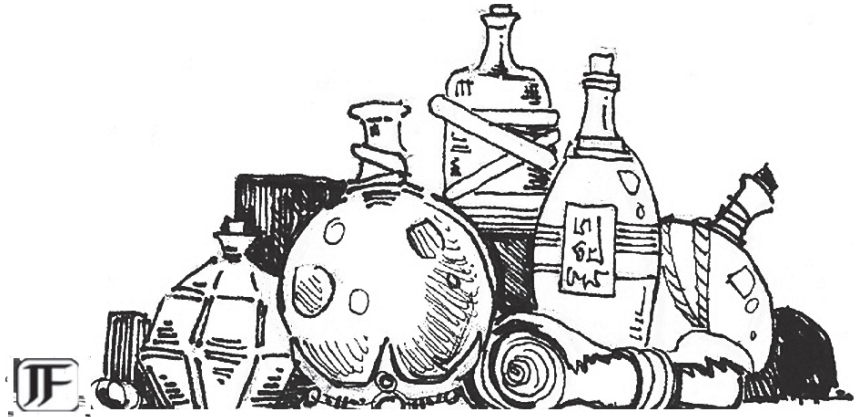
TC7 - The Skull Door

Once the characters make it across the Spinal Bridge, they are greeted by the moss-covered skull of whatever primordial creature was used to construct this place. Its jaws are spread wide in a macabre grin. Dozens of rows of razor sharp teeth threaten to pierce the characters' armor as they navigate through its cavernous mouth and into the temple beyond.

Past the Skull Door is another whalebone platform similar to the one found in **area 5**. This platform, however, is well intact and clean by comparison. Characters may attempt the same Intelligence (Arcana) checks as in **area 1** to discover or reinforce the information found in **area 4**.

Encounter: Blindsight Sentries.

This area is well lit, which will allow the characters to spot the three **blindsight myrmidons** and their captain, a **blindsight priestess**



(see Appendix D for both creatures), lurking about in the northern section. That being said, the nagas will be able to spot the characters as well unless they're being exceptionally sneaky.

As the characters engage these nagas, read or paraphrase the following:

The horrid, pallid nagas begin slithering toward you, their weapons drawn. Their priestess, her head adorned by a crown of seaweed and bone, raises her stave high.

"Nothing is permitted to disturb the ritual! Kill them!" she hisses.

Unless the blindsight priestess is killed, the other blindsight nagas will not flee the battle under any circumstances; they're much more afraid of her than they are of the characters. However, if the priestess falls and the myrmidons become outnumbered, they will attempt to flee toward **area 8** in order to alert Izaara.

Treasure: Stolen Goods. At the northern section of this area is a cliff face that rises 30 feet high and leads to a small alcove. Inside this alcove lies a pile of valuable goods collected by Izaara and her minions, an assortment of 1d20 *old coins* (see Appendix C), 1d4 *potions of healing*, and small gemstones collectively worth 100 gold pieces. The characters may find other items here as well, per the GM's discretion.

TC8 - The Lost Chamber

As the characters enter the area, read or paraphrase the following:

The cavern walls rumble and shake as the *Tidalstone* emits a palpable wave of energy. A kaleidoscopic array of lights, brighter than anything known to the Dark Sea, dances along the temple walls. The *Tidalstone* itself, an artifact of shining teal crystal, towers sixty feet high—it pulsates rapidly through colors of blue, of green, of all colors named and unnamed.

And at its foot is a serpent-like creature, her hands outstretched in supplication and defiance. All of her attention lies on the stone.

Encounter: Izaara. Izaara is a **blindsight seawitch** (see Appendix D). She will initially try to win the characters over to her master's side, but failing that, will fight to the death.

Izaara and the Tidalstone. Upon losing one-third of her hitpoints, Izaara will spend a bonus action to draw power directly from the *Tidalstone* (see Appendix C) itself. Doing so will cause large pieces of the cavern temple to collapse: characters must make a DC 10 Dexterity saving throw or take 3 (1d6) bludgeoning damage and be knocked prone.

Additionally, the *Tidalstone* will restore 20 of Izaara's hit points and *enlarge* her (as the spell) to the size of an ogre.

Treasure: Trident of Fish Command. Once Izaara is defeated, the characters may collect the *trident of fish command*. Additional treasure may be present in the lost chamber according to the GM's discretion.

Concluding the Adventure: Return to Ethea

Once Izaara is defeated, the *Tidalstone's* pulsations stop altogether, and the crystal's light dims to its natural teal coloring. As a result of thwarting Izaara's corruption, the Dark Sea begins to return to life over the course of 1d8 days. The characters are free to leave the cave network and swim back to shore, where Ethea has set up a small camp on the black sand beach.

Ethea is overwhelmed by the characters' story, and thanks them profusely. She helps them remove the aquatic stirges if they're still attached. If the characters gathered the biological sample from the kobold king, she will set about making an alchemical antidote for the fungus over 1d6 days (enough at least to cure the characters). If the characters brought back evidence of the blindsight naga, Ethea may assist in getting the attention of Osethlume's ruling council.

Rewards

In addition to the experience gained from defeating creatures and the treasures discovered along the way, Ethea will pay the characters what she promised.

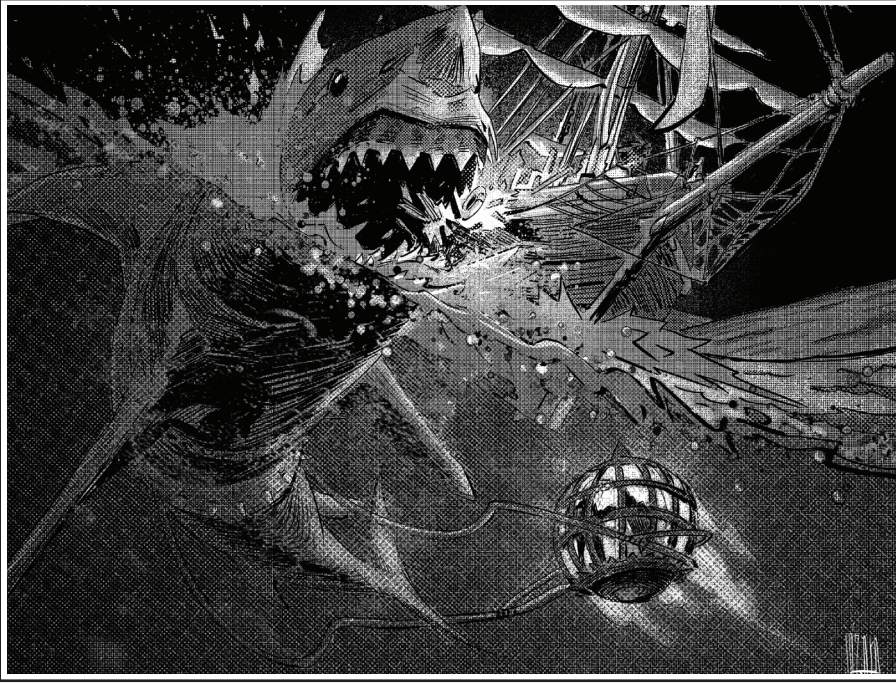
Adventure Seed: Outbreak

The viral-fungus subplot could be expanded to become the backbone of a campaign arc. If you wish to expand on this subplot, here are some questions to consider:

- Where did this fungus come from? Is it a natural result of the blindsight naga returning from the depths, or is it artificial?
- How infectious is the disease, really? Does it spread like wildfire and burn out just as fast, or does it have a longer, more insidious gestation period?
- What is the ruling council of Osethlume doing about it, if anything?
- What happens when a part of the city gets overrun with infected fungus monsters? Ω



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SEA RAT'S REGATTA

BY HUMPERDINK'S WARES

A 3rd-level adventure for Fifth Edition

Art by Matias Lazaro, Maciej Zagorski, Claudio Pozas, Shutterstock, and William McAusland

Sea Rat's Regatta is intended for three to five characters of 3rd to 4th level and is optimized for four characters with an average party level (APL) of 3. Characters that complete the adventure should, win or lose, earn enough experience to progress to 4th level.

The adventurers must complete a no-holds-barred boat race, battling other ships and overcoming dangerous marine hazards. A character proficient in water vehicles will prove a great boon on this adventure, as will the *mending* cantrip.

Adventure Location

This adventure takes place in Omeria's Dark Sea setting, but can be ported to any town adjacent to a large body of water. Although this adventure mentions Osethlume (see Appendix A), it is written so that you can have it occur in any port-town adjacent to a suitably large body of water. In the Dark Sea, the Hand of Ktji is central to all the surrounding cities. Thus, any such city could act as the race's home. Indeed, it could move from city to city each year.

The other locations—the Straits of Froth, Duldroms, Mollusc Maze, Gail's Gambit, and the Coral Corral—have no fixed address; locate them wherever makes sense for you!

The easiest way to run this adventure is as a linear series of encounters, as it is written. However, feel free to mix and match the order of the encounters, including when the party gets a rest. Nothing is set in stone.

You can even use this adventure to generate rich and compelling random encounters! There are nine encounters in 'The Regatta'. Roll a d10 to determine which to use as your random encounter. On a 10, roll again!

Adventure Background

The Sea Rat's Regatta is a chance to show off one's seamanship, debut innovative boat designs, and win the 10,000 gp prize pot. Tikola Nesla (N

female kobold **mage** with no 4th or 5th level spell slots), harassed by the port authorities, seeks to win this competition. Unfortunately, her crew has disappeared.

Tikola Nesla. Intrepid inventor, filer of patents, and kobold extraordinaire, Tikola Nesla has made some powerful enemies. Originally employed by the Osethlume port authority to invent new forms of locomotion, she was fired for causing too many fires. Since then, she has continued her research in private, finding workarounds and bodes when possible, and stealing components when not. Unfortunately, without the port authority's backing, her work threatens to upset the delicate balance of power across the Dark Sea.

Powerful Enemies. Currently, rowing and galecasters are the only legal forms of locomotion in the region. The port authorities employ almost all the Dark Sea's galecasters and, as such, enjoy a monopolistic stranglehold on the region's economy. Hence, they have been 'encouraging' Tikola to cease her tinkering (see the 'Tikola's Troubles' sidebar).

Sea Rat's Regatta. As a small concession, the port authorities hold an annual amnesty during which any and all means of marine locomotion are permitted. Pirates sneak back home to see their families, inventors test their inventions, and festivities are held across the sea. The biggest festival is the Sea Rat's Regatta, a no-holds barred, anything-goes race around the Hand of Ktji, at the centre of the Dark Sea.

Revolution. Tikola is confident that if she can win the race, she can win over the populace. Then it's a few simple steps to fomenting a 'popular revolution in the mechanisms of sea voyage'. Easy peasy.



Dragon's Breath

Tikola believes she has invented steam-power, or as she calls it, "Dragon's Breath". If steam-power already exists in your world, Tikola insists she invented it first and that everyone owes her royalties.

Adventure Hooks

Getting someone to undertake a dangerous sea race is no easy task, even if you offer them 5,000 gp. The following hooks are designed to elicit feelings of sympathy from your players so that they want to help poor Tikola.

- Wandering through Osethlume (or a port town of your choice), the party hears an explosion. If they investigate, they see the kobold Tikola defending her workshop against masked saboteurs.
- After the party is shipwrecked, Tikola picks them up whilst taking *The Wyrmtongue* out for an illicit test drive. Arriving back at her waterside workshop, the party hears an explosion and must defend the workshop from masked saboteurs.
- A sign on a notice board reads "Lukin for a cru to pilat mi ship. Myne has ~disssa~ ~dispa~gon. Big rase soon. Share winnyngs (10,000 gp)". Upon arriving at the posted address, the party hears an explosion and sees masked saboteurs launching an attack.

Atmosphere. The town shivers with excitement on the eve of the race. All manner of folks arrive, filling the inns and bringing with them tales from far places. "A trade ship went down to the kraken last week", "The Brinebloods are at it again", "I heard chittering down by the southern mines!"

Race Preparations

Underneath each encounter's title is a dramatic question. To keep the game flowing, move on to the next scene or encounter once this question has been answered!

Sabotage!

Can the players repulse the saboteurs?

As the players arrive at Tikola's workshop on foot, you can read the following:

Arriving at the run-down zurkwood workshop, you notice flames licking at the wide, open entrance. Inside, a small kobold scrambles onto a burnished copper ship and begins manning an odd, fiery, crystal weapon. Five masked figures, four with lit bottles in hand, prepare to make another volley. One, the leader, holds a hand crossbow and points you all out.

If they were rescued by Tikola at sea, read this instead:

Arriving back at the dock, you see flames licking at the closed entrance to a zurkwood workshop. "My workshop! Not again!!" shouts Tikola, before running up to the flame-coloured crystal weapon on the boat's bow. Five masked figures, four with lit bottles in hand, prepare to make another volley. One, the leader, holds a hand crossbow and points at *The Wyrmtongue*. Time to move!

Encounter: Saboteurs. One female drow **spy** (the leader) and four human **thugs** throw alchemist's fire at Tikola's workshop. Tikola responds by firing the *Wyrmtongue's* fire prism at the attackers each turn (see Appendix D). Once the spy is killed, the thugs run away. If the spy is captured, she cracks a poison tooth, taking her own life. The thugs know nothing of their employer.

Aftermath. Luckily, Tikola is used to fires breaking out and activates a fire suppression system—a small water elemental—as soon as it is safe to do so. The spy carries a *dagger of the deep* (see Appendix C).

Stories. Tikola relays her story to the party (see sidebar 'Tikola's

Troubles'), namely that she's being persecuted for her brilliant mind. She bemoans the fact that her crew disappeared last night—probably kidnapped—and that the race is tomorrow. Tikola has no intention of joining the race herself; she gets far too seasick. "Hey, I couldn't interest you in winning 5,000 gold pieces, could I? She's the fastest ship out there."

The Wyrmtongue

Which upgrade and roles will the party choose?

Entering the workshop, Tikola introduces the party to her ship, *The Wyrmtongue* (see Appendix D). She explains its features and asks for the party's input on its final, experimental modification.

The charred warehouse contains a sleek ship of burnished copper in a design unlike any other you've seen before. A forked tongue rises from its proud bow, behind which stands a flame-coloured crystal mounted in an articulated apparatus. The words *The Wyrmtongue*, painted in jagged gold calligraphy on the top of the hull, are picked out by light shining from the dozens of tiny bronze dragon heads that sit under the ship's protective railing.

"Ah I see you've noticed the under-rail LED lighting," says an obviously proud Tikola. "Very happy with that I am; 'Light Emitting Dragons'." At the rear of the ship is a five-finned apparatus of beautifully polished bronze. "This is what propels the ship, see? My own invention. I call it: a pro-pel-ler!"

Tikola explains *The Wyrmtongue's* features: the reinforced hull, the fire prism and dragon's maw armaments, the basics of the engine and propeller system, and the emergency features. You can find these in Appendix D.

Roles. Upon agreeing to compete in the race, Tikola helps the characters choose and learn their nautical roles.

Backstory: Tikola's Troubles

Tikola has had her fair share of trouble over the past few months. Firstly, her original workshop was torched. Then, her blueprints were stolen—probably by that Evie Teddison. And now, her crew has disappeared! They were eating jellied eels and discussing race tactics one minute, and the next, gone!

"It's a shame about Taurdon, he was the best navigator I ever met. Never forgot a route once he travelled it. That's the thing about minotaurs, not very clever, per se, but a great memory for some things. Had the most lovely silver scroll work on his horns, too..."

Each party member should be allocated one role: bosun, captain, engineer, navigator, or pilot. Tikola has them spend the day reading and practicing, granting them special abilities relevant to their role. These abilities can be used in addition to, or instead of, the usual special actions a ship's crew can gain.

- **Bosun.** Repairs the boat when damaged. Typically a strong character with proficiency in carpenter's tools. Over the course of ten minutes, the bosun can attempt to repair *The Wyrmtongue*. On a successful DC 12 Strength (smith's or carpenter's tools) check, the bosun restores hit points to one component on *The Wyrmtongue* equal to 1d6 plus its Strength modifier. *The Wyrmtongue* has enough spare parts on board to use this ability ten times.
- **Captain.** Motivates the crew. Typically a charismatic character. The captain gains the Encourage special action: as an action, the captain can encourage one crew member it can see. Once, before the start of the captain's next turn, that crew member can add a bonus equal to the captain's Charisma modifier to one ability check, saving throw, or

attack roll that uses a ship-mounted weapon.

- **Engineer.** Typically an intelligent character. The engineer gains the Optimise special action: as an action the engineer attempts to fine-tune the engine's settings to keep it cool and increase performance. On a successful DC 12 Intelligence check, until the end of its next turn, *The Wyrmtongue's* speed increases by 15 feet and it has advantage on Constitution saving throws made to prevent overheating when the afterburners are used.
 - **Navigator.** Assists the pilot and spots strengths and vulnerabilities in other ships. Typically a wise character, Tikola gifts the navigator a spyglass. The navigator gains the 'Spot Check' special bonus action: as a bonus action it can make a DC 12 Wisdom (Perception) or Intelligence (Investigation) check to spot vulnerabilities, armaments, or other components on enemy ships.
 - **Pilot.** Responsible for navigating obstacles. Typically a dexterous character. The pilot learns how to operate the unique controls of *The Wyrmtongue*. This removes the disadvantage non-pilot creatures suffer when they make a Dexterity check to control the ship. The pilot also gains the Jink special reaction: as a reaction to *The Wyrmtongue* being the target of an attack by an attacker the pilot can see, it can impose disadvantage on the attack roll.
- Rules.** Tikola explains the rules of the race, covering the following points:
- Any and all forms of locomotion are permitted for the duration of the race.
 - There are a series of buoys one mile out from the port. The area between these buoys and the port is a designated non-combat zone. Any act deemed 'hostile' by the regatta referees within this zone results in instant disqualification.

- The race course passes first through the Teeth of Pearl, then around the Hand of Ktji, before returning through Gail's Gambit. There are "magical seeing things" (permanent scrying sensors) at each checkpoint through which the referees will verify that you've passed each checkpoint.
- To win the race, the captain must pass through these three checkpoints and cross the finish line, back here at the port. "If *The Wyrmtongue* gets wrecked, use the emergency rowboat. If that's kaput, swim! Capiche?"
- Other than that—anything goes.

Upgrades. Tikola has enough time to install one final upgrade, and asks the party which they think would be most useful.

Deployable Bulwark. This Large shield can be installed to move around the ship's railing. Once deployed by the pilot as a bonus action, *The Wyrmtongue* can use its reaction to automatically intercept a ranged attack that would hit it. The bulwark has 50 hit points (AC 16). Once it is destroyed, any excess damage is dealt to *The Wyrmtongue* as normal.

Mephit Endosink. An ice mephit trapped in a cage, can, as a reaction by the pilot or engineer, be dropped into the engine. This 'endosink' can be used to automatically succeed one Constitution saving throw made to prevent overheating after the after-burners are used. The mephit takes 3 (1d6) fire damage each time it is used

in this way. If the mephit dies, the endosink is useless until the mephit is replaced.

Dragonblood Injector (1 use). An incredibly potent mix of sulphur and white dragon's blood, this fuel additive can send the Dragon's Breath engine into overdrive. When used by the pilot or engineer as a bonus action, *The Wyrmtongue's* base speed doubles for the next minute, and the engine takes 11 (2d10) force damage. 50 gp of white dragon's blood is required to recharge the injector.

The Regatta

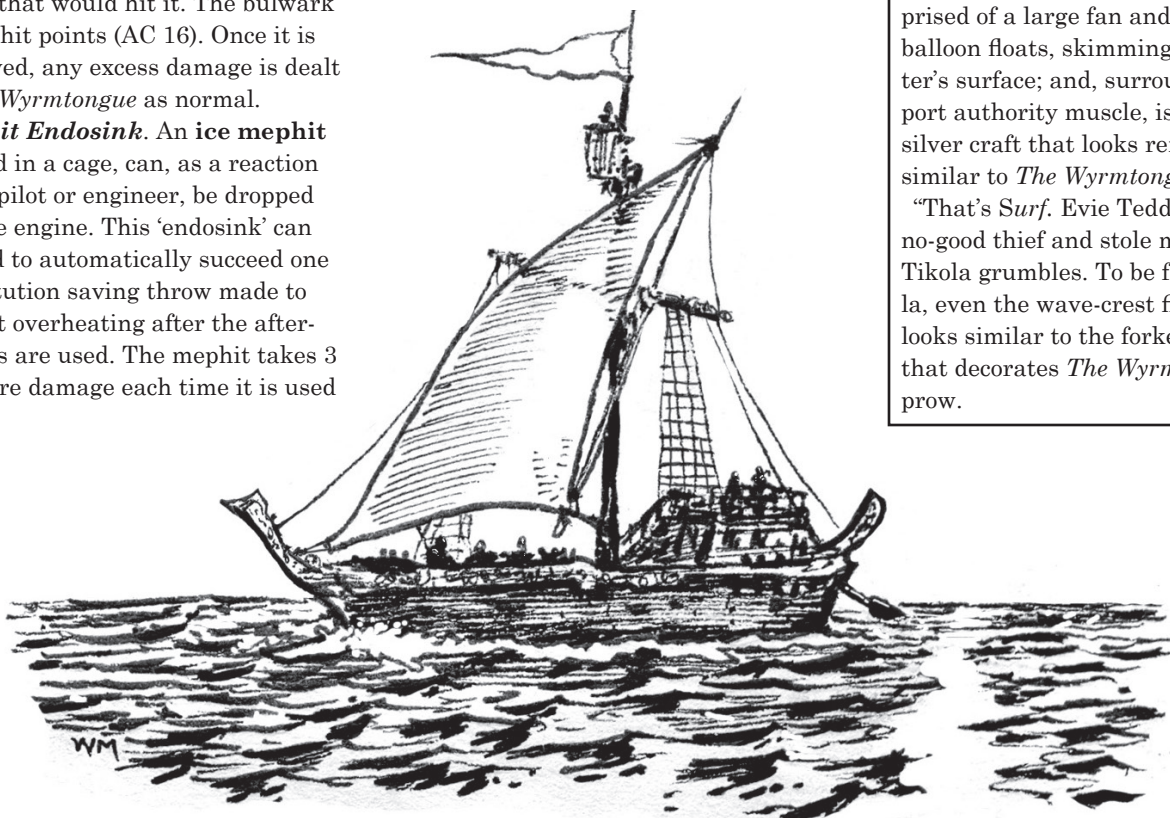
Despite being called a race, the regatta is a survival contest. True to Tikola's boasting, *The Wyrmtongue* is the fastest ship on the Dark Sea. Provided the ship survives all the encounters, the party will win the race!

Race Day! The party transports the boat to the docks. Upon starting the race, the engine stalls. After a brief repair, *The Wyrmtongue* is left playing catch up!

The atmosphere in the port town is full of frivolity. Hawkers sell "genuine megalodon teeth" and "weird mushrooms from those mushroom guys" on street corners. Children chase one another, and are reprimanded by their parents as they almost fall under the wheels of the trolley towing *The Wyrmtongue*. A few individuals, conspicuous by their stern eyes and lack of smiles, monitor your passage.

As *The Wyrmtongue* is launched, the variety and diversity of the competitor's ships is astounding. A large, mechanical crab sidles into the water; a floating chariot is manned by merfolk and drawn by two enormous seahorses; a longboat has its internal workings hidden by a large, purple, weather-proof tent; mushroom people stare back at the crowds from the deck of a toadstool-boat; the tip of a single, ginormous, boney fin swims in ominously slow circles; a hovering craft comprised of a large fan and a hot air balloon floats, skimming the water's surface; and, surrounded by port authority muscle, is a blue and silver craft that looks remarkably similar to *The Wyrmtongue*.

"That's Surf. Evie Teddison is a no-good thief and stole my designs," Tikola grumbles. To be fair to Tikola, even the wave-crest figurehead looks similar to the forked tongue that decorates *The Wyrmtongue's* prow.



Aethermoon. Two members of the crew of a galecaster-powered boat named *Aethermoon* approach the party. They are Ku'ullan, a NG male tabaxi **bandit captain**, the captain, and Oravian Blueheart, a CG female **werewolf**, the bosun. They are genuinely nice people and advise the party that they have a plan to “distract that there big shark.” A successful DC 10 Wisdom (Insight) confirms their sincerity. Unbeknownst to all, their ship will be wrecked by kraken kelp and this meeting is just to sow the seeds of sympathy in the players' minds.

Last Minute Touches. Tikola gives the party a few things as the regatta's start draws near; one *potion of healing* per party member, a *spell scroll of mending*, and *sealing paste* (see Appendix C), which she explains can be used to block a leak in the hull. She has installed a map of the route into the helm, including a smuggler's route through the Mollusc Maze “just in case”.

She promises to look up info on the competitors and keep in touch via the *stone of far speech* (see Appendix C). Pulling out a box with a tiny imp inside, she begins feeding it a spoonful of sulphur, after which she hands over a lump of charcoal and a tiny box of painting supplies. “This is the Ka Ma Ra,” she explains “It paints pictures really quickly”. She points it at the other boats and begins taking voluminous, misspelled notes.

The referee's yacht makes a final pass behind the competitors who assemble themselves on the start line. A voice booms out across the dock, echoing off the surrounding buildings and cliffs. A hush falls over the assembled crowd, even the blackgulls appear to be waiting. “Captains, prepare to launch.” There's a flurry of clanking as anchors are reeled in, and the starting chain pulls taught against the weight of the ships. Another beat passes. “GO!”

GM Tip:

Comms & Dilly-Dallying

Tikola provides the party with a *stone of far speech* (see Appendix C). This can be used to contact Tikola's stone three times during the race.

Information. In each encounter this heading details the info Tikola can relay if contacted by the party. Alternatively, the party can make checks to discern the knowledge themselves.

Don't let your players dilly dally - this is a race! If they ever stall for more than an hour then they lose the race to Lost Claws. Before it gets to this point, have Tikola make a frantic call encouraging them to get a move on!

As the pilot guns the engine, there is a woosh and a bang! Suddenly the Dragon's Breath engine is billowing steam and you're blinded. You don't know where the other boats have gotten to, but they're not besides you any longer. A distraught-looking Tikola clambers on board. “Gah! Sabotage!!” she exclaims, unloading her toolset.

Twenty minutes and several spare parts later, Tikola turns to the crew. “I think she's fixed. Looks like you'll be playing catch up!” She vaults back into her small skiff and waves you on. Time to go!

Megalodon

Can the party escape the sahuagin?

As the engine finally roars into life, the acceleration is astounding, the noise from the ship's aft stupendous. The swishing propeller sends a torrent of spray up at the referee's yacht behind you.

Soon, the forked dragon's tongue is lifted above the horizon by the thrust of the engine and you are ploughing across the Dark Sea

at the head of an ever-expanding wake. In under ten minutes, you pass the buoys indicating the edge of the non-combat zone. Tikola was right, this is definitely the fastest boat on the sea!

Ten minutes later, the churning froth begins to look pink, and there is the sickly sweet stench of rank meat in the air. Like a rupturing pink boil, the sea parts to *The Wyrmtongue's* starboard revealing three fish-face creatures riding in a huge, upside-down shell. Leashes of leather-like seaweed slink from the charioteer's hands towards a large bony fin that protrudes from the water before it. From beside the fin rise two long poles, ending in lanterns that hang just above the water's surface. The reflection blinds you as to what is below, but you know it must be something gargantuan to pull this oyster-chariot at such terrific speed.

The rest of the competitors knew how dangerous the **megalodon** (see Appendix D) was, and chummed the water as soon as possible to send the ancient shark on a wild seal chase. The magic lanterns on the poles allow the megalodon to see underwater.

Information. The following can be revealed if Tikola is contacted on the stone, or on a successful DC 12 Intelligence (Nature) check:

- A strong odour, such as urine, can overwhelm a megalodon's keen smell.
- Megalodons aren't native to the Dark Sea and don't have darkvision.

Crew & Motivation. The crew consists of one **sahuagin charioteer** (the captain), and two **sahuagin raiders** (see Appendix D for both). The sahuagin charioteer pilots the vessel by telepathically commanding the megalodon. The sahuagin know they've already lost and now just want to make the most of a bad situation. Once they restrain a party

member in a net, they will take it back to their chariot and flee.

Enemy Tactics. Any party member with a passive Perception of 19 or lower is surprised. In the first round, before *The Wyrmtongue* can outpace its pursuers, the megalodon makes a bite attack, likely grappling the boat. The megalodon releases the boat if it takes 10 damage or more on a turn. If it misses, the sahuagin raiders will use the chariot-mounted harpoon guns to keep *The Wyrmtongue* from escaping. The harpoons' ropes have AC 11 and can be severed if dealt 10 slashing, fire, or force damage.

Pee. As an action, a character can attempt a DC 10 Constitution check. On a success, it can pee on the shark. If the megalodon currently has *The Wyrmtongue* grappled, it will detach from the boat and won't attack again until after the end of its next turn.

Non-lethal Solution: Blind. Blinding the megalodon, once it has detached, causes it to swim into a submarine stalagmite, knocking itself unconscious. Destroying, dispelling, or otherwise removing the two lanterns causes the megalodon to become blinded. The poles holding the lanterns have AC 15, 10 hit points, and immunity to cold, necrotic, poison, psychic, and radiant damage.

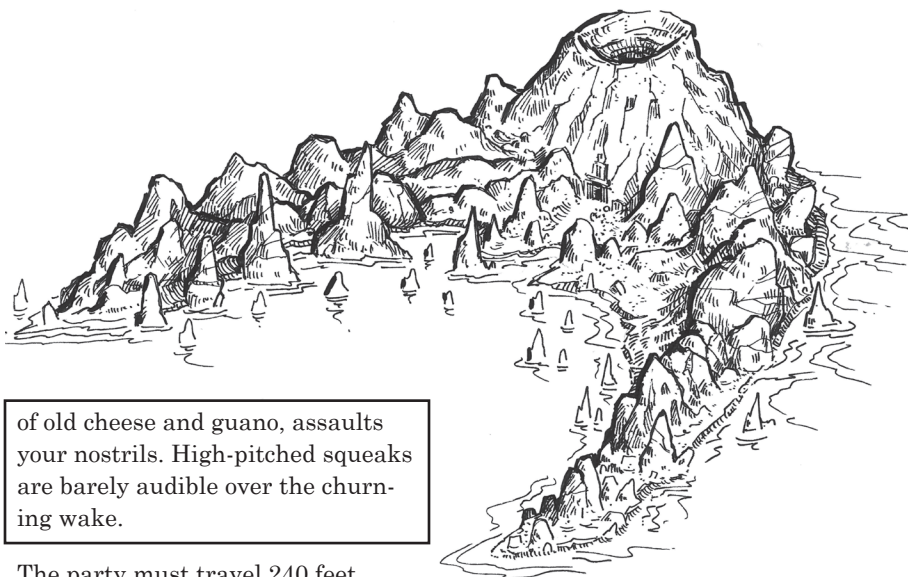
Loot. Looting the sahuagin charioteer yields the *fishfolk blade* (see Appendix C), a net, and a horn made from a conch. The sahuagin raiders carry tridents, daggers, and two kelp-leather nets each.

Teeth of Pearl

Can the party safely navigate the Teeth?

A minute after the megalodon is defeated, the party reaches the Teeth of Pearl. You may read the following:

Like a huge maw filled with long, thin, white teeth, the first hazard of the regatta nears: the Teeth of Pearl. An awful stench, reminiscent



of old cheese and guano, assaults your nostrils. High-pitched squeaks are barely audible over the churning wake.

The party must travel 240 feet through the Teeth of Pearl to emerge on the other side. The pilot must avoid the obstacles during which time the crew is mobbed by territorial **cliff ghosts**. Treat the cliff ghosts as a **giant bat** with the following changes:

- They are lawful evil.
- They have an Intelligence of 10.
- They can speak and understand Common and Undercommon.
- **New Feature: Flyby.** The giant bat doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Information. If Tikola is consulted, or on a successful DC 12 Intelligence (History) check, you can reveal the following: The Teeth is a warren of stalactites and stalagmites that was once used by smugglers to hide their cargo.

Eventually, all this cargo and activity attracted the attention of cliff ghosts.

Though called ghosts, they're not actually undead. They are large, hideous, intelligent, bat-like creatures known to swoop on silent wings and pluck sailors from the decks of ships. "They're not ghosts, but they sure are ghostly."

The geological phenomenon used to be called the Teeth of Stone. Now that they're covered in cliff ghost excre-

ment, they have a slightly iridescent sheen due to high volume of shellfish in their diet. This is also the cause of the horrendous smell.

Piloting. The teeth are difficult to navigate. Inform the pilot that they feel they might crash the vessel if they travel too fast. Each turn the pilot must decide the speed at which they wish to travel (full, three quarters, half, or one quarter speed) and use their action to make a Dexterity check to avoid the teeth, adding any proficiency in water vehicles to the result. The DC for the check depends on the speed traveled that turn and how much bludgeoning damage the ship takes (see table below).

The navigator can aid the pilot in route finding. They can use their action to make a DC 10 Wisdom (Perception) to spot submarine obstacles. On a success, the pilot has advantage on its Dexterity check.

Failing the Dexterity check causes the crew to become unbalanced; they make all checks and attack rolls until the end of the pilot's next turn with disadvantage, and all attacks against them have advantage. In addition, each creature on the ship that is currently concentrating on a spell must succeed on a DC 10 Constitution

SEA RAT'S REGATTA

saving throw or lose concentration.

Failing the check by 5 or more is a catastrophic failure and results in a crash! *The Wyrmtongue's* hull takes bludgeoning damage equal to the Crash Damage column of the table below.

Speed	DC	Crash Dmg
Full (60+ feet)	20	43 (6d10 + 10)
Three-Quarters (45 feet)	15	26 (3d10 + 10)
Half (30 feet)	10	15 (1d10 + 10)
One-Quarter (15 feet)	5	11

Enemy Tactics. Four cliff ghosts mob the party as they travel through the Teeth. For simplicity's sake, it is recommended you use a pseudo initiative: all the players go, then the ship, then the cliff ghosts. The ghosts never willingly fly more than 30 feet away from *The Wyrmtongue*.

Each round, two of the cliff ghosts descend from the circling mob and attack two random players. Hit or miss, they will then ascend 30 feet, using their Flyby ability to prevent attacks of opportunity. Occasionally, a cliff ghost will attempt to grapple a character and drop it off the side of the boat. Once out of the Teeth, any remaining cliff ghosts cease mobbing the ship.

Mysealium

Can the party convince or destroy the spaurans?

Ten minutes after emerging from the Teeth of Pearl, the party spot **Mysealium** (see Appendix D). You may read the following:

Ahead, rowed by what looks like a thousand tiny oars, is a dish-shaped vessel sporting ... a toadstool? The closer to the vessel you move, the more soothed you feel. Despite being unable to make out any name written on the ship's hull, the thought "Mysealium" caresses the inside of your skulls.

Mysealium moves to intercept *The Wyrmtongue*. The ship has a calming aura (see Appendix D). The spaurans that pilot the ship have no desire to harm the party, instead intending to assimilate them into the fungal hive mind. They are not evil, however, and can be persuaded to let the crew go free.

Information. Consulting Tikola, or succeeding on a DC 12 Intelligence (Nature) check reveals:

- Spaurans don't like fire.
- Spaurans are a pacifistic race.
- They communicate via spore-based telepathy.
- These are likely a dispersal crew, looking to start a new spauran colony.

Crew and Motivations. The crew of *Mysealium* comprises one **spauran bloom** (the captain) and five **spauran sprouts** (see Appendix D for both). Drawn to the excitement emanating from the regatta's frivolities, the spaurans don't really understand the concept of a boat race, and are not particularly invested in winning. Rather, they are driven by their instinctive and collective desire to assimilate and procreate.

Enemy Tactics. Hyphal cannons can snag *The Wyrmtongue*, and reel it in. Once in range, the spores from the spauran crew and the ship can overcome the party. The spaurans resort to physical attacks only when they themselves are attacked. They prioritise dousing any fires on the *Mysealium* over attacking others.

Charmed to Meet You. Each creature that starts its turn within 30 feet of *Mysealium* must make a DC 12 Wisdom saving throw. On a success, it is immune to *Mysealium's* fungal charm effect for the next 24 hours. On a failure, it is charmed by *Mysealium*, viewing it and its crew as friendly acquaintances. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success and becoming immune to the effect for the next 24

hours. A creature that fails the check three times in a row is permanently affected until *Mysealium's* central toadstool is destroyed.

Non-lethal Solution: Story Time.

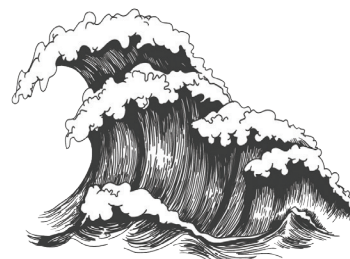
The spaurans are a sucker for a sob story. With a sad enough tale and a successful DC 13 Charisma (Persuasion) or DC 16 Charisma (Deception) check, the captain can be convinced of the party's plight, and will release them.

Rewards. If the spaurans are convinced to release *The Wyrmtongue*, they offer a *healing shroom* (an edible *potion of greater healing* that gives everything a more colourful, sparkling appearance for the next hour). If the spaurans are killed, a DC 12 Intelligence (Investigation) check finds two *healing shrooms*; one secreted upon the captain, the other upon a random crew member.

Short Rest: Straits of Froth. For a little over an hour, the boat is swept along in the straits.

To port and starboard, the sea's surface appears streaked, as if overlain with ribbons of indigo and midnight blue. These bands of single-minded sea currents converge in a strip of boiling water no more than 30 feet wide that runs straight and true towards the horizon. You feel a subtle lurch as *The Wyrmfang* picks up speed, thrust forward by the nautical phenomenon.

Vessels in the Straits of Froth have their speed increased by 20 feet per round (around 2 mph) when traveling with the current. Traveling against the current decreases the speed by the same amount.



Kraken Kelp

Can The Wyrmtongue escape the kelp?

As the current dissipates, patches of light red-brown stand out amongst the black water below. You see flotsam littering the route ahead of you; pieces of wood dragging rigging behind them. A wreck, no doubt.

A body half-draped over a sizable plank is covered with strips of shining, bulbous plant matter the colour of dried blood. A flash of white catches your eye. Was that sea foam?... Or bone?

On a successful DC 10 Wisdom (Perception) check, a creature sees the far side of the tangle of seaweed and wreckage. The flotsam is being driven by a current perpendicular to *The Wyrmtongue's* current bearing. It extends out of sight to left and right; there's no way around, it has to be traversed.

The boat must travel 360 feet to pass beyond the reach of this collection of swarms of **kraken kelp**. The wreckage is from the ship *Aethermoon* (see Appendix D). All the crew, bar Oravian Blueheart (a CG female **werewolf** with 23 max hit points), has been killed by the kraken kelp. Any creature that elects to search the water ahead spots a piece of wood with the word "Aethermo-" painted in brilliant gold lettering.

Information. Describing the kelp to Tikola, or succeeding on a successful DC 12 Intelligence (Nature) or Wisdom (Survival) reveals the following:

- This is a **swarm of kraken kelp** (see Appendix D), a carnivorous plant feared by sailors across the Dark Sea.
- It can dissolve wood and metal within minutes.

Survival. On initiative 20 of each turn, a thick strand of kraken kelp (AC 9, 10 hit points, vulnerability to lightning damage, resistance to fire

and cold damage, and immunity to acid damage) will attack the boat, grappling a random component. If there are no strands already attached to the boat, two strands appear instead of one.

Roll on the table below to determine where the kelp strand appears. The kelp strand automatically hits any ship component. If a non-hull component is rolled, it is unusable until freed of the kelp strand.

On initiative 0 of each turn, each component that has a kraken kelp strand attached to it takes 11 (2d10) acid damage, bypassing its damage threshold. In addition, if the propeller is grappled, *The Wyrmtongue's* speed is reduced to 0 until it is freed.

If Crew Member is rolled, randomly determine which crew member and make an attack roll with advantage against that creature (+5 to hit). On a hit, the crew member is grappled (escape DC 13) and is restrained while it is grappled. The creature takes 11 (2d10) acid damage at initiative 0 if it is still grappled by a kelp strand.

Kelp Strand Target.

d8	Target
1	Fire Prism
2	Helm
3	Port Side (Hull)
4	Starboard Side (Hull)
5	Dragon's Maw
6	Aft (Hull)
7	Propeller
8	Crew Member

Fighting Back. Reducing a kraken kelp strand to 0 hit points destroys it, releasing the component or crew member to which it is attached. The kraken kelp floating in the sea can also be attacked (AC 7); for each 20 points of damage dealt within a round, one strand fewer appears the following turn. If a player enters the water, the kraken kelp attacks the player instead, causing one strand fewer to attack *The Wyrmtongue*.

A Friend in Need. When *The Wyrmtongue* is about half way (180 feet) across the kelp, the character with the highest passive Perception hears a cry for help. It is Oravien Blueheart, boson of the *Aethermoon*.

Rescuing her requires *The Wyrmtongue* to travel an additional 120 feet through kelp. The kelp seems to be ignoring her, an unusual benefit of her particular strain of werewolf lycanthropy, as surmised on a successful DC 20 Intelligence (Nature or Arcana) check. She can repair 1d6 hit points to any component each hour.

Freedom! Once the boat has traveled 360 (or 480, if they decided to rescue Oravien Blueheart) feet, no more kraken kelp strands attack the boat. Any remaining strands are torn from the swarm and continue to dissolve the components until they're dealt with.

Snare

Will the party free Snare's mind-controlled crew?

With dispersed patches of kraken kelp dissolving unlucky fish all around, *The Wyrmtongue* picks its way through the clearest route. It appears you're not the only one to travel this path; in the distance is a large, oared longboat—*The Snare*—but now with its storm coverings removed. A repetitive boom... boom... from a deep throated timpani keeps the oars swishing in time. Beyond it, far, far in the distance, huge pillars of stone rise from the water—The Hand of Ktji! To circumnavigate the hand you're going to have to sail right past *Snare*.

Closing within spyglass distance the crew becomes discernible. Two hard-eyed drow—the ones you'd seen at the start line—and fifteen rowers. One drow stands at the boat's helm beating a drum while the other mans a ballista-like weapon mounted on its aft quarters.

The rowers are bent to their oars, each with a silver chain around their neck. Prisoners, no doubt. One, a minotaur with beautiful silver scrollwork up one horn, fills the space of two men.

Sylvith, captain of *Snare* (see Appendix D), will try to capture some of the party using the snarethrower. The party can fight the drow, or release the prisoners from their mind control, instigating a mutiny. Afterwards, the party can gain a crew member.

Information. Asking Tikola about *Snare*, or succeeding on a DC 12 Intelligence (History) check reveals the following:

- *Snare* belongs to Sylvith, a pirate captain and people trafficker.
- Her crew is probably all prisoners, at least until they collapse from exhaustion.
- The boat received its moniker due to its net-launching ballistas; snarethrowers.

Crew and Motivations. Two drow, Sylvith the **crestcaller**, and a **beatkeeper** (see Appendix D for both) command 15 mind-controlled sailors (10 **commoners** and those listed in *Allies*, below). Sylvith has resigned herself to the fact that she's only going to win this race if something happens to the ships that outpaced her. For now, she's happy to make do with capturing some new "stock".

Tactics. Sylvith will use her snarecaster to capture crew members and reel them on board. Whilst they flounder like a fish in a net, she will use her action to shackle them, bringing them under the beatkeeper's mind control (which has the effects of a *dominate person* spell).

Non-lethal Solution: Mutiny. All the prisoners wear an enchanted collar that is linked by a silver chain (AC 18, 15 hit points) to a silver and amethyst *bracelet of domination* (see Appendix C) on the drow beatkeeper's wrist. Any creature with a

passive Perception of 15 or higher, or a creature that succeeds on a DC 10 Wisdom (Perception) check, notices this bracelet glows with an obviously magical bright violet light. All the prisoners are under the *dominate person* spell. Severing the chain or dispelling the bracelet incapacitates all the prisoners until the end of their next turn, after which they regain their senses and quickly overwhelm the two drow.

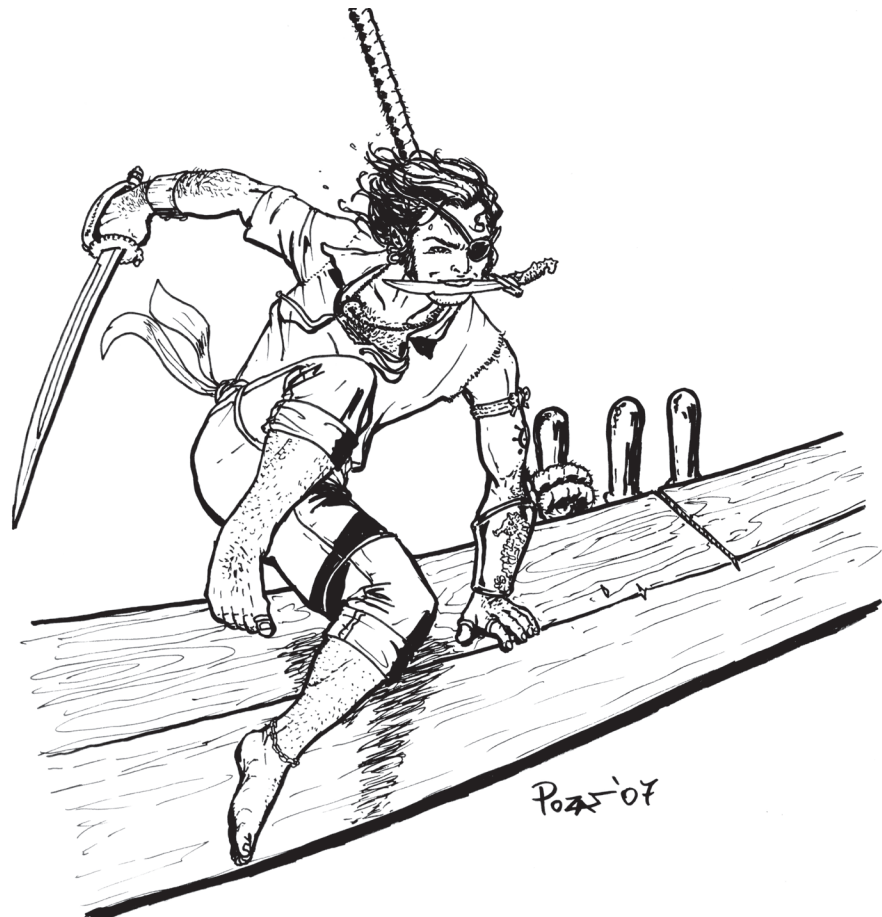
Allies. Numbered amongst the be-chained prisoners are the five kidnapped crew members of Tikola's previous crew: Fullovi M'selth, the elven captain (LN **bandit captain**); Fidget McGruff, the halfling engineer (CN **bandit**); Taurdon, the minotaur navigator (LN **bandit**); Shims, the kenku bosun (N **spy**); and Chops, the lizardfolk pilot, surgeon, and cook (N **scout**). The party can choose one of the following to join the crew for the

remainder of the race (although they demand a cut of the winnings; "business first!"). They have the following statistics:

- Fidget can fill the role of an engineer.
- Taurdon can fill the role of a navigator.
- Shims can fill the role of a bosun.
- None of these allies have any weapons or armour, but make improvised clubs and shivs (daggers without the thrown property) out of spare parts.

Loot. Sylvith wields the *ring of the sunken king* (see Appendix C), which can be taken from her after she's incapacitated.

Long Rest: The Dulldroms. Something about the Hand of Ktji causes the sea around it to be devoid of life or strange occurrences, hence its name: The Dulldroms. Tikola informs the crew: "Should be plain sailing



for a while now; there's a reason it's called the Duldroms—nothing ever happens there!". You can read the following to narrate the ~9 hours that pass without incident for the party.

Besides the distant stone pillars that barely change in size, there is nothing. The surrounding water is a featureless expanse, devoid of current or life. After close to four hours, the pillars resolved into an outstretched hand that reaches from a bluff of rock towards the distant ceiling. No trace of chisel mark or facet of stonework is visible as you round the hand, but it seems beyond improbable that this monolith would have formed naturally. Turning back, almost on your original course, you begin the return leg, another four to five hours of nothing.

Any creature under the influence of the *see invisibility* spell sees a slight shimmer in the sky. This is the *screaming* the referees use to confirm that each race captain has, indeed, made it to this checkpoint.

Amoebing Minefield

A bright light on the horizon catches your attention. A lighthouse? Out here? As you sail closer, it resolves itself into many smaller lights. Thousands of them, all floating in a bubble along the water's surface. It's almost beautiful...

The **distended amoeboid** (see Appendix D) is full of its young **amoebings** (see Appendix D) and is ready to burst when it finds something good for them to eat, like this fiery boat and its crew. Through charm, telekinesis, or by sheer speed, the distended amoeboid gets close to *The Wyrmtongue*. It intends to explode near the ship and create a 'minefield' of amoebings. *The Wyrmtongue* must travel 300 feet to emerge from this

'minefield'.

Information. Consulting Tikola, or succeeding on a DC 12 Intelligence (History or Nature) check reveals the following:

- If it gets too close, it can dissolve the ship.
- The many little lights are young, waiting to be released on an unsuspecting meal.

Mesmerising. Each creature within 1000 feet of the distended amoeboid that looks at it must succeed on a DC 13 Wisdom saving throw or become charmed by it for 1 hour. A creature charmed in such a way must use its movement and actions to move towards the amoeboid, whether by piloting a ship, swimming, or flying. A creature can repeat the saving throw at the end of each minute or whenever it takes damage. A creature that succeeds on the saving throw is immune to this effect for 1 hour.

Explosion. As a reaction to taking damage when it is within 100 feet of *The Wyrmtongue*, the distended amoeboid will explode, depositing **amoebings** in a massive area (300-foot radius). Otherwise, it will crash into *The Wyrmtongue*, exploding on impact.

You can read the following when it explodes.

With a noise somewhere between a "thdoom" and a wet thwack the gargantuan floating ball of lights erupts. Like a fountain of shooting stars, the tiny lights ascend into the night sky. As a spray of slippery ichor splashes down onto the deck, the lights begin to fall. Plip, plop, blup, the lights splash into the water for hundreds of feet all around you, before bobbing back up and floating on the surface like enchanted buoys. Then, with an aqueous susurrantion, all lights begin to drift and converge... on you.

Mechanics: Navigating the Minefield. The pilot and navigator

can work together to avoid the amoebings. Each turn the pilot can use its action to make a Dexterity check, adding their proficiency in water vehicles to the result. The lookout can use its action to make a Wisdom (Perception or Survival) check in order to plot a route that encounters the fewest amoebings possible.

The combined value of the two checks determines how many amoebings attach to *The Wyrmtongue's* hull at the end of the ship's turn. The tables below indicate the number of amoebings, as well as where they randomly attach.

Amoebings.

Checks Total	# of Amoebings
≤ 5	7
6 – 10	6
11 – 15	5
16 – 20	4
21 – 25	3
26 - 30	2
31 – 35	1
≥ 36	0

Location of New Amoebings.

d6	Location
1	Bow (Hull)
2	Port Side (Hull)
3	Starboard Side (Hull)
4	Aft (Hull)
5	Propeller
6	Keel (Hull)

Mechanics: Defending the Boat.

At initiative 0 of each round, each **amoebing** secretes acid, dealing 3 (1d6) acid damage to the ship's hull or propeller. If the amoebings are destroyed before this, they deal only their Acidspllosion damage. For each two amoebings destroyed in the water, one fewer attaches to *The Wyrmtongue* the following round.

It takes an amoebing 1 minute to dissolve its way through the hull, after which time the ship begins taking on water. For each hole in

the hull, one creature must spend its action bailing out water to maintain the equilibrium. An amoebing on the keel (the underwater part of the boat) can't be seen from the deck, so can be a nasty surprise, even after *The Wyrmtongue* leaves the minefield behind. Sealing paste can plug these holes as an action (if the amoebing has been removed!)



Surf

Can the party survive Surf's ambush?

Approximately twenty minutes later, the party starts encountering icebergs floating past them.

The Wyrmtongue's under-rail LED lighting begins picking out lumps of white and blue in the water that whips past its bow. These lumps slowly increase in size until The Wyrmtongue is forced to bob and weave between them; colliding with one of these 10-foot lumps of ice wouldn't end well. Dodging them is easy enough until a ray of bright blue and white light zings across the bow, smashing into the water ahead of you and forming a huge lump of ice; a floating wrecking ball.

A boat, not dissimilar in design to *The Wyrmtongue*, appears to the starboard. It rides on the surf of a large wave that propels it forwards with great speed. In silver filigree you spy the word 'SURF' on its bow, a small gnome at its helm.

Roll initiative. *Surf* (see Appendix D) has created an ice field amongst which it has been hiding, waiting to ambush the party. The party can engage in ship-to-ship combat, or heed Tikola's advice and board the ship. Once on board, the water elemental powering *Surf* can be released.

Information. Describing *Surf's* appearance to Tikola, or succeeding on a DC 12 Intelligence (Arcana) check reveals the following:

- This is *Surf*, the ship created using Tikola's stolen designs.
- It is powered by a trapped **water elemental**.

Crew & Motivation. Evie Teddison (see Appendix D) and her crew of three privateers (LN guards with javelins and proficiency in water vehicles) are intent on *The Wyrmtongue's* destruction. Evie bears a personal grudge against Tikola, whom she believes stole her designs when they worked together for the Osethlume port authority.

Enemy Tactics. Evie pilots *Surf*, whilst using her bonus action to command her **clockwork wyvern** (see Appendix C). Two sailors man the mini-mangonel. They aim for *The Wyrmtongue's* engine component, but switch to repelling any who try to board *Surf*. The third sailor mans the ice prism, which is used to create icebergs in the water ahead of *The Wyrmtongue* (see "piloting" below). If *The Wyrmtongue* can be immobilised, Evie will step away from the helm and unleash her ice magic.

Piloting. The pilot must dodge the icebergs which blip into existence

each round. It can use its action to make a Dexterity check adding its proficiency in water vehicles to the result. If the pilot has proficiency in Sleight of Hand, it can use its reaction to add its proficiency bonus again to the result of the Dexterity check. The result of the check determines the bludgeoning damage *The Wyrmtongue's* hull sustains.

Avoiding the icebergs uses 15 feet of movement each round, more than enough to allow *Surf* to keep pace.

Non-lethal Solution: Freedom!

There is an emergency release lever attached to *Surf's* engine. Unfortunately, it is kept locked. A creature with proficiency in thieves' tool can make a DC 14 Dexterity check to pick the lock. Alternatively, a creature can use its action to attempt to snatch the key from around Evie's neck. It must make a Strength (Athletics) check, contested by Evie's Dexterity (Acrobatics) check.

Pulling the emergency release lever (an object interaction) releases a **water elemental**. It is hostile to everyone, but especially to Evie who has been torturing it as a means of locomotion.

Loot. In addition to Evie's **clockwork wyvern** (see Appendix D), which lies inert next to her after she's incapacitated, she wears the *privateer's* **watercoat** (see Appendix C). Using their proficiency with tinkerer's tools, a character can make a DC 10 Dexterity check over the course of one minute to remove *Surf's* frost prism. Otherwise a DC 20 Strength check is required to rip it free.

Piloting Check.

Check	Result	Crash Damage
≤ 5	Head-on Collision!	43 (6d10 + 10)
6 - 10	Rending Crash	32 (4d10 + 10)
11 - 15	Hefty Smash	21 (2d10 + 10)
16 - 20	Glancing Blow	15 (1d10 + 10)
≥ 21	Miss	0

Goodbyevalve

Can the party escape the goodbyevalve's suction?

Thirty minutes later, the character with the highest passive Perception notices a large ship on the horizon.

To the starboard is a series of caves lined with shining black shells as long as your arm. On the horizon sits a large ship, the tall crow's nest rising several dozen feet above the ship's deck. This isn't a racing ship; it's far too large and the deck is busy with dozens of small figures. The shapes of large siege instruments are visible on the bow and aft of the vessel. It looks official, like it belongs to one of Dark Sea's city states, but flies no colours with which its allegiances could be determined. It shifts its course to an interception bearing.

The authorities that have been harassing Tikola have sent one of their war ships to act as a privateer and prevent *The Wyrmtongue* from returning home. The party has to take a dangerous shortcut through the Mollusc Maze.

Information. Consulting the map in the helm indicates the caves to the right are the Mollusc Maze, a shortcut avoiding open water. Asking Tikola about the boat, or succeeding on a DC 12 Intelligence (History) check reveals:

- This ship is most likely a galley and could turn *The Wyrmtongue* into matchsticks.
- The Mollusc Maze is a dangerous warren of razor sharp oysters. There is a great danger in the centre.

Danger. Either through the *stone of far speech* or using a map with which Tikola furnished the party, *The Wyrmtongue* finds its way into the centre of the cave system. That's when it starts getting dragged off course. You may read the following.

Passing into the large cavern, the wall is lined with shining, hard-shelled oysters, the smallest as long as your forearm, and the largest able to house a man. Motoring towards a broad tunnel on the opposite side of the room, *The Wyrmtongue* begin to slide off course. With an eerie silence, the water's surface begins to tilt downwards, into the centre of the room. As the incline becomes steeper, *The Wyrmtongue* can no longer *make any headway*. That's when you hear it, a rhythmic *glug glug glug*.

Back towards the base of this watery slope, an enormous oyster inhales water through a frilled orifice, creating a huge funnel. Slowly, inch by inch and then foot by foot, *The Wyrmtongue* begins to slide towards it.

The party has five turns to come up with a solution before, on initiative 20 of the sixth turn, they are sucked inside of the **goodbyevalve** (see Appendix D)!

Solutions. Encourage your party to be creative! Casting *reduce* on the goodbyevalve might decrease the suction enough to allow *The Wyrmtongue* to break free. Alternatively, throwing the rowboat overboard might block the opening long enough to escape. The Dragonblood Injector might provide the thrust needed to escape. As a last resort, dealing 50 damage to the goodbyevalve will cause it to shut, stopping the suction and allowing *The Wyrmtongue* to speed away.

Consequences: Failure. If *The Wyrmtongue* gets sucked into the goodbyevalve, it undergoes a turbulent journey. All components and players take 5 (1d10) acid damage. In addition, the hull takes 33 (6d10) bludgeoning damage, each non-hull component takes 16 (3d10) bludgeoning damage, and each crew member takes 5 (1d10) bludgeoning damage and is knocked unconscious. If a character drops to 0 hit points, it must roll

death saving throws until it's either dead or stable.

Players with 1 or more hit points regain consciousness ten minutes later. If *The Wyrmtongue* is still in one piece, it floats nearby, as do the corpses or stable bodies of the other party members. The race can continue as normal.

Consequences: Success. If the party makes it out of the suction funnel, they find their way out of the Mollusc Maze. The war ship that had been on an interception course is far behind them, without hope of catching up.

Short Rest: Gail's Gambit. Gail's Gambit is a short stretch of water, about seven miles long and a half-mile wide, just out of sight of the port hosting the Sea Rat's Regatta. On one side lies the Mollusc Maze, and on the other, the Coral Corral, a shallow, swampy labyrinth of sharp rock and carnivorous seaweed. It is frequented by pirates, who dart out from the swamp in air elemental-powered hovercraft. The only traders that pass through here are those looking to push their luck, and those itching for a fight. Luckily, on this day, most of the pirates are busy trying to win 10,000 gp in a race, it seems.

Lost Claws

Can The Wyrmtongue escape Lost Claws' grasp before it's crushed?

Rounding the edge of the Coral Corral, the bright lights of your destination swing into view. You're almost there! The buoys marking the non-combat zone are just a few hundred feet away, your port a little over a mile!

Your feet suddenly fly from the deck as the ship is brought to an ear-splitting halt. The sound of screeching, rending metal fills the air as a huge, rusted, red claw clamps the port side of *The Wyrmtongue*. It squeezes the railing, causing the LEDs to extinguish.

Periscopic eyes of the mechanised crab submarine ascend over the crippled railing and peer at you as the claw continues to tighten.

Each creature on board *The Wyrmtongue* must succeed on a DC 15 Dexterity saving throw or be knocked prone.

Information. Tikola comes over the stone: “I see you! It’s *Lost Claws*, the pilots are parasites controlling crustaceans, a real ecological whatsit! No chance of arguing your way out of this one. Anyway, acid should rust it, or cold can freeze it, which should buy you some time to smash that claw! Don’t eat the crab meat though . . . Parasites and that.”

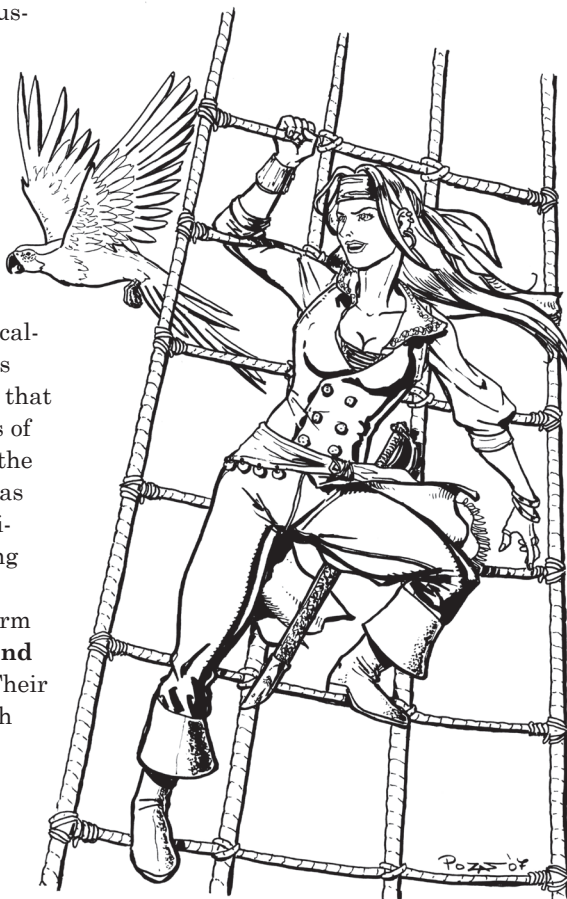
Crew & Motivation. *Lost Claws* (see Appendix D) is, technically, alive. The crew of *Lost Claws* is the millions of identical parasites that infest its brain and the thousands of smaller crustaceans that inhabit the bio-submarine. The parasites act as a sort of ‘hive mind’, not communicating in any way, but all behaving exactly as they’re programmed. These infested crustaceans can form a humanoid-esque figure: **thousand shrimp man** (see Appendix D). Their programmer, an orctopus biosmith named Zuglok Fleshdabbler, has engineered them to win the race and bring it the spoils. They have no compunction about destroying the party.

Mechanics: Crushing. On *Lost Claws*’ turn, it will use its mechano-claw to autohit *The Wyrmtongue*, dealing 17 (2d10 + 6) bludgeoning damage to the hull. Dealing 5 points of acid or cold damage to the claw prevents it from attacking until the end of *Lost Claws*’ next turn. When the mechano-claw is reduced to 25 hit points or fewer, thousand shrimp man rolls initiative, emerging from the submarine and attacking the party the following turn. If the mechano-claw is destroyed, *Lost Claws* releases

The Wyrmtongue and sinks down to the sea floor.

Non-combat Solution: Row! Distracted by *The Wyrmtongue*, the party can make a quick getaway in the rowboat, if they still have it.

Loot. If the claw is destroyed, one of its components falls on *The Wyrmtongue*’s deck; the *lance of the crab knight* (see Appendix C).



Concluding the Adventure

If the party wins, read the following:

As *The Wyrmtongue* [or rowboat] limps back into port, you’re greeted by a cacophonous fanfare of cheers. Crossing back over the starting chain, the air is quickly filled with the scent of sulphur as gold and purple fireworks are launched out into black expanse of the cavern beyond. The town’s populace shower

you with beer and mead from their flagons, people chant “Wyrmtongue! Wyrmtongue!”, and a frowning Tikola climbs aboard. “What have you done to my ship!?” she shouts, before smiling. “Only joking!”

A port authority official somewhat reluctantly hands a crystal chalice filled with 1000 pp to the captain of *The Wyrmtongue*. As is custom, it is the captain’s to share. The captain could double-cross Tikola and keep the winnings for herself, if they so desire!

Gifts. If the party won the race, and *The Wyrmtongue* survived, Tikola offers to give it to them as a bonus “You’ll have to do the repairs yourself, of course”. She already has a better vessel almost ready to go—*The Wyrmfang*. “It even has a battering ram.”

Future Hooks

Where you take the journey next is up to you! Here are a few ideas for adventures and encounters that the party might face:

- Tikola hires the party to investigate those responsible for sabotaging her work.
- Tikola wants her blueprints back from Evie! And any other blueprints she might have, too...
- Now they have a boat, the party is approached about smuggling some goods, or chasing down pirates.
- Zuglok Fleshdabbler sends more parasite-controlled crustaceans to harass the party, intent on recovering his *lance of the crab knight*.
- Sylvith and/or Evie Teddison become recurring antagonists of the party.
- The party finds a new colony of spaurans (the ones they met during the race).
- The sahuagin want their *fishfolk blade* back and ambush the party!
- If the party doesn’t share the winnings with Tikola as agreed, she becomes their enemy and the party loses standing in Osethlume. Ω

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RETURN OF THE PERPETUAL

BY DAVE HAMRICK

A 5th-level adventure for Fifth Edition

Cartography by Dyson Logos

Art by Matias Lazaro, Maciej Zagorski, Jason Glover, and Tithi Luadthong

Return of The Perpetual is a Fifth Edition adventure designed for four to five characters of 5th to 6th level, and is optimized for four characters with an average party level of 5.

Omeria's Dark Sea setting is this adventure's default setting, however, it can just as easily be placed in any coastal or aquatic themed adventure where one would expect to find pirates.

Adventure Background

The Perpetual Rises! Long thought claimed by Suen's Clutch, *The Perpetual*, a legendary pirate ship of ill repute, returns to wreak havoc on the sailors of Dark Sea. A literal ghost ship manned by a literal skeleton crew, *The Perpetual* hovers over the water, attacks ships with its ethereal weapons, and vanishes into fog as if it was never there.

The ship's captain, Carlos the Red, still guides the dead ship through the Dark Sea. Whispered tales say he still hunts for his long lost love, the Baroness Adelaine Mont de la Mort. As such, *The Perpetual* has been targeting ships carrying women who bear a passing resemblance to the long-deceased Baroness—dark hair, dark eyes, dark heart.

Woe unto the sea dogs of Dark Sea should this menace and his crew not return to their watery grave.

Adventure Hook

Ash Hollow needs adventurers! Those with a high-level cleric are especially in demand, as the mission is a deadly one: find the ghost ship, *The Perpetual*, and put an end to its undead crew. Ash Hollow is offering a reward of 500 gp to anyone who can bring proof that *The Perpetual* sails no more.

Should the characters heed the call, they meet with Ash Hollow's Naval Captain, Thibaut Rousseau (LN male human **veteran**). Thibaut explains that *The Perpetual* was just sighted two days ago a few clicks north of Ash

Hollow. The ghost ship sank a noble vessel en route to Drifthouse and kidnapped a young woman named Matilda. Rousseau has reason to believe that *The Perpetual* is operating out of old Pentagon Cove. He offers the characters directions, a ship to bring them near the cove, and any mundane supplies they might need.

Pentagon Cove

Once a naval fortress, Pentagon Cove now acts as a base of operations for Captain Carlos the Red and his undead crew. The cove itself is carved into a massive sea rock, where hewn caverns act as living spaces—or non-living spaces, as it were—for *The Perpetual's* Crew. Unless otherwise stated, the cavern ceilings are as tall as the cavern is wide. Doors are made from sturdy timbers hung on iron hinges with iron hardware, and the majority are unlocked. A door has AC 15, 18 hp, and immunity to poison and psychic damage.

Pentagon Cove is cursed. So long as the ghost of Captain Carlos the Red remains and the ghost of Baroness Adelaine Mont de la Mort remains his captive, the curse will not lift. However, if the characters destroy the captain and free the baroness, all of the undead that haunt the cavern return to their graves.

1 - The Perpetual

When the characters arrive at Pentagon Cove, their first impression should be that the massive sea rock doesn't seem to be haunted. There's no fog surrounding the location, no eerie sounds, no creatures of any sort really. In fact, they won't even see *The Perpetual* docked in front of the rock. The naval ship Rousseau lent them anchors a half mile from the cove and deploys one of its rowboats for the characters.

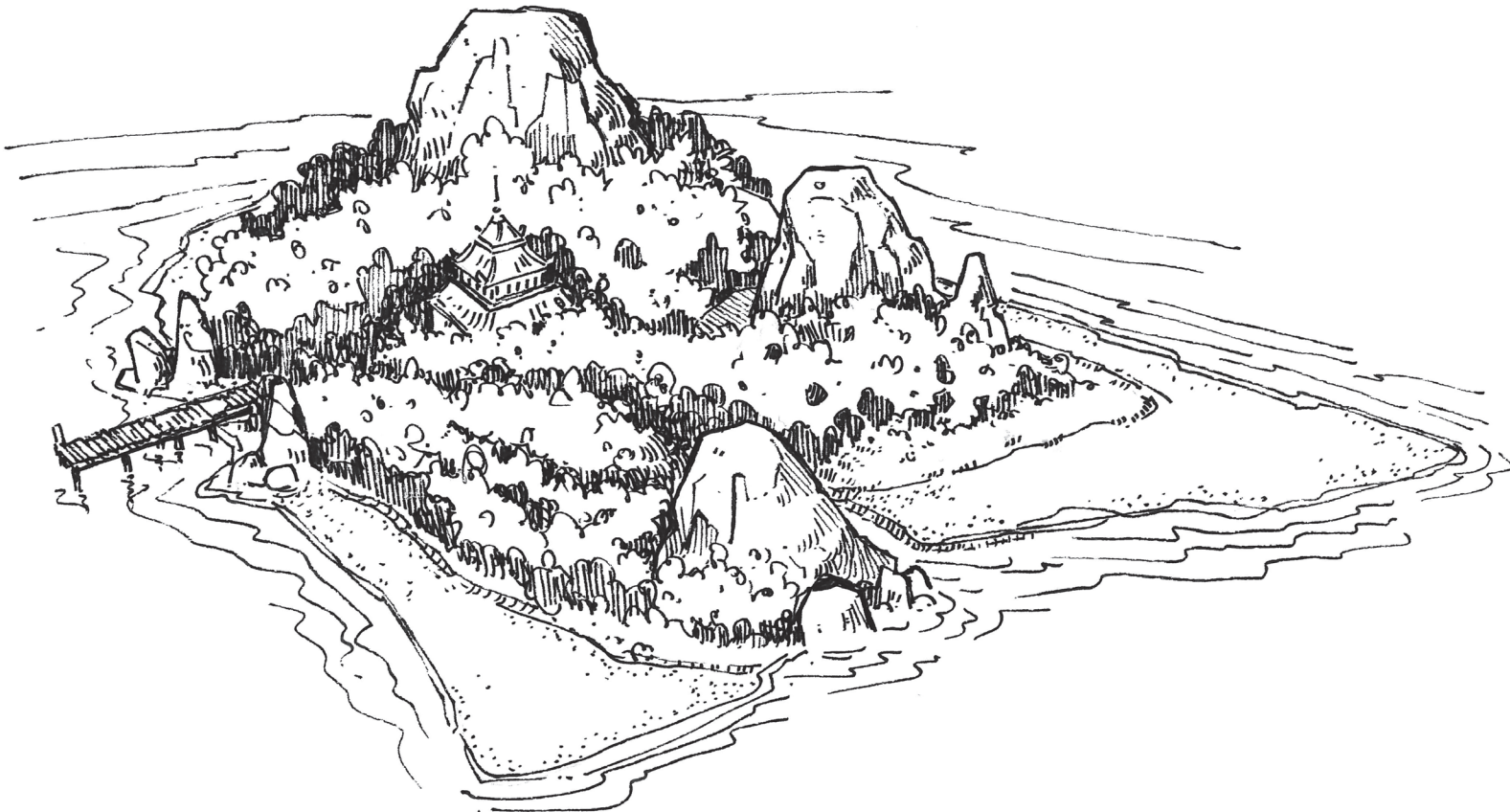
As the characters row their way to the cove, that first impression washes away. A hundred feet deep, right near

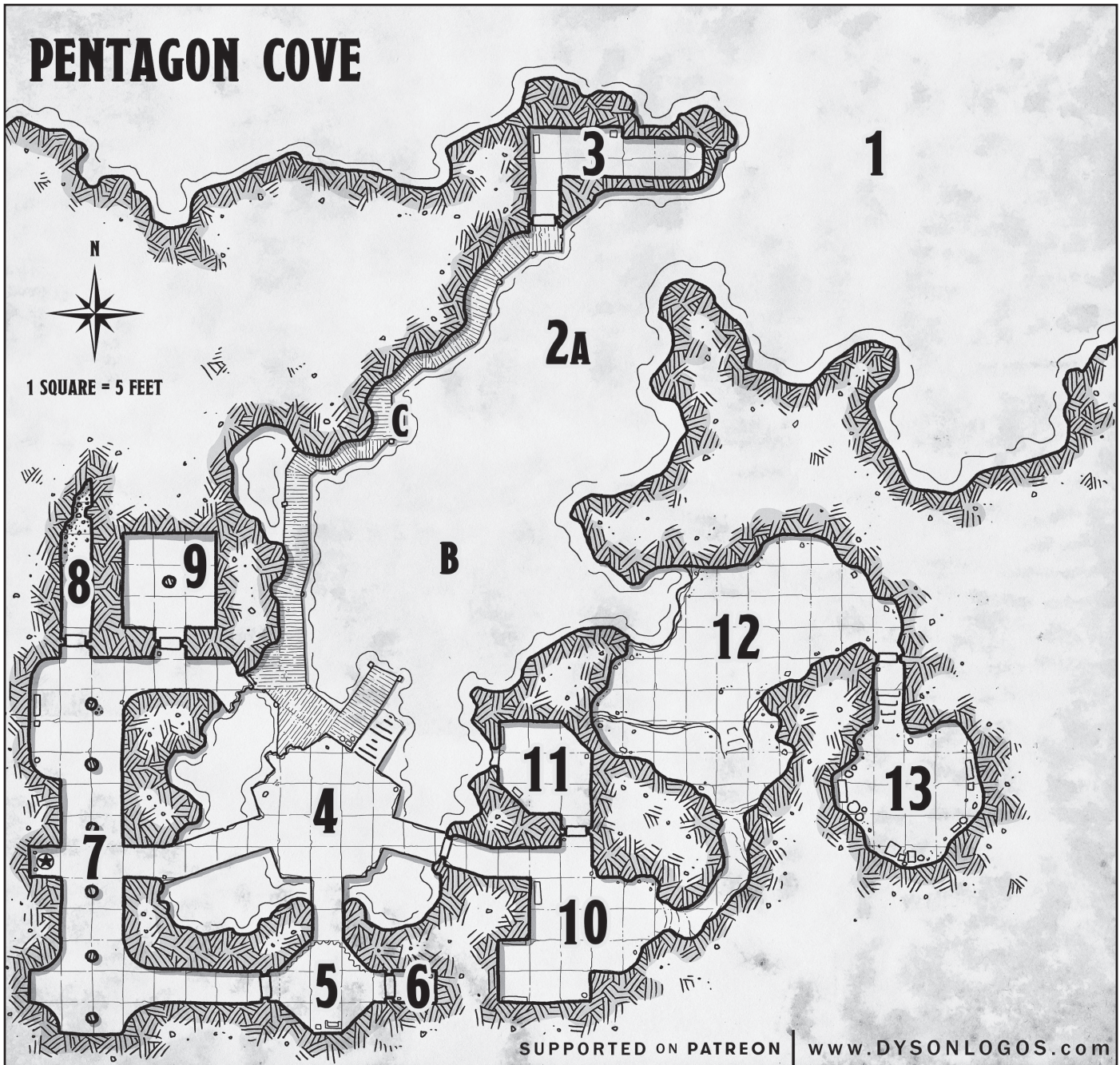
the cave mouth, lies *The Perpetual*. The old ghost ship's sails are tattered, its hull breached, and all manner of aquatic creatures slither through its ruined decks. The characters would mistake the ship for any other sunken vessel were there not a pair of ghosts unloading items from its lower decks into a sunken rowboat.

After a few minutes, the ghostly pair get back into the sunken rowboat and start to row their way to the surface. Reemerging with a splash, the rowboat sails into the cove unless it's stopped by the characters.

Encounter: Ghost Pirates. The two **ghosts** are too focused on their task to notice the characters. They've been "unloading" *The Perpetual* for over a decade now, and are cursed to repeat the same actions over and over again.

However, if they are attacked, they fight back. Each ghost has the stats typical for a ghost, but is also armed with a ghostly pistol.





Ghost Pistol. *Ranged Weapon*
Attack: +3 to hit, range 30/120 ft., one creature. *Hit:* 8 (2d6 + 1) necrotic damage.

Rowboats. A typical rowboat is a large vehicle with AC 11, 50 hp, and immunity to poison and psychic damage. If two creatures use their action in the same round to paddle with the ship's oars, the ship moves 15 feet.

Treasure: The Perpetual's Bounty. *The Perpetual's* hull still hides the treasure it sank with over a century ago. If one or more of the characters swim down to search the sunken ship, they will find three rusted treasure chests. The chests contain a combined bounty of 1,000 cp, 8,000 sp, 2,000 gp, and 100 pp. Each chest weighs 100 pounds.

2 - Bay

When the characters enter the bay, they get their first real look at the inside of Pentagon Cove.

Eternally burning candles light the way along rickety wooden platforms at the eastern side of the 50-foot-high cavern, completely illuminating that side. The southside of the bay—and

the pentagonal rock from which the cove derives its name—is also illuminated by a trio of everburning bamboo torches. Once past the entrance, the bay’s waters are no more than 6 feet deep at their deepest point.

2a - Bay Entrance. There is a “watch tower” carved into the front of the cove which allows a peg-legged skeleton and his skeletal macaw to keep an eye on the bay (see **area 3**). Unless the characters are especially stealthy (probably kind of hard to do in a rowboat,) the skeleton sends its skeletal macaw to alert both the haunted cannon (**area 4**) and Carlos the Red (**area 5**).

2b - Within the Cove. Characters who turn their gaze into the bay’s waters will immediately notice that the bay’s floor is littered with hundreds of bones. Naturally, these bones spring to life the moment they detect living creatures in their home.

Encounter: Skeletons. Twenty skeletons rise from the floor of the bay and attack. Although they’re armed with shortswords and shortbows as normal, they prefer to use their attack to grapple characters and drag them to the bottom.

2c - Platforms. The platforms surrounding the bay are made from old, rotten wooden planks.

Hazard: Rotten Planks. Each time a character weighing 50 lbs or more

moves along the old planks or starts their turn on the platform, roll a d6. On a result of 1, the planks under their feet break. The character must succeed on a DC 10 Dexterity saving throw or fall into the bay.

3 - Watch Tower

A peg-legged skeleton uses this “watch tower” to keep watch over the bay (see **area 2**).

Encounter: Peg-Legged Skeleton. After sending its skeletal macaw (see Appendix D) to alert the other undead pirates, the skeleton draws its shortsword and waits for the intruders to enter the tower.

Treasure: Spyglass. The skeleton keeps an ornate, silver spyglass in the tower. The spyglass is valued at 1,000 gp.

4 - The Cannon

The cove gets its name from this pentagonal shaped hunk of rock that rises two feet above the water. An old cannon set on rickety wooden wheels stands guard here.

Encounter: Haunted Cannon. The cannon is possessed by the spirits of the three ghosts who once operated it. Once the alarm goes up, the cannon starts firing on any intruders that it can detect within 120 feet of it. See Appendix D for the **haunted cannon’s** statistics. Once the cannon is

destroyed, the three spirits haunting it emerge as **specters** and continue to fight.

5 - Carlos the Red

A large curtain conceals the northern entrance to this area. So long as the characters remain stealthy, they might catch Carlos here poring over his treasure map. Otherwise, the captain is ready to face his enemy.

“Avast, mateys! Fill yer hand with yer weapon and prepare to stand toe-to-toe with Captain Carlos the Red! Arrrrr!”

Encounter: Carlos the Red. The ghost captain of *The Perpetual*, Carlos the Red, is a **legendary ghost** (see Appendix D). If the characters successfully destroy Carlos and free the ghost of Baroness Adelaine Mont de la Mort in **area 9**, all of the undead populating the Cove are freed from their curse and return to their graves.

Treasure: Map of Sanvild’s Delve. A weathered map depicting a labyrinth of tunnels, pentagonal chambers, and other oddities hangs from the southern wall. This map offers clues to a mysterious dungeon known as Sanvild’s Delve.

6 - Carlos’ Closet

This old closet is filled with captain’s livery, the majority of which is now rotting from their hangers. There is nothing else of value here.

7 - Shrine to Suen

This long corridor's 12-foot-high ceiling is held aloft by a series of sturdy wooden timbers. Hung lanterns light the path. In the center of the western wall stands a six-foot-tall statue of Suen, the Goddess of Storms. The undead crew light candles at her feet.

Hazard: Suen's Glare. If a creature starts its turn within 10 feet of Suen's statue and the creature can see Suen's eyes, the creature must succeed on a DC 10 Charisma saving throw or become cursed. While cursed, the creature's throat and lungs become filled with water. If the creature can't breathe water, it starts to choke. The creature continues to choke until the curse is removed or its hit points are reduced to 0, at which point the water leaves its lungs and throat. A creature that succeeds on its saving throw, or once the curse ends for it, does not have to make another saving throw to avoid this hazard.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the statue until the start of its next turn,

when it can avert its eyes again. If the creature looks at the statue in the meantime, it must immediately make the save.

The statue has AC 17, 100 hit points, and immunity to poison and psychic damage. Once destroyed, it can no longer curse those that look into her eyes.

8 - Ichor Passage

This cavern once led to a lower level of the cove which has since collapsed. No one living remembers what happened here. However, there is strange, black ichor all over the floor. The ichor is harmless. There is nothing else of value here.

9 - Baroness Adelaine Mont de la Mort

The door to this chamber is locked, its key long gone (it still opens when Carlos approaches it, as if he had the key). Picking the lock requires a successful DC 15 Dexterity check using proficiency in thieves' tools, and breaking the door down requires a successful DC 20 Strength (Athletics) check.

This chamber was used as a place to store Carlos the Red's prisoners. Now, its floors are covered in corpses, all in varying stages of decay. Each corpse is a female human with dark hair. A pair of manacles hang from the timber support at the center of the room. When a creature enters the area, the **ghost** of Baroness Adelaine Mont de la Mort materializes, her ethereal arms still held over her head by these rusted manacles.

She continues to cry for a few moments and fails to respond to anything the characters say or do to her.

Encounter: Zombie Surrogates. The five corpses are all lookalikes for the dead Baroness. Just as cursed as the other undead that haunt Pentagon Cove, they rise from the ground and attack the characters as **zombies**. These zombies are tougher than normal, and have advantage on Constitution saving throws made to use their Undead Fortitude trait.

The baroness won't attack the characters. However, if they destroy her or the manacles holding her ghost in place, she thanks them and vanishes, free of her curse. Freeing the baroness and destroying the ghost of Carlos the Red will relieve all of the undead in the cove of their curse.

10 - Tantalizing

The floors of this room are littered with a ghostly version of the same treasure found in the hull of *The Perpetual* (see **area 1**), minus their chests. When the two ghosts from **area 2a** "bring the treasure back", they dump it here, adding to the ever-growing pile.

Hazard: Cursed Treasure. Of course, the treasure isn't real. However, it can still be picked up, but vanishes almost instantly. A character who touches any of this ghostly treasure becomes cursed. The cursed target has disadvantage on all saving throws, and if the target dies, its soul joins the crew of *The Perpetual*, where



it serves as an animated skeleton. The curse lasts until removed by a *remove curse* spell or other magic, or until Carlos the Red is destroyed and Baroness Adelaine Mont de la Mort is freed from her prison.

11 - The White Armory

Oddly, the entire inside of this chamber is white, including all of its contents.

A desiccated corpse sits at the center of this room (it's white, too). It's still clutching a heavy crossbow. Despite the plethora of undead haunting the cove, this skeleton is just a skeleton.

Treasure: Old Armory. Most of the weapons and armor in this area are destroyed thanks to time and neglect. However, there is a crate that holds four functioning muskets. Each musket has a range of 40/120 feet, and deals piercing damage equal to 1d12 plus the wielder's Dexterity modifier. The weapon has the loading and two-handed properties. There is enough ammunition in the crate for 100 shots. Depending on how you handle firearms in your campaign, the characters may need to spend two weeks of downtime training to use the rifles with proficiency.

12 - Unstable

This sandy side cave holds the pirates' old supply of dynamite and

gunpowder. Unfortunately, the majority of it is highly unstable now.

Hazard: Boom-Boom. The cavern contains six unstable crates filled with dynamite and ten kegs of gunpowder. If one of the crates is dropped, damaged, or moved in a violent manner, roll a d6. On a result of 5-6, the crate explodes. If the crate takes fire damage, it automatically explodes. Each creature within 20 feet of the crate must make a DC 12 Dexterity saving throw, taking 21 (6d6) bludgeoning damage on a failed save, or half as much damage on a successful one. If the crate explodes while it's near the other crates and barrels, it may cause a chain reaction. If this happens, each creature in this area must make a DC 20 Dexterity saving throw, taking 63 (18d6) bludgeoning damage on a failed saving throw, or half as much damage on a successful one.

The dynamite can be recovered. A character with proficiency in alchemist's tools who spends 1 hour per stick of dynamite resealing the dynamite's casing can make a DC 10 Dexterity (Sleight of Hand) check. On a success, the character repairs the dynamite, otherwise, it's still unstable. If the character fails this check by 5 or more, the dynamite explodes.

There are 20 sticks of dynamite in each crate, for a total of 120 sticks.

13 - Supplies

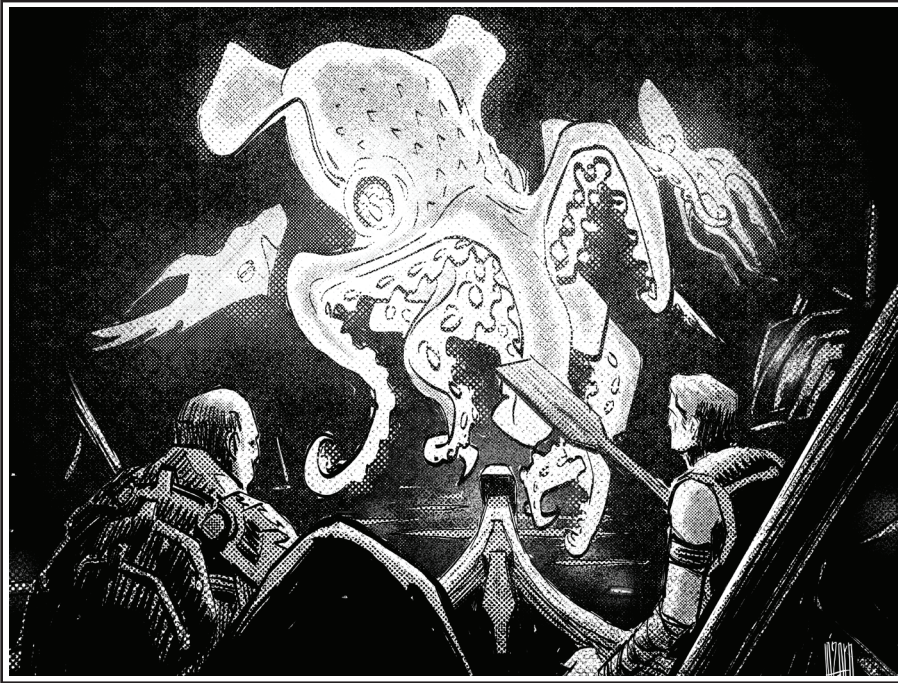
This chamber used to be where *The Perpetual's* crew stored its supplies—foodstuffs, building supplies, etc. All of it is ruined now.

Hazard: Black Mold. If the characters shift any of the old crates and barrels in this area, black mold kicks up dust and pollen. Each creature in the area must make a DC 12 Constitution saving throw. A creature takes 5 (2d4) poison damage on a failed saving throw, or half as much damage on a successful one.

Concluding the Adventure

If the characters free Pentagon Cove of Carlos the Red's curse by destroying the pirate captain and freeing Baroness Adelaine Mont de la Mort, all of the undead vanish. However, *The Perpetual* that lies at the bottom of the sea is the real deal, and its bounty can be claimed by anyone brave enough to claim it.

If the characters fail to destroy Carlos and free the Baroness, their run-in with the characters leaves them sour toward life. Instead of repeating the same cycle for all eternity, the ghosts become revenants, determined to kill all living beings they come across. Whether it's Carlos at the helm of *The Perpetual*, or his ghostly love Baroness de la Mort, the ship haunts all of the Dark Sea, leaving no survivors in its wake. Ω



DEAD SQUID COVE

BY DAVE HAMRICK

A 4th-level adventure for Fifth Edition

Cartography by Dyson Logos

Art by Matias Lazaro, Maciej Zagorski, Heather Shinn/J.M.Woiak, and Rick Hershey

Dead Squid Cove is a Fifth Edition adventure for a party of three to five 3rd-5th level characters. The adventure is optimized for a party of four characters with an average party level (APL) of 4.

Although the adventure is set in Omeria's Dark Sea setting, it can just as easily be placed in a coastal or aquatic setting of your choice. This adventure might prove dangerous for characters who lack spells or magic items as the adventure's main antagonist, a wereboar, is impervious to nonmagical attacks.

Adventure Background

There's been talk all over the Dark Sea about a graveyard of ships the captains call the Dead Squid Cove. Some folk jabber about the piles of gold rumored to litter the sandy beaches of that great cavern. Others whisper about the undead octopus that floats in the dark, draining the life from anyone foolish enough to go in there. It wasn't even a week ago when a party of four would-be adventurers set out in the direction of the Dead Squid Cove, eyes alight with dreams of more gold than they could spend. Of course, not a soul has heard from them since.

Truth is, Dead Squid Cove is nothing more than the clever invention of a gang of bandits calling themselves Corrupted Waters. The gang's leader, a feisty wereboar named Corkscrew Colton, discovered a series of caverns while escaping the law. With the help of his lover, Shelby the Ruthless, and a pair of drow going by the names Arascu and Lepalo, Colton turned the cavern into a death trap. The cove gets its name from the giant squids the posse catch and hang around the cavern. Sound carries strangely in the old caverns, so folks who've gotten close enough to the trap-ridden waters near the cove and escaped tell tales of ghostly octopuses spooking up the place.

Problem is, the Corrupted Waters picked a fight they shouldn't have. A boat full of nobles carrying important treaty documents got themselves lost on the way to their destination. Colton and the rest killed the nobles, and now things have turned sour between the two nations depending on those documents. Now, war's a-brewin'. Someone better find those documents, and find them fast, or else!

Adventure Hook

While the characters are traveling near or through the Dark Sea, an old ally of theirs named Otis Crompton approaches. Otis explains that his home Inepolis is on the precipice of war with neighboring Osethlume. Inepolis recently tasked a group of its nobles to sail to Inepolis with a 20,000 gold piece appeasement to prevent it coming to arms. Unfortunately, the nobles never made it to Osethlume. Osethlume, already unable to trust Inepolis, believes the nobles never left in the first place. Unfortunately, Inepolis can't afford a second appeasement.

An Inepolis sailor claims he saw the nobles' ship sailing past Dead Squid Cove, a veritable graveyard of ships. Rumor has it that the area is haunted by undead squid. No one's ever had the grit to go in there. If the Inepolis nobles went in there, they're likely dead. (No one in Inepolis is aware of the Corrupted Waters gang and their traps.)

Otis implores the characters to investigate Dead Squid Cove, offering directions to the cursed cove. If they can recover the appeasement—or at least find proof that the nobles were killed along the way—Inepolis might be able to prevent the coming war with Osethlume.

If the characters agree, and they don't already have their own mode of transportation on water, Otis lends them his old rowboat and lantern before sending them on their way.



Dead Squid Cove

When the characters are within 500 feet of Dead Squid Cove, read the following:

Otis wasn't lying—the cove is a graveyard of ships. Although most of the ships are small, there's easily a few dozen of them smashed into rocks, half sunk, and sometimes even piled on top of each other.

Just beyond a few columns of rocks, the waters enter a large cavern. An eerie bluish light shines from out of the cavern's maw. And—maybe it's just a trick of the ear—but over the water sloshing against the barnacled, broken vessels you could swear you could hear some sort of ethereal wailing.

No doubt this place is cursed!

The cavern itself was naturally carved by the Dark Sea's waters. Decades ago, a cult of Usteus used the cavern to perform their rituals of justice. Eventually, the cult summoned

an Usteusian Punisher that deemed them unworthy, and slew them all, leaving the place empty. In the twelve months that Colton and his Waters have lived there, they've made themselves at home and collected quite the hoard from those they've slayed.

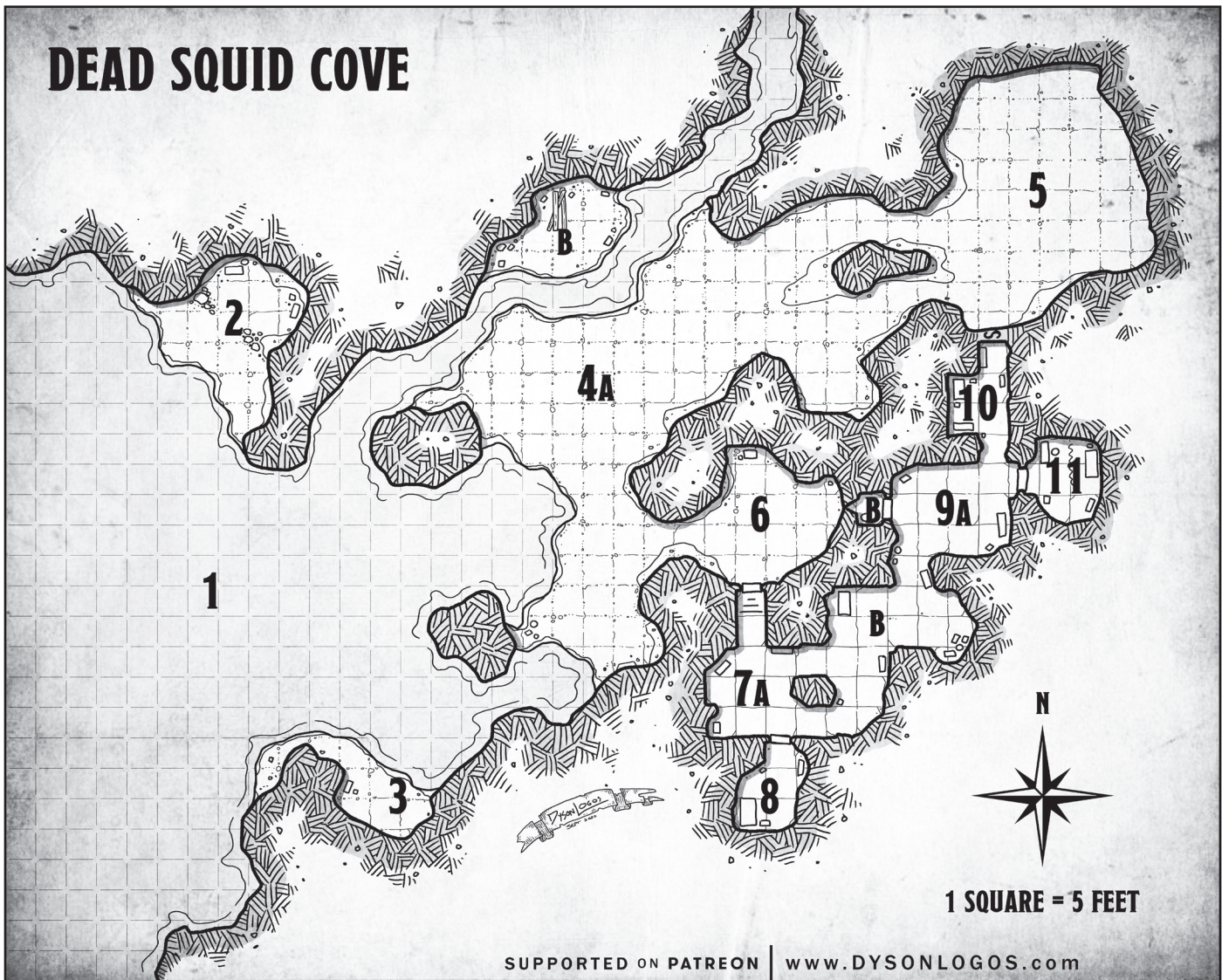
Ceilings, Floors, and Walls. In the natural parts of the cavern, the ceilings are as high as the cavern is wide. Salty sand covers the cavern's floors and there are barnacles growing on everything. In the cultists' old hewn chambers, the ceilings are 10-feet high.

Doors. The openings for doors are the same height as these chambers' ceilings, too. The doors that used to block access throughout the complex were destroyed by time and the sea long ago. Colton's gang has since replaced those doors with rope-bound flotsam and jetsam. These new "doors" lack hinges and have no locks—one merely needs to lift the door and set it aside to move through it.

Door Shields. Interestingly, all of the doors have rope straps bolted into their centers. This allows the Corrupted Waters to quickly use the doors as makeshift shields should the need arise, offering the normal AC benefit provided by a shield. Since the door-shields are so large, a creature using the door-shields who takes the Dodge action gains an additional +3 bonus to their AC (+5 total) so long as that creature isn't being flanked (as per the optional rules detailed in the *DMG*).

Gang Tactics. Dead Squid Cove is a death trap set by the Corrupted Waters gang. Their typical tactics are as follows.

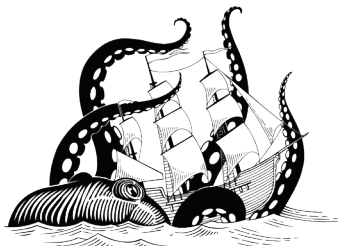
- Explorers who set foot on the beach are likely distracted by the pile of treasure in **area 4b** or the voices coming from **area 5**.
- Once the characters are within the light, Colton, the **wereboar**, emerges from **area 6** in hybrid form and makes a charge attack against



the nearest character to him (hopefully a weak one). He then withdraws back to **area 6**. He's betting on the fact that he can't be harmed by nonmagical weapons.

- Meanwhile, the two **drow** in **area 10** slink into **area 5** and start firing shots from the dark. They use the two dead octopuses as half cover (+2 to AC and Dexterity saving throws). Colton tries to hold the characters in **area 6** while Shelby the Ruthless (**veteran**) fires from her nook (**area 9b**). Shelby gets three-quarters cover from the arrow slit and drops prone between shots, which grants her full cover.

- If Colton needs to retreat, he grabs the “shield-door” connecting **area 6** and **7**, and holds it in place while Shelby continues to fire. Meanwhile, the **drow** take up the rear. Should all else fail, the gang uses the circular nature of the environment to fire and move, using Colton as their “tank.”

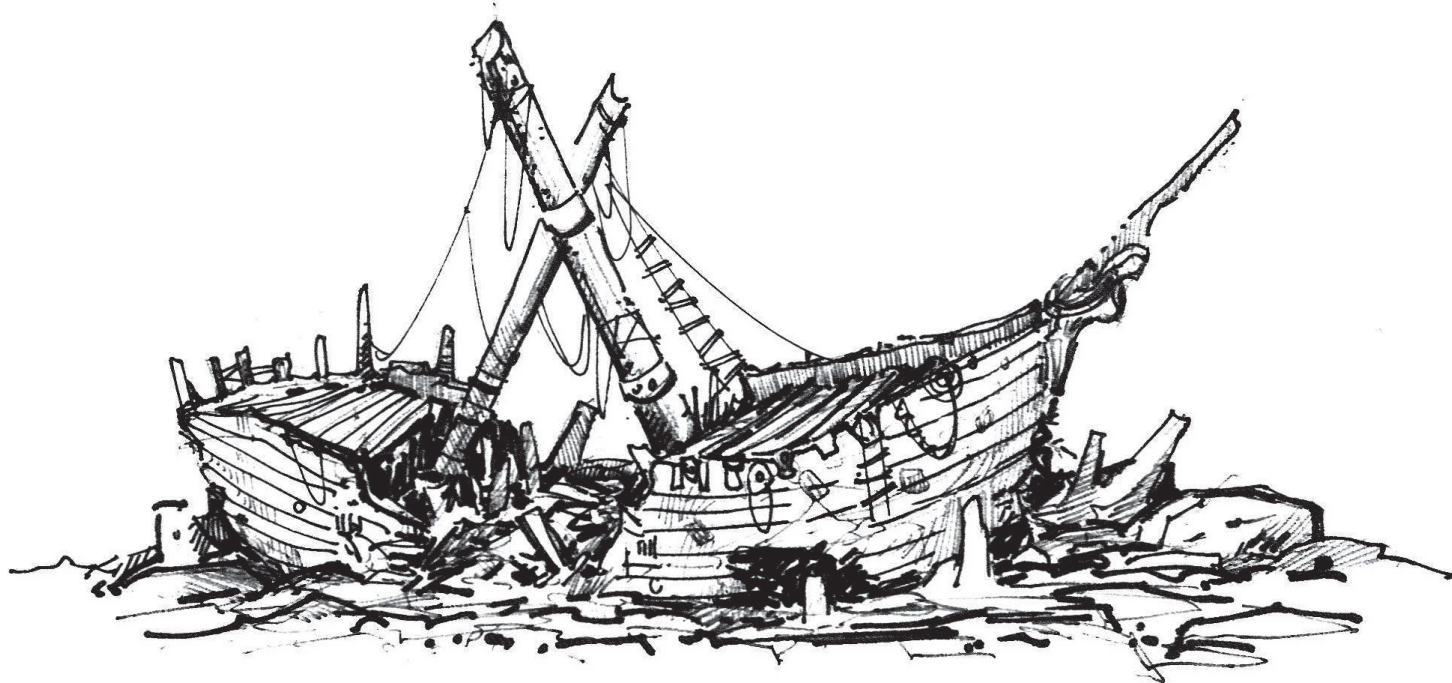


Enter the Cove

The following encounter locations are keyed to the map of Dead Squid Cove above.

1 - Bay

Dead Squid Cove's bay is littered with broken vessels, most of which are barely visible below the waterline. The masts of these destroyed ships act as natural water traps. Each round that the characters row up to the beach (**area 4**), elect one of the rowers to make a DC 15 Strength check using proficiency in water vehicles. On a failed check, the rowboat's



hull scrapes against a broken vessel, taking 14 (4d6) piercing damage as a result. The rowboat's hull has 50 hit points. If its hull is reduced to 0, the boat starts to sink.

Characters can swim through the area without any difficulty.

As the characters get closer to dry land, read the following:

You can finally see the source of the blue light. A tentacled aberration—easily the size of a horse—floats three feet above the sand. The blue light radiates from within. Three more such creatures drift behind it, their lifeless, horrible eyes staring back at you as you approach.

Characters who succeed on a successful DC 15 Wisdom (Perception) check recognize that the octopuses are dead. And characters who pass the check by 5 or better also realize that the octopuses are not floating, but they've been hung on tall poles, which have been painted to look like the cave's sand.

2 - Inepolis Wreckage

The nobles' ship rests in the sand of this alcove, its hull a wreck. The ship itself is empty and its treasure is gone.

After their ship got damaged, the nobles managed to pull it to safety here. Seeing the light in the cavern, they went to investigate. Unfortunately, they discovered Colton and the Corrupted Waters. After the gang killed the Inepolisers, they looted their ship and stole the appeasement.

Characters who succeed on DC 15 Wisdom (Survival) checks see the Inepoliser's tracks leading to the beach (**area 4**).

3 - Hidden Rowboat

The rowboat that Colton and his gang use to evacuate the island is stored in this alcove but disguised to look like the rest of the wrecked boats in the cove. A character with proficiency in carpenter's tools or water vehicles who succeeds on DC 10 Intelligence (Investigation) check recognizes that the boat still functions.

The group cleared a path along the

southern cavern wall. So long as the rowers stay within ten feet of the wall, they won't need to make checks as detailed in **area 1**.

4 - Beach

Four "floating" octopuses stand guard on the sandy beach, three on the larger southern area and one on the other side of the springwater stream that empties into the cove. Once the characters get within 15 feet of the octopuses, they won't need to make checks to realize that the octopuses are dummies. However, the treasure in **area 4b** might draw their attention away from that fact.

Read:

The octopus is dead. But a closer look reveals that it's not undead, either. In fact, it's been hung on a pole that's been painted to look like the sand of the beach. A hooded lantern hangs from a rusty hook on the other side of the pole. The lantern's glass is blue, which gives the light its eerie blue tinge. Two more such tentacled dummies hang

from similar poles roughly twenty feet behind this one, although those don't seem to have their own lanterns.

To the north, on the other side of a slow-moving stream coming from deeper within the cavern, hangs a fourth octopus. This octopus "floats" over a pile of glittering gold coins.

4a - Main Beach. The source of the light comes from a hooded lantern fitted with blue glass. It's positioned right behind the first dead octopus so that it can't be seen from the water. Two more dead octopuses grant cover to the two passages that lead deeper into the cavern.

4b - Sandbar. The fourth dead octopus "stands guard" over a pile of gold coins, a portion of the gang's earnings. They use the gold coins to distract intruders so they can spring their trap (see "Gang Tactics" above).

Treasure: Gold Coins. There is 1,000 gp littered on this beach. The gang intentionally spread them around so they aren't easy to pick up. A character can use their action to pick up 25 gp, and it takes a total of 40 actions to pick all the gold pieces out of the sand.

5 - Voices in the Dark

If the treasure doesn't distract the characters, the gang uses this oddly shaped cavern to create additional diversions. The **drow** pair from **area 10** poke their head out of the secret passage and throw their voices into the cavern. A character who succeeds on a DC 18 Wisdom (Perception) check recognizes that the voices are coming from another area of the cavern. And a character who succeeds on a DC 15 Wisdom (Insight) check determines that the voices are a trap.

Secret Door. A large curtain painted to look like rock hangs over a secret entrance leading into the old cultist chambers (**area 10**). A character who succeeds on a DC 20 Wisdom (Perception) spots the curtain.



6 - Colton's Cave

Corkscrew Colton waits here to get the drop on snoops.

Encounter: Corkscrew Colton. Unless encountered elsewhere, Colton, a **wereboar**, plans his ambush from this dark cavern. Colton can't see in the dark, so he relies on the lantern's light to illuminate those he hopes to bop with his maul. See "Gang Tactics" on page 61 for details.

7 - Cultist's Chambers

The drow use the southern and central parts of this chamber as their living area.

7a - Sleeping Quarters. Two bedrolls, litter, and two explorer's packs—complete with rations and water—cover the floors of this area. Other than the contents of the explorer's packs, there's nothing else of value here.

7b - Trapped Chest. Colton keeps the gang's ill-gotten gains in this large chest. But the chest is trapped.

Trap: Springing Axe. The chest is unlocked. However, a creature who

tries to open the chest without first disarming it is in for a surprise—a spring-loaded hatchet swings out of the chest, targeting whoever is foolish enough to steal from the Corrupted Waters. Roll an attack for the axe against the creature trying to open the chest, with a +8 to hit. On a hit, the axe deals 7 (2d6) slashing damage. A character who succeeds on a DC 10 Intelligence (Investigation) check notices the trap and a switch on its side that seems to disarm it. Unfortunately, this switch does nothing to disarm the trap. If the character succeeded the check by 5 or better, they also notice that the first switch is a dead ringer for the real switch which is on the back of the chest.

Treasure: The Gang's Stash. The treasure chest contains 20,500 gp, 1,050 sp, and 700 cp. It also holds an ivory statue carved to look like an eel-hound and an embroidered handkerchief with the initials U.S.—both these items are worth 25 gp. The majority of the gold in this chest is from the lost appeasement.

8 - Sealed-Off Room

As the characters approach this door, they catch a whiff of a horrid smell. Like the other doors throughout the cultists' chamber, this "flotsam door" is less a door than it is a palette put in the way. However, the gang's stuck a few rocks at its base to ensure it stays in place.

This room was once the head cultist's chambers. In the years since the caves were abandoned, it's flooded numerous times. All of the furniture and goods that were here were destroyed by the sea water. Foul mold now creeps over everything.

Hazard: Toxic Mold. When the characters remove the door, each creature within 10 feet of the door must make a DC 10 Constitution saving throw. On a failed saving throw, the creature is poisoned for 1 minute.

They can repeat their saving throw at the end of each of their turns, ending the effect on a success. If Colton retreats to this area, he might grab the door to take out his opponents with a "stink bomb."

9 - Shelby's Lookout

Shelby the Ruthless waits here for Colton's signal.

9a - Dining Area. The gang uses this part of the cultist's chambers to gather and eat. Shelby (CE half-elf **veteran**) sits here and reads by candle light until Colton gives the signal to the gang that they've got company in the cove. See "Gang Tactics" for details.

9b - Shelby's Nook. Once Shelby is called to action, she takes her spot in this nook, using its arrow slit to snipe targets tied up in melee combat with

Colton. The arrow slit offers Shelby three-quarters cover (+5 to AC and Dexterity saving throws). She also drops prone between shots, which gives her full cover against attacks from outside.

10 - Drow Nook

The two **drow**, Arascu and Lepalo, wait behind the secret door of this nook for Colton's signal. Their tactics are described in detail in the "Gang Tactics" section starting on page 61.

11 - Colton and Shelby's Room

Corkscrew Colton and Shelby the Ruthless sleep in this old, moldy chamber. Other than a few knickknacks, there's nothing of value in this area.

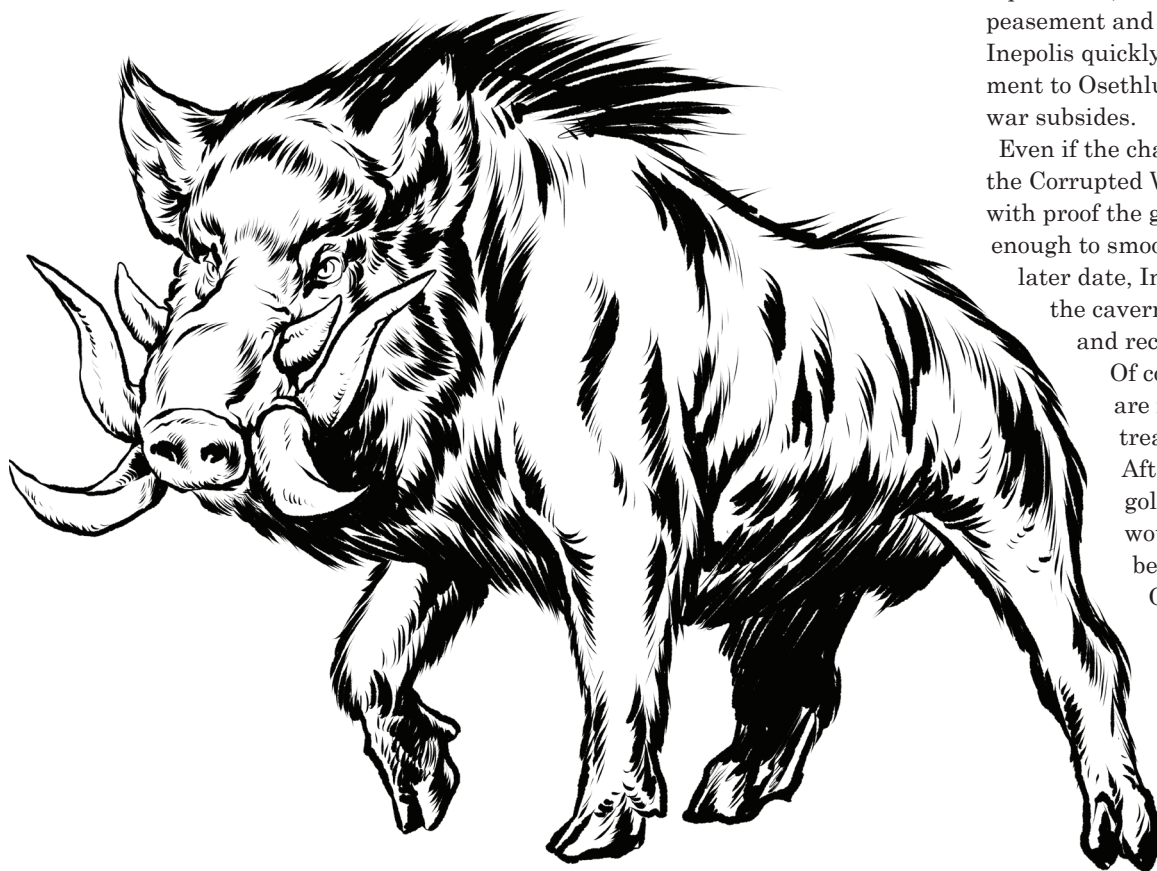
Concluding the Adventure

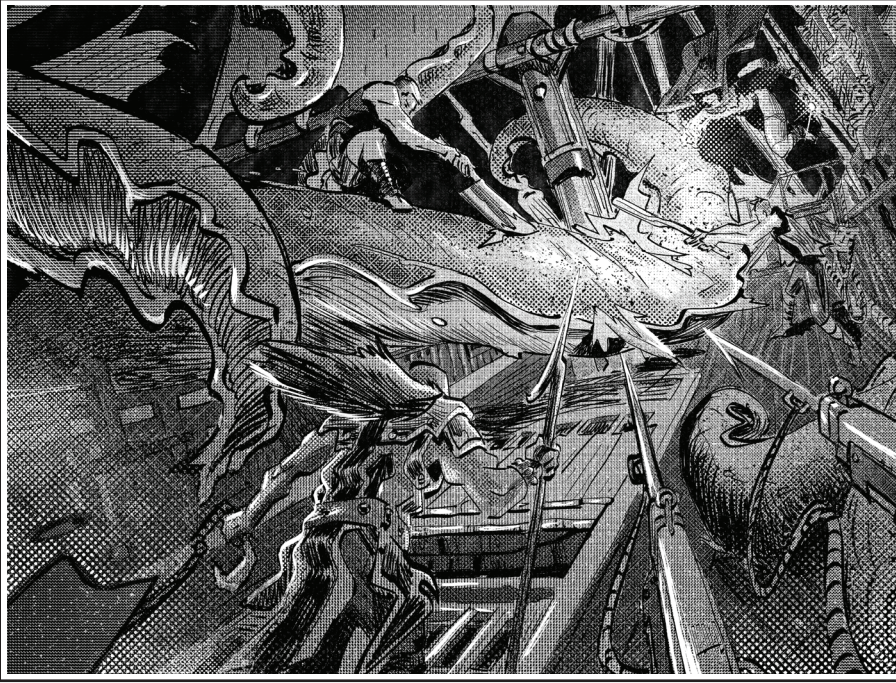
If the characters defeat the Corrupted Waters and clear them from Dead Squid Cove, they can reclaim the appeasement and return it to Inepolis. Inepolis quickly delivers the appeasement to Osethlume and the threat of war subsides.

Even if the characters don't defeat the Corrupted Waters, returning with proof the gang exists should be enough to smooth things over. At a later date, Inepolis' navy enters the caverns, clears out the gang, and reclaims their treasure.

Of course, the characters are free to claim Inepolis' treasure as their own. After all, 20,000 is a lot of gold for a new party. This would likely lead to a war between Inepolis and Osethlume. But the characters wouldn't do something that heinous, would they?

Would they? Ω





KRAKEN ASSAULT

BY JOHN K. WEBB

A 4th-level adventure for Fifth Edition

Art by Matias Lazaro and Shutterstock

This multi-stage encounter is designed for three to five 4th-level characters with an APL of 4.

Though it takes place in Omeria's subterranean Dark Sea setting, it can fit into any campaign where an ocean is present.

Adventure Background

The characters are onboard a large, non-military vessel armed only with harpoon guns. While en route to a small port town, the ship comes across a fearsome kraken, and the crew realizes that it's heading in the same direction. The sailors, fearful for their families' safety, decide to distract the kraken and steer it away from its ruinous path.

Events Overview

The adventure progresses over three distinct phases as follows:

Intro: Gonna Need a Bigger Boat.

The characters are in the middle of a quiet journey across the Dark Sea, (perhaps) having taken on work as marines in exchange for safe passage. Suddenly, the tranquility of the day is shattered as the ship's wild-eyed lookout screams, "Kraken! Kraken underneath us!" The sailors rush to their stations, yelling amongst themselves. "Where's it going?" As the sailors begin to realize that their homes and families are in grave danger, a few of them begin edging toward the harpoon guns located at the ship's bow...

Part 1: Ri-moby-diculous. The characters, if they decide to help the sailors fight off the kraken, must periodically help free the ship from the tentacles that emerge. If the kraken manages to destroy the vessel before its full attention is gained, the port town would surely be lost. Destroying the tentacles grasping at the ship is Part 1.

Part 2: Blindsight Boarding. The characters, if they survive the initial tentacle assault, must fend off the Blindsight Naga that have emerged

from the foul depths. Defeating the Blindsight Naga and protecting the sailors as they load and shoot their harpoon guns is Part 2.

Rough Waters

The following is some important information to keep in mind while running this encounter:

Greater Sacrifice. The sailors aboard the characters' ship are fully prepared to die in order to protect their friends and family back home. They will use whatever means necessary to distract the kraken and push it off course. If the characters aren't open to helping the sailors accomplish this goal, they will have to stage a mutiny in order to take control of the ship.

Gargantuan Enemy. The kraken is large beyond belief. So large, in fact, that it hardly notices the sailors' attempts at getting its attention. It lashes its massive tendrils toward the

ship as if it were a horse swatting at a fly.

Blindsight Transport. The kraken is serving as a kind of transport vessel for the Blindsight Nagas. These nagas will eventually climb aboard the ship and attempt to commandeer it.

Uncertain End. The encounter ends when either the characters successfully stage their mutiny and take control of the ship, the ship fails to fully get the kraken's attention after a certain amount of rounds, or the ship succeeds in getting the kraken's attention and gets smashed to bits for the trouble.

Intro: Gonna Need a Bigger Boat

The characters hitch a ride aboard a large merchant vessel, and believe themselves safe from the pirates lurking about. What they didn't prepare for, however, is the gargantuan

kraken slithering just beneath the sea's surface.

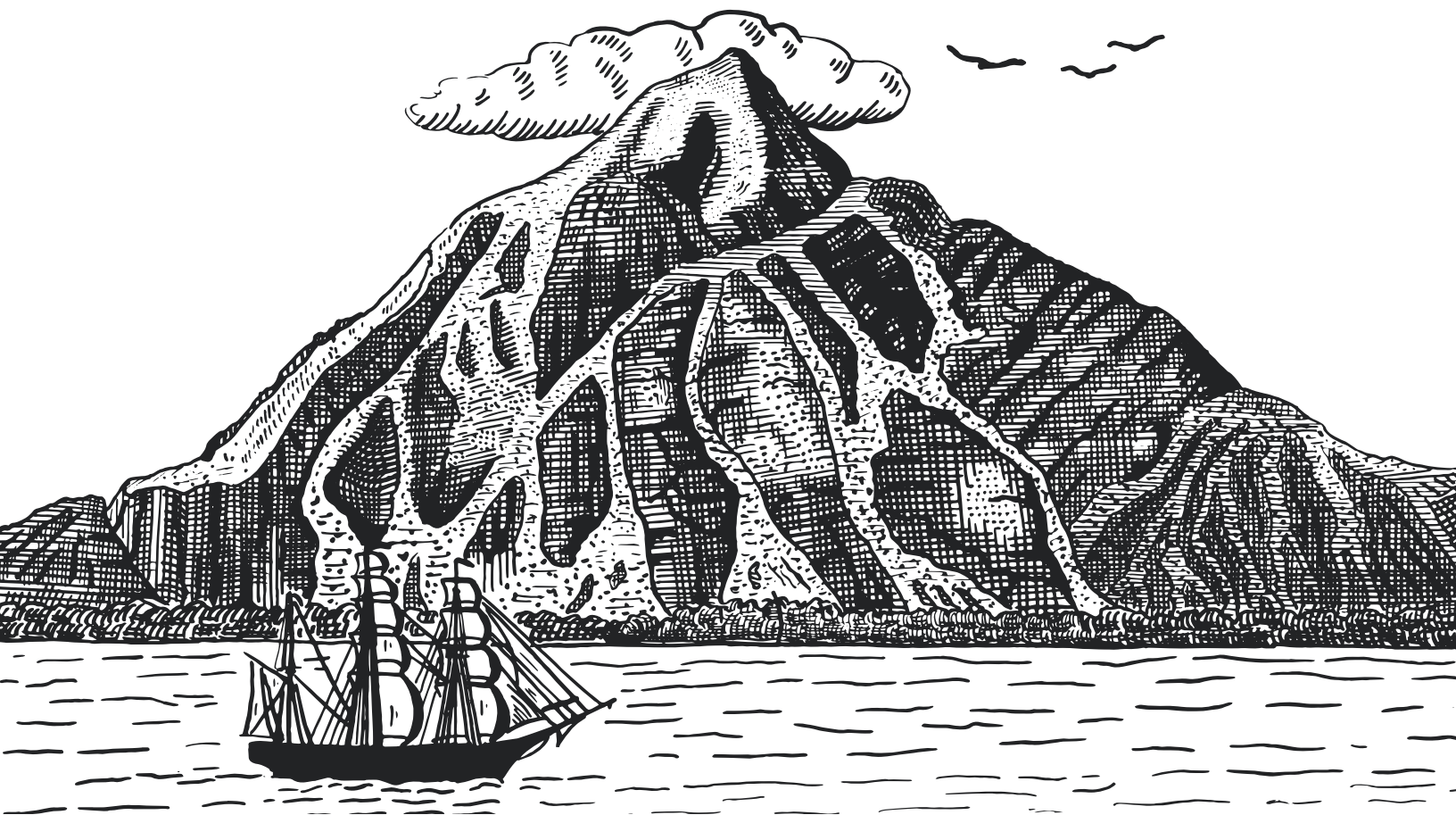
Area Information

Light. If this encounter is taking place on the Dark Sea, then there is very little light whatsoever. However, the ship itself provides a pale bioluminescence, either by fixtures posted throughout the hull or through magical means. The ship's light extends out in a 40 ft. radius.

Sound. Once the battle begins, the characters could mistake what they're hearing for a tropical storm: the sea thrashes and rages beneath them as the kraken's frame displaces massive amounts of water. Sailors are yelling, fighting, and dying around them.

Beginning the Encounter

When you're ready for the characters to experience this encounter, read or paraphrase the following:



“Kraken! Kraken underneath us!” the lookout nearly screams herself hoarse.

The other sailors run to port and starboard, yelling amongst themselves.

“Gods, I think it’s heading straight for the city!”

Once the ship’s crew realizes that their families are in danger, the characters see a few of them head toward the three harpoon guns located at the ship’s bow—the captain among them. The captain may apologize to the characters for putting them in danger, but hopes that they’ll understand. None of the sailors can be reasoned with or otherwise convinced to abandon this course of action without magical assistance.

The characters have an opportunity to forcibly remove the captain and the two sailors from the bow guns, but once the first harpoon shot is fired, the encounter will proceed into Part 1, regardless of whether the characters are trying to help or not. If the characters attempt to mutiny and fail to stop the first harpoon bolt from being fired, the ship’s crew will turn their attention to the kraken, and try to convince the characters to do the same.

Mutiny!

If the characters do decide to prevent the ship’s crew from firing at the kraken, they must engage all 12 sailors (NG human **bandits** with proficiencies in water vehicles and Athletics) at once, plus the ship’s captain (NG human **bandit captain** with proficiencies in water vehicles and Athletics). The sailors will attempt to run past any characters currently engaged in combat and man the harpoon guns. Loading, preparing, and firing a harpoon gun requires four Use Object actions by the character manning that gun.

Once the characters have defeated over half of the crew (captain not-



withstanding), the rest of the sailors will begrudgingly stand down. What happens after that is up to you to decide, but the characters may steer the ship away from the kraken if they so desire.

If any of the ship’s crew successfully

fires a harpoon gun, the encounter proceeds to Part 1.

Assisting the Ship’s Crew in Distracting the Kraken The characters must protect the crew as they repeatedly load and fire the three main harpoon guns located at the ship’s bow.

Part 1: Ri-moby-diculous

Grasping Tentacles. At the beginning of Part 1 and every following third round of combat, roll a d4 and consult the following table:

Tentacle Spawn Point.

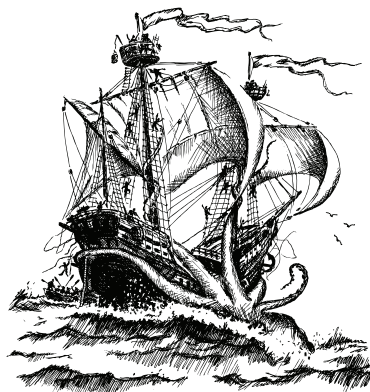
Result	Tentacle Location
1	Stern
2	Port
3	Starboard
4	Bow

Kraken tentacles (which use the **abyssal tentacle** stat block in Appendix D) will prioritize sailors before players. If a tentacle appears at the ship's bow, it will prioritize attacking a harpoon gun, and tear it off after 1d4 rounds. While a harpoon gun is being attacked, it cannot be fired.

If a round of combat ends with three kraken tentacles attached to the ship, the hull is ripped apart. Proceed to the Torn Asunder result in the Aftermath section.

Remember, it takes four Use Object actions for a character to load, prepare, and fire a harpoon gun; up to one other character per round may expedite this process by performing a Use Object action on the harpoon gun. After the kraken has sustained eight harpoon bolts, the encounter will proceed to Part 2.

If sixteen rounds pass and the kraken has not received its eighth harpoon bolt, proceed to the Like a Fly result in the Aftermath section.



Part 2: Blindsight Boarding

Generate kraken tentacles (**abyssal tentacles**) at the same rate as before, using the following chart:

Tentacle Spawn Point.

Result	Tentacle Location
1	Stern
2	Port
3	Starboard
4	Bow

When the first kraken tentacle emerges during Part 2, the characters see 1d4 **blindsight myrmidons** (see Appendix D) clinging to its side! The loathsome nagas begin attacking the crew, prioritizing characters closest to the bow not already engaged in combat.

Whenever a kraken tentacle emerges during Part 2, it emerges with an additional 1d4 **blindsight myrmidons**.

As in Part 1, if a round of combat ends with three kraken tentacles attached to the ship, the hull is ripped apart. Proceed to the Torn Asunder result in the Aftermath section.

Once the kraken has sustained an additional eight harpoon bolts, it begins to violently writhe and thrash. Its attention is now fully on the characters. Proceed to the Kraken Awakened result in the Aftermath section.

Concluding the Adventure

The aftermath of this encounter depends on whether or not the characters succeeded in getting the kraken's attention:

Kraken Awakened. If the characters successfully protected the ship's crew through Part 2 (i.e. the kraken sustained sixteen harpoon bolts total), the kraken turns its wrath upon the ship, obliterating it with ease.

Like a Fly. If the kraken did not receive its eighth harpoon bolt before the sixteenth round of Part 1, the beast takes a sudden dive beneath the waves, dragging the ship down with it and smashing it to pieces.

Torn Asunder. If at any point during the encounter a combat round ends with three tentacles attached to the ship, the kraken rips the hull apart and escapes without realizing the characters were even there.

No matter what happens (barring a successful mutiny), the characters will end up stranded in the ocean, surrounded by the detritus of their ruined ship and the bloated corpses of sailors. How the characters survive that predicament is up to you, but here are some suggestions:

Lucky Rescue. A ship happens upon the characters' location and fishes them out of the water. Whether they're friend or foe, however, remains to be seen.

Float On. The characters gather whatever supplies they can from the debris around and hope the current eventually takes them ashore. After a couple weeks of drifting across the ocean (all the while being drained of ability scores due to dehydration and exhaustion), the characters at last reach a dry strip of land and are found by a small group of fishermen.

Rewards

In addition to the experience gained from defeating creatures, the characters gain an additional 200 XP for each part they successfully completed. If the characters chose to mutiny instead, they gain 200 XP for successfully taking control of the ship.

As the players awaken to find themselves floating aimlessly on the ocean, they may find small bits of treasure amidst the wreckage if they look hard enough. Have each character make a Perception (Wisdom) check and consult the following table:

Kraken Assault Awards.

Result	Reward
1-5	2d6 gp
6-14	3d8 gp
15-19	4d10 gp
20	5d20 gp

Ω



CHITTERING MINES PART 1: SILENCE AT FARNHURST HOLLOW

BY CORVID'S EMPORIUM

A 5th-level adventure for Fifth Edition

Cartography by Dyson Logos

Art by Matias Lazaro, Maciej Zagorski, Claudio Pozas, Daniel F Walthall, William McAusland,
and J.M. Woiak/Heather Shinn

Silence at Farnhurst Hollow is a Fifth Edition adventure for three to seven characters of 5th to 6th level, and is optimized for five players with an average party level (APL) of 5. Characters who survive this adventure should earn enough experience to reach the 6th level.

This adventure takes place in a mine adjacent to the sea. This adventure assumes placement in Omeria's Dark Sea campaign setting, specifically along the southeastern shore near Ash Hollow. However, it can just as easily be placed in any campaign setting that has a rocky, humid stretch near water. This adventure can be played as a stand-alone or as part of the two-part series, *Chittering Mines*.

Adventure Background

It isn't unheard of for mining operations to go dark. Cursed ruins, vicious monsters, and all manner of danger lurk deep in the earth. Normally, armed surveyors are sent to assess the damage and determine if the operation is recoverable. However, in the case of Farnhurst Hollow, Iron Isles Mining Co. already suspects why it went dark; they were investigating the possible location of an ancient and powerful artifact known as a *tidalstone* (see Appendix C). Either they found it and something went awry, or somebody else realized what they were digging for and aimed to swipe it out from under them. In this situation, Iron Isles Mining Co. chose to seek out adventurers capable of forcing their way through the mine and recovering whatever information the miners had gathered.

Adventure Hooks

The adventure takes place near a major city with connections to the mine. So long as the characters are near a settlement, it should be relatively easy for them to be approached by Iron Isles Mining Co. or overhear rumors leading to the location. You

can use the following hooks to kick off the adventure:

Top Secret. The characters are approached discreetly by a representative of Iron Isles Mining Co. The representative explains that their employer is willing to pay the characters 400 gp to investigate the mine and recover any sensitive information the foreman may have had.

It's Free Real Estate. The characters overhear a rumor, either in a tavern or on the street, that a pirate crew just left to ransack a mine because they believe there are *tidalstones* (see Appendix C), valuable magic artifacts, hidden there.

Lost Daughter. One of the miner's parents catches wind that the mine has gone dark. Panicked, she seeks out the characters to go into the mine and find her daughter, Enya. She doesn't have much but she can give the characters her life savings, 200 gp.

Farnhurst Hollow

Farnhurst Hollow is a mining site owned and operated by Iron Isles Mining Co., a duergar mining company. The mine is accessible exclusively by rowboat, so many of the miners live on-site for extended periods. It is a deep, sprawling mine excavated out of solid black stone.

Dungeon Politics

There are several groups of creatures at play in this dungeon.

Miners. The miners are duergar (**commoners** with 60 ft. of darkvision and resistance to poison damage). Most of them have died by the time the characters arrive, either by the pirates or by fungal infections. Some of them died brutal deaths and have risen again as **wraiths, specters, and ghosts**.

The foreman had some **flesh golems** created to aid in clearing out native fauna of the cave, which continue to perform their jobs.

Pirates. The pirates are captained by Jhalass, an astute tactician and ambitious **drider**. Her crew consists of drow (**gladiators, veterans, bandit captains, and bandits**). As drow, all of these creatures have the following traits, which replace their existing traits:

- They speak Elvish and Undercommon.
- **Fey Ancestry.** The drow have advantage on saving throws against being charmed, and magic can't put the drow to sleep.
- **Innate Spellcasting.** The drow's

spellcasting ability is Charisma (spell save DC 11). They can innately cast the following spells, requiring no material components: At will: *dancing lights*. 1/day each: *darkness, faerie fire*.

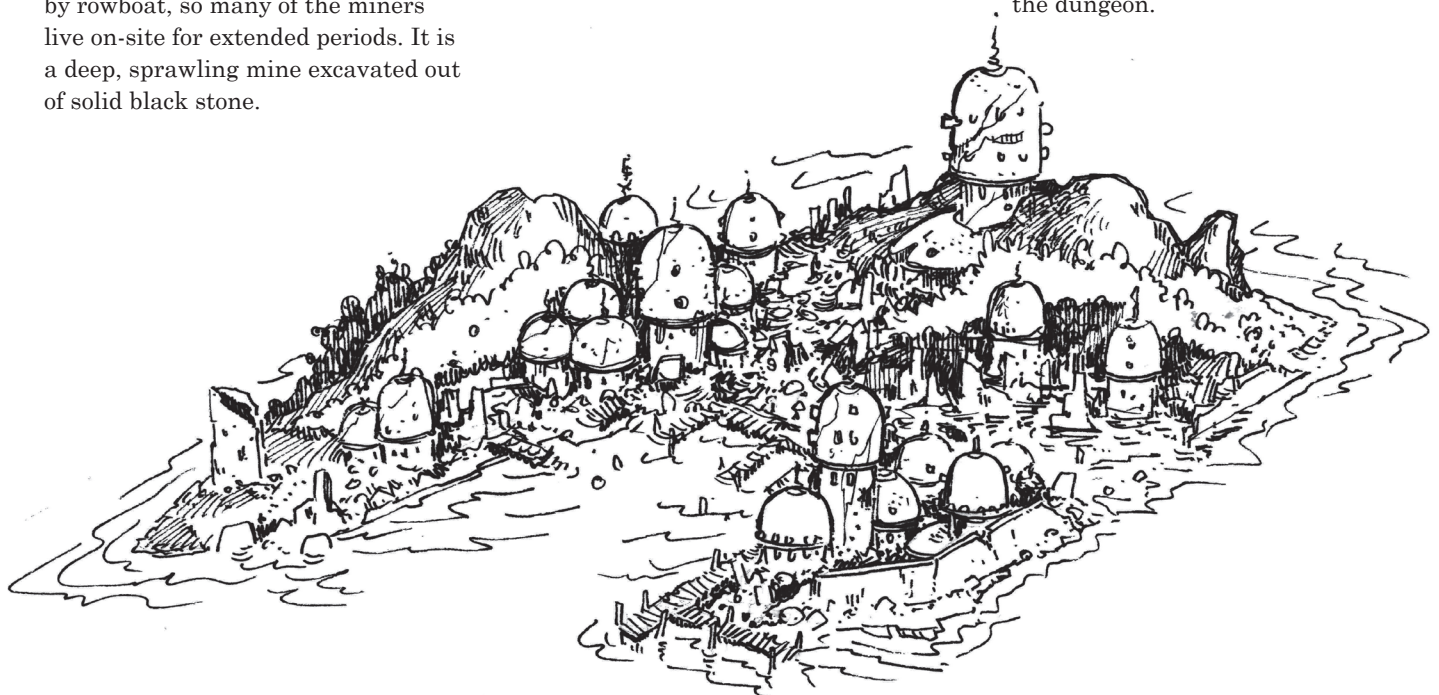
- **Sunlight Sensitivity.** While in sunlight, the drow have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

The crew also employs **ettercaps**. Jhalass is not featured in this adventure, she left her crew to find new rowboats to escape with.

Native Fauna. **Crabigators** (see Appendix D) and **crabs** are commonly found near bodies of water, while a variety of spiders lurk deeper in the caves.

Repopulating the Dungeon

The adventure features many combat encounters and dangerous traps. As such, the characters will frequently need to retreat and rest. Each time they leave the dungeon, there is a chance that more creatures begin populating the mine. At your discretion, 2d4 **giant spiders** and 1d4 **phase spiders** spread throughout the dungeon.



General Features

Unless otherwise noted, locations in Farnhurst Hollow have the following features.

Ceilings. The rugged stone ceilings are a mere 7 feet high with 6-foot-high doorways. Characters that are taller than 7 feet have disadvantage on Dexterity checks and saving throws while moving through these tight passageways.

Floors and Walls. The floors and walls are made of uneven, natural stone.

Doors. All of Farnhurst Hollow's doors are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. None of the doors are locked. However, if a door is jammed shut, it can be forced open with a successful DC 20 Strength (Athletics) check.

Climate. The mine is humid and hot, becoming increasingly uncomfortable as it gets deeper.

Light. Bioluminescent mushrooms and fungi provide dim light throughout the mine.

Keyed Locations

The following encounters are keyed to the map of Farnhurst Hollow on page 74.

C1. Docks

As the characters approach the docks, read the following:

Sunken rowboats are scattered throughout the water around the dock. A human man holding a lit lantern is discernible standing on the western extension of the docks. He begins gesturing wildly and shouting "Hey! Help! Get me out of here, this place isn't safe!" He runs east along the dock to the landing platform. As he steps onto the landing platform, a massive claw reaches out of the water behind the dock and drags him, screaming, into the depths.

Dock. The wooden docks are in good condition. Rowboats can be latched to posts anywhere along its length.

Sunken Rowboats. There are four partially-submerged rowboats visible around the ramp leading to the landing platform (area F2). A cursory glance at the rowboats reveals that something clawed and snapped the boats. A successful DC 14 Intelligence (Nature) check indicates that the boats were attacked by a crabigator, a huge predator with an alligator's lower body and huge clawed arms.

Treasure: Sunken Rowboats. If the characters search the rowboats and make a successful DC 16 Intelligence (Investigation) check, they find ten +1 crossbow bolts.

C2. Landing Platform

Read the following:

Several bloodied pirate and miner bodies lie on this 20-foot-wide hexagonal stone platform. The docks extend to the west and three stone bridges extend to the northeast, east, and southeast into the caves.



Encounter: Crabigators. When the characters step onto this platform, two **crabigators** (see Appendix D) lurch out of the water. Each crabigator flees after taking 20 damage.

C3. Carpentry Shop

Lumber is stacked from floor to ceiling in this awkwardly-shaped 20-foot-wide room. Two large workbenches are set against the walls, tools and such left haphazardly.

Encounter: Pirates. There is one **bandit captain**, two **bandits**, and one **ettercap** in this room. When they realize that the characters have arrived with workable ships, they attempt to overtake the characters to steal their ship. The **bandits** in the sentry lookout (**area F4**) assist once combat breaks out.

C4. Sentry Lookout

This small room features a stool and some discarded food.

Encounter: Pirates. There are two **bandits** in this room. They are supposed to be keeping watch but they've distracted themselves playing a card game.

Treasure. There are two open crates in this room containing treasures that the pirates have collected. 400 cp, two jaspers (worth 50 gp each), and a chalcedony (worth 50 gp) all wrapped in a bolt of fine cloth (worth 25 gp).

C5. Rocky Passage

This narrow passage requires medium or larger creatures to squeeze through it.

Encounter. There is a single **ettercap** stuck in the passage. It is holding a vase full of gems and it cannot move while it is holding the vase. Each time that it takes damage, the ettercap makes a DC 14 Wisdom save, on a success it drops the vase.

Treasure. The vase contains a silk tabard worth 25 gp, four bloodstones (worth 40 gp each), and a moonstone (worth 50 gp).

C6. Rocky Landing

Read the following:

The wet, rocky floor of this 35-foot-wide outcrop is covered in pink algae. Tiny crabs at the water's edge are nibbling on the algae.

Hazard: Pink Algae. This slippery pink algae coats surfaces near water. A patch of pink algae typically covers a 10-foot square.

When a creature comes into contact with pink algae for the first time on a turn or starts its turn in there, it must make a DC 14 Dexterity saving throw, taking 16 (3d10) poison damage and falling prone on a failed save.

C7. Food Storage

This room contains barrels and boxes stuffed with dried goods and salted meats to keep the miners fed.

C8. Juncture

A drab grey curtain separates this room from the landing platform (**area F2**). A rickety wooden door to the north opens up to an ivory horn hanging from the ceiling by a rope.

Treasure: Ivory Horn. The *ivory horn* is a common magic item keyed to the mine. When a character blows into the horn, the sound emits in every room in the mine. The horn is worthless outside of the mine.

C9. Mine Lode

The door to this room is trapped. When the characters look inside the room, whether by magic or by triggering the trap, read the following:

The walls of this elongated 10-foot-wide, 25-foot-long room are chipped away from mining efforts, rubble scattered on the ground. A dead **duergar** miner clutching a pickaxe rests at the back of the room.

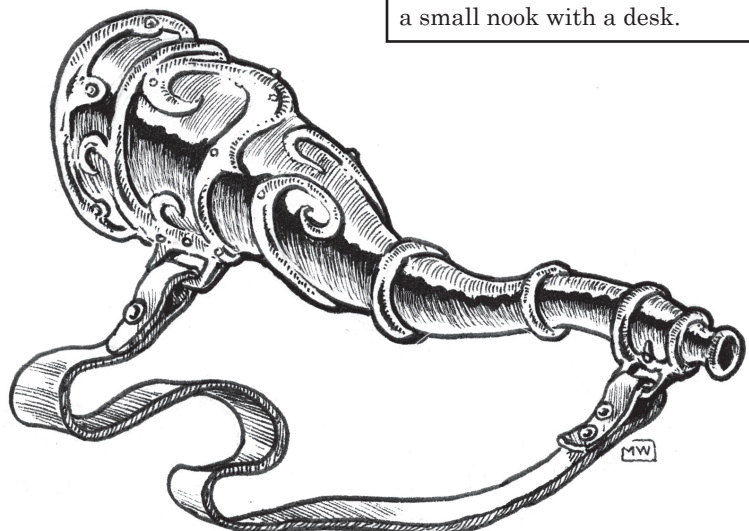
Explosive Trap Door. The door to this room is trapped with a wire explosive. Characters that open the door slowly must succeed on a DC 15 Wisdom (Perception) check to notice the wire. To disarm the trap a character must succeed on a DC 15 Dexterity (Sleight of Hand) check.

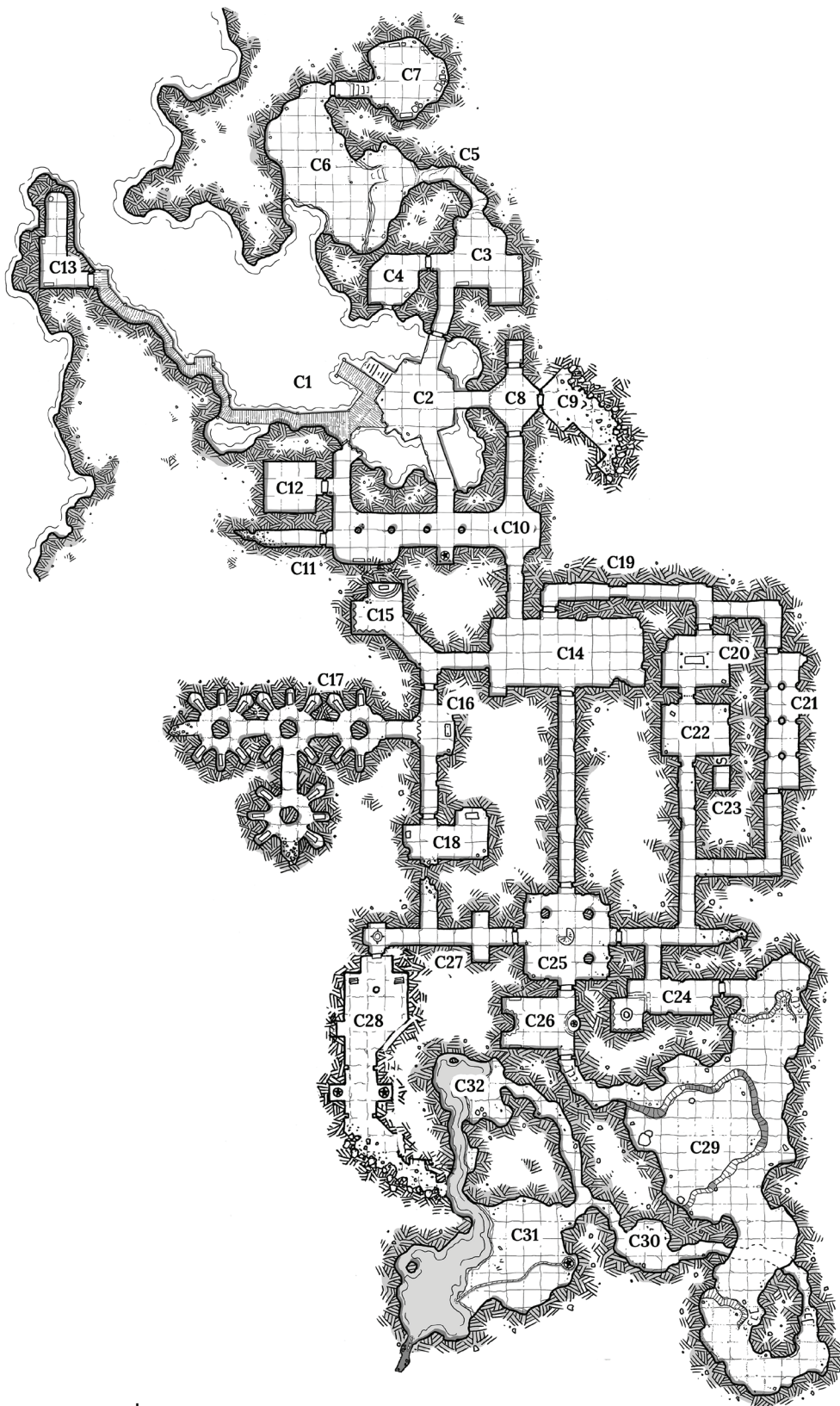
If the trap is triggered, every creature within a 10-foot radius of the door must succeed on a DC 14 Dexterity saving throw, taking 11 (2d10) bludgeoning and 11 (2d10) fire damage on a failed save, or half as much damage on a success.

C10. Crumbling Corridor

Read the following:

Wooden beams brace against the loose earth in this 10-foot-wide, 60-foot-long hallway. Near its center is an alcove with a small statue. At the eastern end of the corridor is a small nook with a desk.





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Statue. The statue depicts a muscular duergar holding a pickaxe and a large gemstone.

A DC 12 Intelligence (History) check reveals that the statue depicts a dwarven god commonly prayed to by miners for protection and good fortune.

Once per day, when a creature prays in dwarvish to the statue to watch over them, they are blessed with resistance to bludgeoning and piercing damage. Characters that speak to the statue in a language other than dwarvish are cursed with vulnerability to bludgeoning and piercing damage. These effects last for 24 hours and a creature can only receive a blessing or curse once.

Desk. The desk has already been rifled through. Characters that investigate the contents of the desk and succeed on a DC 10 Intelligence (Investigation) check recognize that the remaining letters are from the miners to be sent to their loved ones.

C11. Collapsed Shaft

This narrow shaft collapsed from a poorly-executed explosive meant to expand the corridor. On a successful DC 14 Intelligence (Investigation) check, the characters find a misfired explosive.

Misfired Explosive. This leather packet contains explosives used for excavating rock. If the packet is set on fire, dropped, or otherwise handled poorly, it explodes. Each creature within 20 feet of the explosive must make a DC 13 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage on a successful one.

C12. Explosives Closet

Characters that listen at the door before opening it hear an intermittent clicking sound.

When the characters open the door, read the following:

Thick, chitinous fungus covers the shelves, floor, and ceiling of this 15-foot-wide room. The corpse of a duergar miner rests against the eastern wall, their body almost entirely covered by fungal growths.

While the shelves of this room were once used to store explosives, the fungus has rendered them inert and unrecoverable.

Encounter: Shrieking Corpse.

When the door to this room is opened, the corpse (**shrieker**) is alerted and emits a horrifying shriek. Characters that see the shrieker must succeed on a DC 15 Wisdom saving throw or become frightened of the shrieker for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on a success.

C13. Ship Lookout

This elongated room is used to keep an eye on approaching ships.

Encounter: Pirates. There are three pirates (**veterans**) in this room. They were keeping watch but have since fallen asleep. They awaken if characters approach by the docks or open the door to the room.

C14. Barracks

Read:

Bunk beds and trunks are set against the eastern walls of this 45-foot-wide by 20-foot-long room. The ceiling is 20 feet high, thick with webbing stretching from floor to ceiling. Several bodies hang motionlessly in partially-spun cocoons.

Webbing. Webs cover the room. These webs are difficult terrain. Additionally, a creature that enters a webbed area for the first time on a turn or starts its turn there must succeed on a DC 12 Dexterity saving throw or become restrained by the webs. A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength

(Athletics) or Dexterity (Acrobatics) check.

Each 10-foot cube of webbing has AC 10, 15 hit points, vulnerability to fire, and immunity to bludgeoning, piercing, and psychic damage.

Encounter: Spiders. There are two **phase spiders** hidden in the webbing. They wait until a creature is caught in the webbing to strike. Creatures that cannot see into the ethereal plane are surprised.

C15. Toilet

Read the following:

A curtain on the west and southern wall hangs from a metal rod that extends over the entrance to this 15-foot-wide room. Inside, a metal cabinet on wheels with two round, metal lids sits against the northern wall. The bin reeks of waste.

Encounter: Wraith and Specters. A **wraith** and two **specters**, miners that were brutally killed here, haunt this room and the adjoining hallway. They attack any creatures that enter this room and do not stray more than 20 feet from the room.

C16. Hallway

Read:

A pocket of webbing with a half-eaten miner suspended in the air obstructs this 10-foot-wide room.

Hazard: Webbing. Webs cover the room. These webs are difficult terrain. Additionally, a creature entering a webbed area for the first time on a turn or starting its turn there must succeed on a DC 12 Dexterity saving throw or become restrained by the webs. A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check.

Each 10-foot cube of webbing has

AC 10, 15 hit points, vulnerability to fire, and immunity to bludgeoning, piercing, and psychic damage.

Hazard: Leather Packet. A small leather packet of explosives is hanging from the miner's body in the southeast corner of the webbing. Characters must succeed on a DC 12 Wisdom (Perception) check to notice the leather packet. Characters can identify the packet as an explosive if they have encountered one before or succeed on a DC 13 Intelligence (History) check. The packet can be retrieved after traversing 10 feet through the webbing.

If a character attempts to traverse the webs without disturbing the packet, the character must make a Dexterity (Acrobatics) check. See the table below for results of this check.

Traversing the Webs.

Check	Result
1-5	The packet falls to the floor and explodes (see Explosion below).
6-12	The packet begins to fall but sticks to the webs. The second time it falls, it explodes (see Explosion below).
12+	The packet is not disturbed.

Explosion. Each creature within 20 feet of the explosive must make a DC 13 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage on a successful one.

Treasure. The miner is carrying *goggles of night* and a pouch containing two bloodstones (worth 50 gp each), two chalcedony (worth 50 gp each), and an onyx (worth 50 gp).

C17. Tombs

This series of circular rooms contain tombs decorated with flowers and a variety of treasures at their feet. A sign with dwarvish writing hangs on the stone pillar in the first room.

The Dwarvish sign in the first chamber reads: "For our brothers and sisters with no home but the earth. May they rest undisturbed."

Characters that are curious about why the miners would have left treasures and tombs here must succeed on a DC 13 Intelligence (History) check to infer that the dwarves treat their dead with utmost respect out of fear that they may rise again as undead if they are disrespected.

Tombs. Characters that open the tombs will discover that many of the bodies are covered by a hard, chitinous fungus. The first time that a character opens one of the tombs they must succeed on a DC 15 Wisdom saving throw or become frightened of the tombs for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on a success.

Encounter: Grave Watchers. There are two **flesh golems** concealed in the first chamber. If anything in the room is picked up or disturbed, the flesh golems open their tombs and attack.

Treasure. Among the tombs there is 900 cp, 3000 sp, 1600 gp, and 120 pp, a ceramic mask (25 gp), a painted glass idol (25 gp), a *potion of superior healing*, and a *scroll of revivify*.



C18. Foreman's Office

Unlike the other rooms, the door to this room is locked. The lock can be picked with a successful DC 15 Dexterity check using thieves' tools. The sounds of a piano being played poorly can be heard through the door.

When the characters enter the room, read the following:

The small, disheveled office is littered with loose papers and a dead body in the southeast corner of the room. A small piano sits against the west wall, and a broken desk lays in the northeastern nook.

Encounter: Ettercap Pianist. A single **ettercap** is standing in front of the piano, poking and prodding its keys in a discordant melody. When the door is opened, the ettercap panics and tries to seal off the room with its web.

Foreman. The dead body belongs to the mine's foreman. A series of letters written in dwarvish can be found on the foreman's body. The letters are correspondence between the foreman and Iron Isles Mining Co. They contain the following information:

- Mineral extraction from the cave has yielded some gemstones, but no large veins.
- Several more miners have died from a mysterious ailment. They seem to grow mushroom sprouts before becoming feral.
- The dead are being sealed away or burned at sea.
- Iron Isles Mining Co. congratulated the foreman on unearthing an ancient duergar facility and pushed him to retrieve the artifact within it.
- The foreman began sending miners into the facility but none returned. A successful DC 10 Wisdom (Medicine) check reveals that the foreman died quickly from piercing and slashing damage. A DC 10 Intelligence (Nature) check reveals that the foreman was killed by an ettercap.

C19. Hallway

Read the following:

The dead bodies of both pirates and miners litter this tight hallway. The stench is palpable.

The dead bodies throughout this hallway are difficult terrain.

A successful DC 14 Wisdom (Survival) or DC 14 Intelligence (Medicine) check reveals that the miners were assaulted by the pirates, managed to kill a handful of them with pickaxes, but were ultimately overrun.

C20. Kitchen

Read the following:

Shelves with pots, pans, plates, and various cooking instruments line the walls, and metal bars obstruct a doorway to the south. A barrel rests precariously on a stone countertop.

As soon as a creature enters the room, read the following:

The room shakes, an insignificant tremor under normal circumstances, and the barrel crashes to the ground. Crabs erupt from it, spreading over the room in a matter of seconds.

Encounter: Crabs. There are five swarms of crabs in a large tank of water. Treat the swarms of crabs as swarms of quippers with the following changes:

- They have a movement speed of 30 ft. and a swim speed of 30 ft.
- They do not have the Water Breathing feature.

C21. Cistern

Frantic bickering and sloshing water can be heard through the doorway with a successful DC 14 Wisdom (Perception) check. If the character succeeds with an 18 or higher and understands Undercommon, they are able to discern what is being spoken

about on the other side of the door:

- A woman is pushing for the group to continue the mission and go further into the mine.
- A dissenting voice wants the group to retreat back to the rowboats because they've suffered heavy losses.
- A few other voices chime in, scared of what they will find deeper in the mine and not wanting to return to their captain empty handed.

When the characters enter the room, read the following:

This small 10-foot-wide by 40-foot-long water reservoir has clean cob-

blestone floors and beams. The floor lowers, allowing the area to store water up to knee-deep in depth. A tall woman in robes is arguing with four armored women.

Water. The water is too deep to ignore and too shallow to swim in, making it difficult terrain for everybody.

Encounter: Mage and Bandits. There are four bandits and one lawful evil female drow mage. If defeat is imminent, they will attempt to retreat by circling back through the smithy (area F22).



C22. Smithy

Read the following:

Metalworking tools line the walls of this small workshop; a pickaxe made from swirling black metal and dwarven etchings hangs on the eastern wall. Metal grates obstruct passage to the kitchen through an archway on the north wall and there is a hatch on the southern wall with no apparent handle.

Hatch. The hatch on the southern wall opens up the hearth (area F23). A successful DC 15 Intelligence (Investigation) check reveals a button seamlessly embedded in the stone that opens the hatch.

Treasure. The pickaxe with swirling black metal is a +1 *War Pick* that is half its normal weight and cannot be broken.

C23. Hearth

This 5-foot-wide stone chamber is used by the smithy to heat up metals.

Encounter: Black Pudding. A black pudding slides out of the hearth when it is opened. Hungry, it attacks the nearest creature.

C24. Altar

Oily, translucent green slime coats the walls and ceiling of this 25-foot-wide, 10-foot-long room. An ornate cobblestone altar holds a small porcelain statue of a duergar man hunched over as if it were whispering the southwest corner.

Hazard: Oily Slime. This oily slime makes it more difficult to walk and hold items. A patch of oily slime covers a 5-foot square. A creature that comes into contact with the oily slime must make a DC 15 Dexterity saving throw to avoid falling prone. On a failure, the creature has disadvantage making weapon attacks for 1 hour. The oily slime cannot be removed by magical means other than a *wish* spell.

C25. Sorting Room

Read:

A metal scale sits on a pedestal in the center of this large, square room. Thin, old webbing coats the perimeter of the room.

There are three silk cocoons in this room. Two contain dead miners and the third contains a dead pirate.

Treasure. A successful DC 13 Intelligence (Investigation) check to search the miners turns up a set of *eyes of minute seeing*.



C26. Sifting Station

Read the following:

This room has a rack for hanging up pickaxes and a station for sifting through minerals. Two ghostly miners take turns sifting through minerals and examining their results, their dead bodies splayed out on the floor. The ghosts look up from their work with tired eyes and ask, "Why can't we go home?"

Encounter: Ghosts. There are two ghosts. They are bound to continue sifting through ethereal dirt unless somebody helps them by sifting through real dirt to find a gemstone.

If the characters spend ten minutes helping the ghosts sift through the dirt, roll a d6. On a result of 5 or 6,

they locate a gemstone. They may repeatedly sift through dirt until they find a gemstone. When the ghosts believe they have found a gemstone, they dissipate peacefully.

The ghosts can be tricked into thinking they have found a gemstone with a successful DC 20 Dexterity (Sleight of Hand) check. On a failure, the ghosts realize they were tricked and react with anger. They attempt to possess the characters and force them to sift through the dirt. A creature forced to sift through the dirt takes 11 (2d10) bludgeoning damage as the ghost forcefully handles their body.

C27. Hallway

There is nothing of note in this hallway other than a stone basin resting on a pedestal at the western wall.

Basin. This stone basin bears an inscription in Dwarvish that reads "A pint of sweat saves a gallon of blood." After a pint of any liquid is placed in the basin the door to the chapel opens.

C28. Chapel

The door to this room is *arcane locked*. It opens when the basin in the hallway (area F27) is interacted with properly.

Read the following:

A priest stands in the center of this dark room, mushrooms sprouting from his silhouette. He shouts erratically "You won't put me down! The gods will save me from this ailment!"

Light. There are no light sources in this room.

Encounter: Deranged Priest. There is one priest (LE duergar mage with darkvision 60 ft.) in this room. He is experiencing hallucinations that make him believe the foreman has come to kill him because of the fungal sprouts. He attacks on sight and tries to avoid capture.

Characters can cure the priest of the fungal infection with *lesser resto-*

ration, but he will not willingly allow them to touch him. Once cured, the priest becomes lucid and takes three levels of exhaustion. He can inform the characters that there may be more surviving miners deeper in the caves.

Scrawlings on the Wall. Characters that inspect the walls discover hurried writings in chalk. A DC 13 Wisdom (Insight) check reveals that the writing documents the priest's descent into madness as some form of fungal disease spread through the miners.

C29. Cavern

Read:

A large, one-armed clay golem is in a tenuous standoff against two giant spiders in this open cavern.

Encounter. There are two **giant spiders** and one **flesh golem**.

The characters can disrupt the standoff by attacking the creatures or walking within 15 feet of them. The clay golem does not recognize the characters and treats them as a threat to the mine. The spiders will disengage and try to enter the mine if the opportunity presents itself.

C30. Cave Pocket

A duergar woman named Enya (**commoner**) huddles in this small opening, pressed up against the northern wall. A dead fungal creature is smashed against the southern wall.

Lost Daughter. Characters that accepted the "Lost Daughter" hook recognize this duergar woman as the miner the characters were sent to find. She can provide the characters with some information about what has occurred at the mine:

- Everything was business-as-usual when they first set up the mining operation.
- Things started to go wrong after the miners broke through a cavern wall near flowing water (just around the corner).

- The miners started getting sick and dying.
- They found evidence of ancient duergar stonework and the foreman pressed them to continue digging.
- They eventually found an intact duergar facility through the rocks.
- They sent in a crew to investigate and nobody returned.



C31. Cave Opening

Read:

The western walls of this room are covered in fungus, its taint spreading across the room, and the water is black. A rope is tied off to a pedestal, leading into a break in the wall on the other side of the water.

Encounter. There are five fungal duergar (**ghasts**) with the following changes:

- Their creature type is plant.
- They do not have Turn Resistance as they cannot be turned.

Cave Break. This passageway leads away from Farnhurst Hollow and toward the artifact that the miners were digging for. The details of where it goes and who lives there is a story for another time.

C32. Cave Pocket

The body of a dead miner lies in a bed of fungus.

Hazard. There are 5 **violet fungi** with the following changes:

- Their AC is 14.
- Their hit points are 39 (6d8 + 12).
- Their Dexterity is 14 (+2) and their Constitution is 14 (+2).
- Their Rotting Touch to-hit is +4 and their damage is 6 (1d8 + 2) necrotic damage.
- Their CR is 1/2 (100 XP).

Concluding the Adventure

The mystery of what exactly the miners were unearthing begins to reveal itself, and in the process raises more questions than it answers. Likely, the characters have dealt with the pirates and discovered the foreman's letters indicating that the miners did in fact find the location of a powerful artifact. This story resumes in the follow-up adventure, *The Lost Laboratory*.

Adventure Hook Resolutions

There were three adventure hooks mentioned in the introduction. Here is the resolution for each adventure hook:

Top Secret. If the characters discover the foreman's unsent letters, this is all the information that the Iron Isles Mining Co. needs to launch an effort to make the mine safe again. They pay the characters what they're owed. While Iron Isles Mining Co. gathers their resources, the characters are encouraged to continue their mission and find the artifact deeper inside.

It's Free Real Estate. Sometimes rumors turn out to have a grain of truth. The foreman's letters should provide sufficient evidence that there is something valuable deeper in the caves that they might pursue.

Lost Daughter. If the characters find Enya (**area C30**), her mother is eternally grateful. They pay the characters with their life savings, 200 gp.

Advancement

By the adventure's conclusion, the characters should earn enough experience points to reach the 6th level. ♣



CHITTERING MINES PART 2: THE LOST LABORATORY

BY CORVID'S EMPORIUM

A 6th-level adventure for Fifth Edition

Cartography by Dyson Logos

Art by Matias Lazaro, Rick Hershey, J.M. Woiak/Heather Shinn, Jack Badashski, and William McAusland

The Lost Laboratory is a Fifth Edition adventure for three to seven characters of 5th to 7th level and is optimized for four characters with an average party level (APL) of 6. Characters who survive this adventure should earn enough experience to reach the 7th level.

This adventure takes place in an abandoned structure deep within the earth. This adventure assumes placement in Omeria's Dark Sea campaign setting, specifically beneath Farnhurst Hollow. However, it can just as easily be placed in any campaign setting that has an underground, rocky cave system. This adventure can be played as a stand-alone or as the finale of the two-part series, *Chittering Mines*.

Adventure Background

Buried deep below the earth is an old duergar wizard's complex. Once upon a time it hummed with activity as the duergar wizard Sorcha and her assistants researched and experimented with the creation of half-dragons. Now, it lies in ruin, consumed by a parasitic fungus. Its former occupants roam its festered halls in search of fresh bodies to infect.

Adventure Hooks

The adventure takes place in a freshly unearthed dungeon, so it should be relatively easy for the characters to stumble upon it or overhear rumors leading to the location. You can use the following hooks to kick off the adventure:

Top Secret. The owner of a local mining company, Iron Isles Mining Co., believes a valuable artifact is inside and wants the characters to investigate the unearthed facility to recover it. They are willing to pay 1000 gp for the artifact or its precise location.

It's Free Real Estate. The characters overhear a rumor, either in a tavern or on the street, that the entrance

to an ancient duergar dungeon has been unearthed and that there is a valuable artifact within.

So They May Rest. A crew of three duergar miners entered the lost laboratory to learn more about its contents. None have returned and it is believed they likely died. The local township offers the characters 900 gp to retrieve their bodies and return them to the town for a proper burial.

The Lost Laboratory

The Lost Laboratory is an ancient duergar wizard's facility buried deep within the earth. Inside, the characters will encounter fungal creatures that have overtaken the facility, dead miners that had attempted an expedition into the facility, and the products of the wizard's experiments.

Repopulating the Dungeon

The adventure features many combat encounters and dangerous traps. As such, the characters will frequently need to retreat and rest. Each time they leave the dungeon, there is a chance that more fungal creatures begin populating the dungeon. At your discretion, 2d6 **sprouts** (see Appendix D) spread throughout the dungeon.

General Features

Unless otherwise noted, locations in The Lost Laboratory have the following features.

Ceilings. The rough stone ceilings are 9 feet high.

Floors and Walls. The floors and walls are made of smooth, polished orange marble.

Doors. All of the Lost Laboratory's doors are 6 feet tall and made of solid granite. They have AC 17, 18 hit points, and immunity to poison and psychic damage. Most of the doors can be locked. A locked door can be broken open by a character who uses their action to make a successful DC 20 Strength (Athletics) check, or

a character can use their action to make a DC 16 Dexterity check using proficiency in thieves' tools to pick the lock.

Climate. The lost laboratory is humid and hot, becoming increasingly uncomfortable as it gets deeper.

Light. There are no reliable sources of ambient light in the dungeon.

Black Ichor. This black, oily liquid is difficult terrain and is too viscous to swim in.

Keyed Locations

The following locations are keyed to the map on page 82.

L1. Master Bedroom

Characters begin in the pool of black ichor at the southwest corner of the room. The ichor is oily and smells like rot, but is otherwise harmless.

Read the following:

Black ichor leaks into this large, 35-by-15-foot bedroom through the western wall. A queen bed rots in the northwest corner, and alcoves along the north and south walls are stocked with damp books. There is a door in the northeast corner and a

set of ropes leading to stairs in the southeast corner.

Bookshelves. The books are illegible, ruined by decades of humidity and decay. A successful DC 17 Intelligence (Investigation) check reveals that some of the books refer to dragons and half-dragon creatures.

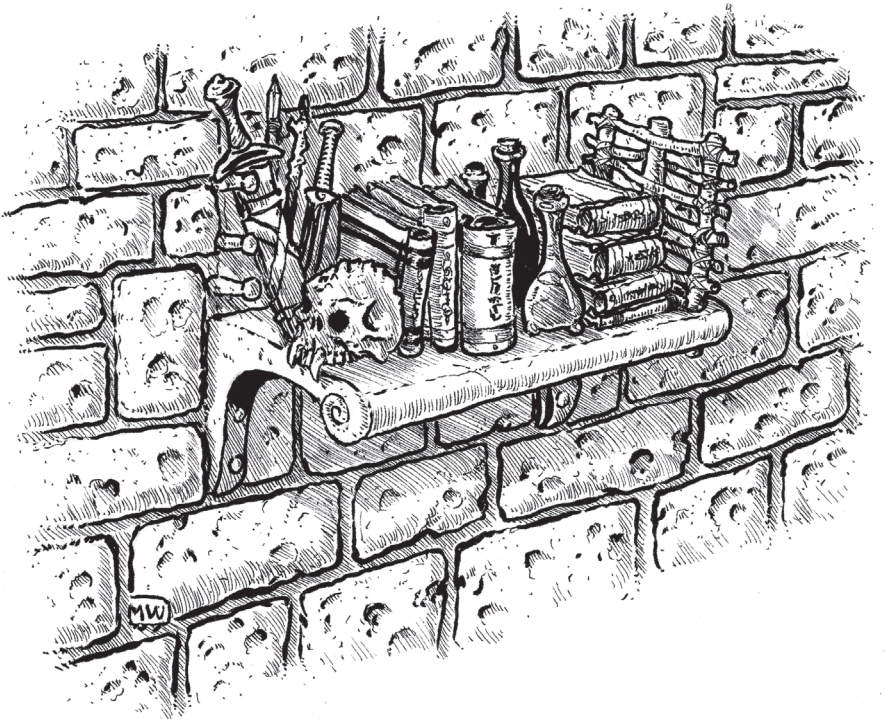
L2. Latrine

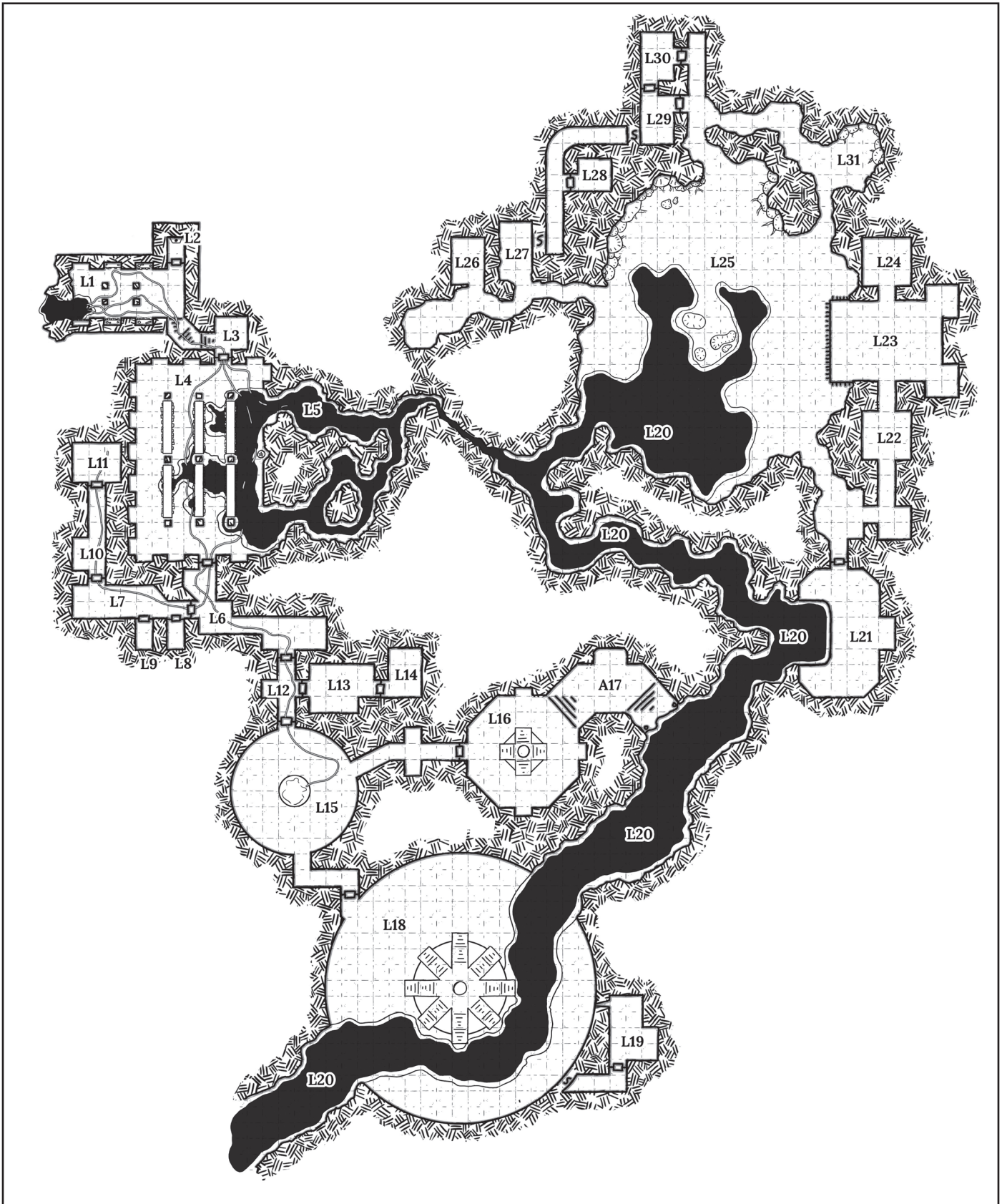
When the door is opened, read the following:

Moths burst out of this 5-foot room. There is a latrine carved out of stone and a shelf haphazardly stuffed with books, mops, and buckets.

Trap: Latrine. The latrine features a *portable hole*. Creatures that attempt to remove the *portable hole* from the latrine must succeed on a DC 17 Strength saving throw or get pulled into the *portable hole*.

Encounter: Gibbering Moulder. The *portable hole* contains excrement and a **gibbering moulder**. The gibbering moulder is surprised by the sudden intrusion and lashes out after it regains its composure.





L3. Lounge

Read the following:

In this 10-foot-wide lounge there is a large, muscular fungal duergar lying unconscious on a broken couch. Ropes trail underneath the stone door to the south.

Encounter: Sleeping Heavyweight. There is one sleeping **heavyweight** (see Appendix D) in this room. Characters can attempt to pass through its space quietly with a DC 16 Dexterity (Stealth) check. On a failure, the heavyweight awakens and attacks.

L4. Library

Read the following:

This 40-foot-wide, 60-foot-long room is filled with pristine bookshelves and alcoves holding potions. The eastern wall has collapsed, revealing natural stone passages and allowing a black ichor to spill across the room. An ornate pedestal stands in the midst of the collapsed eastern wall. A rope peels off into the ichor while the two other ropes continue to a door at the southern wall.

Four shambling humanoids with fungal outcroppings over their body occupy the center of this room.

Encounter: Sprouts. There are four **sprouts** (see Appendix D) standing in the center of this room. They are facing away from the entrance and do not attack the characters until they make a loud sound or get within 10 feet of a sprout.

Library Contents. The bookshelves and potion alcoves are protected by permanent *walls of force*. A successful DC 13 Intelligence (Arcana) check reveals that a creature must interact with the authentication pedestal to access the library's contents.

When an unauthenticated creature attempts to interact with the protected shelves, a *programmed illusion* of

an old duergar wearing robes appears and reprimands the creature by shouting "You know the rules! Identify yourself first!"

Authentication Pedestal. This black stone pedestal features a hand-shaped recess. A successful DC 13 Intelligence (Arcana) reveals that the pedestal is magically connected to the *walls of force*. When a creature places their hand on the pedestal, it quietly hums for 10 seconds before determining whether or not they are authorized. The pedestal is keyed to specific individuals, namely the wizard apprentices that worked here. A creature attempting to access the platform must be alive. Unfortunately, there are no authorized creatures remaining alive.

Many of the previous inhabitants are now nearly unrecognizable fungal creatures. A character may discern what a fungal creature looked like before death with a successful DC 16 Wisdom (Medicine) check by dissecting a fungal creature and examining their bone structures.

The first time an unauthorized creature lets the pedestal scan them, a buzzer sounds. The second time a *programmed illusion* of an old duergar appears beside the pedestal and shouts "You think you can steal from me!?" The third time the room immediately begins filling with an acidic gas (see Trap: Acidic Gas).

Trap: Acidic Gas. When a creature comes into contact with the acidic gas for the first time on a turn or starts its turn in it, it must make a DC 15 Constitution saving throw, taking 27 (5d10) acid damage on a failure, or half on a success. The acidic gas lasts for 10 minutes, after which it is safe to re-enter the room.

Treasure. Characters will have to be clever to get past the *walls of force*, however those that do are rewarded with a veritable bounty. The room contains 10 vials of black dragon blood, 10 vials of copper dragon blood, 20 vials of kobold blood, 10 *potions of*

animal friendship, three *potions of acid resistance*, two *potions of gaseous form*, and 700 lbs. of rare tomes in pristine condition worth 2000 gp.

L5. Crevice

There is a dead miner beneath the ichor. A creature that succeeds on a DC 15 Wisdom (Perception) check notices the miner's body when they are within 10 feet of it.

Treasure. The miner is wearing *eyes of the eagle*.

L6. Junction

Characters can smell the fungal duergar in this room through the door with a successful DC 12 Wisdom (Perception) check. This irregularly-shaped set of rooms serves as a junction between some quarters and the laboratory's specimen storage center. The ropes split here again, one veering west and the other east.

Encounter: Sprouts and Latch. There are four **sprouts** and one **latch** (see Appendix D for both creatures). They attack hungrily.

L7. Hallway

The ceiling rises to 20 feet in this 35-foot-long hallway, which is barren except for two large stalactites hanging from the ceiling and three doors. There are two doors on the southern wall and a rope leading to a door in the northwest corner.

This 35-foot-long hallway holds nothing of value.

Encounter: Ropers. There are two **ropers** concealed as rocky breaks in the ceiling. They wait until a creature is standing between them to attack.

L8. Impromptu Containment Cell

This 5-foot-wide, 10-foot-deep room is empty except for a few bare shelves and a twisted, fungal half-dragon kobold crawling on the walls.

Encounter: Latch. There is a half-dragon kobold on the walls. Treat it as a **latch** (see Appendix D) with the following changes:

- **New Action: Acid Breath (recharge 5-6).** The latch exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

It skitters across the walls, viciously attacking any creature that opens the door to this room.

L9. Closet

Read the following:

Acidic yellow slime clings to the walls, floors, and ceilings of this 5-foot-wide, 10-foot-deep room. There is a robe left on a coat rack at the back of the room.

Hazard: Yellow Slime. A patch of yellow slime covers a 5-foot square. A creature that comes into contact with yellow slime takes 5 (1d10) acid damage. The creature takes the damage again at the start of each of its turns until the slime is scraped off or destroyed. Any nonmagical wood or metal weapon or tool used to scrape

off the slime is effectively destroyed. Sunlight, or cold or radiant damage, destroys a patch of yellow slime.

Treasure. At the far end of the room is a *robe of useful items* coated in yellow slime.

L10. Apprentice Quarters

A rope continues through this 15-foot hallway through a door on the northern wall. There is a bunk bed against the eastern wall, covered in fungus. The shape of two duergar holding one another can be discerned from the fungus on the bottom bunk.

There is nothing of value in this room.

L11. Study

Read the following:

A rope leads into this room through the southern door and terminates at the body of a duergar miner slumped against the northern wall. There are two small desks against the west wall.

Miner. The miner was a female duergar that weighed 240 lbs. She has a name tag that reads “Eola”, a dungeoneer’s pack without any rations, and a *continual flame* lantern.



L12. Junction

Read:

A rope passes through the north and south doors of this 20-foot-long by 5-foot-wide juncture. There is a door on the eastern wall and fungal tendrils curling out of an alcove on the west wall.

Encounter: Shrieking Corpse. A half-dragon kobold (**shrieker**) is in the alcove in the west wall. When a creature reaches the center of this hall, either to pass or to open the west door, the shrieker is alerted. Read the following:

A half-dragon kobold discernible only by its head is plastered in the alcove. It begins screeching and shaking wildly. Creatures begin audibly banging and smashing the walls of the room to the east.

Characters that see the shrieker must succeed on a DC 16 Wisdom saving throw or become frightened of the shrieker for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on a success.

L13. Office

Read:

Two large desks are thrown against the walls of this 15-foot-wide room. There are two duergar sprouts and a large, bloated fungal duergar obstructing passage from the eastern door to the western door.

Encounter. There are two **sprouts** and one **superspreader** (see Appendix D for both creatures) in this room. If the shrieker in the hallway (**area L12**) is alerted, the sprouts smash themselves into the doorway while the superspreader lurks behind them. They attack anything that opens the west door.

L14. Filing Room

Read the following:

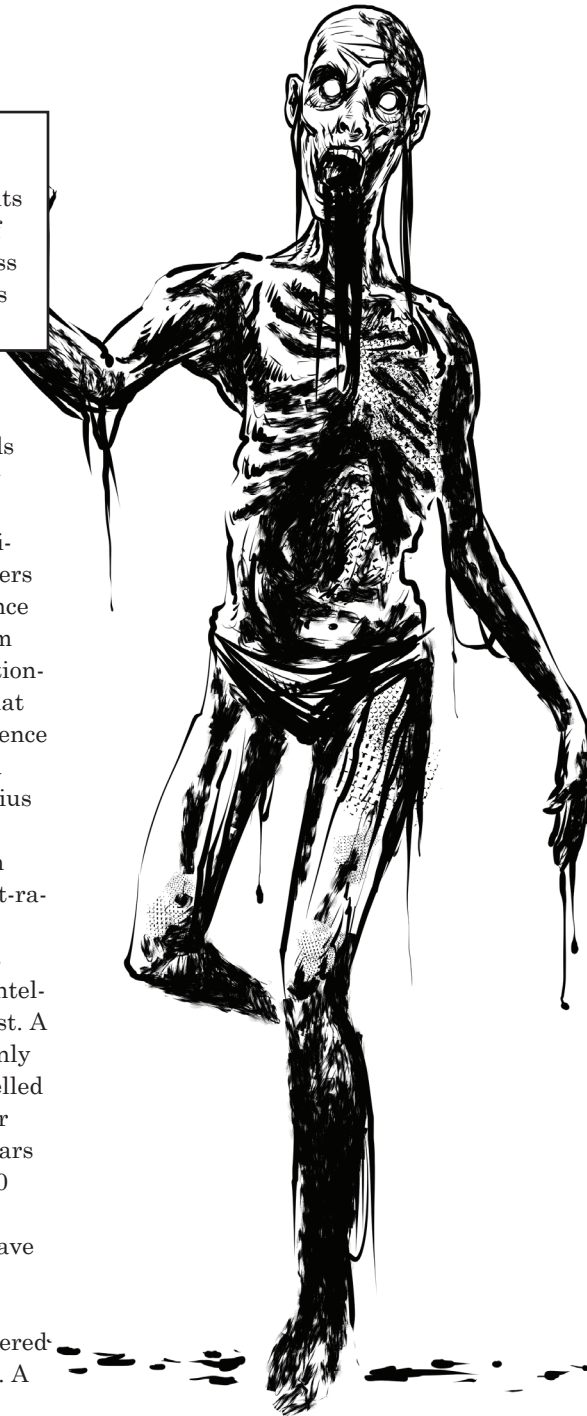
From the outside this room appears to be a mere 10 feet wide, however upon stepping through its doorway the walls dissolve out of sight and in their place an endless expanse of shifting filing cabinets comes into focus.

Filing Room. The room is larger inside than it is on the outside, similar to a *bag of holding*. It holds thousands of records meticulously filed by Sorcha and her assistants covering their research and experiments with half-dragons. Characters that succeed on a DC 14 Intelligence (Arcana) check learn that the room radiates a conjuration aura. Additionally, a creature inside the room that makes a successful DC 16 Intelligence (Arcana) check is able to discern a magical boundary in a 10-foot radius around the doorway.

Characters may manually search through filing cabinets in a 10-foot-radius of the door. For every 10 feet that a creature walks beyond that radius they must make a DC 17 Intelligence saving throw or become lost. A lost creature appears to be gone only for a moment before they are expelled within 10 feet of the door, however from the creature's perspective years have passed. Roll a d4 for every 10 feet they walked beyond the first, this is the number of years that have passed for the creature.

Cabinets. Each cabinet has an identifying serial code and a plastered paper note describing its contents. A successful DC 14 Intelligence (Arcana) check reveals transmutation auras emanating from the cabinets. A successful DC 16 Wisdom (Insight) check reveals that the cabinets may respond to verbal commands.

A creature that wishes to summon a cabinet from beyond the safe 10-foot-radius around the doorway may speak the search terms aloud.



The following subjects are valid and return a cabinet (see **File Information** for details of each subject):

- Dragons, half-dragons
- Experiments, results
- Personnel files

If a request cannot be satisfied, all the cabinets warble briefly before 5

(2d4) cabinets smash into the creature that made the request. The creature must succeed on a DC 14 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful save.

File Information: Dragons, Half-Dragons. The following information on dragons and half-dragons can be discovered from the filing cabinets:

- Decades of health reports on two young dragons, one black and one copper, that were captured as wyrmlings.
- Health reports on a wide variety of kobolds, many of which are marked as deceased.

File Information: Experiments. The following information is available on the subject of experiments being run in the facility:

- Status reports on the creation of physiologically-stable half-dragon kobolds.

File Information: Personnel Files. The following information is available on personnel:

- Staff primarily consisted of duergar.
- The most frequent accidents resulting in death involved the young dragons.

L15. Examination Tank

A wet, 10-foot circular platform occupies the center of this 40-foot-radius dome-shaped room. A rope skirts the wall from the northern door to a passage in the east, and there is a door to the south.

Platform. The platform is a magical water tank used to subdue and observe creatures. When a small or larger creature is placed on the platform, a *wall of force* forms around its perimeter from the floor to the ceiling. Read the following:

A stone pedestal with a red button rises out of the floor in front of the

pedestal, however the button appears jammed into the stone. Water begins bubbling in through grates in the platform, filling the platform but not spilling over it. After a moment, black ichor begins polluting the water. The water steadily rises.

The pedestal-tank fills with black ichor in 5 rounds. A creature inside the platform is helpless and can do little but drown. Normally, the water would safely put the creature into stasis, however the black ichor has contaminated the process. The red button is jammed into the pedestal and is unresponsive. To reset the button and deactivate the *wall of force* the button must be unjammed. In a round a single character with proficiency in thieves' tools can occupy the pedestals space and make a DC 20 Dexterity check to unjam the button. Alternatively, any number of characters can use their action to make a DC 20 Strength (Athletics) check, unjamming the button on a success.

L16. Containment Chamber

Read the following:

This 20-foot-radius octagonal room contains a large platform with four sets of stairs leading to a pedestal at the top. A rope skirts the north wall of the room between the western door and down a wide set of stairs to the northeast.

Encounter: Fungal Rats. There are two giant infected rats (**heavyweights**, see Appendix D) roaming throughout this room.

Platform and pedestal. Stairs on the platform ascend 5 feet to a pedestal with a red button on it. When a character presses the button, the pedestal rises 10 feet out of the ground, revealing a stasis cell beneath each set of stairs.

Sequestered Cells. There are four cells embedded in the raised platform. A red glow emanates from the east, south, and west cells, whereas the

north cell does not glow at all.

A DC 14 Intelligence (Arcana) check reveals that the lit chambers can be interacted with by verbal commands. When a creature says the command word "Unlock" or "Release" in front of a red cell, the *sequester* spell containing its contents ends. Once a cell is unlocked, it cannot be locked again without re-casting *sequester*. The creatures inside the cells are feral, driven mad by fungal infection, and attack without reservation.

North Cell. There is no light coming from this cell.

East Cell. A red glow emanates from this cell. Inside, there is a fungal copper dragon (**heavyweight**, see Appendix D).

South Cell. A red glow emanates from this cell. The cell contains a fungal black dragon (**superspreader**, see Appendix D).

West Cell. The west cell contains a fungal kobold (**latch**, see Appendix D).

L17. Overgrown Passage

This corridor is overgrown with chitinous fungus. A rope passes through the area. Characters can clear the fungus 5 feet at a time with a successful DC 14 Strength (Athletics) check. Each time the characters clear a 5-foot cube of fungus there is a 25% chance that they hack into a **sprout** (see Appendix D), which then attacks.

L18. Large Containment Chamber

Read the following:

This massive 40-foot-radius circular room contains a large platform with eight sets of stairs leading to a pedestal at the top. There is one door to the northwest and a river of black ichor flowing between a massive break in the northeast and southwest walls.

Platform and Pedestal. Stairs on the platform ascend 5 feet to a pedestal with a red button on it. When a

character presses the button, the pedestal rises 10 feet out of the ground, revealing a stasis cell beneath each set of stairs.

Sequestered Cells. There are eight cells embedded in the raised platform.

A DC 14 Intelligence (Arcana) check reveals that the lit chambers can be interacted with by verbal commands. When a creature says the command word "Unlock" or "Release" in front of a glowing red cell, the *sequester* spell containing its contents ends. Two of the cells are empty. The remaining six cells contain fungal half-dragon kobolds, treat them as **sprouts** (see Appendix D) with the following changes:

- **New Action: Acid Breath (recharge 5-6).** The sprout exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Secret Door. An entrance to a secret room (**area L19**) is embedded in the southeastern wall. A character within 30 feet of the door notices the outline of the secret door with a successful DC 15 Wisdom (Perception) check or a Passive Perception of 15.

L19. Surveillance Room

This small room has a peep hole that allows observation of the large containment chamber (**area L18**). There is a single panel with two buttons, one green and one red.

Encounter. There is one **sprout** and one **heavyweight** (see Appendix D for both creatures) wearing the tattered remains of an apprentice's cloak. They attack any creature that enters the room.

Green Button. When the green button is pressed, the platform in the large containment chamber (**area L18**) raises and all of the *sequestered* cells are released.

Red Button. When the red button is pressed, an acidic gas is released

into the large containment chamber (area L18). When a creature comes into contact with the acidic gas for the first time on a turn or starts its turn in it, it must make a DC 17 Constitution saving throw, taking 55 (10d10) acid damage on a failure, or half on a success. The acidic gas lasts for 1 hour, after which it is safe to re-enter the room.

L20. River of Black Ichor

A 15-foot-wide stream of viscous black ichor slides north down this breach in the stone walls.

Black Ichor. The black ichor here is extremely difficult to traverse. When a creature comes into contact with the ichor or starts its turn in it, they

must make a DC 13 Strength (Athletics) saving throw, taking 11 (2d10) necrotic damage and falling prone on a failure, or taking half of the damage on a success.

Additionally, for every minute that the characters linger in the river there is a 10% chance that two **black puddings** emerge from the ichor and attempt to consume the characters. The black puddings treat the ichor as normal terrain.

L21. Break Room

The half-dissolved body of a duergar miner with a rope attached to him is strewn over the railing leading into this 30-foot-wide by



45-foot-long room. There is an alcove on the eastern wall with a table embedded in it. On the table is a dwarvish sign next to a beautiful array of fresh fruits, vegetables, and salted meats.

Sign. The sign on the table reads “Do not tamper with the experiment” in Dwarvish.

Table. A DC 13 Intelligence (Arcana) check informs the a character that the table is enchanted with a variation of *gentle repose* that allows anything placed on it to be preserved indefinitely, at least in theory. The table is inscribed with the fear glyph of the *symbol* spell (save DC 17), which is triggered when a creature touches the food. The table can be dislodged from the wall with a successful DC 16 Strength (Athletics) check and moved 10 feet away to break the glyph.

Spread. The spread functions as a *heroes’ feast*.

L22. Security Checkpoint

This small room functions as a checkpoint before entering the observation deck (area L23). There are two desks for unloading items and a set of metal bins.

Encounter: Latch and Heavyweight. There is one **latch** and one **heavyweight** (see Appendix D for both creatures) in this room. They lash out at any sources of noise.

L23. Observation Deck

Read the following:

This 30-foot-wide room features a floor-to-ceiling glass barrier along the west wall. There are two doors, one to the north and another to the south. Scattered throughout the room are various tables and chairs with note-taking instruments.

Encounter: Sprouts and Superspreader. There are two **sprouts** and one **superspreader** (see Appendix D for both creatures) shambling around this room.

Desks. Characters that succeed on a DC 15 Wisdom (Perception) check notice the shattered remains of an orb in a desk near the back. A successful DC 14 Intelligence (Arcana) check identifies the orb as magical, and if they succeed by 17 or more they recognize the item as a shattered orb of dragonkind.

L24. Storage

There is nothing of value in this room.

L25. Dragon Chamber

Read the following:

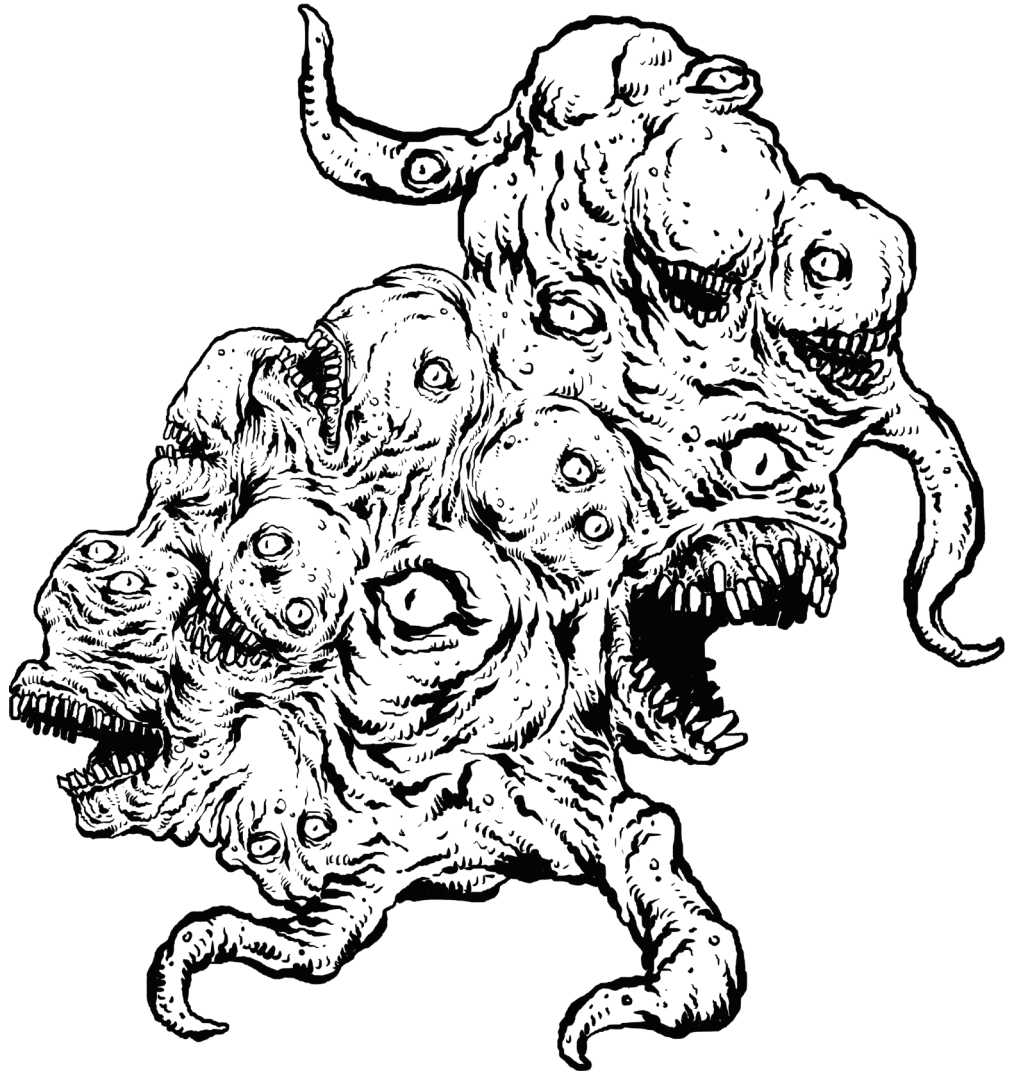
The smell of sulfur suffocates the humid air of this massive, 40-foot-radius circular room hewn out of natural rock. Chitinous fungi covers the walls and floors, climbing across stalactites, crescendoing into huge purple blooms. A bulbous fungal mound pulses slowly in the center of the room, three sprouts shamble around it.

Encounter: Sprouts. Characters that get within 40 feet of the fungal mound attract the attention of three sprouts (see Appendix D) lurking in this room. They attack without reservation.

Fungal Mound. When the characters get within 10 feet of the fungal mound in the center of the room, read the following:

Closer inspection of the mound reveals a large, lethargic eye with scaly black skin looking out from beneath the fungi. A moment later, a young copper dragon, its face and body split apart by winding fungi blooms, ruptures from the upper ceiling of the cavern room. It clings to the wall and bellows.

Encounter: Fungal Copper Dragon. There is one young black dragon in the center of the room buried beneath fungus and one fungal young copper dragon. The young black dragon is a non-combatant,



however the fungal copper dragon is extremely hostile and has no sense of self-preservation.

Ruu, the young black dragon.

After the fungal young copper dragon is defeated, the characters have an opportunity to speak with Ruu, the young black dragon encased in fungus. While young black dragons are typically understood to be selfish, evil creatures, Ruu is battered and its spirit broken. Ruu can tell characters the following:

- Ruu has been kept in this facility since it was a wyrmling.
- Axan, the young copper dragon, was captured as a wyrmling shortly after Ruu arrived.
- A duergar wizard named Sorcha was using her magic to create

half-dragon creatures.

- Ruu is tired and would like to rest. Characters can chisel away the fungus consuming Ruu's body, however it will take 8 hours of effort and they will need to cast *lesser restoration* twice to successfully heal Ruu. Once healed, Ruu is indebted to the characters and will do its best to help them survive whatever remains in the dungeon.

L26. Storage

This small 10-foot-wide closet contains brooms, buckets, and various other cleaning instruments.

Treasure. There is one *immovable rod* in the closet. A DC 12 Intelligence (Investigation) check identifies the metal rod as noteworthy.

L27. Alcove

Read the following:

The writhing bodies of several kobolds are melded together in a fungal mass at the end of this 20-foot-long hall.

Encounter: Kobold King. There is one **sprout** and one **kobold king** (see Appendix D for both creatures) embedded in the wall. When the characters walk within the kobold king's vision, it dislodges from the wall and chases after them.

Secret Door. A DC 14 Wisdom (Perception) check reveals a hastily sealed secret door on the eastern wall. Characters that listen at the door before entering hear footsteps scampering away with a successful DC 15 Wisdom (Perception) check.

L28. Homunculus's Secret Lab

Read the following:

This small, 10-foot-wide room is cluttered by a desk and an assortment of glass jars.

Encounter: Homunculus with a Jar. Underneath the table is a **homunculus** carrying a brain in a jar. The brain belongs to Sorcha, the duergar wizard that once ran the facility. The homunculus does not want to fight and attempts to flee or hide if it can. Unfortunately, the homunculus doesn't know much except that if the brain dies, so does it. Characters that are able to communicate with Sorcha's brain can have a conversation with Sorcha. She is greatly

displeased with her current situation and berates anybody who will listen.

L29. Groundskeeper Lounge

Read the following:

A sofa rots along the south wall. Three fungal sprouts meander clumsily throughout the room.

Encounter: Sprouts. There are three **sprouts** (see Appendix D) in this room.

Secret Door. A DC 14 Wisdom (Perception) check reveals a hastily sealed secret door on the western wall.

L30. Groundskeeper Barracks

Read the following:

One bunk bed is shoved against the north wall of this 15-foot-wide room. There is a bloated fungal creature gnawing on one of the beds.

Encounter: Superspreader. There is one **superspreader** (see Appendix D) in this room. It hungrily attacks any creature that disturbs it.

L31. Feed Storage

Read the following:

This natural stone area is stacked with dozens of barrels containing salted meats. There are also several body parts hovering in the air nearby.

Encounter: Black Pudding. The room is occupied by a **black pudding**. It waits patiently for creatures to enter its space.

Concluding the Adventure

Even if the characters survive the dangerous expedition into the heart of the lost laboratory, the threat of the parasitic fungus remains. As a sprawling, infectious threat it may appear anywhere.

Adventure Hook Resolutions

There were three adventure hooks mentioned in the introduction. Here is the resolution for each adventure hook:

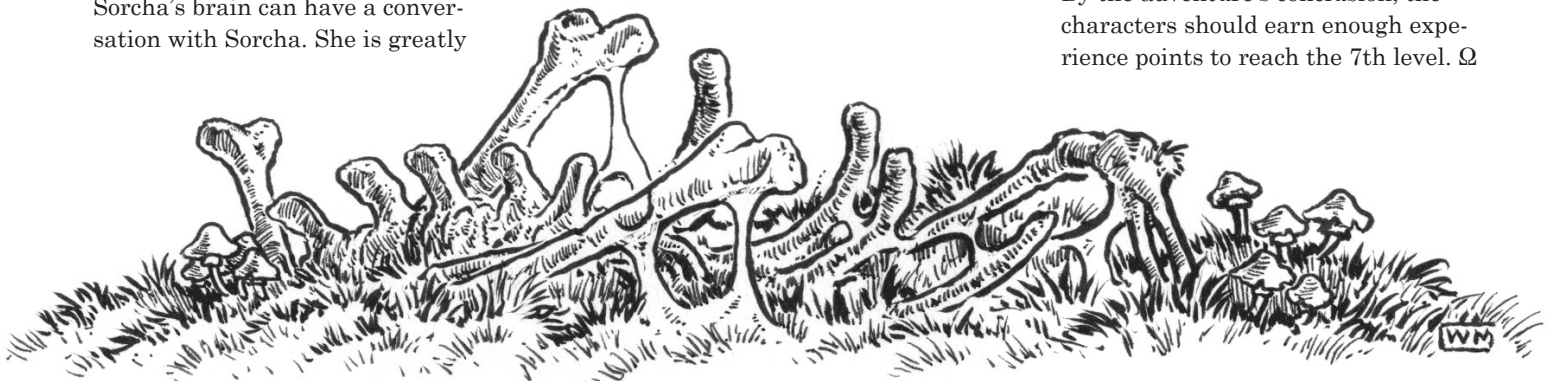
Top Secret. Whether or not the characters discover the shattered *orb of dragonkind*, the representatives of Iron Isles Mining Co. will be disappointed to learn that there is nothing valuable to be extracted from the location. They pay the characters 1000 gp for their effort and begin looking for new prospects.

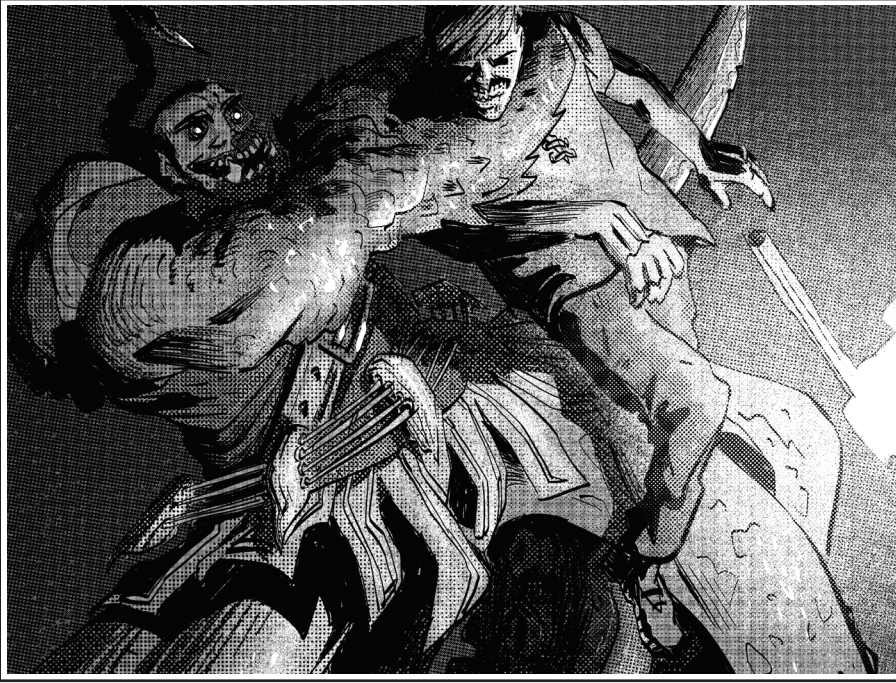
It's Free Real Estate. While the artifact in the lost laboratory was neither a *tidalstone* (see Appendix C) nor in working order, if the characters kept the shattered pieces, they can auction it off to a collector for 800 gp.

Lost Daughter. The township is grateful for the recovery of any bodies the characters were able to find. They pay 300 gp for each body returned.

Advancement

By the adventure's conclusion, the characters should earn enough experience points to reach the 7th level. Ω





KHAGRA AND THE BRINEBLOODS

BY TAVERNTALES ALEX

A 7th-level adventure for Fifth Edition

Cartography by Darryl T. Jones and Tim Hartin

Art by Matias Lazaro, Claudio Pozas, Maciej Zagorski, Jason Glover, Daniel F Walthall, and William McAusland

Khagra and the Brinebloods is an adventure for three to seven characters of 6th to 8th level, and is optimized for four characters with an average party level (APL) of 7.

The coastal town of Ash Hollow has been beset by hideous horrors that attack their boats and threaten their prosperity: the Servants of Xuag, creatures half orc, half squid, and entirely monstrous and brutal. While many are ignorant of their origin, there are a few that understand that Khagra, the orc warlock, leader of the Brineblood clan, and dutiful subject of the fabled kraken, Xaug, is responsible for creating these abominations and setting them loose upon the people of Ash Hollow. But why?

Recently, it has been discovered that the Brinebloods anchored their ship and set up camp on a thin coastline under the Gretter Cliffs, where the rumored artifact, the Spear of Ktji, is said to be entombed in an ancient duergar temple deep within the rock. What Khagra and the Brinebloods could want with the Spear of Ktji is anybody's guess, but there is much interest in stopping them. In this adventure, players will have to chase down the Brineblood clan, defeat Khagra, and uncover the secrets of the ancient temple of the duergar.

Adventure Background

A thousand years ago, the duergar worshipped Zozyg, the great leviathan and equal to the kraken Xuag. The kraken and the leviathan were fierce enemies for millennia, until Zozyg was finally bested and killed by Xuag in combat. High on the thrill of victory, Xuag brought his rage against the duergar, destroying their people and their creations over the following years. Though much was laid to waste, one relic of the duergar remains, hidden deep within the Getter Cliffs near Solemn Beach—the Temple to Zozyg. The Temple to Zozyg is where the duergar kept

the fabled Spear of Ktji, a powerful artifact crafted by the duergar priest, Ktji, from a tooth of Zozyg. Said to be capable of felling great beasts with a single strike and having the power to command waves, he or she who wields the spear demands respect on the open sea. This secret was lost to history until recently, when Khagra was given a vision of its location by his patron Xuag, the slumbering kraken. Empowered with Xuag's blessing and inspired by the kraken's command, Khagra has set out to the Gretter Cliffs to retrieve the spear in the name of his patron. Using the ancient eldritch magics gifted to him by the kraken, Khagra has turned the most loyal of his Brineblood followers into **Servants of Xuag** (see Appendix D), and has been using them to terrorize any ship that dares sail towards the Gretter Cliffs and Solemn Beach, the area of coastline where the entrance to the temple can be found. After finding his way into the temple hidden within the rocks, Khagra has been working methodically to bypass its traps and protections in order to reach its depths, where the Spear of Ktji rests.

The Brinebloods

The Brinebloods are an orc pirate gang that have terrorized Ash Hollow and its surrounding coast line for the past few years. The warlock Khagra is their fearsome leader, and there are few who would dare challenge him in direct combat. He has the Brinebloods operating as much as a cult as they do a pirate gang; participating in unholy rituals to Xuag and committing sacrifices in his name. Their ships, named Ol' Pulverizer and Bonebreaker, have their broadsides painted with their crest: a humanoid skull splattered with blood. Though the Brinebloods have always been a force to be reckoned with, it is only recently that they have added the monstrous Servants of Xuag to their ranks. Historically,

the Brinebloods have raided ships, looted, and pillaged as they pleased, all while evading capture. But recently, their increasing focus on the Gretter Cliffs and their encampment at Solemn Beach has made them more aggressive and territorial, turning them from more of a nuisance into an oppressive regional threat. Their brutal combat prowess is augmented by Khagra's eldritch magic to make the Brinebloods capable foes.

Adventure Synopsis

The characters will hear of Khagra and the Brineblood threat and their planned acquisition of the Spear of Ktji at the Temple to Zozyg. After securing passage on Ruston 'Fuze' Crawford's boat to the Gretter Cliffs, they'll be attacked by a water elemental and a Servant of Xuag—a minion of Khagra. After arriving at Solemn Beach under the Gretter Cliffs, Fuze will allow the party to make their own way towards the temple. Anchored just offshore is the Brineblood ship Ol' Pulverizer, which the characters can choose to investigate or ignore as they head into the temple built into the cliffs. Once inside, they'll have to navigate the temple's interior and beat Khagra and the Brinebloods to the Grand Hall, where they'll find that the Spear of Ktji is hidden away in another location, though a worthy prize, the *Tooth of Zozyg*, can still be found in the stone hands of the temple's final guardian.

Adventure Hooks

There are a number of reasons why the characters may have an interest in tracking down the Brinebloods. Here are a few hooks you could use to get the party involved in the storyline:

An Angry Rival. Captain Bloodbraids, the leader of a rival pirate gang, wants to see Khagra dead and the Brinebloods scattered for good. Though he would love to do the kill-

ing himself, he is both occupied with his current raiding commitments and also secretly afraid of what may lurk in the Temple to Zozyg. He offers each party member 200 gp for the head of Khagra, plus an additional 10 gp for each Brineblood head they can bring him.

Desperate Traders. A number of merchant traders have pooled funds to hire mercenaries to deal with the Brineblood threat, which obstructs their trade routes and impacts their profits. They have pooled together 1000 gp in total for proof of Khagra's death and the destruction of the Brineblood ships, Ol' Pulverizer and Bonegrinder.

A Panicked Plea. Thomas Elvelon's son was abducted in a Brineblood raid on Ash Hollow over a week ago. Knowing that he must do everything he can to save his son if there is any chance he is still alive, he pleads with the adventurers to track down the Brinebloods and save his son by any means necessary. He cannot offer much, save for his entire life-savings (11 gp, 47 sp) and his eternal gratitude.

Securing Passage

The adventure formally begins by assuming that the adventurers need to secure passage to the Gretter Cliffs from Ash Hollow. If the party is not already aware, they may ask around the village to assess their options, which may lead them to Ruston 'Fuze' Crawford (LN male human **commoner**), a grizzled veteran sailor who has operated a crabigator hunting boat on the coasts of Ash Hollow for decades. Fuze, a wiry man in his mid-fifties with a salt-and-pepper beard, has his own reasons for wanting to see the Brinebloods dealt with. The Gretter Cliffs and the waters that surround their coastlines are prime territories for crabigator hunting; a primary economic backbone in Ash Hollow. With the heavy Brineblood presence there,

ships have not been able to approach the area for fear of reprisal.

Though Fuze is interested in seeing the Brinebloods dealt with, he will not risk his ship or his crew without some form of compensation or persuasion. Below are a few of the methods Fuze may be convinced to offer the party passage to the Gretter Cliffs:

Keep it simple. Gold greases all wheels. Fuze will ferry the party to the Gretter Cliffs and back in exchange for 200 gp, enough to pay him, his crew, and insure his ship in the event of damage.

Help with a little problem. Four months ago, Fuze lent 40 gp to a former crewmate of his to help him get his own hunting boat into operation. Despite promising to pay Fuze back, the crewmate, named Joffrey (LN male human **thug**) has been avoiding Fuze and refusing to pay up. For Fuze, this is a matter of principle, and he doesn't want to risk confront-

ing Joffrey directly for fear of violent retaliation. If the party can retrieve what is owed from Joffrey, Fuze will ferry them to the Gretter Cliffs and back.

Joffrey can usually be found at the Dead Pig inn, drinking with his new crewmates (six **bandits**).

Appealing to compassion. Fuze is an honorable man, and can be made to see the benefit in working for the greater good. He can be convinced to give the characters passage to the Gretter Cliffs for the good of Ash Hollow and the surrounding settlements with a successful DC 18 Charisma (Persuasion) check. If he is told of Thomas Elvellon's son and his potential captivity at the hands of the Brinebloods, the DC of this check is reduced to 12.



On the Open Sea

Once the characters have secured passage and have left Ash Hollow, it is only a few hours of sailing before they reach the Gretter Cliffs and their coasts. Fuze explains that he will bring his ship up around the west side of the cliffs, allowing for the party to make their approach in a small rowboat to better avoid detection and reduce the risk to Fuze's ship. When the party and their ship are within 6 miles of the Gretter Cliffs, read aloud the following:

Abruptly, the sea becomes choppy and the ship begins to rock violently on the waves. Suddenly, screams are heard as two monstrous forms ride a cresting wave that crashes right into the mid-deck of the ship. Two creatures, half-orc and half-squid, with a mass of tentacles below their midsections and crab-like claws sprouting from their arms, land on the deck and move to attack the nearest player character.

Encounter: Servants of Xuag.

The creatures are two **Servants of Xuag** (see Appendix D), aided by a **Water Elemental** that remains in the water attacking anything it can reach from beyond the ship. The Servants of Xuag recognize the characters as threats and prioritize them as targets. The Servants of Xuag are blood-lusted in the service of Khagra and the kraken, and fight until they are destroyed. If questioned, they offer nothing but vile threats and promises that "Xuag will consume all. We are nothing."

Crew in combat. Despite hearing stories of the "orcsquids", neither Fuze nor the crew members have ever personally seen a Servant of Xuag. In combat, they aim to protect themselves first and foremost, fleeing from danger whenever possible and allowing the accomplished adventurers to handle the threat.

After defeating the Servants of Xuag, it is only a short while before the sheer, towering Gretter Cliffs come into view at the edge of the horizon. When the ship is within 1 mile of the cliffs, Fuze lowers a rowboat into the water so that the party may make the rest of the way towards Solemn Beach. Fuze also provides the party with a *talking shell* (see Appendix C), and tells them that he and his crew will remain nearby for a period of 48 hours. When the adventurers are ready to leave, they need only to contact him with the *talking shell* and he will come retrieve them.

Solemn Beach

Solemn Beach is the name for a particular area of coastline bordering the Gretter Cliffs, named for the foreboding statue that dominates its horizon. As the characters approach by following the coastline from the west, Solemn beach will soon come into view.

Read aloud:

A rocky beach spreads outward from the cliff face as you travel westward, following the coastline. Soon, a few hundred feet away, a ship with the image of a blood-spattered skull painted onto its broadside can be seen anchored just offshore. On the beach itself is a towering statue of black obsidian, at least a hundred feet tall, of a duergar priest holding a spear high into the air. The beach itself is littered with driftwood and flotsam.

The ship, Ol' Pulverizer, belongs to the Brinebloods, and is anchored outside the temple while their other ship, Bonebreaker, prowls the sea for raiding targets. While Khagra commanded that lookouts should be stationed on the deck of Ol' Pulverizer at all times while other members of the Brinebloods enter the temple, they have retreated to its inner quarters to play card games with the other

crew members on board. A character who succeeds on a DC 15 Wisdom (Perception) check from a distance can deduce that there are no orcs currently stationed on its upper deck or crow's nest. Whether the adventurers know it or not, they can safely row towards the beach or Ol'Pulverizer without being detected.

Duergar statue. The duergar statue stands close to the cliff face and acts as the entrance to the Temple to Zozyg beyond. Characters who succeed on a DC 12 Wisdom (Perception) check can notice sets of footprints in the rocky sand leading from the shoreline to the rear of the statue, where they stop and coalesce into well-tread ground. Characters who spend at least 10 minutes investigating the statue or who succeed on a DC 12 Intelligence (Investigation) check find a secret door mechanism in the rear of the statue. Pulling a hidden lever slides open a door cut flush into the stone, revealing a pitch-black passage into the earth below, leading to **area 1** of the Temple to Zozyg.

Ol' Pulverizer

Ol' Pulverizer is a sailing ship that has been fitted with two large harpoon guns on its port and starboard sides. The Brinebloods use the guns for their own occasional whale hunting as well as to intimidate and sink other ships. Characters can board the ship by climbing the rigging draped over its port side, which faces outwards to the sea, with a successful DC 10 Strength (Athletics) check.

Unless otherwise stated, its features are described as follows:

Ceilings. The ceilings in the lower deck, holds, and cabins are 8 feet high with 6-foot-high doorways.

Doors. The ship's doors are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 12 Dexterity check made using thieves' tools, or the door

can be forced open with a successful DC 18 Strength (Athletics) check.

Footlockers. Footlockers on the ship are iron and have AC 19, 18 hit points, and immunity to poison and psychic damage.

Light. Hanging lanterns cast dim light throughout the ship.

Rigging. Rigging on the deck and above can be climbed without an ability check. Rigging draped over the sides of the ship can be climbed with a successful DC 10 (Strength) Athletics check due to it being wet, slimy, and slippery.

Sails. The ship has three 80-foot-tall masts with sails to catch the wind and oars on the lower deck for rowing.

1 - Main Deck

Ol' Pulverizer's main deck is empty of guards. Sounds of deep laughter and muffled conversation can be heard from the hold below. Two sets of stairs near the ship's stern and bow lead upwards to the quarterdeck and forecabin, respectively.

Harpoon Guns. Ol' Pulverizer has two harpoon guns mounted on opposite ends of the deck, along the port and starboard sides. Each gun has 4 additional harpoons stacked beside it.

Hatch. A hatch door in the middle of the deck leads downward to the lower deck area.

Railing. The main deck has a 3-foot-high wooden railing around its perimeter.

Rowboat. A single rowboat rests near the bow of the ship on the main deck.

2 - Captain's Quarters

There is a bed, a footlocker, and a desk inside this cabin, which serves as Khagra's quarters while the ship sails. A bounty poster, scribed in a distant settlement, depicting Khagra's face with a gold reward of 500 gp is nailed to the wall. There is nothing of value to be found here; Khagra has made sure to take all of his notes and valuables with him to

THE BRINEBLOODS

the camp inside the Temple to Zozyg.

3 - Navigator's Quarters

This room holds a bed, a footlocker, and a desk, atop which are a handful of nautical navigational tools, including a sextant and a regional map.

The footlocker is locked. It can be opened with a DC 12 Dexterity check using thieves' tools. Inside is a coin purse containing 32 gp and 54 sp, as well as a pouch of spell components.

4 - Kraken Shrine

The door to this room is locked.

The key is carried by Khagra at all times. Inside, a 3-foot-tall wooden totem carved to resemble a kraken is mounted on a small pedestal against the east wall. On the floor, the wood is painted with esoteric arcane sigils and words in deep speech. A jar of eyeballs suspended in a clear liquid rests on a shelf on the north wall.

Khagra uses this shrine to receive omens and communications from Xuag. The Deep Speech on the floor reads "Xuag, oh great unholy".

5, 6, 7 - Crew Bunks

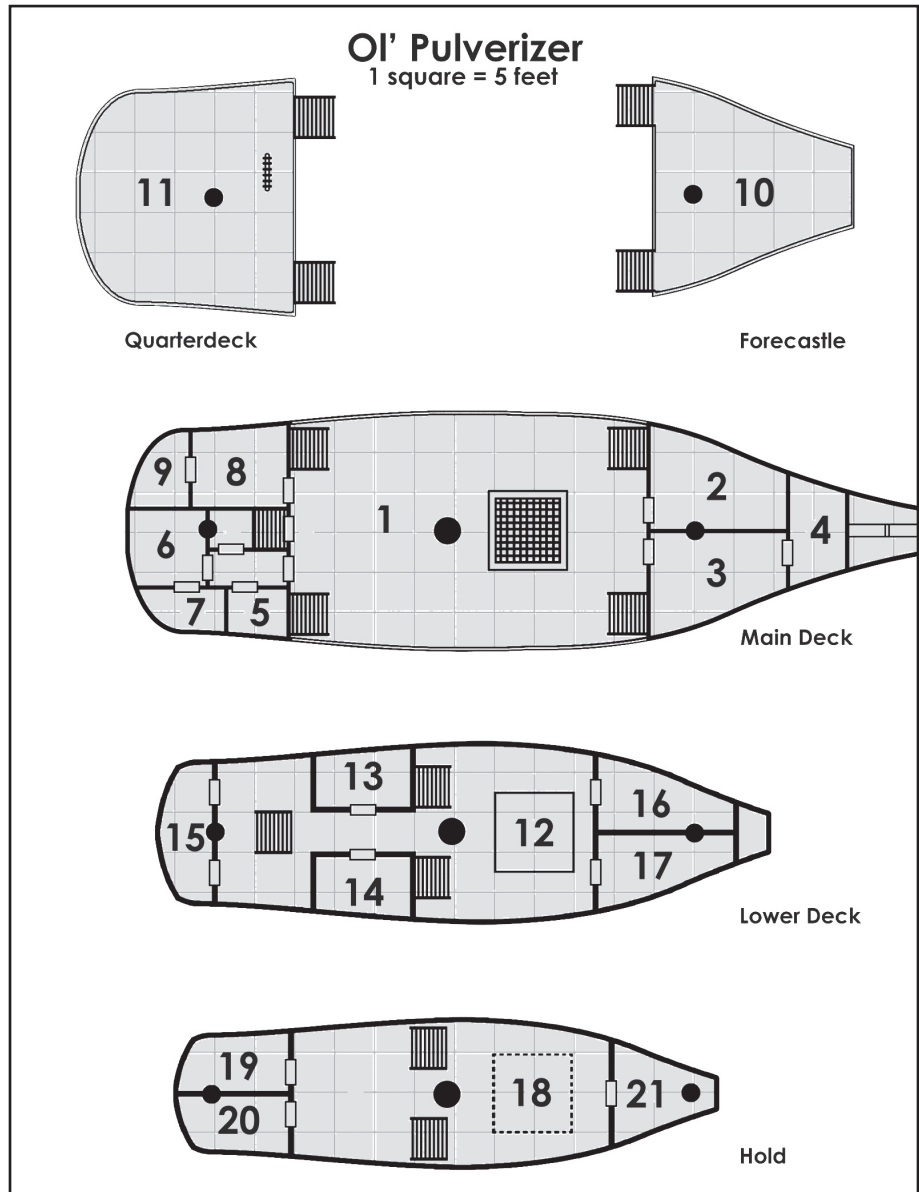
Each of these rooms is filled by hammocks suspended from iron hooks in the ship's walls.

These rooms are mostly empty of valuables, but a successful DC 15 Intelligence (Investigation) check of the bunks uncovers a ruby worth 75 gp sewn into one of the hammocks.

8 - Spiritualist's Quarters

A bed, desk, and wooden table spattered with dried blood fill this room. A door in the west wall is closed. Above the table, a leather bag hangs from a nail in the wall.

This room is where the Brineblood spiritualist rests and performs necessary medical interventions on the crew. The leather bag is filled with spare bones of both humanoid and mammalian variety, and is used for spellcasting and spiritual communication.



9 - Medicine Closet

This small room is packed with shelves jammed full with medicinal supplies, roots, herbs, and other apothecarial items. It smells strongly of spice.

Characters who search this room can find any manner of common spell component. A character who makes a successful DC 14 Wisdom (Perception) check can spot two scrolls rolled up and tucked away behind some other ingredients, these are *spell scrolls of alter self* and *spell scrolls of speak with dead*.

10 - Forecastle

The forecastle has a 3-foot-high rail around its perimeter and is adorned with an iron figurehead resembling a coiled tentacle.

11 - Quarterdeck

The quarterdeck has a 3-foot-high railing around its perimeter and hosts the ship's wheel, which stands at the aft.

12 - Lower Deck

Two long wooden tables fill the lower deck, and are surrounded by circular



wooden stools. A few crates are piled against the north and south walls, and the floor is littered with liquor bottles.

Encounter: Orcs. Ten orc crewmembers are seated around the tables, engaged in heavy drinking and an intense game of cards. While playing, they have disadvantage on any Perception checks due to their distraction.

A betting pot worth a cumulative 23 gp is piled into the center of one of the

tables. One of the orcs in this room holds the key to the ship's armory (area 19).

What the Crew Knows. If intimidated or persuaded to reveal what they know about the plans of Khagra and the rest of the Brinebloods, crewmembers may share any or all of the following information, at GM discretion:

- The other Brineblood ship, Bonebreaker, may be returning to

Solemn beach any day now.

- Khagra led his lieutenants and about 15 other orcs into the Temple to Zozyg.
- The Temple to Zozyg can be accessed via a hidden door in the back of the statue on Solemn Beach.
- Khagra had planned to stay within the Temple to Zozyg for days, if necessary, to locate the Spear of Ktji.
- Khagra entered the temple earlier yesterday and has remained inside with the rest of his men since.

13, 14, 15 - General Storage

These areas hold crates and barrels of tar, rope, extra material to repair sails, and other supplies necessary for ship maintenance.

16 - Privy

This room holds a single wooden bench carved with three holes that hold chamber pots.

17 - Rations Storage

This room holds crates and barrels of dried meats, stale biscuits, and other food items stolen from other ships.

18 - Hold

This area is bare. On occasion, it is used to hold raiding captives or other extra passengers.

19 - Armory

The door to this room is locked. This room holds spare weapons and armor for the Brinebloods; its walls are lined with racks and hooks adorned with supplies. The armory contains the following items:

- Twelve spears
- Ten bucklers (treat them as shields)
- Fifteen daggers
- Thirteen shortswords
- A single silvered longsword

20, 21 - Spare Cabins

Before this ship was taken over by the Brinebloods, these rooms served as guest cabins. Now, their beds and desks are stripped bare, and the cabins are currently unused.



Temple to Zozyg

The Temple to Zozyg is an ancient temple built into the Gretter Cliffs at Solemn Beach, long-abandoned by a faction of duergar that worshipped the leviathan, Zozyg. After Zozyg was killed by the kraken Xuag, the duergar worshippers were driven out from the temple. The temple is currently being explored by Khagra and the Brinebloods, who hope to find the fabled Spear of Ktji within its halls. Unless otherwise stated, its features are described as follows:

Ceilings. Ceilings in the temple's rooms are built from dark granite, 40 feet high, vaulted, and carved with reliefs depicting various images of Zozyg the leviathan. Ceilings in the temple's hallways are 20 feet high.

Floors and Walls. Like the ceilings, floors and walls are built from the same dark granite. Walls are 3 feet thick.

Doors. Doors are made of beaten bronze or iron. Though they are heavy, they can be opened without much trouble.

Light. The temple is dimly lit by everburning torches mounted on the walls in its rooms and hallways.

Unsafe Stonework. After the attack by Xuag and the passing of millennia, the structural integrity of the foundation walls and archways supporting the ceilings has been compromised in some areas. As a result, some spells or activities may have consequential effects. A spell such as *fireball* or *thunderwave* has a 10 percent chance to cause a ceiling collapse twice the size of the spell's area, dealing 16 (3d10) bludgeoning damage to all creatures in the area. This collapse might block or bury objects or exits.

Secret Doors. Secret doors were crafted throughout the temple by the duergar in the event of assault. They are well-crafted, requiring a successful DC 15 Wisdom (Perception) check to notice.

Keyed Locations. The following locations are keyed to the map of The Temple to Zozyg on page 98.

1 - Entrance Tunnel

This 5-foot-wide hallway extends for 35 feet before bending southward. Its walls are carved with reliefs depicting rows of duergar faces, their features animated with expressions of anger. Characters with a passive Perception of 12 or higher can hear gruff, muffled voices that sound like they originate from the room beyond.

Encounter: Orcs. The voices come from two **orcs** speaking to each other in their own tongue, temporarily stationed as guards just beyond the entrance hallway. Characters who understand Orc can discern that they are expressing frustration with their guard duties, and that they want to "pillage the place" like the rest of the clan.

2 - Statue of Offering

A 10-foot-tall statue of a serpentine leviathan carved from obsidian dominates the room along the east wall. Two iron braziers are bolted to the floor in front of the statue. The room is littered with small carvings

of stone and wood depicting various aquatic creatures and other wildlife. The floor in front of the statue is dirty with what appears to be relatively fresh vomit. Doorways exit to the north, east, and south.

Encounter: Orcs. Two orcs guard this chamber, as instructed by Khagra. They immediately attack intruders. They fight until one falls, at which point the other attempts to flee, calling for help from the rest of the clan (in **area 13**).

Hazard: Leviathan statue. The statue depicts Zozyg, fabled enemy of Xuag. The small carvings that surround it were originally left as offerings signifying Zozyg's greatness by the duergar. The statue has now been afflicted by the kraken's magic. Any creature that touches the statue must make a DC 16 Constitution saving throw or be overcome by intense seasickness, causing them to immediately vomit. The seasickness quickly fades in a matter of minutes, but will immediately trigger again if the statue is touched.

Secret Door. The doorway to the south is a secret door that was found and then left opened by Khagra and the Brinebloods.

3 - Looted Room

Old bed frames and other pieces of rotting furniture in various states of disrepair fill this room, which used to serve as clergy quarters for the duergar priests. It has been torn apart by the Brinebloods in search of treasure. Doorways exit to the north and south.

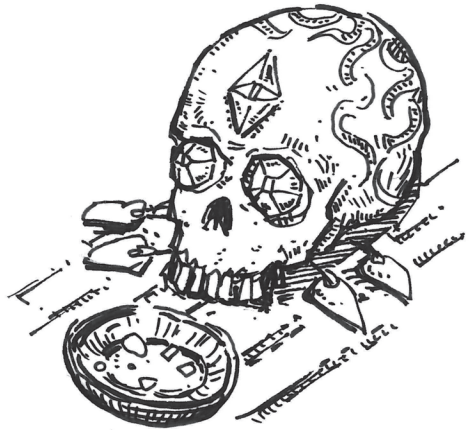
4 - Trapped Hallway

This long hallway extends for 95 feet before reaching a door at its eastern end. Halfway through the hallway, the crumpled bodies of two orcs have been left on the floor.

Trap: Glyph of Warding. This hallway leads to the tombs, which the duergar have protected with glyph traps carved into the walls. There are three glyphs carved into the walls,

one 40 feet from the western end, one 50 feet from the western end, and another 60 feet from the western end. These are *glyph of warding* spells set to trigger against any non-duergar creature that attempts to pass them, casting an explosive *lightning* rune in the area. After detonating, the glyphs' magic recharges and resets after 24 hours.

Orc Bodies. The bodies are what remain of the first and only Brineblood orcs to enter this hallway. They triggered the first glyph 40 feet from the southern entrance and were immediately killed. Khagra, noticing the other glyphs further up the wall, decided to focus his efforts elsewhere in the temple and return later. A successful DC 10 Wisdom (Medicine) check confirms the cause of death as a likely evocation spell, due to the network of burn marks over the bodies.



5 - Collapsed Chamber

Much of the eastern end of this room has collapsed into rubble. A toppled statue of a duergar in priestly vestments lies amongst the debris. Stone benches flank the northern and southern walls. Despite the structural collapse, a narrow path through the rubble extends from the east and then bends southward. A door exits to the south.

This room was a small shrine used for minor prayers for the dead buried within the tomb beyond. The hallway

to the tomb in its original form has partly collapsed, though a pathway to a small natural crawlspace can still be found through the rubble.

Natural Crawlspace. The pathway through the rubble extends for about 15 feet before ending in a larger collapsed wall. Characters of Small size or smaller can squeeze through this natural crawlspace into the tombs beyond. Clearing a larger path through the rubble would take at least one hour of careful work by at least two able-bodied individuals, and, even if cautious, still has a 25 percent chance of triggering a larger ceiling collapse, dealing 16 (3d10) bludgeoning damage to creatures in the area.

6 - Tomb Antechamber

Much of the northwestern portion of this long, spacious antechamber has collapsed into rubble. There are two doorways along the east wall, both flanked by a pair of warrior duergar statues, their axes crossed against their chests. A cistern in the middle of the room is filled with fouled water that drips from a seam in the ceiling above. Doorways exit to the west and south.

Cistern. A character who investigates the cistern notices a humanoid skull sitting at the bottom, its skull adorned with a sapphire set into its cranium. The skull is currently being used as a shell by a Gretter hermit crab. A character who removes the skull from the cistern must succeed a DC 12 Dexterity saving throw or suffer 4 (1d8) poison damage as the crab attempts to pierce them with its venomous claws. The Gretter hermit crab uses **crab** statistics.

Treasure. The gem-adorned skull it is using as its shell is a relic of the temple. The sapphire is worth 150 gp.

7a - Bare Tombs

Each of these rooms is identical, containing rows of dusty crypts set into the walls. The duergar buried their common dead here, and the

bodies were laid to rest with nothing but simple clothing and worthless personal effects.

7b - First Sea Priest Tomb

A plaque set into the north wall of this alcove reads “*Gormthi, Sea Priest of Zozyg*” in Undercommon.

Treasure. On a shelf above the plaque is a skull adorned with a sapphire set into its cranium. The sapphire is worth 150gp.

7c - Second Sea Priest Tomb

A plaque set into the north wall of this alcove reads “*Bortam, Sea Priest of Zozyg*” in Undercommon. An empty shelf extends from the wall above the plaque. The gem-adorned skull that originally sat here was taken by the Gretter hermit crab in **area 6**.

8 - Tomb of Drarog

A single extravagant sarcophagus rests along the east wall of this chamber, its lid carved with a depiction of the body entombed within it. An iron brazier is bolted to the floor in the middle of the room. The bottom of the sarcophagus is inscribed with the words “*Drarog, High Rector of the Deep*” in Undercommon. Characters with a passive Perception of 14 or higher notice thin lines of yellow mold pushing their way out from under the lid of the sarcophagus.

Hazard: Yellow Mold. A foul yellow mold has grown within the sarcophagus in the time since Drarog’s burial. Any creature within 5 feet of the sarcophagus when it is opened must make a DC 15 Constitution

saving throw or take 16 (3d10) poison damage from the spores that get released into the air.

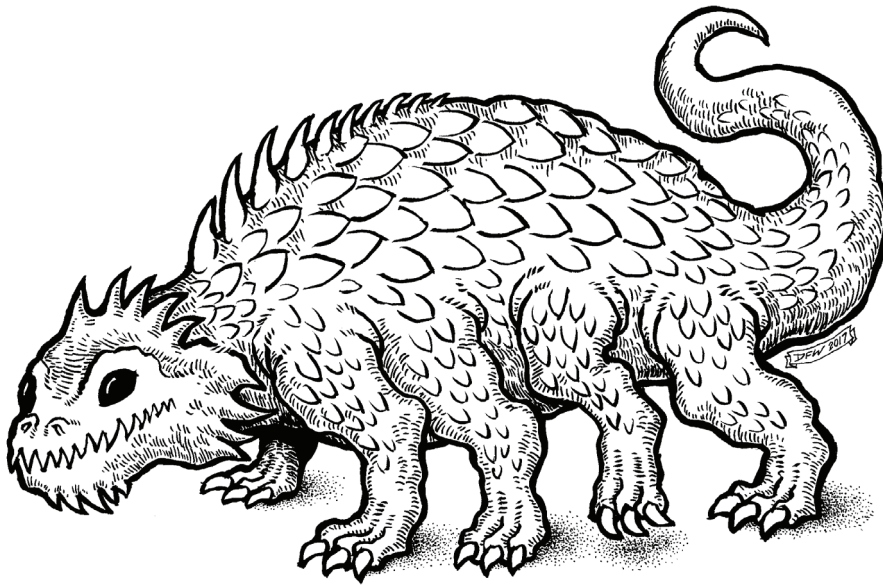
Treasure. Buried with Drarog’s body is a *ring of water breathing*.

9 - Basilisk Den

Much of the southern portion of this room has collapsed, and a tunnel has been carved out of the surrounding earth near the south wall that leads to the west. Rubble almost entirely covers a closed sarcophagus against the east wall. Characters with a passive Perception of 14 or higher notice two rats made of stone that look like bites have been taken out of them.

Encounter: Basilisk Tunnel. A family of three **basilisks** have carved a tunnel into this room from the surrounding rock and are using the area





as a lair, feeding on stray rats and other wildlife. They sleep near the end of the tunnel, waking if they hear any disturbance in the room beyond.

Treasure: Khagron's Sarcophagus. A character can make a successful DC 12 Strength (Athletics) check to clear the rubble that covers the sarcophagus. Its bottom is inscribed with the words "Kagron, High Rector of the Deep" in Undercommon. Inside is Khagron's skeletal body and a jeweled chalice worth 50 gp.

10 - Fate of the Damned

A dozen skeletons are chained to a massive pillar that runs from floor to ceiling in the center of this perfectly circular room. The pillar itself is covered in relief carvings depicting unfortunate souls being tossed into the ocean and consumed by a mighty serpentine beast. The walls of the room are full of holes spaced equidistantly around its circumference, and a large iron grate is set into the floor.

This room is where the Priests of Zozyg sacrificed those who had committed crimes against the clan or who had blasphemed against the leviathan. The holes in the wall connect to a complex network of tunnels

and mechanical systems which direct water into the chamber during high tide before the room drains again at low tide. Prisoners were manacled to the pillar and left to drown.

Skeletal Bodies. The skeletons are mostly duergar, though there are two human skeletons amidst the remains. All of them are unclothed, and a DC 10 Wisdom (Medicine) check reveals that none of the skeletons has suffered significant structural damage that would indicate a cause of death.

11 - Shrine to God of Storms

A three-tiered fountain made of black obsidian bubbles softly with clear blue water in the middle of this room. Atop the highest basin of the fountain is a figurehead carved to represent a fist clenched around a bolt of lightning. A stone bench lines each of the room's four walls. Doors exit to the north and south.

Hazard: Fountain of Itnir. Itnir is an obscure duergar god of storms and calamity—the fountain was built in worship to him and is blessed with his magic, which keeps its waters clear and ever-flowing. A character can recognize Itnir's iconography with a successful DC 20 Intelligence

(Religion) check. The fountain's lowest basin is filled with copper and iron coins. The first time a creature attempts to remove a coin from the fountain or offer a coin to the fountain without making a prayer to Itnir, they must make a DC 16 Dexterity saving throw or be struck by a bolt of lightning that emerges from the ceiling and deals 13 (3d8) lightning damage. Creatures struck by this phenomenon cannot activate it again for a period of 24 hours.

12 - Council Chambers

A 15-foot-long iron meeting table fills the middle of this room and is surrounded by high-back iron chairs, each with a different sigil engraved into its back. Four life-sized statues of duergar priests flank the north and south walls. An empty hearth, grand and cold, fills an alcove in the east wall. Orcish graffiti scrawled in blood covers the table and much of the statues.

The Brinebloods came through this room not long ago and defiled it after finding nothing of value. The council of Zozyg High Priests used to meet in this chamber. A character who makes a successful DC 15 Wisdom (Perception) check can hear the ghostly echoes of animated voices that speak in distant, indecipherable words; all that remains of the council after it and the rest of the temple fell to Xuag.

13 - Forge

A towering forge fills the middle of this spacious chamber. It has four hearths pointing in each of the cardinal directions, each crafted to resemble the snarling mouth of a large sea beast. Anvils surround each of the hearths. A weapon rack lines the south wall, stocked with what remains after the defeat of the duergars. A door exits to the east.

Encounter: Brinebloods. Unless they have been alerted to a disturbance elsewhere in the temple, a



Servant of Xuag (see Appendix D) is overseeing two **orc veterans** as they comb through the weapon rack and investigate the hearths in search of anything valuable. The Brinebloods immediately attack any intruders. While the Servant of Xuag will fight to the death, the orc veterans will attempt to flee through the secret door to the west to alert Khagra if they have fewer than 20 hit points remaining.

Weapon Rack. Despite the orcs' hopes, the weapons that remain on the rack are serviceable, but ordinary. The rack holds 3 spears, 4 long-swords, and a warhammer.

Secret Door. A secret door is hidden into the west wall and connects to a hallway between **areas 2** and **11**.

14 - Meditation Room

Six stone benches, each 10 feet long, are arranged equidistantly in the middle of this otherwise completely bare room. On the floor in front of each bench are the words "strength in serenity" engraved in Undercommon. Doors exit to the north and east. The clergy built this room for meditation, which was an important ritual of their belief and worship practices.

15 - The Story of Zozyg

The walls of this doughnut-shaped chamber bear thirteen separate relief carvings arranged in a clockwise sequence around the room. Each carving depicts a separate event in the story of Zozyg, beginning with his creation at the hands of Itmir, through

his conquests over other beasts and rebellious tribes, and ending with his (then current) status as the overlord of the sea. To the east, the room extends into a longer ten-foot-wide hallway, the walls of which are lined with alcoves holding dozens of small stone tablets. A double doorway exits at the end of the hallway, and another set of double doors exits at the southeastern end of the doughnut chamber.

Treasure: Stone Tablets. These stone tablets are 10 inches tall by 3 inches wide. Most of them are etched with prayers to Zozyg and to Itmir. A character who makes a successful DC 12 Wisdom (Perception) check can realize that some of the tablets are etched with magic very similar to spell scrolls—though most of the

tablets' magic has faded, two tablets remain usable. They function as a *spell scroll of plane shift* and a *spell scroll of planar ally*.

16 - Hall of Records

The ceiling in this chamber climbs as high as 100 feet, allowing for rows upon rows of stone shelves to climb up the walls and fill most of the floor-space. Many of the shelves still hold ancient books and weathered scrolls. Narrow ladders constructed of iron and stone reach as high as the ceiling and lean against the walls between rows of shelves. Some books and scrolls have been pulled from their shelves and litter the ground. Two double doorways exit to the west and east. In front of the doors to the east lie the bodies of two orcs, their skin blackened and dry.

Dead Orcs. The orcs were killed by a symbol glyph cast onto the door to the antechamber (**area 18**). A DC 18 Wisdom (Medicine) check or a DC 15 Intelligence (Arcana) check reveals that they sustained an intense burst of necrotic energy. They had been sent ahead by Khagra, who had been suspecting that the temple would be trapped. After his underlings were felled by the glyph, Khagra continued into the antechamber and closed the doors behind him.

Navigating the Stacks. The ladders are fitted with small wheel mechanisms to allow them mobility throughout the library, though many of them have become stuck with age. A character can find a working ladder with a successful DC 10 Intelligence (Investigation) check or fix a broken one with a successful DC 15 Dexterity check using mason's tools. If characters decide to spend time searching the library, have them make an Intelligence (Investigation) check. A character with a working ladder makes this check with advantage. Depending on the roll, they can find the following items in the library:

Navigating the Stacks.

Check	Result
0-5	Nothing of value; only old tomes with ancient and irrelevant information.
6-10	A hollowed out book with a personal trinket inside.
11-14	An old map of the surrounding region, marked with secret treasure locations.
15-18	A small collection of rare books worth 300 gp.
19+	A <i>Tome of Understanding</i>

Secret Door. A secret door connects this room to a hallway leading to **areas 19** and **20**.

17 - Study Area

Stone tables and benches arranged in horizontal rows fill this chamber. A large oil painting depicting a hellish, foreign landscape hangs on the wall and has been slashed across its length; its canvas drooping towards the floor.

The clergy originally used this room for studying scripture and scholarly works. The painting was commissioned by a High Rector of Zozyg, it represents the fate of the world should Zozyg ever lose his seat of power.

18 - Grand Hall Antechamber

The walls, floor, and ceiling of this otherwise bare chamber are etched with duergar runes that glow with a deep purple light. To the east is a set of double doors, relief-carved to depict the gaping maw of a monstrous sea creature.

Encounter: Khagra. The leader of the Brinebloods, **Khagra** (see Appendix D), is here with a **Servant of Xuag** (see Appendix D) lieutenant and a Brineblood spiritualist (**priest** statistics). In tow is Marcus (LN male human **commoner**) of Ash Hollow, son of Thomas Elvellon, who Khagra is keeping in the event a sacrifice is

needed to appease the gods. Khagra and his clan members are diligently examining the runes in the antechamber, hoping to avoid setting off another trap before they reach the Grand Hall, where they believe the Spear of Ktji rests. They immediately attack any intruders, and threaten to kill Marcus if they believe that it will give them the upper-hand in combat.

Runes. The runes over the walls, floor and ceiling are magical but harmless. They glow with ever-burning light similar to the continual flame spell, and are religious in nature. They serve to distract from the dangerous *symbol* glyph cast on the doors to the Grand Hall.

Hazard: Grand Hall doors. The real trap in this room is the *symbol* glyph cast on the doors of the Grand Hall by the fleeing clergy in a last-ditch effort to protect its contents as they were forced to abandon the Temple to Zozyg. The glyph is well-hidden, requiring a DC 18 Intelligence (Investigation) check or the casting of *detect magic* to notice. Any non-duergar creature attempting to open the doors activates the spell, which forces all non-duergar creatures within a 30-foot sphere centered on the glyph to make a DC 16 Constitution save, taking 55 (10d10) necrotic damage on a failed save, or half as much damage on a successful one.

19 - Common Area

A cave-in on the west side of this chamber completely blocks access to the rest of the temple. Circular stone tables are bolted to the floor amidst the surrounding rubble, and a number of stools are toppled over on the ground. A large hearth in the south wall is cold and empty.

20 - Kitchens

Pots, pans, cauldrons, and other kitchen utensils are scattered over the floor amidst three 10-foot-long wooden tables that have been turned over and lie on the ground. Stone cab-

inetry is open and bare. Hearths are set into the northeast and southwest corners of the room. Doorways exit to the north and east. Moving any pots or pans in this room or otherwise making significant noise will disturb the swarm of bats clinging to the ceiling. The bats swarm past the characters and fly towards **area 21**.

21 - Teleportation Circle

The door to this chamber is protected with an *arcane lock* spell. The lock can be picked with a successful DC 22 Dexterity check using thieves' tools. Inside, four duergar statues flank the walls of the room in the cardinal directions, all of them facing towards a 10-foot diameter circle on the ground, inscribed with sigils and runes. A hallway extends outwards from the east.

Encounter: Old Ghosts. A character who makes a successful DC 12 Intelligence (Arcana) check can identify the circle as a *teleportation* circle. A character who touches or steps into the circle causes the spectral forms of two duergar **ghosts** to appear in the room. The ghosts immediately attack, screaming in Undercommon that “the portal must be protected” and that “we must beat them back”. Xuag the kraken used this portal to send his minions into the temple after he bested Zozyg.

22 - Grand Hall

This expansive grand hall is lined with eight great pillars that reach the top of the 100-foot-high vaulted ceiling, each carved into the forms of water and coral. Atop a dais at the north end of the room stands a towering duergar statue over 10 feet high, its hands closed into fists and outstretched as if making an offering. The walls bear colorful tile mosaics of Zozyg and his adherents.

Treasure: Tooth and Spear. Held within the grasp of the statue is the *Tooth of Zozyg* (see Appendix C), a glaive crafted from a sharpened

tooth of the leviathan itself. Inscribed across the statue's knuckles are the following words, in Undercommon, “May the one chosen as champion of Zozyg pull the glaive free from the hands of justice, and wield it against the hand of tyranny.” Despite the Brinebloods believing that the Temple to Zozyg holds the *Spear of Ktji*, it does not—though the words inscribed on the knuckles are a clue to its actual location. The “hand of tyranny” refers to the Hand of Ktji in the centre of the Dark Sea, where the spear can be found. A character can make a successful DC 12 Wisdom (Insight) or a DC 12 Intelligence (History) check to make this connection.

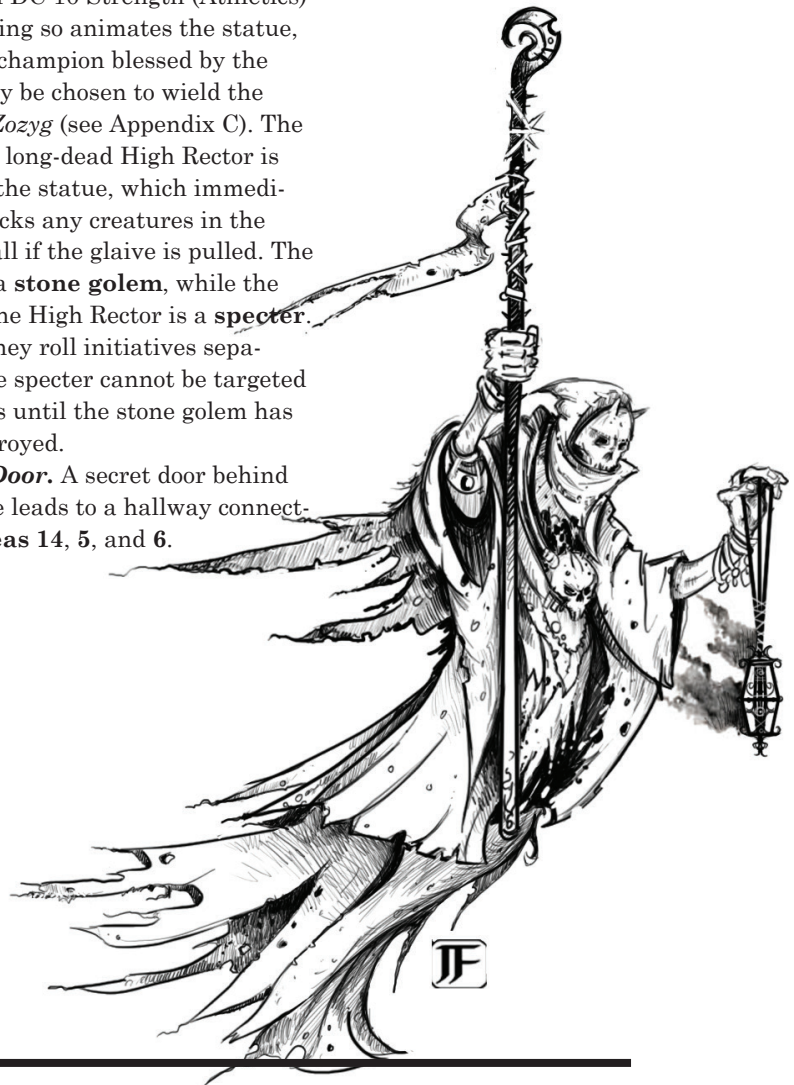
Encounter: Taking the Tooth.

A creature can pull the glaive free from the hands of the statue with a successful DC 10 Strength (Athletics) check. Doing so animates the statue, as only a champion blessed by the clergy may be chosen to wield the *Tooth of Zozyg* (see Appendix C). The spirit of a long-dead High Rector is bound to the statue, which immediately attacks any creatures in the Grand Hall if the glaive is pulled. The statue is a **stone golem**, while the spirit of the High Rector is a **specter**. Though they roll initiatives separately, the specter cannot be targeted by attacks until the stone golem has been destroyed.

Secret Door. A secret door behind the statue leads to a hallway connecting to **areas 14, 5, and 6**.

Concluding the Adventure

Once the characters have finished within the Temple to Zozyg, they can signal to Fuze with the *talking shell* (see Appendix C) that they are ready for him to pick them up. Depending on how things unfolded within the temple, they may decide on a few different courses of action. If the characters have learned of the Hand of Ktji and wish to immediately travel to its location, Fuze will require additional compensation for the journey. If they saved Marcus, they will likely want to ensure he secures safe passage back to Ash Hollow to be reunited with his father. Depending on how things went with the Brinebloods, the second Brineblood ship, *Bonebreaker*, may present itself as a threat later. Ω



APPENDICES

APPENDIX A

CYCLOPÆDIA OMERIA

BY CORVID'S EMPORIUM, DARRYL T. JONES, AND JOHN K. WEBB

CARTOGRAPHY BY DYSON LOGOS AND WATABOU.ITCH.IO

ART BY JASON GLOVER, FAT GOBLIN GAMES, DANIEL F WALTHALL, AND JACK BADASHSKI

Ash Hallow

Ash Hallow represents one-third of the Three Ports triumvirate that rules over The Dark Sea. The city is built on top of a massive stone arch that juts out over the sea below. An extensive field of hydrothermal vents below the seawater and active volcanic vents in the cave walls provide a natural defense and give this location its name.

Available Quests. *Chittering Mines* (see page 70).

Population. 1,200.

Leaders. Serenity Morraen heads the matriarchy that governs Ash Hallow. She is unusually tall for an elf, standing at 6 feet tall and slender with pale white skin. She wears old, elaborate clothes with bright colors. Her rule has lasted over a thousand

years without an heir to speak of and it will likely continue a thousand more.

Militia. Ash Hallow can bring 150 sailors (**bandits**), 10 small sailing ships (of the GM's choice), and 15 **veterans** to bear.

Heraldry. A green spider on a white background with black specks that represent the ash that falls over the city.



Locations in Ash Hallow

The following locations can be expanded upon by an industrious GM as needed.

A1. Three-Ply Tower

This shop is a three-story tower of finely wrought iron, with a smooth stone floor. A large collection of mundane weapons hang from the walls. Adventurers can purchase weapons, armor, and equipment worth up to 200 gp without trouble.

Key NPC. The shop is run by a tall half-elf woman named Serielye. She is a retired adventurer and often tells stories of distant lands and terrible monsters.

Adventure Seed: Microtransactions. Serielye's supplier is gouging her on prices, making it more difficult to keep the shop afloat. She suspects that other shops may be encountering similar issues. Serielye wants the characters to quietly search her supplier's warehouse for records of exploitation and illicit deals.

A2. The Dead Pig

The Dead Pig is Ash Hallow's largest and most popular tavern. Its name comes from the rotisserie pigs that it cooks outside; the warm smell of cooked meat filling the neighborhood. The tavern is situated in an old beached ship off of Spirerun. It receives a steady stream of supplies from both imports and the farmlands of Emberlance.

Key NPCs. Lola and Charlotte are the proprietors of The Dead Pig. Lola handles the patrons while Charlotte looks after the logistics. Lola is tall with fair skin, hazel eyes, and an unruly feel about her. Charlotte on the other hand is short with red-brown skin and a penchant for speaking in theoreticals.

Adventure Seed: Barrel Race. The Dead Pig is sponsoring a dangerous barrel race. Contestants must construct their barrels, ride them down the river, over the falls, and then

paddle them to the other side of the arch that the city rests on. Consider presenting characters with choices and skill challenges for each leg of the race. Perhaps a complication occurs and the characters have to choose between the race and helping somebody in danger?

A3. Three Sisters' Grace

This ornate cathedral is a demonstration of Ash Hallow's wealth of material and talent. Frightening statues of monstrous beings decorate its exterior.

Key NPCs. The church is led by three benevolent **sea hags** disguised as drow that have taken on various forms over the decades to disguise their nature. They are content collecting the thoughts, fears, and prayers of the congregation and in return the people often find their prayers answered.

Adventure Seed: Kindness Has No Price. The three hags have learned about a young man living outside the walls of the city whose parents have gone missing. The three used *screy* to confirm that the young man's parents are still alive,

lost in one of the nearby mines. They have duties to attend to and cannot simply leave the city. They can, however, offer the characters their choice of unique, single-use magic items as a reward for helping them with this urgent matter.

A4. Iron Isles Mining Co.

The GM can place this location on the map where appropriate.

This unsigned, plain stone building looms over the street below it. Inside, duergar are running around in a flurry of activity. **Key NPC.** Daere Stonebreaker is the head of Iron Isles Mining Co., responsible for keeping tabs on the various mines under the company's purview and approving new developments.

Adventure Seed: My Mine. They had set up a covert mine near a location where they suspected an old duergar facility may have been located. Now the mine has gone cold and none of their scouts are reporting back. They need somebody to go find out what's happened. Consider using the adventure *Chittering Mines: Silence at Farnhurst Hollow* in this issue to run this adventure seed.



Drifthouse

The Drifthouse is a floating light-house-tavern buoyed along the currents between Osethlume and Ash Hollow. It's long been considered neutral ground among pirates, civilians, and militia alike.

Important NPCs

Below are the most important NPCs the characters might encounter at the Drifthouse.

Cathryn 'The Parrot' Hogan

Cathryn, an awakened parrot (LN female **blood hawk**), is the proprietor of the Drifthouse. Cathryn has vibrant green plumage and a stone-cold gaze that unnerves even the most hard-boiled pirates. She has a damaged wing that makes it difficult to fly, so she uses **animated armor** with a perch instead of a helmet to move around. She has little patience for trouble-makers and does not hesitate to send them to a watery grave.

Before Cathryn became sentient she served as Laeldraer, The Dread Queen's companion. She was never given a name, only 'The Parrot.' Regardless, the two were a cunning and ruthless pair. In the end, Cathryn eventually took a crippling blow during battle and was left for dead by Laeldraer. She gained sentience shortly afterwards during a chance encounter with a quirky arcanist that was lost and desired companionship.

Cathryn's animated armor roams the property when it isn't in use.

Ellie 'The Bear'

Ellie is a 6 feet tall, middle-aged woman (N female human **gladiator**) with cropped, silver hair. Before moving to the Drifthouse, she worked as muscle aboard merchant ships looking to protect themselves from pirates. Now, she serves as the Drifthouse's bosun and cook. She and Cathryn have been acquainted for a long time, though often at opposing ends of the sword. Ellie has a keen

eye for details and is quick on her feet in a pinch. She spends every morning training, but despite her intimidating stature she is not confident speaking with folk.

Hellen 'Chipper'

Hellen (CN female drow **spy**), more commonly known as Chipper for her wide smile and infectious laugh, is the first and last face most guests see. She greets arrivals, takes food orders, keeps the kitchen stocked, and waits tables. Her vibrant personality disguises her impatience navigating the crowded tavern; the first thing she bought with her earnings was a pair of *winged boots* so that she can fly around people.

What's on the Menu?

The Drifthouse qualifies as a modest tavern. This means food costs 3 sp per meal. Costs for individual items are detailed in Chapter 5 of the *PHB*. At your discretion, you may also use some of the unique foods provided below:

Menu Items.

Price	Menu Item
1 cp	Charred food. Burnt with love, this food is unrecognizable from its charred exterior. The inside should be fine though, right?
1 cp	Soggy bread. The bread is so saturated with water that it begins falling apart in your hands. Was this prepared by a water elemental?
5 cp	Tankard of Stale Stout. This drink is made from distilled stout fish oils. It tastes as good as it sounds, but it's cheap.

Locations in the Drifthouse

The Drifthouse is a two-story light-house-tavern buoyed in the sea. Unless otherwise noted, locations in

the Drifthouse have the following features.

Ceilings. The ceilings are 9 feet tall and made from a thin layer of stone.

Floors and Walls. It has red metal-clay composite walls and thin stone tile floors.

Doors. All of the tavern's doors are lockable with a key and the exterior doors possess iron locks. Granted, the tavern rarely closes its doors. A locked door requires a DC 20 Strength check to break down or a successful DC 15 Dexterity check using thieves' tools to open.

Sounds. The pitching and moaning of ships sloshing on the waves fills the air while seagulls squawk overhead. Laughter and music can be heard coming from inside the building. Stepping inside, the sound of the crowd becomes nearly overwhelming.

Climate. The air is thick and muggy outside. The building's interior is even warmer and steamy.

Lighthouse Lantern. The lighthouse lantern shines at all hours of the day, illuminating the dock and surrounding sea.

Staff. During the day, the tavern is staffed by three employees (**commoners**), not counting Cathryn who spends her time on the back patio meeting with locals. Hellen 'Chipper' and another server work the bar and floor of the tap room while the inn's chef, Ellie 'The Bear', puts together plates in the kitchen.

At night, the staff doubles: four servers/bartenders in the tap room, and two cooks in the kitchen (all **commoners**). Ellie and Hellen work through the dinner rush then start drinking at the bar shortly thereafter.

Patrons. In the daytime, there are 2d8 patrons present in the tap room, enjoying breakfast, lunch, or an early drink. Most of the patrons are **commoners**, but it's not unusual for **bandits, thugs, scouts, spies, nobles** (passing merchants), or **guards** (members of the local militia) to be found here.

At night, the inn explodes. On any given night, there are 6d8 patrons in the bar, eating, drinking, and making merry. Most are still **commoners**, but the number of **bandits**, **thugs**, **scouts**, and **spies** increases significantly. As such, the Inn hires a **guard** to work the night shift to help out when things get bad. Fortunately, the patrons are good about self-regulating and handling “problem folks.”

Wildlife. Additionally, dozens of birds live on the tavern’s exterior, thriving on the food provided by the tavern.

D1 - Dock

When the characters arrive at the dock, read the following:

A dock rings the perimeter of the Drifthouse with wooden posts positioned in the water to keep boats from knocking against it or each other. The space around the dock is packed full with small ships while larger vessels are anchored in the water nearby.

D2 - Outhouse

There are two outhouses here, however one of them is occupied at all times. When a character opens the unoccupied stall, roll on the Outhouse Encounters table.

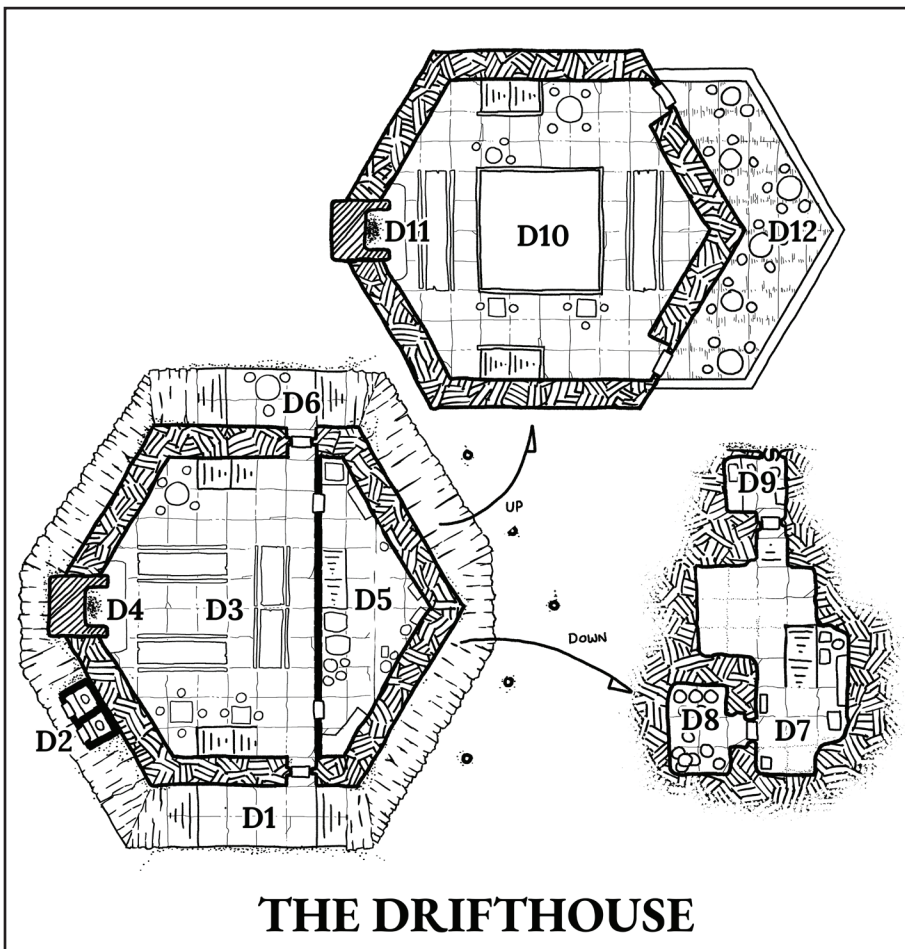
D3 - Dining Area

People fill the room, moving to the sound of music and laughter. A nimble young woman zips around in the air above the crowd delivering food and drink. She shouts toward the entry door as you enter, “Hey there! Welcome to the Drifthouse! Find a seat down here or upstairs and we’ll be right with you!”

Characters that want to be seated in this area must succeed on a DC 17 Wisdom (Perception) check to find a seat or a DC 15 Strength (Intimidation) check to force their way into a seat.

Outhouse Encounters.

d20	Encounter
1-5	No encounter.
6-10	A pirate’s monkey (baboon) leaps out and squeals out at you before making its way back into the tavern.
11-14	The tentacle of a curious octopus is reaching out of the seat. It retreats into the water below after 2 (1d4) minutes.
15-16	A drunk (commoner) stumbles out of the outhouse, hugs you, and gives you a friendship bracelet before leaving.
17-18	A crow (raven) is standing on the rim of the seat eating a fish.
19	An old man (commoner) is standing in front of the seat with a fishing pole cast through the hole.
20	Cathryn’s animated armor steps out of the outhouse. It pauses briefly in front of you, almost as if measuring you up, before leaving.



APPENDIX A

Stairs. There are two sets of stairs that lead to the Upper Floor (**area D10**). The stairs are densely packed with patrons and saturated with alcohol, food, and grime. Characters must succeed on a DC 14 Dexterity (Acrobatics) check to climb the stairs without stumbling. Characters that stumble incite grumbling and shouts from nearby patrons. After a character succeeds once, they have no trouble navigating the stairs in the future.

D4 - Infernus and Aere

The fire in the chimney pulses and bobs rapidly, sometimes shooting upward with a sudden burst of wind and steam.

Characters that succeed on a DC 12 Wisdom (Perception) check are able to discern the shapes of two small elementals dancing in the fireplace. Together, they create a dramatic light show and keep the Drifthouse warm. The characters may talk to them, but each demands its own payment.

Infernus. Infernus (CE **magma mephit**) enjoys tricking customers into letting it burn their food. It demands fresh food to “cook” before it will talk.

Aere. Aere (CE **steam mephit**) is convinced the Drifthouse should be a sauna instead of a tavern. It demands fresh water to produce more steam before it will talk.

D5 - Kitchen

This small room is crowded with a variety of boxes and barrels. A tall, burly woman works quickly preparing food over one of the countertops.

The kitchen is where Ellie ‘The Bear’ spends the bulk of her time. She is so busy with food orders that she rarely bothers stopping trespassers even if she does notice them.

Stairwell. This set of stairs leads into the cellar (**area D7**).

D6 - VIP Table

Read the following:

A single round table with three chairs occupies this entrance to the building. The stairs leading to this entrance from the deck are roped off.

Those with a close relationship to Cathryn get exclusive access to this isolated table. Characters that attempt to use the table for themselves quickly find themselves thrown into the sea by Chipper.

D7 - Cellar

A handful of dry goods, ales, utensils, and other small items are quickly accessible at the base of the cellar stairs. There is nothing else of note in this room.

The northern door leads to the treasury (**area D9**), and the southern door leads to the food stores (**area D8**).

D8 - Food Stores

Barrels and crates of dry goods and ales are stacked from floor to ceiling in this small room.

D9 - Treasury

The door to this room is locked and its knob is superheated by a series of metal fixings that connect to the fireplace. As long as Infernus is heating the Drifthouse, creatures that touch the doorknob must make a DC 15 Constitution saving throw. A creature takes 27 (5d10) fire damage on a failed save, or half as much damage on a successful one. The door’s lock cannot be picked while it is heated. If the lock is cool, it can be opened with a successful DC 18 Dexterity check using thieves’ tools.

Treasure: Cathryn’s Collection.

Cathryn has accumulated a noteworthy collection of items from sailors



and captains over the years. There is 67 pp, 1250 gp, 3503 sp, and 4657 cp stored in a chest. There is an ornate *bowl of commanding water elementals*, *periapt of wound closure*, and a +2 *longsword*.

Secret Compartment. Characters can find this secret compartment in the wall with a DC 18 Intelligence (Investigation) check. Inside there is a single *folding boat*. The staff at the Drifthouse keep the *folding boat* in the event that they need to evacuate.

D10 - Mezzanine

Stairs lead up to this large hexagonal room. The fireplace opens up at the eastern corner of the room, several tables and chairs are scattered around the room, and there is a large square opening to the floor below in the center of the room. Chipper flies up and down through the opening taking orders and delivering food.

D11 - Kindle

The fire flickers contentedly as it chews up several sheets of parchment and a book. The smell of burnt ink permeates the room.

Kindle. Kindle is a neutral **mag-ma mephit** with a taste for burning literature. It likes to perform reenactments of the stories it consumes with its flames. Characters that want to talk with the mephit must first share an interesting story with it by succeeding on a DC 16 Charisma (Deception) or Charisma (Persuasion) check. Alternatively, they can feed it 10 gp worth of parchment and ink.

D12 - Patio

Rowdy sailors densely pack the outdoor patio drinking, cheering, and yowling. Seagulls greedily walk around on the tables grabbing food.

Rumors.

d6	Rumor
1	"I swear I heard some duergar hardhats over in Ash Hallow talking about some disease sweeping through one of their mines. They were real hush about it though."
2	"We were out sailing in the eastern edge and a massive fish, big as a fish, jumped out of the water beside us! You had to see it! Grizzled with scars and a half-dozen old harpoons stuck in its back."
3	"Friend of mine was with a crew that came across a dead ship, just... sitting in the water, still as ice. The crew was dead, blood drained from their bodies."
4	"Steer clear of Captain Mayfield, that lad's ship is haunted by something fierce."
5	"I heard some folk found markings on an old cavern west of Inepolis, they say it means some pirate buried his bounty down there. The monsters in those old caves ain't worth the trouble if you ask me."
6	"Some vigilantes out in Osethlume been targeting ship crews, couple of our boys came back from shore leave looking real beat up. Say the vigilantes told 'em to stay out of their port."

Random Encounters .

d6	Encounter
1	One of the seagulls (raven) attempts to steal food off of the characters' table. If the characters prevent the seagull from taking their food, the seagull relieves itself on them from overhead 2 minutes later. It's impossible to tell if it was the same seagull though.
2	A sailor (bandit) pushes open the door to the tavern and hollers "fresh haul!" The crowd in the tavern bangs the tables and chants "fresh haul! Fresh haul!" as a crew brings in a net of fresh fish. They toss the fish into the fireplace and make a game out of getting the fish out of the fire before they're burnt.
3	A grumpy old man (mage) enters the tavern and begins casting <i>prestidigitation</i> on the patrons. This causes an uproar.
4	Six dwarves (duergar) erupt into laughter. A seventh dwarf (duergar) throws a mug of Stale Stout at them, misses, and hits a large woman (vet-eran) in the back of the head. A fight threatens to break out.
5	A man standing in the crowd (doppelganger) shifts their appearance to match one of the characters, winks, and then disappears into the crowd.
6	A parrot sitting on an animated armor moves through the room and toward the kitchen. Everybody clears the way for them to pass (see Important NPCs).

Rumors

Tall tales and half-truths are the bread and butter of sailors in the Dark Sea. Yet, they may hold a grain of truth. You can use these rumors to build atmosphere or inspire a quest.

Random Encounters

The Drifthouse is a bustling place. If the characters spend a little time here, you can use these random encounters to bring it to life.

Inepolis

Inepolis is one-third of the Three Ports triumvirate that rules over The Dark Sea. Inepolis' position in the triumvirate is in constant tension with its community's diverse goals. This settlement is in the northwestern edge of The Dark Sea and is currently besieged by a malfunctioning *tid-alstone* that has inflicted an unnatural winter on the region. A unique feature of Inepolis are the rocky spires that form the islands off the coast. For the most part these spires no longer have active lava flows,

allowing the residents to safely build lives around them.

Available Quests. *Trouble at Virtue Post* (see page 16).

Population. 2,100.

Leaders. Inepolis is a conglomerate of representatives from each of the nearby communities. Council meetings are chaotic at best.

Militia. Inepolis can bring 200 to 400 sailors (**bandits**), 10-20 small and medium ships, and 20-30 **veterans** to bear, depending on the disposition of the interior communities.

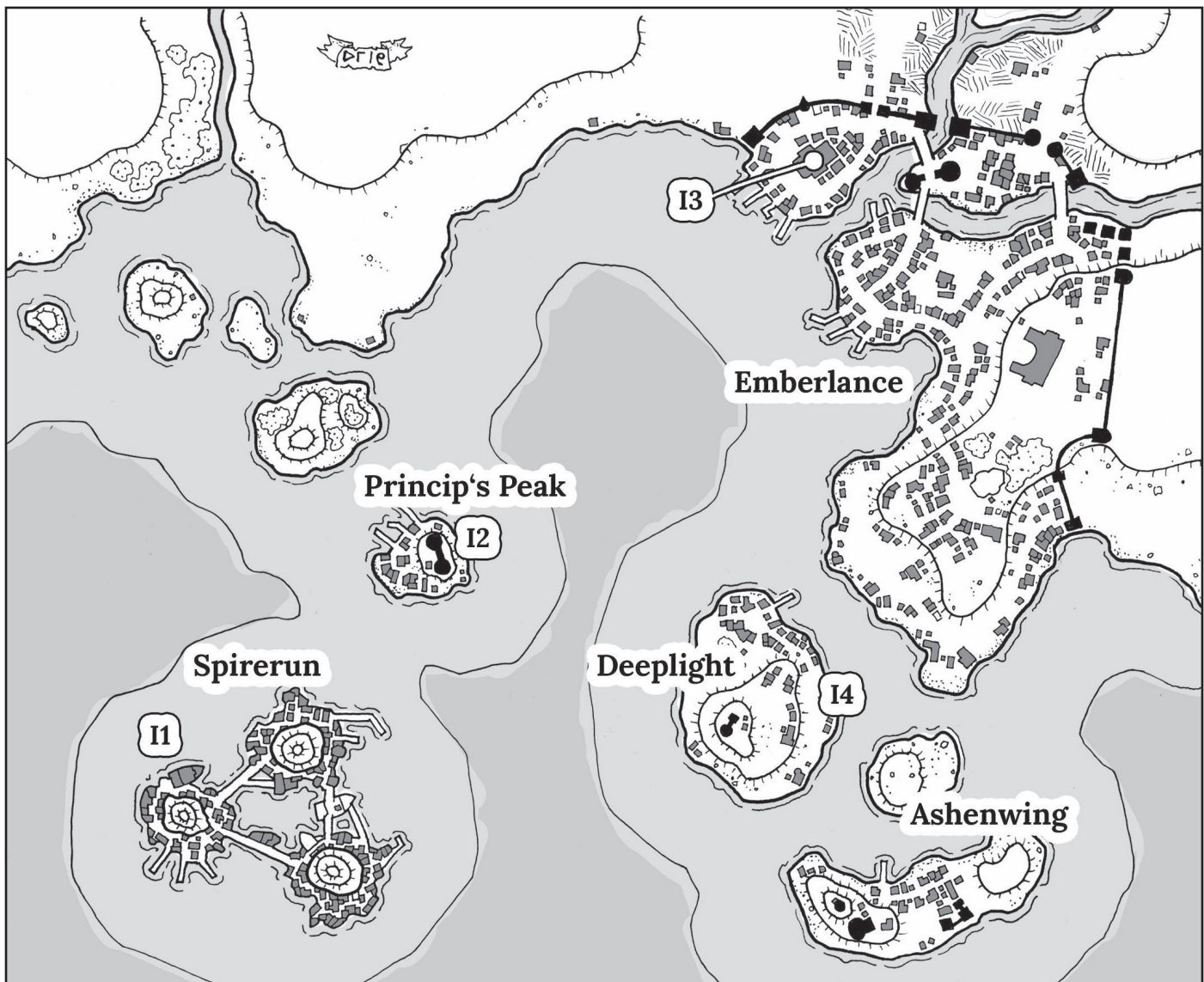
Heraldry. A light blue octopus on a deep purple background.

Exploring Inepolis

Inepolis is composed of several islands along the mainland. Each of these locations has a unique cultural identity, even if they act as a single entity when interacting with the other members of The Three Ports.

Ashenwing

Ash plumes from an active volcanic spire upwind regularly pass over this community on the outskirts of Inepolis, giving this area its name. The people that live here endure shorter lives due to the ash, but the hydrothermal activity surrounding the island makes



it a veritable goldmine.

Reasons to Visit. While Ashenwing lacks any immediate destinations, ships that want to mingle with fishers will find the most activity here.

Deeplight

Bioluminescent plants make this island shine like a soft blue beacon in the dark. The community on this island is self-sufficient, living in a carefully maintained balance with local ecology.

Reasons to Visit. Everyone in Inepolis knows that if you want to get your hands on equipment quickly and quietly you go to Saige at Dearth's Prosperity (area I4).

Emberlance

Emberlance is the largest and wealthiest settlement in the Inepolis conglomerate. A wall protects it from the native fauna that lurk in the corners of The Dark Sea and they supplement their fishing with produce from farmlands, a rare luxury by the sea.

Reasons to Visit. Characters interested in *tidalstones*, buying a ship, or learning about Inepolis' trade relationships can visit the Port Authority located here.

Princip's Peak

Princip's Peak is a religious community that specializes in the construction of lightweight, single or double occupancy windboards. They source most of their material from the adjacent island. This island is kept in pristine condition by an army of acolytes scrubbing the sin out of every floor, wall, and ceiling. Everyone in the church hierarchy begins at the bottom and works their way up, fostering a strong sense of community and ownership. Their rigorous program has produced a number of well-respected paladins and clerics.

Reasons to Visit. Characters can visit The Bright Hand (area I2) for information on the gods, which they will eagerly share. Their resident paladins and clerics may be available

to provide healing, but their busy schedules make them difficult to get in touch with.

Spirerun

Spirerun is a series of interconnected docks built around three volcanic plugs jutting out of the sea. It's disorganized and chaotic, but the people that live there are deeply loyal to one another. Its name is derived from an annual contest racing around the perimeter of the spires. Residents of the spire primarily make their wages in fishing, carpentry, and sailing. The underbelly of the spire has a burgeoning piracy scene for those desperate enough to partake.

Reasons to Visit. Characters can visit The Bloated Whale (area I1), the most popular tavern in Inepolis.

Locations in Inepolis

I1. The Bloated Whale

Built out of a beached ship that crashed into Spirerun decades ago, this tavern and inn is the most popular establishment in Inepolis.

Key NPCs. Lynne, an irresponsible half-elf woman with tan skin, runs this establishment alongside Melina, a stoic and unpolished elven woman. Lynne handles the patrons while Melina keeps track of the books.

Adventure Seed: Three-Spire Sprint. The annual racing contest is underway, but Lynne suspects the route has been sabotaged. The characters must look for signs of sabotage, find the culprit, and make sure nothing stops the race from starting!

I2. The Bright Hand

The Bright Hand is a fortified temple set at the top of Princip's Peak. White banisters depicting an orange hand drape over its black stone walls. Inside, the temple's black stone is polished and the sounds of attentive acolytes hurriedly moving echo through its chambers.

Key NPC. Frankie Schmidt is the face of the Bright Hand. He is a pious

and adaptable man, well suited to entertaining guests of The Bright Hand.

Adventure Seed: Young and Ambitious. One of the acolytes got tired of their duties and has run off with some pirates. Frankie wants the characters to give the young acolyte a check-up. Will they find the young acolyte in dire straits?

I3. Port Authority

The port authority handles negotiations with other settlements. People interested in acquiring boats or *tidalstones* legally go through them, however they may be required to demonstrate their value to Inepolis.

Key NPC. The chief authority, Madeline Edwards, is a short and wide-bodied woman with red, elbow-length hair. She exudes a considerate, intense air.

Adventure Seed: Theft on the High Seas. A pirate crew has been robbing small merchant ships of their *tidalstones*, leaving them stranded at sea. Madeline wants the characters to bait the pirates and put them down.

I4. Dearth's Prosperity

Dearth's Prosperity is a general store. Equipment worth 50 gp or less is available to purchase for anybody. Characters that prove themselves allies of Inepolis will find that the store has more to offer: equipment worth up to 750 gp and common magic items. This unassuming building is overgrown with bioluminescent ivy and weeds, however upon close inspection the wooden structure beneath is in perfect condition. If not for the steady stream of customers entering and leaving it would be easy to assume the building had been abandoned.

Key NPC. Standing 5' 3" tall, and built like a bodybuilder with dark skin, the proprietor Saige has a boring feel about her. She is bald and despite the state of her home wears immaculate, practical clothes. She is self-disciplined, well-mannered, and expects the same of her customers.

Osethlume

*"Oh, here's a health to Osethlume
The black star above the sea
Weep not lass, we cannot stay
For the sailor's life is free
When we come a-round again
We'll wed our fortunes true
Oh, here's a health to Osethlume
The black star shines anew "*
-Ode to Osethlume, sea shanty

Osethlume is one-third of The Three Ports triumvirate that rules over the Dark Sea. Its nickname, "Port of Midnight," is derived from the fact that much of the city proper is dark, even by regional standards. The exception to this rule is the dock district, which

must accommodate the ebb and flow of sailors of all races; the rest of the city's population is composed almost entirely of drow, for whom the dim light of the Asteri Slug herds migrating high above is sufficient.

A prominent feature of Osethlume is the use of whalebone in its architecture. The conquered skulls of legendary hunts adorn the city like rubies in a crown. Over half the dock district, in fact, is comprised of whalebone lashed together with thick bands of seaweed. Whaling is a huge part of Osethlume's economy: the Port of Midnight exports oil for burning, meat for eating, and cured skin for leatherworking. It is a cultural heritage that native sailors—especially

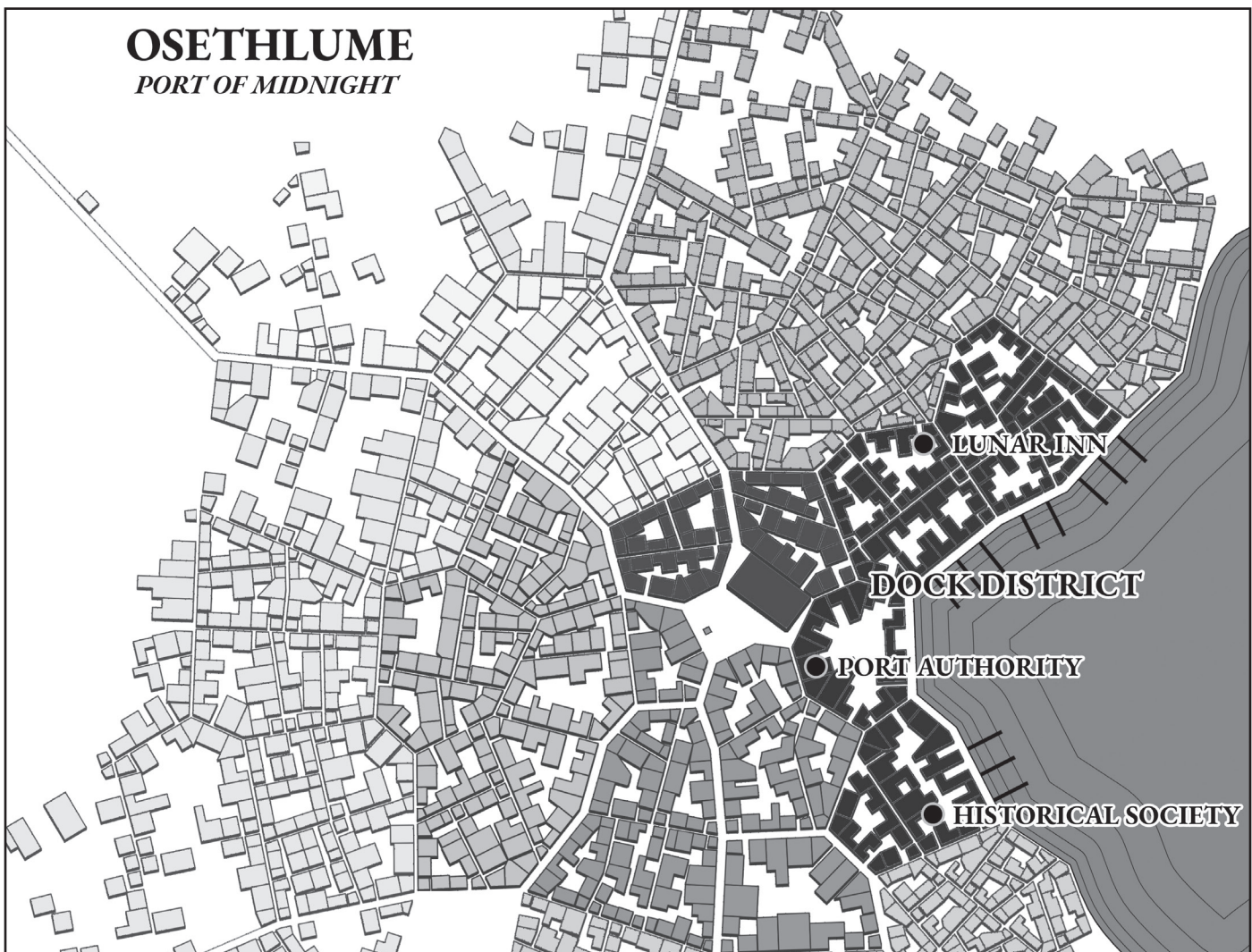
drow sailors—take great pride in.

Osethlume in a Nutshell

Available Quests. *The Tidalstone Caves* (see page 32), *Wanted: Captain Bloodbraids* (see page 22).

Population. 4,500.

Leaders. The Ruling Council of Osethlume is made up of eight elected officials that each represent a district. However, despite this electoral process, the council's power has in recent years become centralized around a single figure: Lord Admiral Valevir (LE drow noble). Valevir cares only for personal profit, and utilizes a large network of spies to keep tabs on the other council members. Worse



The Port Authority Request Board.

Result	Goal	Foe
1	Help wrangle a particularly bloodthirsty sea creature and bring back its head.	A single giant shark .
2	Investigate the disappearance of <i>The Silence</i> and rescue any survivors.	2d6 blindsight myrmidons (see Appendix D) & 1 blindsight priestess (see Appendix D)
3	Explore the nearby coastal grottos and eliminate any pirates found therein.	1d8 pirates (bandits), 1 pirate wizard (NE mage), 1 pirate captain (NE bandit captain).
4	The Three Ports are coordinating efforts to take down a giant that's gone mad from the <i>tidalstones'</i> corruption. It's a battle atop the high seas!	A single storm giant .

Lunar Inn Rumors..

Result	Rumor
1	A pirate vessel called <i>The Fall</i> was spotted dropping anchor somewhere in The Glowspore Islands, and a snakelike creature was seen consorting with the ship's captain.
2	The sister port city of Inepolis to the north has nearly frozen over. Bad omens are on the wind there.
3	Something strange is going on within The Drifthouse. The gulls seem especially ornery as of late.
4	Legends speak of a pirate fused to a stone and cursed with undeath, forced to watch over his petty hoard for all eternity. Surely this is just a tall tale. Right?

still, Valevir has managed to install one of his loyalists as chief of the port authority—Captain Burolin (drow **veteran**)—despite the council being barred from involving itself in dock affairs. The crooked Lord Admiral is using this connection to harass his enemies, help his smuggler friends, and earn some serious coin on the side.

Militia. Osethlume can muster up to 400 sailors (**bandits** with proficiencies in water vehicles and Athletics), 30 or so small and medium ships, and 60 **veterans**.

Heraldry. A black star on a teal background, signifying the city's dominance over the seas.

Locations in Osethlume

The following areas are located in Osethlume's dock district. The seven other districts are a blank canvas for the GM to populate as they see fit.

The Port Authority

Every piece of cargo aboard every ship that enters Osethlume must first earn the blessing of The Port Authority Office. Being a customs officer consists of time consuming, thankless work, so it's no surprise that low-level

corruption is commonplace along the docks. A few silver pieces in the right hands can ensure a smuggler's haul passes beneath a blind eye, or a clandestine individual proceeds unhindered with their mission. The office is currently run by Captain Burolin, who reports directly to Lord Admiral Valevir. His presence allows Valevir's illicit partners to have free reign over the city.

Adventure Seed: Exposing Corruption. Characters may be able to sneak, bribe, or force their way into The Port Authority Office to gather evidence against Burolin and Valevir.

Adventure Seed: Contract Work. Characters hungry for coin may be able to find work with The Port Authority Office, which regularly posts open calls for help. Characters who ask around for a job may be presented with one or more of the tasks above.

Osethlume Historical Society

The esteemed academics of the Osethlume Historical Society have ventured to open a museum of Dark Sea artifacts. Alas, the museum is underfunded and underwhelming; it lacks the large centerpiece exhibits that can draw crowds (and open coin purs-

es). The society is run by Townsend Spaulding (LG human **commoner**) who simply wants to deepen his understanding of Dark Sea history.

Adventure Seed: Archaeology. Characters may come across promising excavation sites while exploring the region and lead the effort in uncovering precious artifacts. Townsend will gladly pay for such relics, and helping the Historical Society will improve the characters' standing with the leaders of Osethlume.

Lunar Inn

Though the docks district is littered with taverns, Lunar Inn is one of the oldest and most popular among native and visiting sailors alike. The building's reputation and pedigree is known throughout The Three Ports; tourists often stop in to experience an "authentic" sailor's pub. It is made of both whalebone and wood, and is kept impeccably clean by its keeper: Woadabug (TN half-orc **commoner**)

Adventure Seed: Tavern Gossip. Characters who spend an evening carousing with sailors and scallywags may hear one or more of the above rumors.



The Blindsight Naga

“By bolt and flash , the waves do crash, woe to all who see, ‘tis better not to, woe to me, ‘tis better not to see.”

-Mariner’s rhyme

Deep beneath the waves of the Dark Sea, the Blindsight Naga are trapped in an endless, enchanted slumber. The mortal races that call the Dark Sea home have long forgotten their ancient foe. But they shall soon remember, for the Blindsight have a new master, and her song has beckoned them forth from the depths once again.

Abyssal Lords

“By ebb and flow, the sky did grow, and together we all ran, but time did show, what ruin sewed, deep in the heart of man.”

-Mariner’s rhyme

In a time long lost to memory, the immortal Blindsight Naga ruled the Dark Sea as benign custodians. It was they who created the immense *Tidalstones* and the temples that housed them, enabling the vast underground ocean to nurture life against all odds. It was they who cultivated the immense biodiversity found on The Glowspore Islands, and they who bred the Asteri Slug herds high above in the cavernous sky.

They were masters of their domain in the truest sense, shaping the Dark Sea region to a singular, inscrutable purpose .

The only mistake they made was ignoring the mortal races who scabbled along cliff caves, who darted from beach to beach, who subsisted on grubs and algae and who lived, to the naga, impossibly short lives . Century upon century, these lesser creatures benefited from the Blindsight’s ecological shaping.

Vadha, the First Risen

Out of all the Seawitches that ever roamed the Dark Sea, Vadha is the oldest and most powerful among them. She was the first of the witches that Laeldraaer awoke with the Spear of Kjtj; her dreadful coven has since been dispatched to transform willing mortals into horrific half-naga hybrids.

They regarded their advancement as one would admire a tree getting taller: it was merely another consequence of their horticultural exercise. Unfortunately for the naga, this oversight would prove to be their undoing .

The Galecaster War

These primitive creatures had suddenly emerged as the heirs apparent to the naga’s meticulously crafted legacy . In a cruel twist of irony, the *Tidalstones*, those life-bearing artifacts created by the Blindsight Naga, proved to be their undoing. As flora and fauna became transformed by the arcane radiance of the stones, so too were the humanoid races of the Dark Sea changed. The humans in their cliffside strongholds became magically attuned to the artifacts over the course of centuries, surpassing even the naga in their aptitude for wind magic. Thus were the first generation of Galecasters born: elemental sorcerers of immense power, capable of conjuring storms with a wave and a word.

One by one, the naga sea kingdoms fell to the mortal sailors and their

Izaara, the Second Risen

The Seawitch made to follow Vadha out of the abyss is no less an impressive creature of magic and malice. Izaara’s coven has been tasked with the destruction of Osethlume’s Tidalstone. Though its exact location has been lost to the history of mortals, the naga have not forgotten their most prized creations.

Galecaster captains, until finally all that remained was Ktji. With one final, cataclysmic blow, the Galecasters in their combined might sank the citadel and placed a powerful enchantment on its inhabitants, condemning what few Blindsight Naga remained to eternal slumber. Over the course of the next five hundred years, the victorious mortal races would squabble amongst themselves, the Galecasters would become persecuted and pushed back to their cliffside caves , and the Abyssal lords of the Dark Sea would thus pass beyond all memory.

The Call of Laeldraaer

Unbeknownst to the newly crowned conquerors of the Dark Sea, however, their Galecaster champions had not rid them of the naga forever . Binding the immortal creatures to the Abyss had required the construction of two artifacts: the Spears of Ktj, their namesake taken from the very citadel they were made to destroy. These artifacts are both the lock and key to the naga’s prison; whoever wields a spear commands the Abyssal plane and all the creatures languishing therein . These weapons of legend were lost shortly after the citadel’s destruction, swallowed into the endless fathoms of the Dark Sea.

That is, until The Dread Queen Laeldraaer set her mind to recovering them. The pirate captain is a myth in her own right. Few people have heard her true name spoken aloud and lived to tell the tale. To the sailors of Osethlume, Ash Hallow, and Inepolis, she is simply The Dread Queen, who commands The Black Shrike. Laeldraaer is very real, however, and not content with mere piracy. With the embittered Blindsight Naga and their powerful Seawitches under her control, she seeks to overthrow The Three Ports and claim dominion over all.

A storm of blood approaches the denizens of the Dark Sea. Who among them will oppose The Dread Queen?

Immortal Dwellers

The Blindsight Naga are amphibious creatures with snake-like bodies and humanoid faces. They possess webbed hands with opposable thumbs, allowing them to thrive on land and at sea with equal proficiency. Their scales are almost entirely transparent with coloring ranging from white to light shades of blue and green. The naga's most startling quality, however, are their eyes, which appear to be sightless orbs of pure white.

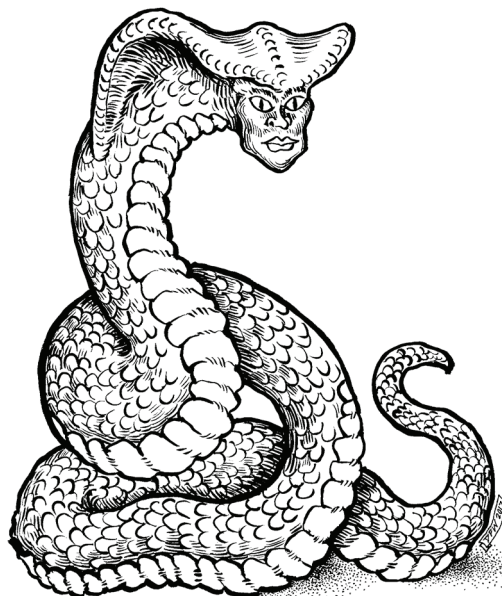
Careful Custodians and Ruthless Pruners. The Blindsight Naga look upon their environment as a sculptor looks upon clay. It is something to be shaped, dominated, and bent to their will. If they ever do manage to reclaim the Dark Sea, they will not make the same mistake of underestimating the lesser races a second time.

Limited Immortality. A Blindsight Naga doesn't require air, food, drink, or sleep. If killed, the naga will return to life after a number of days. However, if the naga's head is ever severed from its body, not even its incredible regenerative power will bring it back to life.

Twisted Malevolence. Centuries of imprisonment within an enchanted, nightmare-filled slumber have caused the Blindsight Naga to become needlessly cruel. They delight in the pain of mortal races, and will prolong the suffering of captives to better savor their screams of agony.

Succession of Witches

The Blindsight Naga are a matriarchal society divided into "covens." Each coven is led by a Blindsight Naga Seawitch, ancient sorceresses that were present when the Dark Sea was first formed. Their commands are administered to the lesser naga by a trusted circle of Priestesses, who regard their Seawitch with fear and reverence. The male Blindsight either take on servile positions in society, or train to become Myrmidons: warriors



pledged to the coven's service. Their lives are mere playthings for the matriarchy, though they execute their duties gladly in service to the witch.

Anima Arcana. The foundation for matriarchal dominance over Blindsight society is the monopoly on magic that the elder Seawitches possess. Male naga are forbidden from learning any magic, and even the Priestesses receive spellwork only by piecemeal from their masters.

Forming a Coven

What you see here isn't an exhaustive list of the Blindsight Naga covens. Laeldraer woke many Seawitches from their eternal slumber; Vadha and Izaara may be powerful, prominent examples, but there are plenty others who have rallied to The Dread Queen's side. The following chart may offer aspiring Seawitches some inspiration:

Coven Examples.

Coven of	Leader	Emblem Effect
Bloodletting	Dhraga	Boils target's blood.
Flame	Hrorta	Shoots a stream of fire.
Lost Thoughts	Arolzul	Shatters the target's mind.
Overgrowth	Navashtra	Conjures plant servants. Ω

Coven Emblems

Coven emblems carried by Blindsight Naga are considered common quality magic items and require the user to be attuned for them to have any effect.

Examples include:

Coven Emblem (Storms)

Wondrous item, common (requires attunement)

A lightning bolt is scratched into the coral. The bearer of this emblem gains the following additional action:

Shatter Emblem. The character may spend a bonus action to destroy the lightning bolt inscribed emblem it carries. Doing so issues forth a thunderous shockwave from the point it was shattered, affecting all humanoid creatures within a 60 ft. radius. Creatures affected take 3 (1d6) bludgeoning damage and become deafened until the end of the encounter.

Coven Emblem (Waves)

Wondrous item, common (requires attunement)

A kraken is scratched into the coral. The bearer of this emblem gains the following additional action:

Shatter Emblem. The character may spend a bonus action to destroy the kraken inscribed emblem it carries. Doing so creates a 5 ft. by 5 ft. wall of water at the point it was shattered, affecting all creatures in a 30 ft. straight line.

Creatures affected take 3 (1d6) bludgeoning damage and must succeed on a DC 15 Strength (Athletics) check or be knocked prone.

NEW PLAYER OPTIONS

BY DAVE HAMRICK

ART BY CLAUDIO POZAS AND RICK HERSHEY

New Martial Archetypes

At 3rd level, a fighter gains the martial archetype feature. The following dirty fighter option is available to a fighter in addition to those normally offered.

Dirty Fighter

Who says that being a fighter always has to be about honor and doing what's right? Sure, you're great with a sword, but how are you with pocket sand? Kick to the groin? Yes, please. Hair-pulling, biting, fish-hooking—it's all on the table.

A rough world calls for a rough hero. And that's where you, the dirty fighter, come in.

Dirty Tricks. Starting when you choose this martial archetype at 3rd level, you learn special tricks that help you gain advantage over your enemies during combat.

Tricks. You learn three tricks of your choice, which are detailed under "Tricks" below. Once you use a trick, you can't use another trick until the start of your next turn. You learn two additional tricks of your choice at 7th, 10th, and 15th level. Each time you learn a new trick, you can also replace one trick you know with a different one.

Saving Throws. Some of your tricks require your target to make a saving throw to resist the trick's effects. Af-

ter a creature makes a saving throw against one of your tricks, it has advantage on subsequent saving throws made against all your dirty tricks for 1 hour. The saving throw DC is calculated as follows:

Trick save DC = 8 + your proficiency bonus + your Intelligence or Charisma modifier (your choice).

Student of Dirt. At 3rd level, you gain proficiency with one of the following types of tools: forgery kit, poisoner's kit, or thieves' tools.

Feign Weakness. At 7th level, you can make your enemies believe that you aren't worth their time or efforts. If you spend at least 1 minute interacting with a creature with an Intelligence score of 5 or higher outside of combat, the creature starts to believe that its abilities are greater than your own. For the next 24 hours, or until you attack the creature or give it a reason to see through your ruse (GM's discretion), you gain the following benefits:

- You have advantage on Charisma (Deception) checks while interacting with that creature.
- The first weapon attack you make against that creature is made with advantage.
- The creature has disadvantage on Wisdom (Perception) checks made to notice you.

Professional Coward. Starting at 10th level, when a creature makes a

melee attack against you and misses, you can use your reaction to move up to your speed without provoking attacks of opportunity.

Bet You Didn't See That Coming. At 15th level, when a creature succeeds on a saving throw against one of your dirty tricks, you can force the creature to repeat its saving throw. The creature must use the new saving throw. Once you use this feature, you can't use it again until you complete a long rest.

Dirt Lord. At 18th level, a creature no longer gains advantage on its subsequent saving throws against your dirty tricks after it succeeds a saving throw against one of your dirty tricks.

Tricks. The tricks are presented in alphabetical order.

Coup de Grace. When you hit a prone creature within 5 feet of you with a melee weapon attack, you can force the creature to make a Constitution saving throw against your trick DC. If the creature fails its saving throw, the attack deals an additional 1d8 damage of the weapon's type. This damage increases by 1d8 when you reach 15th level (2d8).

Dance Off. Before you move on your turn, you can use your action to dance in your space until the start of your next turn. Until you stop dancing, each creature within 20 feet of you that can see you must make a Wisdom saving throw. On a failed saving throw, a target has disadvantage on attack rolls made against any creature other than you until the end of its next turn. If you make an attack, move, are knocked prone, or become incapacitated, your dance ends.

Eye Poke. As a bonus action, you can use your free hand to poke a creature in the eyes (or toss loose sand that you have in your pocket). The target must succeed on a Constitution

Dirty Fighter Martial Archetype

Fighter Level	Features
3rd	Dirty Tricks (3 tricks), Student of Dirt
7th	Feign Weakness
10th	Professional Coward, Dirty Tricks (5 tricks)
15th	Bet You Didn't See That Coming!, Dirty Tricks (7 tricks)
18th	Dirt Lord

saving throw against your trick DC or become blinded until the end of its next turn. If the creature has more than two eyes or does not need eyes to see, it automatically passes its save.

Fake Out. If you make an attack against a creature on your turn and miss, you can use your bonus action to force the target to make a Wisdom saving throw against your trick DC. If the creature fails its saving throw, the next attack made against that creature is made with advantage.

Fish Hook. If a Large or smaller creature tries to bite you and misses, you can force the creature to make a Dexterity saving throw against your trick DC. On a failed saving throw, the target is grappled by you, and until the grapple ends, the target can't use its bite attack or use actions associated with its mouth such as a breath weapon or swallow attack.

Grovel. As a bonus action, you can drop to your knees and beg for mercy. Choose a creature within 30 feet of you that can see you. The creature must make a Wisdom saving throw against your trick DC. On a failure, it has disadvantage on attack rolls against you until the end of its next turn or until you attack it.

Hair/Horn Pull. As a bonus action, you can force a creature that you can see within 5 feet of you to make a Strength or Dexterity saving throw (target's choice). On a failed saving throw, you grapple the target.

Head Butt. You can use the Attack action to make a special melee attack, a head butt, against a creature that you can see within 5 feet of you. If you're able to make multiple attacks with the Attack action, this Attack replaces one of them. Make an unarmed strike against the creature. On a hit, the target takes the damage normal for your unarmed strike and the target must make a Strength or Dexterity saving throw against your trick DC. On a failed save, the target is incapacitated until the end of its next turn.

Insult. You can use your bonus action to mock a creature within 30 feet of you. The target must be able to hear you. The target must make a Wisdom saving throw against your trick DC. On a failed saving throw, the target has disadvantage on its next ability check, attack roll, or saving throw (whichever comes first).

"Look Over There!" When a creature targets you with an attack roll, you can use your reaction to force the creature to make a Wisdom saving throw against your trick DC. If the creature fails its saving throw, you can move up to half your movement speed without provoking an attack of opportunity and the creature's next attack roll against you is made with disadvantage.

Low Blow. You can use your bonus action to make an unarmed strike against a creature that you can see within 5 feet of you. If the attack hits, in addition to the damage normal for your unarmed strike, the creature must make a Constitution saving

throw against your trick DC. On a failed saving throw, the creature is stunned until the end of its next turn.

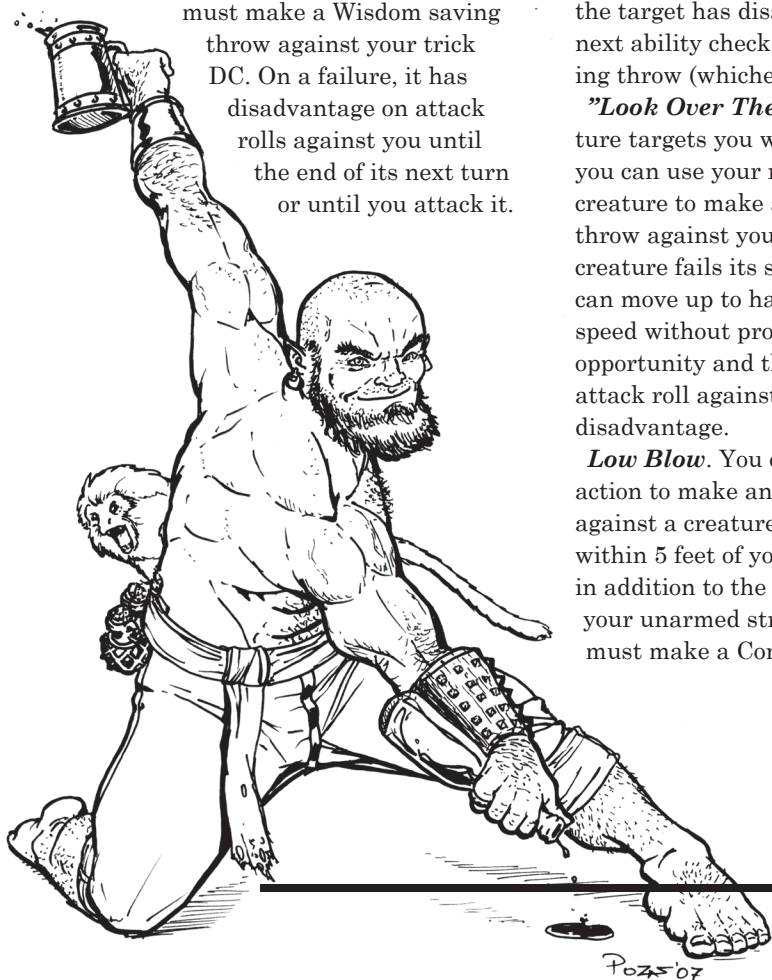
Play Dead. When you take damage from an attack or harmful spell, you can use your reaction to fall prone in your space. For 1 minute, any creature who targets you with an attack or a harmful spell must first make a Wisdom saving throw against your trick DC. On a failed save, the creature must choose a new target or lose the attack or spell. This trick doesn't protect you from area effects, such as the explosion of a fireball.

If you move, speak, make an attack, cast a spell, or do anything that would give you away (GM's discretion), the effect ends.

Shin Kick. When you hit another creature with a melee weapon attack, you can kick the creature in the shin as part of the same attack. The target must succeed on a Constitution saving throw against your trick DC or have its walking speed reduced by half until the end of its next turn. A creature that doesn't have a walking speed or doesn't need legs to move automatically passes its saving throw.

Smack. You can use the Attack action to make a special melee attack, a smack, against a creature that you can see within 5 feet of you. If you're able to make multiple attacks with the Attack action, this Attack replaces one of them. Instead of making an attack, you force the target to make a Wisdom saving throw against your trick DC. On a failed saving throw, it can't take reactions until the start of its next turn. Undead, constructs, and creatures that can't be charmed automatically succeed on their saving throws.

Trip. As a bonus action, you can force a creature to make a Strength or Dexterity saving throw against your trick DC (the target's choice). On a failed saving throw, you can push the creature back 10 feet or knock it prone (your choice).



Planar Champion

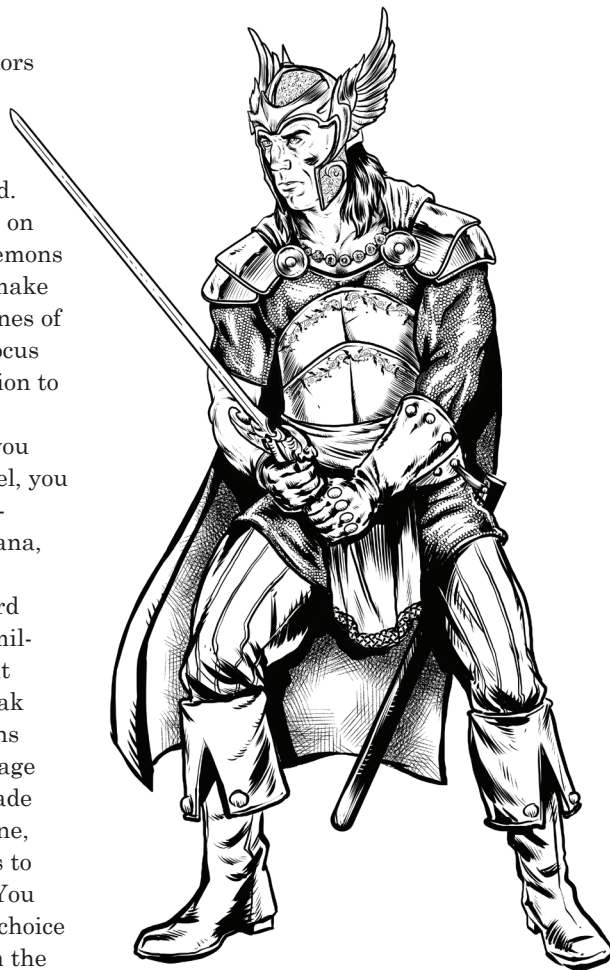
Guardians of the Beyond, Warriors of Destiny, Blades of the Other—Planar Champions travel through the Cosmos to lend their blade wherever it is needed. Some planar champions intrude on the battles that rage between demons and devils, while others might make their presence known in the planes of elemental energy. Others still focus on balance, turning their attention to the neutral planes.

Bonus Proficiencies. When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Arcana, History, Nature, or Survival.

Favored Plane. Starting at 3rd level, you become intimately familiar with a plane of existence that you have traveled to before (speak with your GM about what options are available). You have advantage on Wisdom (Survival) checks made to track creatures from that plane, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by creatures from the chosen plane.

Additionally, when you hit a creature native to your favored plane with a weapon attack, you can add a bonus to your damage roll equal to your proficiency bonus.

These benefits only work on creatures native to the chosen plane, not against similar creatures from different realms. For example, if you choose the Plane of Earth as your favored



plane, the benefits only work against earth elementals from the Plane of Earth and not earth elementals native to the Real.

You choose one additional favored plane, as well as an associated language, at the 7th and 15th level. As you gain levels, your choices should reflect the types of planes you have traveled to on your adventures.

See Invisibility. Starting at 7th

level, you can see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

Attack Ethereal. Also at 7th level, you can use your bonus action to imbue your weapon with force energy, allowing you to make attacks against creatures that you can see in the Ethereal Plane as if they were on the same plane of existence as you. This benefit lasts until the end of your current turn.

Banishing Critical. Beginning at 10th level, when you score a critical hit on an attack roll against a creature native to one of your favored planes, in addition to the damage normal for a critical hit, you can force the creature to make a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier). On a failed saving throw, the target is banished. This effect otherwise works the same as the *banishment* spell.

Planar Traveler. Starting at 15th level, you learn the *plane shift* spell. If you use this feature's spell to travel anywhere other than one of your favored planes of existence, you can't use this feature again until you finish a long rest. You do not require material components when you use this feature's spell to travel to your favored planes.

Sunder Portal. At 18th level, you can permanently destroy a portal through sheer force of will. As an action, choose a portal that you can see within 30 feet of you, such as one created by the *gate* spell or similar magic, and make a Charisma check with a DC equal to the portal creator's spell save DC (or DC 15 if the portal was created by other means). You have advantage on this check if the portal leads to one of your favored planes. On a successful saving throw, the portal permanently closes. If you use this feature and fail your check, you can't try to close the same portal again until you complete a long rest.

Planar Champion Martial Archetype

Fighter Level	Features
3rd	Bonus Proficiencies, Favored Plane
7th	Attack Ethereal, See Invisibility, Favored Plane (2nd)
10th	Banishing Critical
15th	Planar Traveler, Favored Plane (3rd)
18th	Sunder Portal

New Roguish Archetype

At 3rd level, a rogue gains the Roguish Archetype feature. The following Gatecrasher option is available to a rogue, in addition to those offered in other Fifth Edition core books and supplements.

Gatecrasher

Gatecrashers view themselves as cosmic free agents, totally liberated from the laws and ethics that bind all planes of existence. They claim that they have the power to influence all creatures they meet on their travels as well as the very dynamic forces of magic itself. Consummate tricksters, they move from plane to plane, testing the mettle of the valiant, depravity of the egotistical, and resolve of the powerful.

Bonus Proficiencies. When you choose this archetype at 3rd level, you gain proficiency in the Arcana and History skills if you don't already have them. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies. You also learn one additional language of your choice.

Disabling Strike. At 3rd level, when you hit a creature with an attack that deals Sneak Attack damage, you can use your bonus action to force the target to make a Charisma saving throw (DC 8 + your proficiency bonus + your Intelligence modifier). On a failed saving throw, until the end of the target's next turn, the target's movement speed is reduced to 0, and it can't cast spells or use features that

allow it to instantly move from one location to another, such as the *misty step* and *teleport* spells, or a blink dog's Teleport feature.

Warp Sense. Also at 3rd level, you gain the ability to magically detect nearby portals and gates. As an action, you can open your awareness to detect these effects. Until the end of your next turn, you know the location of any gate or portal within 60 feet of you. You do not know where the portal leads or who created it, only that it exists. You can use this feature a number of times equal to 1 + your Intelligence modifier (minimum of once). When you finish a long rest, you regain all expended uses.

At 13th level, this sense improves. When you discover a portal using your Warp Sense, you can make an Intelligence check with a DC equal to the portal creator's spellcasting ability (or DC 15 if the portal was not created by a spellcaster). On a success, you know where the portal leads and who created it (if anyone).

Surelock. Starting at 9th level, you can use your action to magically close all magical portals in a 60-foot-radius sphere centered on a point that you can see within 120 feet of you. For the duration, all portals in that area that link to different planes of existence close, and spells that transport creatures to another plane of existence—such as *plane shift* and *banishment*—fail when cast in this area. Spells and effects that allow a creature to enter the ethereal plane, such as *etherealness*, also fail (including your own Fade feature, detailed



below). However, spells used to move from one point to another on the same plane of existence, such as *misty step* and *teleport*, still function. The effect ends in 1 hour or until you use your action or bonus action to end it. Permanent portals temporarily closed by this effect return to the space that they previously occupied.

Fade. Beginning at 13th level, you can use your action to magically enter the Ethereal Plane, and remain there for 1 hour or until you use your action to return. You return to the plane you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you moved. Other than its duration, this feature works exactly like the *etherealness* spell. Once you use this feature, you can't use it again until you complete a long rest.

Free Jack. Starting at 17th level, you can cast the *gate* spell, and you do not require the material components when you cast it using this feature. Intelligence is your spellcasting ability for this spell (DC 8 + your proficiency bonus + your Intelligence modifier). Once you use this feature, you can't use it again until you complete a long rest. Ω

Gatecrasher Roguish Archetype

Rogue Level	Features
3rd	Bonus Proficiencies, Disabling Strike, Warp Sense
9th	Surelock
13th	Fade, Improved Warp Sense
17th	Free Jack

APPENDIX C

OMERIAN GRIMOIRE

BY JOHN K. WEBB, DAVE HAMRICK, LOOT TAVERN, AND HUMPERDINK'S WARES

ART BY RICK HERSHEY, WILLIAM MCAUSLAND, J.M. WOIAK/HEATHER SHINN, AND DANIEL F WALTHALL

New Magic Items

Bracelet of Domination

Wondrous item, rare (requires attunement)

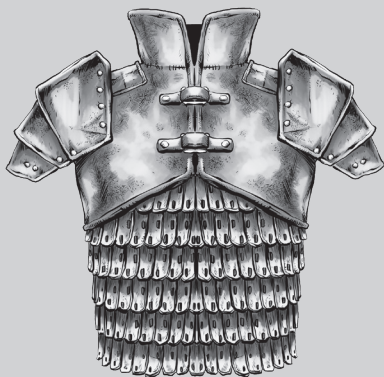
This thin silver bracelet is studded with numerous deep purple amethysts. You can control creatures connected to this bracelet by chains and collars made of silver. When a creature is collared in such a way, it must succeed on a DC 19 Wisdom saving throw or be constantly under the influence of the *command* spell until the necklace or bracelet is removed, or the chain is broken. A creature that succeeds on the save must repeat the saving throw at the beginning of each of its turns whilst it is collared. As a bonus action, on each of your turns, you can give a single command to all collared creatures connected to this bracelet.

Buccaneer's Doublet of Dueling

Armor (light or medium), very rare (requires attunement)

The long coat is embroidered with enchanted threads of gold and silver. Somehow, it stays dry and warm no matter what, even when submerged in water.

While wearing this armor, you get advantage on attack rolls, and enemies get disadvantage when attempting to make melee or ranged attacks against you.



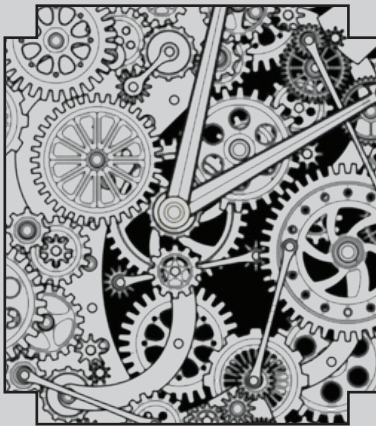
Clockwork Wyvern

Wondrous item, rare (requires attunement)

This limited edition clockwork wyvern comes with a fully-operational, miniature coal engine. Thanks to an intricate mix of steam-powered gears and pistons, the construct has lifelike movements and mannerisms.

Combat. In combat, the clockwork wyvern shares your initiative count, but takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take an action in its stat block or the Dash, Disengage, Help, Hide or Search action. The wyvern has a maximum of 10 charges; see the wyvern's stat block for details on how to spend and recharge this resource.

Death and Damage. The clockwork wyvern cannot regain hit points like other creatures. If the *mending* spell is cast on it, it regains 2d6 hit points. If it falls to 0 hit points, it loses all charges and becomes inert. Lightning or fire damage from a first level spell or higher can reinvigorate the wyvern, bringing it back to life with 0 charges.



CLOCKWORK WYVERN

Tiny construct, unaligned

Armor Class 13 (natural armor)

Hit Points 22 (4d4 + 12)

Speed 30 ft., fly 30 ft.

STR 10 (+0) **INT** 2 (-4)

DEX 14 (+2) **WIS** 6 (-2)

CON 16 (+3) **CHA** 6 (-2)

Skills Perception +0

Damage Immunities fire, psychic

Condition Immunities charmed, deafened, exhaustion, frightened, lightning, paralysed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its master but can't speak.

Challenge 1 (100 XP)

Afterburners. The wyvern can consume 1 charge as a bonus action, doubling its fly speed until the start of its next turn.

Fuel. Over the course of a long rest, the wyvern can regain charges by consuming high-quality charcoal. It regains 1d4 + 1 charges for each 1 gp of charcoal consumed, to a maximum of 10. If the wyvern drops to 0 charges, the wyvern falls prone and unconscious until it is recharged with at least 2 gp of charcoal.

Immutable Form. The wyvern is immune to any spell or effect that would alter its form.

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

ACTIONS

Mechanical Claw. Melee Weapon
Attack: +4, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dragonling Breath (Recharge 5-6). The wyvern consumes 3 charges and exhales fire in a 15-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a success.

Reconstitute. The wyvern consumes 1 charge, regaining 2d6 + 3 hit points.

Bastion of Ash Hallow

Armor (shield), very rare (requires attunement)

Though the face has been worn away by time and pressure, you can still make out the heraldry of Ash Hallow (albeit a version that predates modernity).

While holding this shield, you have resistance to fire damage and a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Fishfolk Blade

Weapon (any sword), uncommon

Seaside fishfolk typically adorn their hilts with coral and seashells, repurposing scavenged steel from less fortunate adventurers. It is common practice to bless such a blade with water before battle; sometimes this can even attract the deep one's blessing. Attacks made with a fishfolk weapon do not suffer disadvantage when used underwater.

Blessing of the Deep. As an action, you can coat this blade with water and make a quick prayer to the deep one. The water turns to flawless ice and the blade deals an additional 1d6 cold damage on a hit for the next minute. Once you have used this feature, you can't do so again until the following dawn.

**Lance of the Crab Knight**

Weapon (lance), rare (requires attunement)

The chitin of the giant centenary crab is some of the hardest found in the ocean, formed under the extreme pressure experienced thousands of meters below sea level.

Crab Knight. You can cast the *phantom steed* spell. The steed always takes the form of a giant centenary crab, which has a swim speed equal to its walking speed. Once you have used this feature, you can't do so again until the next dawn.

Clawful. As a bonus action, you can speak the lance's command word. The missing half of the crab's claw appears as a spectral, shimmering force for the next minute. As part of the summoning bonus action, and as a bonus action on subsequent turns, you can cause the spectral claw to clamp shut when you hit a target, dealing an additional 1d10 force damage and grappling it (escape DC 15). While grappled, you can't use the lance to attack another target.

You can release a grappled creature with a word, no action required.

**Flamelicked Arrow**

Ammunition (arrow), uncommon

Faintly glowing runes are etched into the arrowhead.

While using this arrow, your ranged attacks deal an additional 1d6 fire damage. Once it hits a target, the arrow is no longer magical.

Old Coins

Wondrous item, common

It is said that these cursed coins once belonged to the pirate Gujarek, and that his spirit has wandered the Dark Sea in search of them for centuries. He is unable to rest until each and every coin has been returned to his hoard.

Curse. Any creature in possession of any number of old coins takes 1d4 necrotic damage daily at sunrise. This damage cannot be healed until a *remove curse* spell is cast on the character.

The Osethlume Historical Society may be interested in purchasing these coins for their collection.



Privateer's Watercoat

Wondrous item, rare (requires attunement)

Worn to shield crews of ships against cold and violent wind and spray, this jacket is equipped with pockets and pouches fit for repair tools and weapons. Some coats are adorned with decorative shoulder pads and pins to distinguish rank and nautical prowess.

While wearing this coat, you have advantage on checks and saves made to overcome the effects of cold weather or wind. You also gain advantage on saving throws against spells that deal cold damage. Finally, you have advantage on Charisma checks against any creature that recognizes your uniform as a higher authority than itself. Roll a d4 to determine the rank: 1-petty officer, 2-lieutenant, 3-captain, 4-admiral.

Repair Adept. While attuned to the coat, you can cast the *mending* cantrip at will.

Leafsong Branch

Wondrous item, rare

This crystal shard fell from the treant lord, Pinecrown; it shimmers with a pale teal light.

The branch has 3 charges. You can spend an action and expend 1 charge to animate a tree within 30 ft. of you, turning it into an **Awakened Tree** ally that will persist for 2d4 rounds, whereupon it will revert back to being a normal tree. The branch does not regain charges..



Ring of the Sunken King

Ring, uncommon (requires attunement)

This barnacle-encrusted band of rusted metal is always cold and slightly wet to the touch. The way the metal twists into itself has a certain tentacular quality that is only enhanced by the way it adheres to your skin when you put the ring on your finger.

Tentacle Lash. As an action you speak the ring's command word causing your arm to elongate into a long, wet, suckered spectral tentacle for the next minute. As part of the action and as an action on each of your following turns you can perform a melee spell attack against a creature within 30 feet. Your attack roll modifier equals 3 plus your proficiency bonus. On a hit, you deal 3d8 bludgeoning damage and the target must make a Strength saving throw (save DC equals 11 plus your proficiency bonus) if it is Huge or smaller. On a failure, you may choose one of the following effects:

- The target is knocked prone.
- You disarm the target; you take one item or weapon the target is carrying or wielding (and that is not fastened, e.g. armor) and return it to your person.

Once you use this feature, you can't do so again until the ring spends 1 hour submerged in water.



Sealing Paste

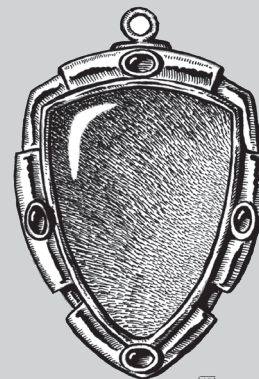
Wondrous item, common

Housed in a rather homemade-looking tube, this terracotta paste smells faintly of mint. It can be applied as an action to any crack, joint, or hole in a solid surface less than a quarter of an inch wide. Over the next six seconds, it transmutes to form a non-living material almost identical to the surrounding material, repairing the damage. A tube contains 2d4 + 2 uses.

Stone of Far Speech

Wondrous item, rare

These runed, granite stones come as a pair. Each stone has 3 charges, regaining 1d3 charges daily at dawn. A charge can be expended to cast the *message* cantrip, with the target as the other stone. As long as the stones are within 1000 miles of each other, your voice emerges from the stone and can be replied to as normal



Talking Shells*Wondrous item, uncommon*

Talking shells come in pairs; each shell being one-half of an original shell so that the pair is easily recognized. While you touch the shell, you can use an action to cast the *sending* spell from it. The target is the bearer of the other shell. If no creature bears the other shell, you know that fact as soon as you use the shell and don't cast the spell. If one of the shells in a pair is destroyed, the other becomes nonmagical.

Tidalstone*Wondrous item, artifact*

The large, ancient stones form the foundation of life in the Dark Sea. These stones primarily power the currents within the Dark Sea, and some scholars believe they may also have some influence over the air and plant life as well. Due to their significance, the people of the Dark Sea deter would-be plunderers from damaging them.

Additionally, the stones themselves have periodically bestowed a gift upon those that have protected or preserved them. When this occurs, the recipient gains the ability to cast the *control water* spell once per day.

**Tooth of Zozyg***Weapon (glaive), rare (requires attunement)*

You gain a +1 bonus to attack and damage rolls made with this weapon.

The tooth has 4 charges for the following properties. It regains 1d4 expended charges daily at dawn.

Control Water. While wielding the tooth, you can use an action to expend 2 charges and command the waves to do your bidding as with the *control water* spell.

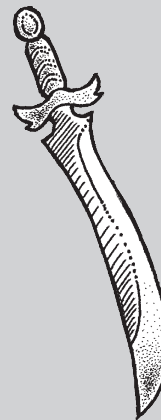
Finishing Strike.

When you roll an 18 or higher on the d20 during an attack roll, you can expend 1 charge to deal an additional 3d8 force damage to the target.

**Windslash Cutlass***Weapon (any sword), rare (requires attunement)*

The pommel is inlaid with small shards of white quartz, arranged in the shape of a bird. Those same figures are etched into the blade itself.

Once per turn, when you hit a creature with an attack using this magic weapon, you can spend a bonus action to have it release a powerful gust of wind. If you do, the hit creature must succeed on a DC 10 Strength saving throw or take 1d6 bludgeoning damage and be blown 5 ft. away from you. Ω



APPENDIX D

THE BESTIARY

BY DAVE HAMRICK, JOHN K. WEBB, HUMPERDINK'S WARES, TAVERNTALES ALEX, AND CORVID'S EMPORIUM
ART BY MATIAS LAZARO, WILLIAM MCAUSLAND, RICK HERSHEY, SHUTTERSTOCK, MACIEJ ZAGORSKI, J.M. WOIAK/
HEATHER SHINN, AND BODIE HARTLEY

Abyssal Tentacle

This large tentacle extends from a kraken, which itself does not rise above the sea. It grabs sailors and crushes them before dragging them to the sea.

ABYSSAL TENTACLE			
<i>Huge beast, neutral evil</i>			
Armor Class 12 (natural armor)			
Hit Points 42 (5d12 + 10)			
Speed 5 ft., swim 10 ft.			
STR	16 (+3)	INT	2 (-4)
DEX	5 (-3)	WIS	2 (-4)
CON	15 (+2)	CHA	2 (-4)
Senses blindsight 10 ft., passive Perception 6			
Languages —			
Challenge ½ (100 XP)			
Involuntary Response. If the tentacle ever loses half or more of its remaining hit points in a single attack, it will release anything it is grappling.			
Amphibious. The tentacle can breathe air and water.			
ACTIONS			
Squeeze. <i>Melee Weapon Attack:</i> +5 to hit, reach 30 ft., one target, <i>Hit:</i> 12 (2d8 + 3) bludgeoning damage and the target is grappled (escape DC 13). Until this grapple ends, the creature is restrained, and the tentacle can't squeeze another target. At the beginning of the tentacle's turn, if it is currently squeezing a creature, that creature takes 6 (1d6 + 3) bludgeoning damage.			

Amoeboids

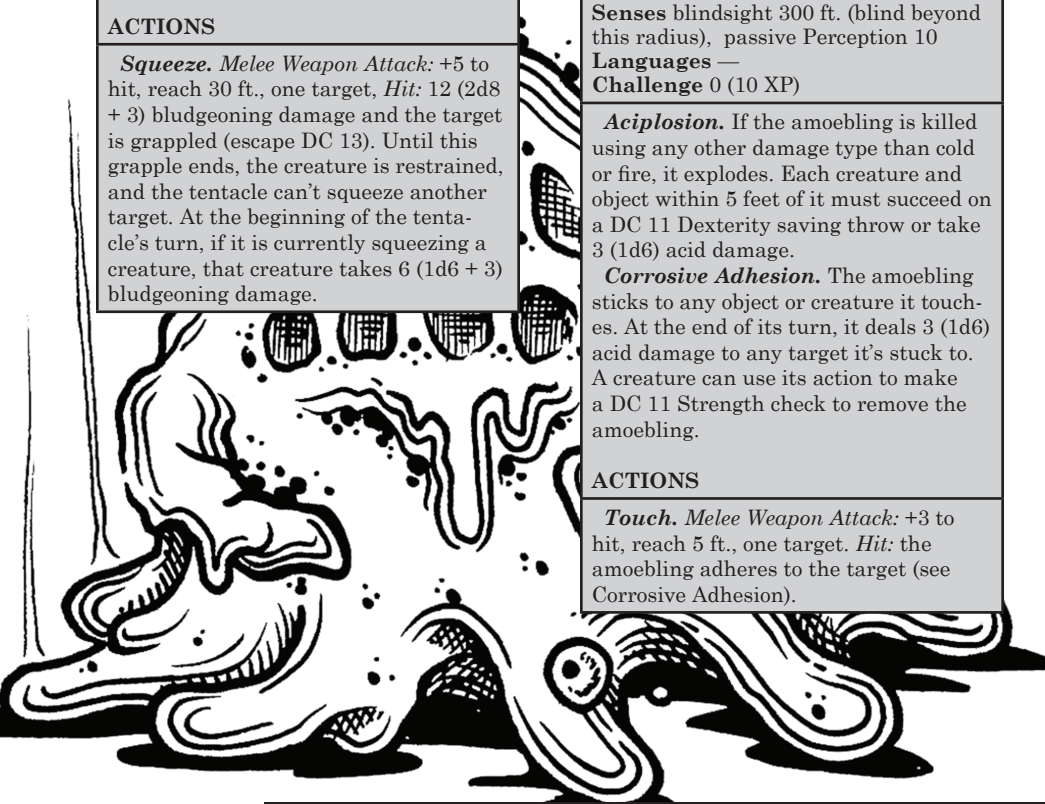
Beginning life as tiny, grape-fruit-sized sacks of acid, these single-celled, jelly-like organisms can eat their way through almost any material. As they adsorb, dissolve, and absorb their way through ships' hulls and seaweed alike, they grow in size. Once mature, they become engorged as they produce thousands upon thousands of clones within them. An amoeboid then has one purpose; to find a rich food source—such as a

passing ship—upon which to explode and deposit its young.

Protection. Silver and nacre are used to form amoeboid-resistant coatings; these are the only materials through which they cannot corrode. Indeed, most port towns around the Dark Sea are armed with long-range ballistae to pop amoeboids at a distance. Reinforced 'clean up catamarans' then take to the sea and dispatch the young before they can make Kwiss-cheese of the harbour.

AMOEBLING			
<i>Tiny monstrosity, unaligned</i>			
Armor Class 9			
Hit Points 3 (1d4 + 1)			
Speed 0 ft., swim 20 ft.			
STR	5 (-3)	INT	1 (-5)
DEX	9 (-1)	WIS	6 (-2)
CON	12 (+1)	CHA	3 (-4)
Skills Perception +0, Stealth +1			
Damage Vulnerabilities piercing			
Senses blindsight 300 ft. (blind beyond this radius), passive Perception 10			
Languages —			
Challenge 0 (10 XP)			
Aciplosion. If the amoebling is killed using any other damage type than cold or fire, it explodes. Each creature and object within 5 feet of it must succeed on a DC 11 Dexterity saving throw or take 3 (1d6) acid damage.			
Corrosive Adhesion. The amoebling sticks to any object or creature it touches. At the end of its turn, it deals 3 (1d6) acid damage to any target it's stuck to. A creature can use its action to make a DC 11 Strength check to remove the amoebling.			
ACTIONS			
Touch. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> the amoebling adheres to the target (see Corrosive Adhesion).			

DISTENDED AMOEBOID			
<i>Gargantuan monstrosity, unaligned</i>			
Armor Class 8			
Hit Points 145 (10d20 + 40)			
Speed 0 ft., swim 60 ft.			
STR	14 (+2)	INT	1 (-5)
DEX	7 (-2)	WIS	8 (-1)
CON	19 (+4)	CHA	3 (-4)
Skills Perception +5, Stealth +0			
Damage Vulnerabilities piercing			
Condition Immunities charmed			
Senses blindsight 300 ft. (blind beyond this radius), passive Perception 15			
Languages —			
Challenge 0 (10 XP)			
Mesmerising. Each creature within 1000 feet of the distended amoeboid that looks at it must succeed on a DC 13 Wisdom saving throw or become charmed by it for 1 hour. A creature charmed in such a way must use its movement and actions to move towards the amoeboid, whether by piloting a ship, swimming, or flying. A creature can repeat the saving throw at the end of each minute or whenever it takes damage. A creature that succeeds on the saving throw is immune to this effect for 1 hour.			
REACTIONS			
Explode. As a reaction to taking damage, the amoeboid can explode, depositing thousands of its offspring in a 300-foot radius.			



Blindsight Naga

Deep beneath the waves of the Dark Sea, the Blindsight Naga are trapped in an endless, enchanted slumber. The mortal races that call the Dark Sea home have long forgotten their ancient foe. But they shall soon remember, for the Blindsight have a new master, and her song has beckoned them forth from the depths once again.

Blindsight Myrmidon

These warriors of the deep are the first line of defense for the covens, exclusively male, and considered by the Seawitches to be expendable assets. In conjunction with the Priestesses and their potent restorative magics, the myrmidon is a bullish and hardy opponent, both at land and at sea.

Ferocious. Centuries of oppression, abuse, and hard training have cultivated in the myrmidon a vicious nature. A myrmidon is prone to fly into a blood frenzy if their opponent shows any signs of weakness.

Weak Willed. Although the myrmidon are more reliable than the lesser drudges, they can still struggle in a losing situation without the guidance of a Priestess or Seawitch.

Natural Weapons. Like all Blindsight naga, the myrmidon have powerful claws and teeth, and their saliva contains potent bacteria that's poisonous to most creatures.

Blindsight Priestess

A Priestess of the Blindsight is a powerful sorceress, an aspiring Seawitch who has spent eons at the feet of her master. Though the Seawitches are cautious of sharing their terrible power, the most diligent and cunning of the Priestesses may eventually learn enough arcana to break away and form their own coven. A Priestess may attempt to stage a coup against their coven's Seawitch, but these occurrences are vanishingly rare—and

often deadly for the would-be usurper.

Abyssal Sorceress. The Priestess is a potent spellcaster in her own right, drawing upon the teachings of her master to amplify her own innate power. She typically casts protective and restorative spells, bolstering the myrmidon on the battlefield to better serve her.

Ruthless Commander. Cowardice is not tolerated amongst the Blindsight naga. The Priestess will not hesitate to sever the head of any myrmidon or drudge that dares to leave her side.

The Seawitch

The leaders of the Blindsight covens are the Seawitches, beings of extraordinary magical acumen that were present when the Dark Sea first formed. They are the undisputed matriarchs of the naga, lavished in reverence and glory, their every whim fulfilled by their loyal Priestesses. Male naga dare not to even look upon the witch, even in passing. Though a great number of covens were decimated during The Galecaster War, the few Seawitches that remain today are among the most powerful to ever live. In that halcyon age, beings such as Vadha and Izaara commanded the whole of the Dark Sea. Even the colossal kraken was not exempt from their dominion.

Arrogant Master. A Seawitch is haughty and confident in her own power, even when circumstances call for negotiation or retreat. They would rather die than admit defeat, and losing control of their environment is intolerable to them.

Abyssal Sorceress. Unlike the Priestesses that make up her closest circle, the Seawitch's magical arsenal is founded in pure elemental power. Great blankets of fog, surges of lightning, and howling gales often mark the arrival of a Seawitch—and woe to those caught in her storm.

Half-Naga Hybrid Template

A Half-Naga Hybrid is any Medium humanoid creature that's been twisted into a monstrosity by a naga Seawitch. A creature that was never flesh and blood to begin with (such as a construct, elemental, ooze, plant, or undead) can't be turned into a half-naga hybrid. The process is painful beyond belief: the abyssal transformation cracks bones, replaces skin with scales, restructures the nervous system, and does a host of other unpleasant things. The following characteristics change or are added to a creature that becomes a half-naga hybrid.

Retained Characteristics. The hybrid retains its Armor Class, hit points, Hit Dice, INT, and WIS.

Lost Characteristics. The hybrid loses its original saving throws and skill bonuses, special senses, and special traits. It loses any action that isn't Multiattack or a melee weapon attack.

Type. The hybrid's type is monstrosity, and it loses any tags.

Alignment. The hybrid is NE.

Speed. 30 ft., swim 40 ft.

Ability Scores. The hybrid's ability scores change as follows: STR 14 (+2), DEX 12 (+1), CON 14 (+2), CHA 5 (-3)

Senses. Darkvision 30 ft.

Condition Immunities. The hybrid can't be charmed or poisoned.

Languages. The hybrid retains whatever language it spoke before, and can speak Abyssal.

Attacks. The hybrid gains the following additional attacks:

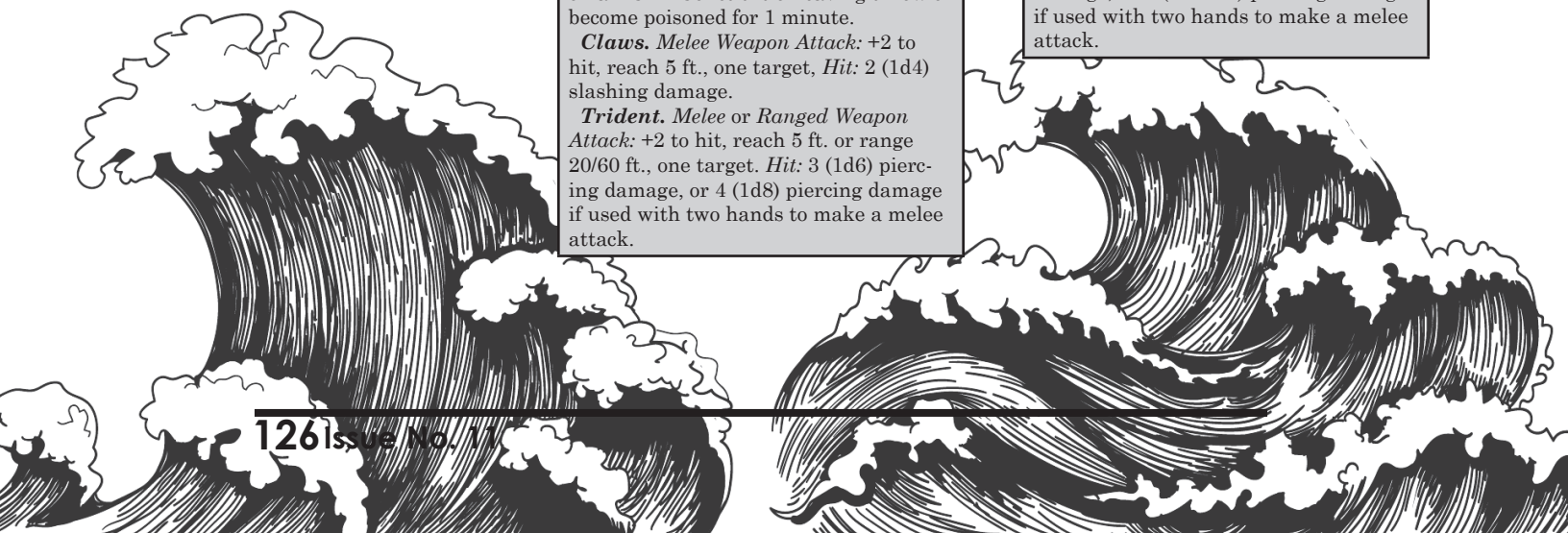
Bite. Melee Weapon Attack: +2 to hit, range 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage and target must succeed on a DC 10 Constitution saving throw or become poisoned.

Claws. Melee Weapon Attack: +2 to hit, range 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

BLINDSIGHT MYRMIDON <i>Medium monstrosity, neutral evil</i>			
Armor Class 12 (natural armor) Hit Points 26 (4d8 + 8) Speed 30 ft., swim 40 ft.			
STR	14 (+2)	INT	10 (+0)
DEX	12 (+1)	WIS	12 (+1)
CON	14 (+2)	CHA	6 (-2)
Skills Athletics +4, Perception +5 Damage Immunities poison Condition Immunities charmed, poisoned Senses blindsight 60 ft., passive Perception 15 Languages Abyssal, Common Challenge ½ (100 XP)			
<p>Abyssal Rejuvenation. If the myrmidon dies, it returns to life in 1d8 days. Severing the creature's head from its body will prevent this from happening.</p> <p>Amphibious. The myrmidon can breathe air and water.</p> <p>Blood Frenzy. The myrmidon has advantage on melee attack rolls against any creature that doesn't have all its hit points.</p>			
ACTIONS			
<p>Multiattack. The myrmidon makes two melee attacks: one with its bite and one with its claws or trident.</p> <p>Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target, <i>Hit:</i> 4 (1d4 + 2) piercing damage and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute.</p> <p>Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target, <i>Hit:</i> 4 (1d4 + 2) slashing damage.</p> <p>Trident. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.</p>			

BLINDSIGHT PRIESTESS <i>Medium monstrosity, neutral evil</i>			
Armor Class 12 (natural armor) Hit Points 27 (5d8 + 5) Speed 30 ft., swim 40 ft.			
STR	10 (+0)	INT	12 (+1)
DEX	11 (+0)	WIS	10 (+0)
CON	13 (+1)	CHA	16 (+3)
Skills Medicine +4 Damage Immunities poison Condition Immunities charmed, poisoned Senses blindsight 60 ft., passive Perception 10 Languages Abyssal, Common Challenge 1 (200 XP)			
<p>Abyssal Rejuvenation. If the priestess dies, it returns to life in 1d8 days. Severing the creature's head from its body will prevent this from happening.</p> <p>Amphibious. The priestess can breathe air and water.</p> <p>Blood Frenzy. The priestess has advantage on melee attack rolls against any creature that doesn't have all its hit points.</p> <p>Blessing of the Fathoms. As a bonus action, the priestess can expend a spell slot to cause any friendly creature in line of sight to regain 5 hit points at the start of each of its turns for 1 minute or until the priestess loses concentration (as if concentrating on a spell).</p> <p>Spellcasting. The priestess is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The priestess has the following sorcerer spells prepared: <i>Cantrips (at will): chill touch, minor illusion</i> <i>1st Level (3 slots): fog cloud</i></p>			
ACTIONS			
<p>Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target, <i>Hit:</i> 2 (1d4) piercing damage and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute.</p> <p>Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one target, <i>Hit:</i> 2 (1d4) slashing damage.</p> <p>Trident. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.</p>			

BLINDSIGHT SEAWITCH <i>Medium monstrosity, neutral evil</i>			
Armor Class 14 (natural armor) Hit Points 65 (10d8 + 20) Speed 30 ft., swim 40 ft.			
STR	12 (+1)	INT	15 (+2)
DEX	11 (+0)	WIS	14 (+2)
CON	14 (+2)	CHA	20 (+5)
Skills Arcana +4, History +4, Religion +4 Damage Immunities poison Condition Immunities charmed, poisoned Senses blindsight 60 ft., passive Perception 12 Languages Abyssal, Common Challenge 4 (1,100 XP)			
<p>Abyssal Rejuvenation. If the seawitch dies, it returns to life in 1d8 days. Severing the creature's head from its body will prevent this from happening.</p> <p>Amphibious. The seawitch can breathe air and water.</p> <p>Spellcasting. The Seawitch is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The seawitch has the following sorcerer spells prepared: <i>Cantrips (at will): chill touch, fire bolt</i> <i>1st Level (4 slots): charm person, shield</i> <i>2nd Level (3 slots): gust of wind, suggestion</i> <i>3rd Level (2 slots): lightning bolt</i></p>			
ACTIONS			
<p>Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target, <i>Hit:</i> 3 (1d4 + 1) piercing damage and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute.</p> <p>Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target, <i>Hit:</i> 3 (1d4 + 1) slashing damage.</p> <p>Trident. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.</p>			



Calamity Monsters

Dr. Calamity's henchmen and golems may be found wherever his nefarious plans manifest.

Clay Golem Simulacrum

A clay golem simulacrum is a **clay golem** that can assume the appearance of a creature it has killed using its life draining slam attack.

Type. This creature gains the (shapechanger) tag.

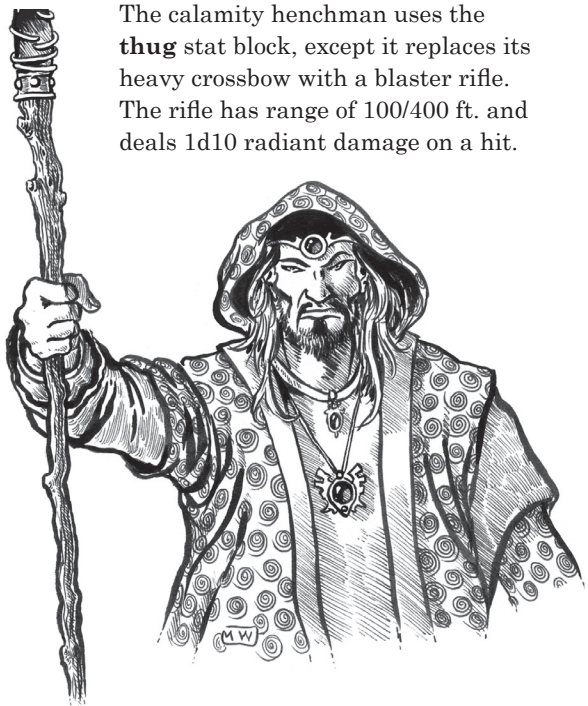
Ability Score Adjustment. The clay golem simulacrum's Intelligence score is 10 (+0).

Languages. When the clay golem simulacrum assumes the form of another creature using its shapechanger feature, it can speak the languages that the creature knew.

New Feature: Shapechanger. The clay golem simulacrum can use its action to polymorph into a Medium or Small humanoid it has replaced, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Calamity Henchman

The calamity henchman uses the **thug** stat block, except it replaces its heavy crossbow with a blaster rifle. The rifle has range of 100/400 ft. and deals 1d10 radiant damage on a hit.



Giant Ape Sentry

The giant ape sentry is a living creature whose head has been removed and replaced with a magical, telepathic sensor. It uses the **giant ape** stat block, with the following changes:

Type. Its creature type is construct.

Abilities Scores. Its ability scores change as follows: Int 2 (-4), Wis 10 (+0), Cha 1 (-5).

Skills. It loses its proficiency in Athletics and Perception.

Senses. It has blindsight with a radius of 30 feet, and it is blind beyond this radius. Its passive Perception is 10.

Damage Immunities. It is immune to psychic damage.

Condition Immunities. It is immune to the blinded, charmed, deafened, exhaustion, frightened, paralyzed, and petrified conditions.

New Feature: Psychic State (Recharge 6). The giant ape sentry emits a wave of psychic energy in a 30-foot cone. Each creature in the area must succeed on a DC 10 Intelligence saving throw. On a failed saving throw, a creature takes 10 (3d6) psychic damage and is stunned until the end of the sentry's next turn. On a successful saving throw, the creature takes half as much damage and isn't stunned.

Golemmancer

A golemmancer is a specialist wizard that focuses on golem creation. It uses the **mage** stat block, except with the following changes:

New Feature: Construct Commander. All constructs of the golemmancer's choice within 30 feet of the golemmancer have advantage on all saving throws and ability checks as long as the golemmancer isn't incapacitated.

Alternate Spell List. The golemmancer knows and prepares the following spells:

Cantrips (at will)—*light*, *mage hand*, *poison spray*, *prestidigitation*;

1st-level (4 slots)—*detect magic*, *expeditious retreat*, *mage armor*;
2nd-level (3 slots)—*levitate*, *mirror image*, *misty step*;
3rd-level (3 slots)—*counterspell*, *fear*, *haste*;
4th-level (3 slots)—*greater invisibility*, *fabricate*;
5th-level (2 slots)—*animate objects*, *cone of cold*.

Crabigator

Created by unknown forces as a huge crab and alligator hybrid, crabigators have long terrorized shallow caves around the Dark Sea. Their aggressive nature has led sailors to avoid known nests of these creatures.

CRABIGATOR

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 30 ft., swim 50 ft.

STR	21 (+5)	INT	2 (-4)
DEX	12 (+1)	WIS	10 (+0)
CON	17 (+3)	CHA	7 (-2)

Skills Stealth +4

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Amphibious. The crabigator can breathe air and water.

ACTIONS

Multiattack. The crabigator makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target, *Hit:* 21 (3d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature, *Hit:* 15 (3d6 + 5) bludgeoning damage and the target is grappled (escape DC 15). The crabigator has two claws, each of which can grapple only one target. Until the grapple ends, the crabigator has advantage on bite attacks made against the target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by crabigator, *Hit:* 14 (2d8 + 5) bludgeoning damage and if the target is a creature it must succeed on a DC 16 Strength saving throw or be knocked prone.

Dark Sea Drow

These specialists may be found on the ships plying the Dark Sea.

Beatkeepers

Those that learn the Way of Rhythm are invaluable assets upon the Dark

Sea. For vessels without access to Galecasters, rowing is the only legitimate means of locomotion. A beatkeeper’s magical percussion not only keeps its rowers in time, but stimulates them to ever greater feats of speed and endurance.



Crestcallers

Able to innately control water, crestcallers can bend waves, easing a boats passage through troubled waters. In a pinch, they can manipulate water into deadly weapons, pulling foes from boats and knocking them underwater.

DROW BEATKEEPER <i>Medium humanoid (drow), lawful evil</i>					
Armor Class 15 (scale mail) Hit Points 33 (6d8 + 6) Speed 30 ft.					
STR	14 (+2)	INT	11 (+0)	DEX	13 (+1)
DEX	13 (+1)	WIS	13 (+1)	CON	12 (+1)
CON	12 (+1)	CHA	12 (+1)		
Skills Perception +3, Stealth +3 Senses darkvision 120 ft., passive Perception 13 Languages Elvish, Undercommon Challenge 1 (200 XP)					
Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep. Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The drow can innately cast the following spells, requiring no material components: <i>At will: dancing lights</i> <i>1/day each: darkness, faerie fire</i>					
ACTIONS					
Multiattack. The drow makes two attacks and uses 'Keep The Rhythm' if it is within 5 ft. of its timpani. Timpani Mallet. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d6 + 2) bludgeoning damage. Keep The Rhythm. Each creature of the drow's choice within 15 ft. of it that can hear the timpani must succeed on a DC 12 Wisdom saving throw or begin dancing for as long as the drow concentrates on the effect(as if concentrating on a spell). While dancing the creature has disadvantage on attack rolls and its speed is halved. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect ends early if the creature is ever deafened or moves more than 30 feet from the drow.					

DROW CRESTCALLER <i>Medium humanoid (drow), lawful evil</i>					
Armor Class 15 (studded leather) Hit Points 66 (12d8 + 12) Speed 30 ft., swim 30 ft.					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	13 (+1)	16 (+3)
Skills Perception +3, Stealth +5 Senses darkvision 120 ft., passive Perception 13 Languages Elvish, Undercommon Challenge 3 (700 XP)					
Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep. Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The drow can innately cast the following spells, requiring no material components: <i>At will: dancing lights, shape water, water whip*</i> <i>2/day each: darkness, faerie fire</i> <i>1/day control water, magic weapon</i>					
ACTIONS					
Multiattack. The drow makes two Poisoned Dagger attacks. Poisoned Dagger. Melee or Range Weapon Attack: +5 to hit, reach 5 ft., or range 20/60 ft., one target. <i>Hit:</i> 5 (1d4 + 3) piercing damage plus 2 (1d4) poison damage. Water Whip. Ranged Spell Attack; +5 to hit, range 60 ft., one target within 15 feet of a body of water within range. <i>Hit:</i> 7 (2d6) slashing damage and the creature must succeed on a DC 13 Strength saving throw or be either pulled up to 15 feet towards the body of water, or knocked prone (caster's choice).					
LEGENDARY ACTIONS					
The Drow Crestcaller can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Drow Crestcaller regains spent legendary actions at the start of its turn. Move. The drow disengages, then moves up to its speed. Attack. The drow makes one poisoned dagger attack. Extra Water Whip (costs 2 actions). The drow uses the Water Whip action.					

Evie Teddison

When Tikola invented light emitting dragons, Evie invented the silverbulb, a glowing root vegetable. When Tikola unveiled Dragon's Breath technology and proposed her 'alternate combustion' system, Evie revealed her 'direct

EVIE TEDDISON <i>Small humanoid (gnome), lawful neutral</i>			
Armor Class 14 (studded leather) Hit Points 54 (12d6 + 12) Speed 25 ft.			
STR	10 (+0)	INT	16 (+3)
DEX	15 (+2)	WIS	13 (+1)
CON	12 (+1)	CHA	11 (+0)
Skills Arcana +7, Perception +3 Senses darkvision 60 ft., passive Perception 13 Languages Gnomish, Elvish, Sahuagin, Undercommon Challenge 3 (700 XP)			
<p>Stormy Overcast (Recharge 5-6). Evie can create an additional effect when she casts ray of frost or shocking grasp. Roll a d6 to determine the effect: 1–2, Evie and each creature and object within 10 feet of her must succeed on a DC 13 Constitution saving throw or take 1d8 thunder damage; 3–4, an effect identical to the fog cloud spell appears, centred on Evie, and with a duration of 1 round; 5–6, the target is shot 20 feet into the air.</p> <p>Spellcasting. Evie is a 5th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Evie has the following artificer spells prepared:</p> <p><i>At will: mending, message, ray of frost, shocking grasp</i> <i>1st level (4 slots): cure wounds, expeditious retreat, grease</i> <i>2nd Level (3 slots): aid*, heat metal, web</i> <i>3rd Level (2 slots): haste, water breathing*</i> <i>* Evie casts these spells before combat.</i></p>			
ACTIONS			
<p>Ray of Frost (cantrip). Ranged Spell Attack: +5 to hit, range 60 ft., Hit: 9 (2d8) cold damage and the target's speed is reduced by 10 feet until the start of Evie's next turn.</p> <p>Clockwork Wyvern. Evie uses her bonus action each turn to command the Clockwork Wyvern (see Appendix C).</p>			

compulsion' Wave technology. When Tikola crafted the Osethlume omlette, Evie contrived the Ash Hallow hummous. Long have these rival inventors tried to outdo one another, much to the delight of those that profit from their creations.

Evie is, to all appearances, a well-mannered, charcoal-skinned deep gnome. But her charm and knowledge of social etiquette belies her ruthlessness. She will stop for nothing - other than a well-made hummous - on her journey to greatness.

Fungal Creatures

Buried deep below the earth is an old duergar wizard's complex. Once upon a time it hummed with activity as the duergar wizard Sorcha and her assistants researched and experimented with the creation of half-dragons. Now, it lies in ruin, consumed by a parasitic fungus. Its former occupants roam its festered halls in search of fresh bodies to infect.

Heavyweight

The biggest of the fungal creatures that operate out of the wizard's complex, heavyweights pack a heavy punch. So long as they are within range of another living plant creature, they are effectively immortal thanks to their regenerative trait.

Kobold King

One surprising creature to come from the fungal horrors infesting the lost laboratory was the kobold king. The kobold king looks like a mass of arms, faces, teeth, and claws—a horrible amalgam of flesh and fungus that was once a small kobold gang.

Latch

Sometimes referred to as “fungal ropers,” a latch is a small fungal creature that uses its tendrils to grab living creatures so that it can drain the life from them.

Sprout

A sprout superficially resembles a ghoul or ghost, but is much worse. The creatures absorb the living flesh of their prey, adding the flesh to their own mass. This allows them to increase their size and combat capabilities.

Superspreader

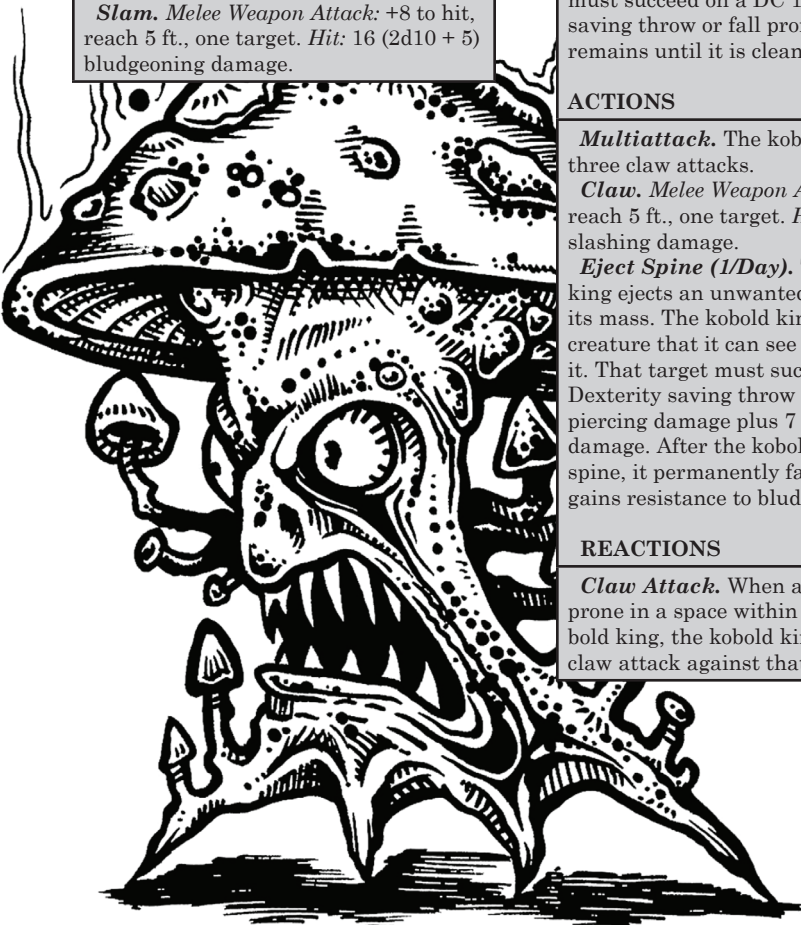
A superspreader is a large mound of fungus that secretes oozes and acids, creating a toxic environment for most living creatures. Often, these horrible fungi are found in the presence of other fungal creatures.



HEAVYWEIGHT <i>Large plant, chaotic evil</i>			
Armor Class 17 (natural armor) Hit Points 114 (12d10 + 48) Speed 25 ft.			
STR	20 (+5)	INT	5 (-3)
DEX	9 (-1)	WIS	10 (+0)
CON	18 (+4)	CHA	5 (-3)
Damage Resistances necrotic Damage Immunities poison Condition Immunities charmed, exhaustion, poisoned Senses darkvision 60 ft., passive Perception 10 Languages — Challenge 5 (1,800 XP)			
Symbiotic Regeneration. The heavyweight regains 10 hit points at the start of its turn. This trait functions only if there is at least one living plant creature within 30 feet of it. The heavyweight dies only if it starts its turn with 0 hit points and it doesn't regenerate.			
ACTIONS			
Multiattack. The heavyweight makes two slam attacks.			
Slam. <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 16 (2d10 + 5) bludgeoning damage.			

KOBOLD KING <i>Medium plant, chaotic evil</i>			
Armor Class 11 Hit Points 22 (5d8) Speed 30 ft.			
STR	12 (+1)	INT	6 (-2)
DEX	12 (+1)	WIS	7 (-2)
CON	10 (+0)	CHA	5 (-3)
Damage Resistances necrotic Damage Immunities poison Condition Immunities charmed, exhaustion, poisoned Senses darkvision 60 ft., passive Perception 8 Languages understands Common and Draconic but can't speak Challenge 3 (700 XP)			
Sunlight Sensitivity. While in sunlight, the kobold king has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.			
Viscera Removal. As a bonus action, the kobold king ejects unwanted internal organs from its mass into an unoccupied space within 5 feet of it. A creature that enters the space for the first time on its turn or ends its turn in the space must succeed on a DC 10 Dexterity saving throw or fall prone. The waste remains until it is cleaned up.			
ACTIONS			
Multiattack. The kobold king makes three claw attacks.			
Claw. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 3 (1d4 + 1) slashing damage.			
Eject Spine (1/Day). The kobold king ejects an unwanted spine from its mass. The kobold king targets one creature that it can see within 30 feet of it. That target must succeed on a DC 10 Dexterity saving throw or take 14 (4d6) piercing damage plus 7 (2d6) poison damage. After the kobold king ejects the spine, it permanently falls prone and it gains resistance to bludgeoning damage.			
REACTIONS			
Claw Attack. When a creature falls prone in a space within 5 feet of the kobold king, the kobold king can make one claw attack against that creature.			

LATCH <i>Medium plant, chaotic evil</i>			
Armor Class 15 (natural armor) Hit Points 52 (8d8 + 16) Speed 30 ft., climb 30 ft.			
STR	14 (+2)	INT	7 (-2)
DEX	14 (+2)	WIS	12 (+1)
CON	14 (+2)	CHA	7 (-2)
Damage Resistances necrotic Damage Immunities poison Senses darkvision 60 ft., passive Perception 11 Languages — Challenge 3 (700 XP)			
Grasping Tendrils. The latch can have up to six tendrils at a time. Each tendril can be attacked (AC 15; 5 hit points; resistance to necrotic damage; immunity to poison and psychic damage). Destroying a tendril deals no damage to the latch, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 12 Strength check against it.			
Spider Climb. The latch can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.			
Symbiotic Expertise. While the latch is grappling a living creature, it has advantage on all of its ability checks, attack rolls, and saving throws.			
ACTIONS			
Multiattack. The latch makes three tendril attacks and uses Reel.			
Tendril. <i>Melee Weapon Attack:</i> +4 to hit, reach 15 ft., one creature. <i>Hit:</i> 9 (2d6 + 2) bludgeoning damage and the target is grappled. Until this grapple ends, the target is restrained, and the latch can't use this tendril on another target.			
Reel. The latch pulls each creature grappled by it up to 15 feet straight towards it.			
Life Drain. Each creature that the latch is grappling takes 14 (4d6) necrotic damage and must make a DC 12 Constitution saving throw. On a failed saving throw, a target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a sprout, unless the humanoid is restored to life or its body is destroyed by fire.			



SPROUT <i>Medium plant, chaotic evil</i>			
Armor Class 13 Hit Points 36 (8d8) Speed 30 ft.			
STR	16 (+3)	INT	11 (+0)
DEX	17 (+3)	WIS	10 (+0)
CON	10 (+0)	CHA	8 (-1)
Damage Resistances necrotic Damage Immunities poison Condition Immunities charmed, exhaustion, poisoned Senses darkvision 60 ft., passive Perception 10 Languages — Challenge 2 (450 XP)			
Stench. Any creature that starts its turn within 5 ft. of the sprout must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. If the saving throw fails by 5 or more, the target is also incapacitated while poisoned in this way. On a successful saving throw, the creature is immune to the sprout's Stench for 24 hours.			
ACTIONS			
Bite. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one creature. <i>Hit:</i> 12 (2d8 + 3) piercing damage, or 21 (4d8 + 3) piercing damage when the sprout is Large.			
Symbiotic Meld. The sprout initiates a Constitution contest with an incapacitated Medium or Small creature within 5 feet of it that isn't protected by protection from evil and good. If it wins the contest, the sprout absorbs the creature's body, the creature dies, and the sprout gains 20 temporary hit points. As long as these temporary hit points remain, the sprout's size is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the sprout lacks the room to become Large, it attains the maximum size possible in the space available. The body of a creature absorbed by the sprout can be recovered if the sprout is killed within 8 hours.			

SUPERSPREADER <i>Large plant, chaotic evil</i>			
Armor Class 13 (natural armor) Hit Points 95 (10d10 + 40) Speed 10 ft., climb 10 ft.			
STR	18 (+4)	INT	3 (-4)
DEX	8 (-1)	WIS	10 (+0)
CON	19 (+4)	CHA	4 (-3)
Damage Resistances necrotic Damage Immunities poison Condition Immunities charmed, exhaustion, poisoned Senses darkvision 60 ft., passive Perception 10 Languages — Challenge 4 (1,100 XP)			
Spider Climb. The superspreader can climb difficult surfaces, including upside down on ceilings, without requiring an ability check.			
ACTIONS			
Spew Bile. <i>Ranged Weapon Attack:</i> +6 to hit, range 30/150 ft., one creature. <i>Hit:</i> 27 (6d8) acid damage and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 hour. While poisoned in this way, the target exudes toxic fumes in a 10-foot radius. The fumes spread around corners. Any creature that starts its turn in that area must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn.			
REACTIONS			
Necrotic Consumption. When a Small or larger living creature dies within 10 feet of the superspreader, the superspreader regains 10 hit points. If the superspreader still has all of its hit points remaining, it secretes a gray ooze instead. The ooze appears in an unoccupied space within 5 feet of the superspreader and remains until destroyed. Gray oozes summoned in this way roll initiative and act on the next available turn.			

Goodbyevalve

Mother of millions, master mollusc of the maze, the goodbyevalve is the progenitor of all the giant oysters found around the Dark Sea. In its lair, it awaits passing amoeboids and kraken kelp, filtering them through the stiff, blade-like fronds of its gills. Legends tell of an enormous pearl that grows within it, just waiting to be liberated by a plucky adventurer.

GOODBYEVALVE <i>Gargantuan beast, unaligned</i>			
Armor Class 17 (natural armor) Hit Points 310 (20d20 + 100) Speed 0 ft.			
STR	23 (+6)	INT	2 (-4)
DEX	1 (-5)	WIS	6 (-2)
CON	20 (+5)	CHA	3 (-4)
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8 Languages — Challenge 5 (1800 XP)			
Vulnerable Opening. While opened to feed, the goodbyevalve's AC is 7. If it takes 50 or more damage within a minute, it closes its mouth until it deems it safe to feed again.			
ACTIONS			
Filter Feed. Any creature, vehicle, or object inside the goodbyevalve's mouth is consumed and takes 5 (1d10) acid damage. Each creature is knocked unconscious and takes 5 (1d10) bludgeoning damage. Each vehicle component takes 16 (3d10) bludgeoning damage except the hull, which takes 32 (6d10) bludgeoning damage.			

Haunted Cannon

Three ghosts that remain loyal to Carlos the Red possessed this cannon and continue to operate it even after death.

HAUNTED CANNON			
<i>Large construct, neutral evil</i>			
Armor Class 19 (natural armor)			
Hit Points 75			
Speed 10 ft.			
STR	18 (+4)	INT	3 (-4)
DEX	6 (-2)	WIS	10 (+0)
CON	19 (+4)	CHA	3 (-4)
Damage Immunities poison, psychic			
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned			
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 10			
Languages —			
Challenge 5 (1,800 XP)			
Constructed Nature. The cannon does not require air, food, drink, or water.			
False Appearance. While the cannon remains motionless, it is indistinguishable from a normal cannon.			
Innate Spellcasting. As a bonus action on each of its turns, the cannon can cast mage hand at will. Wisdom is the cannon's spellcasting ability for this spell.			
Turning Susceptibility. If the cannon is subjected to an effect that turns undead, it must make a Wisdom saving throw the same as undead. On a failed saving throw, the cannon falls unconscious for 1 minute. While the cannon is unconscious, one or more creatures can operate the cannon as normal.			
ACTIONS			
Cannonball. <i>Ranged Weapon Attack.</i> +7, range 120 ft., one target. <i>Hit:</i> 44 (8d10) bludgeoning damage.			

Legendary Ghost

Carlos the Red still guides his ghost ship through the Dark Sea. Whispered tales say he still hunts for his long lost love, the Baroness Adelaine Mont de la Mort. He targets ships carrying women who bear a passing resemblance to the long-deceased Baroness—dark hair, dark eyes, dark heart.

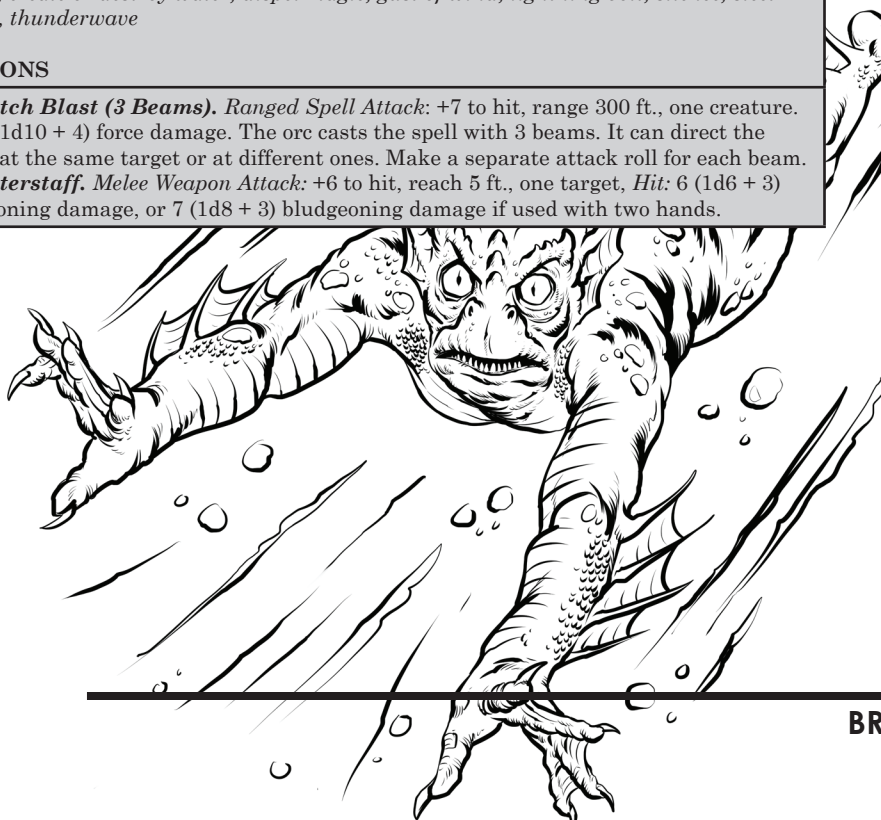
LEGENDARY GHOST					
<i>Medium undead, chaotic evil</i>					
Armor Class 11					
Hit Points 81 (18d8)					
Speed 0 ft., fly 60 ft. (hover)					
STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	12 (+1)	12 (+1)	16 (+3)	20 (+5)
Saving Throws Dex +5, Int +5, Wis +7					
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks					
Damage Immunities cold, necrotic, poison					
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained					
Senses darkvision 60 ft., passive Perception 13					
Languages any languages it knew in life					
Challenge 9 (5,000 XP)					
Ethereal Sight. The ghost can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.					
Incorporeal. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.					
Legendary Resistance (3/Day). If the ghost fails a saving throw, it can choose to succeed instead.					
ACTIONS					
Multiattack. The ghost makes two attacks with its Withering Touch, or two attacks with its ghost pistol.					
Withering Touch. <i>Melee Weapon Attack:</i> +9 to hit, reach 5 ft., one target. <i>Hit:</i> 19 (4d6 + 5) necrotic damage.					
Ghost Pistol. <i>Ranged Weapon Attack:</i> +9 to hit, range 30 feet., one creature. <i>Hit:</i> 12 (2d6 + 5) necrotic damage.					
Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.					
Horrorific Visage. Each non-undead creature within 60 ft. of the ghost that can see it must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrorific Visage for the next 24 hours. The aging effect can be reversed with a <i>greater restoration</i> spell, but only within 24 hours of it occurring.					
Possession (Recharge 6). One humanoid that the ghost can see within 5 ft. of it must succeed on a DC 17 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the <i>dispel evil</i> and <i>good spell</i> . When the possession ends, the ghost reappears in an unoccupied space within 5 ft. of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.					
LEGENDARY ACTIONS					
The Legendary Ghost can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Ghost regains spent legendary actions at the start of its turn.					
Move. The ghost moves up to its speed without provoking attacks of opportunity.					
Withering Touch (Costs 2 Actions). It makes an attack with Withering Touch.					
Summon Undead (Costs 3 Actions). Up to three skeletons or zombies appear in unoccupied spaces within 30 feet of the ghost and remain until destroyed. Undead summoned in this way roll initiative and act in the next available turn. The ghost can have up to three undead summoned by this ability at a time.					

Orc Warlock of the Kraken

Empowered by the ancient kraken Xuag, these warlocks seek to restore

the power of the patron in the Dark Sea, using their powerful magics to command their Servants of Xuag.

ORC WARLOCK OF THE KRAKEN <i>Medium humanoid (orc), chaotic evil</i>					
Armor Class 11 (14 with mage armor) Hit Points 82 (11d8 + 33) Speed 30 ft., swim 30 ft.					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	13 (+1)	18 (+4)
Saving Throws Str +6, Cha +7 Skills Arcana +3, Deception +7, Intimidation +7, Survival +4 Damage Resistances cold Senses darkvision 60 ft., passive Perception 11 Languages Common, Orc, Primordial Challenge 7 (2,900 XP)					
<p>Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.</p> <p>Amphibious. The orc can breathe air and water.</p> <p>Innate Spellcasting. The orc's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components: <i>At will: mage armor</i> <i>1 day/each: conjure elemental, mass suggestion, slow</i> Grasp of the Deep (4/Day). As a bonus action, the orc creates a 10-foot-long tentacle at a point it can see within 60 feet of it. The tentacle lasts for 1 minute or until the orc uses this feature to create another tentacle. When the orc creates the tentacle, it can make a melee spell attack (+7 to hit) against a creature within 10 feet of it. On a hit, the target takes 9 (2d8) cold or lightning damage (the orc's choice when it deals the damage) and the target's speed is reduced by 10 feet until the start of the orc's next turn. As a bonus action on the orc's turn, it can move the tentacle up to 30 feet and repeat the attack.</p> <p>Spellcasting. The orc is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following warlock spells prepared: <i>Cantrips (at will): eldritch blast, mage hand, minor illusion, prestidigitation</i> <i>1st—5th (3 5th-level slots): black tentacles, commune with nature, cone of cold, control water, create or destroy water, dispel magic, gust of wind, lightning bolt, silence, sleet storm, thunderwave</i></p>					
ACTIONS					
<p>Eldritch Blast (3 Beams). Ranged Spell Attack: +7 to hit, range 300 ft., one creature. Hit: 9 (1d10 + 4) force damage. The orc casts the spell with 3 beams. It can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.</p> <p>Quarterstaff. Melee Weapon Attack: +6 to hit, reach 5 ft., one target, Hit: 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if used with two hands.</p>					



Sahuagin Pirates

These 'sea devils' specialise in lightning-quick raids. Appearing unexpectedly in their shark-drawn submarine chariot they use their mastery of nets to catch the unwary. What they use these captives for is unknown. Perhaps they toil in mines within the cliff caves. Perhaps it's just sport

SAHUAGIN CHARIOTEER <i>Medium humanoid (sahuagin), lawful evil</i>			
Armor Class 13 (natural armor) Hit Points 44 (8d8 + 8) Speed 30 ft., swim 40 ft.			
STR	15 (+2)	INT	13 (+1)
DEX	13 (+1)	WIS	14 (+2)
CON	12 (+1)	CHA	10 (+0)
Skills Perception +6, Survival +4, Stealth +3 Senses darkvision 120 ft., passive Perception 16 Languages Sahuagin, Undercommon Challenge 2 (450 XP)			
<p>Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hp.</p> <p>Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.</p> <p>Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.</p>			
ACTIONS			
<p>Multiattack. The charioteer makes two attacks, one with its sword and one with its bite or claws.</p> <p>Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage</p> <p>Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.</p> <p>Fishfolk Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage plus 3 (1d6) cold damage. Being underwater does not impose disadvantage on attacks made with this weapon.</p>			
REACTIONS			
<p>Parry. The sahuagin adds 2 to its AC against one melee attack that would hit it. To do so, the sahuagin must see the attacker and be wielding a melee weapon.</p>			

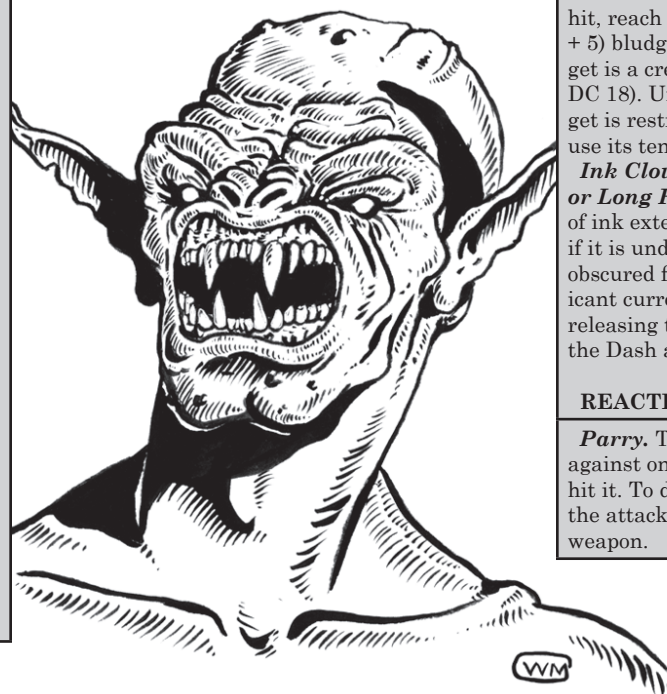
for the sahuagin. Or perhaps these sharkfolk have developed a taste for 'long-pork'.

SAHUAGIN RAIDER <i>Medium humanoid (sahuagin), lawful evil</i>			
Armor Class 13 (natural armor) Hit Points 22 (4d8 + 4) Speed 30 ft., swim 40 ft.			
STR	13 (+1)	INT	11 (+0)
DEX	12 (+1)	WIS	12 (+1)
CON	12 (+1)	CHA	8 (-1)
Skills Perception +5, Survival +3, Stealth +3 Senses darkvision 120 ft., passive Perception 15 Languages Sahuagin Challenge 1/2 (100 XP)			
Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points. Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating. Net Master. Being within 5 feet of a hostile creature does not impose disadvantage on the sahuagin's ranged attacks. It can draw the net as part of the attack it makes with it. Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.			
ACTIONS			
Multiattack. The sahuagin makes two attacks, one of which can be with its net. Bite. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 3 (1d4 + 1) piercing damage. Claws. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 3 (1d4 + 1) slashing damage. Net. <i>Ranged Weapon Attack:</i> +3 to hit, range 10/30 ft., one Large or smaller target. <i>Hit:</i> the target is restrained. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. Spear. <i>Melee or Ranged Weapon Attack:</i> +3 to hit, reach 5 ft., or range 20/60 ft., one target. <i>Hit:</i> 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.			

Servant of Xuag

Servants of Xuag, or "orcsquids" as they are commonly called by those unfortunate enough to have encountered them, are orc cultists of the ancient kraken Xuag who have been remade in his image as part of a foul ritual. Originally ordinary orcs, their lower halves have been reformed into eight monstrous tentacles and their left arms replaced by scaly, powerful claws. Though they retain their original personalities and memories, Servants of Xuag are infused with a relentless desire to serve their kraken patron.

Blessing and a Curse. Though orcs turned into Servants of Xuag can no longer be accepted among their former kin and therefore travel exclusively with Khagra and his crew, they have been granted an extraordinary power and ferocity that allows them to forge new paths in the name of Xuag. Their strength, swim speed, and piercing claws make them a serious threat to the ships they target for piracy, and enemy sailors are often paralyzed with fear at the sight of them, turning raids into quick surrenders and brutal slaughters.



SERVANT OF XUAG <i>Large monstrosity, chaotic evil</i>			
Armor Class 16 (half plate) Hit Points 95 (10d10 + 40) Speed 30 ft., swim 40 ft.			
STR	20 (+5)	INT	9 (-1)
DEX	12 (+1)	WIS	11 (+0)
CON	18 (+4)	CHA	10 (+0)
Skills Athletics +8, Intimidation +3 Senses darkvision 60 ft., passive Perception 10 Languages Common, Orc Challenge 5 (1,800 XP)			
Aggressive. As a bonus action, the orctopus can move up to its speed toward a hostile creature that it can see. Amphibious. The orctopus can breathe air and water.			
ACTIONS			
Multiattack. The orctopus can make three attacks with its scimitar. It can replace one of its scimitar attacks with a claw attack or a tentacles attack. Claw. <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (1d6 + 5) bludgeoning damage and the target is grappled (escape DC 14). Until this grapple ends, the target takes 8 (1d6 + 5) bludgeoning damage at the start of each of the orctopus's turns, and the orctopus can't use its claw on another target. Scimitar. <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (1d6 + 5) slashing damage. Tentacles. <i>Melee Weapon Attack:</i> +8 to hit, reach 15 ft., one target. <i>Hit:</i> 12 (2d6 + 5) bludgeoning damage and, if the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the orctopus can't use its tentacles on another target. Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the orctopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the orctopus can use the Dash action as a bonus action.			
REACTIONS			
Parry. The orctopus adds 3 to its AC against one melee attack that would hit it. To do so, the orctopus must see the attacker and be wielding a melee weapon.			

Sharkmanbot

With a shark's head, a man's body, and robotic legs and enhancements, Sharkmanbot cuts a terrifying figure with his enormous maul.

SHARKMANBOT

Large construct, lawful evil

Armor Class 18 (natural armor)

Hit Points 232 (22d10 + 110)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Str +11, Con +10

Skills Athletics +11, Intimidation +8, Perception +7

Damage Resistances poison

Senses blindsight 30 ft., passive Perception 17

Languages Common

Challenge 16 (15,000 XP)

Amphibious. Sharkmanbot can breathe air and water.

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

Indomitable (2/Day). Sharkmanbot rerolls a failed saving throw.

ACTIONS

Multiattack. Sharkmanbot makes two attacks with its maul and one attack with its bite.

Bite. **Melee Weapon Attack:** +11 to hit, reach 5 ft., one creature. **Hit:** 19 (3d8 + 6) piercing damage.

Maul. **Melee Weapon Attack:** +11 to hit, reach 5 ft., one target. **Hit:** 20 (4d6 + 6) bludgeoning damage.

LEGENDARY ACTIONS

The Sharkmanbot can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Sharkmanbot regains spent legendary actions at the start of its turn.

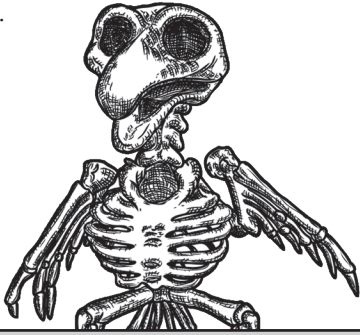
Bop! Sharkmanbot makes one maul attack.

Intimidate Ally. Sharkmanbot targets one ally it can see within 30 feet of it. If the target can see and hear Sharkmanbot, the target can make one weapon attack as a reaction at disadvantage.

Terrify Foe (Costs 3 Actions). Sharkmanbot targets one enemy it can see within 30 feet of it. If the target can see and hear him, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of Sharkmanbot's next turn. A frightened creature must spend its turns trying to move as far away from Sharkmanbot as it can. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the frightened creature can use the Dodge action.

Skeletal Macaw

This undead familiar continues to serve Carlos the Red even in death, serving as a sentry when ships approach their ghost ship The Perpetual.



SKELETAL MACAW <i>Tiny undead, neutral evil</i>			
Armor Class 12 Hit Points 4 (1d4 + 2) Speed 10 ft., fly 50 ft.			
STR	2 (-4)	INT	2 (-4)
DEX	12 (+1)	WIS	12 (+1)
CON	15 (+2)	CHA	6 (-2)
Skills Perception +3 Damage Vulnerabilities bludgeoning Damage Immunities poison Condition Immunities exhaustion, poisoned Senses darkvision 60 ft., passive Perception 13 Languages — Challenge 0 (10 XP)			
Mimicry. The macaw can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chattering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.			
ACTIONS			
Beak. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 1 piercing damage.			

Spaurans

With all the dangers one can face on the Dark Sea, you'd expect its inhabitants to be tough and gnarled to a man. Spaurans, however, maintain an existence of pacifism and oneness. The spores release by their buildings and vessels can incite travellers to stay - forever.

A spauran ship might travel for months, picking up stranded sailors to add to their crew, whether willing or compelled. Finally the ship will emerge from the water, sliding across rock on millions of tiny cilia, before unwrapping itself and establishing a new spauran colony. Their *laissez-faire* attitude towards nautical voyages is likely a result of their resistance to acid.

SPAURAN SPROUT <i>Small plant (spauran), neutral</i>			
Armor Class 12 (natural armor) Hit Points 18 (4d6 + 4) Speed 30 ft.			
STR	6 (-2)	INT	9 (-1)
DEX	13 (+1)	WIS	12 (+1)
CON	12 (+1)	CHA	6 (-2)
Damage Vulnerabilities fire Damage Resistances acid, poison Condition Immunities charmed, poisoned Senses darkvision 120 ft., passive Perception 11 Languages — Challenge 1/4 (50 XP)			
Rapport Spores. A 20-foot radius of spores extends from the spauran. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. Sunlight Sickness. While in sunlight, the spauran has disadvantage on ability checks, attack rolls, and saving throws. The spauran dies if it spends more than 1 hour in direct sunlight.			
ACTIONS			
Spore Spray. Each creature in a 10-foot cone must succeed on a DC 11 Constitution saving throw or take 3 (1d6) acid damage plus 3 (1d6) poison damage.			
REACTIONS			
Preservation Spore. As a reaction to being hit by an attack, the spauran can release a cloud of spores. Each non-spauran creature within 5 feet of the spauran must succeed on a DC 11 Wisdom saving throw or be charmed by the spauran until the end of the creature's next turn.			

PRESERVATION SPORE <i>Medium plant (spauran), neutral</i>			
Armor Class 13 (natural armor) Hit Points 45 (6d8 + 18) Speed 30 ft.			
STR	9 (-1)	INT	11 (+0)
DEX	15 (+2)	WIS	12 (+1)
CON	16 (+3)	CHA	8 (-1)
Damage Vulnerabilities fire Damage Resistances acid, poison Condition Immunities charmed, poisoned Senses darkvision 120 ft., passive Perception 11 Languages — Challenge 1 (200 XP)			
Rapport Spores. A 30-foot radius of spores extends from the spauran. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 60 feet of each other. Sunlight Sickness. While in sunlight, the spauran has disadvantage on ability checks, attack rolls, and saving throws. The spauran dies if it spends more than 1 hour in direct sunlight.			
ACTIONS			
Multiattack. The spauran makes two attacks; one with its halluciwhip and one with its spore spray. Halluciwhip. Melee Weapon Attack: +4 to hit, reach 15 ft., one target. <i>Hit:</i> 4 (1d4 + 2) slashing damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. A creature that fails by 5 or more (DC 8) is stunned instead of incapacitated. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Spore Spray. Each creature in a 15-foot cone must make a DC 13 Constitution saving throw, taking 7 (2d6) acid damage plus 7 (2d6) poison damage on a failure, or half damage on a success.			
REACTIONS			
Preservation Spore. As a reaction to being hit by an attack, the spauran can release a cloud of spores. Each non-spauran creature within 10 feet of the spauran must succeed on a DC 13 Wisdom saving throw or be charmed by the spauran until the end of the creature's next turn.			

SWARM OF KRAKEN KELP <i>Gargantuan swarm of Medium plants, unaligned</i>					
Armor Class 8 (natural armor) Hit Points 67 (5d20 + 15) Speed 0 ft., swim 10 ft.					
STR	14 (+2)	INT	1 (-5)	DEX	3 (-4)
WIS	6 (-2)	CON	17 (+3)	CHA	1 (-5)
Skills Perception +0 Damage Vulnerabilities lightning, thunder Damage Resistances cold, fire; bludgeoning, piercing, and slashing Damage Immunities acid Condition Immunities blinded, charmed, deafened, exhausted, frightened, grappled, paralyzed, petrified, prone, restrained, stunned Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10 Languages — Challenge 3 (700 XP)					
Grasping Strands. The swarm can have up to six strands at a time. Each strand can be attacked (AC 9; 10 hit points; vulnerability to lightning damage, resistance to fire and cold damage, immunity to acid and psychic damage). Destroying a strand deals no damage to the swarm, which can extrude a replacement strand on its next turn. A strand can also be broken if a creature takes an action and succeeds on a DC 12 Strength check. Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium plant. The swarm can't regain hit points or gain temporary hit points.					
ACTIONS					
Multiattack. The swarm makes two attacks with its strands, uses reel, then uses dissolve. Strand. <i>Melee Weapon Attack:</i> +4 to hit, reach 20 ft., one target. <i>Hit:</i> 5 (1d10) acid damage and the target is grappled (escape DC 12). Reel. Each target grappled by the swarm is pulled 10 feet towards the swarm's centre. Dissolve. Each target in the swarms space must make a DC 13 Constitution saving throw, taking 11 (2d10) acid damage on a failure, or half as much damage on a success.					

Swarm of Kraken Kelp

These long strands of rusty brown, bulbous seaweed often spell doom for seafarers. Like its namesake, kraken kelp is especially apt at wrecking vessels. By controlling the volume and consistency of its many bladders, this destructive seaweed can throw its strands up onto ships' decks, pulling their crew to a grisly demise.

Thousand Shrimp Man

In his submarine lair, Zuglok 'The Orctopus' Fleshdabblers fiddles with biomantic magic. One of his creations? Thousand Shrimp Man. Formed of thousands of tiny crustaceans, each of which contains thousands more mind-controlling parasites, Thousand Shrimp Man appears like a humanoid formed of bubbling pink and blue flesh.

THOUSAND SHRIMP MAN <i>Medium swarm of Tiny monstrosities, unaligned</i>					
Armor Class 14 (natural armor) Hit Points 45 (10d8) Speed 30 ft., swim 45 ft.					
STR	10 (+0)	DEX	14 (+2)	CON	10 (+0)
INT	1 (-5)	WIS	12 (+1)	CHA	4 (-3)
Damage Resistances cold; bludgeoning, piercing, and slashing Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned Senses darkvision 120 ft., passive Perception 11 Languages — Challenge 4 (1100 XP)					
Damage Conduit. Whilst Thousand Shrimp Man occupies another creature's space, any attack that deals damage to Thousand Shrimp Man deals the same damage to that creature. Swarm. Thousand Shrimp Man can occupy another creature's space and vice versa. It can move through any opening large enough for a Tiny monstrosity. It can't regain hit points or gain temporary hit points.					
ACTIONS					
Multiattack. Thousand Shrimp Man makes two attacks, one with its bites and one with its cone of crustaceans. Cone of Crustaceans. <i>Melee Weapon Attack:</i> +4 to hit, reach 15 ft., one target. <i>Hit:</i> 14 (4d6) slashing damage, or 7 (2d6) slashing damage if Thousand Shrimp Man has half its hit points or fewer. Bites. <i>Melee Weapon Attack:</i> +4 to hit, reach 0 ft., one target. <i>Hit:</i> 14 (4d6) piercing damage, or 7 (2d6) piercing damage if Thousand Shrimp Man has half its hit points or fewer.					
LEGENDARY ACTIONS					
The Thousand Shrimp Man can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Thousand Shrimp Man regains spent legendary actions at the start of its turn. Move. Thousand Shrimp Man moves up to its speed. Attack. Thousand Shrimp Man makes one attack with its bites. Disperse (costs 3 actions). Thousand Shrimp Man's constituent shrimps disperse. Each creature within 10 feet of Thousand Shrimp Man must make a DC 12 Dexterity saving throw, taking 9 (2d8) slashing damage on a failure or half as much damage on a success. While dispersed, Thousand Shrimp man is immune to all damage and can't be targeted by any spell, attack, or effect. It reforms at a point within 30 feet of its origin at the end of its next turn.					





Ship Creatures

Lost Claws

Part vessel, part creature, Lost Claws is formed from the still-living body of the king of crabs. Infected by the same parasites that form Thousand Shrimp Man, Lost Claws is both vessel to its crustacean crew, and a creature in its own right. A mechanical marvel of rusted red steel and purple chitin this creature can be described as having been ‘enhanced’. Its eyes have been replaced with periscopes, its legs augmented with fin-like flaps allowing it to swim, and its single, huge claw reinforced with jagged metal. It has but one purpose, to bring back the winnings of the Sea Rat’s Regatta to Zuglok Fleshdabbler.

Megalodon

Ancient beyond belief, the megalodon is no native of the Dark Sea. For one, it can’t see in the dark. Without its magical lanterns, it would constantly be colliding with the various submarine hazards that litter the sea floor. Luckily, the bony plates that cover its exterior mitigate most of these blows.

Captured and ferried to the Dark Sea by sahuagin, the megalodon has worked as the engine to their chariots for thousands of years. It is now the last of its kind, a fact it is too stupid to comprehend.

LOST CLAWS

Huge monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 95 (10d12 +30)
Speed 20 ft., swim 30 ft.

STR	22 (+6)	INT	3 (-4)
DEX	8 (-1)	WIS	11 (+0)
CON	16 (+3)	CHA	10 (+0)

Skills Athletics +9, Perception +3, Stealth +2
Damage Resistances cold, fire, necrotic
Condition Immunities charmed, deafened, frightened, incapacitated, prone, stunned, unconscious
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13
Languages —
Challenge 5 (1800 XP)

Mechanoclaw. Lost Claws’ mechanoclaw is so large it is a separate target for attacks. Damage dealt to the mechanoclaw does not transfer to Lost Claws. It has an AC of 17, 50 hit points, and the same resistances and immunities as Lost Claws.

Rustable. If Lost Claws’ mechanoclaw take 5 points of acid or cold damage in one turn, it can’t use it to attack until the end of its next turn.

ACTIONS

Mechanoclaw. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage and the target is grappled (escape DC 17).

MEGALODON

Gargantuan Monstrosity, unaligned

Armor Class 15 (natural armour)
Hit Points 148 (9d20 + 54)
Speed 0 ft., swim 50 ft.

STR	24 (+7)	INT	1 (-5)
DEX	10 (+0)	WIS	10 (+0)
CON	22 (+6)	CHA	3 (-4)

Skills Perception +3
Senses blindsight* 30 ft., passive Perception 13
Languages —
Challenge 6 (2300 XP)

***Blindsmell.** The megalodon’s blindsight is limited only to creatures; it can’t detect underwater obstacles

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

Water Breathing. The megalodon can breathe only underwater.

ACTIONS

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage and the target is grappled (escape DC 15). Until this grapple ends, the megalodon can’t bite another target.

The Ships of Sea Rat's Regatta

The competition's ships are unique creations, but are ultimately comparable to standard ship designs. Each uses the waterborne vehicle stats from the *DMG* with certain adjustments. The following rules apply to each of the ships:

Light. Whether by magical lanterns, glowing fungi, or arcane technology, each of the ships provides its own deck lighting.

Secondary propulsion. Each ship possesses means to move the ship at half speed if the primary movement method is compromised, such as oars, special magical items, and so forth.

Superstructure. Each ship provides cover for the crew. Railings and such provide half cover for Medium creatures and three-quarters cover for Small creatures behind this cover.

Mysealium

Longship, ballistae x4

Like all spauran ships, *Mysealium* is a living vessel. Its crew communicates with it telepathically. Indeed, there are stories of captured humanoids eventually becoming so attuned to the vessel, that they command it just as a spauran might. These tales often describe the crew as being covered in toadstools, a veritable biome of fungi.

Cilia. *Mysealium* is covered in thousands of cilia, allowing it to dexterously move in any direction.

Fungal Charm. Each creature that starts its turn within 30 feet of *Mysealium* is affected as if *charm person* was cast on them. Once per creature per day.

Hyphal Cannons. Four hyphal cannons, one on each corner, grow from the ship. Counts as a ballista, but on a *Hit*: the target is grappled (escape DC 13). As a bonus action

on its turn, *Mysealium* can pull each grappled target 30 feet closer to it.

Megalodon Chariot

Galley, ballistae x2

Shark-powered chariots are not unusual on the Dark Sea, but this one is unique. Fashioned from a huge shell, this vessel is pulled by the mighty megalodon. The shell's light weight and hydrodynamic design barely impede the megalodon allowing for lightning quick raids. The shell's hydrodynamic design allows it to travel underwater, maintaining the sahuagin's element of surprise. The *Megalodon Chariot* has the following features:

Harpoon Guns. Ballista-like contraptions fire flanged harpoons with 120 feet of kelp rope attached. Counts as a ballista, but on a *Hit*: the target is grappled (escape DC 13). As a bonus action on its turn, *Megalodon Chariot* can pull each grappled target 30 feet closer to it

Megalodon Bite. See **Megalodon** on facing page.

Snare

Galley, naval ram, ballistae x2

Snare specialises in snatching crew members from the decks of other ships, and speeding away to sell their new 'cargo' at a less virtuous ports. Somewhere between a galley and a longboat, it can be powered by both oars and sails. *Snare* has the following features:

Snarethrowers. Two ballistae are attached to the deck. Before firing, any number of snarethrowers can be loaded with nets instead of a bolts. *Hit*: Treat as if target is hit by a net.

Surf

Longship, mangonel, cannon

With a steel hull, sleek, wave-cutting angles, and the elemental-powered Wave engine, this is surely the vessel

of the future. *Surf* is being developed in secret by the Osethlume port authority with Evie Teddison. The water elemental trapped within the engine is capable of tremendous bursts of power than can capsize nearby ships. *Surf* has the following features:

Wave Engine. Speed = 6mph. *Surf's* proprietary Wave engine sits in the centre of the vessel.

Frost Prism. Mounted on the deck behind the ship's bow is a blue and white crystal. Counts as a cannon that does half damage and cold damage.

Mini-mangonel. A mangonel is attached to the centre of the deck. Counts as a mangonel that does half damage.

The Wyrmtongue

Keelboat (400hp), mangonel, cannon

The Wyrmtongue uses brand new technology: Dragon's Breath. By varying the insulation between the trapped water and fire elementals, the volume of steam produced can be controlled. This steam powers a series of gears, turning a propeller and powering the ship. The excess steam can be used to fuel anti-boarding weapons, such as the Dragon's Maw.

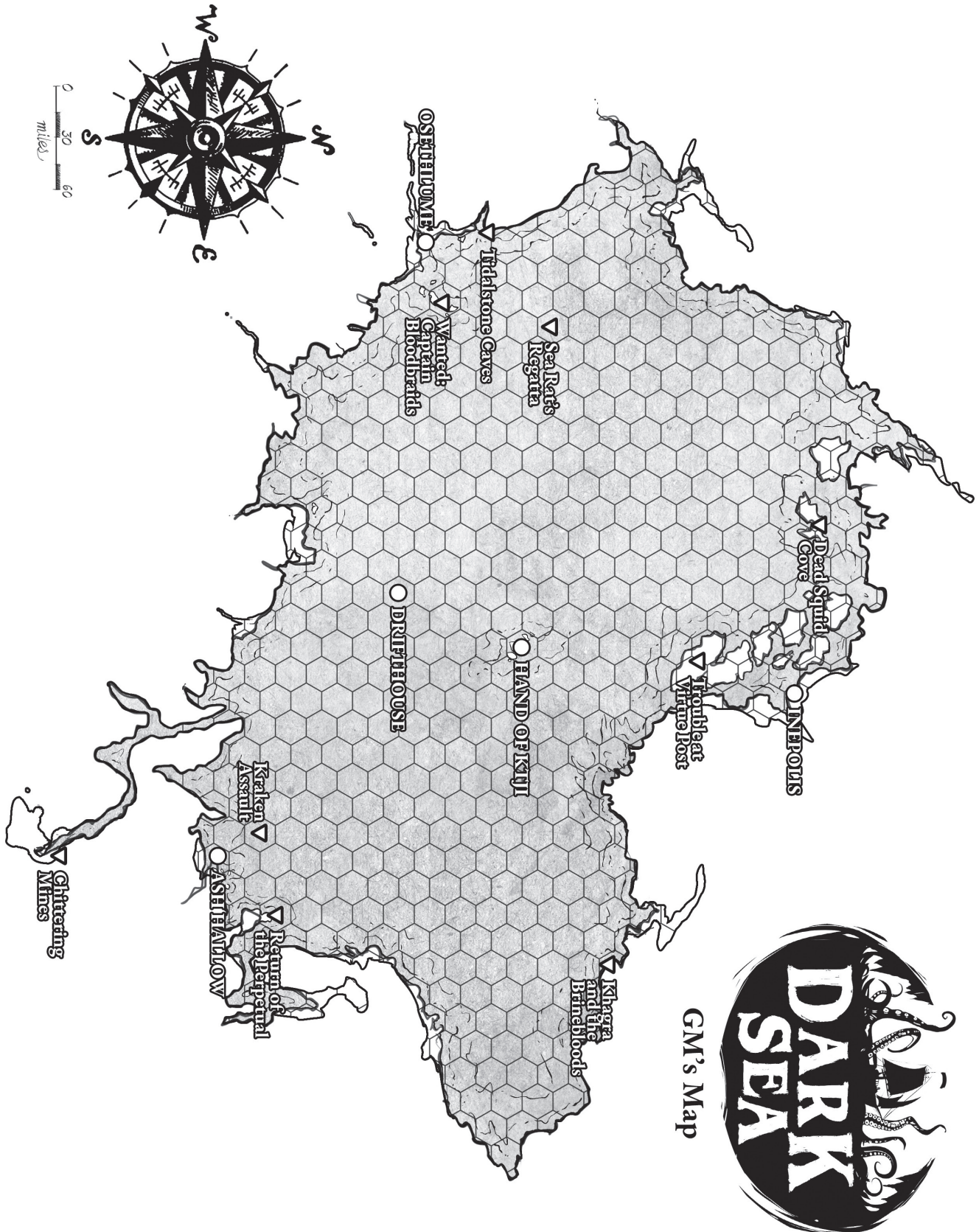
Engine & Propeller. Speed = 7mph. *The Wyrmtongue's* proprietary Dragon's Breath engine sits in the centre of the vessel is connected to a bronze propeller at the aft of the boat via a bronze shaft that runs under the deck.

Dragon's Maw. A brass dragon's head is mounted at the aft of the ship. Counts as a suspended cauldron with 30 ft range.

Fire Prism. Mounted on the deck behind the bow is a red and yellow crystal. Counts as a cannon that does half damage and fire damage.Ω

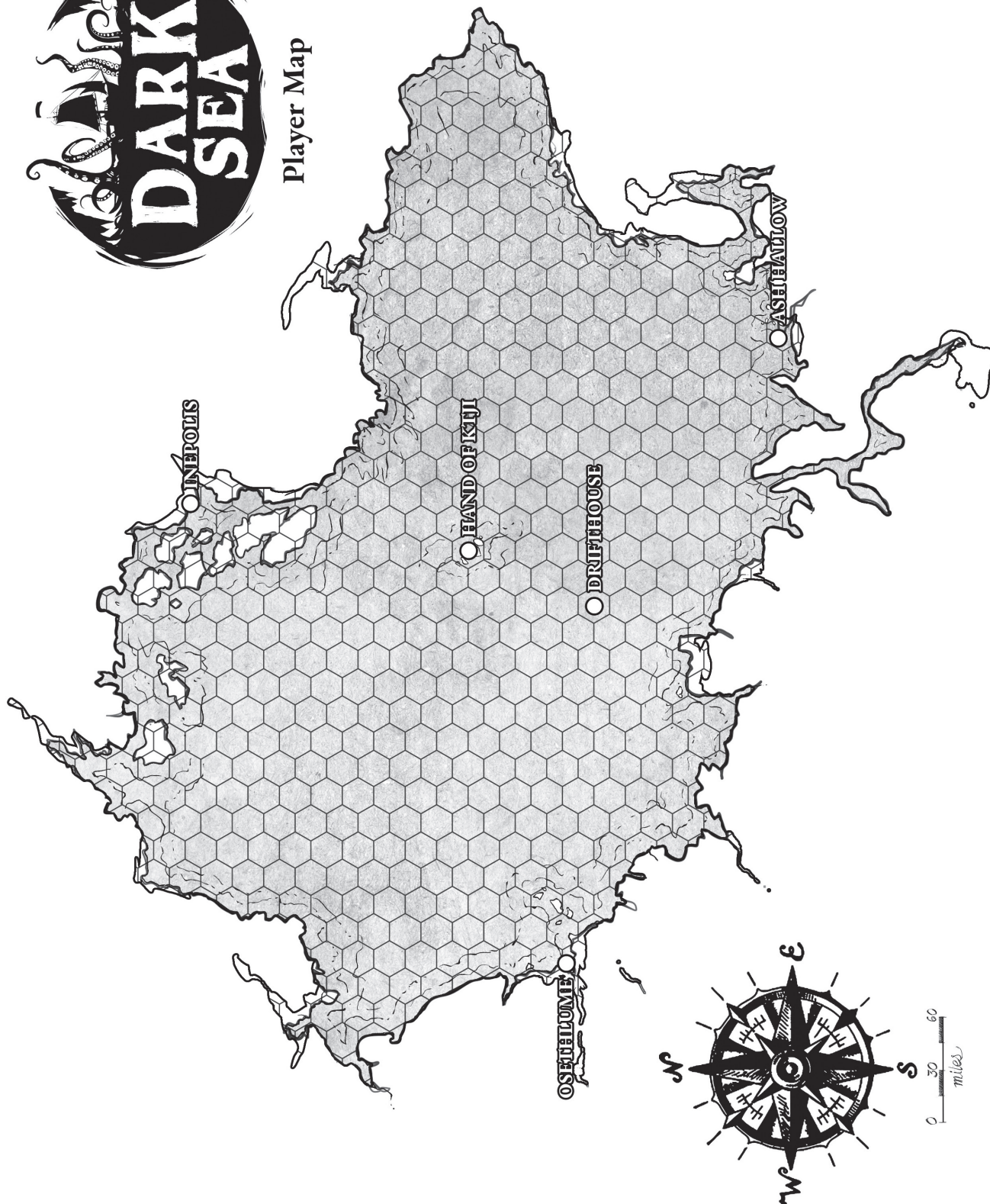
APPENDIX E

PLAYER HANDOUTS





Player Map



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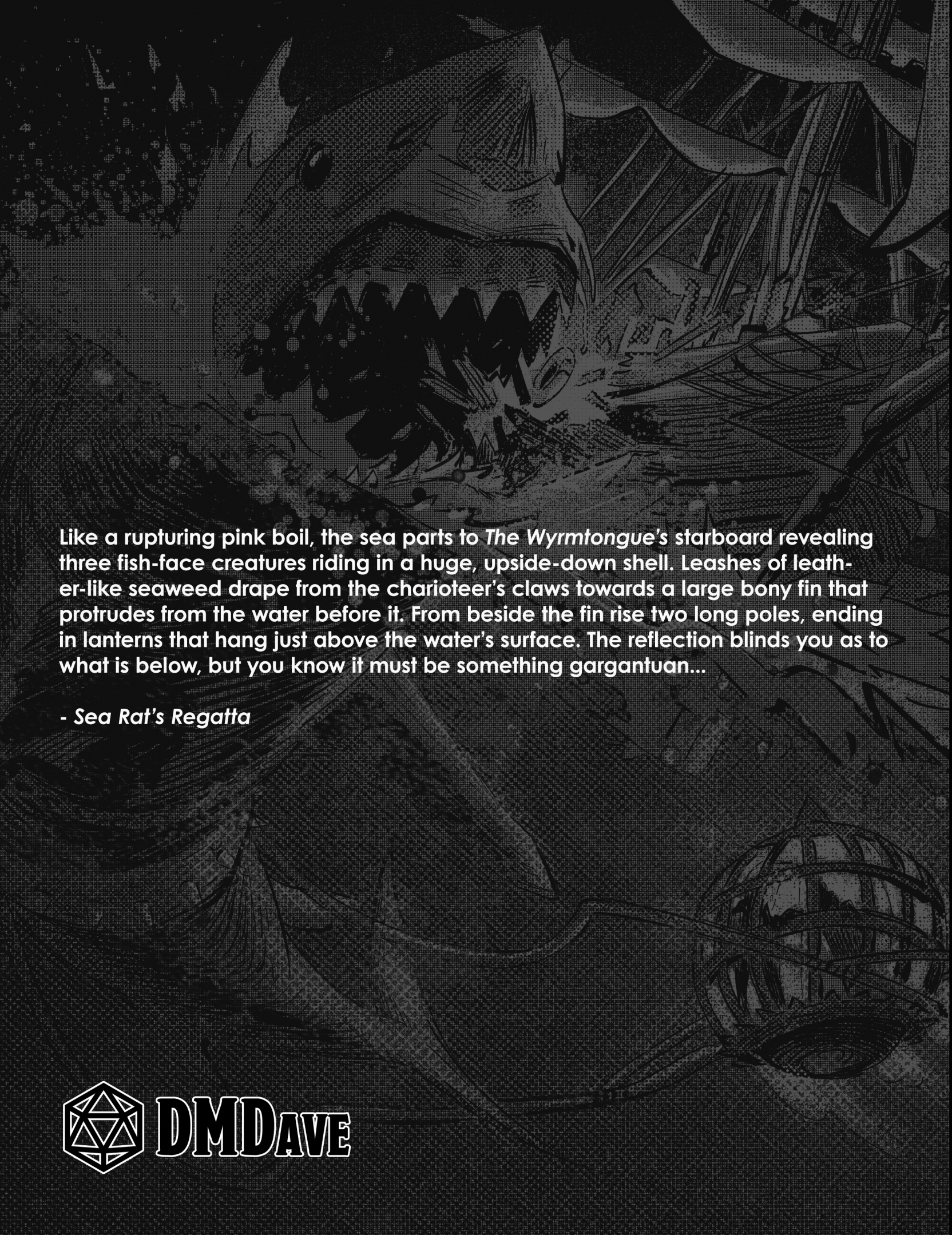
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Like a rupturing pink boil, the sea parts to *The Wyrmtongue's* starboard revealing three fish-face creatures riding in a huge, upside-down shell. Leashes of leather-like seaweed drape from the charioteer's claws towards a large bony fin that protrudes from the water before it. From beside the fin rise two long poles, ending in lanterns that hang just above the water's surface. The reflection blinds you as to what is below, but you know it must be something gargantuan...

- *Sea Rat's Regatta*