

99 BOTTLES OF GROG ON THE WALL

SALTMARSH'S NOTICE BOARDS

30 QUEST SEEDS
FOR THE HIGH SEAS



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Christian Eichhorn did not start playing tTRPGs until 2016 but grew up with classics like Fallout, Fallout 2, Icewind Dale, Baldur's Gate II, Planescape: Torment, Diablo, and Morrowind. Since no game captured the spirit of these experiences in more than a decade, Christian set out to write his own stories.



On the Cover: Harbour by Night by Charles Louis Verboeckhoven

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SALTMARSH'S NOTICE BOARDS

30 QUEST SEEDS FOR THE HIGH SEAS

This is a collection of 30 quest seeds to be used in *Ghosts of Saltmarsh* or any other campaign that leads the characters to a harbor town or island. The notes are written ambiguously, so that they may appear on the mainland or an island. The majority of them deal with themes common to the oceans, like pirates, haunted ships, and tentacled monsters.

Don't feel yourself beholden to whatever storyline is presented here. Alter them however you see fit to make them your own or to cater to your group of players. The characters might even decide to exploit the situation instead of solving it, which might lead to unexpected but interesting outcomes.

Additionally, time never stops. When the characters stay in a town for a while but don't tackle a particular problem, the quest resolves itself and the characters might have to deal with the aftermath.

To run these quests, ideally you need a copy of the *Player's Handbook* (PH), the *Dungeon Master's Guide* (DMG), the *Monster Manual* (MM), *Volo's Guide to Monsters* (VGTM), and *Mordenkainen's Tome of Foes* (MTOF). With a bit of elbow grease it would be easy to make all the quests work with monsters and NPCs covered in the *System Reference Document*.



NOTICE BOARD

NUMBER ONE





Macabre Hammond, the famous spirit medium, has arrived! Tonight, he will perform his most famous invocation in the Limping Sailor. Don't miss the spectacle, since you won't see a talking skeleton again before you bite the dust yourself! For only one silver, you can see the show, and for one gold piece, you may speak with the skeleton yourself!

- Honest Tom, proprietor of the Limping Sailor

Honey Shortage!

I, Moy Tumbler, find myself in a pickle. To produce my special beverage—Moy's Marvelous Mead—I need a sizable supply of high-quality honey. The sludge the backwoods of this town call honey is not worth my time. So I implore you—mighty adventurer—to audition at the local Bewildered Barnacle Inn so I can judge your fitness and entrust you with this quest of legend. As a reward, you will be showered with gold pieces!

Collect Purnails!

Our sages predict that tomorrow's storm will bring thousands of purnails to our blessed shores! Flock to the beaches and collect to your heart's content. We will pay you richly from the town's coffers: one gold piece for every purnail! Be prepared for a rich harvest, and bring enough bags, backpacks, or wheelbarrows!



Sentry Duty!

To all available sellswords and adventurers:

The town desperately needs sentries, if only for a day. The council promises a generous reward in gold and perks. Visit the Administrator in the town hall at your earliest convenience. Pastries and tea will be offered.

Duty signed, Administrator
Mandy Otter



NOTICE BOARD NO. 1 — LEVEL 1 TO 2

This notice board is suitable for characters of level 1-2. The themes are generally light-hearted.

Hammond and the Talking Skeleton!

Macabre Hammond, the famous spirit medium, has arrived! Tonight, he will perform his most famous invocation in the Limping Sailor. Don't miss the spectacle, since you won't see a talking skeleton again before you bite the dust yourself! For only one silver, you can see the show, and for one gold piece, you may speak with the skeleton yourself!

- Honest Tom, proprietor of the Limping Sailor

The so-called "spirit medium" Hammond is a cleric of Tymora who is getting a bit long in the tooth. He traveled for most of his life and found that it's much easier to earn coin by dazzling people than to heal their maladies. For that purpose, he got himself a ridiculous outfit with a large cummerbund and performs his shtick in port towns and settlements all over the region. He has a rather dumb servant named Dobs, who literally gets his hands dirty to fetch "props" for his master.

As usual, Hammond plans to cast speak with dead on a corpse to shock and entertain the local populace. For the performance, Dobs took his shovel to a grave in an overgrown cemetery and unearthed a fine specimen: An almost completely intact skeleton, with lots of burial gifts Dobs pocketed. Every once in a while they need a new skeleton, since the old one gets lost, broken, or they need to perform again within 10 days time.

Hammond prepares the Limp Sailor's taproom with a potpourri of candles, censers, and morbid mockups. Meanwhile, Dobs binds the skeleton to a chair and puts a velvet blanket over it. Additionally, Hammond paints meaningless sigils on the ground around the skeleton. A character who inspects the sigils and succeeds on a **DC 15 Intelligence (Arcana or Religion) check** notices that some symbols are complete rubbish and others are borrowed from totally unrelated religions.

About 100 people squeeze themselves into the Limping Sailor to witness the performance. The show goes on as follows: Hammond introduces himself with much aplomb, then inquires who wants to ask the deceased a question for only one gold piece. Improvise some questions from the crowd in case the characters don't want to ask their own questions. If the players are smart or lucky, their characters might make a fortune.

The skeleton Dobs unearthed was a feared pirate, in its lifetime called Grog-gorge Jim. He plundered and pillaged for decades before he settled down in this town under a new name. Buried below his former house north of the market square is most of his booty—456 gp in coins and jewelry and trinkets worth an additional 750 gp.

Honey Shortage!

I, Moy Tumbler, find myself in a pickle. To produce my special beverage—Moy's Marvelous Mead—I need a sizable supply of high-quality honey. The sludge the backwoods of this town call honey is not worth my time. So I implore you—mighty adventurer—to audition at the local Bewildered Barnacle Inn so I can judge your fitness and entrust you with this quest of legend. As a reward, you will be showered with gold pieces!

Moy Tumbler (NE male human **spy** MM 349) is a conman whose true name is Norbert Ingram. He has a bald pate, a small belly, wears a checkered shirt, and suspenders on his trousers. When the characters arrive, he is overjoyed and quickly finds them fit for duty. Moy tells the characters that the only quality source of honey is a beekeeper who lives a day's travel from the settlement. This, he learned from a reliable source. Moy marks the beekeeper's location on a map and sends the characters their way, promising 500 gp for 50 pounds of quality honey. Should the characters inquire why Moy doesn't go himself, he explains that the route is treacherous and full of monsters and that he's a coward at heart. A character with a **passive Wisdom (Insight) of 15 or higher** realizes that Moy is an untrustworthy character.



When the characters arrive at the beekeeper's hut, they find Moy's accomplice Zedrik (CN male half-elf **illusionist** VGTM 214). Zedrik impersonates the real beekeeper Hob who lies tied up in the hut's cellar. The illusionist disguised himself as a druid and uses his major image spell to create the illusion of a dangerous **owlbear** (MM 249). A character who inspects the owlbear and succeeds on a **DC 13 Intelligence (Investigation) check** determines that it's an illusion.

Zedrik tells the characters that they should leave his land immediately or he will sic his owlbear Oliver on them. When the characters tell Zedrik that they came to buy honey, he sends the owlbear illusion into the hut before it vanishes. He tells the characters that he wants 100 gp for the honey, which is really only worth around 5 gp. Should the characters pay and return to collect their reward, Moy and Zedrik are long gone to gull the next dolts. At your discretion, they may meet again at a later date, however.

Sentry Duty!

To all available sellswords and adventurers: The town desperately needs sentries, if only for a day. The council promises a generous reward in gold and perks. Visit the Administrator in the town hall at your earliest convenience. Pastries and tea will be offered.

Duly signed, Administrator Mandy Otter

When the characters arrive, Mandy serves them the promised pastries and lets them in on a secret. Although they are supposed to guard a storage facility, the mission is to let the possible thieves succeed and escape with the goods. The warehouse in question is owned by the town, and several tons of an unpalatable but nutritious root-vegetable are stored within. A crop failure may soon lead to a food shortage and the town wisely bought several tons of additional supplies. The only problem with this plan was the distrustful townsfolk who rejected the roots and dismissed them as indigestible.

Therefore, Mandy came up with the following plan: When the townsfolk see that the root-vegetable is tightly guarded, they'll think the town is hoarding supplies for the elite and doesn't care if the poor starve.

Mandy already made arrangements for a few gossips to sow exactly this rumor. She hope, the thieves steal the roots and distribute them among the populace. Mandy stresses that it's critical that the characters pretend like they see nothing, hear nothing, and act like everything is in perfect order.

Mandy's plan works like a charm. While the characters pretend to guard the warehouse, the worst band of thieves that ever walked the earth attempts their luck. The thieves concocted a two-pronged attack. While Evelin (NG female half-elf **commoner** MM 344) and Scontie (CG male halfling **commoner** MM 344) try to enter the building through a window on the second floor on the opposite side from the main entrance, Gunter (N male human **bandit** MM 343) and Miriam (NG female dragonborn **commoner** MM 344) attempt to talk their way in through the front entrance. Gunter and Miriam have come with a horse-drawn wagon, while Evelin and Scontie brought two wheelbarrows to the backside of the building.

The wannabe thieves do an exceptionally bad job. The team that's supposed to go through the back breaks the window, and the crash can be heard through the whole building, followed by their loud cursing afterwards. The front team stutters, mixes up their story, and sweat profusely. Should the characters not play their part right and pretend everything is in order, Miriam shouts "*We've been found out!*" and the thieves flee.

Should the characters play their part perfectly, the thieves steal a sizeable amount of the roots and vanish with them into the night. The day after, the characters hear rumors about a daring band of adventurers who saved the town from certain starvation. The heroes stole tons of food from a warehouse which was guarded by the greatest dolts they ever saw. Each character receives 50 gp as payment.

Collect Purnails!

Our sages predict that tomorrow's storm will bring thousands of purnails to our blessed shores! Flock to the beaches and collect to your heart's content. We will pay you richly from the town's coffers: one gold piece for every purnail! Be prepared for a rich harvest, and bring enough bags, backpacks, or wheelbarrows!

Purnails are purple snails which are used to create purple dye. The dye is exceedingly valuable, which is why the treasurer pays good gold for the snails. Like the note suggests, a storm rises on the morrow and washes many snails ashore. The collectors are already waiting after binging themselves to trees for safety. After the storm passes, they fill their bags and trouser pockets, bring their treasures to the town hall, and receive their payment. Each character who participates must make a **Constitution (Athletics) check** to determine how many snails they are able to collect before they are gone. The results are listed in the following table:

DC	Snails
> 25	100
20 - 24	80
15 - 19	60
10 - 14	40
< 10	30

After 4 hours, all snails are collected. Should the characters decide to steal snails from other collectors, roll on the table to determine how many snails they would find in total, and adjust for the passed time.

While the madness unfolds, a strange man appears after 2 hours of collecting. The Snail Hermit (CN male human **martial arts adept** VGTM 216) travels on a large snail that rides the waves of the withdrawing storm. He is completely bald, has a sizeable white beard, and wields a wooden staff. Additionally, he carries a snail house on his back. The Snail Hermit makes landfall, proclaims that all snails are under his protection, and randomly attacks the collectors. He only knocks them unconscious, however, and throws random snails back into the sea.

Eventually, the Snail Hermit approaches one of the characters and gives an ultimatum: either free all the collected snails or face him in battle. Should the characters defeat the Snail Hermit and spare his life, he is impressed with their skills. The Snail Hermit awards the characters with the *Shockwave of the Ancients*, a wand which his snail safeguards.

Shockwave of the Ancients

Wand, rare (requires attunement)

This wand has 2 charges and regains 1 charge daily at dawn. While holding this wand, you can use an action and expend 1 charge to use the following ability:

A blue energy beam forming a line 300 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Strength saving throw, the DC of which is equal to 8 + your proficiency bonus + your Constitution modifier. A creature takes force damage equal to 1d12 + twice your character level on a failed save, or half as much damage on a successful one.

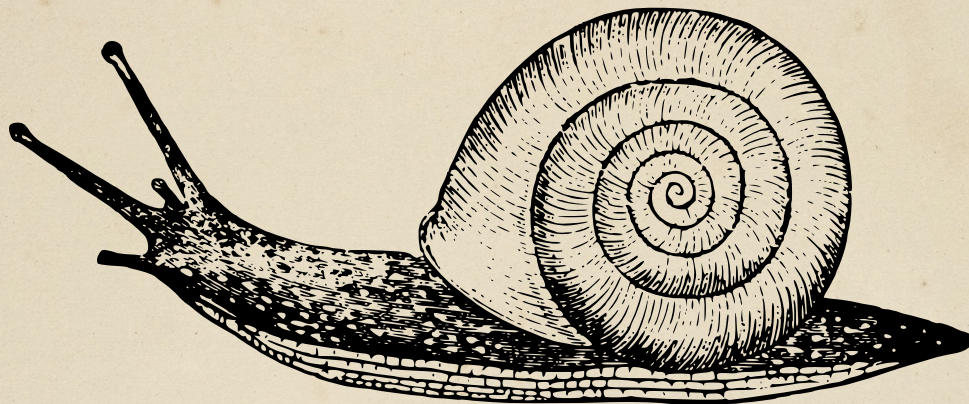
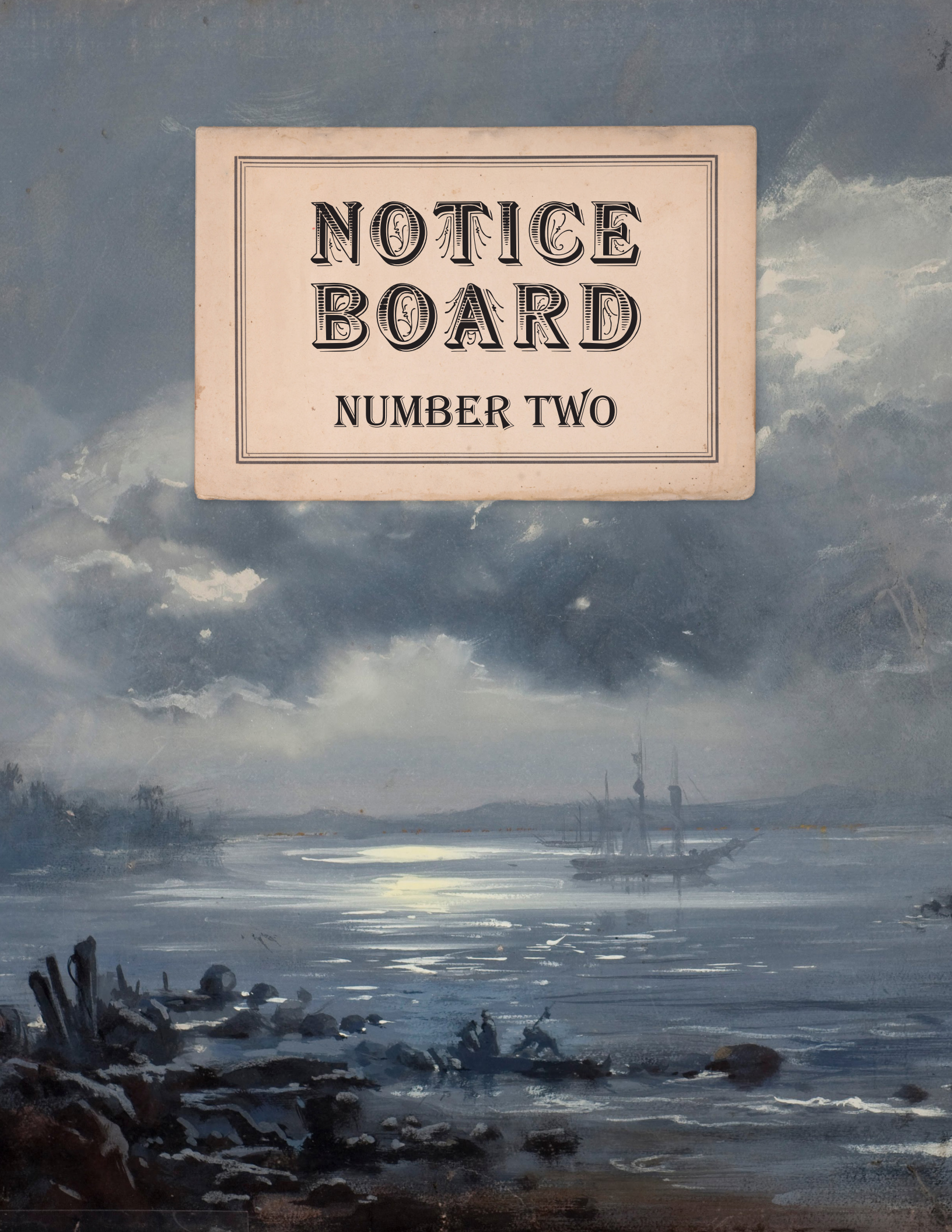


Fig. 1. Black and white rendition of a purple snail.

NOTICE BOARD

NUMBER TWO



Join Us and Explore the Unknown!

All explorers and settlers rejoice! I, Captain Stavos, have secured funding and men to mount an expedition into the unknown. The Brave New World remains anchored for three days to give interested people the chance to join the expedition and uncover riches, fertile lands, and long forgotten mysteries.



Calvin's Burial!

Tonight, shortly after sunset, we meet in the harbor to witness Calvin's funeral. Everybody is expected to pay respect and bring a small burial gift. May Calvin battle on in the heavens and never run out of foes!



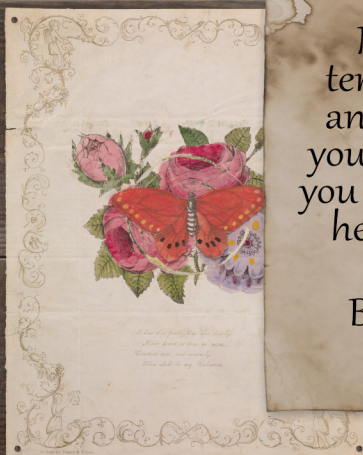
Wreck of the Sea Dragon Found!

The wreck of the Sea Dragon was finally found. A merchant reported that he spotted the vessel stuck on a dangerous reef, not far from here. I know it's much to ask, but I need help to investigate the wreck! I'm trapped in a damned wheelchair and can't do it alone. I live in a house on the North Street, just ask around for Heather Le'Clerc.

Searching for Healers!

My poor Jonathan suffers from a terrible disease no healer could cure, and it is only getting worse. Please, if you know any magic, visit us and see if you can help. I fear to disclose any more here, the illness is quite strange and people might misunderstand.

Barbara Mindelton, Fairview Way



NOTICE BOARD NO. 2 — LEVEL 1 TO 2

This notice board is suitable for characters of level 1-2. The themes are dark and morbid.

Wreck of the Sea Dragon Found!

The wreck of the Sea Dragon was finally found. A merchant reported that he spotted the vessel stuck on a dangerous reef, not far from here. I know it's much to ask, but I need help to investigate the wreck! I'm trapped in a damned wheelchair and can't do it alone. I live in a house on the North Street, just ask around for Heather Le'Clerc.

Heather is young woman who lived with her older brother Thomas in a house they inherited from their parents. Bound to a wheelchair since she was a young child, Heather was forced to rely on her brother for help. Thomas served as the navigator on a military vessel, the Sea Dragon. Alas, the ship vanished several weeks ago. Heather has already accepted that her brother won't return. Nevertheless, she spends the last of her gold to find out about Thomas's fate.

When the characters visit Heather, she tells them that she has a small ship at her disposal, captained by Thomas' best friend Ian. Now the only thing she needs are sellswords to help steer the ship and investigate the wreck. If the characters agree to help, Heather urges them to hurry since the Sea Dragon could sink any day. As a reward, Heather promises the characters the deed to her house.

The Sea Dragon. Heather, Ian, and the characters locate the Sea Dragon easily enough. Since the water is too deep to drop anchor and the reef poses a threat to Ian's ship, the characters have to board the Sea Dragon by rowing across in a jolly boat. When the characters board the Sea Dragon, at least five **zombies** (MM 316) attack. The zombies are parts of the former crew of the Sea Dragon, among them Thomas. The characters find half-eaten corpses and animated body parts spread all across the ship. Below deck, the characters find a crucified zombie who's missing an arm. The deck is covered in several gallons of half-dried blood.

The Cause. The only written evidence of what happened to the crew can be found in the captain's log, which is in the captain's cabin inside an unlocked drawer. The entries tell the following story: While the Sea Dragon pursued a pirate ship, one of the crew was hit by a black arrow. The wound festered, and the ship's medic was forced to remove the arm. Despite the medic's best efforts, the crewman succumbed to his wounds. A few hours later, the crewman's corpse stirred and attacked the crew. The ship's cleric decided that the undead creature must be cleansed, and so it was strapped to a cross and killed with radiant fury. Alas, other crew members were already infected, leading to the demise of all. You may use the black arrow as a future plot device.

Join Us and Explore the Unknown!

All explorers and settlers rejoice! I, Captain Stavos, have secured funding and men to mount an expedition into the unknown. The Brave New World remains anchored for three days to give interested people the chance to join the expedition and uncover riches, fertile lands, and long forgotten mysteries.

The Brave New World is a sizeable schooner with otherwise mundane looks. Over the course of the following days, a host of people find their way to the ship and sign up for the expedition. Rumors about cities of gold, cursed treasures, and mythical beings spread in town like wildfire. Captain Stavos Krerm (NE male human **pirate captain** MM 344) is 6.5 feet tall, has short blond hair, a sweeping jawline, an old dutch style beard and carries a finely crafted rapier.

A character with a passive **Intelligence (Investigation)** of 14 or higher who visits and inspects the ship notices, that the provisions on board will only last for 2 weeks, considering the hired crew and passengers. When asked about it, Captain Stavos explains that they will take on more supplies later on. A character who searches the captain's cabin and succeeds on a **DC 18 Wisdom (Perception)** check notices a mechanism on the underside of a writing desk.

The mechanism opens a secret compartment which contains an unlabeled 0.25 gallon bottle filled with a clear liquid. The liquid is a strong poison that renders people who fail on a **DC 18 Constitution saving throw** unconscious when ingested. A character proficient in Medicine or with a poisoner's kit recognizes the poison for what it is.

After the Brave New World sets sail, Captain Stavos laces the drinking water with the poison and waits till most of the passengers fall unconscious. People who withstand the poison are attacked and knocked unconscious by the crew which is made up of 20 **bandits** (MM 343). Everybody is tied up and safely stored in the cargo hold.

The real destination of the so called expedition is a secret harbor used by pirates, where the passengers are to be sold into slavery. It takes 3 days to reach the pirate cove, during which the 65 passengers and characters are kept below deck. The pirate cove is either called Bartholemew's Grave or just the Cove by people who frequent the place. After the Brave New World anchors, potential buyers board the ship and buy the merchandise right out of the cargo hold.

Searching for Healers!

My poor Jonathan suffers from a terrible disease no healer could cure, and it is only getting worse. Please, if you know any magic, visit us and see if you can help. I fear to disclose any more here, the illness is quite strange and people might misunderstand.

Barbara Mindelton, Fairview Way

The sickness Barbara mentioned in her note is actually a curse. Her son Jonathan is slowly turning into a human-sized kraken, with slimy skin and covered in tentacles and sharp teeth. Jonathan is strapped to a bed, due to his violent outbursts, and has almost lost the ability to speak. When the characters arrive and take a look at him, Jonathan gurgles the word Cobalt.

When asked about it, Barbara tells the characters that this is the only thing Jonathan was talking about after he returned from his last voyage on board the Morrel. "Find Cobalt!", he shouted, and went into a rage. Soon after, Jonathan's transformation began.

Characters proficient in Medicine can immediately rule out a sickness as a cause for the condition. Characters who succeed on an **Intelligence (Arcana) check** learn the following information, depending on the result:

DC	Information
10	The definitive cause for the transformation is magic.
15	Jonathan was struck by a strong curse, and a <i>remove curse</i> or <i>greater restoration</i> spell can only slow down the transformation for a short time.
20	The curse's nature is so alien to the characters that they deduce that it must be of godly origin.

When the characters search for other members of the Morrel, they find out that all of them vanished. Unbeknownst to most, all of them turned into small, human-sized krakens and vanished into the sea. A character who succeeds on a **DC 16 Charisma check** finds a young boy, who tells them that he saw three strange monsters slip into the sea in the recent days.

Cobalt (CE male elf **kraken priest** VGTM 215) is actually a person, who lingers in taverns across different towns and islands. He uses the alter self spell to appear normal, but he looks not much unlike Jonathan. He offers his services as a consulting navigator to captains who must traverse treacherous waters. On their way, Cobalt summons an island from the sea most people can't resist to explore. People who set foot on the island are suffused with the corrupting influence of a greater old one, and turn into the horrible monsters the characters witnessed.

There is no cure, and killing Cobalt is the only thing they can do to prevent others from falling victim to him. The characters can find Cobalt by asking around town and succeeding on a **DC 18 Charisma check** or on your discretion. Once the characters kill Cobalt, Jonathan becomes the new lure master, and the characters find Barbara devastated since Jonathan simply vanished into the night.



Calvin's Burial!

Tonight, shortly after sunset, we meet in the harbor to witness Calvin's funeral. Everybody is expected to pay respect and bring a small burial gift. May Calvin battle on in the heavens and never run out of foes!

Almost the entire population arrives to pay their final respect to Calvin, their former leader. Everybody places a small gift on his funeral raft, and the priest pushes it into the harbor after saying a short prayer. A character who uses a *detect magic* spell spots a magic item which was placed among the burial gifts. An archer lights an arrow and sets the raft on fire on his first try.

After the Calvin's body is embraced by the flames, it stirs, rises, and lets out a haunting scream. A green, glowing apparition escapes from the body through its mouth and vanishes. The corpse falls back onto the raft and rolls into the sea. The water douses the flames and the body drifts into the ocean, accelerated by the current. The assembled townspeople are shocked. Some cry, others stare in horror.

The reason for this display was the magic trinket placed on Calvin's funeral raft which called back Calvin's spirit. It was placed there by his brother Norn as retribution, for Calvin killed their sister Trissa several decades ago. Norn was too cowardly to avenge their sister while Calvin was alive, and his last chance was to bind Calvin's spirit to the Material Plane so it may suffer for eternity. Following these events, Calvin's spirit haunts the town in the form of a **poltergeist** (MM 279).

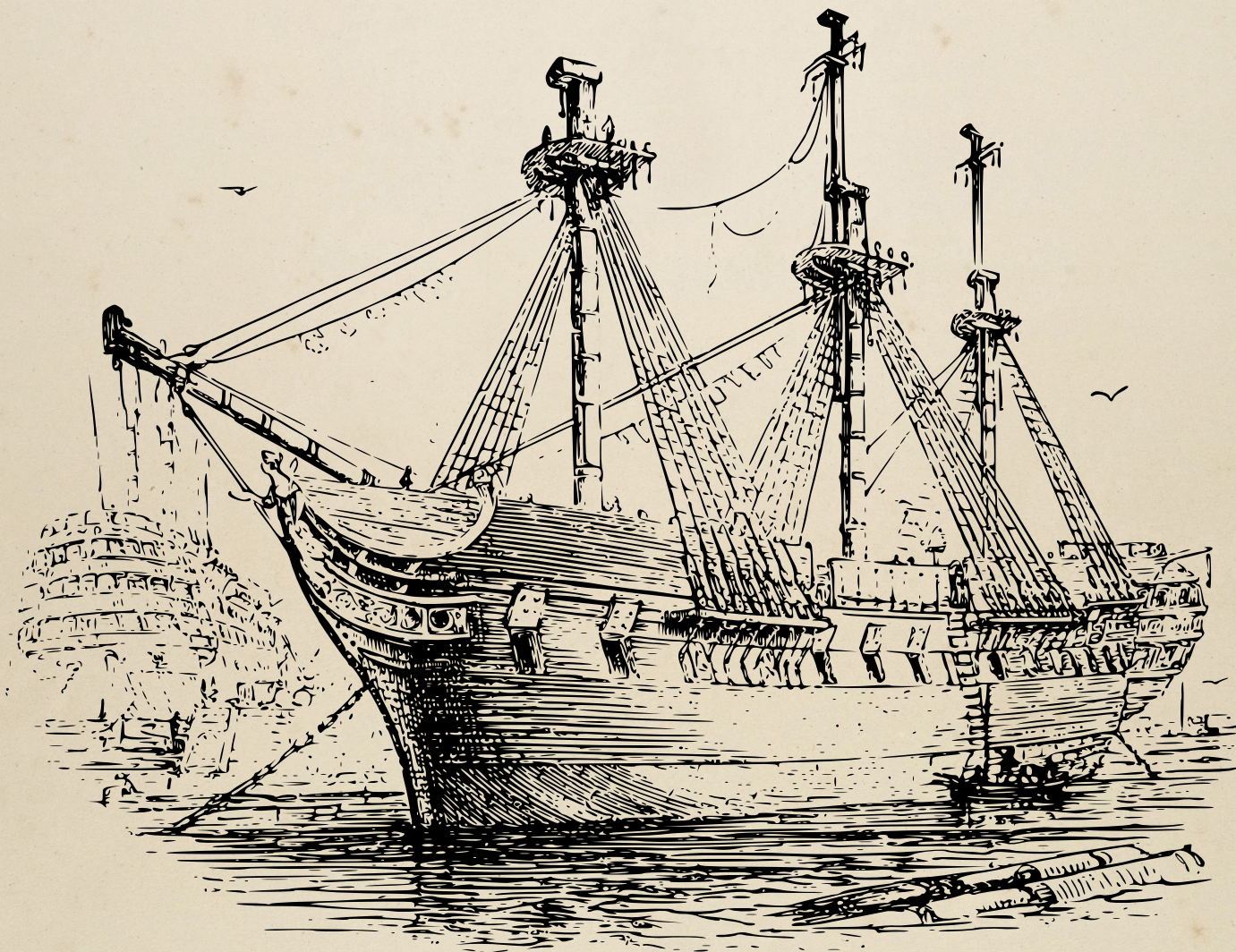


Fig. 2. An anchored ship.

NOTICE BOARD

NUMBER THREE



The Terrace Mystery!

When you raise your head and tilt it in the general direction of the hills, you'll spot freshly constructed terraces with lush fruits and vegetables. Do you know who built them? Neither do we! The town is grateful for the fresh produce, but we would like to know who to thank. If you'd like to help, ask for Agatha in the town office. The townspeople collected a sizeable sum which might be yours if you clear up this mystery.

— Administrator Agatha



Attention!

This is a call to arms for all adventurers! Our town is besieged by a forest of corals. The things grew rampant a tenday ago, and now most larger ships can't reach our port anymore! All our efforts to cut down that annoyance were futile. The corals just reappeared shortly after! If this goes on, we will find ourselves cut off from the world entirely! Surely, there must be some strange magic responsible for it.

Please report to Mayor Zoltan if you want to help. Compensation is guaranteed!



I Need A Crew!

I need a crew for a race.
My old crew drowned or
was lost, I neither care
nor really remember. Find
me on Pier 4. The ship's
name is the Hell Wind.
Normally, I'm either on
board or in the Rusty
Hook across the quay.

NOTICE BOARD NO. 3 — LEVEL 1 TO 2

This notice board is suitable for characters of level 1-2. The themes are exploration and adventure.

I Need A Crew!

I need a crew for a race. My old crew drowned or was lost, I neither care nor really remember. Find me on Pier 4. The ship's name is the Hell Wind. Normally, I'm either on board or in the Rusty Hook across the quay.

The captain of the Hell Wind is called the Horned One (N female tiefling **pirate captain** MM 344). She's a no-bullshit, tough as nails captain who earns her living by racing other captains in duels or in official competitions. Her last crew abandoned her after a lost race and outburst of fury by the Horned One. Despite her conduct, the Horned One cares for her crew, which is not always obvious.

When the characters approach her, she lays out the terms. An official race is coming up and the prize is a small chest of diamonds. Since it's her ship, the Horned One offers the characters half of the prize. The total worth of the diamonds is 1,500 gp, which is only revealed after the race is won, but the Horned One estimates that it will be at least worth 1,000 gp.

Should the characters decide to join the tiefling as her crew, they have to prove that they know their stuff. Characters who can use any sort of magic to boost the ship's speed are greatly welcome, although that's technically not allowed. Characters proficient with carpenter's tools, navigator's tools, or waterborne vessels also qualify immediately.

The Horned One and the characters sail for the starting point, where several ships already wait for the starting signal. Challenges during the race include:

- Being shot at by cannons hidden on a small island the racers have to slingshot around. The cannons were set up by Scruffy Joe, one of the contenders.
- Dodging mines which are thrown overboard by Brassear Barnacle, another contender.
- Avoiding being thrown off course by the illusion of drowning shipwrecked people.
- Weathering an unnatural storm, brought upon the contenders by Thic Shady, who broke a *Storm in a Bottle*. A *Storm in a Bottle* is a storm that was captured by magical means and rages on in its prison until the bottle is shattered.

Coral Deforestation!

This is a call to arms for all adventurers! Our town is besieged by a forest of corals. The things grew rampant a tenday ago, and now most larger ships can't reach our port anymore! All our efforts to cut down that annoyance were futile. The corals just reappeared shortly after! If this goes on, we will find ourselves cut off from the world entirely! Surely, there must be some strange magic responsible for it. Please report to Mayor Zoltan if you want to help. Compensation is guaranteed!

Mayor Zoltan can't tell the characters any more than the note already said. The corals appeared more than a week ago, and continue to grow. At first, the corals only grew below the surface but shot out of the ocean soon after. The Mayor offers the characters transportation by boat if they have no other means to reach the infested zone. The coral forest lies around half a mile out to sea in the waters surrounding the town. Should the characters have come by boat, they will have seen it on their way. Zoltan promises 75 gp per character as a reward.

The culprit is Lopuq (NG female turtle **druid** MM 346), who cultivates the corals. She came to the island from a faraway land and enjoyed the beautiful corals. She enjoyed them so much that she decided to create a true wonder: A singing forest in the ocean. When the sea wind blows through the forest, it creates sounds like that of a flute. Lopuq wants to grow the forest in a way so that it plays the ocean's song.

A character with a passive **Wisdom (Perception) of 17 or higher** notices Lopuq on their way to the coral forest. The corals are already 10 feet high and so dense that only a small boat can pass through. Additionally, the corals are hard as stone and not easily destroyed (AC 14 and 10 hit points). When the characters attack the corals or spend more than an hour in the forest, Lopuq approaches them and asks them their business in her forest.

Without resorting to violence, the characters can solve the problem in the following ways:

- Succeed on a **DC 18 Charisma (Intimidation) check** to frighten Lopuq away.
- Succeed on a **DC 23 Charisma (Persuasion) check** to convince Lopuq to search for a better place elsewhere.
- A character who is proficient with an instrument and succeeds on a **DC 15 Wisdom (Performance) check** can help Lopuq grow the coral forest in a way so that ships may pass while the song still plays pitch-perfect.

The Terrace Mystery!

When you raise your head and tilt it in the general direction of the hills, you'll spot freshly constructed terraces with lush fruits and vegetables. Do you know who built them? Neither do we! The town is grateful for the fresh produce, but we would like to know who to thank. If you'd like to help, ask for Agatha in the town office. The townspeople collected a sizeable sum which might be yours if you clear up this mystery. — Administrator Agatha

When the characters arrive, Agatha (NG female halfling **priest** MM 348) tells them what she knows:

- About three months ago, the first terrace farms appeared on the hillside overlooking the small town, and nobody thought much of it.
- During the following weeks, the number of terraces grew, seemingly overnight.
- The townspeople started harvesting the vegetables and fruit, which only sped up the construction of new terrace farms.

- Agatha promises 50 gp per character as a reward.

A deep gnome city is responsible for the construction work. The **svirfneblin** (MM 164) dug beneath the ocean floor for generations before they found their promised land in the hills near the small town. Without the constant threat that drow, duergar, and mind flayers pose, the svirfneblin population exploded.

So much so that the elders were forced to procure food from exotic places, like the surface. Scouts procured the necessary seeds, and construction teams built the terrace farms during the night. When townspeople from the nearby settlement of surface dwellers arrived, the deep gnomes fled into their small escape tunnels to hide.

Naturally, the svirfneblin are not happy with the surface dwellers stealing their food. However, the deep gnomes are too afraid to do anything about it, and there's more than enough room to built additional terrace farms.

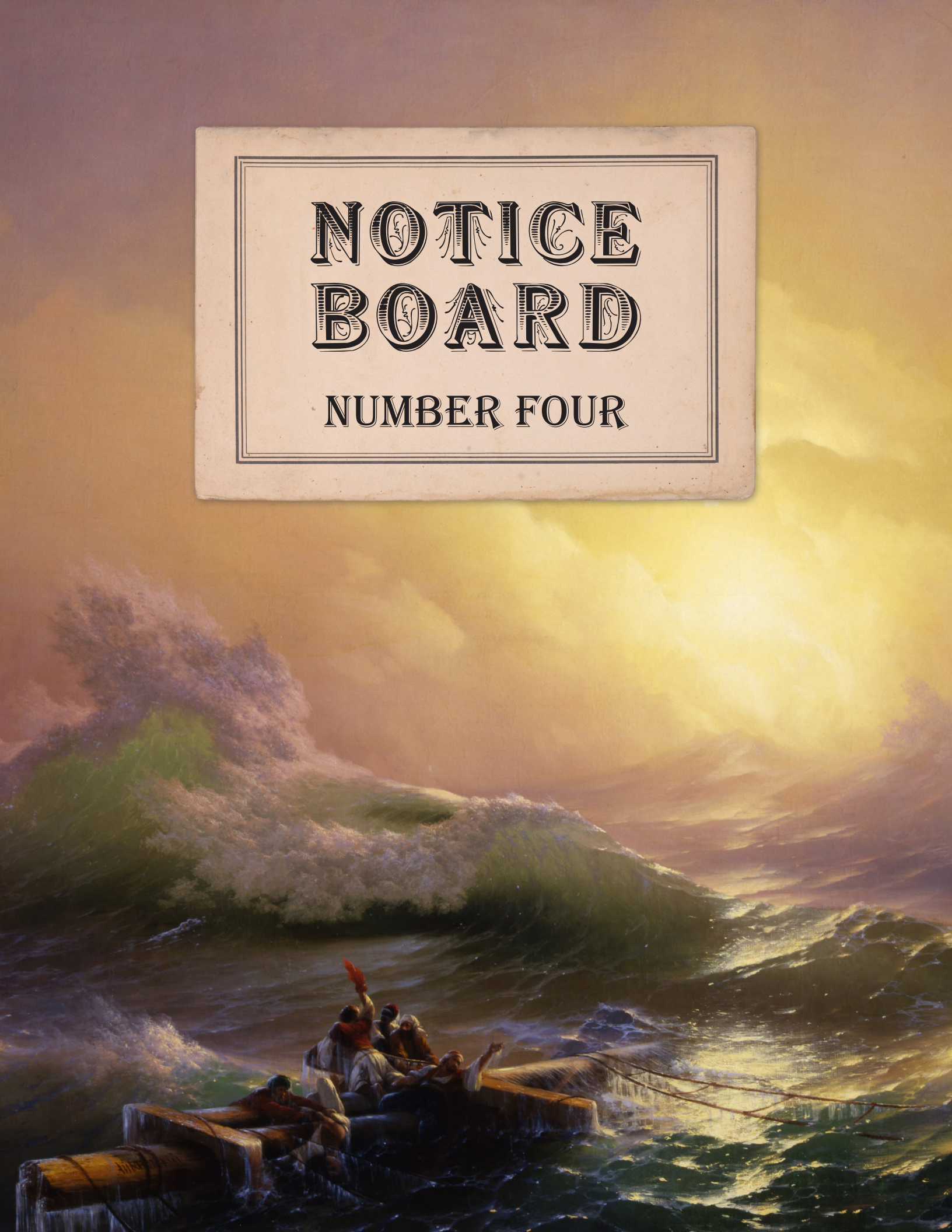
The characters can solve the mystery in the following ways:

- Spotting the workers during the night from afar by succeeding on a **DC 14 Wisdom (Perception) check** while staying hidden from the svirfneblin.
- Finding a hidden svirfneblin worker during the night that didn't make it to the secret tunnels.
- The characters follow one of the secret tunnels and speak with the svirfneblin. The characters can find a sealed tunnel by succeeding on a **DC 16 Intelligence (Investigation) check**. To open a sealed tunnel, a character must either succeed on a **DC 20 Strength (Athletics) check**; destroy the seal with digging implements like pickaxes which takes an hour; or find the secret mechanism to open the tunnel by succeeding on an additional **DC 20 Intelligence (Investigation) check**.

The svirfneblin are peaceful and would happily allow the villagers access to their produce as long as they pay or trade for it. The characters receive a bonus of 100 gp when they manage to negotiate a trade deal between Agatha and the svirfneblin leader Glix. In order to secure the deal they must make 4 successful **DC 16 Charisma (Persuasion or Deception) checks** before 2 failures.

NOTICE BOARD

NUMBER FOUR



Help Smoke & Pelvis Design Sails!

The Great Parade is just around the corner, and we face serious issues with our sail design. After Swing's and Pepper's death, it just isn't the same. If you want to help with fresh ideas and a go-getter attitude, visit us in warehouse 13 on the pier!

- Smoke & Pelvis

Airship Tours!

Have you seen the airship on Pier 3? That's my Cloud Dancer! Should you be interested in the inner workings of an airship, rejoice! I'm offering guided tours through the entire ship for only 1 silver piece per person. And as a special offer for all tinkers and craftsmen, I offer free tours if you bring cogs, pipes, or steel rods! The tours are available until the repairs are done, which might take a few years at the current pace. Visit Oilhand's airship and bring a coupon to receive a free kaethae!

One free

One free
kaethae

Craving Skin, Squirming Color

Are you despairing because your body is a boring cage of deaging flesh? The least I can do is alleviate the boredom. Visit me in the derelict house on the northern edge of town.

Exclusion Zone!

By decree of our Lord Zonkormon, the northern beaches are hereby declared an exclusion zone. Trespassers will be detained, or killed if they resist arrest. The exclusion zone begins at the edge of the northern forest and extends 2 miles into the sea. This is a safety measure whose annulment will be announced once the area is secured.

All mages & arcanists please report to Hand Gollmor. Lord Zonkormon thanks you for your cooperation and attention.



NOTICE BOARD NO. 4 — LEVEL 1 TO 2

This notice board is suitable for characters of level 1-2.

Help Smoke & Pelvis Design Sails!

The Great Parade is just around the corner, and we face serious issues with our sail design. After Swing's and Pepper's death, it just isn't the same. If you want to help with fresh ideas and a go-getter attitude, visit us in warehouse 13 on the pier!
- Smoke & Pelvis

Smoke and Pelvis are siblings whose favorite time of the year is the Great Parade and its concomitant design contest. During the rest of the year, they work as fishermen and long for the next year's festivities. In their warehouse, they have everything one needs to dye, paint or modify sails.

Before the accident, Smoke, Pelvis, Swing, and Pepper were an inseparable team and a tight-knit group of friends. Most of the time, they would win the contest or at least make it into the top three. Last year, Swing and Pepper died in a fire that almost consumed the entire warehouse. The flames were doused, but for the friends, help came too late. The remaining members are still shaken by the loss, and the new design competition stirred up bad feelings.

The entire town believes it to be an accident, since the group was anything but careful. In reality, it was sabotage. The richest man in town, Oliver Crowley, sent one of his men to set the warehouse on fire, because the friends designed a sail that mocked his family in the year before the fire. Oliver didn't necessarily aim to kill anyone but also wasn't opposed to the thought.

Since his message apparently wasn't understood, he sends his man Komb (NE male human **bandit captain** MM 344) to set the warehouse on fire again. This time, Smoke and Pelvis get the message. They suspect either Llarndon Harldin, a struggling elven artist, or Theresa Crowley, Oliver's daughter. She doesn't know anything about her father's deeds, however.

Airship Tours!

Have you seen the airship on Pier 3? That's my Cloud Dancer! Should you be interested in the inner workings of an airship, rejoice! I'm offering guided tours through the entire ship for only 1 silver piece per person. And as a special offer for all tinkers and craftsmen, I offer free tours if you bring cogs, pipes, or steel rods! The tours are available until the repairs are done, which might take a few years at the current pace. Visit Oilhand's airship and bring a coupon to receive a free kaethae!

Oilhand (N male gnome **apprentice wizard** VGTM 209) explored the world for several years before a storm severely damaged his airship. Now he's stranded and offers guided tours to earn the money he needs for repairs. The Cloud Dancer uses earthmotes to levitate and several propellers for horizontal movement. The earthmotes' innate ability to levitate is enhanced or dampened as needed by magic-infused copper nets that enclose the large stones. The earthmotes are installed on the airship's hull to guarantee stability.

When the characters arrive, Oilhand introduces himself and guides the characters through the ship if they so desire. The airship is only 50 feet long and 15 feet wide, so the tour only takes half an hour. During the tour, Oilhand tells stories about his adventures in the skies: the cloud giant's tower he visited, the harpies he fought off, the kind silver dragon that helped him after he was marooned on the ocean, and so on.

The Cloud Dancer's interior is extraordinarily interesting. Many trinkets and baubles, maps and drawings, tools and handicrafts as well as filled bookcases can be seen. A character who is proficient with Tinker's Tools or in the Arcana skill notices the damage around the ship.

Should the characters offer Oilhand help with the repairs, he thanks them but explains that he has nothing of worth to pay them with. Instead, he offers the characters his services for one year if they help him with the following problems:

- Oilhand needs one spell scroll of *dispel magic* and one spell scroll of *levitate* to repair the vertical helm.
- Oilhand needs five mithral ingots (50 pounds) which have a purchase value of around 500 gp total. Oilhand has heard rumors about an abandoned mithral mine where the characters might find some refined mithral, or at least some ore. The mine is on a different island which is infested by **ogres** (MM 237). The characters find enough ore for five ingots but still need to transport and smelt it.
- Oilhand needs an arbitrary gemstone worth 500 gp.

However, Oilhand explains that he won't endanger his airship during his service since new damage would render the repairs moot.

Exclusion Zone!

By decree of our Lord Zonkormon, the northern beaches are hereby declared an exclusion zone. Trespassers will be detained, or killed if they resist arrest. The exclusion zone begins at the edge of the northern forest and extends 2 miles into the sea. This is a safety measure whose annulment will be announced once the area is secured. All mages & arcanists please report to Hand Gollmor. Lord Zonkormon thanks you for your cooperation and attention.

The exclusion zone was created due to a capsized ship whose cargo the currents washed ashore. The flotsam consists of barrels which are filled with different magic liquids that leak and change the local fauna in disturbing and ridiculous ways.

The beach where the accident occurred is teeming with **giant crabs** (MM 324), **giant rats** (MM 327), and **hunter sharks** (MM 330) with legs which can breathe on land. All of them have other strange and random characteristics:

1d6	Characteristic
1	Glow in the dark.
2	Changes colors every other second.
3	Covered in exploding pustules that spread colorful slime.
4	Smells of fresh apple pie.
5	Melts into goo for 1 minute and then reassembles.
6	Has transparent skin or shell.

The grotesque monsters battle against each other or try to escape the carnage. Zonkormon's sentries try to deal with the onslaught, but the influx of monsters threatens to overwhelm them. Hand Gollmor eagerly awaits some able arcanists who can deal with the source of the trouble—the leaking barrels.

There are 13 leaking barrels in total, and a character can repair one by succeeding on a **DC 15 Intelligence (Arcana) check** to strengthen the wards. A failed check can be repeated after an hour has passed. The characters receive 50 gp for each barrel they manage to seal. The longer the characters spend at the beach, the higher the chances are that the freakish monsters attack:

Hour	Attack on d6
1	1
2	1-3
3+	1-5



Craving Skin, Squirming Color

Are you despairing because your body is a boring cage of decaying flesh? The least I can do is alleviate the boredom. Visit me in the derelict house on the northern edge of town.

The note was posted by a tattoo artist named Dust. She is a skeleton wrapped in dozens of layers of clothing and tries to hide the fact that she's undead. Characters with a **passive Wisdom (Perception) of 17 or higher** notice oddities about Dust – aside from the obvious fact that she's covered in cloth – that lead them to believe that she's either undead or some sort of construct. When asked about this, Dust reveals parts of her skeletal body. Characters with a **passive Intelligence (Medicine) of 15 or higher** notice that Dust doesn't belong to any species they've encountered before.

Dust originates from a demiplane where all inhabitants were turned undead and blessed with eternal unlife. It was a reward from the inhabitants' sole surviving goddess for eradicating all opposing believers and deities. Dust is well over two thousand years old but only arrived in this world a century ago.

She spent over a thousand years contemplating what she should do with her unlife and arrived at the conclusion that she should bless other creatures with living tattoos. Since there was no one left in her world who had any skin on their bones, Dust left her home behind.

Dust is able to apply a living tattoo to the skin of a person. She uses regular ink but infuses it with a part of her being. One day she will give the last of herself away and either die or live on for as long as one of her tattoos remains. Dust is an exquisite artist and can satisfy any desire. For example, she can tattoo a bird that flies all across the body of a person or a rose that slowly drags itself across the skin.

Dust has no use for coin or trinkets; instead, for her service she asks a client for a favor. A year ago, Dust gave away one of her tattoos to a woman called Jenna Loang. Dust asked a favor of her as well, but Jenna deceived Dust, which greatly angered the undead being. Dust wants the tattoo returned to her, which would mean that the characters have to cut the skin off this woman.

The characters must only promise to do this, and each of them who does so receives a tattoo of their choice.

You can implement Jenna Loang in your campaign at any point, and in any role you see fit, either as a bloodthirsty pirate or a loving mother.



Fig. 3. Living tattoo.

NOTICE BOARD

NUMBER FIVE



Mortimer's Bizarre Circus!

Dear ladies, dear gentlemen, but especially the ladies:

I'm tremendously excited to announce that I, Mortimer the Magnificent, have arrived in this very town with my world-renowned traveling circus. Prepare to be dazzled, terrified, and stupefied. During the coming week, we offer glimpses into the deadly world of Chult's primitive, tribal cultures, shock you with the most repulsive monsters known, and weave you into a true spell not performed in maybe hundreds, if not thousands of years!

Visit Mortimer's Bizarre Circus, only for one week on the fields east of town!

Claim the Island!

A new island has emerged, the third this month!

Whoever wants to be part of the expedition force should present themselves at the harbor tomorrow, shortly after sunrise.

The usual rates apply.

Claimant Pirmin Forn

THE GRAND HUNT HAS BEEN PROCLAIMED.

IF YOU HELP ME HUNT THE LARGEST HORNED CREATURE, I WILL RECEIVE THE LORDLY RHYTON AND SHOWER YOU WITH GOLD.

MEET ME IN THE MURKY ALE TAVERN. ASK FOR KROMM.

Deadly Landslides!

It should come as a surprise to no one, that felling every last damn tree around here might spell the end for our town. Little by little, our homes and animals are washed into the ocean. If only someone would have warned about the coming catastrophe years ago... Nevertheless, I have scoured old books and discovered something that might help us avert our dire fate. The seeds of an ironbark tree might be the solution to our worst, but not all, of our problems. To acquire these seeds is, how shall we say, a bit tricky. Battle-hardened and gold-craving adventurers should visit me, Sheily Finnar, in my house on the northern side of the town square!

NOTICE BOARD NO. 5 — LEVEL 3 TO 5

This notice board is suitable for characters of level 3-5. The themes are exploration and adventure.

Mortimer's Bizarre Circus!

Dear ladies, dear gentlemen, but especially the ladies:

I'm tremendously excited to announce that I, Mortimer the Magnificent, have arrived in this very town with my world-renowned traveling circus. Prepare to be dazzled, terrified, and stupefied. During the coming week, we offer glimpses into the deadly world of Chult's primitive, tribal cultures, shock you with the most repulsive monsters known, and weave you into a true spell not performed in maybe hundreds, if not thousands of years!

Visit Mortimer's Bizarre Circus, only for one week on the fields east of town!

Mortimer (NE male human **cult fanatic** MM 345) looks rather mundane but wears white makeup, a blue wig, and a colorful patchwork cloak to appear more appealing. The white makeup on his face is adorned with different shapes each day, such as purple stars or blue squares. Mortimer's Bizarre Circus offers the following notable pastimes:

The Natives of Chult. The so called natives of Chult are a scam. The group of five women are sisters who hail from Athkatla and only disguise themselves as natives from Chult. Their knowledge about Chult is rather limited, so they paint their skin in a darker hue, wear a random array of pelts, and adorn themselves with an exaggerated amount of bones. They are drawn into the circus tent in a prison wagon, scream like maniacs, and pretend to eat raw meat that is tossed into their cage by Mortimer. A character who has visited Chult or succeeds on a **DC 14 Intelligence (History) check** knows that this display is an act.

The Repulsive Monsters. The monsters are actually normal animals that were surgically connected to each other or had parts from a different animal implanted.

They are kept alive for a short time by Mortimer's use of healing magic. The characters immediately recognize the animals for what they are, and a character who succeeds on a **DC 12 Intelligence (Medicine) check** knows that these creatures won't survive for long. The surgeon responsible for the animals is a **duergar mind master** (MTOF 189) named Brock who disguises himself as a mountain dwarf. A character with a **passive Wisdom (Perception) of 17 or higher** sees through the disguise.

The Unknown Spell. A month ago, Mortimer happened upon a body on the road. The dead man had nothing of worth besides an ancient spellbook. Mortimer's resident **illusionist** (VGTM 214), Jennifer Kern, was intrigued by the spells she found inside the book, though she understood none of them. This didn't stop her from experimenting, and she soon found a spell that produced a pretty, rainbow-colored veil. Jennifer casts the spell at the end of each performance.

When Jennifer casts the spell, all creatures within 100 feet of her must succeed on a **DC 20 Charisma saving throw**. On a failed save, a creature falls unconscious and finds itself in a bizarre dream world, along with the other victims of the spell. Their bodies remain in the circus tent. The spectators, as well as any affected characters, stand on a small island made of volcanic rock that hovers in an endless, smoke-filled dimension. Several other small islands can be seen in the distance, appearing like black silhouettes against an orange-tinted sky. Their admiration for the magic trick soon turns into horror when several **ghosts** (MM 147) appear. The ghosts kill indiscriminately and suck the souls out of creatures they reduce to 0 hit points. The ghosts can't use their Possession action.

The only way to escape the dimension is a shimmering portal that lies at the end of a 300-foot rainbow-bridge. The bridge connects the small island with the portal, and as the people flee across it, the ghosts continue their deadly work. Additionally, the trapped may escape instantly when Jennifer loses concentration on the spell. The bodies of those who were killed remain alive, but their souls never return.

Deadly Landslides!

It should come as a surprise to no one, that felling every last damn tree around here might spell the end for our town. Little by little, our homes and animals are washed into the ocean. If only someone would have warned about the coming catastrophe years ago... Nevertheless, I have scoured old books and discovered something that might help us avert our dire fate. The seeds of an ironbark tree might be the solution to our worst, but not all, of our problems. To acquire these seeds is, how shall we say, a bit tricky. Battle-hardened and gold-craving adventurers should visit me, Sheily Finnar, in my house on the northern side of the town square!

Sheily Finnar (N female gnome **mage** MM 347) is a very old lady, mother of 4, and grandmother of 19 gnomes. She lives in a patchwork mansion with her entire family and always looks out for her less-intelligent descendants. Age made Sheily wiser but also less forgiving.

When the characters arrive, she curses the shortsightedness of the townsfolk who more or less deforested the entire island. When two of her grandchildren died in a landslide, she was fed up and took matters into her own hands. Sheily tells the characters about an island which was inhabited in the past by raiders and pirates. They were feared for their almost-indestructible ships, to which they owed their success in battle. The ironbark trees grow relatively quickly and are famously hard to fell. Therefore they are the perfect solution for the island's troubles.

Sheily describes how to reach the island and warns the characters that something there must have eradicated the population about a century ago. Since then, no explorer or prospector who set foot on the island returned to tell their tale. Should the characters return with the seeds, Sheily promises them two star sapphires—worth 1,000 gp each—as a reward. Sheily doesn't tell the characters that she stole the gems from a temple of Selûne many decades ago, where they were used as a statue's eyes. Feel free to use this as a future plot point!

Reaching the island is no challenge. A character who explores the island and succeeds on a **DC 15 Wisdom (Nature) check** quickly finds tracks of large animals with deformed extremities. A character who inspects these tracks and succeeds on a **DC 18 Intelligence (Arcana) check** determines that these tracks belong to **chuuls** (MM 40). Additionally, the character knows that chuuls hoard magic items and prey on creatures who carry such items.

Any character proficient in Nature finds the ironbark trees and their seeds after 4 hours of searching. Otherwise, the characters must search for 12 hours. There's a total of 15 chuuls on the island and two **chuuls** (MM 40) attack the characters after every 4 hours they spend on the island. Their numbers replenish after 24 hours due to newcomers from the ocean. A character who succeeds on a **DC 15 Wisdom (Survival) check** can track the chuuls to their lair. Should the characters defeat the remaining chuuls, they find *gloves of missile snaring* (DMG 172) and *boots of levitation* (DMG 155) in the lair. Add more items at your discretion.

The Hunt!

The grand hunt has been proclaimed. If you help me hunt the largest horned creature, I'll receive the lordly rhyton and shower you with gold. Meet me in the Murky Ale Tavern. Ask for Kromm.

Kromm (N male goliath **berserker** MM 344) is a man on a mission. Every 12 years, the current chief of Kromm's tribe proclaims a grand hunt. Whoever returns with the largest horn becomes the new chief for the next 12 years. Naturally, it is assumed that each hunter kills the beast on their own and returns with the trophy without help. Kromm doesn't care for that rule of honor and assumes most hunters cheat during the hunt.

When the characters visit the Murky Ale tavern, they find Kromm sitting in a corner drinking prune juice. Once they introduce themselves, Kromm lays out his plan. He heard rumors about an island where humongous lizards roam. After some searching, Kromm actually found the island but was unable to overcome the monsters on his own.

As payment, Kromm promises to reward the characters once he becomes chief. If they take the mission, the characters learn the location of the island where they can hunt to their heart's content.

Kromm takes them on his small ship to the island. The journey takes around three days, but Kromm has provisions prepared. Once there, Kromm leads the characters to the center of the island. A hidden forest inside of an ancient, expired volcano is home to dozens of dinosaurs. The characters and Kromm must slay at least two **triceratops** (MM 80), from which Kromm takes the finest horn. Each horn is worth 100 gp.

Many weeks later, a different goliath approaches the characters and hands them a bundle. Inside, they find a *greatsword of wounding* (DMG 207).

Claim the Island!

A new island has emerged, the third this month! Whoever wants to be part of the expedition force should present themselves at the harbor tomorrow, shortly after sunrise. The usual rates apply.

— Claimant Pirmin Forn

Claimant is a title created especially for captains who explore a chain of islands that started appearing one year ago. The local populace call them the Fey Islands since they literally appear during the night. The Fey Islands are unclaimed lands, and whoever plants the first flag in the center of the islands becomes the owner. So say the "Auld Agreements." When the characters approach Claimant Pirmin (N male human **knight** MM 347), he welcomes them with open arms and lays out the payment: The characters each receive a flat rate of 100 gp per person and can keep whatever valuables they find on the island.

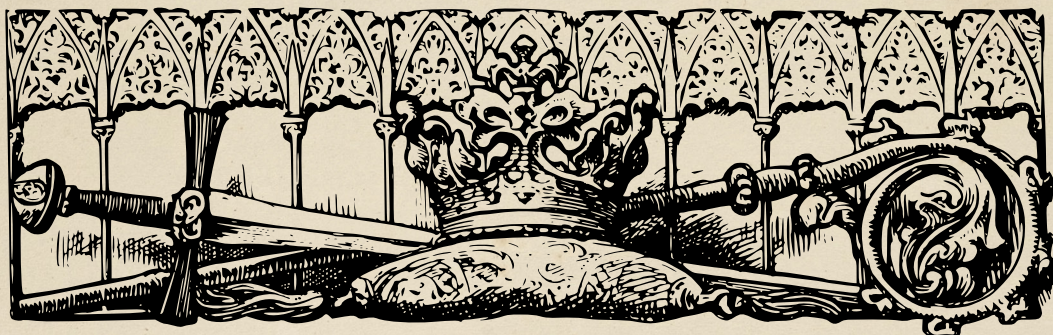
Every island is a surprise: The characters may find strange artifacts, gems, old knowledge, or valuable trophies. The island the characters land on is unusual. The flora is violet or red, and the fauna is ten times the usual size. Aside from the characters, 20 **guards** (MM 347) join the expedition. On their way to the center of the island, two **giant apes** (MM 323) attack the intruders.

When the expedition finally reaches the center of the island, they find that they're too late: A different group has already planted their flag, and they celebrate in a clearing. Should Claimant Pirmin have survived the ape attack, he puts it to a vote: Attack and kill the interlopers, claim the island and seize the land, or return with nothing and without pay. The rival force consists of 20 **guards** (MM 347). Among the rival explorers' treasure, the characters find ebony worth 2,500 gp.

A character proficient in Arcana who succeeds on a **DC 18 Intelligence (Arcana) check** learns something about the origin of the island:

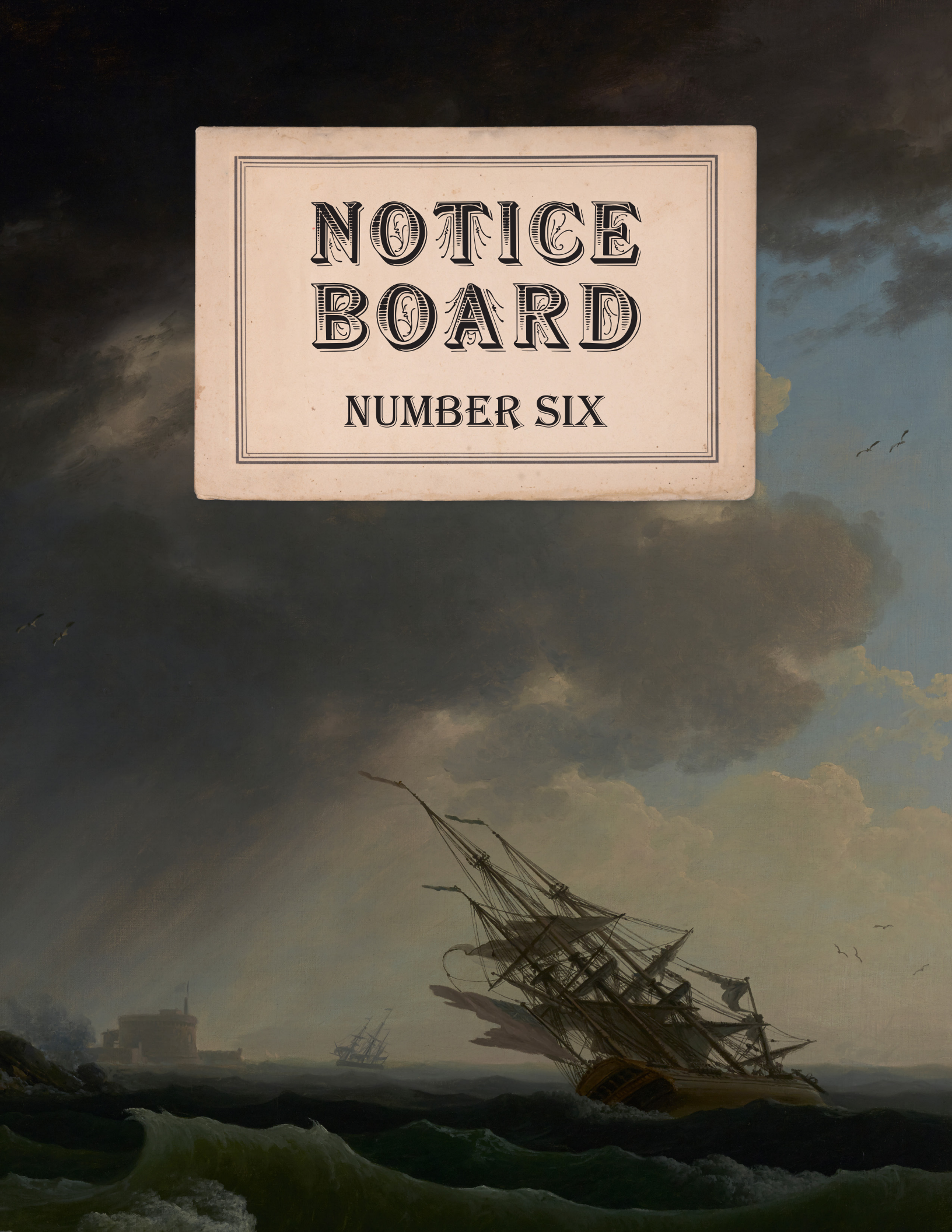
It was always here, but hidden by a *mythal*. The islands were not merely invisible, but everybody unconsciously avoided them. The *mythal* is slowly losing its power, revealing more and more of the protected land.

Should the characters investigate the matter further and map the revealed islands, they can extrapolate the center of the archipelago. There, a tribe of elves lives in the ruins of an ancient capital oblivious to their past. A character proficient in Arcana knows how to counteract the *mythal* with the use of the *dispel magic* spell and reach the island. Although they are isolationists, the elves are trusting at first. Below the ruins of their cities, riches await.



NOTICE BOARD

NUMBER SIX



A doggone tree showed up at my lodge, took the roof off, and scared my guests away! Now it's just standing there and gets flustered when someone approaches it. Could someone please show this rude tree the way out? A substantial reward awaits the brave adventurers who best this beast! Find me in my temporary home in the Breakwater Inn.

— Kilroy Oggs

Bridge Opening!

The bridge connecting our city and Rurik's Island is about to be opened! The last stone will be laid soon and a large celebration is in order. It took us many years to complete this monumental task, and many lives were lost, but now the future can come.

Never mind the rumors about strange accidents; we can assure you that the bridge is completely safe and fit for purpose.

Everybody is welcome. Visit the bridge, and rejoice!



Buying Swampwood!
I'm looking to buy a large quantity of swampwood. Experienced explorers and hardened fighters and can visit me in my shop on the market to talk about rates. No beginners.

Madeleine Acton



Ruins in the Sea!

Our land reclamation efforts yielded a dubious catch. Off the coast, we found a sealed entrance to what might be a death trap or treasure hoard. The city council decided to offer adventurers access to the restricted site, the condition being that successful raiders must relinquish half the unearthed treasures to fill the city coffers.

Approach Lilly Cameron in the city hall for details.



NOTICE BOARD NO. 6 — LEVEL 3 TO 5

This notice board is suitable for characters of level 3-5. The themes are dark, involving hard fights.

Bridge Opening!

The bridge connecting our city and Rurik's Island is about to be opened! The last stone will be laid soon and a large celebration is in order. It took us many years to complete this monumental task, and many lives were lost, but now the future can come. Never mind the rumors about strange accidents; we can assure you that the bridge is completely safe and fit for purpose. Everybody is welcome. Visit the bridge, and rejoice!

The bridge is 30 feet wide and almost 1,000 feet long. It's built mostly from stone, with wooden railings and a wooden surface. When the characters arrive, the celebration is in full swing. People drink, eat, dance, and mingle. Everybody is overjoyed and talks about the opportunities and how it's much easier now to visit their relatives. After some time has passed, the mayor reads a prepared statement:

"Horst Fuller, Timothy Fuller, Marry Korden, Kurst Strongoar, Heather Willow... These are just a few of the names of those who lost their lives to make this dream come true. You may have seen the memorial on your way here. If not, please visit it afterward and pay your respects. But today is not a day of mourning. It's a day of joy!"

After a round of applause, the mayor raises his voice to continue his speech. Instead, a scream escapes his mouth. The sea surrounding the bridge starts boiling, and monsters from the deep descend upon the assembled people. A pack of three **giant octopuses** (MM 326) and three **sea spawn** (VGTM 189) attack the characters, while they witness how many more monsters kill the guests indiscriminately. Among the dead sea spawn, the characters find a *mace of terror* (DMG 180).

Should the characters run, the giant octopuses destroy the bridge and return to the sea.

Buying Swampwood!

I'm looking to buy a large quantity of swampwood. Experienced explorers and hardened fighters and can visit me in my shop on the market to talk about rates. No beginners. — Madeleine Acton

Madeleine is a highly successful wood carver who needs the rarest materials to achieve her artistic visions. The lack of supply on the local market forces her to enlist the help of mercenaries who collect the materials she seeks. A string of recent failures pains Madeleine, since she gave rookies a chance, all of whom were killed working for her. When the characters arrive, Madeleine demands that they tell her about their achievements so far and that they fight a mock battle. After being convinced, Madeleine offers the characters 1 gp per pound of swampwood they can recover, up to a total of 1,000 gp.

The swampwood Madeleine needs can only be found in a bog that lies 3 days away from town on foot. The so-called Rot Bog is famous for the menagerie of deadly monsters which dwell there. Madeleine especially warns the characters of the aggressive frog people. Going from her description, a character who succeeds on a **DC 14 Intelligence (Nature) check** assumes she is talking about bullywugs. Additionally, she explains to the characters that she needs pitch-black wood, which gets its colour after floating in the swamp water for at least a decade.

After sifting through the bog for 1 hour, the characters find the wood they need. The characters have time to collect as much swampwood as they can carry, but after that a **shambling mound** (MM 270) attacks them. After defeating the shambling mound, unless the characters sneak out of the swamp—and succeed on a **DC 15 Dexterity (Stealth) group check** to do so—they are surrounded by 15 **bullywugs** (MM 35) who only scream "Food!" They want the characters to drop their rations, but the characters will likely think the frog-folk are talking about them. The bullywugs don't know any other words in Common.



Ruins in the Sea!

Our land reclamation efforts yielded a dubious catch. Off the coast, we found a sealed entrance to what might be a death trap or treasure hoard. The city council decided to offer adventurers access to the restricted site, the condition being that successful raiders must relinquish half the unearthed treasures to fill the city coffers. Approach Lilly Cameron in the city hall for details.

The discovered entrance remains sealed as the city waits for interested parties to sign the exploration contract. Lilly Cameron has everything prepared and guides the characters to the site once they have signed the papers. The sealed entrance is being watched, and should the characters gain access without going through the proper channels, five **veterans** (MM 350) wait until they reemerge to take away their ill-gotten gains.

The entrance portal is made from stone and unmarked. The stone is broken by several workers, and the overpressured complex releases a stream of stale air, blowing away the stone in a small explosion. The complex is built from white stone and completely dry.

The characters enter a 300-foot-long corridor, only 5 feet high, which slopes steadily downward. The further the characters descend, the more loudly they hear an ominous whisper. When they reach the end of the tunnel, they stand before a stone block with dozens of holes in it.

Looking through one of the holes, they see a large chamber with hundreds of creatures. The creatures walk in a circle around a black stone which is roughly 10 feet high. To break through the stone, the characters need digging implements like pickaxes, or they can pass through the holes with spells like *gaseous form*. Once one or more of the characters makes it inside the chamber, the creatures stop in their tracks. Closer inspection reveals that the creatures are undead and covered in rags.

Should the characters leave, the creatures resume their shambling duty. However, should the characters attack the creatures, they scream and fall to dust. When the last undead falls, the black stone cracks open, and an **ulitharid** (VGTM 175) emerges. The ulitharid carries a *staff of withering* (DMG 205) and a black sapphire worth 5,000 gp implanted in its head. It attacks the characters, and after that the city.

Treant Trouble!

A doggone tree showed up at my lodge, took the roof off, and scared my guests away! Now it's just standing there and gets flustered when someone approaches it. Could someone please show this rude tree the way out? A substantial reward awaits the brave adventurers who best this beast! Find me in my temporary home in the Breakwater Inn.
— Kilroy Oggs

When the characters approach Kilroy, he describes to them how to reach his lodge, which lies a half day's travel away in the woods. He warns the characters that the tree is rabid and threatens innocent guests. Since the lodge had to be evacuated, Kilroy has lost not only his home but also his only source of income. When asked, Kilroy admits that the tree hasn't killed anyone—yet. He promises the characters a reward of 750 gp and free lodging for life should they be able to help him.

The characters find a **treant** (MM 289) at the lodge's location. It stands next to the ruined lodge and doesn't move an inch unless the characters come closer than 30 feet. A druid immediately recognizes that the treant is in distress. Characters proficient in the Nature skill who succeed on a **DC 18 Wisdom (Insight) check** also become aware of this fact.

The reason for the treant's visit and distress is an awakened tree that once stood at the lodge's location. The construction workers felled the tree five years ago and used the wood as building material. The treant recognizes the remains of his friend and mourns the loss.

The treant will continue to mourn for a decade unless the characters intervene. Aside from the obvious solution (kill the treant), the characters can attempt to open a dialogue. A druid or Nature Domain cleric can do so without problem. Other characters must succeed on a **DC 15 Intelligence (Nature) check** to know how to approach the treant. Otherwise, the treant attacks the characters, but doesn't kill or pursue them.

The characters can manage to convince the treant to leave through roleplay, for example by pointing out that there are other living trees he needs to care for and protect.

However, this is lengthy process which might take days to accomplish. Alternately, the characters can engage in a Skill challenge where they must make 6 successful **DC 16 Charisma (Persuasion) checks** or **DC 14 Intelligence (Nature) checks** before 4 failures.

Should the characters be successful, Kilroy produces the promised coin but begs the characters to reinvest the gold into his business so he can rebuild it and resume his life.

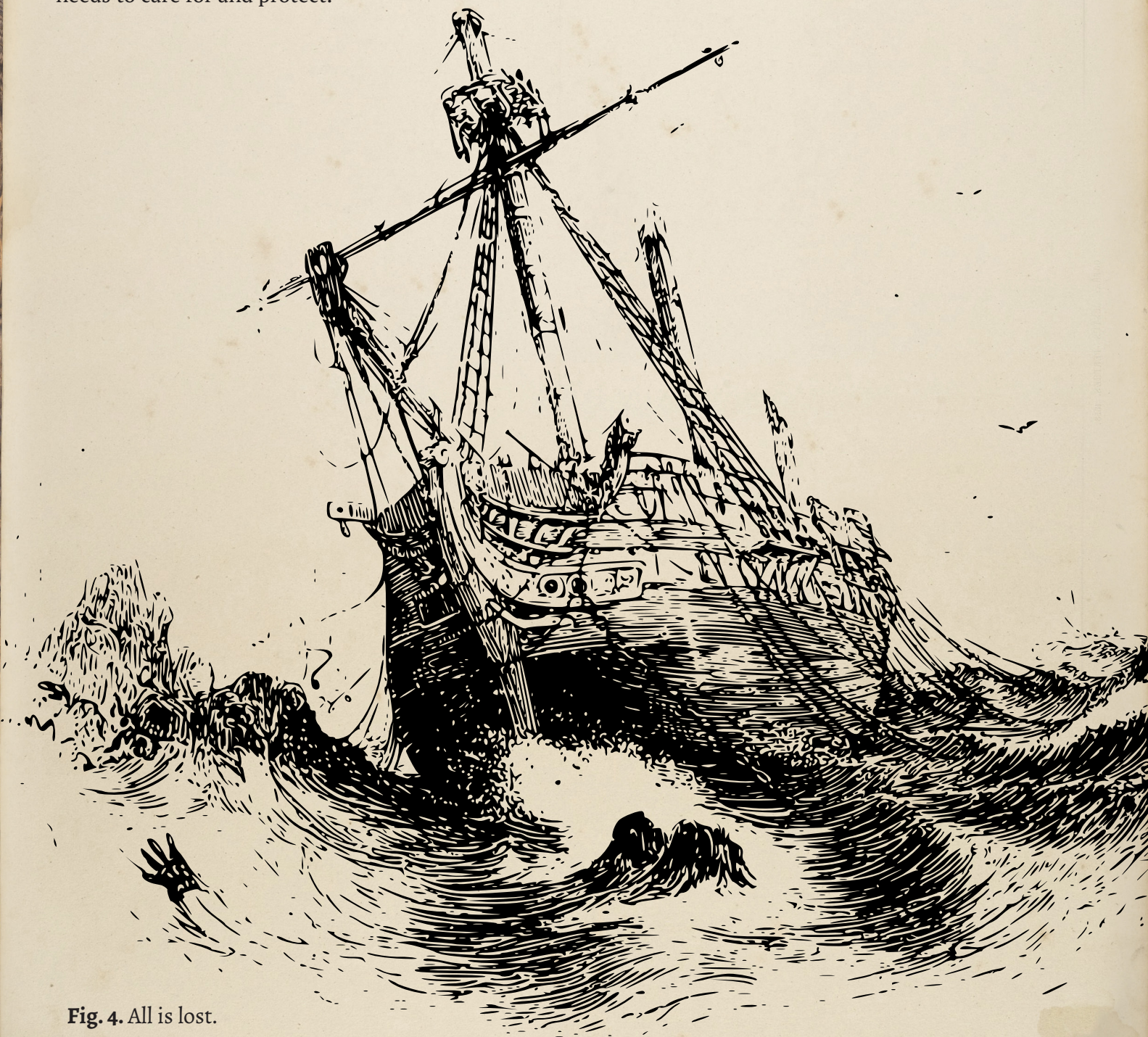
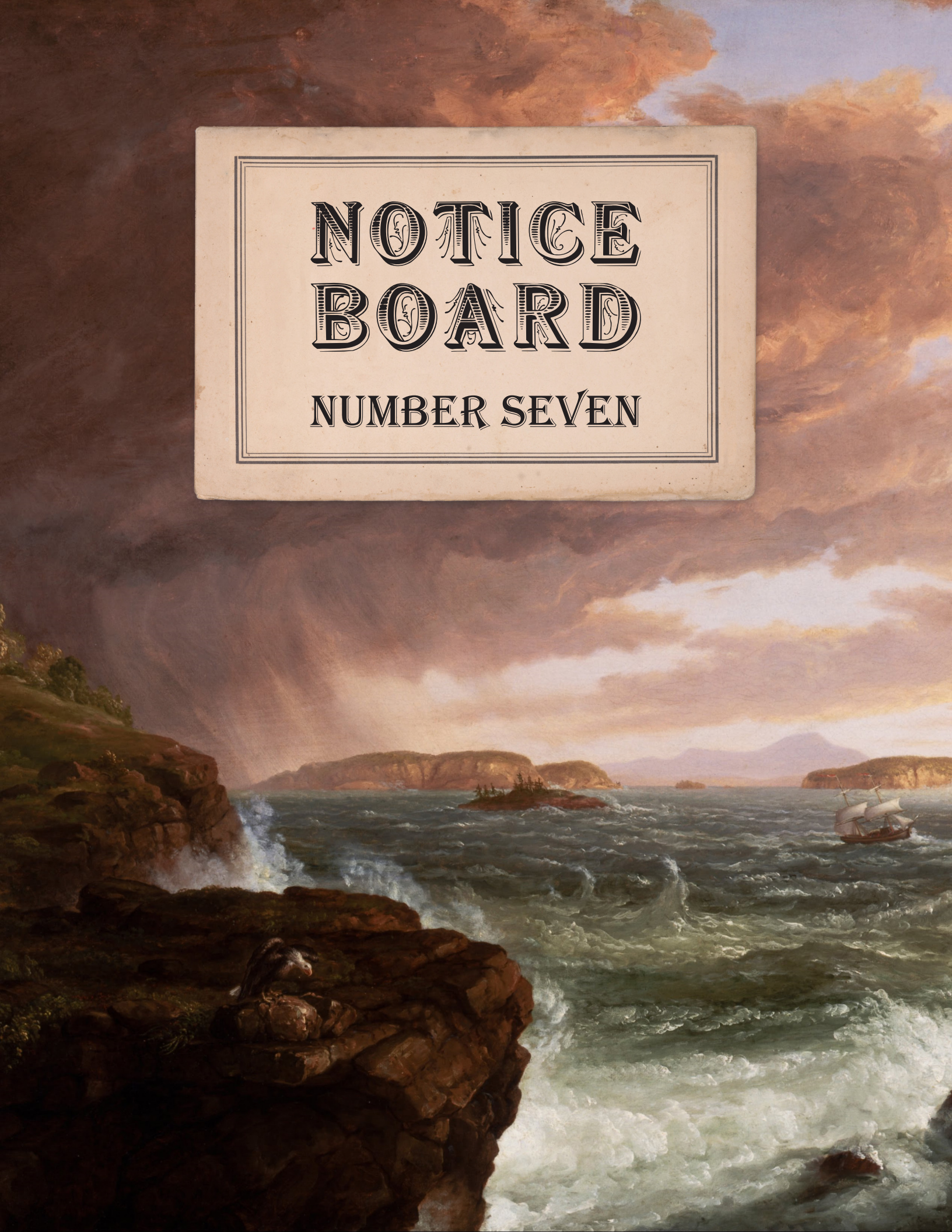


Fig. 4. All is lost.

NOTICE BOARD

NUMBER SEVEN



Evacuation!

Reports have reached the administration that the Caldez approaches the town.

The townspeople are to barricade their houses and whoever can should leave the town until the threat has passed.

The administration is looking for volunteers who can help with the evacuation efforts. Report to Captain Traini in the town hall at your earliest convenience.



more fighters
fighters, but
fighters, lo
fighters, still
fighters, b
fighters? All
can't handle



Krunkel's Emporium!

Krunkel's Emporium is in town! If you're interested in the lowest prices and finest selection of goods, visit the harbor today! You'll recognize my ship from a distance by the colorful sails and long line of satisfied customers!

Naturally, all my wares and goods come with a certificate of authenticity, so don't be afraid of any counterfeits!



NOTICE BOARD NO. 7 — LEVEL 3 TO 5

This notice board is suitable for characters of level 3-5. The themes are adventures.

Krunkel's Emporium!

Krunkel's Emporium is in town! If you're interested in the lowest prices and finest selection of goods, visit the harbor today! You'll recognize my ship from a distance by the colorful sails and long line of satisfied customers! Naturally, all my wares and goods come with a certificate of authenticity, so don't be afraid of any counterfeits!

Krunkel is a small old man with an eye-patch and a wooden leg. He has short gray hair, a crooked handlebar moustache and scraggly beard, and wears colorful clothing. Everybody assumes he's either a pirate himself or closely works with any number of pirates to sell plundered wares. To prevent any problems with the law, Krunkel pays generous bribes. Krunkel is well-liked among the populace due to his jolly demeanor and exciting sailor's yarns.

In actuality, Krunkel is more of a vulture than a pirate. He knows the sea like the pocket of his waistcoat and kens the spots where after a severe storm the flotsam gathers. He collects the soggy treasures, tidies them up, and sells them for great profit.

The so called "certificates of authenticity" Krunkel issues are more of a joke than an official document. First-time visitors always receive an artistically-pleasing piece of paper, on which Krunkel assures readers that the wares are original, and cites the names of many fantastical, made-up places where he buys his wares.

Should the characters inspect the wares, if they succeed on a **DC 15 Intelligence (Investigation) check** they find that there's water damage on some of them. A character who succeeds by 5 or more also finds evidence that the wares were transported on different merchant vessels beforehand.

It's in your discretion which wares Krunkel offers, since he depends on whatever he finds in the sea.

If Krunkel likes the characters, he asks them whether there's someone among them who's skilled in the locks department. Krunkel found a sealed box on a barren shore and his gout prevents him from opening it. A character must succeed on a **DC 20 Dexterity check using thieves' tools** to open it. Inside, the characters find a patch made from a bit of pitch-black fabric. The name Samuel Jessebi (or the name of a non-player character you've already introduced) is sewn into the fabric with white thread. A character with a passive **Wisdom (Arcana) of 15 or higher** feels a necromantic aura seeping out of the patch. A character who succeeds on a **DC 14 Intelligence (History) check** recalls that such patches are usually delivered to pirates who are marked for death.

Samuel Jessebi is a former pirate who lives with his wife and kids and leads a simple life as a fisher in a village or town of your choice. Should the characters deliver the patch of fabric to the intended target, it crumbles to dust and a **wraith** (MM 302) rises from its remains. The wraith seeks to kill the target, and after it fulfills its mission simply vanishes with a terrible scream. The wraith also appears if the patch is destroyed and attacks the creatures responsible for the patch's destruction.

A Treasure Map!

The unceremoniously attached treasure map is a ploy to outsource dangerous work to gullible adventurers. The mastermind is known as Raven (NE male half-elf **warlock of the fiend** VGTM 219). Raven watches the notice board to see if someone snatches the map. Once it's gone, he pins a new one to the board. Raven will do this until he sees someone take the map off the board he deems capable to unearth the treasure. Thereafter he follows the nitwits to see if they make preparations to search for the prize. Raven plans to take the treasure off of them after they clear the obstacles and are sufficiently weakened.

Enter the characters. No matter how ragged or inexperienced they look, Raven notices their innate talents. Roll a **Dexterity (Stealth) check** for Raven, use his Dark One's Own Luck trait, and compare the result to the best **passive Wisdom (Perception)** among the characters.

The treasure is buried on an island like the map depicts. The island's name is Brighton's Folly, and it is known as a place that teems with strange creatures and deadly plants. Characters who show the map around and succeed on a **DC 14 Charisma check** find a person who recognizes it from the strange stone formation. Optionally, a character who succeeds on a **DC 14 Intelligence (History) check** remembers the island from a description they read somewhere. After Raven is satisfied with the characters' preparations, he travels to Brighton's Folly and waits for their arrival.

The island's beaches feature large, erect stone slabs with strange faces. The faces are hewn into the stone, and look either expressionless or tortured. When the characters set foot on the island, they are greeted by strange sounds and suspect smells. It's an almost-unspoiled primeval world. When the characters enter the dense forest that starts not far from the beach, they find the remains of some adventurers who came before them. Only their useless equipment remains—even the bones are gone. After this point, the characters face the following challenges before finding the X that marks the spot:

- A gang of at least six **cockatrices** (MM 42) that attack the characters unless they succeed on a **DC 16 Wisdom (Animal Handling) check**.
- The characters pass by a field of orange, bulbous flowers. The flowers sway in the wind and produce bell-like sounds. Characters who hear the flowers' sounds must make a **DC 14 Wisdom saving throw**. On a failed save, the characters take 1d6 psychic damage and are frightened of creatures that attack them. The effect lasts until the character finishes a long rest. Alternatively, the condition can be ended on one creature by succeeding on a **DC 10 Intelligence (Medicine) check** and expending a use of a healer's kit.
- Next to the tree where the X marks the spot lies a lake. In the midst of the lake stands one of the strange stone slabs on a small island. The stone slab moves when the characters approach. It stands up and walks into the lake in the characters' direction. After 10 minutes, the stone slab, which has the statistics of an **earth elemental** (MM 124), emerges from the lake and attacks the characters.

After the characters unearth the treasure chest, they find a *demon armor* (DMG 165) and a *frost brand longsword* (DMG 171). At this point, Raven appears and demands the characters hand over the armor. Unless they do as he says, Raven attacks. He is only interested in the armor, and if the characters surrender the item at any point, Raven withdraws.

Evacuation!

Reports have reached the administration that the Caldez approaches the town. The townspeople are to barricade their houses and whoever can should leave the town until the threat has passed. The administration is looking for volunteers who can help with the evacuation efforts. Report to Captain Traini in the town hall at your earliest convenience.

The Caldez is a cursed pirate ship that is trapped in a perpetual storm. Where the ship travels, the storm follows. The Caldez's captain Sindir made the best of the curse: She goes from harbor to harbor and uses the distraction the storm causes to plunder riches. Some towns even offer a ransom to redirect the Caldez's course.

With the note posted, the town experiences a mild panic. Shops close one by one, and only the stubborn and deluded ignore the threat. Captain Traini (LN male human **guard** MM 347) welcomes everybody who volunteers to help. The refugees who leave the city need protection, and Captain Traini plans to leave behind a strong force to protect the town. His plan is to concentrate the defenders in certain buildings from which they can ambush the pirates.

The characters might propose to take the fight to the pirates and hit the Caldez before it reaches town. Captain Traini considers this a suicide mission, and the characters must succeed on a **DC 14 Charisma (Persuasion) check** to change his mind.

Either way, Captain Traini has 20 **guards** (MM 347) at his command which he dedicates to protecting the town. The crew of the Caldez is made up of 50 **bandits** (MM 343) and Sindir (NE female half-elf **bandit captain** MM 344).

NOTICE BOARD

NUMBER EIGHT



Salutations, mortals.

I have returned from my grave to exact revenge. Alas, I myself am too weak to fulfill my goal, so I call upon you to join me in my quest.

Our target is an archmage of such power and evil that the things I witnessed in hell pale in comparison to his deeds in the realm of the living.

Ask for Tinkerbelle in the Flaccid Sea Cucumber.



I need help with a minor problem. If you return something very dear to me, you'll have my eternal gratitude. I can imagine hundreds of ways to pay you back. Visit me in the Golden Compass Inn.

Remy

I HAVE FOUND A PECULIAR HOLE IN THE SEA. I WOULD LIKE TO EXPLORE IT A BIT MORE, BUT YOU WOULD NEED TO BE ABLE TO FLY IN ORDER TO TAKE A PROPER LOOK. IF YOU HAVE SOME KIND OF AIRSHIP OR FLYING MAGIC AT YOUR DISPOSAL, VISIT ME IN MY ABODE ON HARBOR STREET. - OGDY

Peace Delegation!

After a lengthy debate, the city council has decided to organize a mission of peace to the merfolk court.

According to city records, the war started 113 years ago due to the abduction of the king's daughter.

Although there has not been any aggression in many decades, we want to facilitate cultural exchange and trade. If you have diplomatic experience or know how to reach the merfolk city, visit Iodan Attacam in the city hall.



NOTICE BOARD NO. 8 — LEVEL 6 TO 8

This notice board is suitable for characters of level 6-8.

A Hole in the Ocean!

I have found a peculiar hole in the sea. I would like to explore it a bit more, but you would need to be able to fly in order to take a proper look. If you have some kind of airship or flying magic at your disposal, visit me in my abode on Harbor Street. — Ogdy

Ogdy (NG female halfling **scout** MM 349) is an explorer. She chanced upon a literal spherical hole in the sea on one of her excursions. When the characters arrive, she is very excited since Ogdy didn't really believe that someone would respond to her note. Ogdy wants to join the characters when they descend into the hole and she refuses to take no for an answer. The characters can dissuade her on a successful **DC 15 Charisma (Persuasion) check**. A cousin of hers takes Ogdy and the characters to the anomaly unless the characters have their own ship.

The hole in the sea is 300 feet in diameter and around 1,500 feet deep. Water breaks on the hole's rim and doesn't fall into it like one would assume. Therefore the characters can steer a ship right up to the brink. A character who succeeds on a **DC 18 Wisdom (Perception) check** spots something metallic at the bottom of the hole. On the seafloor, the characters find a large adamantine hatch which they can only open with a knock spell. Alternately, the characters can enter the complex with the help of teleportation magic. If the heroes have neither of these, and adventure must continue no matter what, they find a circular, eight inch in diameter, transparent surface next to the hatch. Pressing on the surface with bare skin opens the hatch.

Inside, the characters walk through empty corridors built from bare adamantine. A low hum permeates the air, but there's no light. The characters find abandoned halls with strange chairs and tables fixed to the ceiling. A character with an Intelligence greater than 9 deduces that the structure is flipped upside down. Finally, the characters reach a circular chamber which measures 30 feet in diameter and is 16 feet high.

In the center of the room stands a large construct that looks like an iron golem. On the ceiling, the characters spot a strange glass cylinder. Once the characters enter, an **eidolon** (MTOF 194) enters the construct and warns the characters. It proclaims that the characters walk on sacred ground and must leave the area. Treat the construct as a **sacred statue** (MTOF 194).

Should the characters stop in their tracks but attempt to initiate a dialog, the eidolon offers a glimpse into the past. It guards the birthplace of a now-lost god who walks the surface with no recollection about her past. Should the characters offer to help, the construct remains silent for several seconds. After considering the request, the adamantine giant requests that one of the characters step forward. The eidolon touches the character's forehead and transfers some of its memories and soul into the character. The character will recognize the lost god with the ancient knowledge. Use this as a future plot point.

Revenge is a Dish Best Served Cold!

Salutations, mortals. I have returned from my grave to exact revenge. Alas, I myself am too weak to fulfill my goal, so I call upon you to join me in my quest. Our target is an archmage of such power and evil that the things I witnessed in Hell pale in comparison to his deeds in the realm of the living. Ask for Tinkerbelle in the Flaccid Sea Cucumber.

Tinkerbelle is a **revenant** (MM 259) with a lust for revenge. Before her untimely death, she was a paladin on the hunt for evil. For several years, she and her comrades hunted down criminals and eradicated monsters on the behest of their elder Belregard (CE male elf **archmage** MM 342). After several successful missions, Tinkerbelle's comrade Tommen became suspicious of their work. He confronted Belregard with his findings, who confirmed his worst fears. Belregard was an impostor who used the order to hunt down his enemies and other innocents, as well as the occasional criminal.

Tommen, Tinkerbell and the others took up arms against Belregard, but he defeated them with ease. This group wasn't the first that saw through him, and it shouldn't be the last. Instead of killing them, Belregard took them to his laboratory.

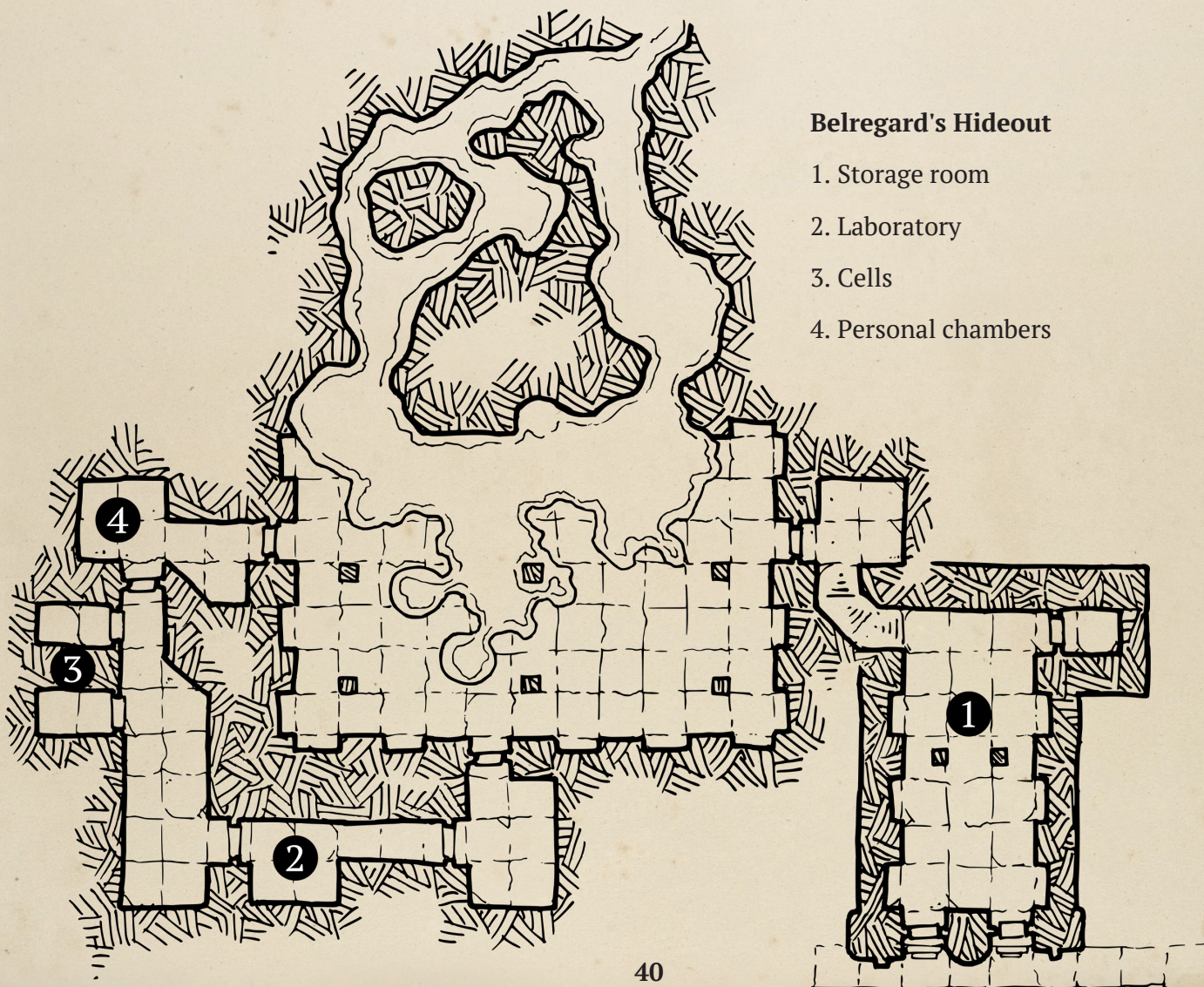
After several years, Tinkerbell escaped as the last survivor but died on the run soon after. Now she has returned.

Tinkerbell commandeered a ship and uses it to take the characters to her old headquarters. Although she knows that Belregard isn't there, she can't resist visiting the place where her friends died before fulfilling her sacred duty. The characters can dissuade Tinkerbell from visiting the headquarters by succeeding on a **DC 18 Charisma (Persuasion) check**. The place is abandoned, but several spies still watch over the old grounds to kill off people who snoop around.

Roll a group **Dexterity (Stealth) check** for the spies and compare the result to the characters' highest **passive Wisdom (Perception)** score to determine if the spies are spotted. If the characters disperse, five of the **spies** (MM 349) attack while one of them retreats to inform Belregard about the going ons.

Belregard's new hideout is located beneath a small monastery on an island. The characters are stopped by five **knights** (MM 347) who serve Belregard like Tinkerbell once did. Unless the characters convince the knights that they serve an evil lord, they attempt to stop the characters by force.

The characters find Belregard in his laboratory, protected by a few henchmen to properly scale the encounter. If a spy managed to report back to Belregard, he is prepared and the encounter is more difficult. Naturally, Belregard recognizes Tinkerbell. He can't help but laugh about the fact that the only specimen that ever escaped returned voluntarily.



Peace Delegation!

After a lengthy debate, the city council has decided to organize a mission of peace to the merfolk court. According to city records, the war started 113 years ago due to the abduction of the king's daughter. Although there has not been any aggression in many decades, we want to facilitate cultural exchange and trade. If you have diplomatic experience or know how to reach the merfolk city, visit Iodan Attacam in the city hall.

Iodan is a city official with limited diplomatic experience who was elected to organize the peace effort. It's only a token effort by the establishment to appease a growing number of advocates for peace, and the funds Iodan received are pitiful. When the characters visit Iodan, he explains that the city has no means with which to contact the merfolk. The submarine city lies not too far off the coast, but without magic it's impossible to reach. Iodan promises the characters 1,000 gp should they be able to establish a dialog, which is essentially everything he received from the city coffers.

Should the characters inquire about the conflict's background, Iodan tells them everything he knows:

- Over a century ago, the merfolk allegedly abducted the king's daughter.
- To retaliate, the king's retainers attacked the merfolk with exploding barrels they tossed overboard.
- As a response, the merfolk attacked fishing and trading vessels until the town went bankrupt.
- As a last ditch effort, the city poisoned the entire coastline. This put a stop to the raids, and only few vessels vanished after this, though these might well have been lost in simple accidents.
- The submarine city's name is Pearl and it lies 5 miles off the coast at a depth of 200 feet. After reaching the merfolk city, the characters find a failed state. The city is partitioned between three rival factions, the Tridents, the Royalists, and the Coalition. After many decades of civil war, these factions are barely more than gangs who fight amongst themselves in ever-shifting alliances.

All **merfolk** (MM 218) in the city show strange mutations and birth defects. Most cover their distorted bodies with several layers of clothing. This is a result of the poison the city introduced to the coast line 70 years ago.

None of the inhabitants has ever seen a surface race. Some run when they see the characters; others approach curiously. A young merfolk called Anaztar asks the characters if he can help them, and after talking a little tells them about the city and the rivaling factions. When the characters approach one of the faction leaders, the respective leaders attempt to win the characters over to their side.

The Tridents. The Tridents' leader is Julquin (CN male merfolk **mage** MM 347). The Tridents are simply anarchists. Several sahuagin mercenaries can be found among their ranks. Julquin offers the characters great riches (10 black pearls worth 500 gp each) should they manage to kill the other leaders for him. Making the Tridents rulers of the city leads to a despotic but stable government. Cultural exchange and trade are limited after their ascension to power.

The Royalists. The Royalists are lead by Dionara the Fifth (LN female merfolk **noble** MM 348). Dionara and her followers are what remain of the former government. Dionara asks the characters to help her regain power and bring order to the destitute city. She offers the characters 1,000 gp for their help. Making the Royalists rulers of the city leads to renewed war with the surface, since Dionara hungers for revenge. She stops at nothing and intends to eradicate the surface city.

The Coalition. The Coalition is lead by Jiva (NE female merfolk **assassin** MM 343). She claims to represent the common people but only represents herself. She offers the characters an *animated shield* (DMG 151) should they take out the opposition for her. After Jiva assumes control, there's much trade and exchange between the formerly warring cities, but Jiva slowly subjugates the criminal underworld above, and becomes de facto ruler of both cities.

None Shall Rule. Should the characters take out all faction leaders, the city is conquered by sahuagin soon after. The attacks on trading vessels and fishers start once again, for the sahuagin care nothing for peace.

Runaway!

I need help with a minor problem. If you return something very dear to me, you'll have my eternal gratitude. I can imagine hundreds of ways to pay you back. Visit me in the Golden Compass Inn. — Remy

The note and the underlying quest are a ruse to funnel adventurers to a remote islands where they will be captured and sacrificed in a foul ritual.

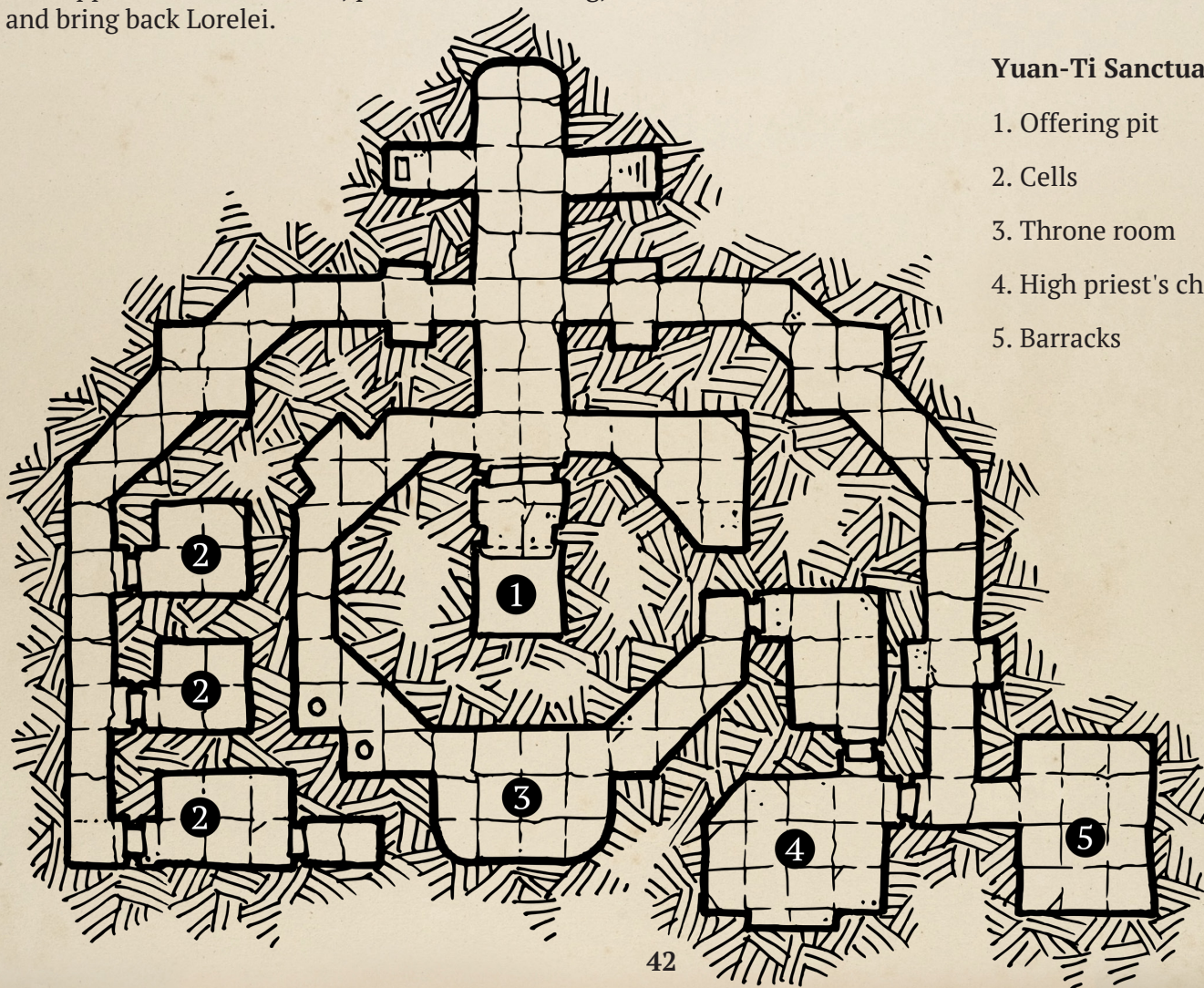
Remy is a **yuan-ti pureblood** (MM 310) who infiltrated the city and uses her natural charms to tempt adventurers. She runs the Golden Compass Inn and can usually be found behind the counter or in her office. Most of her body is covered in scales, so she wears long dresses to hide them.

When the characters arrive, Remy tells them about her fake problem: Her half-sister Lorelei ran off with a good-for-nothing man to an island retreat where they plan to marry. The characters are supposed to follow them, prevent the wedding, and bring back Lorelei.

As a reward, Remy offers them shares in the Golden Compass Inn, which translates to 1,000 gp per month. However, neither Remy's half-sister nor her soon-to-be husband actually exist.

Should the characters fall for the ruse, they can reach the island in question in a day by ship. The characters find a temple and several villas near the foot of an expired volcano. A few **yuan-ti pureblood** (MM 310) working at the retreat inquire if the characters want to book rooms. On request, they tell the characters that a wedding is indeed planned for the following day but the bride and room haven't arrived yet. It's a routine the yuan-ti often go through. Either when the characters rest or make problems, a **yuan-ti abomination** (MM 308) and several **yuan-ti malison** (MM 209) attack.

The characters find an extensive lair in the volcano, where the yuan-ti keep several dozen people in pens. They are collected to yield enough blood to facilitate a transformation into a yuan-ti anathema. At your discretion, the characters arrive too late and witness the slaughter and subsequent birth of the **yuan-ti anathema** (VGTM 202).



Yuan-Ti Sanctuary

1. Offering pit
2. Cells
3. Throne room
4. High priest's chamber
5. Barracks