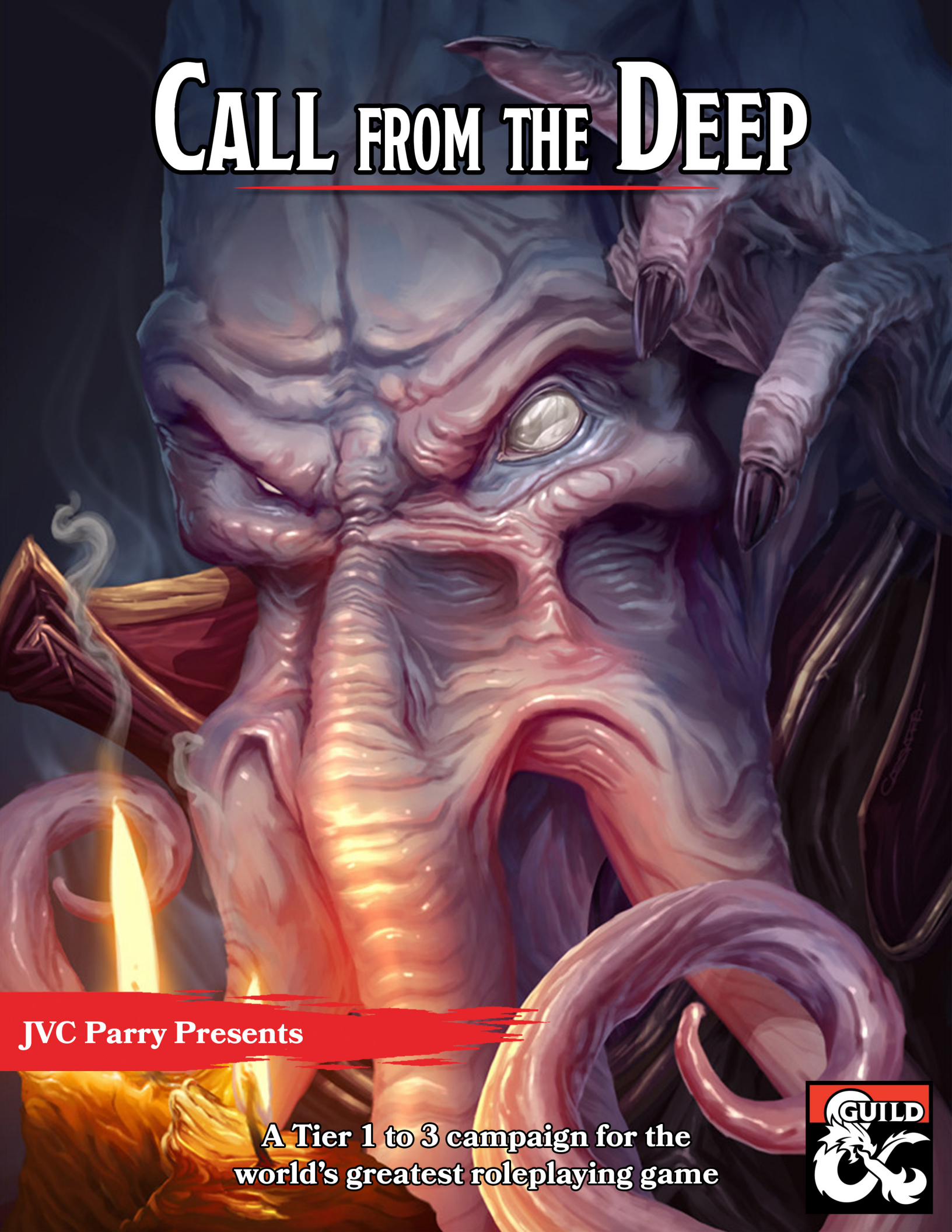
Call from the Deep



JVC Parry Presents

A Tier 1 to 3 campaign for the world's greatest roleplaying game

GUILD

CREDITS

Story: JVC Parry
Author: JVC Parry

Editor: Ken Carcas
Proof: Julia King

Art Director: JVC Parry
Cover Art: Gabriel Cassata
Interior Art: Bradley O'Hanrahan, Daniel Comerci, Danny Pavlov, Dean Spencer, DMsGuild Creator Resources, Forrest Imel, Henry Peters, Luimiart, Martin Sobr, Nastya Art, Nicolas Espinoza, Petr Sredl, Romain Defélix, Steven Bellshaw, Tijana Jankovic
Cartography: Dyson Logos, Elven Tower, JVC Parry

Layout: JVC Parry
Assistant Layout: Julia King & Phil Beckwith

Playtesters: Daniel Leeming, Dan Hunt, Ethan Wrigglesworth, Helen Gibson, Julia King, Molly Meadows, & Tom Wilkins

www.artstation.com/gabriel_cassata
www.dmsguild.com/browse.php?author=Bradley%20O
www.danielcomerci.com
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SYNOPSIS

Assault from the Astral

After crash-landing onto the Material Plane, a strange, otherworldly ship brings with it an unexpected wave of piracy, hideous creatures from the bottom of the Trackless Sea, and a notorious foe who has been awakened from the deep, intent on destroying the world as you know it.

The adventurers must set sail along the Sword Coast, fending off the pirate attacks while putting together the fractured puzzle that will reveal the true villain.

A *Dungeons & Dragons* 5th Edition Campaign for characters from 1st - 12th level.

FOREWORD

Call from the Deep is a story about my favourite Dungeons & Dragons villains; the illithid, some of my favourite novels and childhood films; Hook, Pirates of the Caribbean, & Treasure Island, and my new found love for the work of H. P. Lovecraft. Additionally, it was inspired by my growing love for the Forgotten Realms, and it has been a delight to be able to play in that world.

The adventure should inspire players to indulge in the finest tropes of piracy; swinging from the rigging, blasting each other with cannons, and forcing landlubbers to walk the plank. Once that tomfoolery is out of the way, the DM has the chance to take revenge. Otherworldly horror may break the minds of the characters, turning them from notorious captains to broken heroes.

If the characters can hold their own against the horrors of the deep, and of the outer planes, they may emerge triumphant over one of the Realms most hideous villains.

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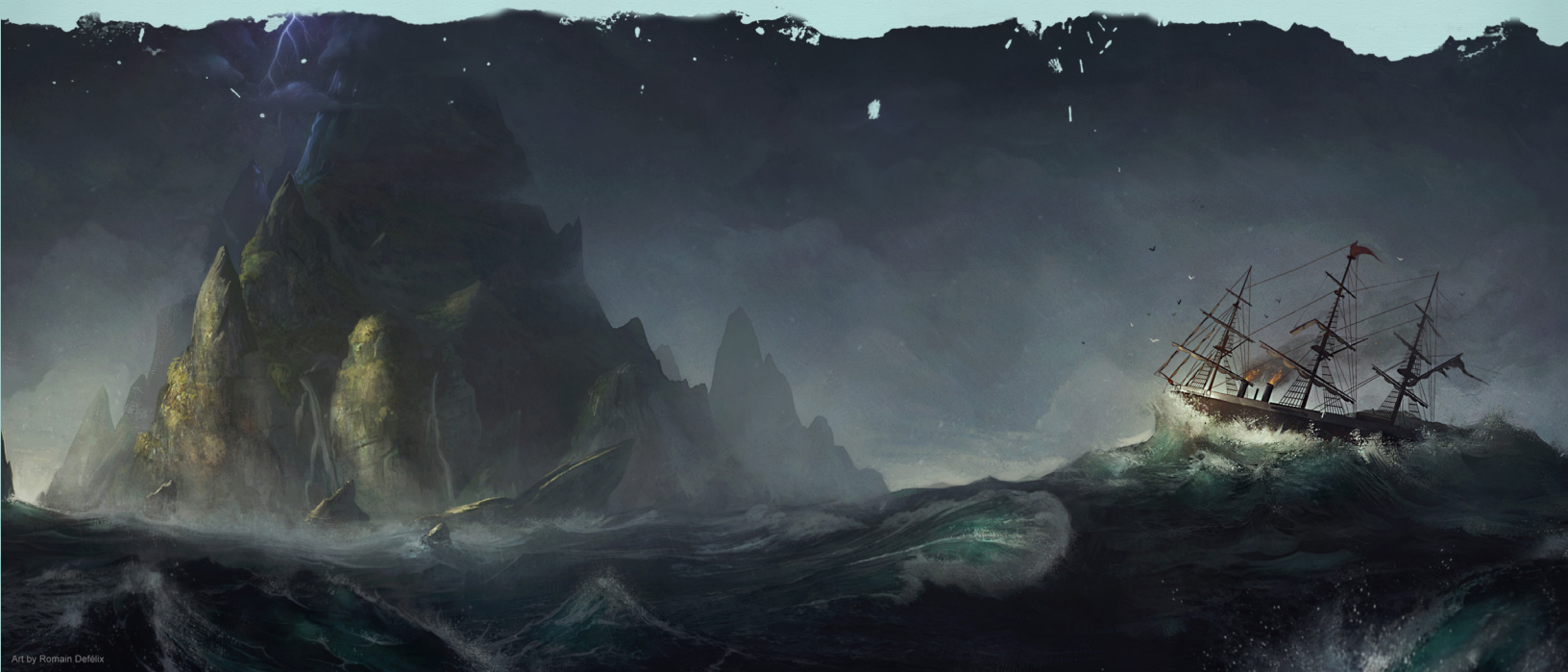


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The Star Mounts
Desprin River
Mere of Dead Men
Red Larch
The High Forest
Thorzhold
Aulmyr
Westwood
Red Rocks
The Long Road
Goldenfields
Ruathym
The Whalebones
Waterdeep
Ardeep Forest
Ruathym
Secomber
Maelstrom
Daggerford
Northlander Isles
Lizard Marsh
Misty Forest
Korinn Archipelago
The Trade Way
The High Moor
Sea of Swords
Orlumbor
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Skadaurak
Dragonspear Castle
Warlock's Crypt
Troll Hills
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Mintarn
Lathtarl's Lantern
Iumathiashae
Roaringshore
Narino
The Winding Water
Trollclaws
Sea of Moonshae
Fairfright Range
Rogarsheim
Caer Callidyrr
Caer Allisynn
Norland
Caer Way
Dernal Forest
Underwave
Iron Keep
Kressilaec
Fields of the Dead
Oman's Isle
Alaron
Caer Moray
Baldur's Gate
Fort Morninglord
Trollclaw Range
Dynnegal
Winterglen
Chionthar River
Gwynneth
Kythyss
The Cloakwood
The Wood of Sharp Teeth
Moray
Myrloch Vale
Candlekeep
Snowdown
Caer Corwell
Caer Westphal
Llyrath Forest
Flamsterd
Tir faoi Thoinn
Gull Rocks
Flamsterd's Sunken Tower
The Cloud Peaks
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Asavir's Channel
The Small Teeth
Velen
Wreck of the Sea Witch
Ioma Town
Ioma
Dragon's Head
Tulmene
Forest of Tethir
The Sword Coast
N

DRAMATIS PERSONAE

The main members of the adventure's cast of characters are listed here in alphabetical order for easy reference.

Major NPC	Description	Main Description
Abeline Nerovarco	Dread High Trident of Umberlee and member of the kraken society	Chapter 2 ("Waterdeep")
Alwynos Holimion	Emerald Enclave archdruid fighting in Winterglen on Gwynneth	Chapter 2 (“Baldur’s Gate”)
Arveene Greysail	Captain of The Voyage	Chapter 1 ("The Crash")
Bartholomew Blackdagger	Revenant Pirate Lord of the Black Armada who attacks Neverwinter	Chapter 2 ("Neverwinter")
Captain Callous	Pirate captain of the Devil's Fin	Chapter 1 ("The Devil's Fin"), stat block in appendix B
Captain Scummer	Green slaad Pirate Lord of the Black Armada	Chapter 4 ("Driftwood Docks")
Dagult Neverember	Lord Protector of Neverwinter	Chapter 1 ("The Crash")
Delshara Windhair	Witch of the Waves and ship enchanter from Orlumbort	Chapter 2 (“Baldur’s Gate”)
Desecratus Profanis	Spirit naga corsair, Pirate Lord of the Black Armada	Chapter 4 ("Driftwood Docks")
Dhurge	Sahuagin baron wandslinger, Pirate Lord of the Black Armada	Chapter 4 ("Driftwood Docks")
Druskis	Attendant of Zellix'Phor	Introduction ("The Colony of Zellix'Phor"), stat block in appendix B
Frannis	Sea-King of Utheraal in Purple Rocks, and Kraken Society dissenter	Chapter 4 (“Purple Rocks”)
Garrundar the Vile	Black dragon mercenary captain on Pirate's Skyhold	Chapter 2 ("Neverwinter")
Grabbit	Goblin boss of Tentrix’s Floating Lair	Chapter 4 (“Driftwood Docks”)
Hama	Dryad living in Baldur's Gate	Chapter 2 ("Baldur's Gate")
Ilanquor	Sahuagin malenti based in Tharqualnaar	Chapter 2 (“Waterdeep”)
Ingrimarr	Deep Lord leader of the Kraken Society in Purple Rocks	Chapter 4 ("Purple Rocks")
Jarl Bluebeard	Frost giant raider, Pirate Lord of the Black Armada	Chapter 4 ("Driftwood Docks")
Keros the Wanderer	Triton scholar and friend of Ramazith Flamesinger	Chapter 2 (“Baldur’s Gate”)
Kharg	Sahuagin baron from the Golden Crown	Chapter 1 ("The Wreck of the Golden Crown," area w19)
Kharon	Merrenoloth quartermaster of Tentrix’s Floating Lair	Chapter 4 (“Driftwood Docks”)
Klaptikos of the Great Wave	Marid genie Sultan trapped in a marid conch in Waterdeep	Chapter 2 ("Waterdeep")
Kzixxaro	Aboleth furthering the goals of the Abolethic Sovereignty in Neverwinter	Chapter 2 ("Neverwinter")
Laeral Silverhand	Open Lord of Waterdeep	Chapter 2 ("Waterdeep")
Len-jes	Genasi Harbourmaster of Neverwinter	Chapter 2 ("Neverwinter")
Lureene Farfog	Storm Priestess of Umberlee	Chapter 2 ("Baldur's Gate")
Luthra ‘Powder’ Lingenhall	Gnome inventor and swashbuckler of Tentrix’s Floating Lair	Chapter 4 (“Driftwood Docks”)
Luzgrigaul	Attendant of Zellix'Phor	Introduction ("The Colony of Zellix'Phor"), stat block in appendix B

Mardred the Many	Wizard member of the Many-Starred Cloak	Chapter 2 ("Neverwinter")
Mei Ling	Aquatic vampire preying on mercenaries near Mintarn	Chapter 2 (“Neverwinter”)
Melessa Suaril	Priestess of High Moonlight of Selûne	Chapter 2 ("Waterdeep")
Olgrave Redaxe	King of Gundarlun	Chapter 1 ("Gundarlun")
Ramazith Flamesinger	Mage with a wealth of marine knowledge in Baldur’s Gate	Chapter 2 ("Baldur's Gate")
Selacio Cradano	Zhentarim loanshark	Chapter 2 ("Baldur's Gate")
Shava the Damned	Deathlock mastermind and Regent of Ascarle	Chapter 5 ("Ascarle")
Skotha Stormwind	Jarl of Fiskrbak	Chapter 1 ("Fiskrbak")
Slarkrethel	Spellcasting kraken of the Trackless Sea	Chapter 5 ("Ascarle")
Storm Maiden	Battle leader from Norland, Pirate Lord of the Black Armada	Chapter 4 ("Driftwood Docks")
Tentrix, Sea King	Pirate king of the Black Armada	Chapter 4 ("Driftwood Docks")
Tharcereli	Attendant of Zellix'Phor	Introduction ("The Colony of Zellix'Phor"), stat block in appendix B
Thea Wisecobble	Harper leader of The Berg	Chapter 2 (“Neverwinter”)
Theryis & Toram	Elven Harper faction agents	Chapter 2 ("Neverwinter")
Thiliossk	Attendant of Zellix'Phor	Introduction ("The Colony of Zellix'Phor"), stat block in appendix B
Tra’ados	Githyanki sarth hunting the mind flayers	Chapter 2 (“Neverwinter”)
Ulder Ravenguard	Grand Duke of Baldur's Gate	Chapter 2 ("Baldur's Gate")
Uth'ivellios Cithrea	Sea elf leader of Tharqualnaar	Chapter 2 ("Waterdeep")
Vestress	Undead mind flayer and ex-Regent of Ascarle	Chapter 5 ("Ascarle")
Wulfgar the Black	Kraken Priest of the Black Armada who attacks Baldur's Gate	Chapter 2 ("Baldur's Gate")
Yartra Kethron	Kraken Society member charged with capturing Ramazith Flamesinger	Chapter 2 ("Baldur's Gate")
Zar’ryth	Githyanki kith’rak and crèche leader in Flame Fault on Tuern	Chapter 3 (“Tuern”)
Zellix'Phor	Elder brain currently in control of Slarkrethel and the Kraken Society	Introduction ("The Colony of Zellix’Phor")



INTRODUCTION

You are about to set sail on an epic adventure that thrusts the heroes into the middle of a pirate-filled mystery. *Call from the Deep* is a *Dungeons & Dragons* 5th Edition campaign for four to six player characters. Players should start with 1st level characters and reach at least 10th level by the campaign's conclusion.

The campaign takes place in the Forgotten Realms, specifically in a region known as the Sword Coast, on the western shore of Faerûn and the seas beyond. Nonetheless, you can easily adapt the adventure to your home campaign by changing the names of various locations and factions.

I recommend that you read the entire campaign before attempting to run it. This introduction begins with an "Adventure Background" section that summarises the events that set the adventure in motion. The "Running the Adventure" section tells you everything you need to know to run the adventure smoothly. That section also presents guidelines for character level advancement, outlines the flow of the adventure, and describes its major challenges. Once you've reviewed this material and are ready to run the campaign, proceed with chapter 1, "The Crash".

ADVENTURE BACKGROUND

The Sword Coast is where the continent of Faerûn meets the Sea of Swords in the west. This coastline is populated by a wealth of different folk from the Savage Frontier in the north down to the nation of Amn in the south. The settlements on the coast and the Island Kingdoms of the Sea of Swords and Trackless Sea are the primary settings of this campaign, but other inland locations may feature more prominently during your playthrough. For additional information on these locations, consult the *Sword Coast Adventurer's Guide*.

The coastline itself is perilous and changeable. In the north is the Sea of Moving Ice, filled with great bergs that shatter the hulls of unwary ships. Further south lies calmer waters and friendly ports and cities, such as Neverwinter, Waterdeep, and Baldur's Gate. Despite the existence of these havens, Red Rocks isn't the only thing that will sink your vessel. Pirates from Luskan and The Northlander Isles roam the coast, targeting merchant galleys and bullying fishing boats. The seas too are cruel, harbouring hideous monsters, tempestuous squalls and unseen horrors in their depths.

Many strange forces have threatened the Sword Coast in recent years, from marauding giants to a death curse, the Cult of Elemental Evil and Tiamat herself. Brave heroes have managed to restore peace to the region each time, but this new threat may be the breaking point. Something distinctly alien has crash-landed in Faerûn. Something which the Material Plane is not equipped to deal with.

The Illithid Empire

Entirely alien to most of the common folk of the Realms, the illithid, or mind flayers, formed an empire of psionic hive mind slavers who brought devastation to populations of sentient creatures. Over many centuries, and across innumerate worlds, these tentacled nightmares subjected thousands of races to psychic torture, breaking their will and turning them into thralls. Telepathically united, these aberrations traversed the Outer Planes in nautiloids, ships attuned to their needs, in search of races to enslave.

One of these races were the gith. Although they were dominated for centuries by the illithid, somehow the gith revolted against their oppressors, overthrowing their empire and scattering the remaining mind flayers far and wide. Although the details of the uprising are unknown, the illithid and gith (who became two separate races, the githyanki and githzerai), still hold utter contempt for each other. The gith actively seek out Illithid to destroy, and mind flayers seek githyanki crèches on the Material Plane to subjugate and torture. For more information about the gith and illithid conflict, known as the Endless War, see Chapter 4 of *Mordenkainen's Tome of Foes*.

In recent times, most surviving Illithid are scattered across the Astral Plane. A few made it to other worlds, where they continue to harvest brains and create thralls. Numerous sects of illithid have taken up home in the Underdark, the vast network of caverns beneath Faerûn. Here, hidden in the shadows, they devour the brains of sentient creatures to sustain themselves.

Illithid culture is founded on knowledge and understanding. As well as consuming brains for sustenance, mind flayers also receive memories and wisdom stored within their victims' brains, which is immediately transmitted throughout their colony telepathically. At the head of these colonies are Elder Brains. These beings of supreme intelligence manage the illithid communities, accessing the information they hold and using it to further the will of the race. Their goals are known as The Grand Design, which focusses on rebuilding their lost empire, and subjugating their remaining enemies.

The Colony of Zellix'Phor

Zellix'Phor is an ancient elder brain, who remembers the destruction of the illithid empire. Through the absorption of dead illithid brains, Zellix'Phor came to know the causes of the empire's fall and is obsessed with vengeance. Driven by bloodlust, the illithid colony that follows Zellix'Phor searches across the Planes of Existence for githyanki crèches, hoping to decimate their population through infanticide.

Zellix'Phor had become a name that elated mind flayers and brought dread into the hearts of the gith. His devastating effect upon the githyanki population was well known, and horrifying stories were told within that culture of the silent and deadly arrival of the illithid vessel which housed Zellix'Phor and his disciples.

Over time, the colony of Zellix'Phor grew to a point where it could barely sustain itself. All available nautiloid

space was dedicated to the illithid, and their thralls were jettisoned to make room for the superior race. The need for brains to fuel the mind flayers meant that the nautiloid in which the colony lived was visiting the Material Plane ever more frequently. Despite generations of tactical warfare knowledge assimilated by the Zellix'Phor, his arrogance became his downfall. The gith had been tracking the nautiloid across the Planes, waiting for the right time to strike. Believing himself invincible, Zellix'Phor commanded the vessel to dock on the Material Plane to stock up on brains, and the ship was attacked.

Githyanki knights, the fiercest and most formidable warriors of the martial race, struck the nautiloid with immeasurable force. They entered the vessel as assassins and decimated the illithid within. Without their thralls to take the brunt of the assault, the mind flayers were on the front line, and despite their formidable psionic capabilities, many were struck down by the silver swords of the Githyanki. The nautiloid crash-landed on the Northlander Isle of Gundarlun, killing nearly all aboard. Unfortunately, Zellix'Phor and his closest attendants managed to survive, sheltered from the destruction in the elder brain chamber of the nautiloid. As far as the githyanki are concerned, the suicide mission was a success.

Zellix'Phor

With an unimaginable intellect and iron will, Zellix'Phor is an Elder Brain whose like has not been seen on the Material Plane for centuries, if ever. Zellix'Phor is determined to rebuild the illithid empire around themselves and their colony, and also to exterminate the remaining gith. The elder brain is arrogant and believes themselves to be invincible, unable to be outsmarted or outmatched.

After the crash, Zellix'Phor felt fear for the first time. The gith had destroyed their colony, save for a handful of minor disciples and their attendants. Thankfully, Zellix'Phor's loyal acolytes put their lives on the line to find them a suitable vessel to occupy; the head of Slarkrethel the Kraken.

The ongoing psionic battle between the elder brain and the kraken has renewed Zellix'Phor's lust for domination, and the elder brain has sent out its agents into the Sword Coast to bring back the brains of its inhabitants, and the delicious knowledge contained within.

Being a powerful spellcaster and aspect of Umberlee, Slarkrethel had a large following on the Sword Coast and throughout the Island Kingdoms in both the Kraken Society, and informal followers such as those on Purple Rocks. Now that Zellix'Phor is in control of the kraken, the elder brain has the ability to telepathically and psionically manipulate these agents to their will, and to further the Grand Design.

Ideal. 'All beings should submit to the will of Zellix'Phor. I will spread my influence across this new world.'

Bond. 'Nothing is more important than rebuilding our lost empire, save, perhaps, for the extermination of the gith.'

Flaw. 'Zellix'Phor is invincible. Zellix'Phor is indomitable. Zellix'Phor is omnipotent.'

The Attendants of Zellix'Phor

Zellix'Phor was initially attended to by nine illithids. These mind flayers were tasked with uncovering specific areas of knowledge to help prolong the life and fulfil The Grand Design of Zellix'Phor. After the crash occurred, these nine helped Zellix'Phor escape from the crash site in what remained of their destroyed nautiloid - the elder brain chambers and control room.

After fleeing the island in the shattered remnants, the attendants ended up in the Trackless Sea. They were immediately noticed by Slarkrethel, the ancient, spellcasting kraken who rules over those waters. In a devastating battle, which claimed the lives of five of Zellix'Phor's attendants, Slarkrethel was subdued with psionic energy long enough for the elder brain to be grafted onto the kraken, dominating the brain of Slarkrethel.

The four remaining illithid disciples are detailed overleaf. Their game statistics can be found in appendix B.







Druskis

Primary attendant to Zellix'Phor, Druskis was tasked with accumulating knowledge of the Gith. They delighted in consuming the brains of the crèche leaders and using the information gained through consumption to locate every last Githyanki infant and slaughter them. Druskis is impatient and fastidious, only consuming fresh Gith brains if at all possible.

Despite their flaws, Druskis remains unquestionably loyal to Zellix'Phor and was instrumental in rescuing the elder brain from the crash site on Gundarlun. Druskis truly believes that without Zellix'Phor, the illithid empire will suffer a calamitous and irreparable loss.

Druskis has a special connection with the elder brain, and Zellix'Phor can act through Druskis's body when the two are close enough together. Through this connection, Druskis is able to lead the rest of the colony and its thralls in the exact way Zellix'Phor desires. Because of this connection, Druskis is also a master psion, capable of exerting great power over the Material Plane through their innate spellcasting.

Ideal. 'Zellix'Phor is the illithid's empire's greatest hope. They shall be protected at any cost.'

Bond. 'I have a psychic connection with Zellix'Phor, I am their favoured disciple, and will not permit any harm to befall them.'

Flaw. 'I despise having to consume the brains of inferior races, only those of fresh Gith truly sustain me. Endangering my supply of brains is a serious threat I cannot ignore.'

Luzgrigaul

Luzgrigaul despises humanoids, viewing them as truly inferior beings, from which nothing valuable can be learnt. If it were not for the diet of the illithid, Luzgrigaul would happily convert every living being into a mind flayer and incinerate the remnants of any inferior culture left behind. This contempt for those they consider lesser extends even to those within the colony. Whilst illithids truly belong to a hive mind, those closer to the elder brain are often more intelligent or have mastered greater knowledge, than those further detached, and to Luzgrigaul they are not worth a second look.

Luzgrigaul's area of expertise is the infusion of psionics and technology. They piloted the nautiloid and created magic items and augmented gear for the colony. Perhaps the most notable achievement of Luzgrigaul is the psionic suit, an enormous suit of armour powered by the mind, in which Luzgrigaul prefers to fight. Luzgrigaul is also responsible for the outfitting of thralls and slaves with augmentations such as flensing claws and survival mantles, which allow their servants to make it down to the illithid lair alive.

Ideal. 'Only through the fusion of psionics and technology will our great race survive.'

Bond. 'What remains of the nautiloid is essential for the survival of Zellix'Phor, I will work tirelessly upon it until we can leave this wretched plane.'

Flaw. 'Any whose intellect I deem inferior to my own is a waste of space.'





Tharcereli

Military statistician and determined warrior, Tharcereli is easily the most martially capable of the colony of Zellix'Phor. At the colony's height, Tharcereli would actively hunt down and spy upon the warlords of humanoid colonies, observing their behaviour on the battlefield and behind the closed doors of their war rooms. Only after observing the warlords for great lengths of time would Tharcereli finally emerge from the shadows and demand a duel.

Unlike most of their kind, Tharcereli longs for more than just a brain and the knowledge within, but for an epic clash of military mind and body. This, they assure the other mind flayers, flavours the brain of the defeated with the most delectable seasoning of emotions.

Tharcereli killed the head of the githyanki knights that attacked the nautiloid, but their hunger is insatiable. This lust for battle hides the fact that Tharcereli lacks the same psionic abilities of their peers. Whilst still able to emit a powerful psychic blast to stun their foes, they lack the ability to truly dominate their opponents, and cannot *plane shift* as other illithid can.

Ideal. 'Intellect is common to all of my kind. Mastery in battle is rare; I am unique.'

Bond. 'The more foes I can defeat, the stronger the colony will become. Their knowledge feeds out ambition.'

Flaw. 'My psionic abilities are underdeveloped; my martial prowess is a distraction, but these failings leave me vulnerable.'

Thiliossk

Arrogant and unfeeling, Thiliossk is a biological mastermind. They delight in zoological experimentation, capturing new species of humanoid and subjecting them to torturous trials, testing their thresholds for pain, strength and psionic ability. Most of the other illithid avoided Thiliossk's laboratory aboard the nautiloid, but the information they gathered in this abattoir is indispensable in the eyes of Zellix'Phor.

Illithid are never warm to each other, but Thiliossk brings this lack of empathy to new levels, never showing the slightest emotion, and savouring the brains of subjects that have been entirely broken through psychological and pshysical torture. On top of this, Thiliossk went first to protect their research after the crash, rather than the elder brain, which has pushed them to the bottom of the remaining hierarchy.

Thiliossk's responsibilities lie in the preservation of brains and other organs, specifically those of spellcasters, that can in turn protect Zellix'Phor from those who would do it harm. In addition, their biological research assists Luzgrigaul's psionic infusion technology, leading to better equipped thralls and slaves.

Ideal. 'I do my best work when given the freedom to experiment.'

Bond. 'I have important research that must be protected at all costs.'

Flaw. 'I have no empathy. Emotions are chemical and hormonal, and belong to prey, not predator.'





These illithid attendants can be found throughout the campaign, often lurking just out of sight. Should the characters encounter them early, it could be disastrous for the party. Instead of having the mind flayers kill the characters, they should capture them and deliver them to Zellix'Phor. In chapter 5, when they feel that Zellix'Phor is threatened, the attendants gather in Ascarle.

Try and remember that illithid existence is an alien mix of hive mind and individualism. No mind flayer is ever truly alone, and their telepathic link to the elder brain and each other is constant. Despite this, each mind flayer has their own area of expertise, and their own 'personalities'.

Slarkrethel

The terror of the Trackless Sea, Slarkrethel is a notorious spellcasting kraken who has haunted the oceans of the Realms for eons. His formidable spellcasting ability is augmented by his psychic abilities. Unfortunately for Slarkrethel, this psychic ability became his downfall. The desperate mind flayers and elder brain from the crashed nautiloid assaulted the kraken from the remains of their ship. Many of the remaining Illithid were killed by the ancient beast, but a huge scale psionic attack from the mind flayers probed into Slarkrethel's psychic ability, temporarily subduing him. Realising time was short, the few Illithid that remained grafted the elder brain pool of Zellix'Phor into the skull of Slarkrethel. With their unmatched knowledge of bioconstruction, the Illithid physically attached Zellix'Phor to Slarkrethel's brainstem, and the two super intellects merged in an otherworldly fashion. Slarkrethel's personality is entirely suppressed by Zellix'Phor, who managed to assimilate the kraken's memories. The perversion of nature that remains is an incredibly potent psionic mastermind.

With Slarkrethel's memories came the psychic contacts the kraken had established with members of the secret Kraken Society on the Sword Coast and Island Kingdoms. Now that Zellix'Phor is in control, they aim to manipulate these agents and bring about the rise of a new Illithid empire. Somewhere trapped inside the brain of Slarkrethel, the kraken's psyche still exists, waiting to emerge and gain bloody vengeance upon his oppressors.

Factions of the Sword Coast

The devastating amalgamation of Slarkrethel and Zellix'Phor is a threat to all folk of the Sword Coast. As the campaign progresses, and the web of connections the elder brain establishes grows, it becomes clear that a huge number of lives are at risk. This, in turn, draws the attention of the various factions of the Sword Coast. Their agents inevitably get involved in the battle for survival.

The Harpers

Working undercover in the major cities of the Sword Coast, the Harpers are mages and spies whose aim is to prevent the abuse of power. They accumulate knowledge on the political workings of the Realms, endeavouring to protect the common folk from tyranny and oppression.

The Harpers often recruit adventurers to assist the faction in times of dire need, especially when major towns and cities are threatened by authoritarian forces.

The Lord's Alliance

Hot-headed rulers of various regions of the Sword Coast, the Lord's Alliance is a band of powerful noblemen and women that aims to destroy mutual threats to their kingdoms. The agents of each lord or lady are motivated by glory and aim to bring renown to themselves and their masters. The main power players of the Lord's Alliance in the Sword Coast are Lord Dagult Neverember of Neverwinter, Grand Duke Ulder Ravengard of Baldur's Gate, Lady Laeral Silverhand of Waterdeep and King Olgrave Redaxe of Gundarlun.





Many of the members of the Lord's Alliance are troubled by the increase in piracy along the Sword Coast but lay the blame on their old enemy; Luskan. King Olgrave Redaxe is also aware of the bizarre vessel which crash-landed on his island, but, as the only island member of the Lord's Alliance, the others tend to disregard him, and do little to investigate his claims.

The Emerald Enclave

Striving to maintain the delicate balance between civilisation and the wilderness, the Emerald Enclave are a sect of survivalists united under the banner of mother nature. They actively search out and destroy unnatural threats to the ecosystems of the Realms and subvert attempts to expand cities into areas of ecological importance.

Clearly, the illithid emerging from the Astral Plane are a great threat to the natural balance of life along the Sword Coast. Their interference with Slarkrethel unbalances the delicate nature of the seas, disrupting aspects of the ocean from storms to fishing. These disturbances to the status quo alert the enclave to the presence of the mind flayers, and they in turn search for adventurers to help defeat them.

The Order of the Gauntlet

Devoted to deities of protection, justice, and self-sacrifice, members of the Order of the Gauntlet protect others from the evils of the world. Driven on quests of righteousness by deities such as Helm, Torm, and Tyr, the knights of the order seek out those who would threaten the lives of others.

The doctrines presented by the Order of the Gauntlet are in direct opposition to the raiding and piracy that forces its way into life on the Sword Coast. Seeing that a crisis is at hand, the operatives of the order do their best to fend off these pillaging evildoers. Members of the Order of the Gauntlet can be found on many naval ships acting as clerics and paladins, who keep up morale and cure the wounded.

The Zhentarim

As coastal settlements are plundered, the need for mercenaries is on the rise. The Black Network has them to spare, and for the best prices in all Faerûn. Whilst supplying cheap mercenaries to ward off pirates, the network is secretly stocking the raiding ships with fresh crew, weapons and even loaning them ships.

With spies and operatives in all the major settlements along the Sword Coast, the network knows far more than any other faction, save the Kraken Society itself. They understand that something unnatural is driving this spike in violence, but so long as they can protect their profits, the network has no intention of intervening.

The Kraken Society

Founded by Slarkrethel, the Kraken Society consists of assorted scallywags searching for a better life. The psychic powers of the King of the Trackless Depths were so potent that he influenced those in desperation all throughout the Realms to join his cause; to ascend to divinity.

The society is formed of devout worshippers on the islands of Purple Rocks, who provide a tribute of their children to Slarkrethel to maintain their bountiful oceans.

On the mainland are spies who lurk in the shadows of cities and towns, gathering information for the kraken, and partaking in dark rituals to further his power. Many of these spies lead double lives and occupy high stations within major cities along the Sword Coast.

Unbeknownst to the members of the society, Slarkrethel is changed. His psychic ability is under the control of Zellix'Phor, the elder brain. The elder brain is manipulating the kraken priests begin to meet regularly on Purple Rocks, who send fleets of pirates out to pillage and capture slaves, who unwittingly become food for the illithids.

The most fervent priests are the Sea-Kings Frannis of Utheraal and Krulk of Trisk and Sea King Tentrix, who commands a deadly fleet named the Black Armada.

RUNNING THE ADVENTURE

To run this campaign, you need the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. A copy of *Volo's Guide to Monsters* would also help. Both the *Sword Coast Adventurer's Guide* and *Storm King's Thunder* are useful supplements as they contain additional information on the locales of the Sword Coast and can help you portray these places in your game. The *Sword Coast Adventurer's Guide* also contains backgrounds that are more fitting to the setting.

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

The *Monster Manual*, *Mordenkainen's Tome of Foes,* and *Volo's Guide to Monsters* contain the stat blocks for most of the monsters and NPCs found in this adventure. When a monster's name appears in **bold** type, that's a visual cue pointing you to the creature's stat block in one of these sources. Descriptions and stat blocks for new monsters, appear in appendix B. If a stat block is in appendix B, the campaign's text tells you so.

Spells and nonmagical objects or equipment mentioned in the campaign are described in the *Player's Handbook*. Magic items are described in the *Dungeon Master's Guide* unless the campaign's text directs you to an item's description in appendix C.

Appendix D contains example ships and crews including maps, a crew roster, and any treasure that might be on board.

Appendix E contains player handouts and useful diagrams for the DM.

Appendix F contains new player races and feats.

Adventure Synopsis

The adventure begins with chapter 1. The adventurers start off in Neverwinter, having volunteered to embark on a voyage to Gundarlun. It is up to the players to determine why their character has joined the voyage. The expedition has been commissioned by Lord Dagult Neverember in response to the news of a bizarre crash-landed vessel from King Olgrave Redaxe. The characters travel to Gundarlun but are attacked by sahuagin raiders on the way. After arriving at the crash site on Gundarlun, they have the chance to investigate and discover that the sahuagin are closely linked to the crash.

Characters who follow up on this should uncover that the sahuagin are working in conjunction with a pirate fleet, named the Black Armada, which has planned simultaneous attacks on major cities of the Sword Coast; Neverwinter, Waterdeep and Baldur's Gate. Each captain has their own reason for attacking, which characters may discover.

In chapter 2, the characters defend Neverwinter, Waterdeep and/or Baldur's Gate against pirate attack. Clues discovered during or after the attack prompt characters to explore more of the Sword Coast and the Island Kingdoms, on the hunt for a kraken priest pirate lord named Sea King Tentrix. Various NPCs the characters have met in the cities they defended assist them and offer quests to help them gather information.

In chapter 3, the adventurers set sail around the Sword Coast and Island Kingdoms thanks to the information gathered in the previous chapter. They have the opportunity to discover magic items and allies that help them in the latter chapters, and piece together the puzzle that leads them to chapter 4.

In chapter 4, the adventurers confront Sea King Tentrix and his pirate lord associates in his lair in the Nelanther Isles. He is the link between the Black Armada and the Kraken Society, whose headquarters are on Purple Rocks. Upon arrival in Purple Rocks, the characters must infiltrate the settlements to discover a council of kraken priests who believe they are carrying out the wishes of Slarkrethel. On Purple Rocks, the kraken society is far more sinister than on the Sword Coast, and the hideosities the characters witness threaten to send them insane.

By chapter 5, the characters should realise the true threat - Zellix'Phor and the illithids who are controlling the Kraken Society, and ergo the pirates. The characters must pursue Slarkrethel into the deep and engage in an heroic final battle against the mind flayers and their terrifying master in the ruined city of Ascarle.

Call from the Deep is a campaign in which the action of Zellix'Phor dictates the pace, but it does afford parties time to delve into side quests and characters arcs which they may uncover whilst exploring the Sword Coast. Major events should not unfold whilst the characters are engaging in these elements of gameplay.

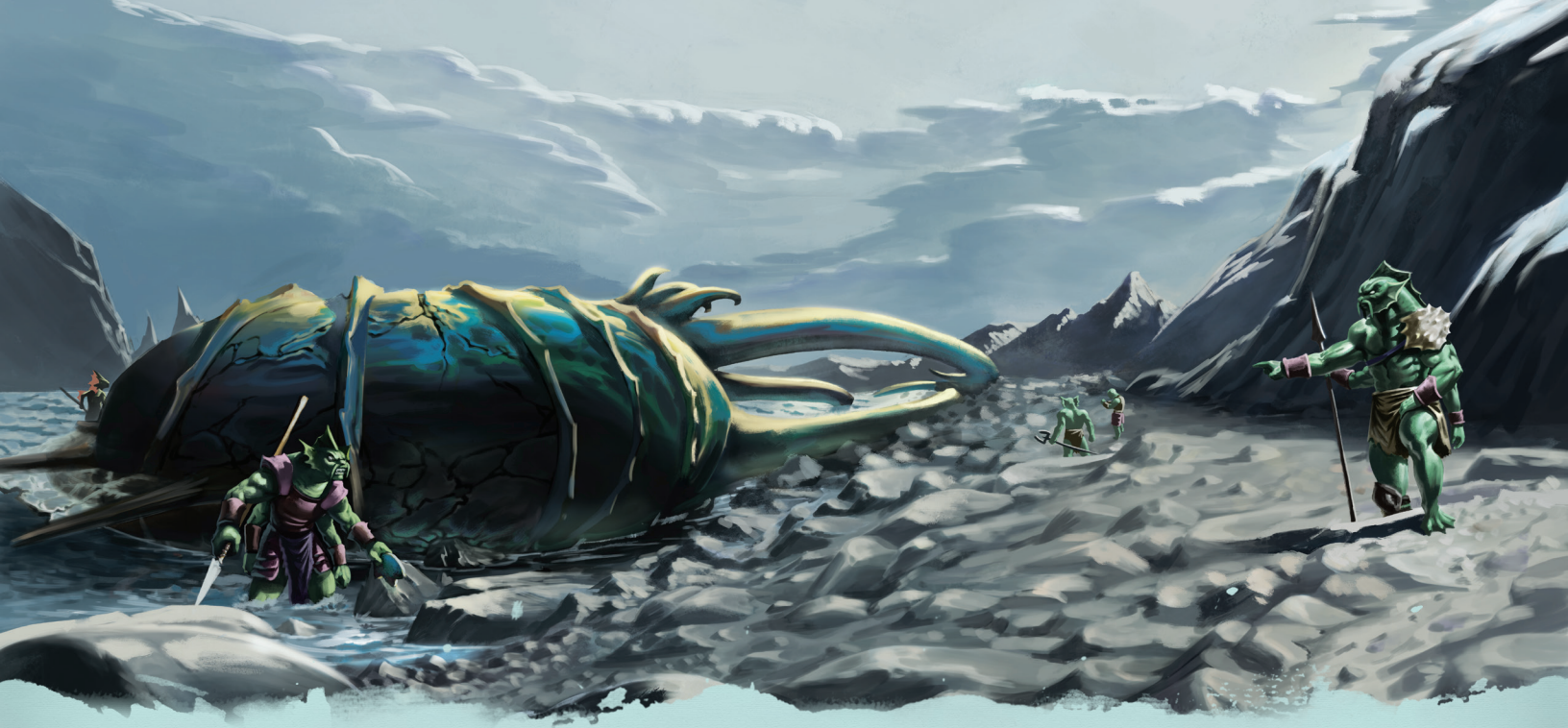
Character Advancement

Rather than having you track experience points, this adventure assumes that the characters gain levels by accomplishing certain goals. Throughout the adventure you will find "Character Advancement" sidebars, which tell you the circumstances under which the characters advance in level. Of course, you can ignore these milestones and track XP as normal.

Deadly Encounters

Some of the encounters in this campaign are deadly by design. They test the players' ability to make smart, informed decisions under pressure. A deadly encounter might be the only encounter the characters have on a given day (and assumes the party is at full strength), or it might be so overwhelming that the characters are expected to avoid combat at all costs.

A total-party kill ("TPK") need not herald the end of the campaign. The Illithid and the Kraken Society under their control are notorious slavers whose primary goal on the material plane is to harvest thralls and brains to re-establish the Illithid empire. The first time a TPK occurs, you can have the characters miraculously awaken with 1 hit point each. Give them every chance to escape their captors. If necessary, use NPCs to help them get out of tight spots. With luck, the players take the hint and be wary of repeating the experience.



CHAPTER 1: THE CRASH

This chapter is designed to introduce a party of 1st-level characters to the threat that has just appeared on the Material Plane. Whilst delving into this mystery, the characters accomplish certain milestones, which are summarised in the Character Advancement sidebar at the end of the chapter. These accomplishments allow the characters to reach 5th level.

Lord Dagult Neverember of Neverwinter is a member of an important faction of the Sword Coast; The Lord's Alliance. This group of noblemen and women work together to prevent threats to their lands becoming more than a petty nuisance. As of late, pirates have been raiding coastal towns and villages with fervour, and many of the Alliance's troops are stretched thin. This is especially true for Gundarlun. Being an island nation, its few warriors have been outsourced to help protect the cities of the Sword Coast. Only a few days ago, King Olgrave Redaxe of Gundarlun reported a disturbance on the other side of the island but has no resident warriors to investigate.

The characters are about to set sail from Neverwinter to Gundarlun on a vessel named The Voyage. This caravel is owned by Lord Neverember and has a crew of fifteen **guards** led by Captain Arveene Greysail (NG female Tethyrian human **swashbuckler**). The characters are travelling to Gundarlun for one of the following reasons:

- The characters signed up for the expedition after Lord Neverember's representatives dispersed fliers asking for volunteers.
- The characters are minor members of the Lord's Alliance and, due to family connections, were drafted onto The Voyage to prove their worth and earn honour for their family.
- The characters are existing members of the crew of The Voyage. They are mostly mercenary sailors from Mintarn, but with a scattering of other races and ethnicities.
- The characters are members of the Order of the Gauntlet. They have been tasked with keeping the crew safe from pirates.
- The characters are messengers from Gundarlun who came to Neverwinter with news of the disturbance and are travelling back with The Voyage and her crew.
- The crew are members of the Zhentarim, and have been commanded by their superiors to check out this crash, and see if any treasure has been left behind.
- The characters committed a crime in Neverwinter, and are looking to flee the city.

You can create other adventure hooks using the information presented in this chapter about Neverwinter, The Lord's Alliance, The Voyage and Gundarlun. Players might also devise their own reasons for joining the expedition which should be accepted by the DM if possible. The closer the characters can link themselves to the campaign, the easier it will be to guide them through the subsequent chapters.

When you and the players are ready to get underway, read or paraphrase the following:

> Over the past few days, you've been collecting supplies, scrubbing decks, and stocking The Voyage. This sturdy caravel is captained by Arveene Greysail and is headed for Gundarlun tomorrow morn. You've formed some close friendships with the other folk during preparation and are eager to set sail. For now, though, you have a final night in Neverwinter to let loose before leaving dry land for the next eight days.



Captain Greysail

NEVERWINTER

The City of Skilled Hands has only recently got back onto its feet. Following a volcanic eruption, a gaping chasm to the Underdark and an orcish onslaught, Lord Dagult Neverember has managed to rekindle hope in Neverwinter. The outer walls are being rebuilt, neighbourhoods are being filled in and life is returning to its former glory, which once earned the title of Jewel of the North.

Unfortunately, things are never perfect. Pirate attacks on trade ships travelling to and from Neverwinter have been plaguing the city, causing businesses to fail, important food and military supplies to go missing and agitating the populace. The city's army is mostly deployed out in warships, hoping to deter, or better, capture the marauders.

The characters have a final night of free time here before setting sail in the morning. The characters may have ideas for individual activities to undertake before the ship sets sail such as saying goodbye to family and friends or reporting to faction agents. These could be resolved at the table with all the players or resolved in a 'Session 0' before gameplay begins in full. Should the party wish to spend the time partying and drinking, chatting to the crew or other NPCs or simply preparing themselves for the journey ahead, use the following to assist characters in these activities.

Partying

Neverwinter is filled with a whole variety of taverns, inns, and festhalls. All kinds of food, drink, and entertainment can be found in these establishments but as a rule of thumb, a modest meal can be bought for 3sp, a mug of ale for 4cp, or a pitcher of wine for 2sp. If characters decide that they truly want to party their troubles away, see "Carousing" in Chapter 6 of the *Dungeon Master's Guide* or Chapter 2 of *Xanathar's Guide to Everything*.

Chatting with the Crew

Characters may wish to get to know the crew a little better before embarking on the expedition. Fourteen members head out to local taverns, and the remaining six (including Captain Greysail) stay aboard The Voyage.

Characters who engage with the crew can try to raise their spirits. Buying a round for the sailors or succeeding on a DC 12 Charisma (Performance) check suitably entertains the crew. You should award successful characters with Inspiration. Most of the crew know only as much as the characters in terms of what the trip entails, that they are being sent to deal with a 'disturbance' on Gundarlun.

Interacting with NPCs

There are several important NPCs on The Voyage that the characters may want to converse with:

Captain Greysail

A mercenary ship's captain from Mintarn, Lord Neverember hired Arveene through the White Sails Company which he owns. She's been captain of The Voyage for nearly a decade and knows the crew very well. She also knows the following information which she tells the characters:

- Lord Neverember hired her and The Voyage to take a few adventurers to Gundarlun to investigate some disturbance there.
- Apparently one of the jarls of Gundarlun complained to King Olgrave Redaxe that a strange vessel crashed a mile or two away from his hold.
- Gundarlun is ruled by King Redaxe but is divided into fifteen holds, each ruled by a jarl, who owe fealty to the King.
- Provided the weather stays fair, they should be at Gundarlun in eight days.

A successful DC 15 Charisma (Persuasion) check allows characters to get a little extra information from the captain:

- Lord Neverember doesn't have much time for King Redaxe, viewing him as a minor lord who can't do much to truly help the Lord's Alliance.
- Supposedly some strange folk emerged from the wreck and killed a few peasants who came over to see what the disturbance was, hence the need for a military presence.

During the Journey. While Arveene is not a coward, she knows she has a job to do and won't compromise that by chasing pirates or other foes. Captain Greysail likes to keep everything 'shipshape', meaning that evasive manoeuvres are preferable to conflict. If confronted, she explains that she's responsible for the welfare of her crew and The Voyage and doesn't want to take unnecessary risks.

If any of the crew die during the journey, Arveene asks a divine spellcaster from the party to say a few words for them before casting their body overboard. If there are no divine spellcasters, she asks Shandri.

Stor Hornraven

Stor (LN male Illuskan human **berserker**) is a messenger from Gundarlun. He came to Neverwinter on behalf of King Olgrave Redaxe to bring news of the crash to Lord Neverember and ask for assistance. Stor is eager to get back to Gundbarg, his home city, and spends most of the time examining The Voyage. Most of the ships of his homeland are longboats and he is intrigued by the design of this sailboat.

Stor happily tells the characters the information he knows:

- The soldiers of Gundarlun are all manning the kingsfleet, a group of nearly two hundred longships trying to protect the island and surrounding ocean from pirates and sahuagin raiders.
- Rumour has it the vessel fell from the sky in the territory of Jarl Frostgale on the west coast of Gundarlun. Some strange creatures managed to escape the vessel and killed a few farmers.
- Only two people witnessed the crash and survived but the remains are there for all to see.
- Most folk think the crash is just a strange wrecked pirate ship and the deaths were caused by the crew. All this hearsay about falling from the sky and monsters inside the wreck are foolish superstition.

During the Journey. Stor is eager to get home to Gundarlun, even if he's dismissive of the fisherfolk's tales about the crash. He's proud to be considered important enough to deliver messages for the king, but also misses the camaraderie of serving in the kingsfleet.

Stor likes to test his physical strength. If he thinks any of the characters would be a worthy match for an arm-wrestle, he approaches and challenges them. Have the character and Stor make contested Strength checks. First to three successes wins. Win or lose, Stor is happy just to have an interaction with someone new an interesting. If The Voyage is attacked, he helps to defend it, and likes to fight as a pair with someone who's mettle he's already tested.

Quara Alassandar

Quara (LE male half-elf **bandit captain**) is an adventurer who signed up to join The Voyage after hearing the request for crew. He's travelled the Sword Coast a fair bit and sees this as his opportunity to visit far off lands. He knows nothing more than the characters about the trip ahead.

Unbeknownst to any non-Zhentarim characters, Quara is an agent of the Black Network who has been sent to scout out the defences of Gundbarg for the Zhentarim. They have been backing both sides of the pirate invasion and want more information about the kingsfleet so they can cater to their customers more effectively.

Captain Greysail won't tolerate a Zhentarim spy on her ship so, if exposed, Quara tries to escape The Voyage on a rowboat. If he succeeds, he could reappear later in the campaign as a recurring villain using the statblock of an **assassin**.

During the Journey. If there are any rogues or criminals in the party that Quara thinks would make good Black Network agents, he tries to catch them alone and chat to them about the Zhentarim. He frames it as an opportunity to hone their skills, make some coin, and great contacts. If characters ask for more information about the Zhentarim, he stays on the legal side of things; offering mercenary and protection services, goods transportation and even settling minor disputes. If the character seems keen, Quara introduces them to a Black Network agent in one of the larger cities later in the campaign.

Quara is also a bit of a gambler. He sets up a gambling ring among the crew who bet on almost anything they can think of, including arm wrestles with Stor or how many characters the pirates are likely to kill. When there's nothing interesting happening around them, they convene below decks for a quick game of cards. If characters want to join in, it costs 1 gp. Have the character and Quara make contested Intelligence checks. First to three successes wins a pot of 5 gp. Characters should also be allowed attempts at cheating using Dexterity (Sleight of Hand).

Shandri Dundragon

Shandri (LG female Chondathan human **acolyte** of Helm) is a member of the Order of the Gauntlet. She has come on behalf of the church of Helm to protect the crew of The Voyage on their journey. As piracy is at a new high, the Order of the Gauntlet has placed members of their faction on outgoing ships to protect them from raiders.

She only knows as much as the characters but is keen to learn more. She makes a steadfast ally to the party, willing to lay down her life to protect them. If your party contains three or fewer adventurers, Shandri can tag along for as long as she is useful.

During the Journey. Shandri is responsible for healing up any sick crew members and fixing up broken clothes or sails while on board. Although she's not much of a fighter, she's keen to help where she can. Shandri is also curious about other faiths and religious institutions across the Realms. She was brought up as a member of the church of Helm and hasn't had much experience outside the Order of the Gauntlet. Despite this, she's eager to talk about her own experiences as well as listening to others. She's only young but was involved in the defence of a town named Triboar when it was attacked by giants. When the Order of the Gauntlet saw how she helped, she was recruited as a squire. Since then she's been separated from Sir Galdowall and asked to serve on ships as a medic.

Preparations

Some characters may wish to prepare for the journey ahead. They should be given the opportunity to buy goods they wish to acquire from local traders in Neverwinter. They may also wish to study sailing methods, learn the geography of Gundarlun or explore numerous other avenues of research. Some characters may even wish to meditate on the journey ahead. Flavourful and relevant roleplay should be rewarded with Inspiration and any relevant information the characters could conceivably acquire.

SETTING SAIL

On the morn of the next day, it is time for The Voyage to set sail. Read or paraphrase the following:

> The crew of The Voyage gather their final supplies and wish farewell to onlookers before huddling into small rowboats and heading out towards The Voyage. The splash of oars sends crescent ripples out into the harbour. After a few long minutes, you arrive at the majestic Voyage and clamber up her sides. The anchor is hoisted, and sails unfurled. The canvas catches the trade winds and the ship slowly pulls away.

The Devil's Fin

A mere hour after The Voyage has set off from the port of Neverwinter, it attracts the attention of some unwelcome followers. A red-painted pirate vessel known as The Devil's Fin begins to cut through the waves toward The Voyage.

Characters with a passive Wisdom (Perception) of 12 or higher notice the vessel as it approaches. Read or paraphrase the following:

> Cutting through the waves is a sleek ship whose hull has been painted red. It quickly becomes clear that the vessel is headed on an interception course with your own. As it gets closer, you notice a black flag sporting a triangular red symbol flying from the top of the mast.

The Devil's Fin is a notorious pirate sailing ship commanded by **Captain Callous** (appendix B), a tiefling whose bloodline harks back to Asmodeus himself. Callous oversees a crew of fifteen **bandits**, five **thugs** and an ogre named **Anka** (appendix B). The infernal captain and his vessel are a threat to the characters at this stage of the adventure, and, unless the characters take drastic action, is likely to reappear throughout the campaign to plague them. A character who succeeds on a DC 10 Intelligence (Religion) check identifies the flag as a symbol of Asmodeus.

Once the ship is within a few dozen feet, read or paraphrase the following:

> The prow of the blood red ship is tipped with a vicious iron ram. As the blade slices through the water toward you, you notice two prominent figures standing at the helm. The first is a lumbering ogre who is missing one arm. Forged onto the stump of the missing limb is a huge anchor, which the creature uses to steer the ship's wheel. Standing just behind the beast is an ashen-skinned tiefling with eyes like glowing embers wearing a tricorn hat. He plants his goat-like legs firmly on the deck and raises a strange metal tube toward The Voyage. With a tremendous blasting sound, the tube seems to explode in a ball of smoke.

Unless the characters do something immediately, The Devil's Fin rams into The Voyage. Characters can attempt to avoid combat, but if that fails they have to fight the pirates hand-to-hand.

Skill Challenge. The characters must succeed on two DC 15 skill checks before failing three to out-navigate the pirates. Allow any reasonable skill to be used, such as the following examples:

- Strength (Athletics) check to row the ship and help it gain speed.
- Dexterity check to wrangle the sails into a new position.
- Constitution check to row at top speed despite burning muscles.
- Intelligence check to calculate the best angle of escape.
- Wisdom (Perception) check to keep an eye on the trajectory of the pirate ship.
- Charisma (Performance) check to inspire the rest of the crew

Failure. If the characters fail three checks before succeeding on two, the pirates catch up and ram The Voyage. The five **thugs** and **Captain Callous** (appendix B) clamber aboard and attack. The rest of the crew remain on board.

Success. If the characters succeed on two checks before failing three, the two ships narrowly miss each other, but six **bandits** and ***Captain Callous*** (appendix B) attempt to board using grappling hooks and misty step. The rest of the crew remain on board.



Captain Callous

Captain Callous

Captain Callous is a tiefling descendant of Asmodeus, who captains a pirate ship called The Devil's Fin. He can be used as a recurring villain, cropping up from time to time during the campaign to taunt or scupper the efforts of the characters.

The statistics for Captain Callous can be found in appendix B, as can his personality traits and a description of his background. You will notice that the tiefling has five separate stat blocks of increasing difficulty – one for each chapter of the adventure.

To have Callous become a recurring villain, he may need to escape from some tight situations, the following are some way in which he can achieve this:

- Anka, his ogre first-mate charges onto the scene, jumping in front of the lethal attack that would otherwise kill Callous.
- The tiefling persuades someone loyal to the party to help him escape, using bribery or blackmail to incentivise the deal.
- The Captain uses *misty step* to teleport onto an adjacent ship, or simply into the ocean to swim away.
- Callous calls out to Asmodeus himself, before bursting into flame and disappearing momentarily as the Archdevil takes pity on his favoured son.

If your players clearly don't enjoy the presence of the meddling captain, feel free to have them kill him, but try and make his exit as dramatic as possible!

Throughout the fight, Callous shouts insults at the party and goad them into attacking him.

One way or another, the characters and their crew are likely to overpower the pirate assault, but the crew of The Devil's Fin retreat before they have the chance to many prisoners or capture the attacking vessel. Captain Callous himself uses *misty step* to escape if he needs to. Read or paraphrase the following:

> "You'll never catch me you worm-riddled swabs! Keep your eyes peeled for the red hull of The Devil's Fin! Watch your backs in every port! I will avenge my crew!"

Treasure. As well as the weapons and armour of any captured or killed crew, the characters can take 2d4gp of jewellery, coins, gold fillings and the like from each pirate.

Character Advancement

Once the pirates have been defeated, the characters can advance to 2nd level and head out into the Trackless Sea for Gundarlun.

The High Seas

After the attack by Captain Callous, the party should make their way to Gundarlun on The Voyage. For the first two days, there is a strong wind, allowing them to cover double the ground they normally would, reducing the journey from eight to six days. During this time, for the rest of the voyage, and whenever characters are travelling throughout the Sword Coast, use the information below to help you describe the scene, manage travel and determine random encounters.

As well as the random encounters presented in appendix A, the journey to Gundarlun is a good opportunity for the characters to engage in social interactions with the crew. Refer to "Interacting with NPCs" earlier in this chapter for the kinds of exchanges that might occur between the players and the NPCs.

The Expedition Begins

The sections that follow contain information that will help you run this part of the adventure smoothly. For each day that the party travels through the wilderness, whether on land or at sea, follow these steps:

- Using the Sword Coast map, identify the hex in which the party is currently located. Don't shire this information with the players if the party is lost; otherwise, show the players the party's location on any maps they have purchased, or describe it to them relative to prominent landmarks.
- Determine what the weather conditions are like (especially at sea).
- Let the players determine what direction the party wants to go, and whether the party plans to move at a normal pace, a fast pace, or a slow pace (see "Travel Distances" below).
- Let the players choose a navigator, then make a Wisdom (Survival) check on the navigator's behalf to determine if the party becomes lost (see "Navigation" below).
- Check for random encounters once during the day, and once during the night (see appendix B).
- At the end of the day, check to see if any party members need to eat or drink.

Weather Conditions

At the start of each day, roll on the following tables to determine the weather conditions:

Temperature

d20	Temperature
1-14	Normal for the season
15-17	Colder than normal
18-20	Hotter than normal



Wind

d20	Temperature
1-12	None
13-17	Light
18-20	Strong

Precipitation

d20	Temperature
1-12	None
13-17	Light rain or snowfall
18-20	Heavy rain or snowfall

Extreme Cold. If the temperature is colder than normal in the North (Luskan and above), a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear, and creatures naturally adapted to cold climates.

No Wind. In a dead calm, ships can't move under sail and must be rowed. A sailing ship against a strong wind moves at half speed, there is a 50 percent chance of a strong wind being against the characters.

Strong Wind. A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall. Sailing ships in a strong wind travel an additional hex per day.

Heavy Precipitation. Everything within an area of heavy rain or heavy snowfall is lightly obscured, and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.

Storms. If weather conditions indicate both a strong wind and heavy precipitation, they combine to create a storm with high waves. A crew in a storm loses sight of all landmarks, and ability checks made to navigate during the storm have disadvantage.

Travel Distances

On the Sword Coast map, each hex measures 24 miles across. Characters moving at a normal pace can travel 1 hex per day through easy terrain, such as grasslands or roads. They can travel ½ a hex per day if they're travelling through difficult terrain such as mountains or forests.

If characters move at a fast pace, they travel an addition ½ a hex per day. Characters moving at a past pace take a -5 penalty to their passive Wisdom (Perception) scores. If characters set a slow pace, they advance only ½ a hex per day. Characters moving a slow pace can move stealthily. As long as they're not in the open, they can try to surprise or sneak by other creatures they encounter.

Characters in a ship don't have as much control over their speed. If the party is in a sailing ship, it can sail all day, assuming its crew work in shifts. If the party is in a row boat, they can row for 8 hours a day, or can row longer at the risk of exhaustion (see "Forced March" in chapter 8 of the Player's Handbook), or by taking shifts with other crew. To determine how far a ship travels in a day, times its speed in mph by the number of hours it travels. For example, a standard sailing ship travels 48 miles, or two hexes, per day (2 x 24 = 48).

Tracking Miles

Instead of tracking movement by hexes, you can keep track of the actual distances covered (24 miles per day at a normal pace, 18 miles at a slow pace, or 30 miles at a fast pace). This might be easier for ship travel, as they tend to stay at a constant speed.

Navigation

Have the players designate one party member as the navigator. The navigator might be an NPC, such as a guide, and the party can switch its navigator day to day.

At the start of each new travel day, the DM makes a Wisdom (Survival) check on behalf of the navigator. The result of the check is based on the day's most common terrain:

Terrain

Terrain	DC
Forests, mountains, open sea with overcast skies and no land in sight, swamp, underwater	15
Arctic, coasts, deserts, hills, moors, open sea with clear skies and no land in sight	10
Grasslands	5

Apply a +5 bonus to the check if the group sets a slow pace for the day, or a -5 penalty if the group is moving at a fast pace (or rowing for more than 8 hours).

If the check succeeds, the navigator knows exactly where the party is on their Sword Coast map throughout the day.

If the check fails, the party becomes lost. Each hex on the map is surrounded by six other hexes; when a lost party moves 1 hex, roll a d6 to randomly determine which neighbouring hex the party enters, and do not divulge the party's location to the players. While the party is lost, players can't pinpoint the group's location on their map. The next time a navigator succeeds on a Wisdom (Survival) check made to navigate, reveal their location to the players.

Sustenance

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food. A character can go without food for a number of days equal to 3 + their Constitution modifier (minimum of 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion.

A character needs one gallon of water per day, or two gallons per day is the weather is hot. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day. If the character already has one or more levels of exhaustion, the character takes two levels instead. Drinking weak alcohol is an acceptable replacement for water. Drinking salt water is not, and causes the character to become poisoned for the next 8 hours.

A normal day of eating or drinking respectively resets the count of days without food or drink to zero.

Character Advancement

After enduring eight days of random encounters, the characters should advance to 3rd level.

Sahuagin Attack

On the final day of the journey to Gundarlun there is a storm, during which a band of sahuagin notice The Voyage and decide to attack. The sahuagin hail from the waters around Gundarlun and were the first living creatures to investigate the wreck of the mind flayer nautiloid. In the wreck, they discovered a *shield of far sight*, created by Luzgrigaul, one of Zellix'Phor's attendants. The psionic connection the illithid have with the shield has allowed them to manipulate the mind of the sahuagin leader.

The sahuagin have constructed several large, coracle-like rowboats out of whalebone, walrus hide, and plates of fractured metal from the nautiloid. Smaller groups have been using these to take prisoners from ships around Gundarlun. The prisoners are left at the site of the crash and later harvested by the illithid.

The Voyage

Characters with a passive Wisdom (Perception) of 15 or higher notice the vessel on the horizon. Read or paraphrase the following:

> Looking out to sea, you spot a small ship on the horizon. It's obscured by the lashing rain, but you can see it keeling dangerously on the wind-stoked waves. Within it is a large bundle, about the size of a human.

The rowboat acts as a vessel for transporting captured sailors and as a distraction. Whilst the characters and crew look toward the vessel, a group of two **sahuagin** led by two **sahugain raiders** (appendix B) prepare to ambush the ship.

Characters with a passive Wisdom (Perception) of 16 or higher are not surprised by the attack, as they hear the claws of the sea devils scraping on the sides of the ship. Unless characters take immediate action, read or paraphrase the following:

> Suddenly, you hear a scream from behind you. You turn around in time to see a six-foot-tall piscine creature spearing a member of the crew on its crude trident. Its shark-like jaws open wide to reveal row upon row of serrated teeth, which are poised to sink into the crewman's neck.

On initiative count 10 the next turn, four additional **sahuagin** arrive in the same fashion. Characters who act before initiative 10 can see the sahuagin climbing up the side of the ship.

Once the characters have fought off the sahuagin, the crew can alert them to the fact that this behaviour is unusual for the sea devils. The creatures often attack small fishing boats or coracles but rarely attempt to raid a large ship such as The Voyage.

Coracle

Tied up in the coracle is a teenager named Bern Rimewave (LG male Illuskan human **commoner**). He is an anxious fisherman who is completely out of his depth. Bern was attacked by the sahuagin whilst fishing off the shores of Gundarlun with his parents. The sea devils swarmed aboard and knocked him out, he doesn't know what happened to his family. Bern is racked with nerves from the instant the characters meet him and tries as hard as possible not to leave their sight until he is returned home to Fiskrbak.

Bern was being returned to the site of the crashed nautiloid because he has been implanted with a mind flayer tadpole. This implantation causes a process called ceremorphosis, where a humanoid is turned into a new mind flayer. The process takes a tenday but can sometimes take longer depending on the individual. In this campaign, you can delay the transformation until the characters are a higher level at the end of this chapter, or even when they return to Gundarlun in the following chapters.

Creatures. Guarding the coracle are two **sahuagin raiders** (appendix B) and two **reef sharks**. Combat takes place in the water unless a character hauls themselves into the coracle with a successful DC 10 Strength (Athletics) check. If they manage to board, the sahuagin climb in and try to shove the character overboard.

Treasure. Tied up with Bern in the coracle is a wooden chest, covered with barnacles and seaweed, in which the sahuagin keep any treasures they deem worthy of taking. It is locked shut, the rusted iron key hanging from a cord around the sahuagin raider's neck.

The chest can be opened with a successful DC 14 Dexterity check using thieves' tools or a DC 16 Strength check. Inside is a *potion of healing*, a handful of brightly coloured corals (50gp), a scrimshawed conch shell horn (10gp) and 24 gp in assorted coins. The chest also contains an idol of a shark made from coral, the fins have been snapped off and discarded, and it has numerous strange glyphs scratched into its surface. Characters who touch the idol see a vision:

> Suddenly, your mind is bombarded with the image of a muscular, blue tentacle wrapping ever tighter around the idol, snapping the fins from it. Suddenly, the vision dissipates, leaving you feeling lightheaded.

The strange inscription upon the idol is in Qualith, the language of the illithid. Characters can attempt to understand the message with a successful DC 18 Intelligence check. Characters who succeed on the check hear an otherworldly voice in their minds which says 'false idols'. The same effect can be achieved through a casting of the *comprehend languages* spell. Characters who fail the check gain a random form of short-term madness, determined by rolling on the Short-Term Madness table in chapter 8 of the *Dungeon Master's Guide*.

GUNDARLUN

The island nation of Gundarlun is little more than a string of barren mountains rising up out of the Trackless Sea. Mighty waves crash against the shores of this weather-beaten land, showering the fishing villages that dot its shores with a salt spray that never truly lifts. During the winter, the islands are surrounded by thick sheets of ice up to a mile across on which walruses and bears hunt.

The nation is ruled by King Olgrave Redaxe (CN male Illuskan human **berserker** with 90 hit points). He commands around a dozen ruthless jarls who each rule over their own settlements on the islands.

When The Voyage gets within eyeshot of the islands, read or paraphrase the following:

> Emerging from a salty mist that hangs over the ocean is the island nation of Gundarlun. Piercing the sea spray on the eastern peninsula is a crumbling fortress which overlooks Gundbarg, the island's only port.
>
> As the wind catches in the sails, The Voyage beings to pull in toward the islands.
>
> "Don't worry," the reassuring voice of Captain Greysail calls out to you over the crashing waves "the folk here are only half as violent as the ocean that surrounds them!"

After a few attempts, the crew successfully drop anchor in the port of Gundbarg and begin rowing out toward the port in several smaller vessels. Captain Greysail asks the characters to accompany her, leaving the crew aboard. Read or paraphrase the following:

> As you pull on the oars, you get a chance to take in your surroundings. The harbour is surrounded by high stone walls, which protect around a dozen longships. Each boat is of expert construction and is in pristine condition. At the prow of each is a carved animal head, often a seabird or arctic creature, roaring with anger.

As the characters dock, they are greeted by a dozen or so servants of the King who wear brightly coloured robes over their armour. A younger woman with fair hair and a red robe steps forth, read or paraphrase the following:

> "Welcome to Gundbarg! King Redaxe has been eagerly awaiting your arrival. You must be tired and hungry from your journey. We have booked you all rooms in the Dragon Turtle Inn. Tomorrow, after you are rested, King Redaxe would meet you at Stonerise Keep."

After this, the party are escorted to the Dragon Turtle Inn where they have free food and lodgings for the night. Characters are free to explore the city and stay wherever they like if they prefer.

GUNDBARG

Gundbarg is the only port in Gundarlun large enough to berth sizable vessels. It has a huge harbour surrounded by a great stone wall and filled with the Kingsfleet, an armada of two hundred longships ready for war. Although the northlanders are known for plundering and fighting, the folk of Bundbarg are reasonable, and would rather trade than pillage. Because of this, ships often stop here to restock on freshwater and rations or repair their boats and restock their crew.

Dragon Turtle Inn

The Dragon Turtle Inn is a salt-encrusted stone edifice near the docks. Although not outwardly inviting, the inn is well known amongst travellers as the best place to get a good ale on the island. Inside, a huge fire roars in a semi-circular hearth, decorated with ivory and steel. The circular bar in the middle of the inn is manned by a pair of lanky, fair-haired twins whose bushy beards sweep the counter as they dispatch drinks to the locals.

The characters have individual rooms in the inn and are shown to them as soon as they introduce themselves. The barkeeps introduce themselves as Horthan and Mancer Leed, although they can hardly get through a sentence without interrupting each other. Each room has a fireplace of its own, and a large bed covered with furs and woollen blankets. The twins tell the characters that dinner will be served in the banquet hall at the rear of the inn in an hour.

During this hour, Captain Greysail tells the characters that she intends to purchase fresh water and rations and talk to someone about repairing The Voyage. If the characters offer to take on one of these tasks for her, she promises to buy them a drink.

Characters who wish to stay in the inn and relax can chat with the Leed twins and other locals to gather rumours about the crash.

- Horthan and Mancer know the vessel crashed near Fiskrbak, a stronghold ruled by Jarl Frostgale. The jarl is furious about the whole affair; help has taken a long time to get here, and he's lost some of his best fishermen.
- If the characters search the bar for locals of Fiskrbak, no one willingly comes forth, but a successful DC 12 Charisma (Persuasion) check, or a free drink, is enough to get the others talking. One table claims a couple from Fiskrbak passed through a few days ago who they were clearly distressed. Both had deep, watery eyes that could never focus on anything. The locals don't know where they ended up, but an inebriated old woman swears they walked straight into the harbour, hand in hand.
- If asked about King Redaxe, the folk have only good things to say. He runs Gundbarg well; charges fair taxes, keeps raiders and pirates away and draws in ships from the mainland to whom they can sell salted fish. The Dragon Turtle Inn makes good coin from visiting crews, as do the storehouses and shipbuilders.
- The boats in the harbour are known as the Kingsfleet. They belong to King Redaxe, but the majority are out at sea, the entire fleet is two hundred strong. Horthan and Mancer wanted to be warriors of the Kingsfleet but never got the physique for it.
- If the characters inquire about the Crow's Nest Tavern, they're told to avoid the place at all costs. Horthan and Mancer claim it to be filled with pirates and thugs and run by the nastiest fellow in Gundarlun.
- Recently, a family of fisherfolk have gone missing from the town. They go by the name of Rimewave. No one has seen them for several days now.

If characters want to buy an ale, they can get a mug for 4 cp or a gallon for 2 sp. The inn also sells rations of dried fish and barley bread for 5 sp.

Stonerise Keep

A crumbling fortress called Stonerise Keep overlooks the port of Gundbarg. Although it has been beaten by wind and wave, the keep is still an imposing building, its high towers searching the ocean for any who would dare challenge it.

If characters ascend to the fort, they are denied entry by a patrol of six **berserkers** unless they are due to meet with King Olgrave. If they are present at the correct time (hopefully with Captain Greysail), they are permitted to enter the castle. Read or paraphrase the following:

Up close, you begin to realise that the fort has taken some serious damage over the years. Some wings are almost entirely collapsed, and the seaward wall has fallen away over the hundred-foot cliffs. You are escorted through the ruins of an outer fortress before reaching the relatively undamaged central keep. A huge pair of iron banded doors swing open before you, revealing an immense feast hall lit by flaming braziers. At the head of the hall is King Olgrave Redaxe, a man as weather-beaten as his castle. He rises from his throne, throwing his arms out wide.

"Welcome to Stonerise Keep, the Warden of the Waves, ancestral home of House Redaxe."

King Redaxe is a middle-aged man with a single thick, straw-like braid topped with an iron crown decorated with mother of pearl and iridescent shells. He is broad-shouldered, with sturdy legs and thick arms. Although his voice is gruff, his mannerisms are open and honest.

The King is grateful to see a group of adventurers sent to look into the matter of the crash. He explains that he's been making pleas to the Lord's Alliance for almost three tendays to come and assist him, but his supplications fell on deaf ears. Jarl Frostgale, in whose territory the vessel crashed, has been up in arms over the affair. He believes the folk of Gundarlun should renounce the Lord's Alliance. King Redaxe hopes that when the jarl sees the investigation he may change his mind, but he is unlikely to be accommodating at first.

King Redaxe is eager for the party to set out as soon as possible. Fiskrbak, where the crash occurred, is on the western shore of Gundarlun, and is three days away on foot. The king recommends walking, as sailing around the coast of Gundarlun is notoriously difficult, and another shipwreck is the last thing he wants. There are several mountain trails that should get the characters safely to Fiskrbak.

If the characters ask anything else of King Redaxe, he is happy to inform them on numerous topics:

- ***Pirate Attacks.*** There have been no more pirate attacks than usual, but Olgrave has heard that the Sword Coast has been ravaged. He assures characters that he has nothing to do with the attacks, suggesting that it's the work of the High Captains of Luskan.
- ***Sahuagin.*** Sea devils have always been a problem for Gundarlun. They lurk in the shores off the island's northern coast and hunt down fishermen. Normally they sacrifice their prey to their shark god Sekolah, but the king has heard rumour that they are taking captives.
- ***Lord's Alliance.*** King Redaxe supports the Lord's Alliance wholeheartedly. They take their time to get here, but always sort things out. Being the only island nation in the faction has its problems but is ultimately worth it. Admittedly, if he had his warriors here rather than patrolling the mainland, he would have already dealt with Frostgale's problem, but he couldn't anticipate this.
- ***Jarl Frostgale.*** Frostgale is a hothead. He thinks Gundarlun should return to the old ways; piracy and raiding. Frostgale thinks the Lord's Alliance is a waste of time but doesn't understand the intricacies of it. It doesn't help that the wreck claimed the lives of a few of his villagers.
- ***The Crash.*** Characters who succeed on a DC 12 Wisdom (Insight) check realise King Redaxe isn't telling them everything. A successful DC 12 Charisma (Persuasion) check gets Redaxe to yield more information. Read or paraphrase the following:

> "The wreck you're going to investigate isn't safe. Jarl Frostgale has told me that several villagers died when it crashed, and more have gone missing since. Also, and I'm not sure I can believe this, there are rumours that the ship came not from the sea, but from the sky. Frostgale's a hothead, but not a fool. He wouldn't entertain such fantasies unless he believed them himself. I don't know what to make of it."

Gundbarg Harbour

Surrounded by great stone walls which protect the Kingsfleet, Gundbarg harbour is a sight to behold. During the morning, fishing ships come to sell their catch to the merchants, and throughout the day larger trade vessels come to barter and grab a meal. Several burly warriors with swords at their belts work on the Kingsfleet, oiling the wood, scraping off salt crystals and meticulously inspecting them for damage. If characters have any valuable treasures to sell, the harbour is the best place to do so, as the local shops rarely have enough gold lying around.

If the characters talk to the warriors, they can learn that most of the Kingsfleet are patrolling the Sword Coast under the orders of King Redaxe. Only ships in need of repair or new crew return to Gundarlun.

Characters can hire small fishing vessels (keelboats and rowboats) from the harbour if they desire, both of which require at least one skilled crew member. Skilled crew can be hired for 2 gp a day but require a 5-day advance. Boats can be hired for 5 sp a day and requires a 5-day advance. Alternatively, characters can purchase a keelboat for 3,000 gp or a rowboat for 50 gp.



Saltwood Storehouse

A tall wooden warehouse rises up above the homes and shops around it a few streets back from the harbour. Painted on the front of the building are the words 'Saltwood Storehouse'. Inside, a handful of employees hurry about the four floors seeing to traders who have come to stock up on rations and naval goods. On the counter wooden sign which reads 'potions of water breathing available, just ask'.

Characters can acquire armour, weapons and adventuring gear from the storehouse, but the place has no single item worth more than 100 gp. The storehouse is happy to purchase anything worth 100 gp or less but tries to buy at 80 percent of the items worth. A successful DC 15 Charisma (Persuasion) check is enough to barter for full price on the items.

Potions of Water Breathing

At some point in the campaign, characters are likely to want to purchase *potions of water breathing*. Luckily, Olgis Saltwood, the matriarch of the family, has been brewing these potions from seaweed for years. If the characters ask about obtaining a potion, they are shown into the living quarters of Olgis. Read or paraphrase the following:

> The clerk ushers you into a separate part of the store. They open a creaky driftwood door revealing a cosy room warmed by a smouldering fire. Sat in a rocking chair by the fire, stirring a battered iron cauldron, is an ancient woman with greasy grey hair. Playing around her feet in the thick rag rugs that cover the floor are a half dozen creatures with the head and forepaws of a cat and the lower body and tail of a fish. The room smells unpleasantly fishy and is a touch too humid for comfort.

As the characters enter, Olgis Saltwood (CE sea **hag**) turns around in her chair to welcome the visitors. From the outset, she appears to be a sweet, elderly lady who is keenly interested in the characters but is unpleasant to behold. She is wrapped in layers of blankets despite the heat of the room and has lank hair peppered with seaweed and a few lumps that look suspiciously like fish eyes. The creatures at her feet are **sea cubs** (appendix B).

Granny Saltwood, as she prefers to be called, is more than happy to brew up some *potions of water breathing* for the characters. All she requires for their creation is a specific variety of brown, stringy seaweed known as dead man's bootlaces. She shows the characters a dried specimen inside an herbarium from atop the mantelpiece. She tells the characters that it can only be found in a small sea cave to the west of the harbour. After the characters have bought back the weed, she charges them 50 gp per potion, each of which requires a day to prepare.

Being a hag, Granny Saltwood has more in store for the characters than they might imagine. If the characters ask around about Granny Saltwood, they get a mixed reception. Some locals think she's a blessing, who can cure any ailment. Others think her malicious, claiming that she has tried to poison them in the past with her remedies. Characters who succeed on a DC 14 Wisdom (Insight) check realise that the nasty comments are coming from more attractive members of the populace.

Characters can find out more about the cave by asking the harbour workers, who call the place Gallows Grotto. Read or paraphrase the following:

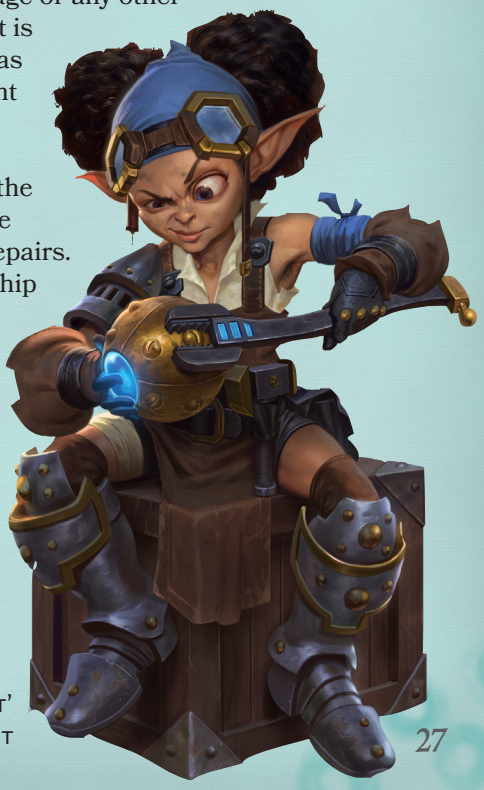
> "Gallows Grotto's a place t' be avoided if you ask me. A man died there long ago. Hanged by his neck from rigging rope and a driftwood beam. There's many a tale about that place, but this one's true.
>
> Decades ago, when my parents were but children, a woman arrived in Gundbarg from across the sea. She was a true beauty of a girl, they say. Some claimed she was the child o' the ocean gods. Anyway, the men o' the village started getting... restless at her presence. Eyes o' married folk began to stray.
>
> Eventually, one man decided to try 'is luck wi' the lady. They spent the night drinking in the Dragon Turtle Inn, then she led 'im away to where she was staying. He came back the next day filled with licentious tales o' the night, an' before noon the whole o' Gundbarg knew. Unfortunately, the man was married.
>
> Folk back then didn't take well to a woman being wi' a man out o' wedlock, so they keelhauled her. Next morning the man was missing. Gallows Grotto's where they found 'im. Still swinging he was."

Gimlet's Ship Repairs

A towering pair of wooden warehouse doors seal shut the entrance to a sea cave near the harbour. Painted on these is a white anchor and the words 'Gimlet's Ship Repairs'. Swinging from ropes attached to a rocky overhang above the entrance to the caves are buckets filled with tools.

Here, characters can meet Oda 'Bowsprit' Gimlet (NG female rock gnome **commoner**) a boatbuilder and repairer who can service The Voyage or any other damaged vessel. Bowsprit is an amiable gnome who has a habit of chewing pungent tobacco. She works by swinging from ropes attached to the ceiling of the cavern and climbing in the rigging of the boats she repairs.

Repairs to a damaged ship can be made while the vessel is berthed here. Repairing 1 hit point of damage requires 1 day and costs 20 gp for materials and labour. Bowsprit is a sucker for new brands of tobacco though and offers a 20% discount if the characters can get her a tin.



Oda 'Bowsprit' Gimlet

The Crow's Nest Tavern

> Not far from the docks is a dingy tavern formed from the skeleton of an old ship. Where the planks have rotted away, the owners have pegged large patches of sailcloth to cover the gaps. The sound of drunken brawling and raucous music spills out into the surrounding street. The smell of tar is thick in the air.

The Crow's Nest Tavern is an inn of sour repute that caters to the wilder folk of Gundbarg, including the unsavoury types who visit the island. The place is run by One-Eyed-Bill (NE male Illuskan human **wereshark** (appendix B)), a greasy looking fellow with a slicked back mohawk and a huge scar that has gouged out his left eye. His good eye is black and beady and ravenously flicks around the place as if searching for his next meal. The tavern is filled with pirates and thugs, including an appalling sea shanty band who are clearly far too drunk to be playing.

Characters can purchase grog (watered down rum) here for 2 cp a mug or can buy bottles of rum for 10 gp. The place doesn't serve meals, but there are small kegs of hardtack biscuits on the bar to which the patrons help themselves. Some of the ship's rooms are still suitable to stay in and can be rented at a cost of 5 cp a night.

The Crow's Nest Tavern is a favourite haunt of the nefarious Captain Callous. He rarely docks his ship in the harbour, preferring to keep it out of sight, but if work ever finds him in Gundarlun, he's sure to pay the Nest a visit. One-Eyed-Bill used to be a shipmate of Callous and is still loyal to him. Should the characters spot Callous, and you want him to make an escape, use the Bar Brawl event to assist his retreat.

Bar Brawl

The longer the characters stay in the tavern, the rowdier the place gets. After about an hour, or at a time of the DMs choosing, a massive brawl starts between the shanty band (two human **thugs** and a half-elf **bard**) and a gang of pirates (three human **bandits** and a **bandit captain**). Have the characters roll initiative. On initiative 20, roll a d20. On a 10 or more, another 1d4 characters join the fray. Any NPC stat block of challenge 2 or less will suffice.

If the characters get involved, they can try to knock out the other brawlers or use ability checks such as Charisma (Persuasion or Intimidation) to break it up. Any reasonable check can be used, the DC for which is 15. If the characters move past any of the brawlers, there is a 50 percent chance they are pulled into the fray.

Should the event start to become tedious, roll on the following table to add some spice to the brawl:

Brawl Mishaps

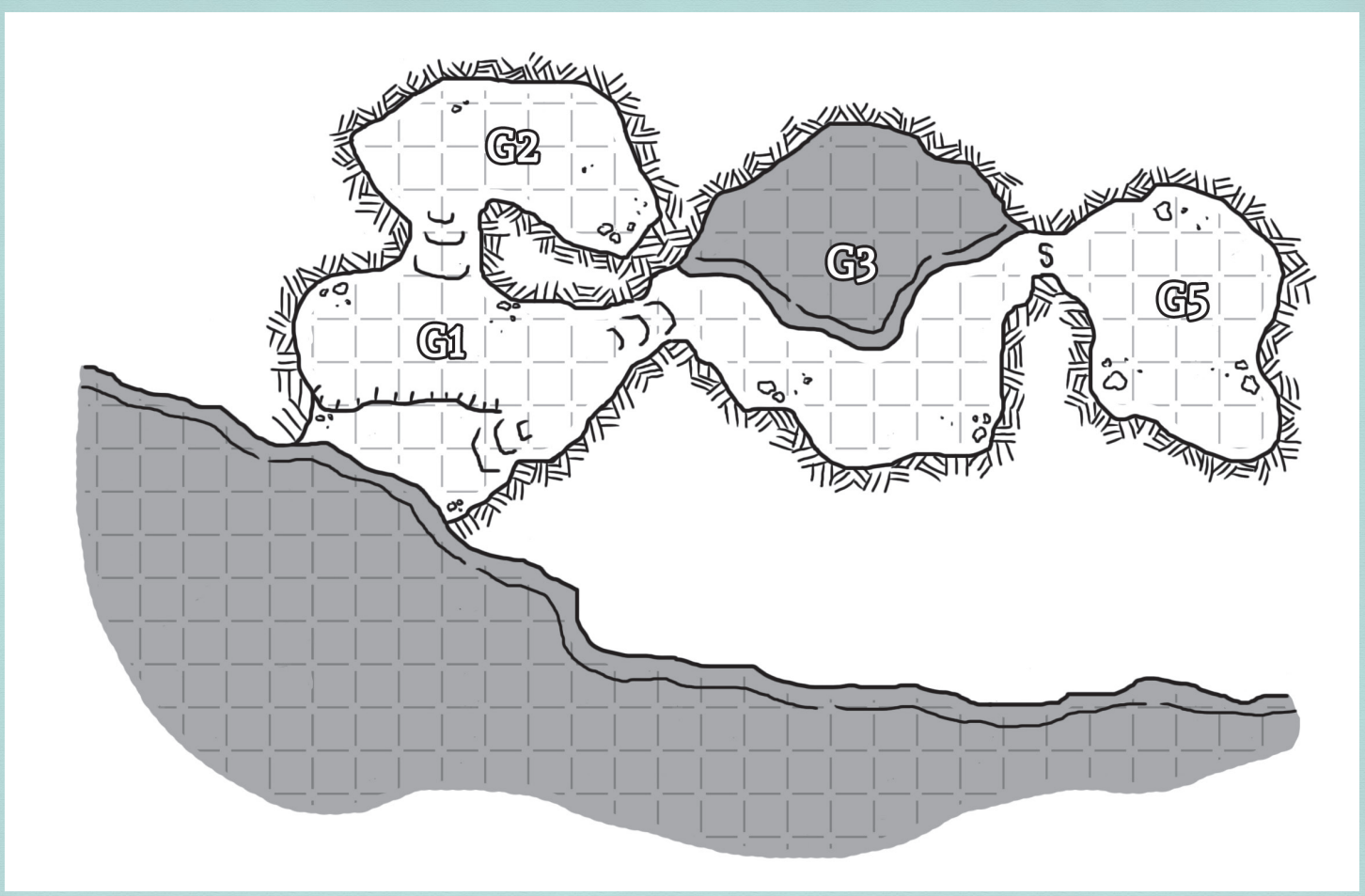
d6	Brawl Mishap
1	One of the brawlers comes charging in from an adjacent room and slams a ship's wheel over the head of one of the characters dealing 11 (2d10) bludgeoning damage to them.
2	A stray flagon flies through the air and hits One-Eyed-Bill the **wereshark** (appendix B), who transforms into a human-shark hybrid and attacks.
3	A hulking **half-ogre** pirate slams a pair of roguish types into one of the tavern's walls which gives way entirely, causing the brawl to spill out into the street.
4	One of the lamps lighting the tavern is smashed, and the flame spills onto a platter of drinks, starting a serious fire in a 10-foot-square. Any creature in the fire takes 11 (2d10) fire damage and ignites, taking 3 (1d6) fire damage at the start of each other their turns. Fire can be doused with an action and spreads at the DMs discretion.
5	The rotted base of the main mast gives way as a thug is thrown at it, and slides into the room through the ceiling. Each creature in a 5-foot-wide, 30-foot-long line must make a DC 12 Dexterity saving throw or take 16 (3d10) bludgeoning damage.
6	Someone throws a smoke bomb into the crowd which explodes in a ten-foot-radius, dealing 2 (1d4) force damage to anyone in the area. The area then fills with thick black smoke, heavily obscuring a sizable chunk of the tavern.

Gallows Grotto

Around an hours' walk along the coastline from Gundbarg Harbour is a littoral cave that the locals call Gallows Grotto. This is the only place on Gundbarg where characters can harvest dead man's bootlaces. When the characters arrive at the cave, read or paraphrase the following:

> After hopping along the rocky coastline from Gundbarg Harbour, you reach a sea cave that looks like it might be the one you're looking for. The frigid ocean rushes in and out of the cavern, casting sheets of sea spray onto the surrounding rocks.

The entrance to the cave is twenty feet below the rocky coastline. Unless they are entering by boat, characters must descend the slick rock the enter the cave. Climbing down requires a successful DC 16 Strength check, failure results in the character falling the twenty feet and hitting the water, taking 7 (2d6) bludgeoning damage. A character in the water must succeed on a DC 16 Strength check to swim into the cave; failure results in the character being smashed against rocks on the way in, taking an additional 7 (2d6) bludgeoning damage. If the characters are in a boat, the check is a group Dexterity check but has the same results.



Gallows Grotto. 1 square = 5 feet

Gallows Grotto: General Features

The following aspects of Gallows Grotto are true unless otherwise noted in a particular area description:

Ceilings. The caverns within Gallows Grotto are thirty feet tall.

Desecrated Ground. Due to the dark past of the caves, Gallows Grotto is considered desecrated ground (see chapter 5 of the Dungeon Master's Guide).

Light. The caves are entirely dark and unlit.

Slick Rock. The floor of the caves is wet with salt spray. A creature that takes the Dash action within Gallows Grotto must make a DC 10 Dexterity saving throw at the start of their move or fall prone. The walls cannot be climbed without gear, and even characters with gear must succeed on a DC 15 Strength (Athletics) check in order to do so.

G1. Entrance Cavern

You manage to get into the cavern despite the slick rocks and pounding waves. Seaspray fills the air here but doesn't conceal the thick driftwood beam embedded above your head. Hanging from the beam is a mess of tangled ropes which seem to swing of their own accord.

Creatures. The cavern is haunted by a **specter** which attacks good aligned creatures that enter.

G2. Sea Lion Den

A natural stair of wet rocks leads up toward a cave which reeks of fish. Peering inside, you notice the slumbering hulk of a vicious beast. The front of the creature is that of a scaled, green lion, but its hindquarters have been replaced by the tail of a giant fish. The creature is over ten feet long and has a chain around its neck. Strewn around the monstrosity are handfuls of fish guts. As you watch, the massive beast's nostrils begin to flare.

Creatures. This **sea lion** (appendix B) has abadly scarred front flipper. It belongs belongs to Granny Saltwood, and has the following changes:

- The sea lion has 50 hit points.
- The sea lion has a swim speed of 20 ft.
- The sea lion loses multiattack.

The sea lion wears a *hag eye* (see *Monster Manual*) on a chain collar. Granny Saltwood can see through the eye. If the characters don't discover the sea lion it remains asleep unless they enter area g4, when it is magically awakened and waits to ambush them.

Characters is area g2 must take immediate action to avoid waking the sea lion. They can retreat entirely from the cave or mask their scent using the offal or a spell such as *prestidigitation*. If they fail to do so, the sea lion wakes up and attacks, trying to knock characters into the water where it is most deadly.

G3. Seaweed Sanctuary

A still rockpool of saltwater fills the majority of this cavern. Growing within it are a dozen kinds of seaweed.

Dead Man's Bootlaces. A character can identify the seaweed with a successful DC 10 Intelligence (Nature) check, made with advantage if the characters have a sample. Alternatively, a character can make a DC 12 Intelligence (History) check to recall being shown the sample by Granny Saltwood. A failed check could result in the characters procuring the wrong variety. If the wrong variety take this to Granny Saltwood, she still makes the potions for them, but they receive *potions of poison* instead.

False Wall. Characters with a passive Wisdom (Perception) of 16 or higher notice part of the rock wall in this cavern is a different hue to the rest. A successful DC 16 Intelligence (Investigation) check reveals the wall to be false, made of plaster rather than rock, and openable by a concealed handle. The door leads to area g4.

G4. Granny Saltwood's Lair

Any creature that enters this area reveals their location to the sea lion in area g2, which awakens and prepares to ambush them on the way out.

You pull the false wall aside, revealing a small grotto filled with junk and lit by bluish light coming from an old lantern. Reels of rope coil around barrels of stinking seaweed, huge glass jars of preserved fish, crates of soggy books, cages filled with bones and a pair of barnacle-covered chests. As you enter, the false wall swings shut behind you.

Treasure. Though much of the junk is worthless, the party can take some dead man's bootlaces from a labelled crate. The lantern is lit with a blue *continual flame*. The chests are both locked with rusting iron padlocks but can be opened with a successful DC 14 Dexterity check using thieves' tools or a DC 10 Strength check.

Inside the first chest is a set of wooden puppets carved from driftwood with dried seaweed hair and seashell armour, their strings tangled around them like ropes. Disturbingly, the puppets strongly resemble the characters and, if touched, begin to dance around acting out insulting parodies of their duplicates recent actions. If a character's puppet is destroyed, the corresponding character takes 21 (6d6) necrotic damage.

The second chest is trapped (see below) and contains Granny Saltwood's more valuable items: a *cloak of the manta ray* made from a stitched up dead ray that constantly drips fishy oil, a *bag of tricks* and a scroll case covered in mother of pearl (worth 250gp) containing three *spell scrolls* (*dominate beast*, *shape water*, and *tidal wave*).

Drown in Sorrow

Complex trap (level 1-4, deadly threat)

This magical trap was enchanted by Granny Saltwood to prevent people stealing her magic items. The trap causes the cavern in to fill with water and animates lengths of rope to restrain and drown the intruders.

Trigger. The trap activates when a character who is not Granny Saltwood or one of her minions touches her chest of magic items.

Initiative. The trap acts on initiative 20 and 10.

Active Elements. Drown in Sorrow fills the room with sea water and other effects.

Hangman's Noose (Initiative 20). The reels of rope wound about the cavern animate and lash out toward the characters. They attack each creature with a +5 bonus to the attack roll, dealing 5 (1d10) slashing damage on a hit. In addition, the creature is grappled by the ropes (escape DC 15). If a creature is grappled by the ropes on initiative 20, it is not attacked, but must succeed on a DC 15 Strength or Dexterity saving throw or become restrained.

Crashing Waves (Initiative 20). The room fills with the sound of crashing waves. Each creature must make a DC 15 Constitution saving throw or become deafened by the sound. This effect activates once, the first time the trap activates.

Surging Seawater (Initiative 10). The cavern begins to fill with seawater at a rate of ten feet per turn (on the first initiative 10 it rises to 10 feet, then 20, then 30, which fills the cavern).

Countermeasures. There are a few ways that the trap can be overcome.

Open the False Wall. Opening the false wall disables the trap, but it is warded with magic. To open the doors, the characters must first make a DC 15 Wisdom (Perception) check to find the handle on this side. A successful DC 15 Intelligence (Investigation) check is then required to open the door. Each check requires an action.

Hangman's Noose. Characters can slash at the ropes or attempt to snap them. The ropes cease to be animated if their total attack bonus from attacks and checks reaches +0.

Attack. A creature in the cavern can slash at the ropes. The ropes have AC 11 and 5 hit points. Destroying a rope reduces the Hangman's Noose attack bonus by 1.

Strength check DC 15. Creatures can use raw strength to snap the ropes. A successful check reduces the Hangman's Noose attack bonus by 1.

Enchanted Chest. A successful casting of *dispel magic* upon the chest disables the trap.

TRAVEL IN GUNDARLUN

To reach Fiskrbak, the characters must travel for several days. King Redaxe recommends they travel overland through the mountains, a journey of three days. Characters may take a coastal route around the island, but this is a risk.

Captain Greysail stays in Gundbarg whilst the characters visit Fiskrbak but promises to await their return before leaving for Neverwinter. If the characters ask her to take them to Fiskrbak in The Voyage, she refuses, believing the coastline too dangerous to navigate in a large ship.

Refer to appendix A for random encounters that occur on the way to and from Fiskrbak, and The High Seas earlier in this chapter for assistance running travel.

Sea Travel

If the characters decide to travel in a ship which requires more than one crew member, they find the journey impossible. Jagged rocks around the coastline force the ship to turn back, lest they founder.

Smaller vessels such as a keelboats or rowboats can successfully navigate the rocks. It's impossible to become lost in the boat whilst following the coast, but at the start of each day, the navigator must succeed on a DC 12 Wisdom (Survival) check to avoid hitting the rocks. If the character fails this check, have everyone aboard this vessel make a DC 13 group Dexterity check to avoid hitting the rocks or a reef. If the group check succeeds, the collision is avoided. Otherwise, the vessel takes 2d10 bludgeoning damage from the collision, and everyone aboard must make a DC 10 Strength or Dexterity saving throw to avoid falling overboard. Have this occur during a random encounter to up the ante.

Land Travel

Travelling along the mountain trails of Gundarlun is far safer way to get to Fiskrbak, although it may take longer as characters run the risk of getting lost. Refer to The High Seas earlier in this chapter for travel rules.

FISKRBAK

Fiskrbak is a small fishing settlement on the western coast of Gundarlun ruled over by the hot-headed Jarl Frostgale. Although there is little of note in the village save the Jarl's hold, it is not far from here that the mysterious vessel crashed from the sky. When the crash occurred, several villagers were killed, and several have since gone missing.

Jarl Frostgale's Hold

> In the centre of the scattered slate-roofed houses is a large, thatched feast hall. The doors to the chamber are decorated with the colossal jaws of some monstrous shark that could easily swallow a man whole.

The hall is unguarded, and characters can walk straight in should they choose. Inside are two long tables on either side of a narrow fire pit that runs the length of the hall, over which roast a handful of large sea bass and a single pig. Crowded in groups around the tables are twelve **tribal warriors**, and at the end of the hall, sat in a wooden throne, is Jarl Skotha Frostgale (CN male Illuskan human **berserker**). Read or paraphrase the following:

> "Who are these foreign folk in my hall?" The jarl bellows down the hall toward you. "If you are friends then take a seat at my table and have an ale. If you are foes, you picked a good day to die."

Jarl Frostgale is a hothead. He quickly loses his temper if he thinks that the characters are poking fun at him or not doing what he asks. He rants about King Olgrave's 'foolish love of theae Lord's Alliance' and claims that if he were King, he would restore Gundarlun to its former glory.

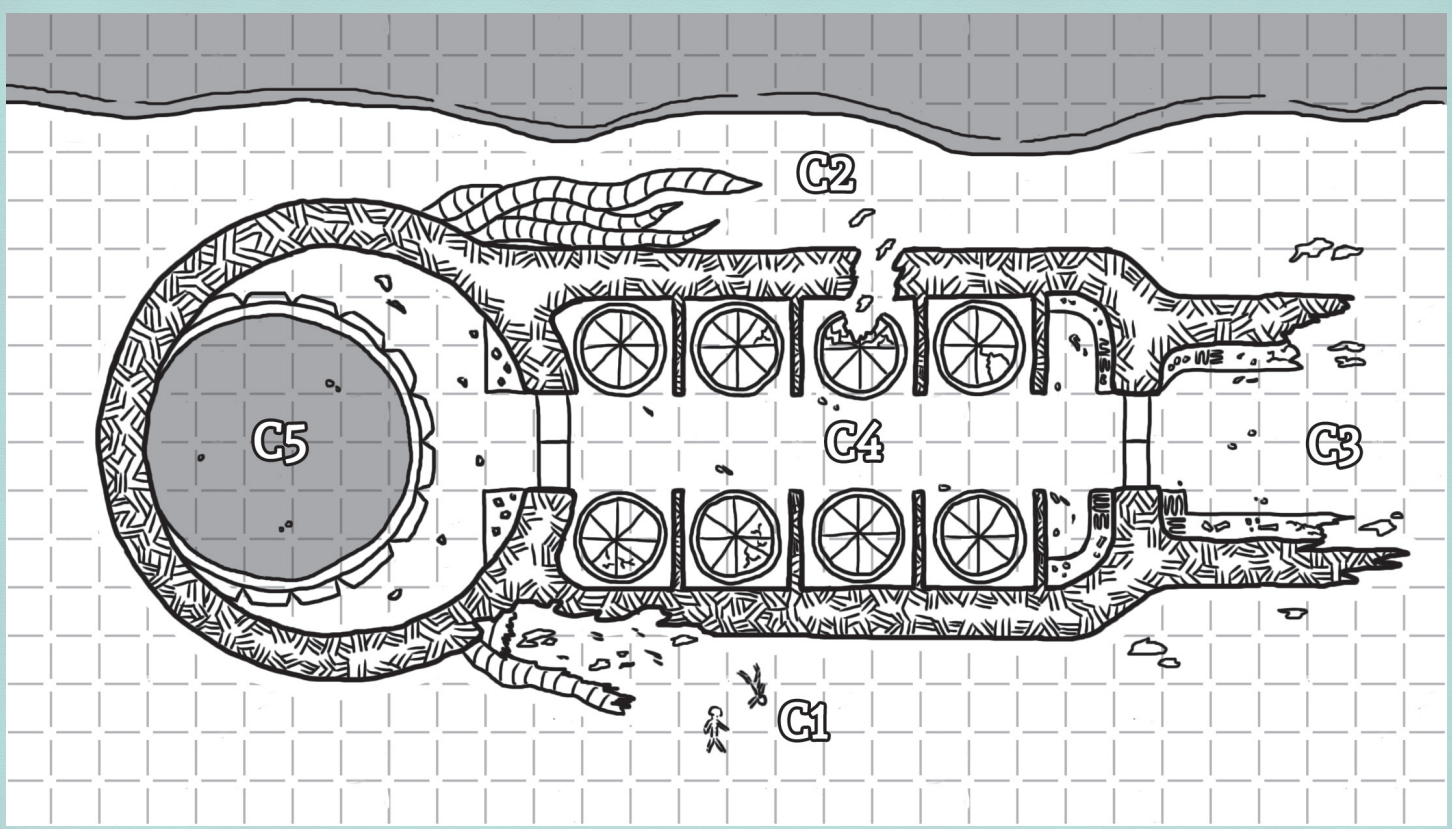
The Jarl is eager for the party to head to the site of the crash, which is an hours' walk north of Fiskrbak. If asked for more information, he tells the characters the following:

- The crash happened almost three tendays ago. Several frightened villagers came to tell him about a star that had fallen from the sky, killing some of their family. When he went to look, he discovered that it was a strange metal ship. The Jarl wants the crash cleared up. If the party can make sure it's not dangerous, he'll happily send his men to throw it into the sea.
- If the party report back to the Jarl about the sahuagin tracks in the crash, he tells them to head toward the Wreck of the Golden Crown, where the sea devils lair. He warns the characters not to stray into the ruins of Berranzo, claiming that the Calishite who built it cursed the place with greed.

Rimewave Household

This small, slate-roofed house belongs to the Rimewaves. They are humble fisherfolk well-known around town but have gone missing. The family consists of a father and mother, Taman and Westra, and their teenage son Bern. Whilst out fishing in the early hours, the family were attacked by sahuagin. Bern was taken by one group of the sea devils, whilst Taman and Westra were sent straight to the wreck of the Golden Crown on the north coast of Gundarlun, where the sahuagin lair.

If the characters bring Bern here, he is distraught to realise his parents have not returned. If the party assume the worst, he refuses to believe them, and begs them to try and find the sahuagin who took his family. He refuses to leave their side unless the characters do something serious (such as attack him or sneak off in the middle of the night).



Crash Site. 1 square = 5 feet

The Crash Site

The crash is on a rocky beach around an hours' walk from Fiskrbak. What the characters do not know is that the crashed vessel is part of an illithid nautiloid, a ship used by the colony of Zellix'Phor to navigate the planes. The colony travelled to the Material Plane to stock up on brains but were followed and ambushed by a group of githyanki knights, sworn enemies of the mind flayers. A great battle was fought on the ship, in which most of the illithid and githyanki died. As the nautiloid thundered toward the ground, it broke apart into numerous pieces, most of which were destroyed or sank to the bottom of the ocean.

Once the characters arrive at the crash site, read or paraphrase the following:

> The sight before you is entirely alien. A strange, twisted, metal ship of some sort has smashed into the ground, crumpling up and scattering debris far and wide. A few feet from the wreck are three human corpses that look as if they've been there some time. The otherworldly vessel seems to be incomplete, as if torn from a larger structure. Despite this, the ship is larger than most of the houses you've seen on Gundarlun.
>
> Foul smelling vapours hiss from the wreckage, burning the back of your nostrils. As you circle the empty hulk, you notice bizarre, tentacle-like metal tubes emerging from it.

C1. Corpses

Characters who investigate the corpses can see that they have been dead for a while. Their skin is drained of all colour and they are stiff as a board. Characters who succeed on a DC 15 Wisdom (Medicine) check notice dried blood around their ears, indicating some mental trauma killed them. They have been dead for around three ten-days.

C2. Tentacles

Half-crushed beneath the ship are three metal tubes that look like tentacles. Their design is probably unlike anything the characters have seen before. It is obvious that the metal is a foreign substance, but a successful DC 15 Intelligence check allows a character to make a comparison to star metal. It has a slight iridescent quality, is incredibly strong, and yet has been forged into a highly flexible appendage.

C3. Ruined Room

Around the back of the nautiloid is a chamber that is torn in half. The jagged metal walls are sharp to the touch, and twisted tubes spout noxious gases into the air. Read or paraphrase the following:

> Carefully, you enter the crashed ship from the sundered end of the wreckage. Noxious gases spout from ruptured tubes in the walls. Peering through the haze, you make out a circular door on the far wall. The contents of this room have been destroyed; smashed glass vials cover the floor, thin metal wires are strewn about the place, and crumpled metal instruments litter the desks.

Poisonous Gas. Characters who enter the wreckage must make a DC 14 Constitution saving throw or become poisoned by noxious fumes for 1 hour. Characters who succeed on the save are immune to the fumes for 24 hours.

Wreckage. There are multiple ways for the characters to determine that sahuagin have been at the wreck:

- *Intelligence (Investigation), DC 12.* Success reveals that this room has been raided. Once locked boxes lie broken on the floor, their contents plundered. If the check succeeds by 5 or more, the characters find small shards of coral from broken jewellery on the ground. A successful DC 16 Intelligence (Religion) check reveals that these shards were once part of an idol of Sekolah.
- *Wisdom (Survival), DC 15.* Success reveals webbed footprints smudged into the blackened deck of the chamber in a far corner. A successful DC 12 Intelligence (Nature) check is enough to recognise the tracks as sahuagin.
- *Wisdom (Perception), DC 18.* Success allows a character to notice a distinct fishy aroma in the chamber, despite the noxious gases.

C4. Tadpole Chamber

Mounted on both sides of this door is a burnished plate of dark, alien metal embossed with a braille-like form of tactile writing known as Qualith. Mind flayers use their tentacles to read Qualith, which is composed in four-line stanzas indecipherable to other creatures. A creature that touches a Qualith inscription, however, can receive fragmentary insight into the multilayered thoughts contained within it.

A non-illithid that wants to understand a Qualith inscription can make a DC 18 Intelligence check to interpret the inscription. A failed attempt results in a crushing headache and requires the creature to succeed on a DC 11 Wisdom saving throw or develop a form of short-term madness (see "Madness" in chapter 8 of the *Dungeon Master's Guide*). A *comprehend language*s spell provides understanding of the spell roughly equivalent to what a mind flayer would get from it.

Each door plate is imbued with psionic energy that functions like an *arcane lock* spell. The Qualith inscription on the plate describes the genuflections a mind flayer must make with its tentacles to open the door. Other creatures with at least four tentacles can imitate these motions to bypass the lock, provided they can interpret the inscription. A creature must be within 5 feet of the door to open it in this way. Creatures without the requisite tentacles and knowledge must deal with the lock by more conventional means, such as a *knock* spell. If magic is unavailable, the locked door can be opened with a successful DC 18 Strength (Athletics) check, as it is badly damaged.

Clever adventurers might discover that a decapitated mind flayer head, animated through an *animate dead* spell, can be used to access the locks.

Unless held open, doors which Qualith door locks automatically close and lock.

When characters enter, read or paraphrase the following:

> You open the strange door from the previous room and are plunged into darkness. Before you is a cylindrical chamber, filled with peculiar, glass-topped pools of brine separated by thin sheets of iridescent black metal. Floating in these pools are dozens of dead tadpole-like creatures with vicious little teeth and slender tentacles. At the near end of the chamber are two desks covered in broken equipment.

Light. This room is unlit.

Creatures. Trapped in this room is a **githyanki knight** with the following changes:

- He has 30 hit points remaining
- He is wearing damaged armour (AC 14)
- He a broken leg (speed 15 ft.)
- He loses multiattack
- He has become a host for an **intellect devourer**

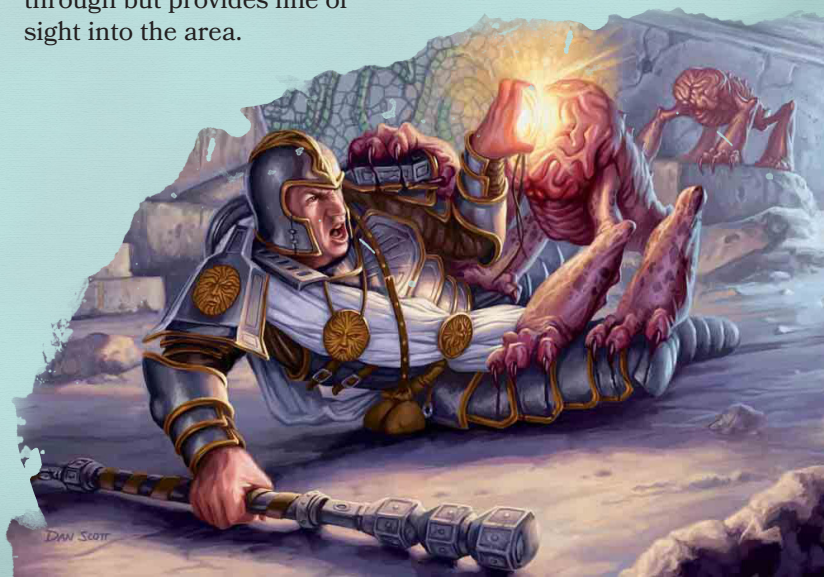
If the characters entered using an Intelligence check, the knight is unaware of their presence. Any other method of entry allows the knight to hide and prepare an ambush. Characters with a passive Wisdom (Perception) of 12 or higher notice the knight hiding between two metal girders. When the knight attacks, read or paraphrase the following:

> A tall humanoid resembling a green-skinned elf lurches toward you. It has clearly suffered tremendous wounds in the crash; it's left leg buckles under its weight, and it has a huge gash across its chest. The creature's armour too has been damaged and hangs off its frame haphazardly. Despite this, the creature swings a vicious silver sword in a wide arch at you with surprising strength.

When the knight dies, read or paraphrase the following:

> As the alien humanoid crumples in a heap on the ground, you hear a horrifying burrowing noise. As you watch, a quadripedal brain ruptures from the back of the creature's skull and makes a break for the door leading outside.

Smashed Pool. Characters who succeed on a DC 12 Wisdom (Perception) check notice that one of the pools in the chamber has cracked, and the fluid has drained out and leaked outside through a rupture in the side of the ship. The crack is too small for Small or larger creatures to enter through but provides line of sight into the area.



C5. Resting Pool

The door to this chamber is locked with a qualith door lock (see area c4).

When characters gain access, read or paraphrase the following:

> You emerge into a huge circular chamber dominated by a gigantic brine pool which levitates a few inches off the ground. The pool is surrounded by alien architecture that is horrifying to behold. The structure seems to be an unnatural mixture of molten rock and metal, covered in otherworldly hieroglyphics that fold together and separate as you observe them. The whole chamber gives off an aberrant malignancy, causing the hairs on the back of your neck to stand up.

Unfathomable Architecture. Characters who enter this area must make a DC 11 Wisdom saving throw or become frightened of the otherworldly chamber. If the saving throw fails by 5 or more, they also develop a random form of short-term madness (see "Madness" in chapter 8 of the *Dungeon Master's Guide*).

Creatures. Lurking beneath the brine pool is a **swarm of cranium rats**. They have extinguished the natural illumination of their brains and are spying on the characters. Characters with a passive Wisdom (Perception) of 16 or higher notice the rats. If attacked, the rats retaliate until they drop to half their hit points, after which they attempt to flee.

Brine Pool. Characters who touch the water of the pool are bombarded with psychic images. Read or paraphrase the following:

> The horrifying sound of shearing metal fills your brain, and a sequence of images flash through your mind. First, you glide through a strange silvery sea, dotted with distant stars. Suddenly, you're face to face with one of the green-skinned humanoids, they stab again and again into your gut with their silver sword. With a blinding flash, you're hurtling toward the ground, flames surrounding you. You hit the ground. It all goes black.

Characters who experience the visions must succeed on a DC 18 Wisdom saving throw or become stunned for 1 minute. Roll any dice, on an odd number, the stunned character falls into the brine pool and begins to drown. A creature can repeat the save at the end of each of its turn, ending the effect on itself on a success.

Character Advancement

After exploring the wreckage of the nautiloid, the characters should advance to 4th level.

BERRANZO

Originally built over a century ago, Berranzo is a failed mining community off the western coast of Gundarlun. Although originally a Calishite operation, the mine failed mysteriously after only three years, with most of the populace going mad. For many years after, ore ships would turn up filled with dead or insane crew. Now even the Northmen are too afraid to venture there, and rumours of the place abound.

Due to the isolated nature of this ancient mine, Thiliossk, one of the illithid attendants of Zellix'Phor, has taken up temporary residence. From this location, he can oversee the corruption of Gundarlun at the hands of the sahuagin.

Berranzo may never feature in your campaign, but if the characters arrive here, read or paraphrase the following:

> Off to one side of the mountain trail you notice a pile of discarded mining equipment; pickaxes, carts, sledgehammers and the like. The items are rusted beyond use, but there seems to be a scattered trail of them leading down a pathway overgrown with gorse. As you scan the path, you notice it leads to the base of a rocky outcrop, which has caved in where it meets the trail.

Berranzo: General Features

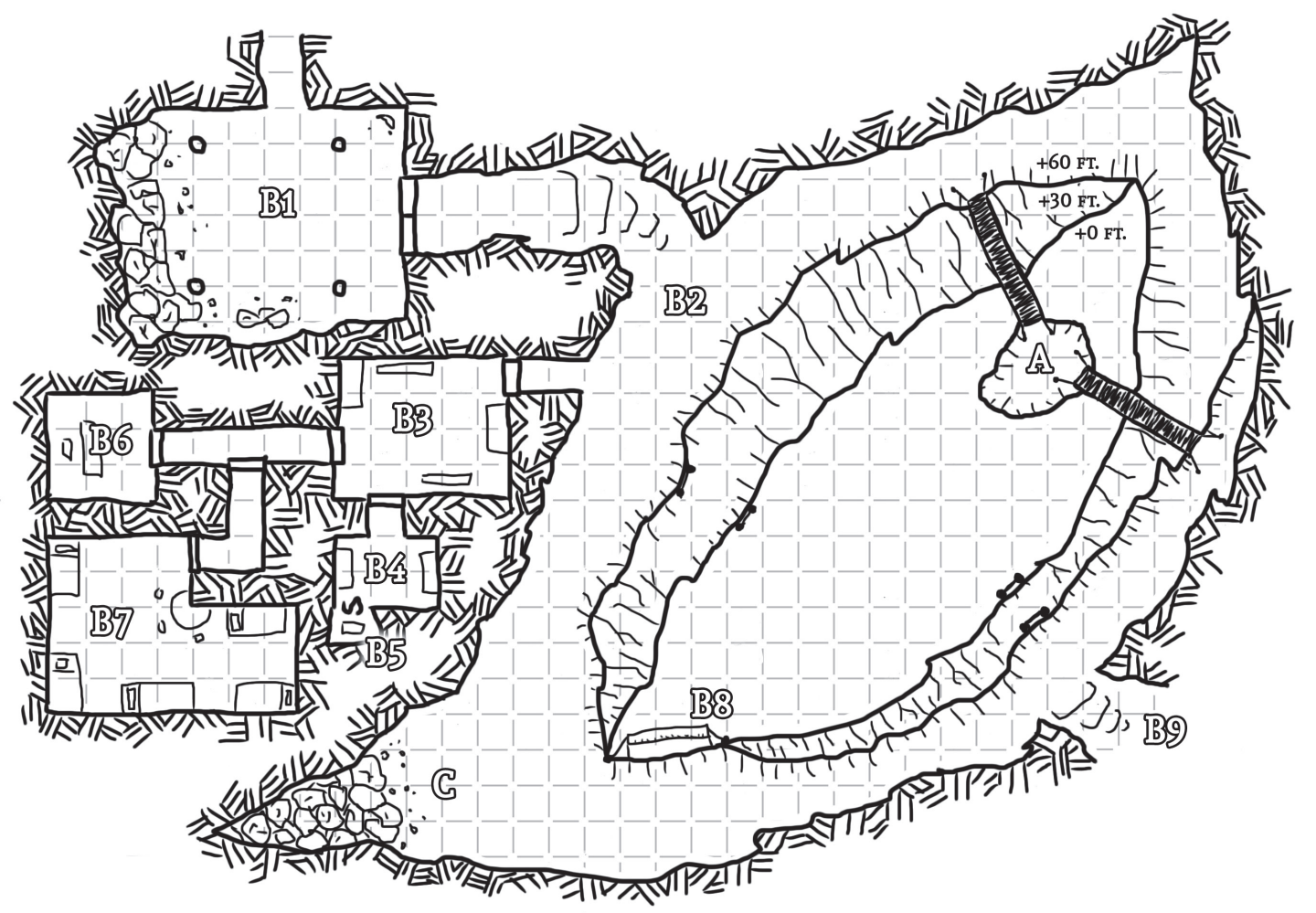
Berranzo is an ancient Calishite mine around a century old. It has long been abandoned by the colony which once lived there, as many of the miners were driven insane by some mysterious force. The following features are common throughout the mines:

Light. Although there are braziers set into the stone floors, and torches in sconces on the walls, the mines are entirely unlit.

Maddening Presence. Something is unnaturally sinister about these mines. The Calishite colony dug too deep and uncovered an ancient, unknowable horror that resides deep beneath the earth of Gundarlun. Although it is safe to remain in the mines for a short time, spending extended periods down here is likely to drive a creature insane. Each time a creature takes a Short or Long Rest in the mines, they must make a DC 15 Wisdom saving throw. On a failed save, the creature gains no benefit from the rest and gains a Short-Term Madness. These madness effects cumulate, so that a second failed save results in a Long-Term Madness, and a third an Indefinite Madness. This can occur multiple times.

Rope Ladders. There are four rope ladders leading down into the central crevasse of Berranzo. These can be climbed without a check but are counted as difficult terrain by creatures without a climb speed.

Walls and Ceiling. The walls and ceiling of the mine are stone, either natural (in areas b2 and b9) or chiselled (areas b1, and b3-8). Except where mentioned otherwise, ceilings are at a height of twenty feet. Natural stone can be climbed with a successful DC 16 Strength check.



Berranzo. 1 square = 5 feet

B1. Mine Entrance

As you follow the overgrowth path, you come to what must have been the entrance to a subterranean mining colony. Half a dozen rusted tools lie strewn about a hefty pile of collapsed boulders that has sealed shut the entrance.

If characters wish to gain entrance to Berranzo, they must get past the cave-in. Characters who succeed on a DC 18 Wisdom (Perception) or Intelligence (Investigation) check locate a fissure in the rock, allowing them to squeeze through into the antechamber.

If no fissure can be found, characters must clear the rocks. To do so, they must succeed on three of the following ability checks. If they fail three before they succeed, they are unable to clear the rocks:

- *Strengh check, DC 16.* A successful check allows a character to shift some of the boulders.
- *Dexterity check, DC 18.* A successful check allows a character to squeeze between some of the rocks.
- *Constitution check, DC 20.* A successful check allows a character to bear a large load of rocks.
- *Intelligence (Investigation), DC 14.* A successful check allows a character to determine which rocks to safely move first.
- *Wisdom (Survival), DC 16.* A successful check allows a character to avoid the most dangerous areas of the cave-in.
- *Charisma (Performance), DC 15.* A successful check allows a character to motivate their fellows.
- Any other check the players can think of that has reasonable justification.

For each failed check, have the unsuccessful character make a DC 16 Strength or Dexterity saving throw to avoid getting crushed, trapping a limb, or grazing themselves against the sharp rocks. On a failed save, the character takes 11 (2d10) bludgeoning damage.

When the characters enter, read or paraphrase the following:

Thin shards of light pierce the darkness of this empty chamber from cracks in the rock above. The scarce light illuminates four stone pillars covered in engraved mandalas. At the far end of the hall are a pair of stone doors, around eight-feet-tall, with thick handles of brass.

Pillars. Characters who succeed on a DC 14 Intelligence check, or who are Calishite humans, realise that the motifs are of Calishite origin and that some of the stone has been imported from that part of the realms.

Doors. The stone doors are heavy but not locked, and can be opened with a successful DC 12 Strength check.

B2. Main Cavern

You descend down an unlit stone stairway for perhaps ten minutes. The steps are dusty and rubble-strewn, and clearly haven't been used in a long time. Each footstep echoes down the long, black stairway. To one side of the stairs is a rail for minecarts, connected to a pulley system.

If the characters didn't kill the **swarm of cranium rats** in area c5 of the crash site, they are lurking quietly on the stairwell looking for any intruders. Unless the characters succeed on a DC 10 group Dexterity (Stealth) check, the swarm notices them and scurries to area b6 to warn Thiliossk. Characters with a passive Wisdom (Perception) of 12 or higher notice the rats. If they are stopped within two rounds, they fail to alert Thiliossk.

Check the sidebar 'Thiliossk's Plan' to see how the Illithid responds to intruders in his lair.

Once the party reach the bottom of the stairs, read or paraphrase the following:

After several more minutes, you emerge into an enormous natural cavern. A huge crevasse below you is spanned by a pair of rickety-looking wooden walkways, anchored to a central pillar of stone. The crevasse itself is at least fifty feet deep and has dozens of crevices chiselled into the walls where miners have dug for veins of ore or precious minerals. To your right is a manmade tunnel leading into the rock and over the crevasse is a wide, semi-natural tunnel leading further down into the mountains.



B2a. Suspended Walkway

A pair of wooden walkways hang perilously over the edge of the crevasse, connected by a natural pillar of stone. The wooden planks of the bridges look somewhat worm-eaten, and the rope has frayed in several places.

Characters can move at a normal pace across the bridges, but this puts a strain on their weathered construction. Whenever one or more characters move at normal speed across a bridge, roll a d6. On a roll of 1, a bridge breaks and flips to drop characters into the crevasse. These areas can be navigated safely by treating them as difficult terrain.

The walkways can also be damaged to make them collapse. They have AC 13, 11 hit points and vulnerability to fire damage.

B2b. Crevasse

The deep crevasse that fills this central cavern has several levels, connected by rope ladders. It has been heavily mined, and the tools of that trade lie abandoned all about. Every now and then, some mineral deposit in the walls twinkles and catches your eye.

The crevasse is sixty feet deep. It has three levels, each of which descends thirty feet.

Creatures. Scurrying around the bottom of the crevasse are six **rust monsters**. They can climb the walls without an ability check but treat the them as difficult terrain. If any of the characters are wearing metal armour or carry metal weapons, they attack with glee. If not, they pay little attention to the party.

B2c. Slag Heap

In the southwest corner of the cavern is a huge heap of slag and shattered rock. There are numerous shovels and carts around it, some half-filled with the rubble.

Creatures. Hiding amongst the rubble is a **grick**. It uses its stone camouflage to hide and can only be noticed by characters with a passive Wisdom (Perception) of 17 or higher. Should any character stray too close, the grick attacks.

B3. Storeroom

The door to this area is locked from the inside. Thiliossk has the key. Characters can open the door with a successful DC 16 Strength check or a DC 18 Dexterity check using thieves' tools. Using a strength check alerts any creatures in areas b3-7, who cannot be surprised. Tiny creatures can fit through a two-inch gap at the bottom of the door.

After dealing with the locked door, you find yourself in a room that has been cut into the rock. Resting against the walls are racks of pickaxes, sledgehammer, chisels, and other mining tools, and stacked up in the far corner are half a dozen minecarts. To the left of the door is a desk, upon which lie a number of metal ingots.

Creatures. If the characters didn't notice or stop the **swarm of cranium rats** from area b2, they are waiting in this room after having warned Thiliossk.

Treasure. There are twelve iron ingots (1gp each, 10lbs) and three gold ingots (10gp each, 10lbs) on the table beside the door. There are enough items on the racks and desk to form one set of smith's tools (20gp).

B4. Vault

A circular iron door around five feet across hangs ajar. Beyond this is a vault which seems to have been plundered. There are two long trunks on either side of the room which have been cracked open; they appear to have been rummaged through, but many items still remain.

Treasure. Inside the trunks are three sets of smith's tools (20gp each), two sets of mason's tools (10gp each) and a single set of jeweller's tools (25gp). A small velvet pouch holds six banded agates (10gp each) and four chalcedonies (50gp each).

A successful DC 18 Intelligence (Investigation) check reveals small metal shavings of adamantine (worth 50 gp) in the trunks, suggesting they were once used to store the precious metal.

B5. Secret Safe

On the far wall of area b4 is a panel of stone which slides aside to reveal a safe. Characters with a passive Wisdom (Perception) of 20 or higher notice the outline of said panel. Characters can open the panel with a successful DC 20 Intelligence (Investigation) check.

The panel of stone slides aside, revealing a small opening, around two feet across, inside of which is a wooden chest decorated with adamantine gilding.

Trap. Characters who succeed on a DC 18 Intelligence (Investigation) or Wisdom (Perception) check notice that the chest is sat on a pressure plate. The plate can be disabled with a successful DC 18 Dexterity check using thieves' tools, or by replacing the chest with an item of similar weight, discernible by looking with a DC 18 Intelligence check.

Removing the chest without disabling the pressure plate causes a steel guillotine to slam down just behind the sliding panel. Any character with body parts within the area must make a DC 20 Dexterity saving throw, taking 11 (2d10) slashing damage on a failed save or half as much on a successful one. If the check fails by 5 or more, the body part is severed (see Lingering Injuries in the *Dungeon Master's Guide*). Characters can open the guillotine to recover lost appendages with a successful DC 12 Strength check.

Treasure. The chest is locked, and the key is missing. It can be opened with a successful DC 10 Strength check or a DC 12 Dexterity check using thieves' tools. If opened with a strength check, the potions shatter and mix (see Variant: Mixing Potions in the *Dungeon Master's Guide*).

Inside the chest are two *potions of healing*, a *potion of climbing*, a *potion of diminution* and a *potion of water breathing*. It also contains a *+1 dagger* with an adamantine wyvern engraving on the blade that once belonged to a Zhentarim merchant (250gp), a *driftglobe*, a *vial of drow poison* and 231gp in assorted coins.

B6. Foreman's Office

If characters have alerted creatures to their presence here, they are attacked by two human **commoner** thralls equipped with flensing claws who come from area b7.

This room was clearly used as an office at some point but has since been converted for other purposes. Strange glass vials and jars line the shelves on the walls, filled with bodily fluids and organs. The large desk has been dragged into the centre of the room, and a human corpse lies upon. Its arms have been sliced open, and adamantine claws are being attached to the muscles and ligaments within.

Creatures. Unless **Thiliossk** (appendix B) has been alerted by the cranium rats, he is inside this chamber working on the corpse of Taman Rimewave.

Corpse. The body on the table is that of Taman Rimewave, Bern's father. If Bern sees the corpse, he is stunned for 2d4 rounds, after which time he is inconsolable, and cries for days on end. Hopefully, the characters comfort the young man, but it's clear that he will never truly recover from the shock.

Treasure. In amongst the grisly vials and jars are a number of valuable items. Four adamantine ingots (10gp each, 1lb), two amethysts (100gp each), a healer's kit, three flasks of oil and a set of alchemist's supplies. On the desk is a *survival mantle*.

B7. Living Quarters

You crack open the rickety wooden door, revealing a room filled with decaying bunkbeds and strewn with smashed crates, barrels and the like. Several of the bunk beds have chains wrapped around their bases, and buckets nearby filled with human excrement.

Creatures. Unless alerted to the character's presence, there are two human **commoner** thralls in this room who lunge at the characters as soon as they enter.

Imprisoned! If characters are captured by the thralls or Thiliossk, they are be brought here and chained to the bunkbeds around their waists. Characters can break free of the chains with a successful DC 20 Strength check.

B8. Elemental Forge

A huge adamantine grate covers the entrance to a forge. Peering through the bars you can make out the gaping maw of an enormous furnace, as well as a half dozen anvils, a well, and a large metal chest.

Runes. Characters with a passive Wisdom (Perception) of 16 or higher notice a semicircle of runes around the grate. A successful DC 16 Intelligence (Arcana) check allows a character to discern that these are runes of elemental binding. The runes can be destroyed with a casting of *dispel magic* or by attacking them with a magic weapon (no attack roll required).

Opening. The adamantine grate is attached to a pulley system on the top level of the crevasse. Two characters can use an action to activate the pulleys and raise the grate, which locks in place. Characters can use an action on a subsequent turn to release the pulleys, closing the grate again. Alternatively, a character can succeed on a DC 25 Strength check to lift the grate without using the pulleys.

Creatures. Inside the forge itself is an enslaved **fire elemental**, summoned here by the Calishite mages who once owned the mining colony. Although it is currently dormant, any who would tamper with the chest in this forge awakens its fury. It cannot leave the forge past the runes on the floor.

Treasure. The metal chest inside the forge is locked with an intricate mechanism. The complex key for this chest is missing. To open it, characters must first succeed on a DC 20 Intelligence check to align the mechanism. Next, they must succeed on a DC 20 Dexterity check using thieves' tools to unlock it. Finally, a successful DC 20 Strength check is required to open it where time has sealed it shut. Touching the chest awakens the fire elemental.

Inside the chest are a *+1 adamantine longsword*, a *mithral chain shirt*, and a *brooch of shielding*.

B9. Deep Mines

On the other side of the crevasse is a mined-out tunnel which leads ever deeper into the heart of the island. It is entirely unlit, and a tormenting whispering echoes up from its depths.

The deep mines of Berranzo are cursed by a maddening presence which drove the initial colonists mad within a few years of their settling. Although the mines were rich with ore and precious stones, the whisperings eventually sent the miners mad.

Characters who enter the deep mines quickly become disoriented. Each character must make a DC 18 Wisdom saving throw or become overwhelmed by the whispering (use the poisoned condition). If they wish to find a way out of the labyrinthine tunnels, the characters must succeed on a DC 20 Wisdom (Survival) check to escape. Each failed attempt results in the characters having to rest down in the mines, where they are subjected to the maddening presence (See General Features). In the deep mines, the DC to resist the madness is 20. Each day the characters are trapped, roll a d20. On a roll of 12 or higher, the characters are attacked by natural cave denizens, such as a **grick** or **cloaker**.

When characters finally manage to escape, there is a 50% chance they exit the mines through a natural cave in the mountainside rather than through the mine entrance.

Thiliossk's Plan

Thiliossk has been using Berranzo as a base of operations from which they can manipulate the sahuagin. They have been using the sea devils to capture local fisherfolk for thralls and food.

When the characters enter Berranzo, Thiliossk has several opportunities to become aware of their presence. Initially, they could be warned by the cranium rats. Failing this, the characters actions could warn them of their presence. Combat breaking out in areas b3-4 or b7 would alert them, as would the breaking down of doors or loud magical effects.

Depending on what level the characters are when Thiliossk discovers their presence, they enact the following plans:

- ***Levels 1-4.*** Instantly recognising that the characters are of inferior races and lacking in skills, Thiliossk attacks without a second thought. If possible, they uses their thralls (area b7) to subdue the characters before consuming their brains or capturing them and experimenting upon them.
- ***Levels 5-6.*** At higher levels, Thiliossk realises that the party is a threat to his existence. They attempt to lure the characters into the forge by commanding one of their thralls to run there. Should the characters follow, they and the other thrall drop the grate, trapping the characters.
- ***Levels 7+.*** Thiliossk knows when he's outmatched; on their own, they cannot hope to face a party of high-level adventurers in open combat. They flees into the deep mines to escape. Thankfully, their psionic powers make them immune to the maddening presence.



THE WRECK OF THE GOLDEN CROWN

Lying beneath seventy feet of water on the northern coast of Gundarlun is the wreck of the Golden Crown, a Calishite galleon used to transport precious metals from the now abandoned mine of Berranzo. It has been over a century since the wreck, and the place is known by the Gunds only as the site of a sahuagin den.

Lairing in the skeleton of this sunken ship are the sahuagin who have begun to terrorise the island. They have renounced their god Sekolah in favour of a new patron, the elder brain Zellix'Phor, who is corrupting them through their connection with the wreck in Fiskrbak. They were the first living creatures to discover the crash, and looted the destroyed vessel, discovering alien technology beyond their comprehension. Through these strange items, the Attendants of Zellix'Phor have psionically corrupted the sahuagin, bending them to their will. In the nearby ruins of Berranzo is the mind flayer Thiliossk. It has been manipulating the sahuagin, getting them to deliver captives to the site of the wreck, where it spirits them away to consume their brains or turn them into thralls.

Reaching the Wreck

From the cliffs on the north coast of Gundarlun, the wreck of the Golden Crown can just about be seen beneath the cracking waves, provided the sea has not frozen over. The main mast of the ship sticks up above the water's surface.

Characters who aim to track the sahuagin back to the wreck can easily find a group of these marauders by waiting near the site of the crash near Fiskrbak. Following the sahuagin may require successful Dexterity (Stealth) checks to avoid being noticed if following closely, or successful Wisdom (Survival) checks to follow their tracks if leaving a discrete distance. Alteratively, the characters may come across the wreck by accident whilst exploring Gundarlun, or be advised to visit by Jarl Frostgale.

To reach the wreck proper, the characters must find a way to descend beneath the waves, to a depth of seventy feet, where the skeleton of the great galleon lies. Read or paraphrase the following:

> After swimming down for some time, the murky skeleton of the wreck begins to appear. The timber of the ship is rotted and covered in seaweed and shellfish, and large chunks of the galleon have been torn away by rocks. Clearly, it was once a majestic seafaring vessel, its tall sides decorated with ornate carvings and perhaps once gilded with precious metals. Now though, the ship looks like the carcass of a fish eaten whale.
>
> As you get ever closer to the wreckage, the water begins to chill you to your bones.

Creatures. Characters with a passive Wisdom (Perception) of 15 or higher notice a patrol of four **sahuagin** led by a **sahuagin raider** (appendix B) patrolling the wreck. Should the characters fail to notice the patrol, they are surprised by them as soon as they enter the wreckage.

Underwater Environment

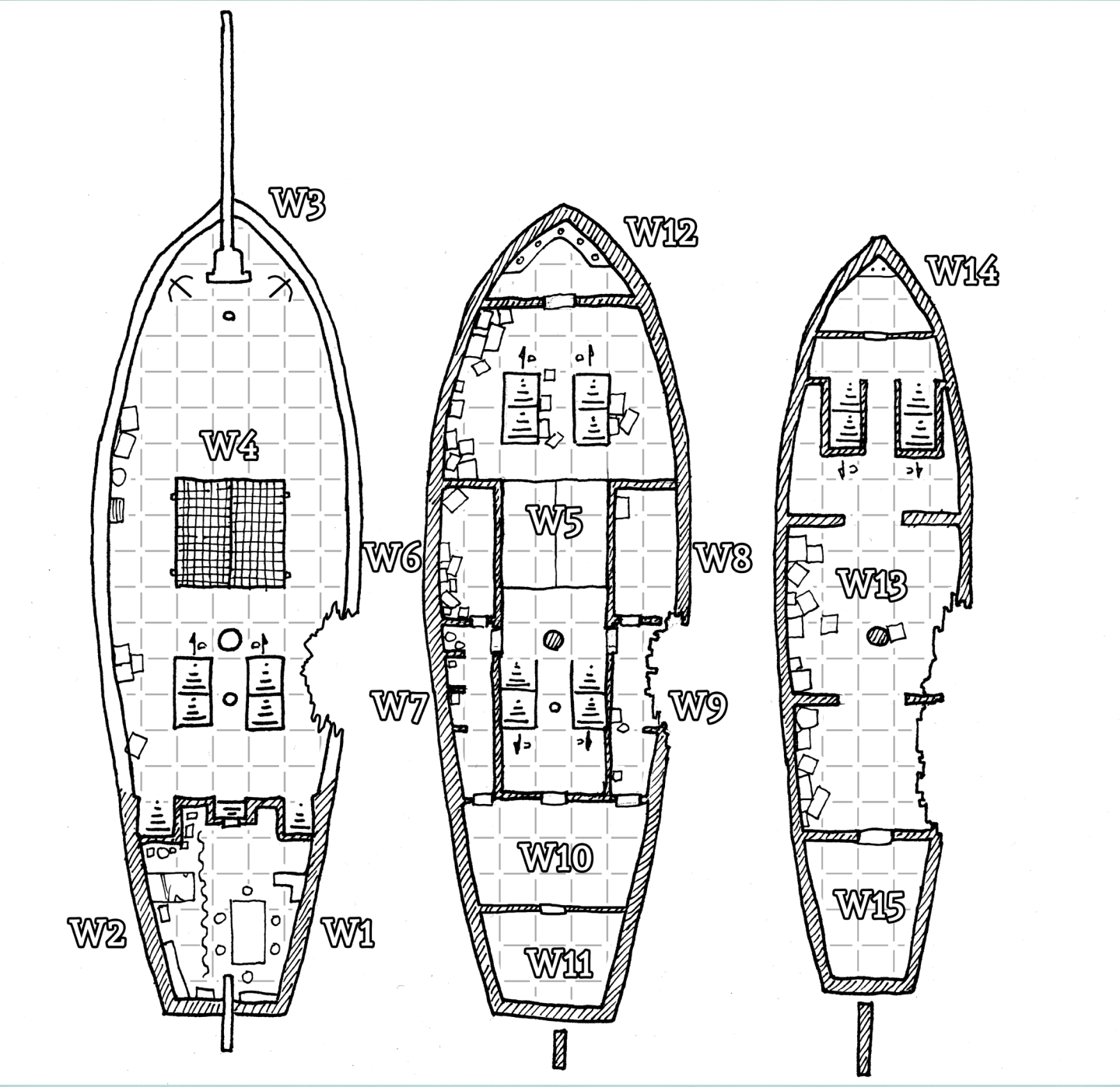
This section of the adventure takes place in the underwater wreck of the Golden Crown. Because the wreck is entirely submerged, you need to run all combat with the underwater combat rules (see *Dungeon Master's Guide*). The characters must have some way of breathing underwater to stay alive for the duration.

By the time characters reach the wreck, they should be 4th level, giving them access to spells such as *alter self*, the treasure from Gallows Grotto or Berranzo, or *potions of water breathing* brewed by Granny Saltwater. These should give them the capability to make the swim down to the wreck. The underwater excursion should take less than an hour of in-game time, so a single potion per character is enough.

If the characters find themselves here without any means to survive underwater, perhaps have them recall that some folk in Gunbarg were talking about Granny Saltwood brewing *potions of water breathing* or encourage them to pay a visit to King Olgrave, who can give them a *spell scroll* of *water breathing*.

Not only will surviving below the waves be an issue, but it is worth bearing in mind that everything in the wreck is filled with seawater and has been for over a century. Items made of organic material have rotted, chests are filled with water, metals have tarnished or rusted, and the structural integrity of the wreck is compromised. Treasure items the characters find in the wreck are worthless unless they can restore them using appropriate tools or spells.





Wreck of the Golden Crown. 1 square = 5 feet

W1. Miraz's Cabin

A rusted old chain has been wound around the handles of the doors, preventing them from opening more than a crack. A successful DC 15 Wisdom (Perception) reveals that beyond the door is a large, seemingly untouched cabin. Opening the doors requires a successful DC 20 Strength check. Alternatively, the chains can be attacked (AC 18, 10 hit points and resistance to slashing and piercing damage), as can the doors themselves (see General Features).

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

> Dim light filters in from shattered windows on the far wall, dappling what was once a lavishly decorated cabin. In the centre of the cabin is a long wooden table, with silver cutlery and candlesticks lying haphazardly atop it. On either wall are wooden desks, above which hang rotting paintings. Everything in the cabin is covered in an inch or more of sand and muck. A thick curtain covered in slimy seaweed splits the room in two.

This cabin once belonged to the wizard Hoch Miraz.

Doors. Depending on how the characters entered, the doors may be chained from the other side (see above).

Treasure. Sifting through the sand and muck, characters can find a pair of silver candlesticks (25 gp each), three

silver chalices (50 gp each) and a set of silver cutlery (10 gp). These items are tarnished and need cleaning to attain their true value. One of the paintings is rotten beyond repair, the other is a spotless portrayal a female Calishite ship's captain (750gp). A *detect magic* spell reveals an aura of abjuration that prevents it becoming dirty.

Desks. One of the desks is unlocked and is filled with dissolved parchment. The other desk is locked (the key is in area w2) but can be opened with a successful DC 16 Dexterity check using thieves' tools.

A character attempting to pick the lock triggers a magical poison needle trap. The character must make a DC 20 Constitution saving throw. On a failed save, the creature takes 14 (4d6) poison damage and is poisoned for 10 minutes. While poisoned in this way, the creature is paralysed. On a successful save, the creature takes half as much damage and isn't poisoned.

Inside is a well-preserved spyglass in a watertight but rotten leather sheath (1,000 gp), a *gem of seeing* and a rotten pouch containing 435 gp in assorted coins and a diamond worth 300 gp.

Curtain. Behind the curtain is area w2.

Golden Crown: General Features

The wreck of the Golden Crown is a centuries-old shipwreck which lies off the north coast of Gundarlun. The following features are common throughout:

Ceilings. Except where mentioned, the ceiling height below decks is six feet.

Frigid Water. The wreck of the Golden Crown follows rules for frigid water (see *Dungeon Master's Guide*). If tracking the in-game time becomes tiresome, have the characters make their Constitution saving throws after every other encounter.

Light. Outer areas of the wreck (areas w1, w3b, w4, and w5) are immersed in clear water and dimly lit by natural light. Characters in these areas can see up to 30 feet. Except where noted otherwise in the text, all other areas are unlit and submerged in dirty water. Characters in these areas can see up to 10 feet.

Portholes and Damage. The majority of rooms adjacent to an outer wall are accessible through portholes or damage to the hull. These holes are large enough for a Small creature to squeeze through. This does not apply to area w11, w12, w14 and w15.

Resting. Resting underwater in the sahuagin's lair is a risky thing to do. Each time the characters attempt to rest, roll a d20. On a roll of 5 or higher, they are found and attacked by 1d6 **sahuagin**, 2d4 **reef sharks** or a **hulking crab** (appendix B).

Rotting Timber. The wood from which the hulk is made has rotted over the years, making it relatively weak. A character can destroy a 5-foot section of wooden wall (including doors) by attacking it. The walls have AC 14 and 20 hit points.

Underwater. All areas, save w21, are submerged in seawater. The rules for underwater combat apply in submerged rooms (see *Dungeon Master's Guide*).

W2. Miraz's Quarters

A thick curtain covered with mossy seaweed splits this area from area w1.

> The coating of muck and sand does little to disguise this cabin's former splendour. A chandelier hangs from the ceiling, occasionally shedding particles of sand which glitter in the dim light. Toward the stern is a well-stocked bookshelf, the spines of the tomes green with algae. Against the hull is what must have been a bed but is mounded high with dirt and sand.

Treasure. Characters can to plunder the golden chandelier (300 gp) but it is a Large item and needs two to carry. Characters who spend ten minutes searching the bookshelf, or succeed on a DC 15 Intelligence (Investigation) check, discover Hoch Miraz's spellbook which has a granite spine and enchanted pages. It contains the spells *conjure elemental*, *stone shape* and *fabricate*.

The Miraz's spellbook has a *glyph of warding* inscribed within its cover. The glyph requires a successful DC 15 Intelligence (Investigation) check to be found. The glyph is triggered when any creature other than Hoch Miraz opens the book. The *stone shape* spell is stored within the glyph and, when triggered, causes the spine of the book to transform into manacles which clasp around the triggering creature's wrists. Whilst shackled, the creature cannot use its hands (and has its swim speed halved). The magical waves given off by the tome alert Hock Miraz who attacks.

Creatures. Characters with a passive Wisdom (Perception) of 15 or higher notice that the pile of sand atop the bed is suspiciously humanoid in shape. Beneath it is **Hoch Miraz** (appendix B). He attacks any creature that disturbs him. If he attacks, read or paraphrase the following:

> You leap back as a bloated corpse sits upright in the bed before you. It turns its head toward you, its eyes burning with rage. The corpse opens its mouth to shout, and dozens of leeches spill out.

After attacking any creatures who have stolen his possessions, Hoch flees out of the shipwreck in a rage, rushing toward Purple Rocks as fast as he can to recover his *staff of the magi*. If you desire, Hoch could appear later in the adventure at Purple Rocks where Deep Lord Ingrimarr, the head of the kraken priest Elders, has his staff.

Treasure. Characters with a passive Wisdom (Perception) of 20 or higher notice a box beneath the bed. The box is locked, the key is beneath the rotted pillows of the bed (see below). The box can be smashed open with a successful DC 12 Strength check or picked with a successful DC 14 Dexterity check using thieves' tools.

Inside is a *potion of vitality,* a *potion of greater healing* and a *potion of mind reading*.

Keys. Beneath the rotted pillows of the bed is a ring of keys. These unlock the desk in area w1 and the box below the bed. Taking these keys disturbs Hoch Miraz.

Hoch Miraz

Dead for over a century, the corpse of the Calishite wizard Hoch Miraz has been lurking in the Golden Crown since it was wrecked in a violent storm. When the ship went down, Hoch was trapped in his chambers and drowned with the ship. Because of the tragedy, Miraz's soul refused to pass into the afterlife. Since all of those who could have saved Hoch on that fateful night have already died, he remains in his watery grave, awaiting a new foe to reveal themselves to him. This has been the case for the past several decades, during which time Miraz has been driven insane by his inability to leave for the afterlife.

When the sahuagin took up occupancy in the Golden Crown, they quickly discovered that Hoch Miraz was not to be disturbed and chained up his quarters so that he would remain where he was. Before this, however, the sahuagin had managed to steal Hoch's *staff of the magi*.

If the characters disturb Miraz, he immediately attacks them without thought. If they have stolen any of his possessions, he tracks them to the ends of the earth to recover them, hoping that their deaths may free him from undeath. Once awakened, Miraz becomes aware that his staff is missing, and blames the characters. It requires a successful DC 10 Charisma (Persuasion) check to convince Miraz that the party have not got it, in which case they may find themselves with a new ally, eager to recover his lost staff.

The staff was given to Zellix'Phor, who passed it to Deep Lord Ingrimarr. Only by retrieving his staff from Ingrimarr will Hoch Miraz be allowed entrance to the afterlife, as was his destiny from the beginning of time. Unless Hoch has been brought back from the dead, he bequeaths the *staff of the magi* to one of the characters.

W3. Forecastle

The foremast towers tall over this deck at the front of the ship. Two mean-looking ballistae are mounted at the front and appear to be in good condition despite being submerged.

Creatures. There are two **sahuagin** at the forecastle arming a ballistae each, searching for intruders.

Ballistae. Despite being submerged for over a century, these weapons are perfectly functional. A creature can use this weapon to make a ranged weapon attack; +6 to hit, range 120/480ft., one target, which deals 16 (3d10) piercing damage on a hit.

Before it can be fired, a ballista must be loaded and aimed. It takes one action to load the weapon, one action to aim it and one action to fire it. When the characters first encounter the ballistae, they are already loaded and aimed. Each ballista has six heavy bolts for ammunition.

A ballista has an AC 15, 50 hit points and immunity to poison and psychic damage. The ballistae are mounted on the deck so can't be moved but rotate 360 degrees.

W4. Main Deck

The main deck of the Golden Crown is rotting and shattered. A large portion of the vessel has been torn away, revealing the decks and rooms below. The main mast of the galleon creaks with the waves, and the rigging clatters against it. Patrolling the deck are a group sahuagin wearing coral and shell armour, armed with tridents and spears. Swimming around them are a pair of large, black finned sharks.

Creatures. The deck is patrolled by four **sahuagin** led by two **sahuagin raiders**. Accompanying the sea devils are two **hunter sharks**. The sahuagin attack any intruders viciously but would rather take them captive than kill them. If the party is knocked unconscious, they wake up several hours later in area w15.

Cargo Doors. Each of these doors can be opened with a successful DC 15 Strength check.

W5. Lower Deck

You descend to a lower deck from which several doors lead out. What little light penetrates down here simply illuminates a wall of murky water.

Visibility. The characters can only see 10 feet ahead. A source of bright light, this range extends to 30 feet.

Cargo Doors. These huge doors lead to area w13. Each can be opened with a successful DC 15 Strength check.

W6. Storage

You emerge into a small storage room filled with putrefying crates and barrels. If there was ever anything of value in this room, it has been destroyed by the decaying wood.

Cramped Quarters. This room is filled with junk and disintegrating furniture. A creature without a swim speed has disadvantage on all attack rolls whilst within this area.

W7. Galley

This galley served as the kitchen for the vessel when it was seaworthy. It has since badly decayed to its current state. As you briefly look around, a long, thick tentacle emerges from one of the decomposing cabinets and strikes out toward you.

Cramped Quarters. This room is filled with junk and disintegrating furniture. A creature without a swim speed has disadvantage on all attack rolls whilst within this area.

Creatures. This room harbours a **giant octopus** that attacks intruders.

W8. Eel's Hollow

This room is piled high with rocks, on which seaweed and corals have grown. There is hardly any space to move inside the chamber.

Cramped Quarters. This room is filled with junk and disintegrating furniture. A creature without a swim speed has disadvantage on all attack rolls whilst within this area.

Creatures. A **giant lightning eel** (appendix B) has made this room its lair. It can be noticed by characters with a passive Wisdom (Perception) of 15 or higher. Otherwise, it surprises the characters with its Discharge attack.

Treasure. Characters who succeed on a DC 16 Intelligence (Investigation) check notice that there are dozens of metal ingots underneath all the seaweed and rocks. Many of these have become too degraded to be worth anything, but there are a six gold ingots (10gp each) and eight adamantine ingots (10gp each) that could be salvaged.

W9. Armoury

Despite the gaping hole in the side of this room, several weapon racks remain intact. Strapped to these with seaweed ropes are dozens of weapons; spears, tridents, and javelins all made from strange materials like bone, coral and salvaged wood.

Treasure. The racks hold six daggers, twelve darts, three javelins, a net, two shortswords, two spears, and a trident.

W10. Sahuagin Quarter's

Although currently empty, this room is clearly used by the sahuagin to rest. The floor is covered with mats of fibrous seaweed, and a coral trunk of belongings is stored against the far wall.

Treasure. The coral trunk contains pieces of seashell and rusted iron armour not currently in use by the sahuagin. Characters with proficiency in smith's tools can attempt a DC 16 Dexterity or Intelligence check to cobble together a breastplate from the items. At the bottom of the trunk are three pearls and coral necklaces (50gp each) and two idols carved from whalebone (15gp each).

W11. Baron's Quarter's

The door to the baron's quarters is actually a **mimic** with a swim speed of 15 ft. and the Water Breathing trait. All of the sahuagin and their allies know the door's true nature, but Kharg tolerates its presence as a deterrent to intruders. They know that feeding it a fish causes it to move and leave the doorframe empty. If a character touches the door, read or paraphrase the following:

You reach out for the door and find your hand is stuck to the rotting wood. Before your eyes the door seems to transform, unfolding tentacles from the decaying timber and opening a huge, fanged maw around your outstretched arm.

Once the characters enter the room, read or paraphrase the following:

You emerge into a cabin at the rear of the ship that is adorned with the skulls of various beasts and humanoids. In the centre of the chamber is chunk of decaying wood, which has been carved into the figure of some indescribable alien horror. Your minds yield up simultaneous images of a humanoid octopus, a tentacled beast of the depths, and a monstrous brain.

Creatures. Unless he has joined a fight in area w13, Kharg the **sahuagin baron** is lingering in this room, sculpting away in a frenzy at the decaying mast. His four, muscular arms work at great speed upon the carving, and his eyes are blacker than the endless ocean depths.

Treasure. Kharg has a ring of keys attached to his coral belt that open the door to area w12, and the chests in area w12 and w15.

W12. Treasure Room

The door to this room is locked, and the doors reinforced with steel bars. The door can be broken down with a successful DC 20 Strength check or picked with a successful DC 18 Dexterity check using thieves' tools. The door has AC 18, and 20 hit points. It can be unlocked with a key held by Kharg (area w11). When cahracters enter, read or paraphrase the following:

This room, devoid of the slime and muck that covers much of the wreck, houses five chests. Three of these are clearly ancient and have become covered with seaweed and shellfish, the remaining two are made from coral, and are not native to the wreck. Swarming around the chamber is a shoal of red-bellied fish with gaping jaws filled with razor-sharp teeth.

Creatures. The sahuagin have enticed a **swarm of quippers** to remain in this room by feeding them regularly. The fish attack any non-sahuagin that enters.

Treasure. The three ancient wooden chests were once locked, but the mechanisms have rusted away. Inside the first are three *potions of healing*, two *potions of greater healing* and a *potion of animal friendship*. The second contains a wealth of tarnished coins; 1,400 cp, 190 sp and 30 gp. These must be cleaned before use. The third contains a suit of *leather mariner's armour* belonging to the long-dead captain of the ship, and a *cube of force* belonging to Hoch Miraz. The cube is broken but can be repaired by a spellcaster. The repair costs 500 gp.

The coral chests are both locked with mechanisms that are hard to decipher. Opening them requires a key (held by Kharg in area w11) that resembles a shark's jaw. Characters can solve this with a successful DC 14 Intelligence check, and can use a shark jaw to open the chests with a successful DC 20 Dexterity (Sleight of Hand) check.

Inside the first chest are thirteen assorted medallions and amulets (5 gp each) of a divine nature, representing a

diverse section of the Pantheon of the Forgotten Realms. In with the holy symbols are three small gold bracelets bearing dwarven motifs (25 gp each), a rotten bag of engraved bone dice (30 gp), and a gold ewer covered in elvish lettering (100 gp). The second chest is filled with rotting hands; grisly trophies taken from the captains of plundered ships.

W13. Hold

Guarding this deck of the ship are three shark-like creatures with humanoid torsos and long, muscular fishtails. They are covered with spiny fins and have deadly looking claws. Each carries a harpoon made of ivory. Several rotting crates and barrels on this level denote it as the cargo deck.

Creatures. This deck is guarded by three **merrow**, who are in league with the sahuagin and have been corrupted by the psionic influence of Zellix'Phor. They attack intruders on sight. If they begin to lose the fight, one attempts to flee to area w11 to get the attention of Kharg. In the second round of the fight, on initiative 20, two **hunter sharks** swim in from outside the wreck and attack the characters.

W14. Desecrated Shrine

You make your way to the front of the ship and enter a strange room. It is clearly an altar or shrine to some deity but has been recently vandalized. On the walls you can make out carvings of sharks, but they have all been scratched over, destroying the crude workmanship that went into them. Hundreds of fractured pieces of coral lie underfoot, but you make out here and there the odd chunk that resembles a fin.

Sitting pride of place atop a plinth of coral and whalebone is a shield, with a single eye in the middle. As you observe it, you get the feeling that it's looking back. Slowly, it blinks.

This room was once a shrine to Sekolah, the shark god of the sahuagin. When the illithid nautiloid crash-landed nearby, the sahuagin swarmed to the site, to plunder it for treasures. They discovered little beside scraps of metal, save for a single *shield of far sight*. This otherworldly item was created by Luzgrigaul, one of the attendants of Zellix'Phor.

Through the shield, Luzgrigaul has been communicating with the sahuagin, using a weaker version of their mind blast. Now that some time has passed, Luzgrigaul has managed to convince the sea devils to renounce their God, instead obeying the commands of Zellix'Phor. The weak-minded creatures have no idea they've been manipulated, but believe they are capturing food for a more powerful god.

Treasure. Unfortunately, most of the treasures in this room have been destroyed. The characters could take the *shield of far sight*, but Kharg does anything to get it back. Depending on what you think would be more fun, the shield could help the characters defeat the sahuagin, and instead begin to manipulate the party.

W15. Prisoner's Hold

Some strange magic is keeping this room filled with air, like a giant bubble. Within the dank, sandy chamber are four prisoners, bound in ropes and lying half-unconscious on the floor.

Stones. Scattered around the circumference of the room are six stones, each with an arcane rune scrawled upon the surface. These runes keep a permanent refreshing bubble of air within their boundaries, preventing the prisoners from drowning.

The stones can be found with a successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check. Should a creature want to break the runes' magic, they can do so with a successful DC 20 Intelligence (Arcana) check or *dispel magic* spell. The stones temporarily cease to function if moved more than twenty feet away from each other, but resume their effect when in range.

Prisoners. Trapped in the room are four prisoners, all of whom are too disoriented or injured to form coherent sentences without healing, or a successful DC 10 Wisdom (Medicine) check. They are bound in ropes, but can be shut free with an action using an edged weapon. The captives are as follows:

- *Westra Rimewave* (LG female Illuskan human **commoner**). Westra is a fisherwoman from Fiskrbak; wife to Taman and mother to Bern. She was captured off the coast of Gundarlun whilst fishing with her family.
- *Kwa'Efe Yolako* (NG male Chultan human **bard**). Kwa'efe came to the Sword Coast with a party of adventurers in search for a cure to a strange affliction plaguing his homeland. After losing his friends in a fight with a hoard of undead, Kwa'Efe took to the seas to explore this new land and write songs of happier times.
- *Tharilea Nailo* (CG female sun elf **druid**). Tharilea was engaged on a solo voyage around the Island Kingdoms, the aim of which was to map the coastlines of said islands in more detail. She was captured whilst surveying Gundarlun from their keelboat. Tharilea is a member of the Emerald Enclave, who are concerned about the wildlife of the Gundarlun being warped by something alien.
- *Luth 'Hubris' Gurdman* (LG male Illuskan human **bandit**). Luth was a pirate aboard a ship named The Stormfast. The crew were visiting Gundarlun for a few days to restock supplies. After a few ales at The Crow's Nest Tavern, Luth attempted to row out to a rock way offshore to win 3gp in a wager. Being slightly inebriated at the time, Luth capsized, and woke up here.

Treasure. There is a locked wooden chest in this room that contains the belongings of the prisoners. Kharg has the key. Characters can open the chest with a successful DC 16 Strength check or a successful DC 12 Dexterity check using

thieves' tools. Kwa'Efe tries to stop the characters opening it with brute force, as he's worried his mbira (a Chultan instrument) will be damaged.

As well as the prisoners' gear, the chest contains a bundle of parchments and scrolls that are scrawled on in a nearly indecipherable fashion. One piece of parchment sticks out as it has a map of the Sword Coast scrawled upon it (appendix E). The cities of Neverwinter, Waterdeep and Baldur's Gate have been blotted out with black ink, the city of Waterdeep is circled. Characters with the pirate or sailor background know that a map such as this signifies that a pirate attack will be carried out on those locations.

Character Advancement

Characters gain levels in this chapter by completing the goals summarised below:

- Characters who defeat the pirates in the bay of Neverwinter advance to 2nd level.
- Characters who travel to Gundbarg on The Voyage and survive the random encounters on the way advance to 3rd level.
- Characters who deal with the sahuagin raiding party and discover the site of the crash in Fiskrbak advance to 4th level.
- Characters who survive the horrors of Wreck of the Golden Crown and uncover the pirate map advance to 5th level.

The characters should be 5th level by the time they reach Neverwinter, Waterdeep or Baldur's Gate as described in chapter 2.

Development

Hopefully, characters managed to free the prisoners of the sahuagin in this chapter, and thus discovered the strange map of the Sword Coast in with the character's belongings. Although they do not yet know the meaning of this ominous map, they might link it to the strange desecration of the Shrine to Sekolah aboard the Golden Crown, and even back to the site of the nautiloid crash. This map should prompt them to journey back to the Sword Coast, where they uncover a planned series of pirate attacks upon major cities of the Sword Coast.

The characters should have the chance to report back to Jarl Frostgale and King Redaxe before leaving Gundarlun. If they manage to take back the head of Kharg the sahuagin baron, Jarl Frostgale throws a feast in their honour and rewards them with 500gp. He also humbles himself by acknowledging that perhaps the Lord's Alliance does have some good agents within their ranks. Similarly, King Olgrave rewards the characters with a feast and the pick of any longship from the Kingsfleet, along with a crew of forty **berserkers** to man it. He asks that the characters tell him the tale of their adventure and that they also extend his thanks to Lord Neverember.

Once the characters are happy to leave Gundarlun, have Captain Greysail offer to take them back to Neverwinter on The Voyage.



CHAPTER 2: THE BLACK ARMADA

Three cities along the Sword Coast come under attack by the Black Armada; a pirate fleet commanded by Sea King Tentrix. Depending on your campaign, you can choose to run one or more of the city attacks. The possible locations are Baldur's Gate, Neverwinter, and Waterdeep. This chapter includes a map and a detailed overview of each settlement. In each instance, the attacking pirates have a specific goal.

If the characters help defend the location(s) against the pirate raid and succeed in defeating or driving off the attackers, the characters are rewarded with information that leads them to Sea King Tentrix, commander of the Black Armada. Be warned: some of these encounters are designed to test the party's leadership and tactical skills, and characters who don't exercise some degree of caution will likely perish.

RUNNING A SHIP

As well as running their own characters during this chapter, characters have the chance to captain their own ship. They may have already acquired a longship from King Olgrave Redaxe of Gundarlun, may purchase or commandeer one from the settlements, or take over the role of Captain Greysail to command The Voyage. If the characters decide to look for a new ship, use the examples in appendix D of ships, crew, and cargo. That appendix also contains some rules for customising a ship, such as increasing its speed, adding weapons or space for additional passengers.

This chapter contains the potential for lots of naval combat. Because of this, you need to note the type of ship the characters are using, it's speed, required crew, AC, HP, and damage threshold. These statistics can be found in the *Dungeon Master's Guide, Ghosts of Saltmarsh* or in appendix D.





BALDUR'S GATE

Built on the bay of the River Chionthar on the Sea of Swords is the bustling city of Baldur's Gate, a flourishing harbour city home to tens of thousands and an ideal location for trading goods from locations to the west in the Sea of Swords, inland up the river, and along the coast.

The city is split into three sections, the Upper City, Lower City, and Outer City. The upper city stands atop a great hill and is filled with the noble families of the patriars – the ruling class. Many of these families have wealthy merchants within their ranks, and they control the trade in the city.

The Lower City backs onto the Gray Harbour, filled with the honest Baldurians who keep the city functioning. Order here is maintained by the Flaming Fist mercenary company, headed by the Grand Duke Ulder Ravengard. Despite the vigilance of the company, plenty of underhanded deals are done by various gangs, all under the auspices of the mysterious Guild, in the damp, fog-filled streets. The Lower City is divided from the Upper not only by wealth and class but by a formidable wall.

The Outer City is filled with those too poor to afford homes within Baldur's Gate, and the businesses considered too noisy or foul to operate inside, such as tanneries and smithies. A walled district known as Little Calimshan is home to the Calishite people from the south, and numerous other districts have sprung up, divided by walls.

BALDUR'S GATE LOCATIONS

The following locations are identified on the Baldur's Gate map.

B1. Commerce Bay

The main entrance to the city is via Commerce Bay, also known as the Gray Harbour. This busy dock opens onto the River Chionthar. The Harbourmaster, Malark Tallship (LN male Tethyrian **commoner**) resides in a small shack near the piers, where each visiting vessel should make themselves known. The harbour is typically closed after sunset, after which no ships are permitted to moor.

Malark is a grumpy old bloke, with a wide, balding head and salt and pepper stubble. Although he officially takes note of any ship that moors in the harbour, characters who succeed on a DC 15 Charisma (Persuasion) check can bribe him with 5gp to have him 'misinterpret' the reason for their stay.

Dozens of ships of all varieties are docked here, some of which can be purchased from Malark. Although the majority are merchant vessels, come to trade goods from far off realms, there are a few which belong to various factions, such as the Lord's Alliance, or the Flaming Fists.

The docks are patrolled night and day by five troops of five Flaming Fist **guards**, who discourage any criminal activity which might occur.

Development. If the characters take time to talk to Malark, he reveals that a gang of shady folk have been snooping around the dock late at night recently. He thinks they might have stowed a rowboat somewhere nearby, but can't find it. When Malark asked around, some local sailors told him the creeps have been seen around The Blushing Mermaid, a tavern of ill repute.

B2. Seatower of Balduran

Named after Balduran the legendary seafaring explorer and founder of Baldur's Gate, this naval fortification is located on a rocky island in the middle of the bay of the city. The Seatower has a full armoury accessible by members of the Flaming Fist, and half a dozen mangonels to combat invasions by hostile ships. This barracks is also equipped with an enormous chain that can be wound up from beneath the waves, which stretches from the outermost wharf on the east side to bar the harbour to invaders.

If the characters have met with Grand Duke Ravengard, they can get access to the tower, which may help them defend against the inevitable pirate attack.

B3. Outer Gates

Baldur's Gate has five iron-banded portcullises which provide access to the city from the mainland. These portcullises are mostly open during the day, allowing merchants into and out of the city. Those on the northern side lead to the Upper City and are well guarded, and only allow higher class citizens to enter, distinguishable by papers of identification. Those on the eastern side lead to the Lower City and let in more of the rabble. During the night, the portcullises are closed, preventing anyone from entering or leaving without providing papers pertaining to their business. Portcullises are manned day and night by four Flaming Fist **guards**.

B4. Elfsong Tavern

The Elfsong Tavern is one of the best-known inns in Baldur's Gate, located in the east of the Lower City. The two-story building is large and elegantly built, with a slate roof and wooden walls. Inside, the tavern is stocked with hardwood furniture and several dark booths, some of which have been scarred by blades. Many of the tables are cordoned off with hanging tapestries which provide privacy to the customers. The inn is bathed in blue light from numerous *driftglobes* which float around the ceiling. The most notable features of the tavern are the stuffed baby beholder behind the bar and the unmistakable ghostly elven song which can be heard periodically throughout.

The bar is run by Alan Alyth (N male half-elf **bandit**), who also operates an unofficial bank for those who might inexplicably find themselves with a great deal of coin. Alan is flirtatious and charming to all and a great salesman.

Characters can buy all manner of drinks and food here, including the famous stew that so many Baldurians seem to love. Meals and rooms range from Modest to Wealthy.

The Elfsong Tavern is not only a lure for adventurers but also to those on the wrong side of the law, who might be in need of the Alyth banking service. For this reason, the Elfsong Tavern is one of the possible locations that the characters might bump into Captain Callous. This service is an open secret and allows potentially dangerous or illicit goods to be stored beneath the tavern, no questions asked. The fee for storage is 1gp a day.

B5. Counting House

The centre of trade and business in Baldur's Gate, the Counting House is the best place to exchange, buy and sell goods acquired on trading ventures out at sea. Here, characters can find a wide variety of folk who are eager to get their hands on new and interesting goods. The characters can purchase anything from the list of Adventuring Gear, Weapons and Armour tables in the *Player's Handbook* here.

Development. If characters find themselves in need of some quick coin, they can visit a moneylender along the waterfront, who can give them a loan of up to 10,000gp. In exchange for this, they must return the money and an interest payment of 10 percent within a tenday. One such moneylender goes by the name of Selacia Cradano (LE female Turami human **master thief**). Selacia is a member of the Zhentarim and loans the money without interest to other members of the Black Network. If the characters fail to repay the loan shark, she sends a group of eight Zhentarim **bandits** after them, led by Tarhun Kimbatuul (NE male black dragonborn **veteran**).

B6. Water Queen's House

One of the most important temples in all of Baldur's Gate, the Water Queen's house is a shrine to Umberlee; The Bitch Mother, goddess of the sea. Throughout the day merchants and ship captains come to the temple to beg the Wavemother for mercy, praying desperately that their vessels of precious cargo make it to their destinations. The Queen of the Depths is worshipped not out of love, but of fear. Donations to Umberlee are often highly valuable, such as gemstones and treasures, that have already survived a journey across the high seas.

The current Storm Priestess of the temple is Lureene Farfog (LN female Tethyrian **priest** with one 4th level spell slot), who is aided by eight **acolytes**. Lureene wears a thick chain around her neck, from which hangs the preserved hand of a drowned sailor. The temple itself is reminiscent of a ship's prow, made of wooden planks which rise to a point. Inside, the altars are covered with lit candles and treasures.

Development. If the party visit the Storm Priestess for her council, she first demands that they make an offering to Umberlee. If the characters offer a donation worth 50gp or less, Lureene casts the *augury* spell for the characters. If their donation surpasses 50gp, she instead casts *divination*. After the spell is cast, the sound of whirling gulls and crashing waves fills the temple, and it seems to roll from side to side as if thrown around a stormy sea. A booming woman's voice fills the shrine;

Black sails, black ships, black souls.
For Baldur's Gate the bell doth toll.
A grasping arm beneath the waves,
Doth send a pirate fleet this way,
Arriving soon, one night, one day.

This message should be enough to warn the characters that the pirate attack is imminent and will occur the

following night. This should give them enough time to warn Grand Duke Ravengard (if they haven't already) and come up with a strategy for the cities defence.

If the characters give a donation worth 100gp or more, they receive the blessings of the Wavemother in full. In the next naval combat they encounter, they find that the ocean seems to assist their every action; the characters are under the effects of the *bless* spell for 3 rounds.

B7. High House of Wonders

This temple is filled with unique and somewhat dangerous inventions and was constructed in honour of Gond, the Wonderbringer, god of artifice, craft, and construction. The temple is oft visited by ship makers, smiths, engineers, and inventors. The High House of Wonders is connected to the Hall of Wonders, a museum filled with craft and design from centuries past.

The temple is run by High Artificer Zook 'Cogspitter' Ningel (LG male rock gnome **priest**), an elderly, musty old gnome who is continually followed by scribes armed with long feather quills and tomes. Occasionally, Cogspitter randomly spurts out an idea in the middle of a conversation, causing a wave of scribbling to flutter across the scribes. Cogspitter wears a slightly oversized saffron robe and a belt of heavy linked metal medallions. His nickname was earned thanks to his habit of storing stray cogs in his cheeks and spitting them at unruly scribes.

Development. If the characters ask the High Artificer for assistance, he can repair their ship quickly (using the *mending* spell) or direct them to the best craftspeople in the city. He frequently suggests that they visit the Hall of Wonders, wherein they may find inspiration for weaponry, defensive mechanisms or the like.

Characters who take the time to visit the museum quickly realise they could become lost in there for days at a time, the place is filled with endless glass cabinets of cogs, sprockets, tinker toys and bizarre mechanisms. Characters who succeed on a DC 15 Intelligence check whilst searching through the list of displays notice one that may help them, the *apparatus of kwalish*. Characters can request use of the apparatus in the harbour of Baldur's Gate to help them fend off the pirate attack, but it requires a successful DC 20 Charisma (Persuasion) check. The check can be made with advantage if a donation of 100gp or more is given up. Alternatively, if the characters have salvaged any alien technology from the site of the crash on Gundarlun, they automatically succeed on the check by donating that instead. The apparatus must not leave Baldur's Gate. If it does, the full force of the Flaming Fists is sent to track it down.

B8. The High Hall

The High Hall is the palace of the Grand Dukes in the Upper City. Also known as the Duchal Palace, it is currently the residence and workplace of Grand Duke Ulder Ravengard (LG male Tethyrian human **knight**). Characters may wish to speak to the Grand Duke on behalf of the Lord's Alliance, to inform him about the possible pirate attack soon to take place. Although the Grand Duke struggles to believe that any pirate fleet would be so bold as to attack a large city like Baldur's Gate, he suggests that they visit the Water Queen's House to consult with the Storm Priestess there.

If characters return with more information about the pirate attack, the Grand Duke can mobilise his limited fleet of Flaming Fist ships and make ready the Seatower of Balduran in preparation.

B9. Three Old Kegs

The Three Old Kegs is widely regarded as one of the best inns in Faerûn. The tavern is furnished with lavish, plush booths and gaming tables, and the walls are decorated with trophy heads from exotic creatures, paintings of the previous dukes of the city, and thick tapestries from a variety of different cultures. Although the inn does not provide meals, it has a vast wine cellar filled with bottles of the finest vintages (25gp a bottle), which come with a dark, nutty malt bread. The upper floor contains a large selection of gaming tables for some low-risk gambling for patriars.

The Kegs is run by the Bellowglyn family, who have historically served as noble guards. The current owner is Mirian Bellowglyn (LG female Tethyrian human **veteran**). The Bellowglyn's pride themselves on cultivating distinguished patronage, and do not tolerate rowdiness. Characters here can buy themselves a fine bottle of wine, or a room for the night. Rooms are wealthy or aristocratic.

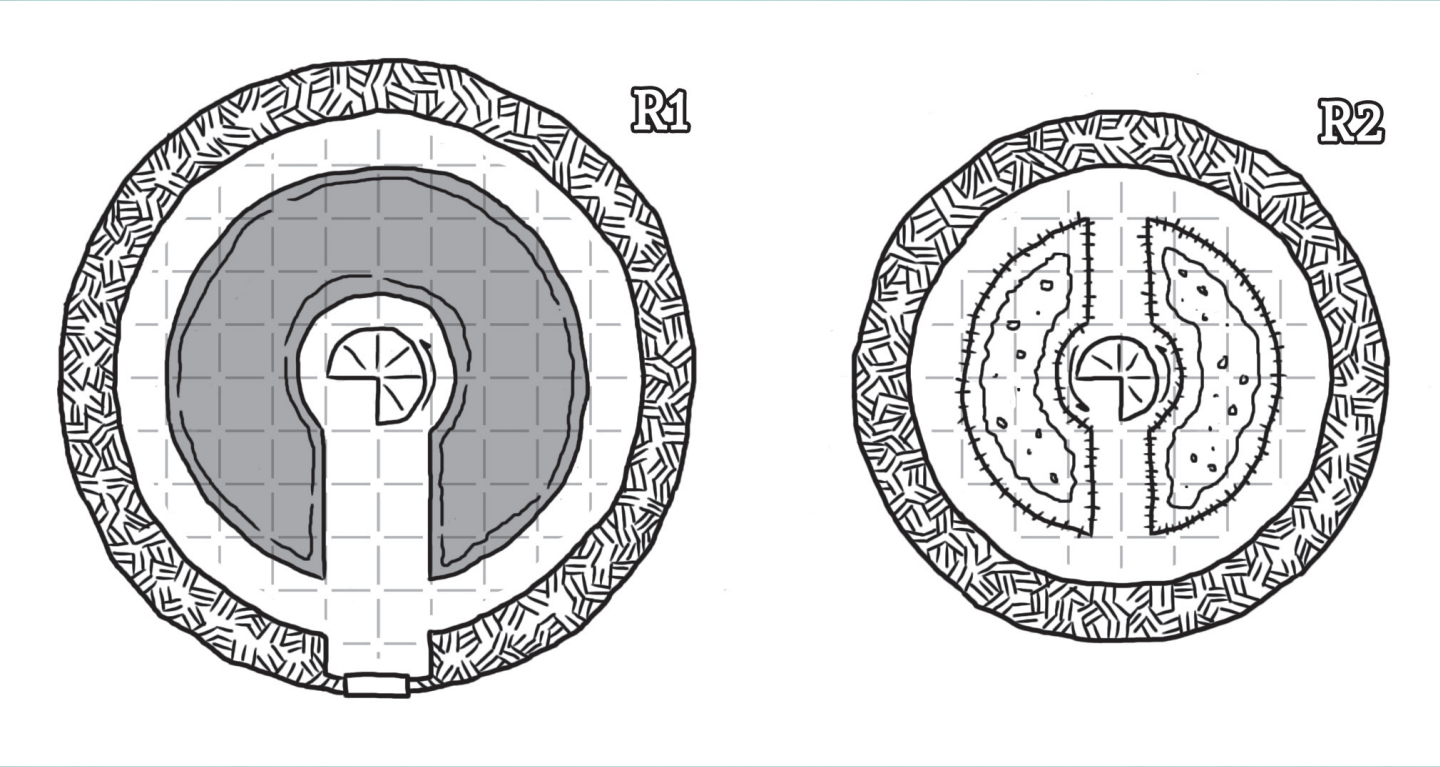
Development. If the characters visit the inn before the attack, Ramazith Flamesinger is at the bar. Clearly drunk, he's rambling on to Mirian about how people are following him around town and watching his tower. He claims that no one believes him, but one of them has a pet octopus. Mirian has had just about enough and tells Ramazith to go home. As he stumbles out of The Kegs, he might fall or barge into the characters, giving them an excuse to ask more about his tale or escort him home.

B10. Ramazith's Tower

This spiralling blue and red tower, four-storeys tall, looks somewhat like a lighthouse. The tower can be found in the north of the Upper City, which tower belongs to Ramazith Flamesinger, a sage over a century old whose expertise lies in marine life. Although Ramazith is a font of knowledge, he is a notorious womanizer despite his age, and greedy as they get. He is often paid visits by sea captains who bring him treasures collected on their travels for information about where to find the best fish. Characters are unlikely to be admitted entrance to the tower unless they have an exotic gift with which to tempt the materialistic mage.

Ramazith has recently discovered a community of military merrow near Aulmyr that are willing to serve as a mercenaries for any willing to pay. Evidence of this can be found on his desk in his bedroom. Zellix'Phor wants the mercenaries, and assumes correctly that by kidnapping Ramazith it will be able to recruit them.

Characters with a passive Wisdom (Perception) of 15 or higher notice two hooded figures watching the tower from



Ramazith's Tower. 1 square = 5 feet

across the street. If the characters move in their direction, the quickly disappear into the shadows. These are Kraken Society operatives spying on Ramazith.

Development. When the pirates attack Baldur's Gate, a group of Kraken Society cultists led by Deep Lord Yartra Kethron (four **cultists**, Yartra (**warlock of the great old one**), her **octopus** familiar and two **bandit captains**) storm the tower looking to capture Ramazith.

As soon as Ramazith hears his tower being broken into, he flees to area r4 and locks himself in. He blindly attacks anyone who comes into the study, requiring a DC 15 Charisma (Persuasion) check to calm him down.

R1. Antechamber

You enter the strange tower and find that the antechamber is filled almost entirely by a huge saltwater tank stocked with corals and seaweeds. Swimming around the aquarium are a dozen ray-like creatures. Their eyes gleam with a sinister intelligence.

Creatures. In the tank are twelve **ixitxachitl** (appendix B). They are aware of any intruders that enter the tower and don't hesitate to attack. They attack by leaping from the water, spanning the gap between the tank walls and making a bite attacks as they do so. This causes them to provoke opportunity attacks. They may attempt to shove creatures that don't look particularly strong or agile, causing them to fall into the tank and be swarmed by the rays.

Tank. The tank is enormous but shallow, its glass walls reach a height of 3 feet. It is open topped, allowing the ixitxatchitl to launch themselves out of the water.

Development. If the Kraken Society are already here, six of the ixitxatchitl lie dead on the floor and two of the cultists float face down in the tank, being fed upon by the creatures.

R2. Magical Grove

You ascend the spiralling staircase to the first floor of the tower. This room has been split into two fenced off groves, filled with wildflowers, shrubs, and a single birch tree.

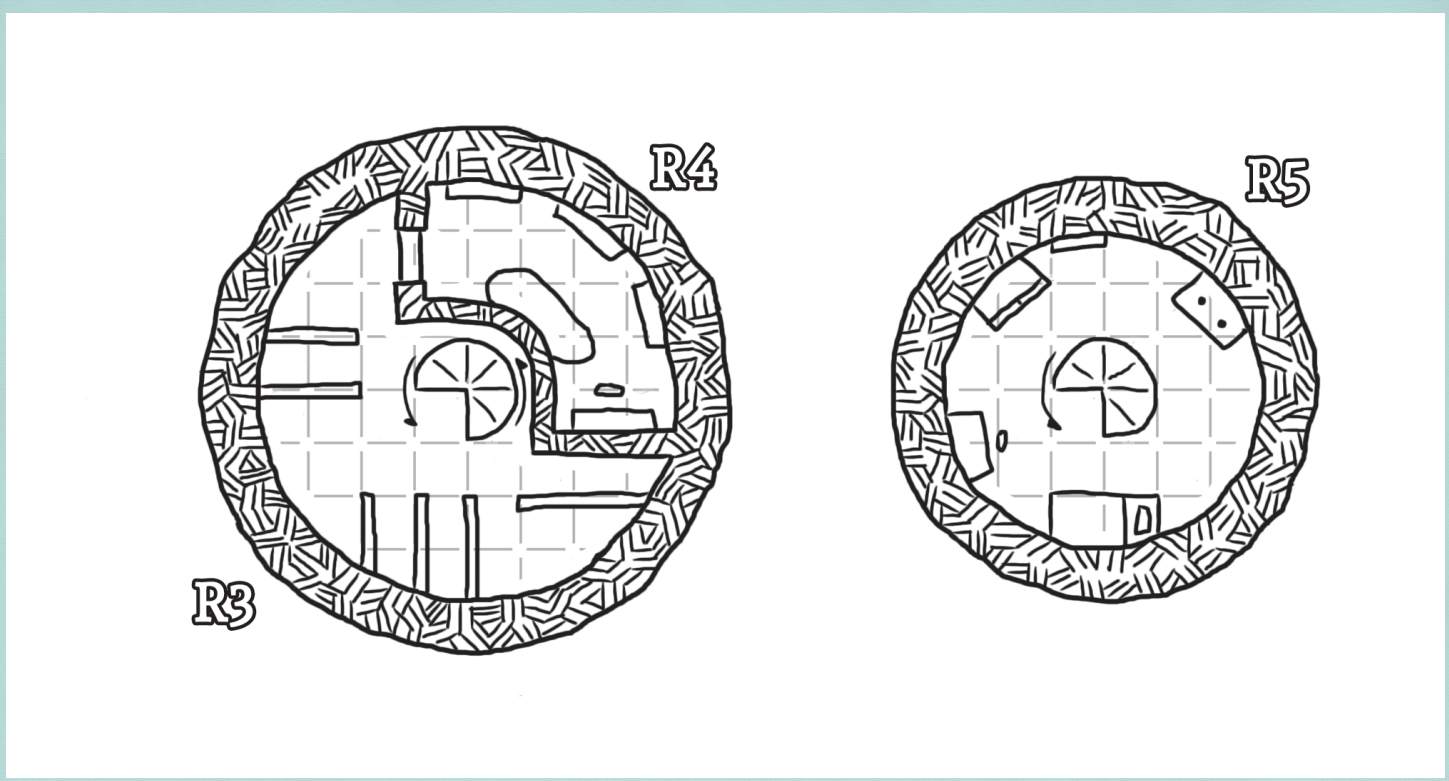
Creatures. Characters with a passive Wisdom (Perception) of 18 or higher notice strange runes inscribed on the bark of the birch tree. A successful DC 15 Intelligence (Arcana) check reveals that these runes serve to animate the tree should any intruders enter the room or try to ascend the stair. Unless the characters cast *dispel magic* on the runes, the birch becomes an **animated tree** and attacks. If the characters left ixitxatchitl alive on the floor below, the tree tries to throw the characters down the stairs into the tank.

Development. If the Kraken Society are already here, one of the **bandit captains** is fighting the animated tree. Both are at half hit points.

R3. Library

Climbing ever higher into the tower, you locate a library filled with polished mahogany bookshelves. Quickly scanning the books, you notice that most of them are about marine wildlife and ecology, with titles such as 'Ramazith's Compendium of Marine Monsters', 'The Ocean Deep' and 'What is a Whale?'.

Creatures. Characters with a passive Wisdom (Perception) of 12 or higher notice the sound of ruffling parchment as they move toward the door to area r4. If the characters continue to advance, a **swarm of spellbooks** (appendix B) flies off the shelf and attacks. Ramazith has



Ramazith's Tower. 1 square = 5 feet

stored the *confusion* spell in the swarm, which it casts on the first turn of combat.

Treasure. After defeating the swarm of spellbooks, there are only a few valuable tomes left in the library. There are six books filled with marine knowledge (25gp each), a scrimshawed whalebone scroll case (25gp) containing two *spell scrolls* (*animate objects* and *awaken*).

Development. If the Kraken Society are already here, the body of a cultist lies on the floor, surrounded by torn up books – the remnants of a previous swarm of spellbooks.

R4. Study

This door is locked. The key is in Ramazith's pocket. The door is warded with an *arcane lock* spell. The lock can be picked with a successful DC 28 Dexterity check using thieves' tools, or a successful DC 25 Strength check. Casting *knock* on the door reduces the check DCs by 10.

> You enter into a study adorned with cabinets of ancient fossilised creatures and dried out marine specimens. Suddenly, you notice a white-haired man with wild eyes and brightly glowing hands standing just around the corner. He screams out incredulously.
>
> "You dare enter the tower of Ramazith Flamesinger?!"

Creatures. In this room is **Ramazith Flamesinger** (appendix B) the deranged owner of the tower. Unless characters can calm him down with a successful DC 15 Charisma (Persuasion) check, he continues to attack the closest intruder with ire. Despite the wealth of flammable material in the study, he is not shy with his fireballs.

Treasure. As well as Ramazith's *pearl of power* necklace and *ring of protection*, the study is filled with other treasures. The specimens stored in the cabinets are worth 5,000gp, although they are instantly recognisable locally as Ramazith's collection, which might land the characters in hot water.

Atop Ramazith's desk is his spellbook, which contains the following spells: *acid splash*, *mage hand*, *prestidigitation*, *shape water*, *detect magic*, *mage armour*, *magic missile*, *shield*, *alter self*, *misty step*, *counterspell*, *tidal wave*, *wall of water*, *control water*, *watery sphere*, and *cone of cold*.

Inside the desk are three *potions of greater healing*, a *potion of water breathing*, and a *+1 sickle* decorated with mother of pearl and a seashell motif.

Development. If the Kraken Society are already here, Yartra (**warlock of the great old one**), a **cultist** and a **bandit captain** are in the process of clamping Ramazith with *dimensional shackles* having already smashed down the door. Everyone has half their hit points.

R5. Bedroom

> The tower culminates with a rooftop bedroom. A large window in the roof allows light into the chamber, illuminating the expensive furniture within. The chamber has been kitted out with a plush double bed, a mahogany wardrobe and dresser, a marble-topped writing desk and a small shrine.

Creatures. Characters with a passive Wisdom (Perception) of 12 or higher notice Gust, Ramazith's pet osprey (use **eagle** statistics), perched up in the rafters. Any character that disturbs the shrine is attacked by the bird.

Shrine. A successful DC 12 Intelligence (Religion) check reveals the shrine to be devoted to Umberlee. Atop it are a variety of corals and shells (15gp), as well as a necklace of small pink pearls (2,500gp) and three larger lustrous white pearls (100gp each). Taking these from the shrine removes any blessing Umberlee may have bestowed upon the characters (see "Water Queen's House").

Treasure. There are six sets of fine clothes (15gp each)

in the wardrobe, as well as fishing tackle (1gp). Atop the desk is a writing set gilded with gold and inlaid with small aquamarines (100gp).

Development

If the characters save Ramazith from his ghastly fate, he rewards them with the *potions of greater healing* and *+1 sickle* from area r4 (unless those items have been pilfered). He also promises to help the characters however he can. Ramazith can identify members of the Kraken Society by a small tattoo of a tentacle wrapped around their ankles. If Ramazith is not there to do this, the characters can notice it with a successful DC 20 Wisdom (Perception) check and identify it with a successful DC 20 Intelligence check.

Ramazith can be used by the DM to provide information to the characters if they are stuck or distracted. Ramazith can send Gust, his osprey, with quests for the characters linked to the main plot, or with useful pieces of information relating to, for example, where Sea King Tentrix might find a safe harbour, where Slarkrethel lairs, or which nobles have been seduced by the Kraken Society.

B11. The Wide

The Wide is a large area of open space in the Upper City atop a hill. It is decorated with gardens and topiary and is often visited by the patriars for some light relief from their day to day activities.

One of the ancient oaks in The Wide is home to a **dryad** named Hama, who flits between trees throughout the city to deliver messages to the Emerald Enclave. She does not reveal herself to anyone other than members of that faction, or to druids, rangers, or other characters who she thinks might be willing to join.

Hama knows that a merchant ship recently returned from Purple Rocks claiming that the fish stocks have fallen dangerously low and that the locals are agitated and dangerous. See "Hama the Dryad's Quest".

Hama can cast *transport via plants* for parties that accept her quest, or who are members of the Emerald Enclave. The range of the spell is limited to the city of Baldur's Gate.

B12. Blushing Mermaid

The Blushing Mermaid is a low-class tavern in the northeast of the city. Despite its location, it has managed to keep a seriously ill repute. The building is long and low and looks like it could collapse at any moment. It is surrounded by a tangle of outbuildings, enclosures, and stables. Rumour abounds about the clientele, the most common of which talks of a secret passage in the sewers through which patrons arrive at the tavern.

Standing pride of place in the lobby of the inn is a crudely carved life-size mermaid suspended from ropes over the reception desk. Nailed to the scantily clad sculpture are the blackened and shrivelled hands of patrons who failed to pay their bills. If any Flaming Fist mercenaries come to raid the tavern, the severed appendages animate as sixteen **crawling claws**.



Ramazith Flamesinger

The Mermaid is renowned as a place to conduct illicit business, with all the dastardly gangs and factions operating in the city having representatives in the building. Characters can arrange a meeting with a representative for 1sp but have to fork out at least 5gp to gain the service of any of these individuals. Their skills range from forgery and fencing to assassination. To outsiders, it might seem like these folk run the inn, as the owner is never present, and the staff are unobtrusive, swift and extremely competent. Food and rooms of squalid to modest quality can be bought here, as can any variety of alcohol.

One of the factions represented in the Inn is the Kraken Society, a nefarious group of spies, smugglers, slavers and assassins who venerate Slarkrethel, a magic-using kraken that lives in the depths of the Trackless Sea. What the operatives don't know is that Zellix'Phor is now in control of Slarkrethel's psychic networks and is manipulating the cult to its advantage. Currently in the inn are six Kraken Society cultists (mixed races and genders), led by Deep Lord Yartra Kethron (LE female Tethyrian human **warlock of the great old one**), her **octopus** familiar and her two **bandit captain** bodyguards.

If the characters are looking for information about the Kraken Society here, they could get a meeting with another faction representative, for example, the Zhentarim. For the price of the meeting, the agent can tell the characters that the society have hired a set of *dimensional shackles* from the tavern. A tell-tale sign of wizard kidnap.

Development. When the pirates attack Baldur's Gate, Deep Lord Yartra receives a psychic message from Slarkrethel, her patron, commanding her to assault Ramazith's Tower and capture the aged sage. Yartra immediately storms the tower whilst the Flaming Fist mercenaries are distracted by the pirate attack.

ATTACK ON BALDUR'S GATE

The night after the characters arrive, three sailing ships, each crewed by twenty **sea spawn**, attack Baldur's Gate. Their aim is to provide a distraction so that Ramazith Flamesinger can be kidnapped by the Kraken Society.

Two of the ships are captained by female **deep scions** who remain in their hybrid form, and are armed with a single ram and two ballistae each. The final ship, named The Sunken Doom, is captained by Drowned Wulfgar (CE male Illuskan human **kraken priest**). It is armed with a ram, two ballistae, and a cannon.

Whilst the unnamed ships raid the city for captives, The Sunken Doom waits in the harbour, firing upon any defenses. It is waiting for Deep Lord Yartra Kethron to appear in a rowboat and be collected. Having fulfilled their duty, the unnamed Kraken Society members are sacrificed.

Beginning the Encounter

The attack is launched the night after the characters arrive. Read or paraphrase the following:

> It is a cold, clear night in Baldur's Gate. Bright stars prick the firmament above, casting their eons-old light down upon the city. Suddenly, the silence is shattered by the tolling of a bell. Looking out to sea, you witness the unimaginable.
>
> Rising from beneath the waves are three ships, their ripped sails and barnacle covered prows break the surface of the water with a roar as the vessels crash into the harbour. The crew are horrifying aberrations, neither man nor fish, but some unfathomable symbiosis of the two. Screaming with laughter whilst leaning over the deck of the lead ship is a humanoid with glistening purple skin, covered in suckers, with a tentacle for a tongue. His insane cackling ceases for a moment as he bellows "Behold the Black Armada!".

All three ships fly the flag of the Black Armada; a red skull surrounded by tentacles on a black field.

The two smaller ships smash into the docks, and the crew leap out into the streets of the Lower City. The Sunken Doom fires at the Tower of Balduran. If the characters sail out to meet Drowned Wulfgar, he engages them in combat, retreating to his quarters as a last resort.

Whilst the fight is going on, Deep Lord Yartra and her kraken cultists are storming Ramazith's tower. If not met with resistance, they capture Ramazith with *dimensional shackles*, take him to the Blushing Mermaid, and down into the sewers below, where they have stored a rowboat. They then row out to The Sunken Doom and deliver Ramazith.

When Drowned Wulfgar sees the rowboat, he signals for his crew to return with a conch shell blast. Once Ramazith has been delivered, Wulfgar grabs a *necklace of adaptation* and forces it around Ramazith's neck. The ships then sink below the waves, but not before Wulgfar slits the throats of any unnamed Krakenar and throws them overboard.

The threat of a full-scale pirate attack plunges the city of Baldur's Gate into chaos. Flaming Fist mercenaries try to fend off the sea spawn but can do little to stop the incoming tide. This leaves much of the defence in the hands of the adventurers. The characters can choose to save the citizens by the docks, assault The Sunken Doom, or, if any of them have a passive Wisdom (Perception) score of 15 or higher, investigate screams coming from the Upper City, caused by the Kraken Society headed for Ramazith's Tower.

Treasure

Yartra Kethron & Kraken Cultists. Yartra has a coin purse containing 243gp in assorted coins. Once revealed as Deep Lord, she puts on a bronze crown of intertwining tentacles (250gp). She also has a set of *dimensional shackles*. Each cultist carries 2d6gp.

The Sunken Doom. The ships contain a wealth of stolen goods (total 850 gp), and correspondence between Drowned Wulfgar and Sea King Tentrix (appendix E).

Ramazith and his Tower. Ramazith's treasure and that of his tower can be found in "B10. Ramazith's Tower".

Drowned Wulfgar. The kraken priest's conch horn is worth 100gp, he wears three bronze rings inlaid with green and blue precious stones which are worth a total of 200gp.

Development

If the characters thwart the plan of the Kraken Society to capture Ramazith, the pirates leave with as many captives as possible, keeping them alive by forcing *potions of water breathing* down their throats. The characters may wish to track them down if they escape, but can only do so by stowing themselves aboard. The ships return to Driftwood Docks, where Wulfgar meets Sea King Tentrix, captain of the Black Armada.

If the characters fail to protect Ramazith, he is taken to the Nelanther Isles, given to Sea King Tentrix, then taken to Ascarle, where Zellix'Phor has taken up host. When the characters advance to chapter 5, the colony of Zellix'Phor has managed to recruit a extra **merrow** thanks to the knowledge gained by consuming Ramazith's brain.

Depending on which NPCs survive the assault, the characters may gain special quests and rewards.



Drowned Wulfgar

BALDUR'S GATE QUESTS

The NPCs the characters met in Baldur's Gate before the attack have a chance of being captured or killed during the assault. All should survive, but some may be taken captive at the DMs discretion. Remaining NPCs may bestow quests upon the characters, encouraging them to further explore the Sword Coast and Island Kingdoms. This allows them to gather information, experience, and items that will help them mount a successful attack on the Kraken Society, and Sea King Tentrix.

Whether the characters travel by sea or over land, use appendix A to stage random encounters along the way.

Grand Duke Ravengard's Quest

After the pirate attack, Grand Duke Ravengard arranges a meeting with the characters. He thanks them for their assistance defending the city and rewards them with 100 gp each plus the privilege of staying at the High Hall any time they desire. Ulder also allows them to take command of the Flaming Fist sailing ship called Smokestreak should they desire.

After rewarding them, Grand Duke Ravengard asks that the characters visit Luskan. He believes that the pirates must have come from City of Sails. On behalf of the Lord's Alliance, Ravengard believes Luskan should be held accountable and made to recompense Baldur's Gate for the crimes committed. Ulder sends a sealed letter to the High Captains with this intent.

Development. After travelling to Luskan, the characters can arrange a meeting with the five High Captains provided they show the Lord's Alliance letter. Ship Suljack, under the command of Captain Dagmaer, is responsible for the control of piracy and claims to have no part in the attack on Baldur's Gate. If the characters mention Drowned Wulfgar, Captain Throa of Ship Taerl goes deathly pale and confesses that Wulfgar was once a member of her Ship. Wulfgar went renegade a few years ago, giving up any pretence of listening to the High Captains. Rumour has it that Wulfgar defected to Sea King Tentrix after being outcast from Luskan, but she has heard nothing more since then. The High Captains are highly worried about Tentrix, whose pirate armada seems to be growing in strength by the day. Rumour has it that the Sea King is holed up in the Nelanther Isles.

Any attempt by the characters to gather compensation from the High Captains for the attack on Baldur's Gate is met with scorn. Should the characters press the issue, the atmosphere becomes hostile. The characters have to return to the Grand Duke empty handed but have a lead on Sea King Tentrix.

Selacia Cradano's Quest

Members of the Zhentarim, or who used their moneylending service ("B5. Counting House") are approached by the Selacia Cradano, the loan shark. She asks that the characters discover who enchanted the pirate ships to allow them to sail beneath the waves. Such an enchantment would be extremely useful for the Black Network smuggling operations along the Sword Coast. She tells the characters to head to Orlumbor, an island city-state located due west of the Trollbark Forest. The island is known for its talented shipwrights, and the Zhentarim believe the abjurer must be there. Selacia offers a reward of 200 gp for any information the characters can provide or 1000 gp if they return with the abjurer.

See "Orlumbor" in chapter 3 for more information about the island. For characters to determine who enchanted The Sunken Doom and its sister ships, they must spend downtime Researching (See "Downtime Activites" in chapter 8 of the *Player's Handbook* or chapter 2 of *Xanathar's Guide to Everything*). Most of this research takes place in the small taverns and nautical libraries of Orlumbor. If their research is successful, the party discover that the ships were enchanted by Delshara Windhair, known also as the Witch of the Waves. Locals claim that Delshara once protected Orlumbor from pirate attacks and is well over a century old.

The Witch of the Waves (CN female Tethyrian human **abjurer** with a *ring of water walking*) lives in one of the cave-like homes typical of Orlumbor on the western side of the island called Stormhaven House. The locals only visit her if a ship needs repairs beyond their skill. Delshara has a mane of blue-grey hair and wears dozens of necklaces made from pearls. She has a short temper, and her hair flies around her as if whipped by a tempest when she gets angry. If the characters ask about The Sunken Doom, she recalls the vessel easily. She shows no remorse if told about the attack on Baldur's Gate.

Development. If the party tries to kidnap Delshara to return her to Selacia, she attacks them. If the characters flee Orlumbor, she contacts her old friend Captain Callous and sends him to track them down. In addition, the characters are not welcomed back to Orlumbor. If the characters succeed in kidnapping or providing information to the Zhentarim, they are duly rewarded.

The characters can get their own ship enchanted by Delshara, but she only accepts payment in pearls. For 500 gp the characters can get their ship to sail beneath the waves. For 200 gp the characters can get their ship resistance to fire damage.

Storm Priestess Farfog's Quest

After the attack, Storm Priestess Lureene Farfog sends an acolyte of Umberlee to the characters with a message. The Storm Priestess has had another vision; a bleak warning from the Bitch Queen about a ship's graveyard crawling with oozing, tentacles beasts. Despite her contact with Umberlee, Farfog cannot discern the meaning of the vision and asks the characters to visit the Queenspire in Waterdeep, the largest Church of Umberlee on the Sword Coast. The truth is that Umberlee is aware that her chosen, the kraken Slarkrethel, has been warped by the alien influence of Zellix'Phor. Her vision depicts the lair of Sea King Tentrix in the Nelanther, a pirate king from Purple Rocks who venerates the kraken.

Development. When characters arrive in Waterdeep they can find the Queenspire in the southeast of the city on the coast. For more information, see "W4. Queenspire" in the "Waterdeep" section of this chapter. If they relate the Storm Priestess's vision to Dread High Trident Abeline Nerovarco, she becomes visibly angry. She comes to the realisation that Slarkrethel is being controlled by some other force, and that her actions in Waterdeep might have been part of this manipulation. She tells the characters to investigate the Black Armada, a notorious fleet of pirates who are rumoured to lair in a 'city of dead ships.' Abeline bequeaths each character with a magic item that will help them in their nautical endeavours, such as a cap of water breathing, a cloak of the manta ray, or a ring of water walking. If the characters are already equipped with such an item, have each player to choose one item from Magic Item Table B in chapter 7 of the Dungeon Master's Guide.

Ramazith Flamsinger's Quest

After being saved by the characters and determining that he was assaulted by members of the Kraken Society, Ramazith asks the characters to escort him to visit an old friend of his; Keros the Wanderer. Keros is an ancient triton, outcast from the submerged city of Myth Nanter, who has been exploring the depths of the Sword Coast ever since.

Ramazith thinks that Keros knows the origin of the strange creatures aboard the pirate vessels that attacked Baldur's Gate, and perhaps even their link to the Kraken Society. Last Ramazith heard, Keros could be found at Candlekeep. Ramazith fears that if he stays in Baldur's Gate, he will be attacked again. Ramazith takes with him one of his books to offer as an 'entrance gift'.

If the characters travel to Candlekeep, they may speak to The Avowed, the purple-robed order of monks who live in Candlekeep. They tell the party that Keros the Wanderer has left on another voyage to explore the reefs of the Nelanther Isles. The islands are easy to reach, but there are no truly safe harbours in the archipelago, and the place is plagued by pirates. Ramazith elects to remain in Candlekeep whilst the party finds his old friend.

If the characters travel to the Nelanther Isles in search of Keros, they are attacked soon after arriving by a bireme, equipped with a ram and side-shears, with a crew of twenty **lizardfolk**. One of these acts as the captain but speaks no common and is uninterested in anything other than capturing the ship.

After dealing with the raiders, the characters search for Keros. They can find the triton after succeeding on three successful checks; a DC 18 Charisma (Intimidation or Persuasion) check on the unfriendly locals, a DC 20 Wisdom (Survival) check to search for his tracks, and a DC 12 Intelligence (Nature) check to locate the reefs. As they take several hours, only one check can be made per day. Characters can reattempt a failed check the following day. Each day, there is a 50% chance they are attacked by more pirates. They come in biremes, caravels and sailing ships, and are crewed by minotaurs, orcs, lizardmen, and humans. See "Nelanther Isles" in chapter 3 for more information.

Development. When the characters finally track down Keros (CG male triton **mage**), they find that he has gone senile in his old age. He frequently forgets who the characters are mid-conversation and has to write everything down in a huge tome to retain any information. He asks that the characters take him back to Candlekeep, where he can talk to Ramazith face to face. He also mentions that he's forgotten just how he got here. After returning to the Great Library, Keros manages to gather his thoughts. He believes the strange, piscine crew to be sea spawn, creatures that hail from the Purple Rocks, where the folk venerate Slarkrethel the Kraken. This should help the characters link the Black Armada and the Kraken Society.

Hama the Dryad's Quest

Hama tells the characters that a merchant ship recently returned from Purple Rocks claiming that the fish stocks have fallen dangerously low and that the locals are agitated and dangerous. As the characters have proven themselves to be worthy heroes, perhaps they would investigate this matter on behalf of the Emerald Enclave.

Purple Rocks is a small scattering of islands to the west of Gundarlun that is not keen on outsiders at the best of times. Rather than visiting Purple Rocks directly, Hama suggests that the characters seek out an Emerald Enclave archdruid named Alwynos Holimion (CG male wood elf **archdruid**). Alwynos is one of the Llewyrr elves from Gwynneth, one of the Moonshae Isles. He is currently fighting against dark fey in Winterglen, the islands northernmost forest.

Development. If the characters visit Winterglen, they must succeed on a DC 20 Wisdom (Survival) check to find Alwynos. Make sure to check for random encounters (see appendix A) while they remain in the forest. Replace Knight, Kraken Society Cultist, Merchants and Travellers encounters with evil fey creatures of an appropriate Challenge Rating for the party.

If the characters haven't found Alwynos after three days of searching, they encounter him fighting two **fomorians** and their five **darkling** minions. Alwynos looks exhausted and in need of help. He has only half his hit points and one use of Change Shape remaining.

When the characters talk to Alwynos, he demands to know why they're in the forest. Alwynos is stern and not fond of outsiders, especially ones who put themselves in danger. If characters reveal they're here on behalf of the Enclave, he calms down. When the characters reveal their quest, Alwynos takes them from Winterglen to a Moonwell in Myrloch Vale. Here, the characters can assist him in preparations for a druidic ritual. The ritual reveals to Alwynos that something is seriously amiss on Purple Rocks. Slarkrethel the kraken has been corrupted by some alien force, and the Enclave must do something about it. He asks the characters to try and infiltrate Purple Rocks (see chapter 4) and uncover what they can.



NEVERWINTER

Just a decade ago, Neverwinter was a ruin of a city. It had been beset by orcs and cleaved apart by The Chasm. Thankfully, the past few years have been better for Neverwinter. The High Road has been cleared and rebuilt allowing trade to resume with Waterdeep and the other southern cities. Much of this is thanks to Lord Protector Dagult Neverember, the previous Open Lord of Waterdeep, who has served as an anchor for the community. New businesses and taverns open each week in Neverwinter as it rebuilds itself from the ruins. Any with the will to work can start to make a name for themselves here, as there are no guilds or noble families here to constrain growth.

The city is currently protected by adventuring parties and the Neverwinter Watch, an amalgamation of Mintarn and dragonborn mercenaries and the Sons of Alagondar, a previously rebellious group opposed to Dagult's New Neverwinter society.

Since the reconstruction of the city, it has been subdivided into three major locations; the Protector's Enclave where Lord Neverember and his strongest supporters live, the renamed Bluelake District to the north of Castle Never, and the Tower District which is home to numerous orcs and half-orcs originating from an invasion several decades ago. As each district's construction and occupants is relatively new, the distinction between them is not as stark as in other cities on the Sword Coast.

NEVERWINTER LOCATIONS

The following locations are identified on the Neverwinter map:

N1. Neverwinter Docks

The Neverwinter Docks are fed by the always warm river which cascades through the city over dozens of small, gentle waterfalls. Although the harbour is not as large as those of other cities on the Sword Coast, it is still well stocked with ships and remains one of the busier areas of the city. Floating above the harbour are three earthmotes, the largest of which hosts the Moonstone Mask (see N3).

Harbourmaster Len-jes (LN female water genasi **swashbuckler**) is responsible for tax collection and trade in the city. She works during the day and trusts the docks to a rotation of four **guards** led by a **veteran** at night. Len-jes is strict and straight, refusing to take bribes and reporting any illegal behaviour to the Neverwinter Watch without a second thought. She's a scarred, older woman who can't stop herself magically manipulating water around her.

Any boat that docks must be registered and any sale of goods that takes place here is taxed at 10% to assist the rebuilding of the city. The adventurers can buy anything from the *Player's Handbook* at the docks, though they have been marked up 25% to account for tax. The docks are open day and night for this purpose.

N2. Outer Gates

There are four gates that provide access to Neverwinter. These are located in each corner of the city. The thick gates are made of wood and reinforced by iron bands. They remain open twenty-four hours a day and are guarded by a **veteran** and four **guards** from the Neverwinter Watch

It is customary to provide papers pertaining to your business when entering the city, lest the guards turn you away. Despite this, the guards have become lax in recent years thanks to the desire of the New Neverwinter society to rebuild the place. It's normally assumed that anyone entering the city is here to work.

N3. Moonstone Mask

The Moonstone Mask is a five-story festhall located atop an earthmote a hundred feet above Neverwinter's harbour. It is anchored in place with dozens of thick chains and accessible only by a vertiginous bridge. The Moonstone was reopened a little over a decade ago by Liset Cheldar (N female half-elf **noble**). Liset was once a highly flirtatious and charismatic character but has grown more grounded over the years. While she still commands a room with her natural charm, she no longer chases after nobles' coin.

The staff of the Moonstone Mask wear just that; a glowing, moonstone-trimmed masked and sheer black gowns that leave little to the imagination. The Moonstone no longer hires just women, but a healthy contingent of races and genders that should suit the desires of any individual. As well as their 'professional skills' the staff are skilled gamers and trusted confidants (thanks to their anonymity). The Mask is filled with live music at all hours, most often provided by Morana Aranore (LG female shield dwarf **bard**). Morana has travelled far in her years, from Gauntlgrym to Neverwinter, out to the Island Kingdoms and back. She plays the twostring, a favourite of General Sabine's as it reminds her of Mintarn.

As well as rich patrons, the Moonstone also hosts high-ranking members of the Neverwinter Watch, including their commander, General Sabine (LG female Chondathan human **veteran** with 90 hit points). Sabine is in her fifties, is covered in scars from her battles, and is tough as nails. Despite hailing from Mintarn, Sabine is fiercely loyal to Neverember, so Liset keeps her comfortable in the Mask to please the Lord Protector.

Available rooms range from Comfortable to Aristocratic, as do meals which vary from pies to divine seafood platters, the piece de resistance being dainty fish skewers; twenty silverflash fish skewered, dipped in herb butter and sizzled over a flame until crunchy. Wine is available by the pitcher or bottle. 'Company' can be bought for 1gp a night.

N4. Beached Leviathan

This three-storey tavern is the recovered wreck of a pirate ship called Leviathan. The tavern is much loved by locals of the Bluelake District and sailors along the Sword Coast alike. The tavern is owned by Harrag and his wife Andrella (LN male and female Chondathan human **commoners**). Harrag is a fat ex-pirate who claims fierce independence but is widely known to be an informant for Neverember. Andrella is prim and proper and keeps a tight ship.

'Captain' Harrag and his 'crew' speak a thick nautical jargon which takes a while to decipher. Each part of the tavern is referred to as if it were still a seaworthy vessel such as the 'hold' which contains the bar and kitchen. The walls of the tavern are decorated with trophies including sahuagin skulls and the carapace of a giant crab. Rooms and meals of Modest to Comfortable quality can be purchased here, as can other foodstuffs and beverages. One of the rooms is occupied by Harbourmaster Len-jes.

The Beached Leviathan is a hotspot for local gossip, and the patrons still tell tales of when the tavern was attacked by devils over a decade ago, with each clearly overemphasising their role in defending the place. When inevitable drunken disputes arise, they're settled by Feng (NG male half-orc **thug**), the towering half-orc bouncer.

N5. Castle Never

Over the past few years, Castle Never has seen a miraculous reconstruction. The structure was one of the worst affected in the cataclysm but has been thoroughly repaired and cleared of monsters by the Neverwinter Watch and adventuring parties. The castle is still not entirely safe, entire sections are blocked off thanks to the monsters lairing within, but is secure enough for Lord Protector Dagult Neverember (LN male Tethyrian human **noble**), Mayor Soman Galt (NE male shield dwarf **noble** enslaved by Kzixxaro) and the court to live here year-round.

Whilst most of the court are relatively well-meaning nobles, keen to see Neverwinter restored so long as it puts coin in their pocket, the Mayor of Neverwinter is a different character altogether. Galt is a puppet of the Abolethic Sovereignty, a malicious organisation of aboleths from the Underdark whose aim is to corrupt Neverwinter. Galt is a sunken-eyed, introverted old dwarf who keeps out of sight as much as possible. His role now is to keep tabs on the city and look for other potential hosts for aboleth corruption.

One of the lasting reminders of the traumatic history of the castle are dozen or so **ghosts** which haunt the place. Though they are not malicious in intent to most visitors, any who try to steal from the castle are in for a shock.

Development. If the characters return to Neverember with news about the Abolethic Sovereignty, the cause of the pirate attack, he offers to equip them with an entourage of six **guards** and two **veterans** from the Neverwinter Watch to help deal with both the pirates and the aboleth. Additionally, he leans on Loremaster Aelarthea to give the characters access to the Lower Vaults, and to send a pair of Oghmanite **priests** with the characters to deal with Loremaster Atlavast.

Obviously, any acknowledgement of the existence of the Sovereignty in Neverwinter makes Mayor Galt extremely uncomfortable. He suddenly becomes animated, vehemently denying the existence of the society, claiming it was wiped out decades ago by their rivals. If the characters have information proving that Galt is a member of the Sovereignty, Neverember calls for his execution.



N6. House of Knowledge

This immense temple to Oghma stands proud as a monument to the New Neverwinter. The great structure was rebuilt over the past few years by Oghmanite priests eager to refurbish the temple and rekindle the faith in the quickly growing city. The knowledge attainable through faith in Oghma is of great use to Neverwinter as it rebuilds itself.

The House of Knowledge contains quarters for the dozen **acolytes** that live and work here, as well as an enormous library filled with scrolls and tomes on hundreds of topics that one couldn't hope to read in a hundred lifetimes. The head of the church is Loremaster Aelarthea Coronalis (LN non-binary Moon elf **priest** who can cast *detect thoughts* at will) who departed the elven lands in search for enlightenment beyond their own culture. Aelarthea is an incredibly calm individual whose actions are slow and measured, at times infuriatingly so. They respond to most situations by looking it up in the enormous library, which means even simple queries can sometimes take days to resolve and are given pages of information. Unfortunately, Aelarthea cannot aid characters in search of divination. They calmly explain that all attempts to glimpse the future are met by dark, cold visions of grey slime, curling tentacles, and alien eyes. This clearly disturbs Aelarthea. They are worried that Loremaster Atlavast in the lower vaults might have something to do with it.

Development. In the lower vaults of the temple, which are scarce visited even by the priests, lives Loremaster Atlavast (CN male Tethyrian human **priest** enslaved and infected by Kzixxaro). Atlavast was entombed in the lower vaults when the cataclysm occurred, which entirely fractured his psyche, sending him permanently insane. Poor Atlavast was corrupted in the years that passed by an **aboleth** named Kzixxaro, a member of the Abolethic Sovereignty working in Neverwinter. Over time, Atlavast managed to flood the lower vaults to provide a suitable home for Kzixxaro.

When the pirates arrive in Neverwinter, they head straight up the river to the House of Knowledge and raid the lower vaults. The attack consists of forty **skeletons** led by Captain Bartholomew Blackdagger (**revenant**) and his Mates, a **wight** and a **sword wraith warrior**.

Upper Vaults

Beneath the temple proper is a sprawling network of chambers and corridors filled with libraries, studies, reading rooms and shrines. Despite its labyrinthine layout, there are signs throughout which help you orient yourself. Every now and then you notice a handful of acolytes laden with books scurrying about.

The upper vaults of the House of Knowledge contain an incredible quantity of books on a range of topics. Characters can only gain access to the libraries if they are escorted by an **acolyte** who can point them in the right direction. Characters wishing to gain access to the lower vaults must succeed on a DC 16 Charisma (Persuasion) check. A character who can prove their faith to Oghma through displaying a holy symbol or making a donation worth 25 gp or more has advantage on the check. Alternatively, a successful DC 12 Charisma (Intimidation) check is enough to scare an acolyte into leading the way, but the repercussions might include expulsion on return to the temple or even a visit by the Neverwinter Watch. If the characters can lose their escort, they can find the entrance to the lower vaults themselves with a successful DC 18 Intelligence check.

When the characters reach the entrance to the lower vaults, read or paraphrase the following:

You make your way into an area of the vaults which clearly hasn't seen recent use. Everything is covered with a layer of dust, and the lamps which would illuminate the chambers are unlit. As you continue toward the lower vaults you notice signs of disrepair; moulding curtains, smashed lanterns and the like. Finally, you discover what you've been looking for, a sturdy oak door set into a solid stone frame with an iron gate blocking access. As you approach, you're sure you can faintly hear a foreign tongue typified by moist sibilance.

Locked Entrance. Both the iron gate and oak door require a key to open. If the characters have made their intentions clear, the escorting acolyte can open the gate and door. Alternatively, the characters must succeed on a DC 16 Dexterity check using thieves' tools to unlock the gate, and a successful DC 14 Dexterity check using thieves' tools, or a successful DC 14 Strength check, to open to door.

Development. If Blackdagger and his crew have arrived, the scene in the vaults is entirely different. The sound of screams fills the corridors as the undead crew chase down the acolytes. Small fires pepper floor where lanterns have fallen and spilled their burning oil. The locked entrance to the lower vaults has been smashed to pieces.

V1. Antechamber

You descend an uneven stair into the darkness. Eventually, the descent culminates in an octagonal chamber lined with tapestries with four ornately carved stone pillars supporting the arched ceiling. In each corner of the room stands a small desk. A briny stench emanates from the eastern passage.

Kzixxaro

Residing in the depths of the lower vaults is Kzixxaro, an aboleth. This otherworldly being originally hailed from the Far Realm but made its way to the Material Plane with the help of a society named the Abolethic Sovereignty. The desire of this society was to open a gateway to the Far Realm to allow their unimaginable ancestors onto the Material Plane. In the short term, this involved corrupting important citizens of Neverwinter to gain them access to greater magic.

In the past few decades, the Abolethic Sovereignty has been in decline. Several conflicts with other societies have caused the leaders to descend to the Underdark where they have a base of operations more suited to defence. Kzixxaro remains in Neverwinter to continue to keep tabs on the city. Kzixxaro has a few agents within Neverwinter, including Brother Atlavast and Mayor Soman Galt. These two are easily manipulated as Kzixxaro need only promise them their desires and use his phantasmal force to mimic them when they return with information.

Unfortunately for Kzixxaro, it's powerful telepathic influence in Neverwinter has not gone unnoticed. When Zellix'Phor merged with Slarkrethel, the elder brain quickly realised the potential threat Kzixxaro could pose should it gain sway over Neverwinter and return the Sovereignty to its former power. Because of this, the agents of the Kraken Society paid Garrundar the Vile (N12. Pirates' Skyhold) for the use of his undead pirate mercenaries. Their aim is to attack the House of Knowledge and kill Kzixxaro, thus eliminating a potential enemy of the Colony of Zellix'Phor.

Tapestries. Upon closer inspection of the tapestries, each has been defaced. They once depicted Oghma and his followers engrossed in study but have been covered sticky slime which has eaten away at the holy symbology.

Desks. Each of the desks has several unlocked drawers. Within them are piles and piles of parchment covered in scrawled, almost unintelligible notes. A character that succeeds on a DC 15 Intelligence check can decipher some of these. The general message is that a man named Brother Atlavast has been corrupted by the sovereignty. He writes of the 'new life' afforded to him by his masters; the elder beings beyond the stars. There are pages of repeated phrases such as 'The Eldest will return from past the stars.' and 'Loathsomeness waits and dreams in the deep.'

Development. If the pirates have arrived, there are two **skeletons** standing guard.

V2. Statue Stair

You descend an uneven stair into the darkness. Eventually, the descent culminates in an octagonal chamber lined with tapestries with four ornately carved stone pillars supporting the arched ceiling. In each corner of the room stands a small desk. A briny stench emanates from the eastern passage.

Slime. The floor in the room is difficult terrain. Any creature who takes the Dash action and moves along the stairs for the first time on a turn must succeed on a DC 10 Dexterity saving throw or fall prone.

Ceilings & Stairs. The stairs descend 50 feet to floor level (30 feet to the water level). The height of the ceiling from the submerged floor is 70 feet.

Water. Salty water fills this room to a height of 20 feet. It is an opaque grey-green and reduces vision to 10 feet.

Statue. A successful DC 12 Intelligence (Religion) check reveals that the statue was once Oghma, noticeable by his bearing an empty scroll. Any character that attempts to investigate or touch the statue is assaulted by psychic forces as an otherworldly voice enters their head and says in Deep Speech; "Your gods will be overthrown." A character who hears this must succeed on a DC 18 Constitution saving throw or take 10 (3d6) psychic damage and be stunned until the end of their next turn. A create that succeeds on the save is immune to the effect for the next 24 hours.

Door. The stone door in the southeast corner of the room is open a crack. Closing it against the weight of the murky water requires a successful DC 15 Strength check.

Development. If the pirates have arrived, the **sword wraith warrior** is here, ushering three **skeletons** through to area v3.

V3. Flooded Library

The chamber ahead was clearly used as a library, but the books have been removed and the place is entirely flooded with stagnant, briny water. The place reeks of rotten fish and damp. Guarding the entrance is a suit of armour covered entirely by viscous slime.

Creatures. Kzixxaro the **aboleth** lairs in this chamber, which was flooded for a purpose. It would rather convert the characters to the cause than fight them, principally by using phantasmal force and enslave to trick them into allying with it. Kzixxaro can promise characters their greatest desires or threaten their most loved possessions or companions to this end. Kzixxaro often uses an illusory duplicate of itself to converse whilst lurking beneath the surface of the murky water.

Swimming at the tunnel entrance to area v7 is Loremaster Atlavast (CN male Tethyrian human **priest** enslaved and infected by Kzixxaro). He is willingly under the control of Kzixxaro and acts to defend the aboleth in any way possible.

Ceilings & Stairs. The height of the ceiling from the submerged floor is 50 feet. The open doorway in the northwest is at a height of 20 feet, with a 10-foot stair leading down. There is 10 feet of open air at the top of the chamber.

Water. Salty water fills this room to a height of 30 feet. It is an opaque grey-green and reduces vision to 10 feet.

Tunnels. Both tunnels leading out of this chamber are submerged at ground level. The northernmost leads to an enormous underground lake which connects with the Underdark. The western tunnel leads to area v7.

Side Chambers. There are two side chambers off the main library; these were once private rooms for study but have been cleared with the rest of the area. Kzixxaro cannot squeeze into the space, but it can attack creatures inside with disadvantage.

Development. If the pirates have arrived, Bartholomew Blackdagger (**revenant**) and six pirate **skeletons** are engaged in an underwater fight with Kzixxaro. Blackdagger and Kzixxaro have half their hit points remaining. The remains of half a dozen other skeletons lie nearby.

Loremaster Atlavast (**priest**) and two **kuo-toa whips** in area v7 join the combat in two rounds, as do ten skeletons.

V4. Sacred Library

This room has floor to ceiling bookshelves built into every room, including over the doorways. Two ladders on rails rest against the western wall allowing access to the books above arms reach. Although not currently lit, there are three large silver chandeliers hanging from the arched ceiling.

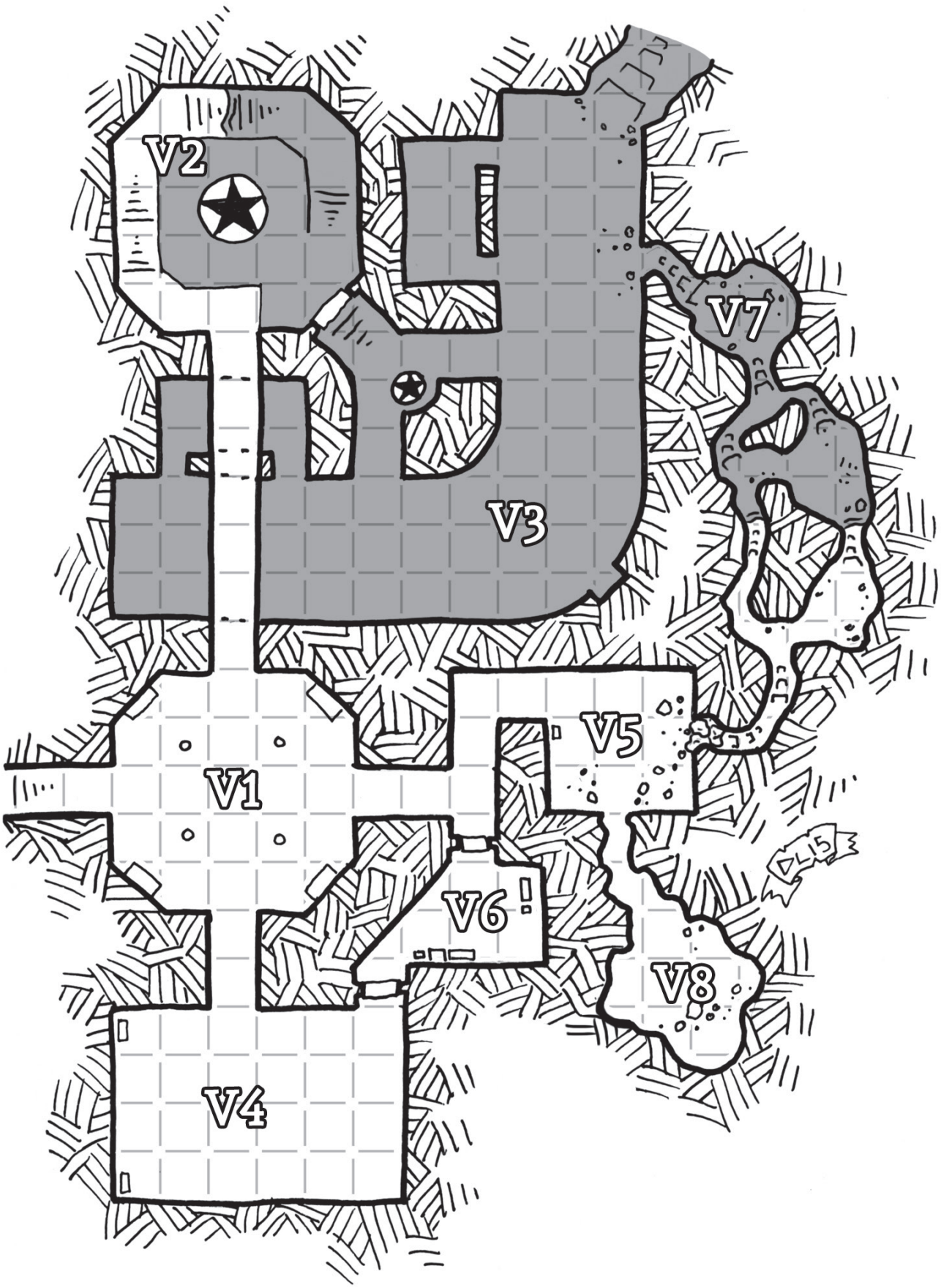
Treasure. The bookshelves are filled with valuable tomes, though the Oghmanites do not allow them to be stolen. A character might wish to conceal one of the more valuable books (100 gp) on their person by succeeding on DC 16 Dexterity (Sleight of Hand) check. Characters who succeed on a DC 20 Intelligence (Investigation) check notice that one of the books is false. Removing it from the shelf reveals a small hole which contains three *potions of greater healing*, a *potion of clairvoyance* and a *periapt of health*. The chandeliers (150 gp each) can be unhooked but cannot be concealed.

V5. Workshop

A cave-in has occurred on the eastern side of this chamber. It seems to have smashed what little furniture was in this room including a wooden worktable. Mallets, clamps and smashed bottles litter the floor. A tunnel has been dug into the southern wall.



Kzixxaro the Aboleth



House of Knowledge. 1 square = 5 feet

Creatures. There are four **kuo-toa** in this room attempting to clear the cave-in. The kuo-toa have risen up from the Underdark with Kzixxaro, whom they worship as a deity. If they are attacked, they flee to area v8, making sure to jump over the tripwire (see below).

Cave-in. The cave-in blocking area v7 could be cleared quickly with a successful DC 20 Strength check, or by spending 30 minutes carefully clearing the rubble.

Trapped Tunnel. The tunnel leading to area v8 is trapped with a collapsing roof (see chapter 5 of the *Dungeon Master's Guide*).

V6. Storeroom

> This room is piled high with hundreds of books. Stacks of them cover the floor and desks.

The books in this room have been moved here from area v3.

V7. Tunnels

> A winding maze of tunnels and chambers stretch out ahead of you. A constant dripping can be heard from above. The floor is covered with greasy slime which squelches underfoot.

Creatures. Loremaster Atlavast (CN male Tethyrian human **priest** enslaved and infected by Kzixxaro) is waiting in the entrance to area v3. Four **kuo-toa whips** patrol the tunnels making sure that Atlavast isn't attacked by intruders.

Water. The tunnels are flooded to a height of 30 feet.

Natural Stairs. The height difference between area v3 and v5 is 60 feet. Each stair marked on the map indicates a change in elevation of 10 feet.

Slime. The floor in the room is difficult terrain.

Cave-in. The cave-in blocking area v5 could be cleared quickly with a successful DC 20 Strength check, or by spending 30 minutes carefully clearing the rubble.

Development. If the pirates have arrived, two kuo-toa whips and Loremaster Atlavast join the combat in area v3 in two rounds.

V8. Kuo-Toa Chambers

> The floor of this cavern is covered with stinking rags and straw. The place reeks of ammonia and fish.

Trapped Tunnel. The tunnel leading to area v5 is trapped with a collapsing roof (see chapter 5 of the *Dungeon Master's Guide*).

Creatures. There are two **kuo-toa** slumbering in this room.

Treasure. A creature that succeeds on a DC 18 Intelligence (Investigation) check while searching this room discovers a *necklace of prayer beads* tucked between some fallen boulders along with a handful of exotic shells (25 gp).

Development

The characters might choose to get involved in the fight in many ways. They might choose to kill the pirates and Kzixxaro, as well as its followers. If they do, they've ridden Neverwinter not only of the undead raiders but also of a serious future threat; the Abolethic Sovereignty. The House of Knowledge is happy for the characters to keep any magic items they have discovered in the Lower Vaults and attempt to restore it to its former glory.

If the characters kill the pirates but choose to spare Kzixxaro and its followers, they might be able to make a deal with the Abolethic Sovereignty. Kzixxaro can offer the characters assistance should they be willing to join its network of spies. Kzixxaro might ask for assassinations of nobles, support of rebels in Neverwinter, or any other nefarious deed that helps the Abolethic Sovereignty rise in Neverwinter once more. Characters who refuse might end up becoming enslaved by Kzixxaro, or their closest allies might be abducted by the koa-toa. In return, Kzixxaro could accompany the characters to Ascarle in the final assault.

N7. Neverdeath

Neverdeath a huge graveyard in the southern area of the Protector's Enclave. It is split into two areas, one for the paupers and one for nobles and merchants. Nowadays, the graveyard is seldom used for interring the dead. Too many dark forces are at work in the graveyard and so cremation is favoured in Neverwinter. The graveyard is sealed by a sturdy stone wall which makes it almost impenetrable.

Characters who wish to enter Neverdeath must either climb over the wall with a successful DC 18 Strength check and the aid of a grappling hook or find a breach through which they can enter which requires a successful DC 20 Intelligence (Investigation) or Wisdom (Perception) check. The interior of the graveyard is crawling with undead including **zombies**, **skeletons** and **wights**.

Development. If the characters have uncovered the threat of undead pirates attacking, they might think to repair the breaks in the wall, to prevent further undead from rising. If they do so (or at least alert the Neverwinter Watch), remove the additional zombies from the pirate attack (see "Attack on Neverwinter").

N8. The Fallen Tower

This small tavern, once a grand wizard tower owned by Llomnauvel 'Firehands' Oloadhin, fell decades before the Spellplague. The remnants of the tower were reconstructed into this establishment sometime after but was devastated again during the Ruining. When the Many-Arrows orcs invaded Neverwinter, they happened upon this place and made it their base of operations. For many years it acted as a neutral ground between the Many-Arrows and those trying to rebuild Neverwinter. Now, since most of the orcs have moved on, the tavern serves any rough enough to hold their own.

Perhaps the main draw of the tavern are the grizzly phantoms that appear each night. These illusions replay

the last few moments of the folk who lost their lives in the tower and include falling to death, incineration and transmutation experiments gone wrong. The tavern is owned by Vagdru One-Ear (CN male Many-Arrows **orc**), one of the original Many-Arrows raiders. Vagru was once a renowned warrior, but age is slowly getting the better of him. Characters can meet all sorts of shady characters in the Fallen Tower and can buy a bitter, dark ale and raw meat to cook for themselves on the central firepit.

If the characters start a brawl with one of the locals, a gang of four **orcs** and two half-orc **thugs** tries to beat them up. If any orc is killed, Shonka White-Eyes casts *conjure animals* to summon a **cave bear**.

Development. Any characters who spend time in the Fallen Tower notice a ragged old orc sitting close to the fire with claws as long as knives and white tattoos covering her body. Every now and then one of the patrons, typically an orc or half-orc, brings her some food or drink and seems to go into commune with her. Characters who succeed on a DC 10 Intelligence (Religion) check realise that there is some divine magic ritual occurring; if the check succeeds by 5 or more, they release that she is an **orc claw of luthic**.

Characters that can speak Orcish can purchase food and drink for Shonka White-Eyes who can cast a spell for them in return, including *divination* as a ritual. If the characters enquire about the pirate attack using divination, Shonka's eyes cloud over to a glistening white and she begins to shake. Using her claws, she sketches an image in the dirt; a ship with a skull over it, a blank scroll, a moon, a sun and a second moon, and finally a dragon's head.

White-Eyes doesn't know how to interpret the drawings and is exhausted when finished. The characters may understand on their own but can also gain this knowledge with a successful DC 16 Intelligence check; a galleon (ship) filled with undead (skull) will attack the House of Knowledge (scroll) one night from now (moon and suns).

N9. Cloak Tower

Since the Many-Arrow orcs left Neverwinter, Cloak Tower has been, for the most part, empty. Various thieves and gangs used the fortification for their own needs while Neverwinter was being rebuilt, but each of those factions eventually moved on.

Now, Cloak Tower is revisiting its past in some way. A dwarven mage named Mardred the Many (NG female Shield dwarf **illusionist** with a *robe of stars*) is attempting to reform the Many-Starred Cloak, a wizard order who originally owned the tower. Mardred is a cheerful soul who delights in her illusions and is rarely seen without at least one other illusory duplicate of herself around. Mardred has also encouraged talented youths to join the order and has four **apprentice wizards** under her tutelage.

N10. House of a Thousand Faces

This tavern gets its name from the many mirrors and mannequins positioned around the common room; an homage to the fact it was a fashionable boutique before the Ruining. The House of a Thousand Faces is not just a run of the mill tavern, it is also the headquarters of the Harpers in Neverwinter. Although the faction is somewhat underrepresented in the city, there are around a dozen agents who have a variety of roles within the city, each aiming to keep Neverwinter's growth stable and to prevent Lord Protector Neverember from accumulating too much power too fast.

The tavern is owned and run by a pair of half-siblings; Theryis (CG female **autumn eladrin**) and Toram (NG male half-elf **bandit captain**). The two are separate sides of the same coin, Theryis being serene and understanding against Toram's inconsiderate passion. The two hold weekly faction meetings with the Harper representatives in the tavern's cellar, to which Harper player characters could be invited. When the meetings are on, the tavern is closed to non-Harper characters. A normal attendance involves three **spies**, a **bard** and a confident but socially awkward young woman named Sandyse Thunderquill (NG female Tethyrian human **mage**), who watches over a Harper *teleportation circle* in Neverwinter (see "Theryis & Toram's Quest" in Neverwinter Quests).

Characters cannot stay at the tavern unless they are aligned with the Harpers, but they can purchase comfortable meals and drink here.

N11. Fisher's Float

Floating atop an earthmote to the southwest of Neverwinter is a small fishing village named Fisher's Float (for the obvious reason). The village thrives in this location, connected to an anchored pontoon by a dozen or so rope ladders. Each morning, before daybreak, the fisherfolk descend the ladders and man their vessels, setting out into the bay to catch a fresh haul and bring it into the Neverwinter Docks.

The community of Fisher's Float is led by a trio of druids who help predict the weather, the migration of fish stocks, and the ocean currents. The trio consists of Lillicra Greyweed, Mireene Driftman and Shannele Dunstone (N female Tethyrian human **druids**). All the elders remember the Ruining of Neverwinter and, in these dark times, Mireene turned to the Kraken Society for help. Mireene knew that without Neverwinter's support, Fisher's Float could not survive, so she joined the cult in order to ensure the fish always swam beneath the earthmote.

Because of its inaccessibility, Fisher's Float is often used to stow Kraken Society agents on their way between the Sword Coast and the Island Kingdoms. Currently hiding out with Mireene is a **deep scion** named Arbek Hragstaad who hails from Purple Rocks and has been heading to and from Neverwinter to gather information about the Aboleth Sovereignty. Any character that sees Arbek transform from humanoid to hybrid form must succeed on a DC 15 Wisdom saving throw or gain a random form of short-term madness, determined by rolling on the Short-Term Madness table in chapter 8 of the *Dungeon Master's Guide*.

Development. If the characters visit Fisher's Float, they're welcomed by the community save for Mireene, who is paranoid while Arbek remains here. If the characters ask around, they uncover that Mireene has always been

odd, performing dark rituals in the dead of night, singing in otherworldly languages and wearing strange jewellery unlike any seen along the Sword Coast (gifts from the Kraken Society). If the characters confront Mireene, Arbek comes to her aid after telepathic communication, commanding the characters to leave. Mireene doesn't know about the pirate attack but Arbek does. He never spills the secret, even if threatened with death.

Stashed in Mireene's cottage is Arbek's diary, detailing how he tricked Mayor Soman Galt into divulging the location of Kzixxaro, and a plan for a pirate attack headed by Bartholomew Blackdagger the night after the characters arrive in Neverwinter. There is also correspondence between Arbek and Sea King Tentrix. If characters can read Thieves' Cant, or succeed on a DC 15 Intelligence check, they discover that Tentrix is somewhere in Nelanther Isles.

N12. Pirate's Skyhold

North of the city floats an almost entirely inaccessible earthmote named Pirates' Skyhold. Atop this floating hunk of stone and dirt is a fortress built by pirates long ago to store their treasures. The fort drew the attention of the **adult black dragon**, Garrundar the Vile, who destroyed most of the fortress, killed the resident pirates and claimed the earthmote for his own. Since then, many have attempted to oust the dragon Garrundar, but all have failed.

Luckily for Neverwinter, Garrundar is too lazy to take to the wing himself, preferring to hire out his own mercenaries to gather treasure. One of the many slain by Garrundar was Bartholomew Blackdagger, a sky pirate captain whose crew attempted to plunder the dragon's hoard. Bartholomew was cursed with undeath by Garrundar, and now works as a mercenary pirate hired out by Garrundar.

Development. In order for the characters to access Pirates' Skyhold, they must have some method of flying up around 100 feet to the earthmote. There, they encounter Garrundar the Vile and his lizardfolk minions (ten **lizardfolk** and four **lizardfolk shamans**). If the characters can defeat or infiltrate past Garrundar, they have the chance to plunder his hoard (11,000 gp, 7,000 sp, 9,000 cp, three coral stones (100 gp each), three moonstones (50 gp each), a crown of bronze sculpted to resemble a seaweed wreath (250gp) and a *bag of holding* containing a *spell scroll* of *blight*, two *potions of greater healing*, and a case inlaid with mother pearl (150 gp) filled with twenty *+1 bolts*. Perhaps the most precious treasure is the crashed halruuan airship, the Scuttering Skylark, that once belonged to Bartholomew Blackdagger. Although the ship is in dire need of repair, it could serve as a mobile base for the adventurers.

To repair the Scuttering Skylark requires the assistance of a spellcaster who knows both the *fly* and *levitate* spells. It requires the use of a forge and smithy to create a control rod of silver-capped with gold. The entire repair costs 20,000 gp. What remains of the ship is not dissimilar to a sailing ship, but it has an additional sail where the rudder would be, six oar-like sails protruding from the sides, and half a dozen enormous turtle shells built into the hull.

Learning how to pilot the ship requires downtime spent Researching (See "Downtime Activites" in chapter 8 of the *Player's Handbook* or chapter 2 of *Xanathar's Guide to Everything*) in an arcane library such as Candlekeep. If the research is successful, the character becomes proficient in vehicles (air). See chapter 5 of the *Dungeon Master's Guide* for the ship's statistics.

The characters could potentially discover the planned attack on Neverwinter by Bartholomew Blackdagger's portion of the Black Armada from Garrundar. If the dragon's life is threatened, or the right price is met (1,000 gp), he provides the information the characters desire.

Blackdagger's ghostship arrives the night after characters arrive in Neverwinter. They kill Kzixxaro the aboleth in the lower vaults of the House of Knowledge. Garrundar knows that the Kraken Society has something to do with it, but doesn't know why they want Kzixxaro dead, only that he'll be paid well for the use of 'his' crew. Garrundar was contacted by someone named Arbek, who he believes is working for Sea King Tentrix.

ATTACK ON NEVERWINTER

The night after the characters arrive, Neverwinter is attacked by a ghost ship crewed by forty **skeletons** and captained by Bartholomew Blackdagger (**revenant**) and his Mates a **wight** and a **sword wraith warrior**. Their aim is to sail up the Neverwinter River to the House of Knowledge, disembark and storm the Lower Vaults to destroy Kzixxaro the **aboleth** who lairs down there.

The ghost ship can only be embarked upon by undead, all other creatures and objects simply pass through it, although the ship is bound to water at all times. Because of this, the ship can sail straight through the three bridges of Neverwinter and right up to the House of Knowledge before the undead crew disembarks.

The pirates are mercenaries hired through Garrundar the Vile. Members of the Kraken Society paid the dragon to send the pirates to attack Kzixxaro, whose location was discovered through Soman Galt by Arbek on Fisher's Float.



Bartholomew Blackdagger

Beginning the Encounter

The attack is launched the night after the characters arrive. Read or paraphrase the following:

> It is a foggy night in Neverwinter. A thick sea mist has rolled in from the ocean and into the docks and coastal wards of the city. The usual hustle and bustle of the city seems subdued by the pressing damp.
>
> Looking out to sea, you think you catch a glimpse of an ethereal blue light. Perhaps the moonlight playing off a larger wave. Staring closer, you see with horror the reality of your perception. An enormous, spectral galleon emerges from the mists, cutting through the waves like a hot knife through butter. Standing proud atop the foredeck is a man with flesh as pale as death, dressed in a tricorn hat and wielding a midnight black blade.

Unless the characters have intervened, the necromantic aura of the ship animates ten **zombies** from Neverdeath (see N7. Neverdeath) who shamble through the streets, threatening the citizens of Neverwinter. The characters must decide whether to tackle this threat or chase the ghostly galleon through to the House of Knowledge. Once at the temple, the undead crew meet little resistance from the startled Oghmanite priests and quickly make their way to the lower vaults to assault Kzixxaro. The development of this encounter is detailed in N6. House of Knowledge. Once Kzixxaro is killed, the pirates attempt to flee Neverwinter the same way they entered. If Blackdagger is killed, the ship disappears, leaving any remaining crew stranded in the city.

Treasure

Kzixxaro & Followers. The treasure that these creatures have accumulated is detailed in N6. House of Knowledge.

Undead Crew. The crew of the ghostly galleon carry no treasure with them, save their weapons and armour.

Bartholomew Blackdagger. Unlike the rest of his crew, Blackdagger has accumulated a few valuable trinkets. He wears a silver chain with a black dragon pendant around his neck (50 gp), a gold ring with a carnelian skull (60 gp) and a black leather belt with a golden buckle (25 gp). Blackdagger also wields a black steel scimitar with a bejewelled basket hilt (250 gp).

Development

The only way to prevent the pirates killing Kzixxaro is to destroy them. The characters may not wish to prevent the death of Kzixxaro, but are likely to want to destroy the crew.

If Kzixxaro survives, it attempts to recruit the characters into the Abolethic Sovereignty. If it cannot do so, it sends agents to hunt them down and prevent them from telling Neverember. If the characters choose to take Kzixxaro's side, the aboleth to helps them assault Ascarle in chapter 5.

If Kzixxaro is killed, the undead crew head back to the ocean, and eventually return to Pirates' Skyhold to serve Garrundar the Vile once again. Garrundar the Vile or the undead crew might end up making another appearance later in the campaign against the characters.

Neverwinter Quests

The NPCs that the characters met in Neverwinter before the attack may bestow quests upon the characters if they survived, encouraging them to further explore the Sword Coast and Island Kingdoms. This allows them to gather information, experience, and items that will help them mount a successful attack on the Kraken Society, and Sea King Tentrix.

Whether characters travel by sea or over land, use appendix A to stage random encounters along the way.

Theryis & Toram's Quest

Members of the Harpers are approached by the half-siblings. Toram is raving about the lack of communication between the societies' members, and Theryis is trying to calm him. They ask the characters to take on a faction quest for them. The half-siblings are concerned that they weren't warned about the pirate attack and haven't heard anything from the secret Harper base in the Sea of Swords; The Berg, a floating, hollowed out iceberg. Theyris has tried to contact the base's leader, Thea Wisecobble (NG non-binary lightfoot halfling **bard**) but has received nothing back and is worried. Theryis and Toram can introduce the characters to Sandyse Thunderquill (see N10. House of a Thousand Faces), who protects a Harper *teleportation circle* in an unassuming rowhouse in Neverwinter.

Development. Should they accept, the characters are teleported to The Berg, which is currently floating between Ruathym and Gundarlun. The Berg has been overrun by ten Kraken Society **cultists**, led by Svetlana Brokenstag (CN female Illuskan human **transmuter**), and supported by three **yetis**. The cultists don't know they're working for Slarkrethel, let alone Zellix'Phor, but Svetlana is telepathically linked to the elder brain. When Svetlana receives a telepathic message, she bleeds from the ears. If Svetlana is about to give away important information, Zellix'Phor can use an action on its turn to deal 40 psychic damage to her. This damage is enough to kill Svetlana immediately. Svetlana has been mutated by the telepathic influence of the kraken; she has small fins on her forearms and calves, skin folds that resemble gills on her neck, and glassy blue-green eyes.

All Harpers on board are being held in cells as the Kraken Society move The Berg toward Ascarle. The imprisoned Harper contingent consists of Thea Wisecobble (see above), two **nobles** and four **spies** (although The Berg can easily house 25 individuals), each with one level of exhaustion. They are guarded day and night by the yetis, while the cultists operate The Berg's magical propulsion mechanism and patrol the base.

The Kraken Society are unaware that Gumph the **flumph** is aboard thanks to his *ring of invisibility*. Gumph has been listening in on the telepathic communications between Svetlana and Zellix'Phor, and happily shares the following information with the characters:

- The Berg was captured as it could alert the Sword Coast of future pirate attacks.
- The Berg is being manoeuvred to the north of Purple Rocks.
- Svetlana will be rewarded with untold knowledge should she succeed in this task.

If the characters liberate The Berg from the Kraken Society, they are each rewarded with a magic item (roll on Magic Item Table B in chapter 7 of the *Dungeon Master's Guide* or allow each player to choose one item from that table). In addition, the characters gain access to the Harper *teleportation circle* network which has permanent circles in Baldur's Gate, Mirabar, Neverwinter and Waterdeep.

Mardred the Many's Quest

After the dealing with the pirates, the characters receive an urgent message from Pettigrin Handel (LG male Chondathan human **apprentice wizard**) who appears in in a torn robe with open wounds on his arms. After composing himself for a minute, he manages to stutter out that strange green people have attacked the Cloak Tower. They initially tried to unlock the magical vault beneath the tower, but when they couldn't bust it open they started using the other apprentices to threaten Mardred. Pettigrin managed to slip away by successfully casting misty step for the first time.

Development. If the characters rush to the Cloak Tower to help, they find that everything Pettigrin said is true. The front door of the tower has been battered down and several of windows have been smashed. Hanging from one of the broken windows is the body of a tall, yellow-green humanoid with grey dreadlocks and ornate armour. Characters with a connection to the Astral Plane recognise this creature as a githyanki. Floating above the tower is an astral skiff; a flying vessel that requires three githyanki crew and carries up to a dozen passengers. The ship can travel at a 15 miles per hour, and *plane shift* to the Astral Plane.

Inside, the tower is deserted save for the lowest floor. Here, three **githyanki warriors** and Sarth Tra'ados the **githyanki knight** are holding three **apprentice wizards** captive, threatening to kill them unless Mardred the Many (NG female Shield dwarf **illusionist** with a *robe of stars*) gives up her robe and opens up the vault to surrender the other six robes inside. The githyanki want the robes to outfit their warriors so they can pursue the mind flayers when they attack Ascarle. Mardred only has 1 hit point remaining and is close to opening the vault (which is protected by an *arcane lock* and a *glyph of warding*) as she cannot bear to see the children hurt.

The characters might attack the githyanki, or bargain with them as allies. The githyanki know that mind flayers have crashed on Gundarlun, but don't yet know the connection between Zellix'Phor and the Kraken Society. Either way, each character is rewarded with their own *robe of stars* if they succeed and the party might gain use of the astral skiff.

The githyanki are based in Flame Fault, a githyanki crèche on the island of Tuern. If characters ally with the githyanki, they can be taken to this location by the warriors on their astral skiff.

Len-jes' Quest

After the characters prove themselves to be adept adventurers during the pirate attack, a member of the Neverwinter Watch working for Len-jes seeks them out and asks that they meet with the harbourmaster at the Beached Leviathan the next evening.

Should the characters accept, they meet Len-jes at the tavern where she has already put on a spread for them as thanks for their efforts to protect Neverwinter. Len-jes tells the characters that she is responsible for ensuring that the docks of Neverwinter remain safe, and to maintain the vital flow of commerce into the city. This, she explains, requires a large force of mercenary sailors from Mintarn, hired through the White Sails company. Of late, ships she has hired and requested from the island have been turning up with fewer mercenaries than expected, or arriving days late. She asks the characters to investigate what's going wrong on the island. As a reward, she offers the characters the use of a sailing ship called Dawn's Gem, or 1,000 gp in gems.

Development. If the characters travel to Mintarn to investigate, they are happily welcomed onto the island. Mintarn is a popular safe-haven for those avoiding the authorities and has a 'no questions asked' policy, making a great neutral ground with the downside of dangerous clientele (see "Mintarn" in chapter 3 for more information).

Before the characters have even made it beyond the docks, they are attacked either by **Captain Callous** (appendix B) and his crew, or by a drunken dragonborn wearing an eyepatch named Farihaan Grathyozterix (NE female bronze dragonborn **swashbuckler**) and her three **thug** lackeys. If the characters defeat Farihaan or Callous, they offer information in return for their freedom. They tell the characters that everyone claims the dragon Hoondarrh is responsible for the missing crew, but that's just a cover story. The locals won't whisper a word about the true cause out of superstition, but a bribe of 250 gp presented at Castle Mintarn to Tyrant Bloeth Embuirhan (LN female Chondathan human **gladiator** with 90 hit points) would be irresistible.

If the characters visit the inns they find the claims to be true. None of the locals say a word about where the missing sailors are going, claiming they've only heard it must be Hoondarrh. A successful DC 12 Wisdom (Insight) check reveals that they are lying, but any attempts to press the matter are met with hostility that could quickly turn to violence.

If the characters travel to Castle Mintarn they are greeted directly by Bloeth, who has already heard word of their endeavours in Neverwinter. She delights in the characters' tale of the pirate attack and treats them to a fine meal and a few bottles of Mintarn's famous green wine. If the characters bring up the missing mercenaries, she asks the characters to follow her. She takes them up a tower of Castle Mintarn. From here, the characters can see that two of the towers have been destroyed, which Bloeth claims was Hoondarrh the Red Rage after they failed to provide tribute one year. She then points to Skaduarak, the dragon's mountain lair which rises up from the sea to the

north. Bloeth claims it must be Hoondarrh continuing his tyrannical rule, but subtly hints that a contribution to the tithe they have to pay might reveal more information. If the characters give Bloeth 250 gp or more, she tells them to explore Narino, a sunken city south of Mintarn.

Narino is detailed in full in chapter 3 but in short, it is an abandoned merfolk city now occupied by Mei Ling (LE female **vampire** with a swim speed of 30 ft.). Mei Ling is responsible for the disappearances that no one talks about. Mei Ling used to feed exclusively on merfolk, but the abundance of ships of late has given her a taste for human blood. Characters might be able to convince Mei Ling to get back on the merfolk diet, bribe her to avoid White Sails ships, or attempt to kill her. If any of these methods are successful, Len-jes rewards them in full when they return to Neverwinter. If the characters fail in their attempt, Len-jes provides a smaller reward of 250 gp for their information.

Dagult Neverember's Quest

After the pirate attack, Lord Protector Dagult Neverember arranges a meeting with the characters. He thanks them for their assistance defending the city and rewards them with 100 gp each plus the privilege of staying at the High Hall any time they desire. Dagult also allows them to take command of a Tarnian mercenary sailing ship called Dragon's Ire should they desire.

After rewarding them, Lord Protector Neverember asks that the characters visit Luskan. He believes that the City of Sails must know more about the increased piracy. Dagult gives the characters a Lord's Alliance emblem, which they can present to the High Captains to gain an audience.

Development. After travelling to Luskan, the characters can arrange a meeting with the five High Captains provided they show the Lord's Alliance emblem. Ship Suljack, under the command of Captain Dagmaer, is responsible for the control of piracy and claims to have no part in the attack on Neverwinter. If the characters mention Bartholomew Blackdagger, Captain Throa of Ship Taerl pipes up, claiming that Blackdagger has assaulted her own vessels in the past. Throa knows that Blackdagger is a mercenary under the command of Garrundar the Vile, a black dragon who lairs on Pirate's Float near Neverwinter. Garrundar is a greedy oaf and accepts bribes to reveal who hired Blackdagger.

If the characters continue to pursue this lead, they can question Garrundar (N12. Pirate's Skyhold), which leads them to Arbek on Fisher's Float (N11. Fisher's Float) and then to the Nelanther (see chapter 3 for more information). Dagult happily arranges to pay the 1,000 gp bribe for Garrundar.

Kzixxaro's Quest

If the characters decide to keep Kzixxaro alive and ally themselves with the Abolethic Sovereignty, the aboleth contacts them telepathically soon after the pirate attack. Kzixxaro has been attempting to telepathically probe the surrounding area and discovered an individual on Fisher's Float that was acting as a powerful telepathic conduit. Kzixxaro wants the characters to find out who this individual is and who they work for, as it could pose a threat to the Abolethic Sovereignty's plans on the Sword Coast.

Development. If the characters make it to Fisher's Float, play through the events detailed in N11. Fisher's Float. In short, the characters end up confronting Arbek, a Kraken Society member who orchestrated the attack on Baldur's Gate. If the characters take a look at his belongings, they discover communication between him and Sea King Tentrix, who seems to be holed up somewhere in the Nelanther Isles.



Open Lord Dagult Neverember



WATERDEEP

Waterdeep, the City of Splendours is perhaps the most important and influential city on the Sword Coast. This great metropolis stands as the pinnacle of what a great city might be, in wealth, influence, and stability. The city is currently under the control of the Open Lord, Lady Laeral Silverhand, who supplanted Dagult Neverember less than a year ago. She is supported by the anonymous masked lords, who make policies for the city and sit in council. Unlike many of the other cities along the Sword Coast, Waterdeep has managed to remain mostly out of trouble for the past few decades.

Waterdeep's law and order is maintained by the City Watch, whose stern policing has kept the city relatively safe from criminals. All trade in the city is overseen by various Guilds, who monitor the pricing and quality of each craftsman to ensure accordance with their high standards. The cities' military force is known as the City Guard, who staff garrisons, road patrols, and watch posts, as well as serving as body- and gate guards.

Waterdeep is split into several different wards. The Dock Ward, which contains the Deepwater Harbour, contains warehouses and yards to facilitate sea trade. The South Ward too is a mercantile place, where caravan masters and merchants pass through and sell wares, but is somewhat poorer than the Trade Ward, where most of the money changes hands. The Castle Ward encompasses the government buildings as well as the Blackstaff Tower. The City of the Dead is a huge park and cemetery. The North Ward is home to the powerful nobility of Waterdeep, though isn't quite as wealthy as the Sea Ward, which contains many of the cities' temples, as well as the richest of the nobility, and notable retired adventurers.

WATERDEEP LOCATIONS

The following locations are identified on the Waterdeep map.

W1. Deepwater Harbour

The dock of Waterdeep is a bustling melee of ships, sailors, and criminals. During the day it is easy to get lost in the throng of people, but at night the lack of streetlights makes it a haven for rogues and ragamuffins. The Defender of the Harbour is a seasoned veteran named Reynard Blackbrook (LG male Chondathan human **veteran**), who commands ten **guards** and three **veterans** of the City Guard to ensure nothing illegal occurs. Blackbrook was an adventurer until he lost his arm fighting against the Stormwind pirate fleet. His missing arm was replaced with a wooden one attached to a shield bearing the Waterdeep arms.

Beneath the water is a sprawling settlement of merfolk and sea elves called Tharqualnaar. The people of this underwater town are members of the City Guard, and trade

with sailors and merchants who visit the harbour.

Development. The characters can convince the underwater denizens of Deepwater Harbour to let them visit Tharqualnaar with a successful DC 15 Charisma (Persuasion) check, or a donation of 200 gp to Umberlee. The characters are escorted through a bright marine garden filled with seaweed, coral and anemones that is bursting with life by four merfolk **tribal warriors** to a palace carved from the rocky seafloor.

Inside, the characters meet Chieftess Antinua Reefsilver (LG female merfolk **noble**) and Uth'ivellios Cithrea (CG male sea elf **priest** of Deep Sashelas) and his pet **dolphin**. The audience chamber in which they meet is enchanted with a permanent *water breathing* spell. The leaders of Tharqualnaar are becoming suspicious that there is a malenti in their ranks; a sahuagin born with a mutation making them physically resemble an aquatic elf. Paranoia is spreading through Tharqualnaar that an attack is imminent.

The paranoia is not misplaced. There is a **malenti** (appendix B) named Ilanquor within the underwater city. Ilanquor managed to store away the stolen *marid conch* (appendix C) within Umberlee's Cache (in area u4) so that the sahuagin raiders could find it when they attack.

W2. Outer Gates

The outer wall of Waterdeep has three gates that permit entry day and night. The North Gate is manned by four **veterans** and two **guards** of the City Guard and permits entry to the richer areas of the city so long as characters can provide papers of identification. The East Gate and South Gate are manned by two veterans and four guards of the City Guard and permit entry without identification to the poorer wards.

W3. Umberlee's Cache

Umberlee's Cache is an underwater cave in the Deepwater Harbour that is filled with tithes given to Umberlee; The Bitch Queen by sailors and the populace of Waterdeep during the festival of Fleetswake. The entrance to the dungeon is marked by the Deepwater Beacon, a pillar of light that shoots up through the water. The entrance is guarded by four merfolk **tribal warriors** and one merfolk **priest**, as well as their **giant sea horse** pets.

Development. When the sahuagin raid begins, one of the **sahuagin barons**, two **sahuagin raiders** (appendix B), five **sahuagin**, and four **reef sharks** split off from the main force. They kill the merfolk guards save for one, and head to area u4 for the *marid conch*. The final merfolk manages to alert the City Guard, who ask the characters to help. If the characters search for Umberlee's Cache, read or paraphrase the following:

> After searching the ocean floor near the Deepwater Beacon, you discover an isolated cavern entrance with coral growing all around. A few stray coins lie scattered around the entrance but are slowly being dragged toward it by a current which pulls into the cave.

U1. The Descent

Unless the characters can see in the dark or bring a light source, they cannot see their surroundings and are dragged to the hole at the bottom of area U1 in five turns.

> As you swim down into the sea cave the walls begin to close in around you. After swimming for a few dozen feet, the passage suddenly opens into an enormous sunken chamber with fist-sized crystals covering the walls. The centre of the chamber spirals down like a vortex to a rocky bottom punctured with a gaping hole. A strong current pulls the seawater past you toward the fissure.

Creatures. Circling in the water are three sea wraiths (**spectres** with a 60 ft. swim speed but no fly speed); the trapped souls of drowned sailors who failed to pay tribute to Umberlee, and now guard her hoard. They attack any who enter that do not wear a symbol of Umberlee.

If the characters enter this area without uttering a prayer to Umberlee, a **bearded devil** (swim speed of 30 ft.) and a beard of eels enters from area u5 in four turns and attacks.

Current. The hole in the floor of the chamber sucks seawater down into Umberlee's Outer Plane domain. Any Small or smaller unsecured creature or object is pulled 5 feet toward the hole at the start of their turn unless they succeed on a DC 10 Strength saving throw. An object pulled into the hole disappears to the Outer Planes. A creature pulled into the hole takes 21 (6d6) fire damage and is shot 50 feet back up into the chamber.

Treasure. A character who succeeds on a DC 15 Intelligence (Investigation) check while searching the floor of the cavern find a total of 18 gp, 14 sp and 13 cp, a *potion of water breathing* and a *+1 scimitar* with a pearl pommel stuck between the rocks.

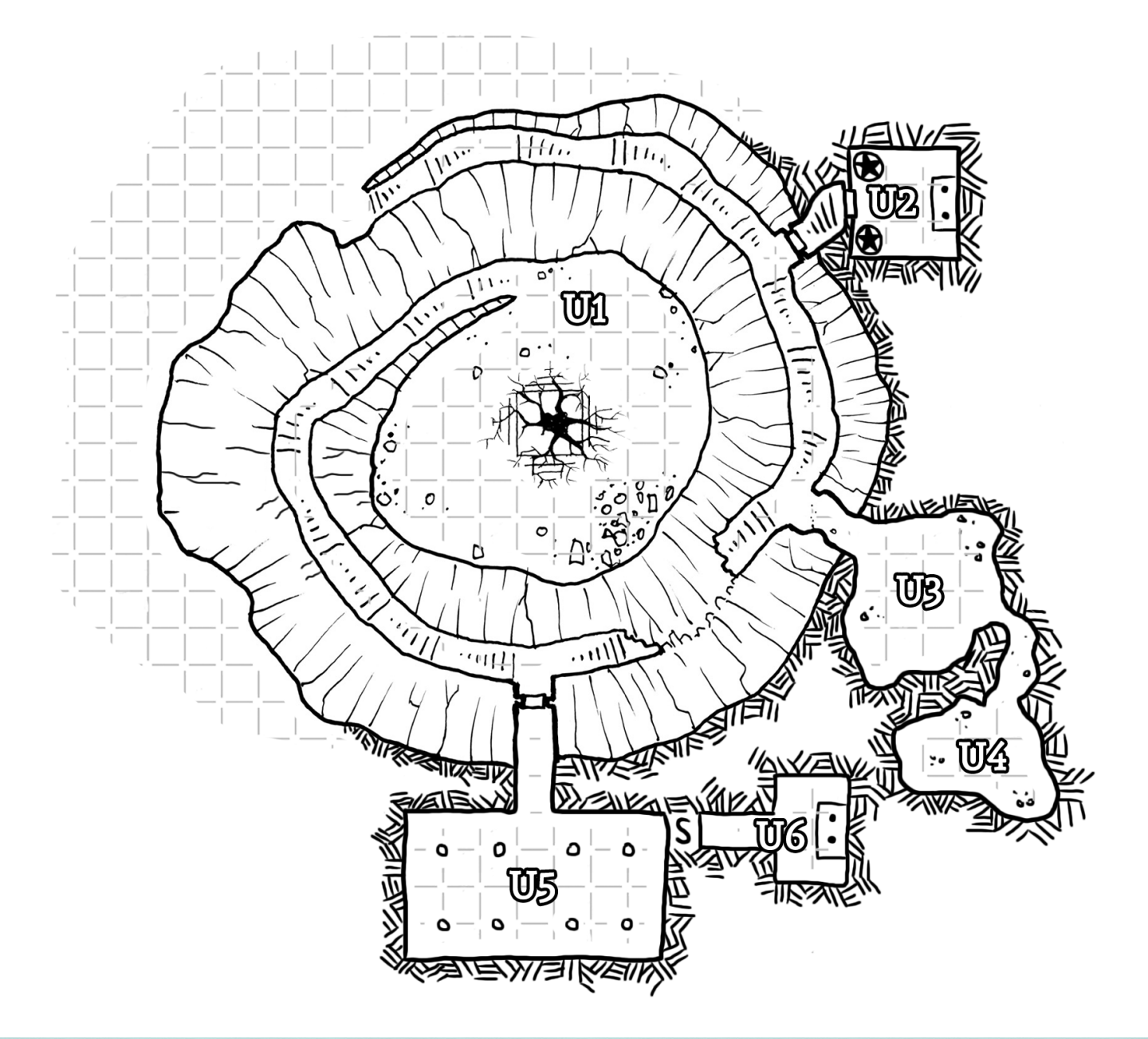
Development. If the sahuagin have arrived, there are two dead sahuagin floating down in the water, three **sahuagin** and a **sahuagin raider** (appendix B) fighting the two remaining sea wraiths. In two rounds, the **bearded devil** emerges from area u5 and attacks the sahuagin (see area u5 for more information).

U2. Merfolk Shrine

> Dimly lit by glowing purple anemones, this small shrine contains an altar upon which offerings have been placed, and two stone statues of krakens covered in thin sheet-like seaweed and barnacles. Hanging over the altar are a pair of crossed tridents.

Treasure. Atop the shrine are three ceramic vases with wave motifs (50 gp each) and a platinum ring with a symbol of Umberlee engraved into it (100 gp). The tridents hanging above the altar are in fine condition (5 gp each). A character who steals from the shrine immediately runs out of breath and can't speak for 1 minute.

Offerings. Characters who place an offering worth 50 gp or more on the altar and utter a prayer to Umberlee gain a swim speed of 30 feet and the ability to breathe water for 1 hour.



Umberlee's Cache. 1 sqaure = 5 feet

U3. Tribute Gatherers

A natural cavern sprouts off from the descending spiral stair about half way down. The cavern is cloaked in shadow, and the water within is murky and warm. Peering into the cave you can make out a mass of writhing tentacles that seems to be constantly probing and exploring their surroundings.

Creatures. There are three **tribute gatherers** (appendix B) in the cave. If characters wait long enough, the gatherers might leave the cavern to scour area u1 for misplaced treasures, which they drag into the hole.

Development. If the sahuagin have arrived, there are two dead reef sharks and one dead tribute gatherer. The remaining two **tribute gatherers** are locked in combat with a **sahuagin raider** (appendix B) and two **reef sharks**.

U4. Reekmurk Lair

The chamber ahead is unnaturally dark. It appears as if the walls are coated with a film of oil or ink which hungrily devours any light. Sitting dead centre in the chamber is a large, black iron treasure chest.

Creatures. The unnatural darkness comes from a **reekmurk** (appendix B) which is stretched across the walls and ceiling of the chamber.

Treasure. The chest has two keys. One belongs to Dread High Trident Abeline Nerovarco, the other to the malenti Ilanquor. The chest can be broken open with a successful DC 25 Strength check or unlocked with a successful DC 20 Dexterity check using thieves' tools. Inside is the stolen *marid conch* (appendix C) nestled on a bed of seaweed, dotted with pearls (1,000 gp for all the pearls).

Development. If the sahuagin have arrived, there is a **sahuagin baron** fighting off the reekmurk in this chamber, whilst trying to retrieve the chest. Both are on half their hit points. The baron will retrieve the chest on the next turn and flee unless the characters intervene.

U5. Summoning Hall

A short stone corridor leads to a beautifully decorated hall. Eight pillars sculpted into coral-like forms lead up to a vaulted ceiling which is decorated with shell motifs. Bas-reliefs on the walls depict nautical scenes including a galleon being sunk by a kraken, and a wreck being smashed by a tempestuous storm.

The floor is tiled with tiny pieces of ceramic and forms a mosaic of twin crashing waves.

Creatures. Although initially empty, if any creature enters area u1 without first uttering a prayer to Umberlee, a bearded devil (swim speed 30 ft.) is summoned in this room. The devil appears in four rounds and immediately seeks out intruders.

If the characters leave immediately, the bearded devil ceases to attack them. If the characters explain there is treasure being hidden here and succeed on a DC 15 Charisma (Persuasion) check, the devil helps them search for it. When they discover the chest in area u4, the devil wants to throw it into the hole in area u1. Convincing it not to requires a successful DC 20 Charisma (Persuasion) check. Otherwise, the characters will have to take the chest by force.

Secret Door. The eastern wall's bas-relief depicts the storm scene described above. Characters with a passive Wisdom (Perception) of 18 or higher notice a thin seam of bubbles around the edge of a whirlpool. A successful DC 19 Intelligence (Investigation) check reveals this to be a secret door that can be opened by twisting the stone slightly. The door leads to area u6.

U6. Umberlee's Altar

The section of wall swings open before you, revealing a corridor lit by magical blue flames down either side. At the end of the corridor is a small shrine taken up almost entirely by a huge altar of bone. Atop the altar are half a dozen black candles which flicker with the same blue fire that lit the corridor. Sticking out from the shrine are several scroll cases.

Light. This room is lit by *continual flame* spells in the corridor, and by six *candles of the deep* which burn blue.

Treasure. Jutting from between the bones of the altar are three whalebone scroll cases (150 gp each). Each contains a *spell scroll*; *alter self*, *bane*, and *summon lesser demons*. The *candles of the deep* can also be taken.

Trap. If anything is taken from the altar by a non-Umberlant, roll initiative. On initiative count 20, the door to the chamber slams shut. On initiative count 10, the water heats up, dealing 1d6 fire damage to any creature inside; this fire damage overcomes resistances granted by being submerged. On each subsequent initiative count 10, the damage increases by 1d6 to a maximum of 5d6.

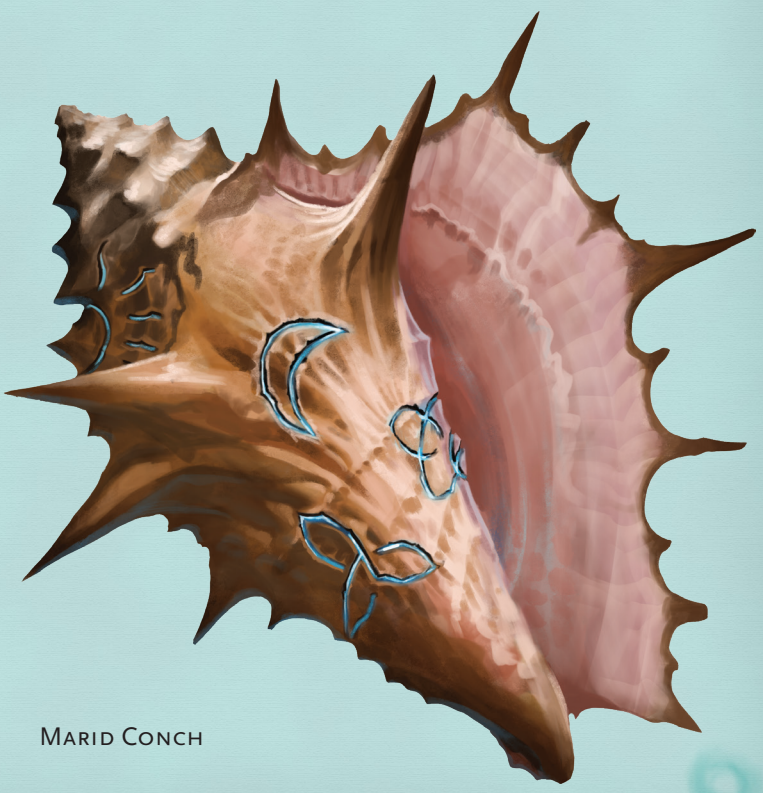
Countermeasures. Replacing stolen items stops the trap and opens the door. Characters can also stop the trap by opening the door, which requires a successful DC 18 Intelligence (Investigation) check, followed by a successful DC 18 Strength check. Alternatively, any character who stole an item can attempt a DC 20 Charisma (Religion) check to beg for the Bitch Queen's mercy. If all characters with stolen items succeed on this check, the trap ends, and the door swings open.

Development

The characters should be able to fight off the sahuagin pirates and steal back the *marid conch* from them. The characters might then want to return the conch to the Zulpair family but, seeing the kinds of creatures that are after it, Pasha Arain insists that they take the conch as payment for investigating the crime.

The conch contains a **marid** named Sultan Klaptikos of the Great Waves. He hails from an underwater coral palace called Underwave not far from the Moonshae Isles and happily escorts the characters there in exchange for his freedom. Klaptikos knows an awful lot about the underwater locations of Faerûn thanks to his centuries of travelling the Material Plane. He also knows a way to the Elemental Plane of Water and the Citadel of Ten Thousand Pearls.

Characters can use the Sultan in combat and for flawless navigation. Should the characters treat the Sultan like a friend or even master, rather than a slave, Klaptikos might be tempted to stick around with the characters even after he's fulfilled the demands placed upon him by his imprisonment in the conch.



Marid Conch


Waterdeep
City of Splendors
Sea Ward
North Ward
Castle Ward
City of the Dead
Trade Ward
South Ward
Dock Ward
Deep Water Harbor
W1
W2
W3
W4
W5
W6
W7
W8
W9
W10
W11
W12
W13
N
0 250 500 1000
feet
ETC

W4. Queenspire

Spiralling up from the sandbar to the southeast of Waterdeep proper is a shell-like tower with a glistening, pale pink exterior and live corals growing around its base. This church of Umberlee is presided over by Dread High Trident Abeline Nerovarco (LE female Tethyrian human **kraken priest** wielding a *trident of fish command*) who, like many before her, paid dual homage to The Bitch Queen and her chosen aspect Slarkrethel. Unlike many of the Kraken Society, Abeline knows that the cult is headed by the kraken. The Dread High Trident keeps her allegiance to Slarkrethel a secret, sending her underlings out to fulfil the kraken's requests.

It is through this method that Dread High Trident Abeline came into possession of a *marid conch*. The kraken commanded her to recover the magic item and bequeath it to Umberlee, which she did without question. Abeline doesn't know that the request actually came from Zellix'Phor, who wants to bind the genie into service.

Development. If the characters investigate the stolen *marid conch*, they may eventually track it back to the Church of Umberlee. If the characters start poking around or asking too many questions, Dread High Trident Abeline becomes more and more hostile and might end up trying to forcefully remove the characters from the Queenspire.

If the characters show Abeline an item that connects the sahuagin with something alien, such as the *shield of far sight* from the Wreck of the Golden Crown, Abeline becomes confused and angry. See "Dread High Trident Abeline Nerovarco's Quest".

W5. Tymora's Blessing

Named after the Lady Luck, this seedy tavern-come-casino promises a shot at some meagre winnings and an unforgettable evening with some unusual clientele. Tymora's Blessing is owned by 'Lady' Gurnin Copperguts (N female shield dwarf **priest** of Tymora), an older dwarven woman who takes no nonsense and isn't afraid to punch her way through a problem. She has the ability to teleport items to a secret room in the tavern should she wish, this ability is a gift from Tymora.

The tavern has a strict no magic policy, which extends to magic items and applies to everyone save 'Lady' Copperguts herself. Casting of spells or using magic items triggers an audible alarm spell. This rule is enforced by Grunter, the tavern's **hill giant** doorman. The tavern has securely warded lockers in which visitors can store their magical belongings. Any item seen within the establishment will be 'disintegrated'. In truth, they are simply teleported away by Gurnin to her personal vault, where she sells them on to a Zhentarim fence.

Although there is no food on offer, the Blessing has several rooms on the third floor (the second is little more than an open balcony to provide headspace for Grunter), ranging from poor to modest which the characters can hire and offers a variety of gambling including three dragon ante, lizard racing, and dice. The tavern is always filled with an unusual range of folk including drow, dragonborn, hobgoblins, orcs, and tieflings. Many a tall-tale is spun here, and challenges to their veracity normally end in blows.

On the balcony floor is a secret door, which can be detected with a successful DC 16 Wisdom (Perception) check and opened with a DC 16 Intelligence (Investigation) check. Inside are 1d4 magic items of your choice that 'Lady' Copperguts has 'disintegrated'.

Development. Zhentarim characters who visit Tymora's Blessing find it easy to pick out a table of three **thugs** and three **spies** from the Black Network. Other characters must succeed on a DC 15 Wisdom (Insight) check. This is a favoured haunt of the zhents, who know that any confiscated magic items here eventually end up in their hands.

If the characters ask around about a stolen conch or Haseid Zulpair and succeed on a DC 16 Charisma (Persuasion) check (with advantage if they are a Zhentarim faction agent), Rashebyeh Qahtan (LE female Bedine human **spy**) leans forward at the gaming table. She reveals to the characters that she was tasked with retrieving a marid conch from the Zulpair Villa. Rather than infiltrating, she seduced Hasied and got him to bring the magic item out to boast about it. She proceeded to get him drunk and bring him here, where the item was confiscated and handed over to the Black Network. She won't reveal where it ended up unless the characters pay her a bribe of 500 gp, or on pain of death. The conch's final destination was the Queenspire.



Rashebyeh Qahtan

W6. Warrens

The Warrens are a network of tunnels adjacent to Waterdeep's sewers that stretches underneath the Dock and Castle Wards of the city. They are inhabited almost exclusively by gnomes and halflings, with the former being the predominating occupants. Any gnome or halfling character from Waterdeep knows of the existence of the Warrens. Characters might also discover the tunnels if they explore the northern Dock Ward or West Castle Ward and have a passive Wisdom (Perception) of 16 or higher. These characters notice the occasional marking on the cobbled streets and sides of Mount Waterdeep; a wavy dagger in a circle. Characters who succeed on a DC 15 Intelligence (Religion) check (advantage for gnomes) realise the symbol is of Baravar Cloakshadow: The Sly One (the gnomish deity of illusion and deception). A successful DC 18 Intelligence (Investigation) check reveals that each emblem is adjacent to a magically concealed doorway, which can be opened with a successful DC 18 Intelligence (Arcana) check.

The interior of the Warrens is clean and well-lit throughout. Gnomes and halflings go about their lives down here, shooting curious glances to any other races who venture in. The tunnels are typically 5 feet in diameter, making it tough going for Medium creatures, and impossible to traverse for Large creatures. The characters might meet merchants and craftspeople in the tunnels or might seek out the leader of the community; an extraordinarily ancient gnome called Ompahr Daergech (NG male rock gnome **illusionist**).

Development. Characters who meet with Ompahr and tell him about the impending pirate attack gain his allegiance in the defence of Waterdeep. Ompahr and the clergy of The Sly One are powerful illusionists and could help the characters by providing a distraction for the attacking sahuagin, such as an illusory dragon. Characters can also use the Warrens to get about the city faster than usual, as they offer a more direct route between the north and south of Waterdeep.

W7. The Yawning Portal

The Yawning Portal is the best-known tavern in Waterdeep if not the entire realms. Although it plays no great part in this adventure, it would be remiss to leave it off the notable locations in Waterdeep. If characters enter the Yawning Portal, refer to *Waterdeep: Dragon Heist* and *Waterdeep: Dungeon of the Mad Mage* which contain descriptions of the tavern and the mega-dungeon which lies beneath it.

W8. Castle Waterdeep

Castle Waterdeep is the enormous residence of Open Lord Lady **Laeral Silverhand** (appendix B) and a meeting place for the Council of Masked Lords who rule over the city of Waterdeep. The castle is an imposing structure with nine looming towers built with huge blocks of grey stone. The only route to access the castle is up a steep and winding road peppered with guard towers.

If the characters approach Lady Silverhand with information regarding the potential pirate attack, she organises a meeting of the Masked Lords to try and combat the situation. With only a handful of ships to spare, the majority of the defence will have to occur in the Dock Ward alongside the merfolk and sea elves of Tharqualnaar. If the characters are in need of direction, she suggests they head to the Zulpair Villa in the Sea Ward. Pasha Arain came to her a few days ago about a stolen treasure, a conch shell which he doesn't reveal contains a marid. Laeral is concerned that the theft might be linked to the impending pirate attack.

W9. Inn of the Dripping Dagger

The Dripping Dagger would be an unremarkable inn if it were not for its door. For some unknown reason, the solid old oak portal has a portentous quality. When folk walk through its frame, an echoing voice can be heard proclaiming cryptic prophecies. Whether there's any merit to the omens is contested, but nevertheless, the door alone is enough to bring folk in for a drink or two and to keep the establishment on its feet. The tavern's owner, Westfray Lohthuntle (NG female Illuskan human **berserker**), was once an adventurer for hire, but eventually earned enough money to buy shares in the tavern and took it over when its previous owner died. Characters can acquire Modest to Comfortable rooms and meals at the inn. Adventurers receive a 10 percent discount on food here.

Development. If the characters enter the tavern, the door speaks the prophecy:

"The shark that walks will rise from the deep,
One moon, one sun, the city will weep."

This is a reference to the sahuagin attack that will take place the night after the characters arrive in Waterdeep. A character can discern the meaning behind the omen with a successful Intelligence check; DC 15 for the first line, DC 10 for the second.

If the characters have any other quests on the go, you can use the door to give them hints toward their goal, or to push them toward a certain resolution.

W10. Blackstaff Tower

Rising high above the skyline of the Castle Ward is Blackstaff Tower, home to **Vajra Safahr** (appendix B) the current Blackstaff and leader of Force Grey; a group of elite adventurers tasked with protecting Waterdeep from threats greater than the City Guard and City Watch could handle. Blackstaff Tower is foreboding, made of solid black stone with no windows or doors. Only the Blackstaff and her apprentices can access the tower without being admitted entrance.

Development. If the characters visit the Blackstaff with information about the pirate attack, Vajra seems extremely concerned. She knows that only an extremely foolhardy crew would attack the Deepharbour, even with most of the City Navy out of port. The Blackstaff asks the characters to pay a visit to Zelifarn, a **young bronze dragon** who lives in

Force Grey

To be in with a shot of joining Force Grey, a character must first enlist as a Gray Hand with Vajra Safahr. A character who has served in the City Watch or City Guard is eligible to join, as are characters who are willing to swear oaths to defend Waterdeep, its citizens, and its laws with their lives. By doing quests for the Blackstaff and Open Lord, Gray Hands can work their way up the ranks to become a fully-fledged member of Force Grey.

If a character becomes a member of the elite squad, they are supported by Vajra Safahr and other members of the society. This support can come in the form of bail for crimes, the temporary use of an uncommon or rare magic item, or an additional hand in combat from a member.

Deepwater Harbour. Vajra gives each of the characters a *potion of water breathing* to complete the mission.

If the characters search for Zelifarn, they find him before long trying to trick some sailors out of their gold. The pesky dragon does the same to the characters if they come to talk with him, although he doesn't put up much resistance if the characters refuse to give him anything. Zelifarn reveals that he saw some robed figures drop a large, black iron treasure chest into the south harbour near the Deepwater Beacon. It seemed like they came from the east. Zelifarn guesses correctly that the merfolk will have collected the chest as a tribute to Umberlee and allowed it to be sucked into Umberlee's Cache. Zelifarn doesn't know that the chest contains a *marid conch*, or that the figures were priests of Umberlee working for Dread High Trident Abeline.

W11. The House of the Moon

The House of the Moon is perhaps the largest temple in all of Waterdeep, dedicated to the goddess of the moon and navigation, Selûne. The huge, domed temple is surrounded by gilded towers and sports an ornate gate depicting the goddess throwing down her rival, Shar. The creamy grey stone of which the temple is built seems to sparkle, even more so in the moonlight than the sun. The temple is often a bustling hive of activity, with pale-blue robed priests scurrying to and fro.

The temple is presided over by the Priestess of High Moonlight, Melessa Suaril (LG female protector aasimar **priest**). She is hugely proud of her faith and heritage but humbly declares that all her best aspects are gifts from The Moonmaiden.

While characters might choose to visit the House of the Moon for religious reasons, they might also visit because of its link to lycanthropy. Selûnites see lycanthropy as a gift to be embraced, and any lycanthropes within the walls of the temple are controlling their bestial urges. Good aligned lycanthropes or others devoting their life to Selûne might end up as members of the Silverstar; an elite force of warrior priests who are devoted advocates of freedom and tolerance. Alternatively, characters could be cured of lycanthropy in the temple.

W12. High Flagon Gambling House

The High Flagon is a unique, hodgepodge building that seems almost too large for the street it is on. As well as the sprawling casino itself, there are attached stables, coach-houses, and outbuildings. Numerous wings, gables, turrets, and verandas jut out from the main building, all of which are patrolled night and day by groups of six **guards**. The structure is covered in rain barrels of all shapes and sizes; a safety mechanism against fire in the largely wooden building.

The interior of the building can be accessed via a grand pair of polished copper doors, also protected by guards. The main chambers within are on the verge of luxury. All the furniture is painted black and consists mostly of high-backed chairs around large oval tables. Toward the rear of the building, a busy kitchen constantly pumps out their famous sweet and savoury tarts. The drinks menu is deep, containing all variety of alcoholic beverage including Zzar, a fortified sherry wine popular in Waterdeep but disdained by elves. Rooms and meals of Modest to Wealthy quality can be purchased here. The High Flagon is run by the Harbright family, specifically the cousins Lara and Saleeri (LN female Chondathan human **nobles**), a pair of older women with streaks of grey hair at their temples.

Characters who visit the High Flagon can play all variety of card games with others or against the house. The use of magic is forbidden and could result in permanent expulsion. Brawling, taunting, and cheating of any kind results in being thrown out of the establishment by the many guards.

W13. Zulpair Villa

In the centre of the Sea Ward is a lavish villa owned by the Zulpairs; a rich Calishite family consisting of Pasha Arain (LN male Calishite human **noble**) and his son Haseid Zulpair (N male Calishite human **noble**). The Zulpair family made their fortune in Calimport trading gemstones, and eventually became one of the most notable merchant families in the city. Unfortunately, brought up only by his father, Haseid became unruly and disrespectful, almost resulting in their exile from Calimshan. Exercising foresight, Pasha Arain decided to leave the city with his son and search out new fortunes overseas. The family ended up settling in Waterdeep.

Until recently The Zulpair family had a *marid conch* (appendix C) in their possession. Those that know of its magic think that the power afforded over the genie by the item helped them rise to mercantile power in Calimport.

Within the last tenday, the Zulpairs lost the *marid conch*. The gullible Haseid Zulpair was seduced by Rashebyeh Qahtan, a Zhentarim faction agent. She tricked him into bringing the conch out on a date to show her. After their meal, they headed to Tymora's Blessing, a tavern and gambling den which confiscates magic items and sells them on to a Zhentarim fence.

Development. If the characters arrive at the Villa hoping to investigate the stolen conch, Pasha Arain hurries them inside. He is flustered about the whole affair and can't understand why he wasn't top priority in the city.

The characters can take a look around the Zulpair Villa, including the gallery from which the conch was taken. There are no signs of forced entry or magical intrusion. Characters who succeed on a DC 10 Wisdom (Insight) check while interviewing Haseid determine that he's hiding something. Characters who succeed on a DC 18 Charisma (Persuasion) or DC 12 Charisma (Intimidation) check get Haseid to reveal the truth; that he was showing the item off to a woman he was dating, and it was confiscated by the owner of Tymora's Blessing. Haseid refuses to accept responsibility, blaming everyone else for the theft. Haseid reveals that he can't remember the name of the girl he was seeing, but definitely remembers her laughing when the item was taken from him in the Blessing.

If the characters return with the *marid conch* and tell Pasha Arain about the process of its theft, he insists that the characters take it. He doesn't want an item that the Zhentarim, Kraken Society and Umberlants are after lying around in his house.

ATTACK ON WATERDEEP

The night after the characters arrive, a swarm of sahuagin headed by a longship with a kraken figurehead spill into the Deepwater Harbour. The force consists of two **sahuagin barons**, four **sahuagin raiders** (appendix B) and twenty **sahuagin**. They are accompanied in the water by ten **reef sharks**. Most of the force plunges into the Dock Ward to take captives, while a smaller detachment heads to Umberlee's Cache to gather the *marid conch* which they are expecting to be there. After the initial raid, a **malenti** (appendix B) from Tharqualnaar meets them aboard the longship and they take off for the Nelanther Isles.

Beginning the Encounter

The attack is launched the night after the characters arrive. Read or paraphrase the following:

> Just as the sun dips beneath the horizon, the streets of Waterdeep are assaulted with the blasting of horns. A cacophonous, raucous chorus echoes throughout the docks.
>
> Suddenly, jumping up from beneath the still waters of Deepwater Harbour come dozens of piscine creatures. The humanoids have shark-like mouths with row upon row of serrated teeth. Bloodcurdling screams of fear follow the sounding of conch shells as the inhabitants of the docks are ravaged by the sea devils.

Characters might want to help defend the harbour which they are able to do by taking on small groups of sahuagin, each led by a raider. The City Guard have their hands full trying to prevent captives being taken and can be of little assistance to the characters. The sahuagin grab Waterdhavians and shove carapace-like armour over them. These are *survival mantles* which allow the captives to breathe underwater.

Characters with a passive Wisdom (Perception) of 12 or higher notice a detachment of sahuagin led by a baron headed toward the Deepwater Beacon.

Treasure

Sahuagin Crew. Each baron carries 3d6 + 10 gp worth of gems, coins, and trinkets. Each sahuagin carries 1d4 + 10 gp of the same. The longboat contains a *shield of far sight* and an unlocked chest containing 150 gp, two *potions of healing* and a *potion of invisibility*.

Umberlee's Cache. The treasure of the Bitch Queen's shrine can be found in "W3. Umberlee's Cache".

Development

The aim of the sahuagin is to gather captives and retrieve the *marid conch* hidden in Umberlee's Cache. If they are successful, they meet up with the malenti Ilanquor who gives them a key to the chest which contains the conch. Ilanquor then quaffs the *potion of invisibility* aboard the longship and swims back to Tharqualnaar. The marid conch is taken to the Nelanther Isles to Sea King Tentrix, who transports it on to Ascarle and gives it to Zellix'Phor. When the characters attack Ascarle, the marid is helping to guard the sunken citadel.

If the characters prevent this, they get to keep the conch thanks to the cowardice of Pasha Arain (see "W13. Zulpair Villa). If the characters release the marid, he introduces himself as Sultan Klaptikos of the Great Waves and thanks them for releasing him. He asks the characters if they would mind doing him another favour (see "Sultan Klaptikos of the Great Waves' Quest" in Waterdeep Quests).

WATERDEEP QUESTS

The NPCs that the characters met in Waterdeep before the attack may bestow quests upon the characters if they survived, encouraging them to further explore the Sword Coast and Island Kingdoms. This allows them to gather information, experience, and items that will help them mount a successful attack on the Kraken Society, and Sea King Tentrix.

Whether characters travel by sea or over land, use appendix A to stage random encounters along the way.

Laeral Silverhand's Quest

After the pirate attack, Open Lord Lady Laeral Silverhand arranges a meeting with the characters. She thanks them for their assistance defending the city and rewards them with 100 gp each plus the privilege of staying at Castle Waterdeep any time they desire. Laeral also allows them to take control of a Waterdhavian Navy ship called Ocean's Splendour should they desire.

After rewarding them, Laeral asks that the characters visit Luskan. She believes that the City of Sails must know more about the increased piracy. Laeral gives the characters a Lord's Alliance emblem, which they can present to the High Captains to gain an audience.

Development. After travelling to Luskan the characters can arrange a meeting with the five High Captains provided they show the Lord's Alliance emblem. Ship Suljack, under the command of Captain Dagmaer, is responsible for the control of piracy and claims to have no part in the attack

on Waterdeep, spitting at the thought they'd associate with sea devils in such a lowly way. Luskan too has noticed increased piracy in the Sea of Swords that they are not a part of. They fear that the sahuagin and petty pirates are being manipulated by some greater force. Ship Suljack suggests that the characters head to the Nelanther Isles, a stronghold of piracy in the south. Here, they might be able to discover who, or what is leading the attacks.

Abeline Nerovarco's Quest

After the sahuagin attempt to retrieve the *marid conch* from Umberlee's Cache, Dread High Trident Abeline Nerovarco realises that something must be manipulating her telepathic communications with Slarkrethel. The kraken has never associated with sea devils in the past, and Abeline doesn't understand why he would send a whole fleet to Waterdeep when she could have taken the conch to him herself. Abeline tries not to reveal the identity of the Kraken Society's leader but will divulge the information if the characters won't help her otherwise.

Abeline asks the characters to escort her to the Cloakwood, just south of Baldur's Gate. She knows that where the wood meets the cliffs there is a cavern hideout where important members of the Kraken Society meet. If she can attend a meeting with other members, she might be able to understand what's going on. She also asks if any of the characters would wish to join their society. She cannot permit her secret to be spread throughout Waterdeep, and the cult promises great power and knowledge to its members. Characters who join are given a breastplate embossed with a kraken design.

Development. If the characters head through the Cloakwood, they are attacked by an evil **treant**. Realising that Abeline is the weakest of the group, it attacks her first. The characters won't be surprised by the tree, which comes storming through the forest toward them, but if they don't take measures to protect Abeline, it knocks her unconscious with two slam attacks on its first turn in combat.

If the characters head over the sea to the Cloakwood, they are instead attacked by a **hydra** which lairs in the coastal shallows. A similar situation presents itself where Abeline is put at risk.

If the characters manage to protect Abeline she thanks them wholeheartedly and continues on her way to the Kraken Society meeting spot, which she calls Breakhand Cove. If Abeline has died, the characters must search for the location themselves, finding it with a successful DC 15 Wisdom (Survival) check.

When the characters arrive, they realise why the place has its name. Accessing it via land requires a dangerous climb down a cliff. The cliff is 150 feet tall and requires a successful DC 18 Strength (Athletics) check. A character who fails the check must determine at what height they begin to slip, roll a d10 and multiply the result by 10. The character may then make a DC 18 Dexterity saving throw, catching themselves on a success. A character who fails the save falls the remaining distance to the rocky cove, taking 1d6 bludgeoning damage per 10 feet fallen. Abeline knows of a secret stair which the characters can use to descend safely.

When the characters arrive in the cavern at Breakhand Cove, they can meet with Kraken Society members if they joined the cult; those who refused must remain behind. Each member of the meet conceals their identity with a black veil, but there are three **nobles**, three **cult fanatics** and two concealed **deep scions** from Purple Rocks. The deep scions tell the gathered cultists whether the attack on Waterdeep (and the other cities) was successful and whether others are to take place (this is up to the DM).

Any suggestion that anything is wrong is met with jeers from the other members and curiosity from the deep scions. Characters who succeed on a DC 18 Wisdom (Persuasion) check can get the scions to reveal that Purple Rocks is undergoing a bit of a change. The fish stocks are running low, so more and more sacrifices are being made to Slarkrethel. His organisation of attacks on the Sword Coast must surely be signs of his pleasure. This might prompt characters to further investigate Purple Rocks.

If the characters search the possessions of the scions (by stealing them or killing the scions first) they discover letters from Sea King Tentrix.

Uth'ivellios Cithrea's Quest

After the sahuagin attack, Uth'ivellios Cithrea, leader of the sea elves, approaches the characters. Uth'ivellios is certain now that there must be an infiltrating malenti within their ranks. He asks the characters if they will search Tharqualnaar for the malenti. Uth'ivellios gives each character a magic item that should help them investigate the sunken city such as a *cap of water breathing*, a *cloak of the manta ray*, or a *ring of water walking*. If the characters are already equipped with such an item, have each player choose one item from Magic Item Table B in chapter 7 of the *Dungeon Master's Guide*.

Development. In order to out the sahuagin agent in Tharqualnaar, the characters must engage in a Skill Challenge. The characters must succeed on three DC 15 checks before failing three checks in order to out-navigate and escape the pirates. Allow any reasonable skill to be used, such as the following examples:

- Strength (Intimidation) check to lean on the merfolk and sea elves of the community for information
- Dexterity (Stealth) check to spy on potential malenti
- Constitution check to maintain composure in the depths of the ocean
- Intelligence (Nature) check to help distinguish the subtleties between malenti and sea elf
- Wisdom (Insight) check to see who might be lying about the infiltrator
- Charisma (Persuasion) check to coax information out of people about their neighbours

If the characters win the skill challenge, they uncover the **malenti** (appendix B) named Ilanquor hiding out in one of the seedier areas of the city. They have the chance to fight the sahuagin and capture them, bringing them back to Uth'ivellios for questioning.

If the characters lose the skill challenge, Ilanquor gets wind of the characters investigations and sets up a trap for them. While the characters are investigating the inhabitants of the seedier districts of Tharqualnaar, Ilanquor and two sea elf **spies** he has allied with jump the characters. Ilanquor has summoned a **giant shark** which arrives a round later and joins the fight on his side.

If characters get to question Ilanquor, he gives up his information for his life. The pirate attacks are being organised by Sea King Tentrix, a pirate king from the Nelanther Isles. This information can also be gathered from the Ilanquor's possessions (accessible by killing or stealing from him). This information should be enough to send the characters searching for Sea King Tentrix in the Nelanther Isles.

Melessa Suaril's Quest

After the characters defend Waterdeep from the sahuagin attack, they are sought out by an acolyte of the Priestess of High Moonlight. They escort the characters to the House of the Moon where the characters meet with Melessa. She asks the characters to undertake a quest for her. Selûne is the goddess of the Moon and Stars, but also of lycanthropes, some of whom serve Selûne as elite warriors called Silverstars. Recently, a trio of weresharks belonging to the Silverstars left the organisation. Rumour has it they were recruited by a pirate crew out of Pandira of the Korinn Archipelago. If the characters could investigate these rumours, the High Priestess would be very appreciative. If they return having convinced the weresharks to leave the crew it would be a boon to Selûne's army. Melessa will give the characters 200 gp for any information they can gather, or 1,000 gp if they return with the weresharks.

Development. If the characters sail to Pandira it doesn't take them long to find out about the weresharks. Asking around in the shanty towns and rundown taverns reveals that the weresharks have joined the crew of the Blood Moon, a ship with a lycanthrope crew.

To track down the Blood Moon, the characters must succeed on either a DC 18 Wisdom (Survival) check to follow its trail, or a DC 16 Charisma (Persuasion) or (Intimidation) check to get information from locals. When the characters catch up with the Blood Moon, it is attacking an Amnian merchant ship. The crew of the Blood Moon consists of four **wererats**, three **weresharks**, and a **werewolf** captain. The crew of the Amnian vessel, the Copperskiff, are all **commoners** save for the **noble** captain.

The characters might try to convince the weresharks to abandon piracy and return to the church of Selûne. This requires a successful DC 18 Charisma (Persuasion) check. The characters have advantage on the check if they rouse memories of their previous lives; being a member of the Silverstars themselves, displaying holy symbols of Selûne, or succeeding on a DC 15 Charisma (Religion) check.

Sultan Klaptikos's Quest

If the characters free Sultan Klaptikos from his imprisonment, he asks another favour of the characters. Klaptikos remembers having a great seafaring vessel before he was caught and imprisoned by a Calishite wizard. He can't remember the exact nature of the ship though, nor where he stored it. This is because he had his memory stolen by a yugoloth, a creature from the Outer Planes. He thinks the yugoloth was working for his great rival, Sultana Papadopolis of the Sapphire Tempest who was always jealous of his ship. If the characters will allow him, Sultan Klaptikos would like to *plane shift* with the characters to the Elemental Plane of Water to track down the hydroloth that stole his memory.

Development. If the characters accept, Klaptikos teleports them all to the Isle of Dread in the Sea of Worlds on the Elemental Plane of Water. This rugged, tropical island is home to lost souls who were brought to the plane by accident and now scrape a rough living through piracy and trade. Klaptikos is certain that the hydroloth will be hanging out nearby, but they'll need to find out where from some of the locals. Klaptikos leads the characters to an inn called The Mermaid's Purse where they can begin their investigation.

The Mermaid's Purse is an enormous, striped nautilus shell half-submerged beneath the waves and half resting on a golden, palm-lined beach. The place is absolute madness. All variety of creatures seem to inhabit the place, drinking strong spiced rum and watered-down grog. The interior of the tavern is made up of chambers separated by iridescent, translucent walls. The owner of the establishment is an awakened **killer whale** (with an Intelligence of 10 and the ability to speak Common) called Captain Clipper. There are numerous ways for the characters to find out who the hydroloth is, and have them brought to the characters:

- Captain Clipper is a total gossip. A successful DC 10 Charisma (Persuasion) check gets him to blab about yugoloths hiring themselves out of the tavern on a regular basis. He doesn't remember any specific hydroloth but asking some of the other mercenaries in the Coral Chamber of the tavern might prove useful.
- The Coral Chamber is an underwater room which contains a **mezzoloth** mercenary in discussion with some seedy looking pirates (five CE **bandit captains** of mixed race and gender led by a merfolk **swashbuckler**). If the characters interrupt the conversation, the pirates get hostile and threaten the characters. If the characters defeat the pirates or succeed on a DC 16 Charisma (Intimidation) check, the mezzoloth is suitably impressed and asks what they want. He can reveal that a hydroloth calling itself Oneiro is a well-known thought thief in the area. He'll likely drop by the tavern in the next few days.

If the characters want, they can hire the mezzoloth to attempt to capture Oneiro. The mezzoloth only accepts gems worth 1,000 gp or more. Characters can barter him down to 900 gp with a successful DC 20 Charisma (Persuasion) check.

- Characters with a passive Wisdom (Perception) of 16 or higher notice an aldani **assassin** spinning his coral-handled daggers on the tips of his oversized claws. Characters who approach the lobsterfolk, known as Skittering Death, can pay him for information. A bribe of 100 gp gets Skittering Death to reveal that a hydroloth named Oneiro is probably the one responsible for Klaptikos' lost memory. Skittering Death will kill Oneiro for 800 gp or bring him to the characters alive for 1,000 gp.
- Sitting around a massive barrel drinking tankard after tankard of grog are three triton **nobles** and their pet **monkey** (appendix B). The tritons are on the verge of passing out, but if characters get in quick and buy a round, any questions about hydroloths for hire are responded to with honesty. One of the tritons admits that he hired a hydroloth named Oneiro from the Coral Chamber below to wipe his own memory of a particularly raucous night a few months ago.
- After three days pass in the tavern (use the Coastal random encounters in appendix A), Oneiro the **hydroloth** turns up at the Mermaid's Purse looking for work. It buys a rum then heads to the Coral Chamber. Unless the characters act immediately, it becomes wrapped up in a discussion with a **sea hag** customer. Characters who fight Oneiro must also fight the hag, Sister Scumbucket.

One way or another, the characters should get the chance to talk with Oneiro. Although the yugoloth fights the characters it doesn't want to end up back in Gehenna and gives over any information the characters desire if they spare its life. Oneiro was indeed hired by Sultana Papadopolis to steal Sultan Klaptikos' memory of the ship. Papadopolis didn't want it herself, so he beached the thing on the Material Plane on an island scattered with huge skeletons. He doesn't know the name of the place, but a successful DC 12 Intelligence (History) check allows a character to remember The Whale Bones, a few hundred miles west of Waterdeep whose shores are often scattered with their namesake.

After recovering this information, Klaptikos teleports himself and the characters to The Whale Bones. After spending the better part of a day searching, the characters find the ship, the Flying Squid. Unfortunately, the ship has been breached by a gang of eight **berserkers** led by Aslaug Waveborn (NE female Northlander human **gladiator** with disadvantage on Perception checks and ranged attack rolls). Aslaug has thick, braided hair, a leather eyepatch and wields a *+1 spear* with the waterborne Minor Property (see Special Features in chapter 7 of the *Dungeon Master's Guide*). Characters will have to fight off the crew to get the ship back, although killing Aslaug causes the others to flee.

The Flying Squid is a sailing ship powered by a **water elemental**, which can be summoned by Sultan Klaptikos and bound to a gyroscopic adamantine prison in the hold.

uccessfully binding the elemental requires a DC 20 Intelligence (Arcana) check which one of the characters can attempt after Klaptikos summons the elemental using the conjure elemental spell. The ship is twice as fast as others of its ilk and only requires a crew of five thanks to its unique power source.

Character Advancement

Characters gain levels in this chapter by completing the goals summarised below:

- Characters who defend one of the Sword Coast cities advance to 6th level.
- For each additional city defended, the characters gain an additional level.
- Characters who undertake additional quests have the chance to gain additional levels at your discretion, advance one level per two quests as a rough guide.





CHAPTER 3: SCOURING THE SEAS

A perilous coastline serves as the backdrop for this story. It transpires that the entirety of the Sword Coast and the Island Kingdoms are beset by pirates, the Kraken Society, and the mind flayers manipulating both. This chapter describes this setting, beginning with an overview of the Island Kingdoms and some of its key inhabitants, then presenting descriptions of specific locations. The chapter concludes with a lead up to discovering Sea King Tentrix's lair, a ship graveyard called Driftwood Docks in the Nelanther Isles.

Until the characters find a more expeditious means of transportation, they will be doing a lot of overland and overseas travel on foot and ship. Chapter 5 of the Dungeon Master's Guide provides advice and tools to help make wilderness travel fun for you and the players, as well as rules for foraging and becoming lost. You can use the travel-montage approach or the hour-by-hour approach, or you can experiment with both to see which approach works best for you. That chapter also includes a table to randomly determine the weather and a table of random urban encounters (useful when the adventurers arrive at a city).

FOLK OF THE SWORD COAST

West of the Sword Coast lies the Sea of Swords and beyond that the Trackless Sea, a vast expanse separating Faerûn from whatever lies to the far west. Between the shore and the unknown are a number of islands, some large and others so small they lack names of their own. These island nations trade, and war, with Faerûn and one another, just like any mainland nation.

Close to Faenûn are the Whalebones and Ruathym, ancient homes of the ancestors of the Illuskan people, and the Moonshaes, where many of those same people now share the islands with the Ffolk and an elf offshoot known as the Llewyr. The free port of Mintarn lies nearby, a neutral site for meetings between enemies and a recruitment spot that offers abundant jobs for sailors. Despite its size, the tiny island of Orlumbor, with its treacherous harbour and its skilled, in-demand shipwrights, is an independent and influential nation unto itself. In the seas to the south, pirates of many races and predilections sail from the Nelanther Isles, preying on trade running north and south along the coasts. Further to the north are the islands of Gundarlun, The Purple Rocks and Tuern. Gundarlun is the only island member of the Lord's Alliance and boasts a powerful navy called the Kingsfleet which is busy defending the coast from pirates. Tuern is a violent place of tribal warfare and raiding, like many other Northlander isles. The Purple Rocks, a gathering of smaller islands ruled by their own kings, pay homage to the kraken Slarkrethel. Their strange lives are completely defined by their worship to the King of the Trackless Depths.

Civilised Folk

Humans are the most widespread of the civilized races, but no unified human nation exists on the Sword Coast, only individual cities, towns, villages, fiefdoms, farmsteads, fortresses, and outposts connected to one another by long, mostly unprotected rivers and roads. Human settlements rely on various industries for survival including fishing, mining, and farming. Coastal cities such as Waterdeep,

Luskan, and Neverwinter are home to human traders, shipbuilders, and artisans.

Although each city of the Sword Coast enjoys and maintains its independence, all these communities are at risk of being overrun by the monstrous threats that live outside their walls. Fear of the wilderness and its many terrors led to the formation of the Lords' Alliance, a loose confederacy of human-dominated settlements built on mutually beneficial trade agreements and a willingness to seek out and destroy threats to civilization. Members of the Lords' Alliance include the cities of Waterdeep, Neverwinter, Baldur's Gate and Gundbarg.

Within the settlements of the Sword Coast, one can find humans, dwarves, elves, and other civilised races commingling more or less peacefully. Waterdeep, in particular, is a melting pot of races from all over Faerûn. Outside of these communities, however, people have much less tolerance for other races, as folk tend to feel safer among their own kind. Small towns and villages dominated by humans tend to have few, if any nonhumans, with most dwarves, elves, and halflings preferring to live in their own settlements, far from human-claimed lands. In generations past, most human settlers of the Island Kingdoms were fair-haired and light-skinned. Since then, the riches and promise of the islands have attracted distant foreigners, and several generations of cultural intermingling have given the humans of the Island Kingdoms and Sword Coast much more diversity in their appearance (see "Human Names and Ethnicities" in chapter 2 of the *Player's Handbook*).

Northlanders

The terms Northlander, Northfolk, and Northmen are interchangeable. They refer to one of several tall, fair-haired, seagoing peoples that ply the cold northern waters and dwell on the islands of the west, including Tuern, Gundarlun, Ruathym, the Purple Rocks, and the Korinn Archipelago. Northfolk ancestors built small villages along the Sword Coast that have since become cities, including fabled Illusk (now Luskan), Eigersstor (now Neverwinter), and Nimoar's Hold (now Waterdeep). These early Northlanders farmed the rocky coastlines, fished coastal waters, and hunted seals and whales on the open sea.

Although Northlanders are often referred to as barbarians, not all of them fit this description. Along the Sword Coast, some tribes have become fairly civilized, primarily due to the growth of the coastal cities and the increasing influence of outsiders. These people farm, fish, and mine their rugged lands, then shrewdly trade their goods with foreign buyers. Many once-feared tribes have become merchants whose bartering skills are equal to or better than the warlike talents of their ancestors, such that many a Northlander merchant earns more booty than their raiding neighbours. In many cases, however, the Northlanders of the Island Kingdoms still uphold the raiding and reaving culture of their past. Longships filled with berserkers loyal to one king set out over the waves to find new islands to plunder. Those who return with the finest goods and the biggest scars tend to become the next kings.

Ffolk

The Ffolk of the Moonshae Isles are descended from Tethyrian settlers who came to the isles a thousand years ago. The Ffolk have a deep respect for nature, and are primarily farmers, worshiping the goddess they call the Earthmother and keeping to old druidic ways. Ffolk shipwrights are well regarded, having proven their ability to build sturdy ships that are capable of weathering the tumultuous seas around their home. The leader of the Ffolk is the High King Derid Kendrick, who rules from the fortress of Caer Callidyr on Alaron. Despite their official ruler, the ffolk are not the kind to be bound by society, and the druids in the woods and mountains pay little heed to the court of the High King.

Orcs and Half-Orcs

The history of the North is replete with tales of orc hordes spilling out of the mountains to attack the mines, ranches, farmsteads, and settlements of other folk. When a particularly strong orc chieftain unites multiple tribes under one banner, the resulting horde typically rampages across the land, laying waste to strongholds and slaughtering other creatures in its path. Civilised communities form their own coalitions to combat rampaging orcs, with mixed results.

Not all orc chieftains are bent on destruction: King Obould Many-Arrows forged a tenuous alliance with his dwarf neighbours and helped maintain peace in the Silver Marches during his tumultuous reign. Some of the Many-Arrows orcs invaded Neverwinter during its time of troubles and still reside in the Tower District today. Half-orcs in the North are often burdened with the evil reputation of their orc cousins. It takes a half-orc of great character to step out of the shadow of evil and live as an equal among the civilized races.

Shield Dwarves

Shield dwarves (also known as mountain dwarves) have a number of strongholds along the Sword Coast, including Ironmaster, Thornhold, and Gauntlgrym. Shield dwarves can also be found in smaller communities in the Island Kingdoms, such as the Ironstar dwarves of Mintarn, and scattered clans in the Moonshae Isles. Few non-dwarves live in these bastions of dwarvenkind. Outside their walls, clans of shield dwarves are spread thinly throughout the Sword Coast, to the extent that it's hard to find a settlement that doesn't include at least a handful of dwarven residents.

Elves

Sun elves and moon elves, like dwarves, live among humans in settlements throughout the Sword Coast. The elven kingdoms of old are distant memories even to elves, and only a few ancient ruins and relics of these kingdoms survive. Dangerous and xenophobic wood elves are known to haunt certain forests along the Sword Coast.

Few elves live out in the Island Kingdoms, save for the Llewyrr elves of the Moonshaes. They hail from the

kingdom of Synnoria on the isle of Gwynneth. The Llewyrr are a mix between wood elves and moon elves, descended perhaps from a fleet on their way to Evermeet. They are often vegetarian and act as wardens over the animals of Myrloch Vale. The elves here mix freely with dwarves and humans so long as they are respectful of the wildlife.

Halflings

Small populations of lightfoot halflings can be found in most human-dominated settlements of the Sword Coast. Scattered throughout the fertile valleys of the North are small clusters of strongheart halfling homesteads, some of which spread into the lands of the Sword Coast. Halfling homesteads tend to be off the beaten path and fairly well hidden, thus minimizing the halflings' contact with bandits, barbarians, and marauding monsters. It's not unusual to see a quaint hamlet of halfling homesteads nestled in a grassy ravine or along the shore of a river. There are no large halfling communities in the Island Kingdoms, but families of more adventurous small-folk have emigrated overseas for a shot at a new life.

Random Encounters

While the characters are moving throughout the Sword Coast and Island Kingdoms, they are likely to encounter wandering monsters. You should use the information in Appendix A: Random Encounters to help you manage the characters travel.

Locations in the Island Kingdoms & Sword Coast

The locations described in this section appear on the Sword Coast map in this chapter. Additional information on several of these places can be found in the Sword Coast Adventurer's Guide. Not depicted on the map are scores of tiny hamlets and dozens of tiny, unnamed islands scattered throughout the Sword Coast and Island Kingdoms. These places are too small to be of consequence. Even so, adventurers traveling along a road or a trail might come across a tiny settlement consisting of a handful of homesteads built around an inn or tavern where locals gather. (If you need a tavern name, use the Tavern Name Generator table in chapter 5 of the *Dungeon Master's Guide*.)

Some location entries include a suggested encounter that occurs when the characters first arrive or shortly thereafter. You can ignore the encounter and create your own activity based on the information given in a location's description; for example, the "Alaron" section mentions evil fey creatures in the Dernal Forest, which might make for a fun encounter of your own creation.

Alaron

The largest and most populous isle of the Moonshaes is Alaron. The Ffolk stronghold of Caer Callidyr overlooks a bay south of the Fairheight Mountains, at the northern edge of Dernal Forest. The forest is a perilous place, filled with goblins, worgs, and their ilk. The deeper one goes, the more otherworldly the woods become, with fey creatures leading travellers astray, or to their doom. Even the High King's rangers walk the forest with care. The Fairheight Mountains are occupied by the Rookoath clan of dwarves, who have recently driven out a shadow dragon from the Dernal Forest with Clan Rustfire of Gwynneth. On the Great South Head of Alaron is a port town called Kythyss, which has been hiring mercenaries to guard caravans running north to Callidyr.

Alaron is ruled by High King Derid Kendrick (NG male Tethyrian human **noble**) who lives in Caer Callidyrr, the capital city of the Ffolk people on the Moonshaes. The great Castle Callidyrr is constructed from huge blocks of alabaster. The Ffolk of Alaron are welcoming to other civilised peoples, and to a lesser extent to peaceful Norls.

Suggested Encounter

Adventurers who visit Alaron are quickly noticed by caravan owners from the Great South Head and asked to visit the small fishing city of Kythyss. The city is being forced to hire Amnian mercenaries to protect the sea lane between Caer Callidyrr and Kythyss from pirates. The harbourmaster from Kythyss, Thedarra Talmerrin (LN female Tethyrian human **thug**), asks the characters to escort a keelboat called the Silvery Horn between the cities.

If the characters express interest in the work, Thedarra shares the following information:

- Scouts patrolling the eastern coast of Alaron have reported sightings of merrow along the shore.
- A spellcasting merrow, known as a merroni, attacked a trade ship two days ago.
- If the characters can get the Silvery Horn to Caer Callidyrr safely, they'll be awarded 250 gp and a *quaal's feather token – swan boat* by the captain of the ship, Travok Rookoath (N male Shield dwarf **bandit captain**).
- The Silvery Horn is a cog boat with a crew of eight **commoners** from Alaron. It holds 40 tons of salted fish.

Characters who accept the quest must accompany the Silvery Horn, either on board or in a nearby ship, for the 250-mile journey north from Kythyss to Caer Callidyrr. Check for random encounters as normal during the journey. Around the 100-mile mark, as the characters pass the rocky coastline of Rushdown Wood, the Silvery Horn is attacked by eight **merrow** and a **merroni** (appendix B) with a *wand of web*. The merrow try to harpoon the crew overboard or clamber onto the ship if necessary, while the merroni assaults the crew with spells from a distance. If the merroni is threatened, the merrow fight to the death to protect it.

If the battle turns against the merrow, the merroni attempts to flee south. Characters who pursue the merroni and succeed on a DC 15 Wisdom (Survival) check realise it is fleeing toward the Nelanther Isles. Characters who capture the merroni can interrogate it for information. If they succeed on a DC 20 Charisma (Intimidation) check, the merroni reveals that it is part of a huge network of pirates working for Sea King Tentrix.

Treasure

Characters who kill the merrow and their merroni leader can plunder the *wand of web*, (2d4 + 2) 50 gp gems in a leather pouch, and a scrap of sodden parchment depicting a route to an island surrounded by swirling water. This is a drawing of the route in and out of Driftwood Docks, a notoriously dangerous island in the Nelanthers. Characters from the Nelanthers would recognise it instantly, as do those who succeed on a DC 25 Intelligence (History) check. Characters with a nautical background have advantage on the check.

Ardeep Forest

This forest east of Waterdeep and the Dessarin River was once part of the long-lost elven kingdom of Illefarn. Now it's home to a small clan of wood elves recently arrived from Evermeet. They refuse to leave their woods, guarding relics and ruins of ages past, and they want nothing to do with the world beyond their borders.

Asavir's Channel

The stretch of water between the Nelanther Isles and Dragon's Head, the Tethyrian peninsula, is known as Asavir's Channel. The strait is named after a notorious pirate king from centuries back who used to plunder Amnian vessels relentlessly as they travelled through. The waterway is no better today, and any ship risking the journey is almost certain to be attacked by raiders from the Nelanther. Recently, the strait has been harassed not only by pirates but by an undead dragon turtle known as the Curse of Irphong.

Suggested Encounter

The first time characters enter Asavir's Channel in a seafaring vessel, they are attacked by a **zombie dragon turtle** (appendix B). Characters with a passive Wisdom (Perception) of 20 or higher notice the immense beast coming up from beneath the waves directly under the ship. If the characters notice the dragon turtle, the crew can avoid it with a successful DC 15 group Dexterity check. Otherwise, the dragon turtle slams into the bottom of the ship, dealing 62 (5d10 + 7) bludgeoning damage to it.

The dragon turtle has no interest in killing the crew, only sinking the ship on behalf of its master (see the "Sea Tower of Irphong" section). If the boat is sunk, a pirate crew of twenty **skeletons** on a sailing ship called Day's End comes to collect any survivors. If they succeed, they take the survivors to the Sea Tower of Irphong, and then on to Driftwood Docks.

Ascarle

Ascarle is a sunken elven city located off the northern shores of Trisk in the Purple Rocks. The underwater settlement is the lair of Slarkrethel the kraken but has since been taken over by Zellix'Phor and its colony of mind flayers. See chapter 5 "Lair of Zellix'Phor" for more information on this location.

Aulmyr

Deep beneath the waves lies Aulmyr, a merfolk settlement in a deep-sea trench around 3,000 feet down. Aulmyr is located in the heart of a kelp forest, which makes it unnoticeable, except from above. The city itself consists of dozens of huge, vibrantly coloured anemones and sponges which have been hollowed out by the merfolk and fitted with floors and rooms. Much like an overground settlement, the city has different locales and attractions, different wards of the city harbour different trades and house different folk. The majority of the settlement is occupied by merfolk, though there are a few neighbourhoods of tritons, sea elves, and even a small monastery in the lower reaches of the city that is home exclusively to aldani.

Aulmyr is a plutocracy, ruled by a wealthy merchant class who buy their place in the court of Chieftain Nissailin Southsea (LN non-binary merfolk **noble** who wields a trident). Court fees are 25 gp a month, to be paid on the last day of each, but needn't be paid in coins. Recently Aulmyr has been plagued by strange visitors from the west, humanoids with piscine mutations that appear in their anemone homes during the dark hours. One of the tritons in Nissailin's court named Belthyn Vuuxariath (NE female triton) is a **deep scion**, transformed by Slarkrethel to keep eyes on Aulmyr. It is because of her that the visitors keep arriving. They steal from the merfolk community on their way to the Sword Coast.

Characters can stay in numerous places in Aulmyr including taverns which serve fresh shellfish and fleshy pouches of fermented roe. They might instead seek luxury in the Southsea Court, sanctuary in the lobsterfolk monastery, or simply sleep rough in the kelp forest.

Sidebar: Water Pressure

Some locations beneath the ocean are so deep that water pressure becomes a problem. Creatures and vehicles at a depth of 3,000 feet or lower take 7 (2d6) bludgeoning damage per minute from water pressure unless they are adapted or built to withstand this environment. Storm giants, whales, sharks, crustaceans, and aquatic invertebrates are immune to water pressure at this depth, as are vehicles with a damage threshold of 10 or higher.

Other creatures might be immune to the effect of water pressure, at your discretion. Typically, a magic item that gives its wearer the ability to breathe water also protects it from deep-sea pressures.

Suggested Encounter

The first time the characters spend the night in Aulmyr, they awaken in the middle of the night to see dark shapes moving about their chambers. Belthyn has informed the Kraken Society of their presence in the city and has been given a detachment of ten **sea spawn** and six **deep scions** to assassinate them. The group splits into two and tries to surprise a different character each as they sleep.

Characters who defeat and interrogate the creatures can get some limited information about Slarkrethel:

- The Kraken Society has agents throughout the city, the most prominent of which is the triton, Belthyn Vuuxariath.
- The characters are being hunted by the Kraken Society for interfering with their plans.
- The sea spawn don't know who the head of the Kraken Society is, but the deep scions do. They reveal this information if a character succeeds on a DC 17 Charisma (Intimidation) check. If the check succeeds by 5 or more, they also reveal that Slarkrethel lairs in Ascarle, north of Purple Rocks.

Treasure

Each deep scion carries a pouch containing 2d10 gp.

Aurilssbarg

See the "Ice Peak" section.

Baldur's Gate

Baldur's Gate is a prominent city on the Sword Coast. See chapter 2 "Baldur's Gate" or the Sword Coast Adventurer's Guide for more information on this location.

Suggested Encounter

Unless it has already occurred, you can run the "Attack on Baldur's Gate" encounter (see chapter 2) whenever the characters visit the city.

Bryn Shander

Bryn Shander is the largest of ten settlements known collectively as Ten-Towns, located in the frigid heart of Icewind Dale. Here, caravans from the south converge with traders from across Icewind Dale to swap goods and rumours. Fishers, trappers, furriers, and sellswords rub elbows in the town's taprooms, and gruff dwarves, wide-eyed travellers, and skulking ne'er-do-wells wander its streets. Merchants from the south trade dyes, hardwood, dried herbs and spices, textiles, fruits, wines, and other commodities for scrimshaw and other items made from the bones of the knucklehead trout that populate the region's rivers and lakes.

The town is situated atop a hill south of the mountain known as Kelvin's Cairn, a major landmark in Icewind Dale. From its windswept perch, Bryn Shander has a commanding view of the surrounding tundra, and an attacking force must climb the barren hillside under fire from archers before it can assault the outer wall. The circular wall that surrounds Bryn Shander stands 30 feet high and is made of tight-fitting stone blocks. Defenders stand atop a planked walkway that hugs interior of the wall. Spaced along the wall are stone watchtowers, wherein guards can take shelter during blizzards and warm their hands and feet by iron stoves. The buildings of Bryn Shander are plain wooden structures with pitched rooftops to keep snow from settling on them. Clouds of white smoke issue forth day and night from stone chimneys and holes in rooftops.

Each community in Ten-Towns has an elected speaker who leads the residents and represents their interests. The current speaker of Bryn Shander is Duvessa Shane (LG female Illuskan human **noble**). She has appointed Markham Southwell (LG male Turami human **veteran**) as her sheriff, making him responsible for training the town's militia (good-aligned male and female **guards** of various ethnicities) and keeping the peace.

Caer Allisynn

This majestic, underwater castle was built by an old King of the Moonshaes for his beloved wife, who perished during a war over a century ago. While Caer Allisynn is normally an underwater realm, it occasionally rises from the ocean to bask in the glorious sun when the weather is right. There is a 10 percent chance that the castle has risen above the waves when the characters visit. The castle is located between the islands of Norland, Alaron and Oman's Isle, in the relatively shallow Sea of Moonshae.

Characters who wish to reach the castle can do so by swimming down just off the bay of Oman's Isle, which is around 100 feet deep. On days when the water is clear, the vague outline of the castle can be seen beneath the waves.

Suggested Encounter

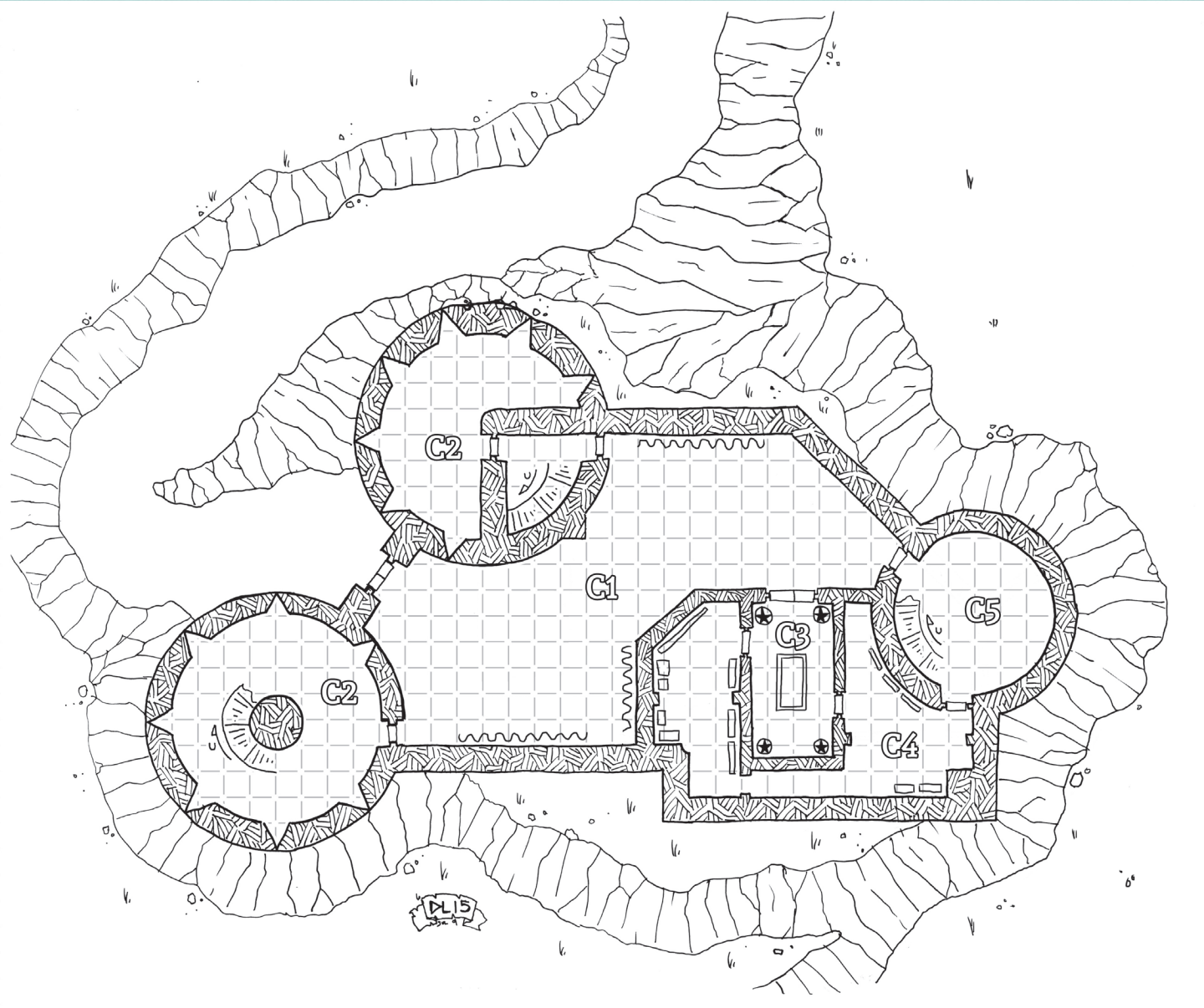
Characters might wish to plunder the tomb of Queen Allisynn for the trove of treasure that she was buried with. If they are able to swim down to the entrance to Caer Allisynn, there is nothing to stop them entering the tomb.

C1. Great Hall

As you swing open the enormous oaken doors of the submerged castle, you are met with a display of grandeur. The castle must be magically protected from the ravages of the ocean in some way as, despite the salty water which fills it, the grand hall before you looks as it must have done over a century ago. Fine tapestries line the walls depicting argent unicorns in verdant forests, raucous satyr in revelry and a beautiful, silver-haired woman with strong features surrounded by tiny winged fey.

Creatures. This room is empty, but sounds made in here, such as the furling of tapestries, gather the attention of the scrags in area c2.

Treasure. The enormous tapestries are worth 1,500 gp each but would be recognised by Ffolk, Llewyrr elves, and dwarves from the Moonshaes.



Caer Allisynn. 1 square = 5 feet

C2. Guard Towers

Rising up high above the rest of the castle are two, pointed towers dotted with arrow slits. Inside their interior walls and spiral stairs have been sculpted with floral patterns in alabaster.

Creatures. Each tower contains a scrag, which uses the stat block of a **troll** with the following changes:

- Scrags have a swim speed of 30 feet.
- ***Amphibious.*** The scrag can breathe air and water.
- ***Aquatic Regeneration.*** The scrag regains 10 hit points at the start of its turn if it fully submerged in water. If the scrag takes acid or fire damage, this trait doesn't function at the start of the scrag's next turn. The scrag only dies if it starts its turn with 0 hit points and doesn't regenerate.

If the scrags hear movement in area C1, they leave this area to investigate.

C3. Queen Allisynn's Tomb

Sitting on a raised dais in the centre of this chamber is a coffin made of jade-tinted glass with gilded edges. Traced in thin lines across the surface are exquisite flowering vines. Standing in the corners of the chamber are suits of armour enamelled in green and white, their hands resting on greatswords whose blades resemble slender leaves.

Coffin. A *detect magic* spell cast on the coffin reveals an aura of abjuration magic. Inside the coffin is the body of a woman who you immediately recognise from the tapestry hanging in the great hall. Any humanoid remains placed inside the coffin do not degrade and can't become undead by any means short of a *wish* spell. The coffin can only be opened with a *knock* spell and must be resealed with an *arcane lock* spell.

Queen Allisynn. Creatures who steal anything from Caer Allisynn cause a *speak with dead* effect to occur on the Queen's corpse. She asks why the characters would steal from her tomb and beseeches them to return anything

they have taken, as they were gifts from her husband, King Cymrych Hugh. Characters who explain that they are using the items to fight off an unnatural threat to the Realms, and promise to return the items, can attempt a DC 20 Charisma (Persuasion) check. On a success, the Queen lets them take the items. On a failure, the Queen spits a fey curse at the characters, causing the suits of armour to animate and attack. See Fey Queen's Curse in area c4.

Creatures. If Queen Allisynn chooses, she can animate the suits of armour in this chamber. The four suits of **animated armour** each wield a greatsword (+4 to hit, reach 5 ft., one target, dealing 9 (2d6 + 2) slashing damage on a hit).

C4. The Queen's Trove

The doors to this area are locked but can be opened with a successful DC 20 Strength check, or a successful DC 18 Dexterity check using thieves' tools.

> Stands of weapons, suits of armour and cases filled with fine treasures line the walls of these chambers. Each item seems to glisten as if just polished.

Treasure. There is a wealth of treasure in this room:

- A necklace of iridescent purple pearls (2,500 gp)
- An oaken quarterstaff inlaid with tiny emeralds (1,500 gp)
- Three silk cloaks with knot motifs (750 gp each)
- A silver brooch in the shape of a unicorn (500 gp)
- Assorted jewellery and gems (1,500 gp)
- A *figurine of wondrous power: ivory goats*
- A *ring of cold resistance*
- A pair of *gloves of missile snaring*

Any character that takes an item from area c4 without gaining the Queen's permission (see area c3) is cursed, a fact only revealed by casting an *identify* spell on the items. Casting the *remove curse* spell or similar magic ends the curse. While cursed, a creature is plagued by fey creatures. At the start of each Long Rest, roll a d20. On a result of 15 or higher, the creature is attacked by a Fey creature or creatures relevant to the environment they are in.

C5. The Spire

> This spiralling tower spears up into the ocean above it. Inside it are dozens of bird figures carved from various woods in amazing, lifelike detail.

Treasure. There are thirty-five wooden bird figurines in the tower (25 gp each).

Candlekeep

Candlekeep stands on a volcanic crag around a hundred feet from the coastline, a flat-topped spur of rough stone out in the midst of the surging sea. The top of this crag is hemmed in entirely by a tall wall, interrupted by several towers, which enclose a large space from which more towers rise. The mist of sea-spray fills the air nearest the western walls, and in winter, this moisture can cause treacherous build-ups of ice. Sometimes entire towers along the western edge are abandoned for the season, they become so overtaken by frost.

From the centre rises the largest and thickest tower of Candlekeep. About the central keep a garden spirals in rising steps, and those lucky enough to enter the library proper do so by passing around and up through this green space to the keep's main door. However, most folk who visit Candlekeep see this structure only from the courtyard east of it, where the facilities for arriving scholars lie.

The only gate into Candlekeep stands at the end of the Way of the Lion, which is the only road that provides access to and from the outside world. The route extends from Beregost, leagues away, and winds a lonely path out on the peninsula where Candlekeep stands.

Characters might end up in Candlekeep should they accept Ramazith Flamesinger's Quest in chapter 2. Otherwise, access is only granted to those who can bring a work of writing not already in possession of the monks of Candlekeep. Ramazith thankfully has a tome of marine ecology which he can present, but the characters might need to search for their own should they come without him.

If characters gain access to Candlekeep, they can use its great library to help research almost any topic. They should be able to discover more information about any of the Island Kingdoms, including the Nelanther Isles and Purple Rocks. If the characters are looking for shady information they might not find in a book, they can get in contact with Steamy Pete (N male Chondathan human **apprentice wizard**), a young scribe who is known as a source of illicit information. Steamy earned his nickname thanks to a scald scar that runs across his left arm, he makes up a different story for the wound each time he's asked. What information the characters gather is up to the DM but should be enough to help move forward the story.

Cloakwood

Around fifty miles north of Candlekeep is an ancient, thickly grown forest called Cloakwood. This forest is filled with fey and monsters that deter most sensible folk from visiting the beautiful, rugged landscape that lies within. The forest is slashed with stream-cut ravines heading toward the cliff line that are shaded by tall specimens of beech, elm, and white pine. The variety of natural flora and fauna is stunning, enhanced by the isolation of the place.

Unknown to most is that the cliffs of Cloakwood are puckered with smugglers coves and hidden caverns. One of these, known as Breakhand Cove, has become a regular meeting place for high-ranking members of the Kraken Society. Characters might visit this location if they accept Dread High Trident Abeline Nerovarco's Quest in chapter 2.

Suggested Encounter

Adventurers who travel along the coastline of Cloakwood, either by foot or ship, hear echoed chanting emerging from one of the sea caves set into the high cliffs. Outside the

cave, beached in a small cove, is a keelboat, empty save for three 10-foot lengths of chain. If the characters investigate, they discover a group of Kraken Society cultists in the throes of a sanguine ceremony. The group is made up of three **cultists** and two **berserkers** and led by a **deep scion** with the following changes:

- The deep scion wears a bronze, kraken embossed breastplate (AC 15)
- The deep scion has 80 hit points.
- The deep scion wields a *+1 dagger* instead of a battleaxe: +6 to hit, reach 5 ft., one target, dealing 7 (1d4 + 5) slashing damage on a hit. The dagger is permanently rusty.
- The deep scion has a Challenge of 4 (1,100 XP)

The two berserkers are holding down three **commoners** while the cultists chant and the scion repeatedly dips a rusty blade into the seawater the fills the first foot of the cave. Unless the characters intervene, the scion slashes the throats of the commoners and uses the bloody water to anoint the closed eyes of the cultists.

If the characters attack the deep scion, it undergoes a hideous transformation. Its skin blotches with patches of blue-black bruising which spreads to cover its entire body, its fingers become claw-like and webbed, fins and tentacles grow from its forearms, shins and the back of its head and its cheeks peel open revealing row upon row of serrated teeth. Any character that sees the transformation must succeed on a DC 15 Wisdom saving throw or gain a random form of short-term madness, determined by rolling on the Short-Term Madness table in chapter 8 of the *Dungeon Master's Guide*.

The commoners are Amnian fishers. Their boat was capsized by a giant octopus and they were plucked out the water by the cult, chained up, and brought here. If the characters can return the fisherfolk to Murann they are rewarded with 100 gp by the Harbour Guard.

Cloud Peaks

This small but incredibly tall mountain range stands on the southern border of the Sword Coast, and the northern border of Amn. Despite its heights, the range is relatively easy to traverse thanks to the numerous ravines that cut through the mountains. The Trade Way follows one of these known as Fang Pass. The biggest threat to those passing through the Cloud Peaks are ogres and their hill giant kin who have numerous outposts throughout the highest mountains, and the terrifying remorhaz that ambush travellers in the passes by burrowing through the ice and snow and bursting up beneath their feet.



Daggerford

Built on a hillside in the floodplain of the Delimbiyr River, the walled town of Daggerford is dominated by a three-story keep that belongs to its duchess, Morwen Daggerford (LN female Tethyrian human **veteran**). From atop Daggerford's walls, dozens of farms and a scattering of hamlets are visible, all under the protection of the Lords' Alliance.

Until recently, Duchess Daggerford had been captured by Baroness Wynne Cromm in Cromm's Hold near the Lizard Marsh and replaced by a succubus who attempted to replace her. Thankfully, a band of adventurers managed to reveal the plot and reinstate Morwen as the rightful ruler of Daggerford. Removing the succubus Pencheska from Daggerford also severed the ties of the Black Network with Daggerford, leaving it without a militia and open to attack.

Around a tenday ago, a small pirate fleet of coasters made their way up the Delimbiyr River and into the town. They raided the taverns and noble houses, kidnapped citizens and stole precious treasures. Thoroughly shaken by the attack, the Duchess became desperate and grabbed hold of the first sign of help, a noblewoman from Waterdeep called Aisha Goldor (NE female Bedine human **noble**) and her private army of twenty **veterans** known as the Goldor Arms.

Aisha is a member of the Kraken Society and is slowly gaining more power over the Duchess, turning Daggerford into a safe haven for Krakenar throughout the Sword Coast. If the characters are searching for a specific member of the Kraken Society who is fleeing from them, such as Finnan Undergallow (see the "Thornhold" section), Druette the Raven (see the "Luskan" section), or Jasper Littlefellow (see the "Port Llast" section), there is a strong chance they end up in Daggerford, protected by the Goldor Arms.

Dragonspear Castle

This crumbling, ruined castle is continually shrouded by a thick mist which permits only the vague outline of the derelict fort to be seen. Though it may seem like a sheltered spot to camp, Dragonspear Castle is actually one of the more dangerous locales of the Sword Coast. Numerous battles have been done here against devils and undead who assaulted the place on multiple occasions throughout its history.

Suggested Encounter

Characters who explore the castle can clearly see the signs of warfare around the ruins. Skeletons clad in armour litter the courtyards, abandoned weapons remain stuck in the earth of greens, and blood stains remain in chambers protected from the elements.

If the characters decide to rest here, roll a d20:

- On a roll of 1-5, nothing happens.
- On a roll of 6-10, the characters are attacked by three **spined devils** who flap out of the unclosed infernal portal in the depths of the castle.
- On a roll of 11-20 the characters are attacked by four **shadows** who attempt to drain the strength of the characters as they sleep.

Driftwood Docks

Located on a western atoll of the Nelanthers, Driftwood Docks is a stretch of water notorious for scuppering and beaching ships. The rapid, ripping currents pull ships in from half a mile away and smash them against hidden reefs and rocky outcroppings. So many vessels have been wrecked here that the place resembles a ship graveyard, with towering hulls and forecastles lining the dangerous waterways.

Driftwood Docks is home to Sea King Tentrix's floating lair, the base of the Black Armada. See "Pirate Kings & Kraken Priests" for information on uncovering this location, and "Driftwood Docks" in chapter 4 for a full description.

Endless Ice

This enormous glacier north of the Spine of the World is perhaps one of the bleakest areas in the North. The ice sheet seems to stretch on forever and is haunted only by the most rugged of arctic monstrosities.

Evermoors

The Evermoors is a vast, unsettled area of fog-shrouded hills, cold bogs, rocky ridges, and small peaks. Adventurers crossing this expanse might spot the occasional castle ruin or crumbled tower – a remnant of a bygone realm. Although the region attracts many prospectors, no kingdom or civilisation in recent history has been able to tame it. Savage hill giants, ettins, ogres, orcs, and trolls dwell here in great numbers. Settlements that stand on the edge of the Evermoors face constant threats from these and other monsters.

Fields of the Dead

The Fields of the Dead is a vast, rolling plain of windswept grasses that seems to go on to the horizon in every direction. The wind almost always seems to blow here, and the stirring of the grass that it causes is often referred to as the 'whispers of the dead'. The grassland is dotted with hillocks and barrows which contain the dead soldiers of one of dozens of wars fought on these lands. Thankfully, there is hospitality here too; the local farmers tend to be kind and generous and offer some respite from roving monsters and bandits that lair in the plain, or the nearby Trollclaws and Wood of Sharp Teeth.

Fireshear

Long ago, a meteor strike blasted a crater in the frozen tundra near the coast of the Trackless Sea, shearing away tons of rock and exposing rich veins of ore. In the years that followed, miners settled nearby, giving rise to the town of Fireshear. The miners work for a consortium of three allied merchant companies: Hammaver House of Mirabar, the Silver Triangle of Neverwinter, and the Delvers of Brokenstone of Waterdeep. The settlement is made up of squat stone structures that resemble igloos, their domes

good at supporting the weight of snow and deflecting the cold wind. Most homes are dug out of the rock and include deep cellars laden with preserves.

The miners of Fireshear dwell here all year. Ramps carved into the cliffs lead down to the shore, where stone docks protrude into a shallow bay that freezes by late fall and doesn't thaw until early summer. Fireshear imports most of its food, clothing, and other necessities. Ice fishing is a popular pastime among children, but all able-bodied adults are expected to toil in the mines.

The town has three leaders, who form a ruling triumvirate that handles trade negotiations with representatives of other settlements and disperses supplies among the townsfolk. Each member is a representative of one of the town's founding companies. Triumvirate members serve for life or until they resign, and they are known to take bribes, rewarding families who pay them in coin or precious ore with supplies of higher quality or in greater quantity. The current members are Tharkus Gromm (NE male shield dwarf **thug**) of Hammaver House; Darva (NG female copper dragonborn **mage**) of the Silver Triangle; and Zalaron Daska (N male Tethyrian human **veteran**) of the Delvers of Brokenstone.

Fireshear is also home to a retired civilar (captain) of Waterdeep's Griffon Cavalry and a member of the Emerald Enclave named Dasharra Keldabar (LG female shield dwarf **veteran**). She lives north of town, in a mostly underground hovel on a ridge that overlooks the sea. Locals know that Dasharra raises griffons, trains them as mounts, and teaches people to ride them. The griffons are kept in a low, sturdy wooden shelter next to her home. At any time, Dasharra has 1d4 + 6 adult **griffons** and 1d4 griffon eggs in her care. Dasharra employs six Zhentarim mercenaries (N male and female Tethyrian human **veterans**) as guards, three of whom stand watch outside the griffon pens while the others rest in a cramped loft above the griffons' stalls.

If one or more characters are members of the Emerald Enclave or members of Waterdeep's Griffon Cavalry, they can easily convince Dasharra to help them fly to Luskan, Neverwinter, Gundarlun or some other destination within a few hundred miles of Fireshear. Otherwise, they must pay for her services. She charges 250 gp per person for training and another 25 gp per person per day of travel. Characters who want to be trained must undergo three days of intense lessons, after which they know enough about griffon riding to control their mounts. Each griffon can carry one Medium rider or two Small riders (along with their armour and portable gear). Dasharra's "alpha griffon," Screecher, allows only her to ride it. Dasharra's other griffons are trained to follow Screecher wherever it goes and can't be coaxed into veering off course unless they are magically charmed.

Suggested Encounter

Three days after the characters arrive in Fireshear, the mining town is assaulted by sea devils in preparation for an attack by the illithid, Luzgrigaul. The attack begins suddenly, as twenty **sahuagin** equipped with *flensing claws*, eight **sahuagin raiders** (appendix B) and a **sahuagin baron** equipped with a mind blade and wearing mind carapace armour, leap from the frigid ocean onto the town's piers. The sahuagin run rampant throughout the town, breaking off into smaller groups of four or five to raid the homes of the miners. The baron and two raiders attempt to knock people unconscious rather than kill them and drag their bodies to the shore for Luzgrigaul.

As townsfolk retreat to the mines or flee across the open tundra, Dasharra becomes aware of the attack, and provides aerial support, attacking the sahuagin at range with her heavy crossbow while mounted atop her griffon. If the baron is killed, the sahuagin retreat back into the ocean.

After three rounds of combat, **Luzgrigaul** (appendix B) emerges from the ocean. They attempt to stealth around the town and devour the brains of the townsfolk. Unless the characters are lucky, they may never see Luzgrigaul, only the horrifying, brainless corpses left behind by their attack. If the characters find and attack Luzgrigaul, the mind flayer doesn't stay to fight against the odds. They telepathically communicate with the sahuagin to intervene, giving them a chance to escape.

Flamsterd

In the southwest of the Moonshae Isles is a small, barren island named Flamsterd. The island is barely inhabited, with only a few fishing communities on the eastern coast of the island where grass still grows. Further inland, and on the western coast, the island is a bleak wasteland. No plant save tough brown grass grows in the sandy soil, and few animals frequent the land save for colonies of seabirds which enjoy the lack of human disturbance.

Flamster's Sunken Tower

To the southwest of the island of Flamsterd is a tower sunken beneath the waves. Characters are unlikely to notice this unless they travel past the location of the tower underwater or in a ship or visit the southwestern coast of Flamsterd. The tower is squat, with a crenelated upper floor and is surrounded by a lush and healthy garden. The entire structure and its surroundings are encased in a bubble of breathable air which allows everything other than seawater to pass through it. Because of this, there are often helpless marine animals, mostly small fish, flopping around within the bubble having accidentally passed through the barrier.

The tower is occupied by Flamsterd (CG male Tethyrian human **archmage**) and his three underlings nicknamed Eyh, Bie and See (LG humans **apprentice wizards** of mixed race and gender).

Flamsterd is an incredibly old wizard after whom the island of Flamsterd was named. He left the island and teleported his tower beneath the waves with the help of local druids after his old apprentices became unruly and devastated the island almost two centuries ago. Flemsterd now practices the strange and dangerous art of creating permanent spell effects. He has mastered a permanent version of the *alter self* spell, the *darkvision* spell, and the *jump* spell. He's currently working on perfecting a permanent *tongues* spell by practising on nearby whales, some of whom speak broken Common.

Characters who visit the mage can have permanent spells

cast on themselves for 250 gp, enough to cover the material costs of the spells. If the characters are willing to be Flamsterd's experiment, he attempts to cast the permanent tongues spell on them for free. Roll a d20:

- On a roll of 11 or higher the spell is successful.
- On a roll of 10 or less, the spell fails; roll on the Wild Magic Surge table in chapter 3 of the *Player's Handbook* to see what effect occurs instead. Permanent spell effects put a character under the effect of said spell until ended by the *dispel magic* spell or similar magic.

Suggested Encounter

Characters with a passive Wisdom (Perception) of 16 or higher who stay at the tower for more than an hour notice a strange clawing sound coming from within, broken every now and then by a reptilian screech. The sound is muffled but seems to be coming from the higher chambers of the tower. If confronted about this, Flamsterd maintains that it must be coming from outside the tower's grounds. A successful DC 12 Wisdom (Insight) check reveals that he is lying.

If characters press the issue, he takes them up to a cramped chamber at the top of the tower. Within is a hideous one-eyed creature that frantically skitters around the room through piles of discarded books and papers. Flamsterd explains that the creature is a **nothic** but used to be his apprentice, Dea. Flamsterd doesn't know what caused the transformation but thinks that Dea must have encountered some dark magic that warped her form and mind. Dea is obsessed with magic items and pays particular attention to any characters that display them.

If the characters give Dea a magic item, she reveals that she was warped when she attempted a scrying spell on the city of Ascarle. She saw a creature there which was so alien that it terrified her. Before she could end the spell, the creature sent a pulse of psychic energy back through the connection which corrupted her human form into that of a nothic. Flamsterd does not tolerate any violence toward Dea as he is sure he can cure her.



Dea

Forest of Tethir

This enormous forest, also known as Wealdath, is home to a large community of wood elves and is considered the southern border of Amn. It stretches all the way out to the end of the Dragon's Head peninsula and just as far east into the continent. The forest is not particularly thick, save at least ten miles from the borders where the evergreens become more densely packed. The Trade Way passes through the wood near the coast. The forest is home to a wide variety of beasts and fey creatures.

Suggested Encounter

Twenty **bugbears**, six **centaurs**, and a **bugbear chief** (with 100 hit points) are toiling away near the coast of the forest felling trees. The bugbears are forcing the centaurs into labour, felling the trees with their axes and strapping the huge stands of timber to the centaur to be dragged to a sawing station. From there, the planks of wood are being transported onto a ship called Grankhul's Shadow.

Unless the characters intervene, the goblinoids continue to fill up their vessel with timber, a process which takes six more hours. During this time, characters who can understand Goblin will hear the bugbears discussing the high price of timber in the Nelanther Isles, the constant recruitment of new crew by the pirate captains, and the rumours of a new Sea King in the western atolls. Characters also have the chance to sneak onto Grankhul's Shadow, which is unoccupied while the bugbears work. Once the bugbears have filled their ship, they kill the centaur and leave, sailing west.

Treasure

Characters who sneak onto Grankhul's Shadow unnoticed can steal from the vessel, as can those who defeat the goblinoids. The ship contains 2,500 cp, 140 sp and 30 gp in assorted coins, gems, and treasures. Characters who succeed on a DC 15 Intelligence (Investigation) check also discover three magic items; roll on Magic Item Table B in chapter 7 of the *Dungeon Master's Guide* to determine what they find.

Fort Morninglord

This abandoned fortress is entirely bricked up, all windows and doors sealed shut. The place is regularly patrolled by a detachment of paladins from Elturguard, headed by the High Overseers of Torm (eight LG mixed genders Tethyrian human **war priests** of Torm). If they catch the characters snooping around, they explain that the entire garrison of paladins stationed at the fort disappeared only a few years ago, hence the place was sealed shut. None should enter, lest they meet the same fate.

This might seem like a great adventure hook to some groups but plays no part in the storyline of this campaign. Any further adventure in Fort Morninglord is undertaken at the DMs discretion.

Fort Vuuxaria

The only permanent triton stronghold in the Trackless Sea is Fort Vuuxaria. This stone citadel is built in a deep-sea trench north of Gundarlun and Purple Rocks. Most tritons in this adventure hail from Vuuxaria, which was founded around a century ago. Vuuxaria stands on a rocky plateau within the sea trench and is built of hexagonal blocks of translucent polished green stone. The fort is equipped with siege weapons, such as ballista, which protrude from domed towers which punctuate the city's periphery. The city is lit by hundreds of glass globes which contain bioluminescent jellyfish. Characters visiting Vuuxaria must deal with water pressure (see "Water Pressure" sidebar).

The tritons of Vuuxaria are not unwelcoming, but have a poor understanding of the surface world, and assume that any visitors are here to thank them for their unending war against the horrors of the deep. Tritons have been waging war against elemental evils and marine monsters since their genesis and believe they are owed honour and prestige for their deeds. The triton society is highly militaristic, and there are only a few among the population who are not attached to the military in some fashion. Most of these are nobles visiting the Material Plane for a change of scene.

Fort Vuuxia's Stratigos, Feloren Vuuxariath (LG female triton **champion**), manages the day-to-day life of the tritons of Vuuxaria and is a master tactician when it comes to warfare. She is in command of ten Taxiarhos (**gladiators**), who lead battalions of ten triton hoplites (**veterans**). The tritons are entirely aware of the existence of Slarkrethel, though they are yet to learn of Zellix'Phor. If the characters describe the actions of the Kraken Society and can provide evidence of the link between the society and Slarkrethel, Stratigos Feloren agrees to mobilise troops should they attack the kraken. Six of the ten battalions are out hunting sahuagin, who have been plaguing the fort of late, and Feloren cannot defend the city with fewer than three battalions, so she sends for Taxiarhos Molos and the Dragon Turtle Battalion which he commands.

Each Taxiarhos from Fort Vuuxaria rides a hippocamp, a blue-green creature native to the Elemental Plane of Water with a horse's body and a fish's tail. Hippocamps have the statistics of a **warhorse** with the following changes:

- A hippocamp has a base speed of 5 feet, and a swim speed of 60 feet.
- ***Amphibious.*** The hippocamp can breathe air and water.

Characters can be trained to ride a hippocamp mount for 250 gp which involves three days on intense training. Characters can buy a hippocamp for 400 gp. They can also buy barding for the hippocamps and lances. They are guarded day and night by eight triton **veterans** who work in shifts to ensure their safety from sahuagin attacks. The triton responsible for the care of the hippocamps is Hipparchus Zunis Pumanath (NG male triton **gladiator**). Unlike many of the other tritons, Zunis was born on the Elemental Plane of Water in Fort Pumana. Zunis has come to detest the colder waters of the Material Plane and especially laments the lack of wild hippocamps here. If a character can convince Zunis that they truly care for the beasts with a successful DC 15 Charisma (Animal Handling) check, he takes them to one side in the stables and says if they pay him 200 gp here and now, he'll arrange it so the changing of the guard is delayed later that day, so the character has a chance to take one of the hippocamps.

Suggested Encounter

While the characters stay at Fort Vuuxaria, they notice the fort is home to a race of degenerate fishlike humanoids with huge glassy eyes and purplish skin. If the characters ask the tritons about them, they are told about kuo-toa; insane creatures who paddle around the streets aimlessly. Normally the kuo-toa are seen as inconsequential, but recently they've been stealing seemingly random objects. If the characters ask around the noble houses about the kuo-toa, the tritons claim they'll take almost anything valuable if they get the chance, but prefer idols and statuettes.

If the characters go searching for **kuo-toa**, they encounter them in groups of 2d4 + 2. There is a 50 percent chance that any particular group they encounter have (1d4) 25 gp stolen art objects with them (roll on the 25 gp Art Objects table in chapter 7 of the *Dungeon Master's Guide* to determine what the items are).

Characters can watch the kuo-toa secretly provided they succeed on a DC 14 group Dexterity (Stealth) check. If the characters fail, the kuo-toa notice them. Instead of fleeing, the kuo-toa head straight back to their lair, luring the characters along. The kuo-toa spend a few hours each day searching through the city for objects that seem interesting to them, which range from pieces of broken coral to whalebone statuettes of hippocamps. Once the groups have collected three or four items, they leave the city through a narrow crack in the plateau upon which it is built that heads straight down into the rock. After following the tunnel for a hundred feet or more, it opens out into the lair of a **morkoth** who refers to itself in the third person as Tentacular Spectacular.

M1. Kuo-Toa Caverns

If the characters follow the kuo-toa, read or paraphrase the following:

> Following the winding tunnels, you eventually come to a narrow passageway which culminates in a hole. The drop down to the air-filled cavern below is just under ten feet. There doesn't seem to be a material barrier keeping the water from rushing down into the cavern, but you can tell that it is dry down there.

If the characters enter, read or paraphrase the following:

> You hop down into the dry cavern beneath you. Looking up, you can see the surface of the water above you holding firm like a membrane. The dank caverns and tunnels that surround you are covered with a thin, slimy fluid which sticks to your boots. The warrens are a series of small caverns interconnected with tunnels. The corners of the chambers contain piles of smelly rags peppered with fishbones.

Entrance & Dimensions. The entrance to the caverns is around 10 feet up. Creatures attempting to leave through the hole must succeed on a DC 12 Strength (Athletics) check. The caverns vary from 4 to 6 feet tall.

Slime. The floor in this area is covered in slippery slime. When a creature with feet (other than kuo-toa) moves for the first time on its turn, it must succeed on a DC 10 Dexterity (Athletics) check or fall prone. A creature can avoid making the check by treating the area as difficult terrain.

Creatures. Scurrying through the caverns are four **kuo-toa**, plus any that entered with the characters. If the kuo-toa know the characters are there, they flee to area m2. If more than half of them die, they try to escape the dungeon through area m5 via the secret tunnel.

Net Traps. Each natural stair is trapped with a falling net trap (see chapter 5 of the *Dungeon Master's Guide*). Creatures caught in the nets are grabbed by the kuo-toa and taken to area m4 to be imprisoned. One of the kuo-toa goes to area m2 on the way to get the keys.

Water Bubble. The lowest chamber contains a bubble of water which fills the chamber and surrounding tunnels.

Secret Tunnel. Characters with a passive Wisdom (Perception) of 16 or higher notice thin chisel lines around a portion of the wall. A character who succeeds on a DC 16 Intelligence (Investigation) check can work out how to open the door. The tunnel beyond smells of burning. Creatures here move at twice their normal speed (the tunnel is 85 feet long).

M2. Inner Sanctum

You enter a cavernous chamber filled with an enormous bubble of water. The cave is lit by a slowly pulsing mass of pearlescent matter which floats in the bubble. Huge white crystals thrust out from the eastern wall and floor, glittering in the twinkling light. The walls of the cave contain hundreds of alcoves, ranging in size from a few inches across to a few feet. Filling these alcoves are an abundance of treasures.

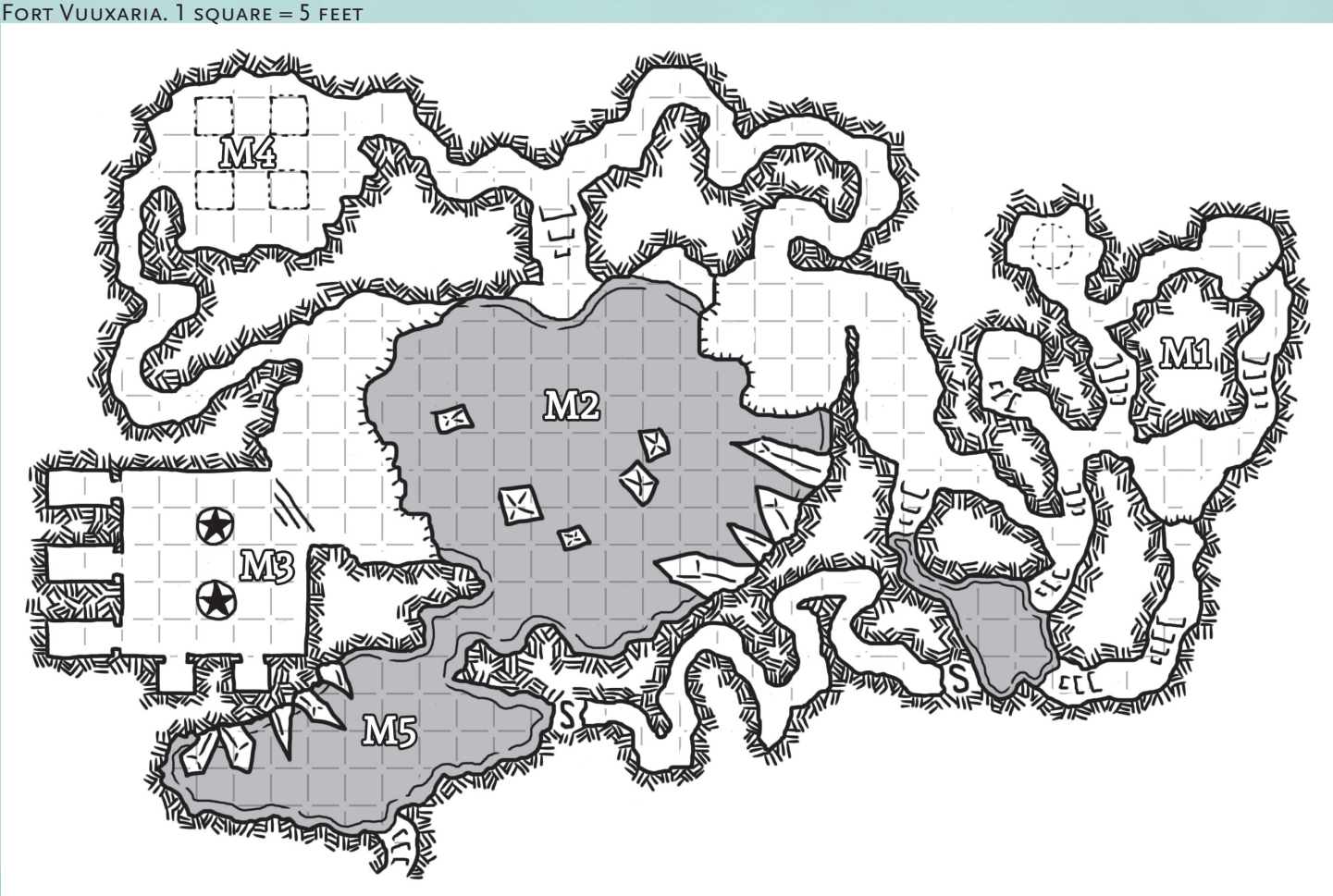
Cavern Dimensions. The water bubble is 50 feet tall. The ceiling is 30 feet above that. There are two rocky shelves at a height of 60 feet. Climbing up to the shelves requires a successful DC 10 Strength (Athletics) check.

Creatures. The **morkoth** named Tentacular Spectacular is swimming around in the water bubble tending its treasures. It knows the characters are in its lair, thanks to its regional effects. The morkoth is truly evil and would delight in imprisoning the characters, who it views as living treasures. Tentacular would rather do this by charming the characters than knocking them unconscious in combat.

Tentacular is a stuttering creature prone to excitement and touching its treasures repeatedly with its tentacles.

Characters who ask the morkoth to stop stealing from Vuuxaria offend Tentacular. It has been here far longer than the triton fort and thinks the 'blue-skins' are repulsive creatures. If asked about the survival mantle in area m3, Tentacular explains that it is an illithid breathing machine. If the characters ask what illithids are, Tentacular describes

Fort Vuuxaria. 1 square = 5 feet



them as "...inferior, brain-eating tentacle-faces..."

Crystals. There are nine large crystals in the chamber. Each has an AC of 13 and 10 hit points. Casting a spell while at least one crystal remains causes a wild magic surge (roll of the Wild Magic Surge table in chapter 3 of the *Player's Handbook*), centred on the caster.

Treasure. The alcoves in the walls contain almost one hundred items. Most of these are worthless trinkets (roll on the Trinkets table in chapter 5 of the *Player's Handbook*). Characters who succeed on a DC 15 Intelligence check, or spend 10 minutes going through the alcoves, discovers treasure items worth a total of 3,500 gp. They also discover a *wand of stone shape* (appendix C), a *ring of warmth*, a *wand of web*, a *wand of diminution* (appendix C), a *quaal's feather token: anchor*, a githyanki silver greatsword (belonging to Fenelzi'ir; see area m4), a *potion of greater healing*, and a *potion of vitality*. The keys to the cells in area m4 are in one of the alcoves.

M3. Grand Gallery

This chamber of smoothed worked stone seems out of place in the cavernous dungeon, not least because it is perpetually snowing in there. Standing in the centre of the chamber are two stone statues of tritons wielding spears and shields. The western and southern walls are marked by archways, behind which are nooks lit by flickering blue flames.

Light. The nooks are lit by *continual flame* spells.

Treasure. Resting in each nook is a valuable item. Going anticlockwise, they contain a *wind fan*, a *survival mantle*, a masterpiece painting of Vuuxaria (worth 2,500 gp), a *staff of the eel* (appendix C), and a small clock powered by flowing water filled with dozens of tiny cogs (1,500 gp).

Traps. Each nook is trapped. Any creature that enters and alcove without telepathically asking it to remain open triggers a magical ward. The ward can be noticed with a successful DC 18 Intelligence (Investigation) check; the ward can be destroyed with a *dispel magic* spell (DC 20).

If the trap is triggered, the stone archway melts, sealing the doorway. The nook is then filled with a *cloudkill* spell for 1 minute. Smashing open the sealed archway requires a successful DC 20 Strength check, the archways have AC 17, 20 hit points, and resistance to nonmagical bludgeoning, piercing and slashing damage.

M4. Prison

Standing on the ceiling, encased in a cage made of rusted iron, is a lone humanoid figure. The entire room seems to be turned on its head. The walls are an oozing, greasy material that seems to continually flow up to the ceiling. The floor is made of the same material which swirls unendingly.

Gravity. This chamber is under the effects of a permanent *reverse gravity* spell. Characters can climb onto the ceiling with a successful DC 15 Dexterity (Acrobatics) check.

Cages. There are four cages protruding from the ceiling. The cages are locked, requiring a successful DC 20 Strength check, or a successful DC 15 Dexterity check using thieves' tools, to open. The keys are in an alcove in area m2. The cages are covered with glyphs which radiate an *antimagic field*, preventing imprisoned creatures using magic. Two of the cells are empty, the others contain:

- Felenzi'ir (LE female **githyanki knight**) who begs to be freed in Gith. Felenzi'ir has been held captive by Tentacular Spectacular for six years and has irrepressible jitters which pose disadvantage on attack rolls, ability checks and saving throws that involve Strength or Dexterity thanks to the chaos of her imprisonment. The jitters can be suppressed with the *calm emotions* spell or cured with a *greater restoration* spell. Felenzi'ir makes little sense unless reunited with her silver greatsword (see area m2). If reunited, Felenzi'ir collects herself, though her jitters remain. If characters cure her madess, she takes the characters to Tuern, to a githyanki crèche in Flame Fault (see the "Tuern" section).
- Kholos Vuuxariath (LG male triton **martial arts expert**) who remains stoic despite the chaos surrounding him. Kholos was once an avid explorer of the Sword Coast but was captured by Tentacular Spectacular to tell stories of this other land. If the characters free Kholos, he can help pull strings for them in Fort Vuuxariath, as he once ran the monastery there. Kholos is cheery despite his imprisonment, and has a serious taste for cheese, which he calls 'solid milk'.

M5. Mirrored Grotto

The light from a chamber to the north is reflected hundreds of times by the mirrored walls of this cavern. Immense white crystals sprout from the northern wall, piercing through the thin layer of shiny metal. Your reflections are distorted by the warped mirrors into horrifying forms.

Water Bubble. The water bubble is 10 feet tall. The ceiling is 10 feet above that.

Mirrored Walls & Ceiling. The cavern is covered with a metallic material which reflects the contents of the chamber. A creature that is not submerged in water that sees their reflection in the mirror must succeed on a DC 15 Wisdom saving throw or fall under the effects of the *confusion* spell for 1 minute. A creature can avoid this effect by remaining submerged, or averting their eyes from the cavern walls, leaving them effectively blinded.

Crystals. There are five large crystals in the chamber. Each has an AC of 13 and 10 hit points. Casting a spell while at least one crystal remains causes a wild magic surge (roll of the Wild Magic Surge table in chapter 3 of the *Player's Handbook*), centred on the caster.

Southern Tunnel. This 100 feet tunnel leads to an exit.

Secret Tunnel. Characters with a passive Wisdom (Perception) of 16 or higher notice chisel lines around a portion of wall. A character who succeeds on a DC 16 Intelligence (Investigation) check learns how to open the door. The tunnel beyond smells of burning, creatures here Dash without using an action. The tunnel is 85 feet long.

Gauntlgrym

Once a great city and a bastion of the empire of Delzoun, this dwarven stronghold stood abandoned for centuries beneath the mountains. Recently, an army of dwarves led by Bruenor Battlehammer reclaimed it, ousting drow squatters and sending them scurrying back into the Underdark. Bruenor now sits on Gauntlgrym's throne as king.

The "heart" of Gauntlgrym is its legendary forge, within which is trapped a fire primordial known as Maegera the Dawn Titan. For more information on Gauntlgrym and its inhabitants, see the *Sword Coast Adventurer's Guide* and the adventure *Out of the Abyss*.

Suggested Encounter

While the characters are visiting the dwarven citadel, something goes horribly wrong in the mines. A **mind witness** and six **drow elite warrior** thralls have attacked the workforce and are running rampant throughout the upper levels near the forge. Lurking nearby, but out of sight is the mind flayer **Druskis** (appendix B). While the drow and mind witness run riot through the streets of Gauntlgrym, the mind flayer is gorging on as many dwarves as possible, hoping to gain important information about the fall of the mind flayer colony which used to live beneath Gauntlgrym, and create new mind flayers from the dwarves.

The characters encounter the mind witness and thralls in at the top of a 60-foot-long, 40-foot-wide, 100-foot-tall hallway crisscrossed by raised walkways which connect different areas of the city. There are a dozen dwarf **commoners** fleeing the scene when the characters arrive, desperately trying to flee the thralls, but running straight into the path of the mind witness. Characters with a passive Wisdom (Perception) of 11 or higher notice Druskis devouring the brain of a dwarven soldier in the shadows of an archway on the hall floor. Druskis leaves on initiative 20 of the next round.

Goldenfields

Goldenfields is a huge, walled temple-farm dedicated to Chauntea, the goddess of agriculture. Called "the Granary of the North," it's the only reason many Northerners ever taste soft-fleshed fruit larger than bush berries. Waterdeep and its neighbours consume the temple's reliable output: carefully husbanded grains and dried, oil-packed, or salted foodstuffs preserved in vast storage cellars, vats, and squat stone grain-towers.

Run by Abbot Ellardin Darovik (NG male Damaran human **priest** of Chauntea), Goldenfields is a stronghold of the Emerald Enclave. Members of that faction are as welcome here as clergy of Chauntea; many of them stay for months at a time to help with the work and the vigilant defence of the farm against insects and blights, as well as would-be vandals and plunderers. Hired **guards** and adventurers patrol the walls and the land immediately around them. Inside the farm, young treants allied with the Emerald Enclave hide within stands of trees, ready to animate trees to repel invaders. More than five thousand people live and work in Goldenfields year-round, farming more than twenty square miles of tillage in gangs of hard-working gardeners.

Gull Rocks

Half a dozen islets jut up from the Sea of Swords to the west of the Moonshae Isles. This string of tiny islands is called Gull Rocks and is home to a colony of aarakocra who are expert fisherfolk and navigators. The aarakocra of Gull Rocks are almost exclusively white with black wings and yellow beaks. Their wingspans are far larger than their mainland kin, and their beaks resemble those of seagulls. The aarakocra colony is led by five aarakocra **priests** who summon an **air elemental** if the islets are threatened.



Gundarlun

The island nation of Gundarlun is a string of barren mountains rising up out of the Trackless Sea. Mighty waves crash against its rocky shores. Clinging to the mountainsides above the water are stone keeps with fishing villages huddled around them, each one ruled by a ruthless jar! who answers to the King of Gundarlun, Olgrave Redaxe (CN male Illuskan human **berserker** with 90 hit points). The king lives in a crumbling fortress that overlooks Gundbarg, the island's only port.

A full description of Gundarlun and the locations on the island can be found in chapter 1.

Suggested Encounter

The first time the characters visit Gundbarg, they discover the town is under attack by a slime-covered worm of immense size with barbed tentacles that lash out from the creature's mouth. The worm is a **neothelid**, the result of a mind flayer tadpole from the crash devouring the others, and rapidly mutating into its current form. Now that the neothelid is mature, it has become hungry for humanoid brains, the most readily available of which are in Gundbarg.

When the characters arrive on the scene, the neothelid is smashing apart one of the dragon ships of the Kingsfleet filled with injured warriors hoping for a few days respite. The warriors can be of little help against the aberration, save as a temporary distraction. On its first turn in combat, the neothelid uses its acid breath on the fleeing crew, causing half a dozen of them to fall to the ground and melt away, leaving only their brains behind. After this, the neothelid attacks a random character each turn.

After two rounds of combat with the neothelid, the mind flayer, **Tharcereli** (appendix B), appears on the docks and starts attacking the creature. Mind flayers view neothelids as abominations that must be exterminated. If Tharcereli drops below half its hit points, it flees through the streets of Gunbarg, heading west toward Berranzo. The alien creature does not stop until it reaches the mines, where it can meet with its kin Thiliossk before returning to Ascarle. See Berranzo in chapter 1 for more information.

If the characters meet with King Redaxe after the attack, he rewards them with a dragon ship of their own and a crew of **berserkers**.

Gwynneth

Over the past century, the isle of Gwynneth has become ever more fey and mysterious, home to the elven realm of Sarifal, under the rule of High Lady Ordalf. Sarifal shares the island with the reclusive mountain kingdom of Synnoria, the home of the Llewyr elves, plus a few small shield dwarf settlements, and the ruins of Caer Corwell, the former Ffolk settlement on Gwynneth. High King Derid wants to reclaim the old citadel and rebuild it as an embassy but has yet to secure Lady Ordalf's consent to do so. Gwynneth is also home to Myrloch Vale, a lush valley nestled in the mountains with the shimmering waters of the Myrloch to the south. Druid circles are active in the Vale, allied with the elves and the fey creatures of this area.

In the north of the island, High Lady Ordalf's son, Prince Araithe, leads the struggle against the dark fey of the forest of Winterglen. The prince is a pragmatist willing to accept aid in fending off his people's foes, and is known to allow adventuring companies to cross the Strait of Alaron and land on Gwynneth if they pledge to aid the cause.

If the characters need a guide to the Moonshae Isles, they can get into contact with Eliri Mystralath (CG female half-elf **druid** who can change into a **brown bear**), a wild-eyed, red-haired maniac of a woman who knows the islands like the back of her hand. Eliri is part Llewyr and part Ffolk and is a proud member of the oldest druidic circle on Gwynneth. She insists on painting the faces of her allies with blue paint. Eliri knows the location of several Moonwells which the characters can use if they need and has had vague visions of the Black Armada while bathing in these pools. The exact information contained within Eliri's visions is up to the DM.

Characters might end up in Gywnneth if they accept Hamma the Dryad's Quest in chapter 2.

Helm's Hold

Located a short distance southeast of Neverwinter, Helm's Hold is a fortified monastery enclosed on all sides by stone walls patrolled day and night by members of the Order of the Gilded Eye, a splinter sect of the Order of the Gauntlet. Helm's Hold is firmly under the Gilded Eye's control, and its members have taken Helm's doctrine of protection to extremes. The high-minded inquisitors of the Gilded Eye are convinced that evil is rampant. They are determined to root out those under "demonic influence" and are quick to persecute anyone who doesn't act in accordance with their beliefs.

Within the walls of Helm's Hold are numerous residences surrounding a central district called the Heartward, wherein the characters can find a roomy tavern called the Old Dirty Dwarf, several quiet hostels, and a bustling marketplace. A wooden hangman's scaffold stands in the centre of the marketplace, and on certain nights, when clouds obscure the waning moon, luminous ghosts wander around it, going about the business of the living. Phantom vendors sell ephemeral apples at empty stands, ghost children play in the streets, and spirits hang one another on the scaffold. Some of the scenes appear to be re-enactments of past events, whereas others have not occurred at least, not yet. The ghosts speak mostly nonsense, but some of what they say might offer clues to past or future happenings.

Dominating the skyline is the Cathedral of Helm, a towering and inspiring edifice of pale grey stone that's visible for miles around. As much a fortress as a temple, the cathedral contains an orphanage, a hospital, an asylum, and training grounds for Gilded Eye initiates. Holy Watcher Qerria (LG female Tethyrian human **priest** of Helm), who presides over the cathedral, is determined to root out corruption wherever she finds it. Few doubt that her words carry the weight of Helm's divine wisdom. She is served by dozens of Gilded Eye inquisitors (male and female **cult fanatics** of various alignments and ethnicities) who employ

a host of **acolytes**, **assassins**, **guards**, **knights**, **spies**, and **veterans**. Evildoers and enemies of the Gilded Eye are rounded up and brought to Helm's Hold to face judgment. Those deemed to be under "demonic influence" or those who threaten the Gilded Eye are hanged, their bodies burned to ashes to prevent them from being raised from the dead.

High Forest

Although much less expansive than in ancient times, the High Forest is still vast and mysterious. Larger than most kingdoms, it encompasses mountains. The High Forest is home to treants of enormous size, stags with antlers as wide across as a wagon, brown bears bigger than large sheds, owlbears, wolves, unicorns, and many other creatures, including fiercely territorial wood elves and Uthgardt barbarians of the Tree Ghost tribe. The forest holds many hidden settlements, haunted ruins, fey crossings, and ancient magical wards.

In the outermost fringes of the forest, woodcutters ply their trade, and outlaws on the run might find refuge. But as everyone knows, those who venture too deep into the High Forest are often not seen again.

High Moor

A great cataclysm occurred on the High Moor long ago, wiping out an entire elven kingdom, but little evidence of this event now remains except for some haunted ruins, tombs, and dungeons shrouded in thick fog. Many adventurers have perished in search of these ancient sites, for the High Moor is home to many monsters.

High Road

This well-traveled highway follows the coast from Luskan to Waterdeep, connecting with Neverwinter along the way. For years, the stretch of the High Road between Neverwinter and Waterdeep fell into disuse and disrepair because of frequent monster attacks. When he was both the Lord Protector of Neverwinter and the Open Lord of Waterdeep, Lord Dagult Neverember hired adventurers to make the old road safe and spent considerable coin to repair it. Many now consider the High Road a safer means of travel than a sea voyage thanks to the pirate attacks.

Hundelstone

At the highest elevations along Ten Trail, only a few shrubs cling to life amid patches of moss-covered rock. Travelers on this route eventually come to Hundelstone, perching on the mountain slopes much like the surrounding flora. The town's buildings are low, with most of their rooms cut out of the hard soil and rock below ground level, and their roofs steeply pitched to better shed the snows that blanket the mountains in the winter. The shield dwarves and rock gnomes in Hundelstone get a chuckle out of warning visitors to stoop low as they walk about town, lest they be blown away by the wind.

For most people, Hundelstone is either the last outpost of civilization before taking the pass north to Icewind Dale or the first welcome sign of refuge after making the wearying trip back. Many of the dwarves and gnomes here spend their days excavating tunnels, mining ore, or smelting and smithing the local iron and tin. (Adventurers who venture down into these tunnels might be surprised to find that some of them descend for miles, in some cases all the way to the Underdark.) Hundelstone's few score human residents are mostly sellswords or would-be adventurers who earn a living as caravan guards or beast hunters in the crags.

Ice Peak

The frozen island that lies southeast of the Sea of Moving Ice is named for the snow-capped promontory that dominates its northern half. Most of the inhabitants live in a few settlements clustered around the twin bays on the southern shore. Caves in the mountain's peak serve as a lair for Arveiaturace, the white wyrm known to sailors as Iceclaws because of her habit of diving on hapless vessels and tearing them apart with her talons.

Longships crowd the docks of Aurilssbarg, the island's largest community. Typical of the settlements on Ice Peak, the streets of Aurilssbarg are paved with logs laid side by side, and its buildings are low wooden structures whose pitched roofs are covered in sod. The heart of Aurilssbarg is Green Hall, a spacious tavern with a lengthy firepit that can spit six goats at a time to feed the cold and hungry crews that arrive after unloading their ships at the docks. Locals come here as well to hear the latest news from the mainland, although by the time it reaches Ice Peak, such news is often out of date and wildly exaggerated, little better than idle rumour. Still, the isolated inhabitants of Aurilssbarg eat it up all the same.

The island's smaller coastal settlements include the fishing and trapping villages of Bjorn's Hold and Icewolf. The natives of Ice Peak survive by catching fish and hunting goats, seals, and whales. The island boasts a large yeti population. They feed on mountain goats, avoiding Northlanders unless food is scarce.

Suggested Encounter

While staying at Aurilssbarg, a Zhentarim coaster crewed by twelve Black Network **thugs** from Leilon arrives with a full hold of crates. The ship is captained by the audacious Perra Myastan (NE female black dragonborn **swashbuckler**) who rolls up at the Green Hall with half a dozen kegs of strong ale in tow. Perra puts on a huge show about the strength of the Zhentarim during this time of piracy, encouraging any who want to work on a vessel that's faster and smarter than the pirates to sign up with the Black Network. The bravado is accentuated by Perra's pet **flying snake** which swoops around the room, landing on those who seem recipient for a moment before moving on. Characters who succeed on a DC 16 Wisdom (Insight) check realise that the captain is making a bit too much of a show of it. Characters with a passive Wisdom (Perception) of 20 or higher notice a pair of dwarven Zhentarim **thugs**

sneaking in the back of the Green Hall with a large keg which seems to be moving slightly of its own accord.

The keg contains a **swarm of cranium rats**, which the Zhentarim have been paid to smuggle into the Green Hall. Here, the rats can spy on some of the best-travelled crews of the North and gather information on trade routes to target. The information is collected by the mind flayers, passed on to Zellix'Phor, who uses his connection with Sea King Tentrix to inform the pirate crews.

Characters who investigate and reveal the truth about Captain Myastan provoke her ire, and she challenges the party to a duel. Refusing the duel reflects badly on the characters in the eyes of the sailors, leaving them unable to recruit crew members here, or join the crew of another vessel. If the characters accept, they must nominate one character to duel with Perra. The duel is one-on-one melee combat in which magic is forbidden, though this doesn't stop Perra using her breath weapon to open the brawl. If the characters defeat Perra, they have the right to commandeer her ship, Le Dragon Noir, though the Zhentarim might try to get it back at some point. If Perra defeats the character, she has the right to commandeer the party's ship.

Icewind Dale

Icewind Dale has snow, ice, and freezing temperatures in abundance. The sun never rises far above the horizon even at the height of summer and the height of summer is a fleeting thing. Winter here is long and ruthless.

Icewind Dale is surrounded by perilous terrain. The ice cliffs of the Reghed Glacier rise up in the east like prison walls. The towering, snow-capped peaks of the Spine of the World loom to the south. To the north and west, the Sea of Moving Ice churns bergs and floes in an endless tumult, like winter grinding its teeth in anticipation of its next freezing assault. Between these formidable obstacles lies windswept tundra dotted with settlements and the occasional small forest or stand of trees.

A singular mountain called Kelvin's Cairn rises from the heart of Icewind Dale. During the summer, snow from Kelvin's Cairn flows into three mineral-rich lakes: Maer Dualdon, Lac Dinneshere, and Redwaters. By midsummer, Icewind Dale shakes off the torpor of winter and comes forth in full flower. Grasses grow two or three feet high in the span of weeks. Birds flock to the marshes formed by the thawing soil, and reindeer calves fill out the herds that diminished in the winter.

Reghed barbarians follow the reindeer herds as they migrate across Icewind Dale, and dwarf miners haunt the caves and tunnels under Kelvin's Cairn, rarely emerging except to trade ore for food. Most of lcewind Dale's inhabitants, however, live in ten permanent settlements collectively known as Ten-Towns:

- The walled town of Bryn Shander, which lies at the northern end of the Ten Trail, is the first stop for most visiting merchants and traders and by far the largest of the ten communities.
- The hunting and fishing villages of Bremen, Targos, Termalaine, and Lonelywood line the shores of Maer Dualdon, which feeds into the Shaengarne River and holds seemingly countless numbers of knucklehead trout.
- The villages of Dougan's Hole and Good Mead stand a few miles apart on the north shore of Redwaters which, contrary to its name, sparkles emerald green during the day and silver at night.
- The town of Easthaven and, nestled among the foothills of Kelvin's Cairn, the villages of Caer-Dineval and Caer-Konig hug the shores of Lac Dinneshere, which freezes in winter.

The population of Ten-Towns is composed mostly of humans and dwarves, with the humans outnumbering the dwarves roughly twenty to one. In times of great peril, the leaders of Ten-Towns, known as Town Speakers, meet at Bryn Shander to discuss solutions to their problems. If one of the smaller settlements comes under attack by a threat too great to overcome, its inhabitants are trained to flee to Bryn Shander and take shelter behind its walls.

Characters travelling through Icewind Dale are likely to encounter creatures such as **frost giants**, **yeti** and **remorhazes**. If the characters are near to the coast, they are almost certain to encounter one of the giant great ships, crewed by sixteen frost giants, that raids the towns and villages from time to time. Characters who spy on these ships, or who manage to charm or capture a frost giant, hear talk of Sea King Tentrix, a pirate lord who's taking the coast by storm. He hails from the south but has even managed to recruit some frost giants to his cause.

Suggested Encounter

Each of the Ten Towns settlements currently has wanted posters up bearing a charcoal sketch of a human with dark eyes, a thick beard and a missing ear, under which reads "The Town Speakers offer a bounty of 500 gp to whomever can deliver to them the pirate captain of the Howling Fiend. Wanted dead or alive".

If characters visit Lac Dinneshere they are greeted by the sight of two flaming fishing vessels. Circling around behind the burning boats is a coaster called the Howling Fiend. There are numerous rowboats and the odd keelboat or coaster moored on the shores of Lac Dinneshere that the party could commandeer to catch the pirates.

The Howling Fiend is equipped with a *black ice* ram (appendix C) and is crewed by twelve **thugs**. Their captain, Pyrse Auliff (CN male Illuskan human **swashbuckler** with a *+1 black ice rapier* (appendix C)) is a member of Ship Rethnor of Luskan but is under the influence of Vaelish Gant, a **mage** (without 4th or 5th level spells). The crew of the Howling Fiend fight to the death and are clearly insane. This is due to their constant proximity to black ice. Captain Pyrse offers to trade information for his life or freedom, namely that he's working for Vaelish, who can be found in Bryn Shander.

If characters pursue the lead, they easily catch up with Gant, who has no idea that he's been revealed. Gant is a member of the Arcane Brotherhood working for Jendrick the Blue (see the "Luskan" section for more information).

Ioma

One of the larger islands in the Nelanther, Ioma is a popular port for those travelling through. Although still riddled with pirates, Ioma, and its largest settlement Ioma Town, is relatively peaceful compared to the other isles thanks to the presence of The Triarchy, three Cowled Wizards from Amn who oversee the mining operations on the island. The low mountain of Ioma is marked by a vein of purple quartz, dubbed Iomic crystal, that was once thought to have magic-reflecting powers but is now sold as faux amethyst in mainland Amn.

The Triarchy is made up of three **mages**; Jessiri Evermantle (N female Tethyrian human) who hails from Amn and is the unofficial head of the Triarchy, Marcon Ramfosco (NG male Turami human) who deals primarily with providing protection for the miners from the dangers of the island, and Caran Greywyrm (LN female Chondathan human) who takes charge of the books for the Amnian government.

The majority of inhabitants of Ioma are 'civilised' humanoids, but like anywhere in the Nelanther, there are also lizardfolk, minotaur, orcs, and ogres who hold sway over various parcels of land and bodies of water. Tribes of the various races form and fold every few tendays causing constant skirmishes on land and battles at sea.

Suggested Encounter

Although adventurous types pass through the Nelanthers daily, most are only interested in the opportunities piracy can present. A few hours after the characters arrive in Ioma Town, they are approached by Marcon Ramfosco who asks a favour of them. The crystal miners have been struggling of late with a pair of harpies who seem intent on preventing them from doing their work. The monstrosities have been luring miners off cliff edges to their death with their songs but also swooping down to attack them directly. Ramfosco promises a reward of 100 gp each for the dead harpies' heads. The next excursion to the mine is tomorrow morning.

If the characters choose not to accompany the miners (a group of twenty **commoners** of mixed race and gender), they can track down the harpy lair with a successful DC 20 Wisdom (Survival) check and fight the two creatures in their lair. If they kill the creatures, they can recover 1d4 items off Magic Item Table A in chapter 7 of the *Dungeon Master's Guide* and discover a clutch of harpy eggs, presumably the reason for the harpies to start attacking.

If the characters accompany the miners, they are attacked by the harpies while crossing a gorge on the mountainside. The gorge is half a mile long, 50 feet wide and 100 feet deep but crossed in several places by sturdy rope bridges. Each bridge is 15 feet wide and can take the weight of several wagons filled with stone. While crossing, one of the lead miners slows their pace and begins to look off into the distance searchingly. Suddenly, they start running for the edge of the bridge. Characters within 30 feet that succeed on a DC 20 Dexterity check can get there in time to stop the miners plunging over the edge of the rope bridge to their death. After this, the harpies arrive and use their songs to a devastating effect.

The harpies currently plaguing Ioma are more dangerous than most of their kind. They use the statistics of a **harpy** with the following changes:

- They have a Dexterity of 18 (+4) (AC 14).
- They have 63 hit points.
- Their claws deal 8 (2d6 + 1) slashing damage, and they wield shortbows instead of clubs; +6 to hit, range 80/320 feet., one target, dealing 7 (1d6 + 4) piercing damage on a hit. They can make three claw attacks or two shortbow attacks.
- The DC for their Luring Song is 15.
- They have a challenge rating of 3 (700 XP).
- ***Flyby.*** The harpy doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Ironmaster

The dwarven city of Ironmaster is perched at the western edge of Icewind Dale, where the Shaengarne River flows into the Sea of Moving Ice. The city is nestled in a great cleft where the Shaengarne rushes to the sea. It's stone towers rise like spikes from the valley floor, and the rooms and passages of Ironmaster weave in and out of never-melting ice and the stone of the valley walls. Mining tunnels extend from the valley walls far below the tundra, providing the dwarves with an apparently limitless supply of iron.

Ironmaster is populated exclusively by dwarves. Members of other races are forbidden to set foot in Ironmaster Vale. Great stone menhirs marked with the city's coat-of-arms, a red anvil on a grey diamond standing on end, are arranged in a perimeter around the vale to warn away travellers who stray too close.

Ironmaster is ruled by Lord Clanmaster Stogue Sstar (LG male shield dwarf **veteran** who wields a battleaxe instead of a longsword). Although Sstar is grateful for any help the characters can offer (see below), he is loathe to let them stay in the city. Instead, he rewards each character with 100 gp worth of gems for each giant they kill and asks that they respect the culture of the dwarves of Ironmaster and leave.

Suggested Encounter

Characters who visit Ironmaster for the first time find the city in chaos. Four **frost giants** from Svardborg have landed in a giant greatship and are scooping up the dwarves into gigantic wooden lobster pots. The giants are split up, allowing characters to attack them one at a time. Although the dwarves of Ironmaster would not normally tolerate the presence of non-dwarves in the city, they need all the help they can get.

If two of the giants are slain, the remaining two make a break for their ship and attempt to flee back to Svardborg. If cornered, the giants fight to the death. If somehow caught, they don't reveal anything about their change of faith. Characters who examine the bodies of the giants easily notice the huge kraken tattoos on their arms, indicating their loyalty the Kraken Society.

Iumathiashae

Buildings of water-sculpted rock, seaweed, shells, and glittering mother of pearl soar in harmonious spirals and curves up from the seafloor in the sea elf city of Iumathiashae. This truly magnificent underwater settlement is one of the first barriers between the Realms and Evermeet, a fabled heaven-like domain of the elves. Evermeet is protected by all manner of barriers and wards, one of which, the cyclone barrier, is maintained by the elves of Iumathiashae. The great city beneath the waves glows constantly with a green-yellow light that can be seen even from the surface of the ocean, though only the brave dare to swim down and take a look. Iumathiashae is patrolled at all hours by sea elf **veterans** riding on **dolphins** or giant scallop shell chariots pulled by hippocampi. Unless you are expected, the sea elves are likely to turn you away. Characters who are determined to meet with King Elashor, the leader of the community, must succeed on a DC 20 Charisma (Persuasion) check to be shown to his chambers.

King Elashor (CG male sea elf **noble**) is a serenely calm ruler who lets his people keep to themselves. The community is one of farmers and fishers, and Elashor is happy just to settle minor disputes while upkeeping his own pearl garden. Despite his calm, Elashor knows that he is responsible for deterring foolhardy folk from attempting the journey to Evermeet, which he doesn't take lightly. Every hour, sea elf mages upkeep a permanent magical storm to the west of Iumathiashae, and patrols of chariot-riding soldiers can be seen coming and going from the city constantly. If characters do get an audience with Elashor, he welcomes them to stay for a short while. Any attempts to muster forces from him fail; the elves of Iumathiashae are of a different world to the mortals of Faerûn.

Korinn Archipelago

Hundreds of rocky islands form this archipelago north of the larger Moonshae Isles. Seafaring barbarians and marine monstrosities prowl the waters around these islands, which are home to griffons, harpies, wyverns, dragons, goblinoids, and old ruins haunted by evil wizards, gargoyles, and other forsaken creatures. The islands are populated mostly by Northlanders, who herd sheep, fish the nearby waters, and occasionally go raiding or pirating. Dozens of separate settlements are their own mini-kingdoms with little that unifies them besides a shared Northlander culture.

There's no safe harbour for outsiders in the archipelago. For other Northlanders, the settlement of Westhaven on Pandira serves as a neutral ground where Northlanders of all stripes who ply the waters of the Sea of Swords might come to port, wait out a storm and/or resupply. Those who accompany a Northlander to Westhaven might be permitted to stay for a while, but they certainly aren't afforded the respect that a fellow Norl deserves.

Characters might find themselves visiting Pandira on the Korinn Archipelago if they accept Priestess of High Moonlight Melessa Suaril's Quest in chapter 2.

Suggested Encounter

When the characters first arrive in the Korinn Archipelago, they (or their ship) is attacked by a marine chimera (see below) under the control of an **orc blade of ilneval**. The orc is the captain of a longship crewed by ten Northlander **tribal warriors** and four half-orc **berserkers**. The sail of the ship sports a bloody longsword, the symbol of Ilneval.

The pirates bring the longship in ever closer, waiting for the monstrosity to wear the characters down. If at any time the blade of ilneval is killed, the chimera breaks rank and starts attacking whoever is closest to it. The chimera has the hindquarters of a giant eel, the forequarters of an enormous turtle, and the leathery wings of a white dragon, along with the heads of those three creatures.

The marine chimera uses the statistics of a **chimera** with the following changes:

- It has a base speed of 10 feet, and a swim speed of 30 feet.
- It has a tail attack instead of a horns attack which deals an additional 1d4 lightning damage on a hit.
- Its claw attack deals 9 (2d4 + 4) slashing damage.
- It has a Cold Breath instead of a Fire Breath, which deals cold damage instead of fire damage.

Kressilacc

In a deep-sea trench between the Oman's Isle and Alaron in the Moonshaes is the sahuagin settlement of Kressilacc. Sea devils rarely settle permanently in one place thanks for their disinterest in building and fortifying, but Kressilacc is an exception to that rule. Kressilacc is a ruined sea elf city that was won by the sahuagin in an underwater war that lasted for almost a century between the sea devils and the sea elves of Tír faoi Thoinn. Kressilacc is currently ruled by a circle of five **sahuagin priestesses** who venerate their shark god, Sekolah, and breed giant sharks which they believe are his children. Life in Kressilacc is dangerous even for sahuagin. The daily ritual consists of numerous sacrifices by the priestesses and blood sports including giant crab wrestling, gladiatorial matches, and obstacle races to sort the weak from the strong, and to appease their bloodthirsty god.

In order for the characters to visit Kressilacc, they must conceal their identities or slip into the shadows of the ruined sea elf city. If they are seen by the sahuagin at any time, they are ruthlessly attacked and killed, or driven out of the city. Although there are no barons in Kressilacc, the priestesses are just as brutal and would accept the characters as a great sacrifice to Sekolah.

Kryptgarden Forest

A small wooded region near Westbridge hides many old dwarven ruins and the extensive underground city known as Southkrypt. For centuries, Kryptgarden Forest has been the home and hunting ground of the ancient female green dragon, Claugiyliamatar, better known to many as Old Gnawbone. She earned her nickname from

her habit of gnawing on old kills and is often seen with a mangled corpse hanging from her mouth. Other dragons rarely remain in Kryptgarden Forest for long, because Claugiyliamatar drives them out.

Suggested Encounter

Claugiyliamatar rarely meddles in the affairs of humans and their kin. Even so, her collection of *crystal balls* allows her to stay abreast of events happening in the world. She is aware that great fleets of pirates are amassing in the south, and that adventurers have their work cut out for them. As the characters travel through her forest, Old Gnawbone's woodland spies (birds, rodents, and other harmless forest critters) warn her of their presence. She decides on a whim to leave her lair and confront them. The characters hear something enormous approaching them through the dark woods and tangled underbrush, and they might be startled when a great green dragon's head bursts into view with the tenderised corpse of an Uthgardt barbarian dangling from its mouth.

If the characters attack Claugiyliamatar, she breathes poison gas at them, takes to the air, and returns to her hidden lair. If the characters restrain themselves, she tells them (in Common) to travel south to the Nelanther Isles and search for a ship's graveyard called Driftwood Docks. "Therein," she says, "you'll learn what must be done to end the pirate menace." Once she has imparted this information, Old Gnawbone takes flight and returns to her lair to finish her meal.

Claugiyliamatar is an **ancient green dragon**, with the following additional features that increase her challenge rating to 23 (50,000 XP).

Innate Spellcasting. Claugiyliamatar's spellcasting ability is Charisma (spell save DC 19). She can innately cast the following spells, requiring no material components:

1/day each: *invisibility*, *legend lore*, *protection from energy*, *true seeing*

Spellcasting. Claugiyliamatar is an 8th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 18; +10 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *mending*, *produce flame*
1st level (4 slots): *cure wounds*, *detect magic*, *entangle*, *speak with animals*
2nd level (3 slots): *animal messenger*, *pass without trace*
3rd level (3 slots): *dispel magic*, *plant growth*
4th level (2 slots): *blight*, *locate creature*, *stoneskin*



Lathtarl's Lantern

Lathtarl's Lantern was once a notorious wrecking site, where pirates would light lanterns to draw merchant vessels into rocky reefs to scupper them. Nowadays though, Lathtarl has cleaned up its act somewhat. Instead of luring merchants to their doom with ghostly lights, Lathtarl now lures them in with the opportunity for a hearty meal and cheap drink at the famous Wailing Wave inn.

Lathtarl's Lantern is also a base for the Scaly Eye Merchant Company, run by Lhammaruntosz the ancient bronze dragon who lairs on Orlumbor. Mother Claws, as she is known, has many agents in Lantern who help keep her merchant ships safe and fend off pirates who give chase.

Lantern is 'ruled' by Irak Pholdaruk (NG male Chondathan human **commoner**), a cheery old man with an enormous moustache, whose ancestor forged the connection with Mother Claws in the first place. Pholdaruk has no title though Lanternites often refer to him as Mayor.

Suggested Encounter

Characters who visit Lathtarl's Lantern are urged to meet with Mayor Pholdaruk in the Wailing Wave, where he spends most of his evenings. Pholdaruk asks if the characters would pay Mother Claws a visit on the island of Orlumbor (see the "Orlumbor" section). He's heard that some of the Scaly Eye ships have gone missing in the south and is extremely worried about the pirate presence along the Sword Coast. In addition, something is seriously wrong with Roaringshore – a pirate hold only two days south of Lantern. Normally the place is dangerous enough, but hideous, crustacean-like creatures have been appearing from the town's direction and attacking Lantern. As if on cue, screams can be heard from outside the tavern as two **uchuulons** (appendix B) start attacking the village. These are the experiments of G'zagrix, a mind flayer that makes its home in the Broken Goblet tavern.

Leilon

Leilon was a small town near the High Road, straddling the distance between mines in the mountains and the mudflats on the coast from which its people would send out barges of ore to waiting ships. For many years, the town stood abandoned because the protective magic around a wizard's tower, called the House of Thalivar, went awry, causing any who looked at it to be paralyzed. The few travelers still taking the High Road and braving the expansion of the Mere of Dead Men had to travel for miles around Leilon or pass by it at night to avoid the tower's mysterious power. When Lord Neverember decided to reopen the High Road to travel, tearing down the tower became a top priority. It is now safe to pass through Leilon, and it is once again a working town, but all who live there owe allegiance to Lord Neverember.

Despite Neverember staking a claim to Leilon, the real governing force in the town are the Zhentarim. Leilon has become a base of operations through which pirate crews are hired, and the place is crawling with cutthroats and thugs. Overseeing the negotiations is 'Lady' Vonda Agosto (LE female Turami human **assassin**), a high-ranking Zhentarim agent. Vonda is a breeder of flying snakes and is constantly surrounded by at least five of the reptiles (use the **swarm of poisonous snakes** statistics with a fly speed on 60 ft.). Characters who wish to travel through Leilon must pay a gate toll of 1 sp to enter the town, collected by gangs of six Zhentarim **thugs** that loiter around the town's ramshackle wall. There is no charge for characters who can prove their affiliation with the Black Network.

Leilon provides the perfect opportunity for characters to meet up with pirates with potential anonymity, as the inhabitants here are constantly swapping between towns and boats. Characters who spend time at The Orc's Tusks, the favoured tavern in the town, can gather rumours about the Nelanther, the Black Armada, Sea King Tentrix and his floating lair at Driftwood Docks. The DM should choose exactly what information becomes available to the characters. The owner of the Tusks in undercover Harper agent named Gorunn Bronzebelly (NG male shield dwarf **spy**). If he spots any other Harper agents in this tavern, he winks at them and subtly flashes a harper symbol in their direction. If they meet with him privately, he warns the characters not to hang around in Leilon for too long. Gorunn tells the characters that the following afternoon there will be a a raid by the Order of the Gauntlet, who have heard about the mercenary antics of the Zhentarim based here.

Suggested Encounter

The afternoon following the character's arrival is interrupted by the sound of commotion at the walls of the town and the thundering of hooves. Storming into the settlement come six **knights** on **riding horses** led by Shandri Dundragon (LG female Chondathan human **priest** of Helm; see chapter 1) mounted on a dappled grey **warhorse**. Shandri and the knights are members of the Order of the Gauntlet, who have heard of the Zhentarim operations in Leilon. The knights are searching for Vonda to imprison her at Helm's Hold for her criminal activity.

After only a few minutes, a fight breaks out between the two factions. While Vonda is being rushed out of the town on horseback with a guard of six Zhentarim **veterans**, Midda Goldbottle (NE female lightfoot halfling **mage**) and four **thugs** attempt to hold back the Order of the Gauntlet.

If the party don't intervene, Vonda manages to escape while the knights are distracted. The Order take a casualty in the fighting and flee Leilon back to Helm's Hold.

Lizard Marsh

Instead of flowing freely into the sea, the Delimbiyr River dissolves into a morass of waterways threading around and beneath trees festooned with moss, forming a vast swamp. Lizard Marsh is known for two things: bloodthirsty insects and dangerous monsters. In the event the characters find themselves here, use the Swamp Monsters table in appendix B of the *Dungeon Master's Guide* to inspire encounter ideas.

Near the north-eastern edge of the Lizard Marsh stands

Cromm's Hold, a squat stone keep surrounded by a wall. Baroness Wynne Cromm (LE female Illuskan human **noble**) and her garrison of eighteen soldiers (male and female human **veterans** of various ethnicities) watch the Lizard Marsh for signs of lizardfolk aggression.

Longsaddle

This sleepy little frontier village, and member of the Lords' Alliance, straddles the Long Road, with rows of homes and businesses on either side of the trade route. Noteworthy establishments include a rustic inn called the Gilded Horseshoe and a friendly festhall called the Gambling Golem, where card games, and a local marbles game known as scattershields, are popular. Off in the distance, one can see horses and herds of cattle on sprawling ranches.

Monsters or brigands sometimes mistake Longsaddle for easy pickings-unaware that a family of powerful human wizards, the Harpells, lives nearby. Their grand house, Ivy Mansion, lies west of Longsaddle at the end of a long, winding path. The Harpells founded the village but take no part in its government, preferring to live quietly on their estate. Magical wards placed throughout Longsaddle and the Ivy Mansion warn the Harpells when trouble's afoot.



Lost Peaks

These forested mountains rise up in the northwest part of the High Forest. Many fey dwell around these peaks, as well as a large tribe of centaurs that keep a careful eye on human hunters and woodcutters operating out of Olostin's Hold.

Lurkwood

The southern verge of the Lurkwood is safe enough to attract woodcutters, trappers, and hunters from Mirabar, Xantharl's Keep, and Longsaddle, but there's really no corner safe from the Uthgardt tribes that hunt here (primarily Black Raven and Thunderbeast barbarians). Goblinoids, wolves, and dire wolves also prowl these woods.

Luskan

The City of Sails often conjures romantic images of a magnificent port metropolis, majestic merchant galleons with bright sails, and dashing swashbucklers who greet their enemies with a playful wink and a tip of the hat.

In reality, Luskan is anything but that. It's a dirty dive with filthy streets, squat buildings, ramshackle docks, creaky old longships, and crass pirates thinly disguised as sea traders. Rising above the fog and the stench is the Hosttower of the Arcane, home of a league of power-hungry wizards called the Arcane Brotherhood. Their ghastly tower branches into multiple thinner spires at the top. From a distance, the Hosttower might be mistaken for a giant, leafless tree. To those who have the misfortune of seeing it up close, it looks like a clawed hand bursting out of the ground, each of its fingers a tower with many peering windows.

Five High Captains rule the city. Each one is a glorified pirate lord who controls a fleet of longships. The five fleets serve many purposes: they defend Luskan against seafaring barbarians and other enemies, they conduct legitimate sea trade up and down the Sword Coast, and they raid and plunder the island kingdoms to the west (and the occasional settlement on the Sword Coast). The High Captains have no influence over the actions of the Arcane Brotherhood, nor is it apparent that the wizards have any allegiance to Luskan.

Luskan's best-kept secret is that the High Captains are under the sway of Jarlaxle Baenre, the leader of a clandestine brotherhood of drow mercenaries and rogues called Bregan D'aerthe. Jarlaxle is a master schemer (and a master of disguise) who would like to bring Luskan into the Lords' Alliance, but the City of Sails has such an unsavoury reputation, and so little to offer, that most alliance members won't allow it. That doesn't stop Jarlaxle from trying, especially now that the alliance has lost two members: Everlund and Sundabar.

Unbeknownst to most is that Druette the Raven, Overwizard of the North of the Arcane Brotherhood is a member of the Kraken Society. Slarkrethel contacted her before Zellix'Phor overcame him, but the connection has been maintained by the elder brain to great effect. Druette is currently of convincing Third High Captain Dagmaer Suljack (of Ship Suljack), to allow more pirate crews into Luskan for safe haven, despite protestations from the Lord's Alliance. There are often several pirate vessels taking refuse in Luskan's Harbour where they cannot be touched by Gundarlun's kingsfleet or the Neverwinter navy.

For more information about Luskan, see the *Sword Coast Adventurer's Guide*.

Suggested Encounter

The first time characters spend time in Luskan, they are approached by **Jarlaxle Baenre** (appendix B) disguised as a sun elf ship's captain called Jalinndan Baelkiir. He politely enquires about their business in Luskan and eventually asks them to meet with him the following day, in a tavern named One-Eyed Jax, should they be looking for more work.

If characters meet with Jarlaxle, he informs them that Luskan has been showing increased leniency toward pirates of late, providing shelter for crews actively being chased by the Lord's Alliance. He needs someone to investigate the Arcane Brotherhood for him. He's positive that one of the members is working with the pirates in some fashion but can't work out who. Characters can track down members of the Brotherhood by asking around Luskan, using downtime to research their location, or using spells to ascertain their whereabouts. The members of the Brotherhood and their locations are:

- Cashaan the Red, Archmage of the Arcane (N male Calishite human **necromancer**); Hosttower of the Arcane: Cashaan is the newly appointed archmagi, earning the title by ousting the undead that were occupying the Hosttower. If questioned, Cashaan laughs in the faces of the party, claiming he couldn't care less about the goings on of Luskan.
- Zelenn the White, Overwizard of the West (LN female moon elf **evoker**); Neverwinter: Zelenn is from Neverwinter and has strong ties with Lord Neverember. If the party call her into question, she can produce papers linking her with Neverember and, by association, the Lord's Alliance.
- Jendrick the Blue, Overwizard of the South (CN male Illuskan human **mage** with a *staff of frost*); Dougan's Hole: Jendrick is currently lying low after he organised a failed takeover of Icewind Dale which would have cemented a claim for Archmage. Jendrick has strong associations with pirates, including the crew of the Howling Fiend (see the "Icewind Dale" section). He's perfectly happy with the Ships of Luskan allowing more piracy, but it wasn't his doing. He suspects Druette the Raven, who's been acting strangely of late; talking to herself, drawing strange symbols on the walls, and staring out to sea for hours on end.
- Teyva the Gray, Overwizard of the East (NE female half-elf **illusionist**); Baldur's Gate: Teyva is a self-taught mage and expert thief whose skills lie in diplomacy rather than arcane talent. She's currently trying to gain influence in Baldur's Gate but to little effect. She knows little of what's occurring in Luskan, as she's focussed on the south.

- Druette the Raven, Overwizard of the North (N female Illuskan human **diviner** with a *cloak of the bat*); Port Llast: Druette is a member of the Kraken Society who is being influenced by the elder brain Zellix'Phor. She has convinced Third High Captain Dagmaer Suljack (of Ship Suljack), to allow more pirate crews into Luskan for safe haven. She isn't aware that she works for the Kraken but knows of other Kraken Society members, such as Dread High Trident Abeline Nerovarco. Druette only reveals this information if her life is at risk. If she starts spouting names or locations associated with the Kraken Society, Zellix'Phor deals 70 psychic damage to her, enough to kill Druette instantly. Characters might also uncover that Druette is responsible by spying on her or talking with her fellow Brotherhood members.

Jarlaxle asks that the characters seek him out once they've identified who's responsible for the pirate sheltering. They can find him here at the tavern, or on his ship, The Eyecatcher, in Luskan's harbour. If the characters report back to Jarlaxle, he arranges for the drow of Bregan D'aerthe, his mercenary company, to assassinate Druette.

If any of the characters are drow, or if they volunteer to help kill Druette, Jarlaxle is inclined to reveal his true identity to them. If they agree to join Bregan D'aerthe, he gives them control over his submarine, the Scarlet Marpenoth (AC 20, 300 hit points, damage threshold 15, speed 2pmh, 5 crew, 10 passengers, 2 tons of cargo) and its five **drow elite warrior** crew.

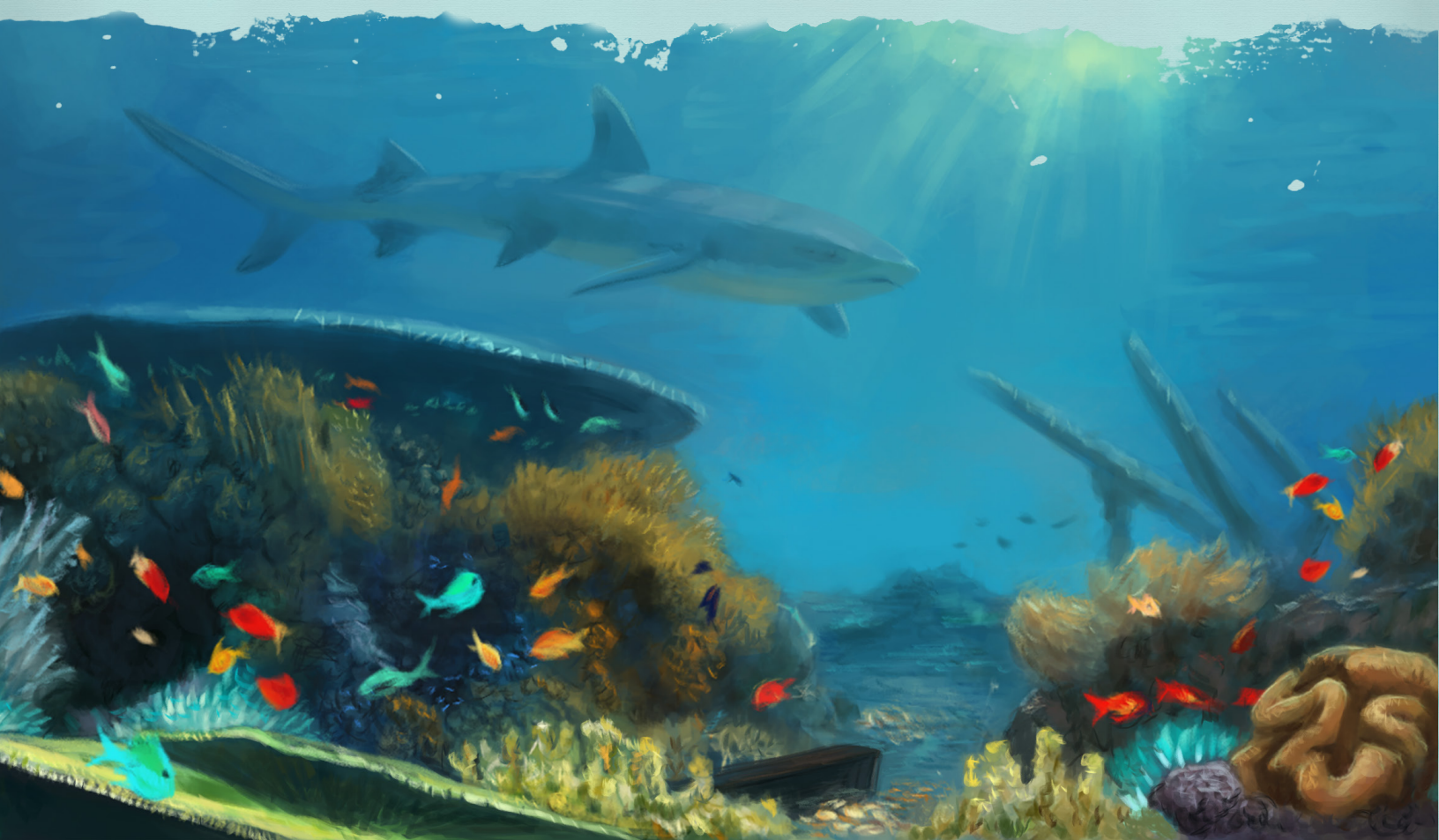
Maelstrom

Maelstrom lies on the floor of the Trackless Sea, nearly 3,000 feet beneath the surface. For centuries, it has been the stronghold of the world's most powerful storm giant kings. The undersea fortress of King Hekaton is carved into a reef which boasts four rocky towers covered in barnacles and coral that reach skyward. Between the towers is a large sinkhole that descends into the heart of the fortress. A natural phenomenon sometimes causes the ocean currents at the surface to form a great whirlpool with enough strength to draw ships down into it. These vessels are torn apart as they are pulled down, and the wreckage is deposited at the bottom of the sinkhole, where hulking crabs pick through it for their storm giant masters.

The easiest and safest way to reach Maelstrom is with teleportation magic. Characters can also reach Maelstrom by ship through the sinkhole. Any ship that sails over Maelstrom encounters a giant whirlpool, which inexorably draws the vessel into the depths.

Skill Challenge. The characters must succeed on five DC 20 skill checks before failing three to avoid being drawn into the whirlpool. Allow any reasonable skill to be used, such as the following examples:

- Strength (Athletics) check to row the ship away
- Dexterity check to furl the sails and avoid the wind
- Constitution check to keep your stomach on the swirling ship
- Intelligence check to calculate an angle of escape
- Wisdom (Perception) check to observe the rips of the current
- Charisma (Performance) check to inspire the crew



If the characters fail three checks before succeeding on five, the ship's hull is torn apart, and its wreckage sucked to the bottom of a sinkhole in the heart of the stronghold. Creatures aboard the vessel must make a DC 20 Constitution saving throw, taking 55 (10d10) bludgeoning damage on a failed save, or half as much damage on a successful one. There's no air in the sinkhole, so characters who survive the shipwreck must hold their breath, locate an air pocket, or use magic to breathe. Characters who are drawn down into the depths must also contend with water pressure (see "Water Pressure" sidebar).

If the characters succeed on five checks before failing three, they manage to navigate their ship around the whirlpool and avoid Maelstrom altogether.

Suggested Encounter

A full map of the locations in Maelstrom can be found in chapter 10 of *Storm King's Thunder*.

The first time the characters enter Maelstrom, they are apprehended by two **storm giants** who grab them in their enormous hands and carry them to Imperator Uthor, a weather-beaten giant with a long, braided beard. Rather than being angry with them for invading the fortress, Uthor is eager to hear what the 'small-folk' have to say about the surface. Uthor rarely leaves the depths of the ocean, but if the crushed vessels which are pulled down into Maelstrom are anything to go by, all is not well.

If the characters mention increased piracy, Uthor seems unsurprised and explains that many of the ships caught in the whirlpool above Maelstrom have been flying black banners. Sometimes the vessels are filled with human captives, other times with strange items that wouldn't normally be taken by pirates, such as books, art, and tools.

If the characters mention the Kraken Society, Uthor's face grows grave. He sends the guards to bring King Hekaton to the scrying pool and heads there with the characters. When Hekaton arrives, Uthor introduces the characters to the giant king and explains the actions of the Kraken Society to him. Hekaton explains that the Kraken Society is more than a faction of telepathically linked agents; it is genuinely controlled by an ancient and evil kraken named Slarkrethel. The kraken has bothered Hekaton many times before, but he's never taken such an interest in the mainland before. Hekaton uses the pool to cast scrying on Slarkrethel. As he does so, each creature in the room has their head filled with visions of writhing, slimy tentacles which cause their heads to throb. They are then bombarded with images in quick succession; babies being thrown from cliffs into the ocean, human limbs warping in piscine appendages, brains mutating and blackening, and hideous, tentacled creatures emerging from the depths of the ocean onto the shore.

Hekaton immediately knows something is amiss. Slarkrethel is normally arrogant enough to allow himself to be seen. He tells the characters that their best bet at uncovering what's behind this will be Purple Rocks. The people there venerate the kraken and are likely to know more. Hekaton sends a **storm giant** named Ygdis to accompany them and gives them a *conch of teleportation* (appendix C) which brings them back to Maelstrom if blown.

Mere of Dead Men

A kingdom that stood here long ago was washed away when a lich named Iniarv caused the sea to flow inland. The swamp gets its name from the thousands who died in the flood. Travelers on the High Road, which skirts the Mere to the east, must resist the urge to be lured into the swamp by bobbing will-o'-wisps. Countless adventurers have perished in the Mere, drawn by true tales of ruined castles half-sunk in the mire. These once noble estates are now home to lizardfolk, undead, and worse. The greatest threats to would-be treasure hunters are the **ancient black dragon** twins Voaraghamanthar and Waervaerendor. While the former is considered the undisputed Lord of the Mere, the latter is hardly known at all and the two dragons like it that way.

If the characters explore the Mere, use the Swamp Monsters table in appendix B of the *Dungeon Master's Guide* to inspire encounter ideas.

Mintarn

Mintarn has long been a neutral ground for various forces, a place aloof from the conflicts between the city-states of the coast and the rivalries of the Northlander isles. Any ship, be it pirate, privateer, or merchant vessel, could dock at Mintarn and find a warm welcome. Many treaties were struck on its shores, and when peace couldn't be achieved, soldiers and ships of Mintarn hired themselves out to various power groups, with no fear of retribution on Mintarn.

Not long ago, Mintarn was awash with coin thanks to Dagult Neverember's White Sails ship-building company, and his coin funnelled through Waterdeep after their navy was wasted chasing pirates. On top of this, Neverember began hiring Tarnian mercenaries to fill the ranks of the Neverwinter Watch.

Unfortunately, the weight of all this gold on the island awoke Hoondarrh – the Red Rage of Mintarn, an ancient red dragon to whom the northlanders paid yearly tribute. Despite their proper tithe, Hoondarrh wanted more and laid waste to Castle Mintarn to make his point. The folk of Mintarn scrambled to meet the impatient wyrm's demands and could do little to resist him as their soldiers served in foreign armies.

Since that fateful day, and Neverembers exile from Waterdeep, things haven't been great for Mintarn. The place still has plenty of cosy inns and an abundance of brilliant green wine, but the locals are starting to get desperate. The current Tyrant of Mintarn is Bloeth Embuirhan (LN female Chondathan human **gladiator** with 90 hit points) who's trying against the odds to keep Hoondarrh satisfied. The dragon lives on a mountain named Skadaurak that rises from the ocean to the north of Mintarn. His tributes are left in on a sandy beach inside a sea cave. Many more caverns spread out from the tithe cave, and the Red Rage's snoring echoes throughout.

The characters might end up on Mintarn if they accept Len-jes' Quest in chapter 2.

Suggested Encounter

Characters may try and plunder the great hoard of Hoondarrh while they visit Mintarn. Rumours abound about the treasures that lie within his cavernous lair on Skadaurak, including a magic pearl which prevents aging, a dozen human skulls made of solid ruby, and a life-sized dragon made entirely of gold. The locals also claim that the Red Rage slumbers for most of the year. He only awakes when it comes time to receive tribute from the Tarnians.

Characters who venture to Skadaurak discover that the island is a hollowed-out mountain, with several sea caves permitting entrance where the rock meets the ocean. There's no sign of the dragon, nor of his hoard from the outside. Characters who enter one of the sea caves hear the slow rise and fall of Hoondarrh's snores, a steady beat which can give the characters warning of the dragon's waking. Hoondarrh has riddled his lair with all variety of traps, both simple and complex, always deadly. Use the examples in chapter 5 of the *Dungeon Master's Guide* and chapter 2 of *Xanathar's Guide to Everything* to inspire the lair's defences. When the characters start exploring, and each time they trigger a trap, have them make a DC 26 group Dexterity (Stealth) check to avoid waking Hoondarrh. If the characters fail three of these Stealth checks, the Red Rage stops snoring and begins to wake up. The characters have 1d4 + 1 rounds to escape before Hoondarrh wakes and searches them out.

If characters get past five traps without waking Hoondarrh, they can plunder his hoard. Roll on the Treasure Hoard: Challenge 17+ table in chapter 7 of the *Dungeon Master's Guide* to determine what they find.

Hoondarrh is a truly ancient dragon, obsessed with extending his life as far as he possibly can, which is the reason for his long slumber each year. He also delights in luring adventurers into his lair and seeing them dismembered by his vicious traps. Hoondarrh is an **ancient red dragon**, with the following additional features that increase his challenge rating to 25 (75,000 XP).

Special Equipment. Hoondarrh has a magical emerald called Ongild (which functions as a *ring of regeneration* and gives him the Innate Spellcasting feature) embedded in his scaly hide, and he carries a *rod of lordly might* and wears a *ring of feather falling*.

Innate Spellcasting. Hoondarrh's spellcasting ability is Charisma (spell save DC 22; +10 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

1/day each: *delayed blast fireball*, *prismatic spray*, *reverse gravity*

Spellcasting. Hoondarrh is a 14th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 20; +12 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *mending*, *message*, *ray of frost*
1st level (4 slots): *alarm*, *mage armour*, *magic missile*, *shield*
2nd level (3 slots): *arcane lock*, *darkness*, *detect thoughts*
3rd level (3 slots): *counterspell*, *dispel magic*, *haste*
4th level (3 slots): *banishment*, *greater invisibility*, *stoneskin*
5th level (2 slots): *cone of cold*, *wall of force*
6th level (1 slot): *flesh to stone*, *globe of invulnerability*
7th level (1 slot): *symbol*, *teleport*

Mirabar

Mirabar is the richest city of the North by far. It sits atop a knoll on the north side of the Mirar River like an unassailable fortress, enclosed on all sides by sloped outer walls as wide at the base as many city blocks in Waterdeep. Defenders can fire arrows down from atop the walls, or, in winter, pour water down them to make ice slides. There is no shortage of stone and weaponry. Even the docks have battlements and fortifications.

Visitors to Mirabar often wonder why they don't see more dwarves, as humans make up the majority of the city's surface dwellers. Another city lies just below the surface, and that place is dominated by dwarves. Underground, Mirabar is a city of lit residential caverns, superheated forges, foundries that operate day and night, and tunnels leading to the mines.

Mirabar's marchion, Selin Ramur (LN male Damaran human **noble**), meets with the other members of the Lords' Alliance to ensure that Mirabar's interests aren't ignored. While the marchion handles foreign policy, true power within the city rests with the Council of Sparkling Stones, a group of dwarf elders that manages the city's security and decides where the output of Mirabar's mines are sold. The city's defence falls to the Axe of Mirabar, a well-armed shield dwarf garrison. All members of the Axe of Mirabar are shield dwarves. A typical member is a **veteran**, with the following changes:

- A member of the Axe of Mirabar has AC 18 (plate), 67 (9d8 + 27) hit points and a speed of 25 feet.
- He or she has a Constitution score of 16 (+3) and darkvision out to a range of 60 feet.
- He or she speaks Common and Dwarvish.
- He or she has advantage on saving throws against poison and resistance to poison damage.
- He or she wields a battleaxe instead of a longsword and a handaxe instead of a shortsword.

The rugged land around Mirabar is littered with mine heads, open quarries, and heaps of slag and rubble. The mines of Mirabar yield up vast quantities of most known metals and gemstones. Working mines of any significance are heavily fortified. All miners who enter, dwarf and human, are searched both before and after shifts, ensuring security. It is an inconvenience the miners accept because, unlike many other places in the North, Mirabar pays well and cares for the workers.

Suggested Encounter

Docked in Mirarbar's fortified docks is a ship called The Carny. The ship is almost as broad as it is long and has a huge, striped big top tethered to its deck. A wooden sign by the ship reads; "The greatest floating show you'll ever see! Fire-flinging, sword-swallowing, tiger-taming and more! Shows at high noon and dusk. 5 sp a ticket, 1 sp for children."

Standing next to the sign is a bedraggled young girl wearing a brightly coloured tunic and jester hat. Characters who succeed on a DC 18 Wisdom (Perception) check notice a sulphurous smell about her. If the check succeeds by 5 or more, they notice a strand of red slime which trails from her ankle to the ship. The girl, who introduces herself as 'Little Lion', is a simulacrum formed by an **elder oblex** which lairs in the hold of The Carny. The ooze was created by Zellix'Phor and the illithid colony and is being used to spy on Mirabar and capture choice victims for the mind flayers. Any creature memory drained by the oblex has its memories telepathically transmitted to Zellix'Phor.

The shows on The Carny are enormously entertaining. They deliver all the sign promises and more, wrapped up in the spectacular showmanship of Belladonna Beguile, a charming ringmistress who wears a purple top hat and tails. Before the show commences, Belladonna announces the presence of Gilthur Goldfinder (LN male shield dwarf **noble**), an esteemed member of the Council of Sparkling Stones. Gilthur stands to face the audience, bowing deeply.

Characters with a passive Wisdom (Perception) of 18 or higher notice the following strange occurrences throughout the show:

- The fire is fake – a *minor illusion* style effect.
- One of the sword-swallowers seems to cut the side of his mouth but no blood spouts from the wound.
- One of the two **tigers** in the show swipes at the tamers, seemingly catching one of them with its claws, though neither tamer reacts.
- The whole place has a vague scent of rotten eggs.

Characters with a passive Wisdom (Perception) of 23 or higher notice slime strands trailing from each performer in the circus. The oblex has an array of thirteen performers (including Belladonna and Little Lion) in its retinue of simulacra but also has ten **guards** thralls to keep order.

At some point during the show, the oblex uses its Eat Memories action through Belladonna on Gilthur. It appears as if the dwarf has a stroke and he is quickly removed from the ship by two of the guards. The following day, The Carny leaves Mirabar down the River Mirar toward the coast.

Misty Forest

This evergreen forest gets its name from the fog that creeps down from the High Moor and enshrouds it, making navigation difficult on even the best of days. The forest is patrolled by wood elves, who defend the woods from poachers. Visitors who leave the inhabitants of the Misty Forest alone, and who build their campfires small and solely of fallen branches, are usually not disturbed.

Mithral Hall

The ancestral home of the Battlehammer clan of shield dwarves is a nigh-impregnable vault beneath the Frost Hills, with massive granite doors sealing its entrance and a host of battle-hardened defenders waiting beyond. Despite its almost mythic reputation, Mithral Hall is more of a stronghold than a city, with tunnels to other dwarfholds hidden deep below its mines.

Bruenor Battlehammer gave up the title of King of Mithral Hall for the third and final time when he set out to reclaim the lost dwarven city of Gauntlgrym. His handpicked successor, Dagnabbet Waybeard, now rules Mithral Hall as queen. A bold leader and a fierce warrior, Queen Dagnabbet firmly supports Mithral Hall's membership in the Lords' Alliance.

Moray

To the west of Gwynneth, Moray is a land at war with itself. The embattled Ffolk of Caer Moray struggle to keep the port town open so that Dynnegall, farther inland, can receive vital goods and supplies. These supplies sometimes include reinforcements to deal with the threats of the island, which are many and varied; the Black Blood tribe of Malar-worshiping werefolk, the giants of the Trollclaw Range in the north, and the ogres and orcs of the Orcskill Mountains in the south. The Ffolk of Moray are loyal to the High King. They hope for a return to a unified Moonshaes under the Kendrick banner and are determined to hold on long enough to see it.

Caer Moray is little more than a walled port that is home to the majority of humans on the isle. Beyond its walls are numerous fishing and farming villages called cantrevs. Many of these are situated in the lush, fertile valley of the Shannyth River.

Suggested Encounter

The characters are sought out by Ursa Thickhide (NG female Illuskan human **werebear**), a member of the Emerald Enclave who has a quest for them. She and four others were sent to the island to help protect the Moonwells, pool of sacred water, from the Black Blood Tribe, who are sacrificing humanoids in these pools in an attempt to summon an aspect of Malar. The group were tricked by a jackalwere and led into a dead-end pass, where they were ambushed by a gang of lycanthropes. Usra managed to escape, but the others were killed, or so she thought. In the last few days, Warpip, a squirrel pet

belonging to Ellawick Gnackle (CG female forest gnome **druid**), scampered out of the woods to Ursa and brought news that Ellawick was imprisoned in a Black Blood encampment in the Trollclaw Range, around a half day walk from Caer Moray.

If the characters agree to assist Ursa and the Emerald Enclave, they can travel with the werebear to the Black Blood encampment, which is little more than a wooden hut and half a dozen tents surrounded by a hastily erected palisade wall. The camp contains four **werewolves**, two **jackalweres** that guard the prisoners in the hut, and Rugrig Foamtankard, a **wereboar** with the following changes that increase his challenge rating to 5 (1,800 XP):

- Rugrig wears spiked armour (AC 14 in humanoid form).
- Rugrig has 120 hit points.
- Rugrig wields clawed gauntlets instead of a maul; +5 to hit, reach 5 ft., one target, dealing 6 (1d6 + 3) piercing damage. If Rugrig attacks with the gauntlets, he can make an additional gauntlet attack as a bonus action. A character proficient with shortswords is considered proficient with the gauntlets.
- Rugrig wears a *periapt of wound closure*.

The hut contains five prisoners; Ellawick Gnackle, Rhydian Morgan (LG male Ffolk human **commoner**), and three **orcs** named Urzul (male), Shamog (male) and Baggi (female). Each is locked in a wooden cage secured with a padlock. Rugrig has the keys to all the cages. The cage locks can be picked with a successful DC 10 Dexterity check using thieves' tools or smashed apart (AC 15, 30 hit points). Keep in mind that any noise may alert surrounding creatures. Any damage dealt beyond the cage's hit points is transferred to the prisoner within. The prisoners are kept suppressed by the Sleep Gaze of the jackalwere guards. If characters stake out the prison and succeed on a DC 14 Wisdom (Perception) check, they overhear the jackalweres talking about sacrificing the prisoners tomorrow.

The following day, the prisoners are loaded up on a cart, pulled by a captured **auroch** belonging to the orcs, and taken to a Moonwell three hours away. Unless the characters intervene, they are sacrificed here one by one, turning the glistening water of the pond a deep red.

Treasure

Each werewolf member of the Black Blood Tribe carries 2d10 gp in a pouch. Rugrig also wears an electrum signet ring (worth 50 gp) bearing the bear paw symbol of Malar.



Murann

Murann, also known as the Sailor's City, is the second largest city in Amn. It lies at the western end of the Tethir Road in the Tarseth Bay. The city's economy is based entirely on ocean trade, and goods travel both ways between the city all the way to the continent of Maztica. The city is occupied mostly by merchants, shipwrights and the Harbour Guard who defend the port against opportunistic pirates and the Shadow Thieves guild that operates out of Amn. The city is ruled by a parliament of merchant family heads, who try to ensure that the port stays open at all times, and that trade remains firmly in Muranni favour. The families in the parliament are the Hirehooks, the Nubaedfyd, the Kaptonnemes, the Luraxxol, the Ophals, and the Tuskar.

Thanks to the Harbour Guard, Murann is a relatively safe city to visit. The biggest dangers that face the populace are the ever-present Shadow Thieves who organise crime throughout Amn, and the tribes of ogres, led by powerful oni, who attack out of the Tejarn Hills to the east of the city.

Suggested Encounter

The first time characters enter the city, they find that the harbour is under attack by a sentient galleon called Dreadcutter. The galleon bristles with weaponry and flies a black pennant. Dreadcutter is a sentient chaotic evil ship with an Intelligence of 16, a Wisdom of 10, and a Charisma of 18. It has hearing out to a range of 120 feet. The ship can speak and read Common, and communicate telepathically with any creature within 120 feet of it in a malicious, snarky tone. Dreadcutter is arrogant and egotistic, desiring nothing more than to become the most feared pirate vessel on the Sword Coast. The ship was created when a powerful drow wizard took her life aboard the galleon after being captured by humans. Her soul lingers in the ship but retains no memory or semblance of its former life.

Dreadcutter is a magical sentient construct. It has AC 15, 300 hit points, and a damage threshold of 20. It is equipped with two ballistae, a mangonel, and a ram, and can make one attack with each per turn. A character can attune to and interact with Dreadcutter as if it were a sentient weapon, though Dreadcutter attempts to take control of its wielder if it doesn't sink at least one ship per tenday.

Dreadcutter was hired by Sea King Tentrix to attack Murann as part of the ongoing offensive against the Sword Coast and Island Kingdoms. A character who attunes to Dreadcutter can get this information from the ship so long as they comply with Dreadcutter's wishes. If the characters don't intervene, Dreadcutter destroys the majority of Murann's naval forces before taking off toward Asavir's Channel. As it leaves, the sound of harsh cackling sweeps in on the wind.

Narino

Narino is an abandoned underwater merfolk city south of Mintarn. The merfolk there were once a society of wealthy merchants who traded pearls and corals to the folk of Mintarn, as well as Waterdhavian and Neverwintian merchants. However, after Mintarn's fortunes turned, the settlement went into decline. Without trade to support them, more and more merfolk left.

To make matters worse, a ship crossing the waves atop the city dropped a coffin of black mahogany overboard, which landed in the centre of the underwater market. That coffin contained Mei Ling, a vampire who quickly adapted to her new underwater environment. She fed voraciously on the few merfolk that remained and has since turned the city into her lair.

Characters might end up Narino if they accept Len-jes' Quest in chapter 2.

Suggested Encounter

While exploring the underwater city, the characters are certain to come across the largest building in the ruins; a palace carved into an enormous boulder covered with corals and anemones. The lower levels of the palace which served as living quarters and banquet halls have, for the most part, caved in, leaving only the upper levels open. It is here that the vampire Mei Ling resides.

N1. Audience Chamber

Following a smooth, spiralling corridor leads you to a domed chamber with a gallery above. The chamber is lit by some magical light which causes the pearls set into the architraves to glisten. Dozens of tiny fish flitter in shoals around the chamber and crustaceans scuttle across the floor. Each of the four walls of the gallery above sport a vicious-looking gargoyle with twinkling sapphire eyes.

Creatures. As the characters look around the chamber, Mei Ling swims gracefully down from the gallery above. The vampire introduces herself to the characters and asks why they have chosen to visit her. She is a gracious host, though has a habit of invading people's personal space and never seems to blink. Mei Ling prefers not to create vampire spawn but might do so if one of the characters takes her fancy.

Mei Ling uses the statistics of a **vampire** with the following changes:

- She has AC 18 (natural armour, *bracers of defense*)
- She has a swim speed of 30 feet.
- She transforms into a quipper rather than a bat using her Shapechange feature.
- The natural currents of the ocean don't count as 'running water' for any of Mei Ling's features.
- She wields a *vicious greatsword*; +9 to hit, reach 5 ft., one creature, dealing 11 (2d6 + 4) slashing damage on a hit.

If combat breaks out with Mei Ling in this chamber, the four **gargoyles** (with a swim speed of 60 feet, but no fly speed) swoop down from the gallery above and assist her.

Light. The room is continually lit with a permanent *light* spell that has no specific source.

Gallery. Overlooking the main chamber, at a height of 30 feet, is a gallery. Nothing prevents creatures swimming between the two levels. There are several windows, barred

by coral growths, that look out over the ruined city.

Treasure. Characters with an edged tool, such as a dagger, can spend 10 minutes prising pearls out of the chamber walls. Roll a d20 for each 10-minute period, up to a maximum of 3d20. The characters recover a number of 10 gp pearls equal to that result.

Secret Corridor. Characters with a passive Wisdom (Perception) of 20 or higher notice bubbles collecting around the architrave of one of the recessed arches. A successful DC 20 Intelligence (Investigation) check allows a character to open the secret door by pressing a sequence of pearls whose lustre is diminished.

The door is warded with a *symbol* spell with the Hopelessness effect, which is triggered when a non-undead opens the door. The *symbol* can be spotted with a successful DC 25 Intelligence (Investigation) check. If the *symbol* is triggered, it also sets off an *alarm* spell in Mei Ling's mind. The secret door on the other end of the corridor can be opened from the inside without a check.

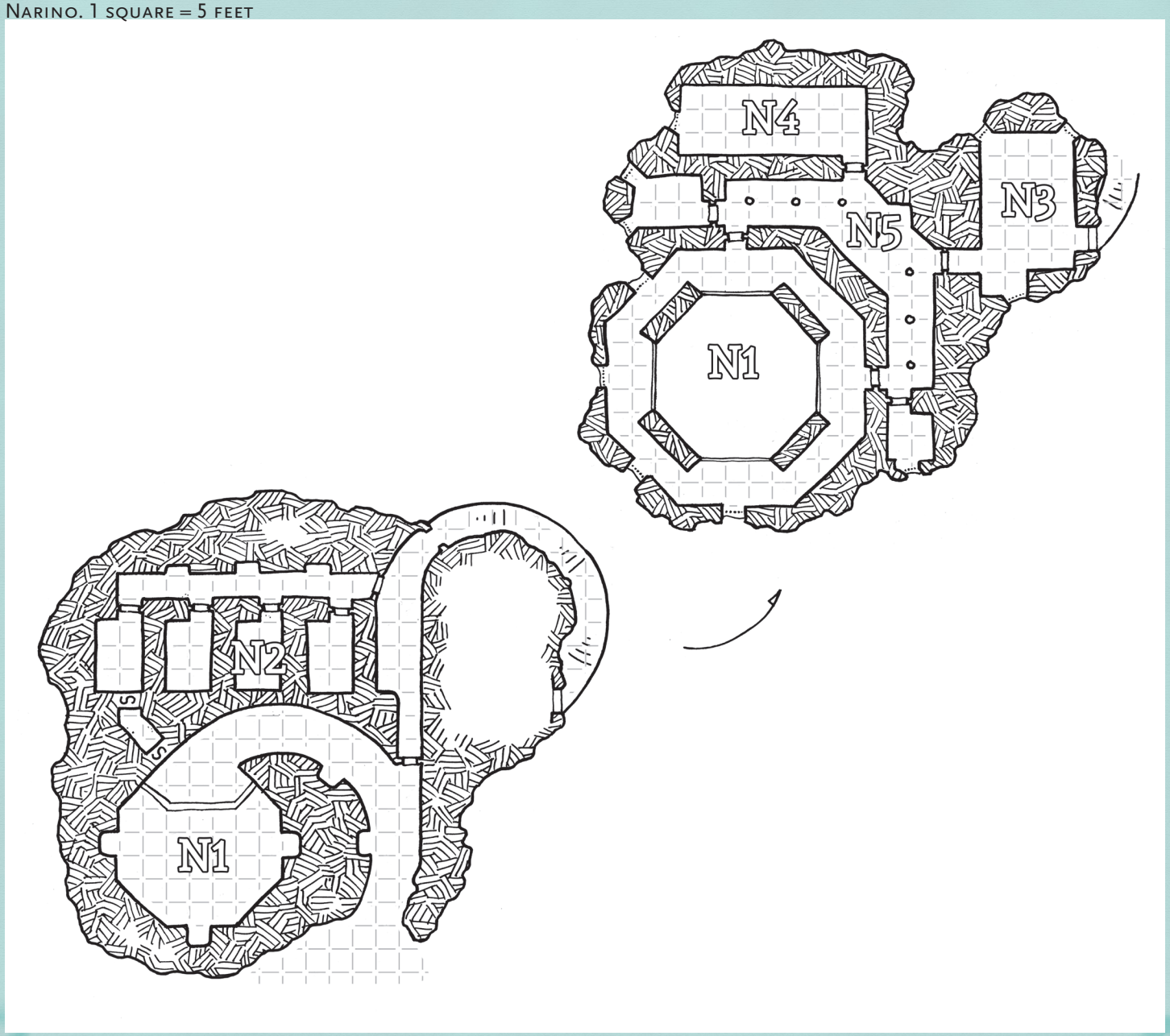
N2. Crypts

> The corridor ahead has four doors leading south and three alcoves on the north wall. Each alcove contains a bas relief of a regal merfolk wearing a wealth of jewellery.

The following information pertains to the specific crypts, working from left (west) to right (east). The stone doors are named, save for the westernmost, which has had the name etched out.

Mei Ling's Coffin. The door to this crypt is barred from the inside with three steel bars. It can be forced open with a successful DC 30 Strength check. Inside the walls have been decorated with dozens of skulls of a variety of creatures. Taking up most of the floor space is a black mahogany coffin that is warded against degradation by the ocean. This is Mei Ling's resting place. Any creature other than Mei Ling who touches the coffin causes the skulls to animate and attack (use the **swarm of quippers** statistics). There is a secret door in the rear of the crypt that can be

Narino. 1 square = 5 feet



spotted with a successful DC 20 Wisdom (Perception) check. Opening the door requires a successful DC 20 Intelligence (Investigation) check.

Elethera Strongcurrent's Tomb. The door opens into a small chamber containing dozens of weapons and shields, and a large stone sarcophagus sculpted with scenes of battle. The weapons in the chamber are made of sharp coral, shell and the like and are still functional. They include four spears, six clubs, and two shields. The sarcophagus can be opened with a successful DC 15 Strength check. Inside is the skeleton of a merfolk holding a *shield of missile* catching made of an enormous scallop shell and a *+1 spear* with the Guardian property (see chapter 7 of the *Dungeon Master's Guide*).

Mialenna Frozendepth's Tomb. Growing from the walls of this chamber are dozens of oysters in a thick matt of mossy seaweed. The stone sarcophagus is decorated with streams of mother of pearl in a swirling pattern reminiscent of a whirlpool. The sarcophagus is covered with barnacles and can be opened with a successful DC 15 Strength check. Inside is the skeleton of a merfolk holding an enormous pearl which functions as a *crystal ball of mind reading*.

Uthemaris Swiftwave's Tomb. Hundreds of glyphs and symbols cover the walls of this chamber in interlocking circles and spirals. The stone sarcophagus has different metals inlaid into it in a coiling motif. The sarcophagus is protected with an *arcane lock* spell but can still be smashed open with a successful DC 25 Strength check. Opening the sarcophagus reveals a skeleton of a merfolk interred with a *staff of withering* and a *circlet of blasting*. Taking either of the items causes a **wraith** (with a 60 ft. swim speed) to attack whoever holds the items.

N3. Library

Following a spiral ramp up the side of the boulder leads you to an empty chamber. The walls of the room have hundreds, if not thousands of nooks cut into them, each of which holds a thin sheet of dark grey stone.

Tablets. Each sheet of stone is inscribed with Aquan runes, based on Dwarvish script. They detail the history of Narino and its peoples including their trade, worship, government, wars, and treasures. The entire collection (1,450 tablets) would take multiple trips to salvage. Each tablet weighs 5 lbs. and is worth 25 gp.

Practising his aim on wooden statues and shell shields at the far end of the room is a pallid merfolk wielding a beautifully ornamented crossbow. Hanging from hooks on the wall behind him are four more crossbows, each ornamented in its own unique fashion.

N4. Shooting Range

Creatures. When the characters first enter the room, Berriamo Deepcurrent, a merfolk **vampire spawn** wielding a *+1 light crossbow* that looks like an eel, is practising his aim on the statues, which are peppered with crossbow bolts. Berriamo has no real loyalty to Mei Ling, who created him in a moment of weakness. The two rarely talk to each other but cohabit out of a strange sense of family. Berriamo defends Narino as it is his home, but won't risk his life to save Mei Ling.

Treasure. Hanging from hooks are a number of crossbows; a heavy crossbow inlaid with mother of pearl (150 gp), a light crossbow made of green crystal (75 gp), a scrimshawed hand crossbow made of whalebone (125 gp) and a hand crossbow of warning made of twisted coral.

N5. Upper Corridor

You enter an arched corridor supported by giant twisted shells that act as columns. Weaving in and out of these is an enormous eel, whose green skin crackles with sparks.

Creatures. Guarding the corridor is Mei Ling's pet **giant lightning eel** (appendix B). The eel attacks anyone it doesn't recognise that enters the corridor but flees if reduces to half its hit points or less.

Nesmé

Despite a heroic effort to save the town, Nesmé fell during the War of the Silver Marches to a horde of orcs aided by an ancient white dragon named Arauthator. It was then conquered by drow until they too were forced to abandon it. Today, Nesmé lies in ruins, and monsters from the Evermoors thwart efforts to rebuild it.

The town stood on the east side of the Surbrin River, enclosed within a circular wall festooned with ballistae and catapults, and connected by a fortified bridge to a formidable castle on the west side of the river. This western bastion enclosed the docks, paddocks, and stock pens, and also gave the townsfolk and the militia a place to fall back to in the event the town was breached. Although the militia put up a good fight against the orcs, the town couldn't withstand the dragon's attacks. The castle on the western shore has partially collapsed, the bridge has been destroyed, and the town's defences have been torn down. Within the town walls, now breached in several places, are piles of debris that were once shops, taverns, inns, and festhalls. Skulls, bones, rusted armour, and broken weapons are all that remain of those killed by orc axes and the dragon's icy breath.

Neverwinter

Neverwinter is a prominent city on the Sword Coast. A full description of the settlement can be found in chapter 2. For more information on Neverwinter, see the *Sword Coast Adventurer's Guide*.

Suggested Encounter

Unless it has already occurred, you can run the "Attack on Neverwinter" encounter (see chapter 2) whenever the characters visit the city.

Neverwinter Wood

The forest east of Neverwinter seems to have a magical quality about it, or at least an air of mystical secrecy. Neverwinter Wood holds countless ruins and more than a few crumbling castles. The always-warm Neverwinter River, which flows out of the wood, has its source deep beneath Mount Hotenow, an active volcano in the northern reaches of the forest. The volcano last erupted some fifty years ago. Lava pouring down from the mountain burned a wide swath through Neverwinter Wood, destroying everything it touched. New trees have begun to grow where the ancient ones once stood, though the effect of the catastrophe is still plain for all to see.

Norland

North of Moray lies Norland, the stronghold of the Northlanders of the Moonshae Isles. Much has happened among the Norls of late, weakening their grip on the Moonshaes, but High King Kendrick lacks the power to capitalise on it. In recent years, a Northlander woman calling herself the Storm Maiden arose as a battle leader among them, which was unusual because Northlanders don't allow women to raid or fish. Said to be blessed by both Valkur and Umberlee at her birth, the Storm Maiden gathered great numbers of Norls to her banner, and it seemed she might contest the king for control of Norland. However, a decade ago, she seemed to be consumed by the power of Umberlee, and she drove her followers on a mad quest to control the Sea of Swords. When at last she was defeated at sea, she and her ship vanished into the waves. She is known to be unable to drown, and many people fear her return.

Rault the Wise (N male Illuskan human **berserker**), King of the Norls, lost both his elderly son Olfgaut and grandson in battles against the Storm Maiden, leaving succession in question. He has a granddaughter of great spirit and wisdom, but in the male-dominated Northlander society, and so soon after the disastrous rise to power of the Storm Maiden, it is unthinkable that rule should fall to her. Rault rules from his castle in Rogarsheim on the eastern edge of the island, and several jarls bend the knee to him throughout the island.

If the characters pay a visit to Rault in Rogarsheim and talk to him about the pirate attacks, he tells them that Norland has indeed been attacked multiple times by crews. He fears that the Storm Maiden will return with a crew and try to take his throne. Rault asks the characters to track down the Storm Maiden (who is currently a Pirate Lord of Sea King Tentrix) and kill her. If they promise to do so, Rault tells the characters to visit Oman's Isle. Although the place is swarming with giants, there is a tomb there that belongs to Thelgaar Ironhand, a powerful Jarl who united the Northlanders. This Cairn is said to hold magic items that could help the characters, namely a magic greatsword and an unsinkable longship. If the characters bring Rault the greatsword, they can keep the longship and anything else they find. Rault does not know that the Storm Maiden is soon to pilfer the cairn for herself.

Oman's Isle

Oman's Isle is a blasted place controlled by fomorians that hurl huge stones at any ship that comes too near the coast. The island is home to the ruins of the Iron Keep, once home to the island's rulers, and sought after by both Jarl Rault of Norland and High King Derid of Alaron.

The island is currently under the tyrannical rule of Hathfell the **ettin** who lairs in the Iron Keep with twelve **fomorians**. The creatures attack non-giants on sight and fight to the death. They aim to corrupt a Moonwell on Oman's Isle and use it to teleport to other Moonwells in the Moonshaes, with the help of Crughth, an **orc claw of luthic**.

Suggested Encounter

Characters might visit Oman's Isle in search of the Cairn of Thelgarr Ironhand. The cairn is hidden in a forest on the island, but most Norls (including Raul the Wise) know its exact location. Although the cairn has not been breached by the giants, it is guarded day and night by two **fomorians**.

When the characters first arrive at the cairn, the two fomorians are locked in combat with three **chuuls** which have been sent as a distraction by the Kraken Society. The Kraken Society members, led by the notorious Storm Maiden of Moray, accessed the cairn via a subterranean stream and are hoping to plunder its treasures.

The entrance to the cairn is a descending stair in the centre of a ring of standing stones. The entrance to the cairn is blocked by a huge stone which looks as if it could be rolled aside. Moving the stone requires a successful DC 15 Strength check.

I1. Antechamber

> You descend the rough stone stairs down into an unlit chamber. Twisting roots push through the cobbled walls and the packed mud ceiling. A single exit on the southern wall leads further into the tomb. Standing either side of the door are two stone statues of northlander warriors.

Light. All the chambers in the cairn are unlit.

Statues. A closer look at the statues reveals that they are both clutching a wooden token in their left hands with a tree engraved upon it. Casting *detect magic* on the tokens shows an aura of abjuration magic.

Exit. The single exit from the room is protected with *glyph of warding* which requires a successful DC 20 Intelligence (Investigation) check to discover. Any creature that crosses the threshold without a wooden token (see above) triggers the glyph, which casts the *spike growth* spell over the entire corridor.

I2. Shrine to Tempus

> Columns of white stone line the corridors of this chamber. At the far end is a shrine made of the same stone, atop which lies an enormous greatsword with a blood red blade as wide as a man's palm. Rather than tapering to a point, the blade broadens into an axe-like head. The southwestern corner of the chamber has crumbled away, leaving a 5-foot wide hole.



Ironhand Cairn. 1 square = 5 feet

Green Slime. Characters with a passive Wisdom (Perception) of 10 or higher notice that the ceiling of this chamber is covered with patches of wet, sticky slime. This substance is green slime (see chapter 5 of the *Dungeon Master's Guide*).

Treasure. Atop the shrine is a *giant slayer greatsword* called Ironhand's Reckoning, that carries great political weight amongst the Northlanders. A character who takes the sword from the shrine hears a deafening horn blast and must make a DC 20 Constitution saving throw. On a failed save, the character takes 22 (4d10) thunder damage and is deafened for 1 minute. On a successful save, the target takes half the damage and isn't deafened. After the boom, the shrine seems to bleed from the surface, pouring onto the floor. Five **berserker** spirits with resistance to all damage appear within 10 feet of the character with the sword and attack them.

Hole. The hole in the southwestern corner drops down 10 feet into the river in area i4.

I3. Death Trap

This chamber seems in worse condition than those before. The flagstones of the floor are out of place and cracked in many areas. The white stone columns are blackened with soot, as are the alcoves on the north and south walls.

Trap. Characters with a passive Wisdom (Perception) of 18 or higher notice that the first flagstone of the chamber (when approached from area i1) is raised higher than the others. A character that steps on the flagstone triggers the trap, which acts on initiative 20 and 10:

- On initiative 20, poisonous, flammable gas quickly fills the room from tiny holes in the columns. Characters in the chamber must succeed on a DC 20 Constitution saving throw or become poisoned for 1 minute.
- On initiative 10, sparks appear in the alcoves and ignite the gas. Each creature in the chamber must make a DC 20 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much on a successful one.

Secret Door. Characters with a passive Wisdom (Perception) of 18 or higher notice a slight breeze coming from the eastern alcove. A successful DC 18 Intelligence (Investigation) check uncovers a secret door, which can be opened by twisting the back wall of the alcove.

I4. Subterranean River

Wading through the river are six cloaked figures, their sodden robes pulling at their necks. The leading figure carries a lantern which lights their way. As you watch, a black form unfolds from the ceiling and drops down on the figure at the rear of the party, wrapping around their head as they plunge into the icy water.

Flowing through the cairn is a rapid river which crashes against its stone banks. When the characters first discover the river, read or paraphrase the following:

Creatures. The figures are five Kraken Society **spies** led by the **Storm Maiden** (appendix B). They are searching for the magic items buried with Ironhand and are making their way toward area i5 when they are attacked by a **cloaker**.

River. The river is freezing cold, flows from west to east at a rate of 30 feet per round, and is 5 feet deep. Characters who fall prone in the water are carried along by the current. The river terminates on the eastern shores of Oman's Isle but flows through several tight passages without access to air. Trudging up the river to the west forces a character to move at half speed but leads to a safe exit.

Treasure. Atop the cliffs in the southwest of the crypts is the cloaker's lair. Mixed in with discarded bones and clothes are a *potion of greater healing*, a *potion of climbing*, a belt with a golden buckle (25 gp) and a golden torc (100 gp).

I5. Ironhand's Tomb

You emerge into the chamber through which the subterranean river flows. The sound of it surging past echoes throughout the room, making it hard to hear. A stone bridge crosses the river and leads up to a raised plinth atop which is a sarcophagus. The stone lid of the sarcophagus is sculpted in the likeness of a northlander warrior of immense height and breadth, grasping an enormous greatsword.

River. See area i4. Characters have disadvantage on Wisdom (Perception) checks that rely on hearing in this chamber thanks to the echoing river.

Creatures. If the characters didn't already encounter them in area i4, the Krakenar burst into the chamber from the west a round after the characters arrive. On initiative 20 the following round, the cloaker appears. Rather than attacking the characters, the Krakenar make a break for the tomb and try to take off with the items.

Bridge. The bridge is magically trapped with a *flesh to stone* spell (DC 20) which is triggered when a creature walks onto the bridge. Characters with a passive Wisdom (Perception) of 12 or higher notice the words 'Never the easy path' etched into the bridge on the northern side.

Tomb. The lid of the sarcophagus can be moved with a successful DC 15 Strength check. Any character who is not an Illuskan human that moves the lid causes the body of Thelgarr Ironhand to awaken as a **sword wraith commander**.

Treasure. The tomb contains 700 cp, 8,000 sp, 2,300 gp, and 130 pp. Set down beside the skeletal corpse of Thelgarr Ironhand is a *folding boat* with a dragonhead figurehead that cannot sink, even when reduced to 0 hit points, and a suit of *adamantine armour (scale mail)*.

Orlumbor

If you're looking to purchase or repair a ship, there is no better place to do it along the Sword Coast than in Orlumbor. The finest shipwrights in the world live here, and their joining work is among the reasons Waterdeep remained so strong for so many years. Even when much of the city's navy lay disabled in its harbour, the strong ships of Orlumbor proved sturdy enough that folk could live on and in them while the city recovered.

Orlumbor was once a simple shipwright island, supplying the city-states of the Sword Coast with vessels for their navies. Waterdeep in particular relied on Orlumbor to supply ships for its defence, making the island a wealthy and well-protected place in return. When Lord Neverember sank Waterdeep's navy in his fight against pirates, he arranged to hire mercenary ships to replace the force, funnelling ill-gotten proceeds into his own pockets, and leaving both the coffers and the shipyards of Orlumbor high and dry. After Neverember was ousted, Waterdeep's business returned, and with it much of the isle's prosperity.

Reaching Orlumbor by ship is tricky because of the rocky, cavernous approach to the harbour. Once a ship navigates the route properly, it can find a wider berth, and any minor damage to the new visitor is happily (and cheaply) repaired by the Orlumbor dockworkers. These are folk born and bred to work on ships. The homes on Orlumbor are built into the caverns of the island, and just as well defended as the docks that are its life's blood.

More than once down the years, Waterdeep's protection has kept Orlumbor from falling to Mintarn, Luskan, Arnn, or Baldur's Gate, all of which have sought to claim the islands and its shipyards for their own. None of these other places ever considered that Orlumbor might simply choose not to build ships for them, but thankfully, it's never come to that. Now, Orlumbor once again serves Waterdeep, in exchange for coin, foodstuffs, and other goods from Faerûn.

Characters might visit Orlumbor should they accept Selacia Cradano's Quest in chapter 2.

Suggested Encounter

As the party approach Orlumbor, they are visited by Lhammaruntosz, an ancient bronze dragon who lairs on the island. Lhammaruntosz doesn't conceal her true appearance but approaches cautiously in case she is mistaken for an evil dragon. If the characters don't attack, Lhammaruntosz introduces herself as Mother Claws. She inquires as to the purpose of the party's visit to Orlumbor and whether they saw a cog named the Bobbing Barrel on their journey here.

If the party make clear that they are adventurers, Llhamaruntosz asks if they would do her a favour. She is the proprietor of the famed Scaly Eye merchant company, which operates up and down the Sword Coast. Normally no one would dare target her ships, but recently the pirates have been getting bolder. While she was rescuing a stranded crew near Luskan, she lost contact with the Bobbing Barrel. Mother Claws fears the cog must have been attacked in Asavir's Channel near the Nelanther Isles.

If they accept, she promises them 500 gp for any information they return, plus an additional 50 gp for each crew member they recover. The crew consisted of six **guards** led by Azzakh Norixius (NG male gold dragonborn **bandit captain**). Lhammaruntosz gives the characters a blue pennant with a weeping eye on it for them to fly. This is the mark of the Scaly Eye fleet and should offer some measure of protection against pirates. Any subsequent

random encounter with pirates has a 50 percent chance of ending early when the pirates see the pennant and flee.

Characters who search the ocean floor of Asavir's Channel and succeed on a DC 18 Intelligence (Investigation) check find part of the wrecked Bobbing Barrel among the mass of sunken ships there. It was sunk by the Curse of Irphong (see the "Asavir's Channel" section) and the crew were kidnapped and taken to Driftwood Docks via the Sea Tower of Irphong.

Lhammaruntosz is an **ancient bronze dragon**, with the following additional features which increase her challenge rating to 25 (75,000 XP):

Regeneration. Lhammaruntosz regains 20 hit points at the start of its turn. Lhammaruntosz only dies if she starts her turn with 0 hit points and doesn't regenerate. This trait doesn't function in an antimagic field.

Special Equipment. Lhammaruntosz carries an altered *wand of fireballs* that deals acid instead of fire damage.

Spellcasting. Lhammaruntosz is a 12th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 21; +11 to hit with spell attacks). She has the following sorcerer spells prepared:

Cantrips (at will): *acid splash*, *dancing lights*, *light*, *mage hand*, *mending*, *true strike*
1st level (4 slots): *comprehend languages*, *expeditious retreat*
2nd level (3 slots): *darkness*, *detect thoughts*, *suggestion*
3rd level (3 slots): *dispel magic*, *tongues*
4th level (3 slots): *dimension door*, *stoneskin*
5th level (2 slots): *cloudkill*, *dominate person*
6th level (1 slot): *arcane gate*

Phandalin

In the northern foothills of the Sword Mountains lies the nondescript mining settlement of Phandalin. Although the village might not look like much, it provides a safe haven for adventurers eager to explore the surrounding wilderness, which is home to many old ruins and abandoned dwarven mines.

A map of Phandalin appears in the *Lost Mine of Phandelver* adventure in the *D&D Starter Set*.

Port Llast

This coastal town has been, at various points in its violent history, plundered by pirates, enslaved by evil cults, set ablaze, overrun by sahuagin, and even raided by drow, yet it weathered every storm and shows glimmers of renewed prosperity once more. It's the only port between Luskan and Neverwinter, and the only place between the two cities where tall cliffs give way to sandy shores. Port Llast's harbour is strewn with shipwrecks, the tombs of seafarers who fought for the town's spoils and lost.

Although the pirate attacks along the coast have spelled doom for many small coastal towns, Port Llast is flourishing. The town's First Captain, Helvig Brightwood (LN female Illuskan human **noble** with a *+3 longsword*), has made a deal with the Ships of Luskan. In return for Port Llast's protection, Luskan is paid a cut of the harbour tax which the town collects from anchoring ships (2 gp a day). Because of this, the harbour of Port Llast is guarded at all times by two Luskar galleons crewed by thirty **berserkers** each. The harbour is further fortified by a sea wall, atop which are two mangonels (+5 to hit, range 200/800 ft. (not within 30 ft.), dealing 27 (5d10) bludgeoning damage on a hit). Overseeing the defences and influencing the decisions of First Captain Brightwood is Anther Stoneharrow (N male Illuskan human **veteran**) who works for Ship Kurth.

Floating in the harbour is a massive bireme called The Bookwyrm painted with stripes of white and yellow. The broad boat sits low in the water and bobs rhythmically with the waves and is often a hub of activity. Many of the folk of Port Llast visit the ship, travelling out to it on smaller rowboats and returning with elaborately carved wooden boxes.

Characters who inquire about the boat are told it's a travelling library that moves up and down the Sword Coast swapping and loaning books. The library is run by the Order of the First Scribe, a community of monks devoted to Deneir (sixteen **acolytes** of Deneir of mixed races and genders). The order is led by Sam Silvereyes (NG non-binary lightfoot halfling **priest** of Deneir), a kind-hearted halfling who sings the praises of Deneir and wants to promote literacy across the Realms. The library disperses free copies of the Tome of Universal Harmony, a seminal text of Deneir, and loans out rarer books for a cost of 5 sp a day, with a deposit of 25 gp. The rarer books are given out in enchanted boxes which are watertight and float on water. The Bookwyrm is due to leave Port Llast tomorrow afternoon, headed south for Neverwinter.

Sam Silvereyes doesn't know that their partner, Jasper Littlefellow (see below), has fallen into the clutches of the Kraken Society during their time out at sea. Promised with ever greater knowledge, Jasper weakened to the telepathic communications which he assumes come from an aspect of Deneir. Jasper is currently on his way back from Luskan, where he and some fellow Krakenar agents stole a *tome of the deep* (appendix C) from the Hosttower of the Arcane. As soon as they arrive tomorrow morning, The Bookwyrm moves on to Neverwinter. Sam is extremely loyal to Jasper, defending him even if his theft is revealed.

Suggested Encounter

The morning after the characters arrive, as The Bookwyrm is getting ready to leave, a small cog cuts through the waves toward the boat. The smaller vessel drops anchor up close to The Bookwyrm and its crew use grappling hooks to swing themselves across. The crew consists of four martial arts adepts and Jasper Littlefellow (N male lightfoot halfling), who uses the statistics of a **martial arts adept** with the following changes:

- Jasper's size is Small.
- His speed is 25 feet.
- When he rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.
- He has advantage on saving throws against being frightened.
- He can move through the space of any creature that is a size larger than his.
- He can attempt to hide even when he is obscured only by a creature that is at least one size larger than him.
- He wields a *staff of thunder and lightning* (+4 to hit). As an action, he can make two attacks with the staff, which deals 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands, on a hit.

As the crew from the cog board, The Bookwyrm begins to leave port. Before they get out of sight, however, four **drow** fighters and four drow **spies** led by Braelin Janquay (LN male **drow elite warrior** with a *helm of teleportation*) *teleport* onto the ship. The drow begin to fight with the newly arrived Jasper and his allies. After the first round of combat, Sam runs up onto the deck and joins the fight on Jasper's side. The drow are agents of Bregan D'aerthe, a society of male drow run by Jarlaxle who keep Luskan in check. Jarlaxle himself send the drow after Jasper to recover the stolen tome of the deep.

If the characters do nothing to intervene, Jasper uses his staff to devastating effect, killing several of the drow and severely injuring Braelin, who *teleports* himself and the remaining Bregan D'aerthe drow back to Luskan.

Purple Rocks

A cluster of rocky islands far to the west in the Trackless Sea is named for the dark purple hue that they take on under stormy skies. The two largest islands among the Purple Rocks have one settlement apiece: the town of Vilkstead on the eastern island of Utheraal, and the slightly smaller town called Ulf of Thuger on the island of Trisk to the west. Each island also has its own king: Sea-King Frannis of Utheraal and Sea-King Krulk of Trisk (CN male Illuskan human **gladiators**).

The Northlanders of Utheraal and Trisk are under the sway of the kraken Slarkrethel. They show their devotion, among other ways, by tossing their newborn children into the sea. The islanders wear tattoos of krakens made with squid ink and build longships that boast kraken-shaped figureheads. They greet visitors with food and shelter but don't speak of Slarkrethel or the absence of children from their communities.

Purple Rocks is home to the highest-ranking members of the Kraken Society (see "Pirate Kings & Kraken Priests" for information on uncovering this location, and "Purple Rocks" in chapter 4 for a full description).

Red Larch

Named for a distinctive stand of red larch trees that were cut down when the village was founded, Red Larch is situated on a fertile patch of land on the western outskirts of the Sumber Hills, at a place where the Kheldell Path and the Cairn Road meet the Long Road. Despite its small size, Red Larch offers many fine amenities, including the Allfaiths Shrine, a place of worship that caters to multiple faiths; the Swinging Sword, a respectable three-story stone inn with a high-pitched roof; and the Helm at Highsun, a ramshackle yet lively tavern.

A map of Red Larch and a detailed description of the village and its inhabitants can be found in the adventure *Princes of the Apocalypse*.

Red Rocks

Off the coast lies a collection of tiny islets known collectively as the Red Rocks. Most of these landforms are sea stacks carved by the waves of the Sea of Swords, but some are little more than boulders peeking up above the waves. The Red Rocks have sunk countless ships over the centuries, so sailors tend to give the area a wide berth. Fishers in small vessels frequent these waters, however, since the area is home to a huge variety of fish and shellfish, many of which are prized in Waterdeep.

Characters who attempt to sail through the rocks in a ship that requires more than two crew members run the risk of scuppering their ship. The crew of the ship must succeed on a DC 16 group Dexterity check. Failure results in the ship being smashed against the rocks and taking 27 (5d10) bludgeoning damage.

Characters who navigate through the treacherous terrain are likely to encounter a group of merfolk who live in sea caves beneath the rocky sea stacks. The merfolk of Red Rocks are more aggressive than other communities of their kind and collect tolls from ships that pass nearby. The normal citizen of Red Rocks uses the statistics of a **tribal warrior** with the following changes:

- A member of the Red Rocks merfolk community is lawful evil.
- He or she has AC 14 (hide armour, shield).
- He or she has a speed of 10 ft. and a swim speed of 40 ft.
- He or she has proficiency in Perception +2.
- He or she can speak Aquan and Common.
- He or she can breathe air and water.

The reason for the aggressive nature of the merfolk has been speculated about by sailors along the Sword Coast for perhaps hundreds of years, but few know the truth. Red Rocks was once a kraken hatchery, where the monolithic beasts once stored their eggs. The local merfolk were corrupted by the evil influence of the leviathans and were forced to serve as guards and caretakers for the newly born krakens. Although no eggs have been left here for centuries, the merfolk still pledge allegiance to the krakens, specifically to Slarkrethel.

Suggested Encounter

Any vessels that travel close to or through Red Rocks are spied upon by the merfolk community. Characters with a passive Wisdom (Perception) of 12 or higher notice their shadowed forms lurking in the shadows. Unless the characters are hitching a ride in an unremarkable fishing ship, the merfolk watch them for a while and then head back into the depths of Red Rocks.

Within the hour, the ship the characters are in is attacked by a **giant shark** who is dominated by Tempest (NE male merfolk **warlock of the great old** one wielding a *+2 rod of the pact keeper*). On initiative 10 the following round Tempest and five merfolk tribal warriors (see above) join the combat. The merfolk aim to thoroughly damage the ship before asking for a payment of 1,000 gp lest they sink it. If the giant shark is killed, or Tempest drops to half his hit points or less, the merfolk flee.

Unlike many members of the Kraken Society, all the merfolk of Red Rocks know that the faction is run by the kraken Slarkrethel. They don't know about the incursion of the illithids however. Characters who capture and interrogate a merfolk can get this information from them with a successful DC 20 Charisma (Intimidation) check, otherwise, the merfolk would rather take the secret to its grave. Characters who sneak into one of the underwater caves in the sea stacks might also get a clue as to this information, as each contains cave art of kraken, their eggs, and their merfolk defenders.

Reghed Glacier

The cold winds that give Icewind Dale its name blow down off this high, frozen landscape. Few dare to venture near the high walls of its easternmost edge, and little is known of what might live on or within the glacier.

Roaringshore

This isolated village nestles in a small deep-water cove on the coast about a third of the way south from the mouth of the Winding Water toward the city of Baldur's Gate. Unlike Lathtarl's Lantern to the north, Roaringshore remains a notorious pirate hold, the reputation of which has spread far up and down the length of the Sword Coast. Roaringshore is a dangerous place to be for normal folk, as the hold is filled with runaways, thieves and the most ruthless of pirates, many of whom crew ships loyal to Sea King Tentrix.

Roaringshore has no official leader, the closest is Harrick Ironguard (NE male Tethyrian human **swashbuckler**), a Krakenar agent who runs the Broken Goblet, a disreputable tavern adored by pirates throughout the Sea of Swords. Many folk come to join the Kraken Society through this place, turning their crimes into collections for the faction's coffers, though none know the truth behind the society.

The Broken Goblet is famed for its ornate, if lewd, drinking glasses which are hand blown in the village. It is also warded against spellcasters, shrouding any without a 'ward token' in an *antimagic field*. Despite this, there are charms on the tavern itself, the most notable being the altered *reverse gravity* spell which draws all thrown projectiles to the ceiling, and the *continual flame* spells which light the place.

The Broken Goblet is home to a rogue **mind flayer** named G'zagrix. Most of the staff are its thralls, though it maintains an alliance with Harrick based on free staff labour for him, and brains for G'zagrix. The antimagic that perpetuates throughout the tavern has no effect of the illithid's psionic abilities. G'zagrix despises other mind flayers, especially those loyal to elder brains and, should the characters accept the brain-eating monster as an ally, could provide insights into the Colony of Zellix'Phor and its attendants.

Ruathym

The barbarians of Ruathym, the ancestral home of the Northlanders, are at war with Luskan and have been for as long as any of them can remember. Luskanite raiders have plundered and razed the island's settlements more than once, but the natives keep rebuilding their villages and ships while singing songs of bloody vengeance.

The reigning king of Ruathym is First Axe Vok Dorrg (CE male Illuskan human **priest**), a blind and vindictive old man who worships Valkur, a lesser god of the sea. The king rules from the Hall of Black Waves, a temple in the seaside town of Ruathym. Though he's too old to take up arms himself, Vok Dorrg has many fierce sons and grandsons to captain his ships and terrorise his enemies.

The Ruathen were once betrayed by agents of the Kraken Society who tried to rekindle a war between Ruathym and Luskan by pickling elves in casks and stowing them on Ruathen boats. Ever since, the Northmen of the isle have been on the lookout for Krakenar who they execute if found. Ruathym could provide a safe harbour for characters fleeing the society, as only the most powerful members of the Krakenar would dare step foot on Ruathym. The island also houses a great library called the Green Rooms which is filled with arcane lore. Characters openly investigating the Kraken Society are given access to the library by First Axe Dorgg, who does all he can to help them in their search.

Ever worried about the view of Luskan in the eyes of the Lord's Alliance, Jarlaxle Baenre has sent three members of Bregan D'aerthe, disguised as Northlanders, to Ruathym to keep eyes on the court of First Axe Dorgg and ensure that tempers don't boil over and once again bring war to Luskan. Both states are constantly raiding each other's ships, which is mostly tolerated, but Jarlaxle worries that when First Axe Dorgg dies, his successor might not be so understanding.

Characters might notice the three agents meeting together in the Green Rooms each afternoon. If a character observes one of these meetings and succeeds on a DC 15 Wisdom (Perception) check, they notice that the Northmen speak with an Elvish accent and exchange hand signals when they think no one is looking. A drow character recognises the hand signals as Drow Sign Language. Additionally, the disguises don't stand up to physical inspection, meaning characters who interact with the three have a chance to notice the illusion.

The drow agents are Zarquin Do'Arren, Clezzt Marcre and Azaki Caphaxath (LN males) and use the statistics of **drow elite warriors** with the following additional features that increase their challenge rating to 6 (2,300 XP):

Cunning Action. On each of its turns, the drow can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The drow deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the drow that isn't incapacitated and the drow doesn't have disadvantage on the attack roll.

Special Equipment. Each drow wears a token of disguise (an iron amulet embossed with a spider emblem that functions as a *hat of disguise*).

Although the other drow don't yet know it, Zarquin Do'Arren has been replaced by a **doppelganger** named Yhog hired by the Kraken Society. Thanks to the inquisition-style tactics of the Ruathen against Krakenar agents, using a doppelganger seemed the only way to infiltrate the island. The Krakenar don't know that Yhog accidentally targeted a member of Bregan D'aerthe instead of a Ruathen, but Yhog is relishing the opportunity to interact with so many factions. Yhog ambushed Zarquin and drowned him off Ruathym's north coast. Yhog doesn't know that a recent cold snap froze much of the ocean around the island and the drow's body has been found encased in ice.

If characters investigate the Kraken Society in the Green Rooms, the doppelganger approaches them disguised as a Northlander called Uin and try to form a friendship. The doppelganger is a master deceiver and knows enough about the Krakenar to keep the characters interested in it. If it thinks the characters have uncovered too much and are a threat, it tries to assassinate them one by one.

Suggested Encounter

A few days after the characters first arrive in Ruathym there is uproar in the marketplace of the small coastal town. Standing pride of place in the square is a 6-foot tall, 3-foot wide and deep block of ice which contains the frozen corpse of the drow Zarquin. The islanders have no idea what the corpse is doing on Ruathym and paranoia abounds. Many of the Ruathen are panicked and have started to form a levvy of armed **bersekers** and **tribal warriors** ready to search the island from top to bottom for drow invaders.

At the same time, the disguised Clezzt and Azaki (posing as Northmen Clet and Azak) are frantically trying to find a way off the island, which the characters might be able to provide. They don't understand how Zarquin came to be frozen in ice, but it's only so long before he thaws, and the locals discover his token of disguise. Since the three arrived on the island together, that would place them under serious suspicion.

Meanwhile, the doppelganger has chosen a new Northlander form, that of a woman named Igrith, to avoid detection. Characters might wonder where their new friend Uin has gone and put two and two together.

Sea of Moving Ice

The sea west of Icewind Dale is a maze of shifting ice sheets and icebergs. A few frozen islands are inhabited by tribes of Ice Hunters, a group of humans the Northlanders pushed toward the pole long ago. It's not uncommon to see a frost giant greatship traverse these waters hunting whales, walruses, and seals.

The Sea of Moving Ice is also the domain of several white dragons, the largest and most powerful of which are two **ancient white dragons** named Arauthator and Arveiaturace. Each dragon makes its lair inside a hollowed-out iceberg. Arauthator's iceberg, Oyaviggaton, has Northfolk barbarians living on it and is described in the adventure *The Rise of Tiamat*. Arveiaturace is known to hunt in Icewind Dale and the nearby settlements of Ironmaster and Fireshear.

Characters who explore the Sea of Moving Ice in wintertime are subject to extreme cold temperatures (see the "Wilderness Survival" section in chapter 5 of the *Dungeon Master's Guide*).

Sea of Swords

The sea west of the Sword Coast is known as the Sea of Swords. The islands that dot it are well mapped, as are the shipping routes and trade winds that allow easy access up and down the coast. As of late, the sea has been plagued by an increased pirate presence that threatens the balance of cities on the mainland and the Island Kingdoms in the ocean beyond.

Sea Tower of Irphong

Jutting up from a rocky island called Irphong is a stone sea tower, just one of several strange structures that are dotted around the Nelanthers. Many have speculated as the purpose of these towers, and why lights are appearing at their tops in recent years, but few know the reality. Rumours also abound in the Nelanthers of requests for pirates and slavers to bring children not more than one month from the womb to the Sea Tower of Irphong, where they are apparently rewarded greatly for their squealing cargo. Pirates who have fulfilled this trade can be found both in Ioma Town and the Port of Skaug, though not all are willing to admit they have done so.

The truth is that the Sea Tower of Irphong is now occupied by Tulkhan, a Red Wizard of Thay who fled to the Nelanthers after the thayan operations in Daggerford were crushed. Since arriving, he made his presence known by hiring pirate crews to capture babies from the mainland, which he used in a dark ritual to reanimate the zombie dragon turtle known as the Curse of Irphong. After a few Black Armada vessels were sunk in Asavir's Channel by the beast, Sea King Tentrix contacted Tulkhan and asked whether he'd work for the pirates by getting the dragon turtle to sink Lord's Alliance warships and merchant vessels trying to pass through the Nelanthers. In return, Tentrix would ensure that word didn't reach Daggerford about the location of the Red Wizard's presence.

A ship called Day's End is docked here for most of the day and night, leaving only to pick up stranded crew from sunken ships in Asavir's Channel. Occasionally the dragon turtle comes to the Sea Tower to return magic items it has recovered from the wrecks to its master.

Suggested Encounter

Characters who are sunk by the Curse of Irphong (see the "Asavir's Channel" section), or who are searching for the crew of the Bobbing Barrel on behalf of Lhammaruntosz (see the "Orlumbor" section) might find themselves visiting the Sea Tower or Irphong.

Although the entrance to the Sea Tower is always open, Tulkhan has warded the tower against intruders through the use of trapped portals, and with undead guards.

S1. Tower Entrance

> As you approach the bleak sea tower, you realise that there is no door in the archway which provides entry to the place. Neither are there any windows up the stone shaft of the tower, leaving its exterior entirely featureless. Floating around the top of the tower are several bright balls of light which phase from green to orange and back as they drift.

The lowest level of the tower is as featureless as its exterior, save for three stone portals from which wisp a red, smoke-like energy.

Creatures. The lights at the top of the tower are three **will-o-wisps**. Although not openly hostile to the characters, the wisps can sense when someone falls to 0 hit points in the tower. When they do, they turn invisible and descend through the building to use their Life Drain on the creature.

Portal. There are two portals in the room that are identical at first glance – stone rings covered in arcane glyphs. The portal in the north leads to area s2. The portal in the east leads to area s3. The portal in the west leads to area s5. The rough area to which a portal would teleport a character can be determined with a successful DC 20 Intelligence (Arcana) check, or a casting of detect magic (this applies to all portals in the tower). Undead creatures cannot pass through the portals.

S2. Boneyard

> You appear in a pitch-black room filled with a charnel reek. Bones crunch beneath your feet, almost causing you to lose your footing. Slowly, the room fills with the noise of clacking and scraping as something shifts the skeletal remains.

Creatures. When a character appears in this area, five **skeletal swarms** (appendix B) animate and attack them.

Animating Crystal. Characters with a passive Wisdom (Perception) of 14 or higher notice a fist-sized ruby hanging from the ceiling by a iron chain. The ruby is suspended 30 feet up in this 40-foot tall chamber. Casting *detect magic* on the ruby reveals an aura of necromancy emanating from it. Destroying the ruby (AC 13, 10 hit points, resistance to all damage types), or casting *dispel magic* on it, prevents the swarms from animating. The sapphire is worth 25,000 gp if cleansed of necromancy magic.

Portal. Theportal in this room which leads to area s1.

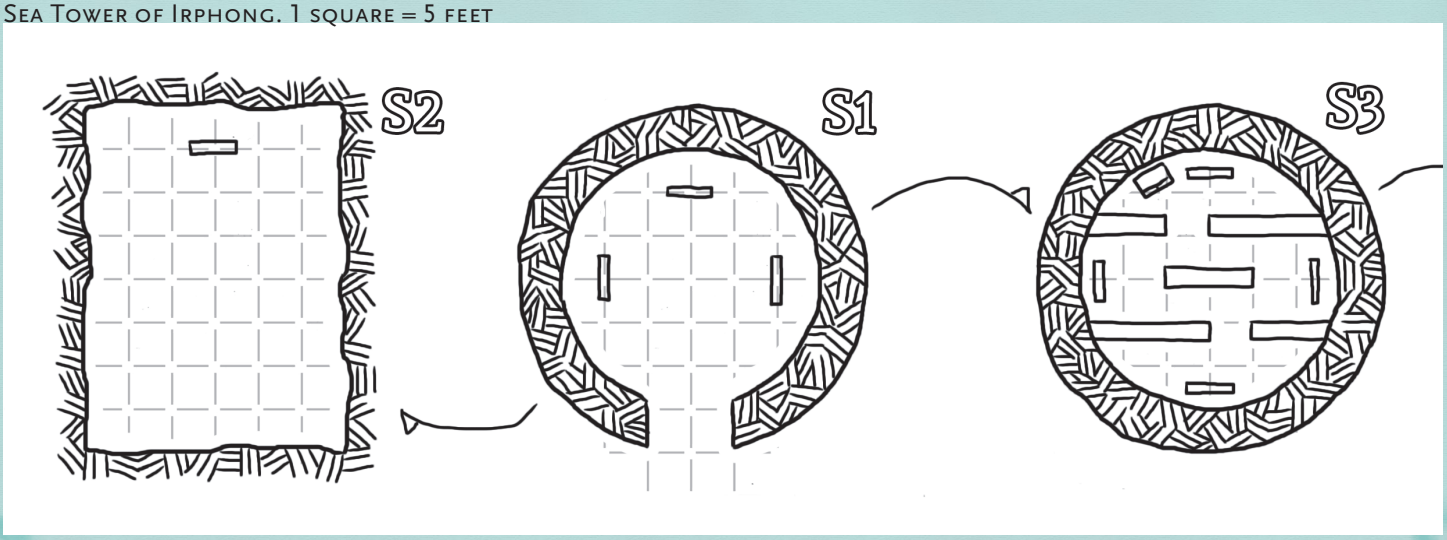
S3. Library

> In a puff of red smoke, you appear in a well-stocked library. The shelves in the chamber are made of sculpted whalebone and are laden with tomes and scrolls. Toward the rear of the room is a six-foot-tall cupboard made of iron. There are four portals in the room, one in each cardinal direction.

Bookshelves. There are dozens of books on the shelves in this room, each worth 25 gp and weighing 5 lbs. Any creature other than Tulkhan who takes a book from the shelf must succeed on a DC 15 Charisma saving throw or be aged 1d10 years. A casting of *detect magic* on the shelves reveals an aura of necromancy magic, which can be removed with a casting of *dispel magic*.

Wardrobe. The iron wardrobe is locked. Tulkhan has the key. The wardrobe is protected with an arcane lock but can be opened with a successful DC 30 Strength check, or a successful DC 25 Dexterity check using thieves' tools. The first creature to open the wardrobe without using the key releases three **shadows** into the room that immediately attack the opener. Inside the wardrobe is Tulkhan's spellbook in which are written the spells he has prepared (see the **necromancer** in *Volo's Guide to Monsters*), ten

Sea Tower of Irphong. 1 square = 5 feet



vials of blood which act as *potions of longevity*, and five fine red robes which are instantly recognisable as those of a Red Wizard (30 gp each).

Portals. The northern portal leads to area s1. The southern portal leads to area s4. The western portal leads to area s2. A creature that steps through the eastern portal must make a DC 20 Constitution saving throw. On a failed save, the creature takes 22 (4d10) necrotic damage and is cursed. On a successful save, the creature takes half the damage and isn't cursed.

A cursed creature's senses slowly become dulled. At the end of each Long Rest, the creature takes a -1 penalty to Wisdom (Perception) checks and their passive (Wisdom) Perception. If this penalty reaches -5, they are permanently blinded and deafened, and cannot taste or smell, causing them to automatically fail all Wisdom (Perception) checks and have a passive Wisdom (Perception) of 0.

Before the penalty reaches -5, a remove curse spell ends the effects on a creature. After the penalty reaches -5, only a wish spell can restore the character's senses.

S4. Workshop

A patchwork mess of children's bodies occupies most of this workshop. The hideous golem's tiny arms flail wildly with even the slightest of movements as it scuttles across the room on dozens of feet. Working at a bench is a red-robed, bald man whose head is covered with black tattoos.

Creatures. Tulkhan (NE male Thayan human **necromancer** wearing a *cloak of protection*) is working at the bench stitching together pieces of flesh. Moving around the room bringing him tools and reagents is a **flesh golem** (who can make five Fist attacks as an action; +7 to hit, reach 5 ft., one target; dealing 6 (1d4 + 4) bludgeoning damage on a hit).

Tulkhan would rather surrender than die. He has little loyalty to Sea King Tentrix and freely gives away the location of Driftwood Docks in return for his life. He can offer the characters a faithful map of the Nelanthers which gives them advantage on checks made to navigate and avoid hazards while in a ship in the Nelanthers

Treasure. Most of the equipment in this room is well-used and covered in viscera, rust, or both. None of it is in good enough condition to be sold.

Portals. There are three portals in the room. The northern portal leads to area s1. The southeast portal leads to area s5. The southest portal leads to area s2.

S5. Tulkhan's Chamber

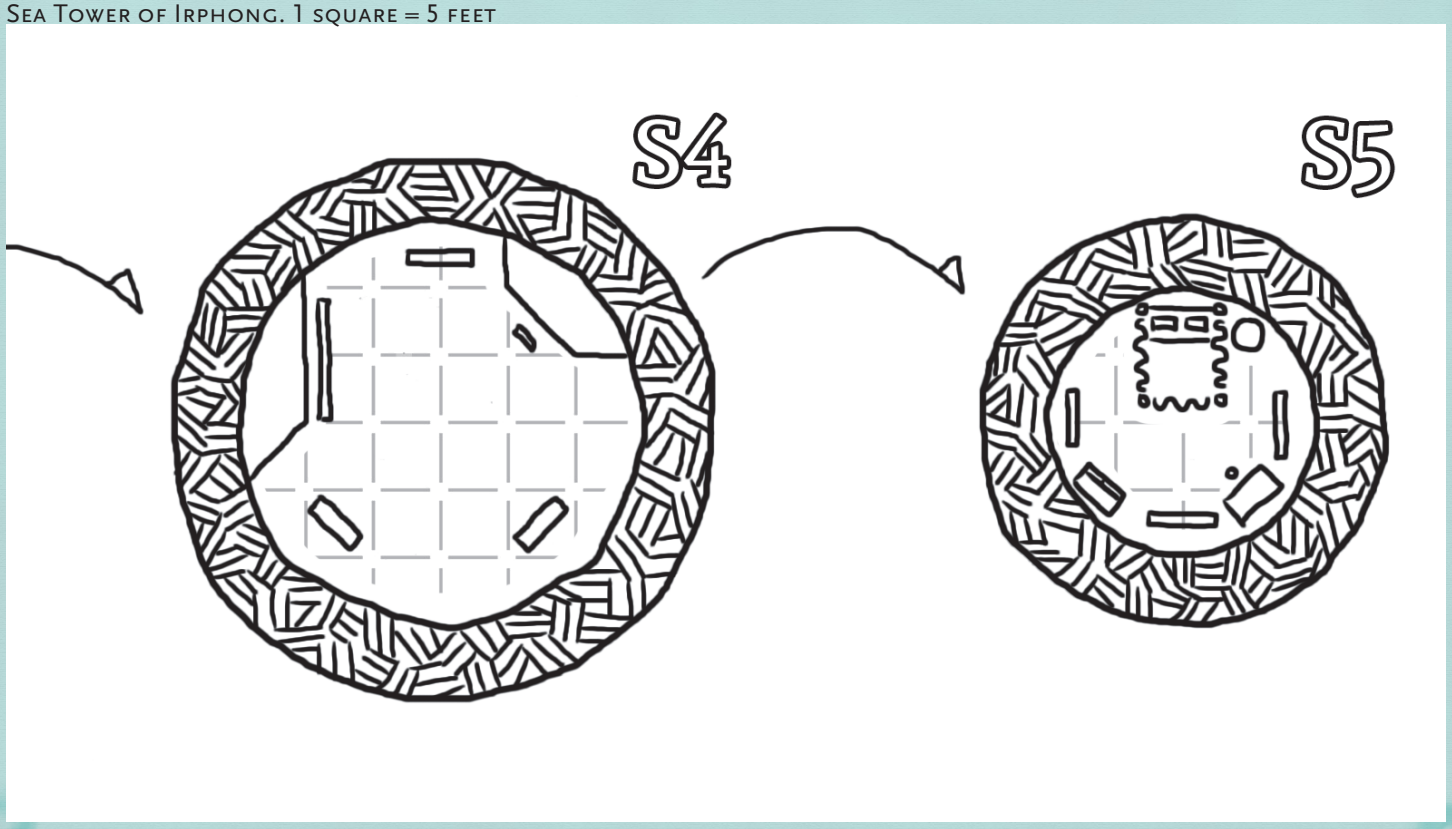
A large four-poster bed bordered by red velvet curtains takes up most of this level of the tower. Spread around the room are several fine pieces of furniture decked with glassware and delicate metallic instruments. Although the room smells musty and damp, it's warm enough to be comfortable.

Creatures. Hiding behind the drawn curtains of the four-poster bed is a **ghast**. Characters with a passive Wisdom (Perception) of 13 or higher hear a slight creaking from within the bed, other characters are surprised when the undead launches itself through the curtains toward them.

Treasure. The assorted laboratory equipment in this room is worth 250 gp. In the unlocked drawer of a side-table next to the bed is 348 gp, 483 sp and 12 cp, an ivory mask (150 gp), and a *spell scroll* of *create undead*.

Portal. There are three portals in this chamber. The southern portal ileads to area s1. The eastern portal leads to area s2. The western portal leads to area s4.

Sea Tower of Irphong. 1 square = 5 feet



Secomber

This town of farmers, fishers, brewers, and stonecutters is perched on three hills located near the confluence of the Unicorn Run and the Delimbiyr River. Beneath these hills lie ruins that were once part of Athalantar, a bygone kingdom. The townsfolk have turned the buried ruins into cellars, larders, and shelters.

Secomber is under the heel of the Urshani hobgoblins, who dwell in the High Moor and demand tribute several times a year. Secomber has no defence against the Urshani. Its residents give the hobgoblins food, homemade ale, and ore to retain their freedom. The hobgoblins' demands have left the community impoverished. Encounters with the hobgoblins are not covered in this adventure.

Skaug

Skaug is a rough-and-tumble port that welcomes pirates of every stripe, and actively discourages bthose who threaten the flow of grog and coin. Lawless Skaug is a good place to fill a ship with scurvy seadogs who value plunder over all else. Life is cheap in its alleys and ale-soaked taverns.

Characters wishing to stay in Skaug must make some effort to appear as pirates. If they arrive in a vessel that is known to belong to a military faction, they are attacked upon arrival by half a dozen pirate ships (see early warning system below). If they arrive in a merchant ship or known pirate ship, they can get to the docks. Once in the Port of Skaug, they must attempt to blend in with the locals lest they are kicked out of town, or worse. A successful DC 13 group Charisma (Performance) check (made with advantage if disguises are employed) is enough to keep under the radar.

Of all the infamous taverns along the wharf, the Keelhaul is the longest-running concern. Cards, dice, companions-of-the-hour, illicit substances, and questionable deals can readily be found within its creaking timbers. Drunken patrons sometimes fling newcomers and alleged cheaters down a barnacle-filled chute, ejecting them from the prow-fronted building and into the cold waters of the harbour outside. A creature shoved down the chute take 22 (4d10) slashing damage and 10 (3d6) bludgeoning damage.

The Keelhaul is run by Cleft (NE male **minotaur**), so named because of the axe-scar that runs down his snout and splits his top lip. Cleft served under Sea King Tentrix and still has strong ties to the captain. If he overhears adventurers asking questions about Tentrix, he sends word to the Sea King, preparing him for their arrival.

Although Skaug has no true ruler, the main authority on the island is Portmaster Celine Maliceprow (NE female Tethyrian human **assassin**). She a great-granddaughter of the notorious, hook-handed Burlor Maliceprow who is known throughout the Nelanthers despite dying atleast a century ago. Maliceprow delights in the debauchery the that Skaug has to offer and thwarts the mainland nations who try to invade the islands and oust the pirates at every turn.

The advance warning system of Skaug plays a huge part in its defence; a series of lookout spots on the Crow's Nest Cliffs. Each contains a magical horn which, when blown, sounds a larger horn set in the centre of the Port of Skaug. Different sequences of blasts indicate the presence of friend or foe, allowing locals to respond hours before ships arrive.

Although Maliceprow gets on with most of Skaug's inhabitants, she despises Sea King Tentrix. His actions have allowed pirates to get away with more of late, making her safe haven less desirable. If the characters are looking for Tentrix, Maliceprow reveals his location in Driftwood Docks and offers to repair, arm, or crew their ship if they have one. If not, she escorts the characters to the harbour, searches out a caravel called Angel's Bane and orders the captain onto the dock. She proceeds to stick her poisoned blade into his stomach, killing him in a matter of seconds. The crew cheer and she gives the vessel to the characters. The caravel has a crew of eight **lizardfolk**, two **ogres** and five human **thugs**, with side-shears and two ballistae.

Suggested Encounter

A day or two after the characters arrive in town, there is a pirate wedding. As most pirates are wanted for crimes on the mainland, Maliceprow performs a special ceremony for those who wish to make their relationship official. A collection box is passed around the Keelhaul for a few days before the wedding to raise some funds for the event.

On the day of the wedding, a throng of people are out on the dock. Standing at the end of the a jetty is Portmaster Maliceprow, and the couple; Balama Marivaldi (NE female Turami human **berserker**) and Mishann Prexijandilin (LN female blue dragonborn **swashbuckler**). The crowd includes **Sea King Tentrix** (appendix B), Captain Scummer – a **green slaad** Pirate Lord, Cleft the **minotaur** owner of the Keelhaul, **Captain Callous** (appendix B), and any other pirate captain who has become notorious in your game.

As the ceremony progresses, Maliceprow takes the couple's hands and binds them together with rope. Both then kneel, before Maliceprow dunks their heads into the ocean, claiming their love shall be as the sea; fierce yet calm, shallow yet deep, always everlasting. After the ceremony is complete, the donations from the Keelhaul sponsor a huge banquet. Folding tables are erected along the piers and steaming plates of roasted fish, seafood platters and brightly coloured fruits are passed down, as well as dozens of bottles of wine and rum. During the meal, Sea King Tentrix stands up on one of the tables and makes a toast to the brides. He tells an embarrassing story about Mishann who served on his ship involving a dried monkey skin, too much rum, and a lot of vomit which is met with raucous laughter from all. He then gifts the brides with a pair of mithril rings before sitting back down to his meal.

Attacking Tentrix while the wedding is in full flow is a death sentence. Half the pirates in port are loyal to him, and he is escorted everywhere by Captain Scummer and four **thug** bodyguards. Characters who succeed on a DC 16 Wisdom (Perception) check can eavesdrop on Tentrix's conversations. He details the reasons for the attacks on the Sword Coast, revealing that he was put up to it by the elders from his home; Purple Rocks. Characters might also manage to follow Tentrix back to Driftwood Docks by stowing away on the small coaster that brought him here, or by following him in a small ship or in the water.

Small Teeth

Rolling foothills give way to snow-capped, lightly-forested mountains known as Small Teeth to the north of Murann. The Teeths' winding trails often mislead travellers, and they conceal greater dangers. Local goblins, ogres, and other humanoids have grown to enormous numbers under the leadership of two strategy-conscious oni with minds for empire building. Humanoids here have learned much from their battles with humans and are hard to defeat.

Snowdown

The little isle of Snowdown, south of Alaron in the Moonshae Isles, is a possession of Arnn, where Lady Erliza (LN female Tethyrian human **noble**) rules from Caer Westphal. She is the second of her name, noted for her striking resemblance to her great-grandmother, the first Amnian ruler of the isle.

Since taking possession of the place, Snowdown's occupiers have cut down its woods, stripped its mines, and choked its waterways with the refuse of the overworked Ffolk under their rule. Lady Erliza and her soldiers have ruthlessly put down several rebellions, and the Ffolk here refer to her as "Bloody Erliza." Some Amnians believe the isle is becoming more trouble to hold on to than its diminishing exports are worth, and further uprisings are almost certainly brewing amongst the Ffolk, quietly supported by Alaron.

Spine of the World

Mountains of ice and black rock form a sky-scraping wall of frigid peaks across the far north, which few creatures have the ability to surmount. Brutally cold winds, avalanches, and icy rifts are the least of a traveller's problems in the Spine of the World. Tribes of giants, goblinoids, and ores dwell there, holding every cavern or abandoned dwarven delve but those claimed by dragons.

Star Mounts

Cloaked in clouds and vaguely menacing, these mountains rise from the heart of the High Forest and are tall enough to be seen from any edge of the forest. The Star Mounts are the site of strange, gleaming lights on clear nights, and dragons are sometimes seen flying to and from the peaks. Fierce winds swirl through and around the mountains, forcing flying creatures away or causing them to veer suddenly and crash against the rocks.

Svardborg

Svardborg is an enormous iceberg floating in the Sea of Moving Ice that once belonged to Jarl Storvald (see *Storm King's Thunder* for more information). The place consists of a few thawed lodges perched on 50-foot-high cliffs that descend into the sea. The only access to the iceberg is a wooden pier made by the eight **frost giants** that live there.

Without a ruler to guide them, the frost giants have turned to worshipping the kraken Slarkrethel, hoping that the King of the Trackless Depths might help them gain power in the North and break free of the Ordning. If the characters haven't already been to Ironmaster, the giants leave on their raid while the characters are in Svardborg (see the "Ironmaster" section).

Sword Mountains

The steep, craggy mountains north of Waterdeep are home to a few scattered tribes of orcs and goblinoids. The hills around the Sword Mountains are strewn with the ruins of bygone kingdoms and more than a few half-forgotten dungeons and tombs.

Thornhold

Thornhold is a coastal fortress, a castle of grey stone with a thick, curved wall and a two-towered central keep on the southern tip of the Mere of Dead Men. The cliff facing the sea is so sheer and smooth that no wall need be built on the side of the hill where Thornhold sits. The castle is without adornment; only crenellations and arrow slits break its solid face of stone. Inside the walls, surrounding the bailey, are small buildings of wood and plaster that house animals and are used for smithwork, candlemaking, gemcutting, repairing wooden items (including wagons and the like), and brewing beer.

Thornhold has been owned by the Margasters of Waterdeep, the Knights of Samular (paladins of Tyr), and the Zhentarim, though is currently occupied by shield dwarves of the Stoneshaft clan. They refer to the castle as Stoneshaft Hold. The Stoneshaft dwarves are reclusive and secretive, yet they are interested to hear what's afoot in Waterdeep, for they suspect the Margaster family is plotting to attack the fortress and reclaim its ancestral holding.

Travellers are free to visit Thornhold, up to a point. The Stoneshaft dwarves allow adventurers and caravans to make camp within their walls, but they forbid access to the keep and the extensive caves below. Thornhold is rumoured to contain a passage to the Underdark, a claim that the dwarves neither confirm nor deny.

The city is ruled by Lord Clanmaster Dworic Stoneshaft (LN male shield dwarf **noble**) who is ever-eager to hear news of Waterdeep, including the machinations of the various factions within, the trends and styles of the Waterdhavian upper classes, and specifically the recent pirate attack. Dworic is a great conversationalist and could talk for hours about the changing fashions of cities along the Sword Coast. The city is protected by an elite armed guard called the Stonewardens. A typical member is a **knight**, with the following changes:

- A member of the Stonewardens has AC 20 (plate, shield), 60 (8d8 + 24) hit points and a speed of 25 feet.
- He or she has a Constitution score of 16 (+3) and darkvision out to a range of 60 feet.
- He or she speaks Common and Dwarvish.
- He or she has advantage on saving throws against

poison and resistance to poison damage.

- He or she wields a morningstar instead of a greatsword (+5 to hit, reach 5 ft., one target, dealing 7 (1d8 + 3) piercing damage on a hit).

Suggested Encounter

If characters spend a night in Thornhold, their rooms are broken into during the night by two angry Stonewardens per character. The Stonewardens seize the characters and escort them to the jail cells beneath Thornhold. The following morning, Lord Clanmaster Dworic visits the characters in a state of upset. He asks why the characters, his honoured guests, would do such a thing as feign friendship to steal from him. He accuses the characters of stealing a Stoneshaft heirloom; a mace of smiting that has been passed down through Clan Stoneshaft for generations.

Characters can attempt to plead their innocence with a successful DC 15 Charisma (Persuasion) check, made with advantage if the characters have a decent alibi. On a success, Dworic apologises sincerely for the false accusations and asks the characters if they can help him track down the missing heirloom. If the check fails, the characters are imprisoned until they reveal what they did with the heirloom. Dworic believes they must have passed it onto an agent of the Margasters of Waterdeep. Dworic has already sent a mounted force of Stonewardens to the city to demand they return the item, an act which could spark war between Waterdeep and Thornhold. The journey is around 140 miles, which the dwarves cover in five days. Characters must act before then to prevent war. Characters should have the opportunity to escape from the prison cells during guard changes, by casting spells, picking locks and the like. Their escape attempts are made at your discretion.

Characters who get the chance to investigate the crime scene are led to a vaulted hall filled with treasures. Levitating atop marble plinths are drinking horns made of emerald, exquisitely crafted helms, weapons of adamantine and mithril and incredibly detailed sculptures of dwarven gods. The largest plinth has nothing floating above it, and it is to here that the characters are directed. The characters are told that the item went missing around midnight, during the change of the guard. Characters can discover the following clues by looking in different places:

- ***Plinth.*** A successful DC 20 Intelligence (Investigation) check around the base of the plinth reveals a small piece of seaweed but no mud.
- ***Seaweed.*** A successful DC 12 Intelligence (Nature) check allows a character to identify the seaweed as dead man's bootlaces, a plant only found on the northern Island Kingdoms of Tuern, Purple Rocks, and Gundarlun.
- ***Chamber Door.*** A successful DC 10 Intelligence (Investigation) check indicates that the door has not been tampered with.
- ***Chamber Windows.*** A successful DC 14 Wisdom (Perception) check allows a character to notice a cold breeze coming in through one of the windows, which is slightly ajar. A successful DC 12 Intelligence (Investigation) check on said window allows a character to discover a piece of fabric ripped off by the frame.
- ***Fabric.*** A successful DC 10 Intelligence check reveals that the fabric is thick wool, probably from a cloak or cape. If the check succeeds by 5 or more, the character notices a salty smell on the material.
- ***Guards.*** Chatting with the guards who were watching the hall before and after the theft lets the characters know that the item went missing at midnight during the change-over. It must have occurred within the space of 5 minutes. Neither guard saw anything, but they made sure the city gates were shut immediately, so the thief might still be trapped in Thornhold. A successful DC 10 Wisdom (Insight) check reveals they are telling the truth.
- ***Travellers.*** Asking around at local inns reveals that only two other people arrived in Thornhold around the time of the characters. One was a dwarf gemstone merchant named Gunnloda Durthane (LG female shield dwarf **commoner**) who is still staying at the tavern, and the other was a halfling priest of Yondalla whose whereabouts is unknown. The halfling stayed a night but paid using strange gold coins with a kraken on them. Conversation with Gunnloda reveals nothing.
- ***Halfling Priest.*** Characters who succeed on a DC 25 Wisdom (Survival) check can follow the trail of the halfling by chatting to folk who saw him and tracing tracks through the city. Reduce the DC of the check by 5 for each day spent investigating. Eventually, the characters find Finnan Undergallow (N male lightfoot halfling **master thief** wearing a *ring of free action*) hiding in an abandoned mining warehouse. The halfling tries to escape the characters if possible. He was unable to escape the city after stealing the mace of smiting but has hidden the weapon away as insurance on his life. Finnan is a member of the Kraken Society who joined the faction after travelling to Purple Rocks. The mace is hidden in the chimney of a forge in the warehouse and can be found with a successful DC 30 Intelligence (Investigation) check.

If the characters discover the mace before five days pass, the war between Thornhold and Waterdeep is prevented, and Lord Clanmaster Dworic rewards each character with a magic item. To determine each item, roll on Magic Item Table F in chapter 7 of the *Dungeon Master's Guide*, or allow each player to choose one item from that table. If the characters don't discover the mace in time, the war between the cities is not covered in the scope of this adventure, but there should be serious consequences.

Tír faoi Thoinn

South of the Moonshaes is a kelp forest known to most as Tír faoi Thoinn or the Land Beneath the Waves. Scattered throughout the forest are the ruins of an elven city, twinned with that of Kressilacc, that has fallen from grace in the last few centuries. After the centuries long war between the sea elves and sahuagin, the sea elves were eventually defeated. Many fled for Iumathiashae of Evermeet, leaving only a handful of devoted priests of Deep Sashelas behind who refused to leave their holy temple; a series of spires made of blue claystone dotted with aquamarines and water opals. The ancestors of those elves still guard the temple as Sea Stewards – monks who train tirelessly to understand the currents and waves of the ocean, the ecology of marine life, and how best to kill sahuagin.

Characters who enter the kelp forest don't get far before they are approached by four sea elf **martial arts adepts** riding **dolphins** who ask their business in the Land Beneath the Waves. They fear the presence of sahuagin spies, especially malenti, and don't accept visitors to their realm light-heartedly. Characters who worship Deep Sashelas, or fellow elves who allow themselves to be examined, are permitted access to the temple, called the Undersea Spires.

Trackless Sea

Spanning west from the Sea of Swords and north to the Sea of Moving Ice is the Trackless Sea, an enormous ocean that reaches Chult in the south and Maztica in the west. This great ocean is home to all manner of underwater monstrosities and is colonised only in a few sparse places by the Island Kingdoms.

Triboar

The bustling mercantile town of Triboar stands where the Long Road meets the Evermoor Way. Triboar's name is thought to have come from a traveller's tale of slaying three boars here in the same day, over four hundred winters ago. The town is built on flat, fertile land, with a few natural rises here and there. Nearly half of Triboar's population lives outside the town proper, on sprawling ranches and neighbouring farmsteads, most of which lie to the north or east.

The current lord protector of Triboar is a good-natured Harper and ex-adventurer named Darathra Shendrel (LG female Chondathan human **veteran**). Darathra enacts and modifies local laws (known as "the Lord's Decree"), which are then enforced by the Twelve (good-aligned male and female human **veterans** of various ethnicities on **riding horses**), a squad of a dozen mounted warriors drawn from the militia.

Triboar is a market for the horses raised by nearby ranches. Blacksmiths, harness-makers, and wagon-works also flourish in town. In addition, a number of guides operate out of Triboar. They take merchants and other travellers all over the Sword Coast, typically for stiff fees.

Troll Hills & Trollbark Forest

As can be surmised from the names of these adjacent regions, this forest, and the adjacent low mountains are overrun with trolls of every type and description. This region has the closest thing to a troll nation and a common troll language, though the empire of the trolls makes the typical orc tribe look like a king's court!

The Trollbark Forest is a dark wood of twisted live oaks, black ash, and scrub pines. The forest floor is heavily tangled with underbrush, including both poisonous and carnivorous varieties of plants. Low vales throughout the wood are filled with bogs and swamps. In short, it is the sort of place that only trolls would want to live.

The Troll Hills are little better. Live oaks predominate to the timberline, and their rounded peaks are topped with thick patches of razor grass. Here the trolls and their allied races live in caverns that lie beneath most of the peaks. It has been said that in ancient days drow caravans moved through here at will to a hidden drow city, but when that city was overrun by trolls, the drow destroyed all access to this area from below.

The trolls of this region travel and raid as far north as the Lizard Marsh and west into the High Moor and Trollclaw Ford. A colony of trolls in the Trollclaws to the west communicates regularly with those within the forest.

In addition to the rumored drow city beneath the Troll Hills, the Troll Hills are the home of the Warlock's Crypt. Said to be the final resting place of Larloch, a great wizard of Netheril protected by his immortal, devoted servants, as well as a troop of trolls, it is reported to house great magics. In recent years, the trolls of the area have been engaged in a war against the undead of Warlock's Crypt, making the areas doubly dangerous for travellers.

Trollclaws

A tangled landscape of rough hills along the northern edge of the Fields of the Dead, the Trollclaws are home to a great many of the regenerating, bloodthirsty beasts. Exactly what makes these hills such prime ground for trolls is unknown, but there's no doubt that they dwell here in great numbers.

Those traveling south to Baldur's Gate or north out of the Fields of the Dead typically travel through the Trollclaws. The Trollclaw Ford is the only place for leagues that wagons can safely cross the Winding Water. Important as it is, the site has been occupied by several forces over the years, as evidenced by the ruined remnants of forts and similar buildings nearby. But those claimants have always fallen eventually to prolonged assaults by trolls.

Tuern

The merciless Northfolk of Tuern pay tribute to three adult red dragons that live inside and beneath the island's active volcanoes; a chain of black, grumbling, lava-filled cauldrons that belch smoke and ash into the sky. Five Northfolk tribes live on the island, each with its own settlement, king,

and a fleet of dragon-headed longships. Four of the kings recognize the fifth, High King Ossul Haarn of Uttersea (CE male Illuskan human **gladiator** with 90 hit points and a *ring of fire resistance*), as their liege. Uttersea is the largest town on the island and has a port for the High King's armada of longships. The island is also home to small families of fire giants who strive to unseat the island's draconic overlords and enslave the Northfolk.

The lair of the red dragons is a deep crevasse in the western mountains called Flame Fault. The **adult red dragons** are siblings called Velcuagos (male), Tchathraag (male), and Pyrozzathra (female) and are guardians of a githyanki crèche cut into the side of Flame Fault. The crèche is important not just because young githyanki are born and trained here, but because the dragon siblings have pledged themselves to the githyanki and offer their young as mounts for the githyanki knights. The staff looking after the crèche changes every few months so no githyanki is forced to age on the Material Plane for long. The current leader is Zar'ryth (LE female **githyanki kith'rak**). Zar'ryth is aware that an illithid vessel has crashed on the Material Plane on the island of Gundarlun. She has sent her agents to track down the mind flayers but has only got as far as Purple Rocks. She also sent agents to the Cloaktower in Neverwinter, which she falsely believes is a threat to the safety of Tu'narath, their city in the Astral Plane.

Characters who come to the githyanki with information about mind flayers are cautiously welcomed into the crèche with an armed guard of **githyanki knights**. They are permitted a meeting with Zar'ryth who can provide three **githyanki knights** and three **young red dragons** as allies to the characters should they wish to assault the illithids. She also deploys an astral skiff if it is useful. Characters in the company of Felenzi'ir are rewarded by Zar'ryth with a magic item. To determine each item, roll on Magic Item Table F in chapter 7 of the *Dungeon Master's Guide*, or allow each player to choose one item from that table. The githyanki also have a berbalang spy in the lair of Sea King Tentrix who the characters may have met. They believe that Tentrix is an illithid thrall.

Suggested Encounter

The first time characters visit Tuern, a trio of **githyanki knights** riding **young red dragons** flies over the coast toward Purple Rocks. The githyanki are on a mission to scout out the island in preparation for a full-scale invasion by the githyanki, who believe the Rocklanders are harbouring the mind flayers from the crash. Seeing the dragons approach, the warriors of Uttersea are in a frenzy to gather arms and man the siege weapons Uttersea has to defend itself. A few ballista bolts are fired toward the dragons and are met with blasts of fire from the beasts.

Characters who talk with the warriors or High King Haarn find out that this is not an uncommon occurance. Each time the warriors attempt to shoot the dragons, but have not yet succeeded. None of the Tuernish have noticed that the dragons are being ridden by githyanki and no one knows of the race's presence on their island. They do know that there are three adult red dragons on the island though, and that these three lair in Flame Fault.

Tulmene

The small settlement on Tulmene on the south coast of the Tethyr Peninsula would be little more than a fishing village save for its sizable shipyard and dock. Its proximity to the Nelanther makes Tulmene a dangerous place, constantly occupied by pirate crews of one ship or another. Because of this, the mayor of Tulmene, a gruff old man named Jakar Pyllam IV (N male Tethyrian human **thug**), has made a deal with Sea King Tentrix that ensures Tulmene won't be attacked by pirates, in return for free ship repairs and a berth in the harbour. Furthermore, keen fishing crews looking to make a little extra coin act as informants for the pirates, letting them know when merchant vessels pass through Asavir's Channel and The Race, a small, unprotected tract of water south of the Tethyrian Peninsula.

Characters asking questions about Tentrix in Tulmene are always given false information and reported to Jakar Pyllam who sends out a **spy** to watch the characters while they are in town. Tulmene has a few taverns, including the four-storey quality inn, Tulmene's Tower, and The Five Daggers – a dive bar frequented by visiting pirates and cutthroats. Tulmene also has a temple to Umberlee and Valkur called the Wavelord's House.

Suggested Encounter

While the characters are staying in Tulmene, Desecratus Profanis – a **spirit naga** Pirate Lord loyal to Sea King Tentrix, arrives on a damaged caravel with a crew of fifteen assorted **lizardfolk**, **orcs**, and human **thugs**. They pull into Pyllam Shipyards where their vessel is repaired without a fee. Desecratus Profanis and a handful of their crew head to The Five Daggers where they stay for a few days as the ship is repaired.

You can use this as an opportunity to feed characters information about Sea King Tentrix and his floating lair in Driftwood Docks. It can also be used as a chance for characters to kill one of Tentrix's Pirate Lords before they head to Driftwood Docks, thus making the encounter there easier for them. However, if the Desecratus Profanis is not killed discretely, or if the mayor's spy witnesses the event, the militia of Tulmene, a group of ten neutral-aligned male and female **guards** of various ethnicities, are sent after the characters to bring them to justice.

Underwave

Underwave is the coral palace of Sultan Klaptikos of the Great Wave, a **marid** currently trapped in a *marid conch* (see "Waterdeep" in chapter 2). Despite his absence, the wardens of Underwave, triton and genasi **guards**, ensure the palace isn't captured by the genie's foes or monsters of the deep. Underwave can be found to the west of the Moonshae Isles but is several thousand feet below the waves. Characters without teleportation magic or the ability to breathe water cannot hope to reach the palace. Water pressure is also an issue at this depth while not inside the palace grounds (see "Water Pressure" sidebar).

While Klaptikos is away, the Warden of Underwave is a triton called Jhimas Pumanath. He awaits Klaptikos' return



eagerly and ensures that his palace is not infiltrated by spies or enemies by denying entry to all visitors. Jhimas uses the statistics of a gladiator with the following changes:

- Jhimas is lawful neutral.
- He has an armour class of 17 (*+1 breastplate*, shield)
- He has a swim speed of 30 feet.
- He can speak Common and Primordial.
- He can breathe air and water.
- He can communicate simple ideas with any beast that can breathe water.
- He has resistance to cold damage and is acclimated to an underwater environment.
- He wields a trident instead of a spear.
- Jhamis' innate spellcasting ability is Charisma (spell save DC 13). Jhamis can innately cast the following spells, requiring no material components:
  1/day each: *fog cloud*, *gust of wind*, *wall of water*

Velen

This small duchy takes a great deal of pride in its freedom. Politically, it has a reputation for conducting itself with honour, and it insists on the same high standards from its citizens and visitors to the realm. Some say the standards might be too high. With enemies on all sides, Velen conducts most of its trade by sea in spite of constant threats by the pirates of the Nelanther Isles.

Troubles beset this small forested realm, with threats as diverse as pirates, unquiet spirits, and politics. Many ghosts allegedly haunt the city, but the living residents get by well enough as long as they leave recalcitrant spirits in peace. To the east, the ogre kingdom of Muranndin cuts Velen off from the Trade Way. The pirates of the Nelanther Isles threaten its western coasts. Powerful Amnian interests have rendered the Duke of Velen almost powerless in his own land. Tethyr is far away and spares few resources for its ally.

Possibly in response to the gathering threats, Duke Calchais (LN male Tethyrian **noble**) has handed down stricter and stricter laws in recent years, though their harsh nature is concealed in rhetoric about honour for honour and the loyalty due to friends. Murderers are executed, which most accept as an apt punishment, assuming the criminals are truly guilty. Thieves have all their possessions confiscated, no matter the scale of the theft. The thief must work in service of the robbed person for a set period of time-based on the value of the stolen item. Even being caught in a lie is cause for a whipping. Some citizens have begun speaking against these draconian laws, but quietly, lest they besmirch the Duke's honour.

Warlock's Crypt

On the western edge of the Troll Hills lies an area of bizarre terrain: shattered rubble is strewn across the landscape, between mounds of upturned earth and furrows of the sort one sees in the wake of trebuchet blows that miss their mark. Farther in from the perimeter of this blasted land lies a scattered mess of buildings, some relatively intact, others half-collapsed and leaning on their neighbours.

In the centre, rising above it all is a handful of twisted towers looking for all the world like talons clawing at the sky. These towers can be seen from a good distance, seemingly unharmed by the cataclysm that produced the damage around them. Indeed, because of their pristine condition, some folk conjecture that these towers must have been built after that event.

The truth of the place now called Warlock's Crypt is something different altogether. All the structures visible here, from the now-shattered outbuildings to the central towers, comprised a city that floated atop a disc of stone during the time of ancient Netheril. When the ancient and wicked magics of the Netherese failed, this city plummeted from the sky; the chunks and slabs of stone scattered about the site are not natural terrain but are the shards of that disc. Warlock's Crypt is rife with undead under the command of a **lich** dubbed the Shadow King, who spill out beyond the walls of the strange city and into the surrounding Trollbark Forest and Troll Hills.

Waterdeep

Waterdeep is a prominent city on the Sword Coast. A full description of the settlement can be found in chapter 2. For more information on Waterdeep, see the *Sword Coast Adventurer's Guide*.

Suggested Encounter

Unless it has already occurred, you can run the "Attack on Waterdeep" encounter (see chapter 2) whenever the characters visit the city.

Westbridge

A village strung out along the Long Road between Red Larch and Triboar, Westbridge (so named because it lies to the west of the Stone Bridge) is home to the Harvest Inn, located on the west side of the Long Road facing the Stone Trail. The inn's proprietor is the affable Herivin Dardragon (CG male strongheart halfling **commoner**), a curly-haired collector and reseller of paintings and statuettes of questionable taste.

Westwood

A tangled forest cloaking the eastern foothills of the Sword Mountains, the Westwood is home to a shrine of Mielikki, several woodcutters' camps that are often taken over forcibly for a season or a few months at a time by bandits or Uthgardt barbarians, and a few overgrown remnants of the ancient elven kingdom of Rilithar.

Whalebones

Petty, warmongering kings rule over the dozens of small islands known as the Whalebones, so called because of the whale skeletons that litter the islands' beaches. Many have made their fortunes by stealing the bones from the islands, but not so many as have met their end at the hands of the locals while trying. Several of the larger islands are home to rocs that the storm giants of Maelstrom use as mounts. The islanders leave treasure for the giants and food for the birds as tribute.

Suggested Encounter

While travelling past the Whalebones, two **storm giants** emerge from the Trackless Sea and call down their **roc** mounts. The Storm Giants are from Maelstrom and on their way to Purple Rocks, where they fear something is wrong with Slarkrethel. They don't know exactly what is wrong with the kraken, but King Hekaton believes he has been corrupted by some evil, alien force. Characters can accompany the friendly storm giants to Purple Rocks or ask to be taken to Maelstrom to talk with King Hekaton.

Wood of Sharp Teeth

The Wood of Sharp Teeth, previously called the Glimmerwood, is a forest dominated by large specimens of moisture-loving trees such as swamp white oak, black willow, and green ash which tower over thick undergrowth. As its name suggests, the wood is crawling with lycanthropes, most commonly werewolves, who are rumoured to be in allegiance with former Grand Duke of Baldur's Gate, Valarken. Because of this, the edges of the woodlands are frequently patrolled by Flaming Fist mercenaries who warn travellers of the dangers within.

Wreck of the Sea Witch

The infamous Sea Witch sank somewhere off the western coast of Ioma, and many a salvager has tried to find it since. The Sea Witch was known for its complement of spell-slingers. These personnel allowed the captain, Mala Ravenstar, to employ a variety of diabolical tactics against foes. All assume the sunken ship's hold must be bursting with magic treasure.

Suggested Encounter

Characters who dive down to the wreck find it crawling with ten **coelenites** led by a **coelenite mass mind**. The creatures have colonised the wreck because they are inexorably drawn to the magic items stored within. Little more than the hold of the ship remains which is now overgrown with coral. If the characters can kill the coelenites, or sneak past them, they have a chance of recovering magic items from the wreck. Characters who succeed on a DC 20 Intelligence (Investigation) check, or who cast *detect magic*, can locate 1d4 magic items from Magic Item Table F in chapter 7 of the *Dungeon Master's Guide*.



Yartar

The fortified city of Yartar stands on the east bank of the Dessarin River. On the west bank is a walled fort under the city's control. Between them stretches a stone bridge. Travellers must move through the citadel and pass inspection before continuing to Triboar or crossing the bridge to the city's west gate. The Evermoor Way cuts through the heart of Yartar, connecting the city's western and eastern gates. East of the city, the road becomes a trail Yartar is prosperous and becoming increasingly crowded. Some of its old buildings have been torn down and taller ones built-four stories high, in some cases.

Because the city is a major river port, Yartar's elected leader is called a Waterbaron. The current Waterbaron is Nestra Ruthiol (LE female Tethyrian human **noble**), a shrewd, vindictive woman in her late fifties. Yartar is a member of the Lords' Alliance, and Ruthiol considers that relationship vital to her city's survival and prosperity. She knows that both Harpers and Zhentarim are established in the city, but her path crosses with theirs only when the well-being of Yartarrans is threatened. Both factions have infiltrated the thieves' guild, the all-female Hand of Yartar.

After the machinations of Lord Khaspere Drylund were thwarted, the Kraken Society have taken a back seat in the city of Yartar. Only a few Krakenar remain within the city, most of whom are lying low until they receive further communication from their superiors. The Grand Dame has been taken over by a new owner since Drylund's death and no longer has any affiliation with the Kraken Society.

DEVELOPMENT

By completing quests presented at the end of chapter 2, and exploring the locations presented in this chapter, characters should discover clues leading to the Kraken Society, based primarily in Purple Rocks, and Sea King Tentrix, whose floating lair can be found in Driftwood Docks in the Nelanther Isles. The next chapter details these locations in full and provides the missing pieces of the puzzle that send the characters to Ascarle, the lair of Slarkrethel, which has been taken over by the Colony of Zellix'Phor.

Character Advancement

The characters should advance to at least 8th level before they assault Sea King Tentrix's Floating Fortress or Purple Rocks in chapter 4.

CHAPTER 4: PIRATE KINGS & KRAKEN PRIESTS

After completing the quests detailed in chapter 2, and exploring the Sword Coast and Island Kingdoms in chapter 3, the characters should have a good idea about who organised the attacks on the Sword Coast. The Black Armada was formed by Sea King Tentrix, a notorious pirate king. Characters should hunt down Tentrix by following clues gained in the previous chapters, which lead them to Driftwood Docks in the Nelanther Isles.

Characters might have an inclination that the Black Armada and the Kraken Society are linked. They might not fully understand the connection at this point; that Tentrix is a Kraken Priest from Purple Rocks, but their encounter with the pirate king should reveal this fact, and send them on the next stage of their journey to Purple Rocks.

TRAVEL TO THE PIRATE ISLES

By this point in the adventure, the characters should have access to a ship of their own or have formed a strong alliance with the captain of a loyal ship who can take them to the Nelanthers. Alternatively, the characters might have gained access to some form of teleportation magic or the ability to travel underwater.

Travelling to the Nelanther Isles themselves is an easy task, as the pirate isles are detailed on almost every map of the region. Sailors and merchants know to avoid the islands and to be wary of Asavir's Channel and The Race, the stretches of water that connect the isles to the mainland. Characters might have a harder time finding Driftwood Docks, the lair of Sea King Tentrix. Characters might travel past the enormous ship graveyard and discover it by chance, force a pirate to reveal the location, or pay a hefty price for a detailed map of the Nelanthers to discover its location.



Sea King Tentrix

TENTRIX & PIRATE LORDS

The following section contains roleplaying information for Sea King Tentrix and his pirate lords who can be found throughout Driftwood Docks. Each Pirate Lord has its own motivation for joining Tentrix in his campaign against the Sword Coast which could be exploited by the characters.

Sea King Tentrix

NE male Illuskan human (appendix B)

Hailing from Ulf of Thuger on Trisk, the northernmost of the Purple Rocks, Sea King Tentrix is a kraken priest who works directly for the kraken, Slarkrethel. Since leaving Trisk, Tentrix has amassed a huge cult of followers, most of whom are pirates that serve on the Black Armada. Tentrix coordinated the attacks on the Sword Coast after receiving a telepathic message from Slarkrethel. Tentrix is excited to be taking the fight to the mainland and eagerly awaits the rewards promised to him by the kraken. Tentrix doesn't know that Slarkrethel has been replaced by Zellix'Phor, but he's aware of the Ruins of Ascarle, where Slarkrethel lairs.

Tentrix tries to keep his knowledge secret from everyone, never revealing the full story. Tentrix cares not for his own life, believing the kraken has the ability to bring him back from beyond the grave, but threats to his floating lair crack his stern exterior. If his lair is threatned, he begins to reveal information. Unfortunately, Tentrix's direct link with Slarkrethel, and therefore Zellix'Phor, means the kraken can use an action to deal 90 psychic damage to Tentrix, killing him instantly. Zellix'Phor does this if Tentrix is about to reveal the location of Ascarle.

Tentrix behaves as a pirate king; he is brutal, brash and uncaring. He has devoted his life to worshipping Slarkrethel, gaining a cutthroat reputation, and amassing the nastiest crew of pirate lords he could muster. He's travelled throughout Faerûn to these ends and knows the world's oceans like the back of his hand. Tentrix is inflated with importance, exceedingly arrogant and believes himself undefeatable.

Like most kraken priests, Tentrix has been transformed beyond his human form. He has a face of tentacles that hang down like a twitching, fleshy beard. His eyes ooze ink down his face in staining streams. He wears a flowing leather overcoat and a tricorn hat. Tentrix is rarely seen without his familiar, a homunculus named Filch.

Tentrix's Traits

Ideal. "I seek to bring glory to the kraken, Slarkrethel, and in doing so become the deadliest pirate known to the Sword Coast."

Bond. "My crew are my kin, mess with them and you mess with me."

Flaw. "My notorious reputation has gone to my head; I believe myself undefeatable."

Captain Scummer

CN non-binary **green slaad**

Most slaadi are agents of pure chaos that hail from the Plane of Limbo. When slaadi travel to the Material Plane, they create carnage by killing the resident humanoids or transforming them into more of their kind. Years ago, Sea King Tentrix's vessel came across town being attack. Tentrix flew into a rage after realising his raid could no longer go ahead, so kidnapped one of the creatures as revenge. He hoped to ransom the captive back to the slaad, but when his first mate was killed before the message coudl be delivered, Tentrix realised the foolishness of his plan. When Tentrix tried to kill the slaad in revenge, his blade hit the control gem embedded in its head which he removed, gaining control over the chaotic creature.

Thenceforth, the slaad has obeyed Tentrix, who found he could teach the slaad a many things, including how to captain a ship. Eventually, the slaad became a notorious pirate in its own right, adopting the identity of Captain Scummer. Tentrix elevated the creature to pirate lord after Scummer sunk a Flaming Fist vessel chasing his own. Scummer would rather not be controlled by Tentrix but has no ambition to retrieve the control gem himself. If the characters retrieve the gem, the slaad accepts their control.

Captain Scummer looks like a bloated, bipedal, green toad with a gaping maw and horned brow. Scummer's identity as a pirate captain is reflected in its choice of attire; a bright red frock coat. Scummer wields an oar, adorned with fish skulls, as its staff. Although Scummer can shapeshift into humanoid form, it does so only to avoid certain death or when commanded to do so by Tentrix.

Scummer's Traits

Ideal. "Spreading chaos can be achieved through my new life as a pirate captain."

Bond. "I am controlled by Sea King Tentrix, who has possession of the gem which is bound to my soul."

Flaw. "Despite my new identity, I have a tendency to revert back to my chaotic nature."



Captain Scummer

Desecratus Profanis

LE female **spirit naga**

After being ousted from her Chultan lair by Ras Nsi, Desecratus Profanis managed to take control of a ship merchant ship leaving Chult. Discoering she had a taste for piracy, she began raiding other vessels on their way to and from peninsula, amassing a hoard of wealth and magic items. Seeking ever greater influence over the seas, Desecratus travelled north to the Sword Coast where she made a habit of sinking Lord's Alliance vessels, which brought her to the attention of Sea King Tentrix. Although the pair initially tried to destroy each other, Desecratus saw something in Tentrix when he commanded the ocean, revealing his connection to the powerful kraken, Slarkrethel. Seeing potential for her own arcane gains, Desecratus has allied with the Sea King and serves as a pirate lord under his command, hoping one day to unlock the powers he has been afforded by the kraken.

Desecratus Profanis is a schemer. She chafes under Tentrix's command, but realises that the Black Armada comes with protection and power she could not otherwise enjoy. She is willing to assist Tentrix for now, but takes note whenever the kraken priest communes with Slarkrethel and will strike when the time is right. She is willing to make deals with characters to bring down Tentrix, provided she is replaced as commander of the Black Armada. Her ability to reform after death ensures this, even if she is betrayed.

Desecratus is a fourteen foot long, purple serpent with a woman's face and blood red markings on her hood. She talks slowly and carefully with a lisping rattle. She wears an eyepatch, covering the eye she lost in a fight with Ras-Nsi.

Desecratus's Traits

Ideal. "I must amass enough power to return to Chult and destroy Ras Nsi."

Bond. "My only loyalty is to myself. If Tentrix shows a sign of weakness, I'll strike."

Flaw. "I'm extremely proud and believe I deserve the utmost respect. A slight against me will not be forgotten."



Desecratus Profanis

Dhurge

LE male sahuagin baron (appendix B)

Sea devils are known for their ferocity, but not often for their magical prowess. Dhurge is an exception. Dhurge was born with the typical baron mutations (increased strength and extra limbs), but rather than fighting his way to the top of sahuagin society, as most barons do, Dhurge took a different route. While attacking a ship as a juvenile, Dhurge came across a wand of fireballs and quickly realised how to use the item. The power afforded to him by the item inspired him to search out more and more wands until he had a full set. By the time Dhurge was fully grown, he has discovered more wands than his hands could carry and had mastered their use. The arcane casting didn't go down well with the sahuagin of Kressilacc, Dhurges home, so he headed south to the Nelanthers where he knew he could find work as a pirate. Here he was approached by Sea King Tentrix, who recruited him into the Black Armada.

Dhurge knows Tentrix must have a connection with the kraken, Slarkrethel. He has seen the kraken priests of Purple Rocks before and recognises the spellcasting he wields. He thinks highly of Tentrix, whose charismatic leadership has united dozens of crews under his command.

Dhurge is a four-armed sahuagin with intelligent, beady eyes. He wields a wand in each hand, shooting spells at incredible speed. Dhurge wears a long wizard's robe that is always sodden and is covered in parts by a mossy seaweed.

Dhurge's Traits

Ideal. "I collect wands; the more I have, the greater my power."

Bond. "Tentrix took me in when my culture rejected me. I'll protect him as best I can."

Flaw. "I can't resist the allure of a magic wand. A rare one would buy my loyalty."

Jarl Bluebeard

CE male frost giant (appendix B)

Chief defender of Driftwood Docks, Jarl Bluebeard is a frost giant from Svardborg who joined the Black Armada after Jarl Storvald was killed by an adventuring party and the Ordning was restored. Looking for a way to please his god, Thrym, the raiding lifestyle promised by Tentrix to the giants caught his eye. Bluebeard's fanatical devotion to pleasing Thrym is not his only mark of insanity. The giant also insists on eating nothing but raw shark meat, weaving hammers into his beard, and hurling rocks at any ship not flying the flag of the Black Armada.

Despite serving the Sea King, Bluebeard knows little about Tentrix's true allegiances. He respects Tentrix simply because he upholds a life that Thrym would approve of; something not common in the small-folk. He knows that Tentrix is from Purple Rocks and that he has magical control over the ocean, but nothing more.

As the name suggests, Jarl Bluebeard has a bright, ice-blue beard into which he has braided half a dozen warhammers. Not used to the warmer climate of the Nelanthers, the Jarl tends to shun shirts, leaving his torso bare, save a few skulls from prized kills. The Jarl's nose is broken beyond repair and he has several giant runes tattooed across his forehead.

Bluebeard's Traits

Ideal. "Thrym is the father of frost giants, I will prove myself worthy to be called his son."

Bond. "My alliance with Sea King Tentrix gives me the opportunity to raid and fight without him, I would be stuck in Svardborg."

Flaw. "People sometimes call me insane. I kill them so the rumour doesn't spread."



Dhurge



Jarl Bluebeard

The Storm Maiden

N female Illuskan human (appendix B)

Hailing from Rogarsheim of Norland in the Moonshae Isles, the Storm Maiden was once a feared battle leader. At the height of her power, however, she led a crazed quest to control the Sea of Swords that resulted in her ship vanishing beneath the waves. Blessed by Umberlee and Valkur, the Storm Maiden somehow survived. It took many years for her to return, but she immediately stole a ship from a petty pirate captain and began amasing a new crew.

Although the Storm Maiden has no memory of her years under the waves, she remembers her defeat at the hands of the Tarnian White Sails Company and realised she needed a fleet of vessels to take revenge on Mintarn. After she has done so, she will return to Norland and claim the island for her own. Her mission quickly drew the attention of Sea King Tentrix, who offered her a position of command in the Black Armada should she help him enact his plans.

The Storm Maiden knows Tentrix is a Rocklander who venerates Slarkrethel, and believes she will be given command of the Black Armada to use after Tentrix is done.

The Storm Maiden appears as a young Norl woman with white hair and eyes that swirl with stormy blue and grey. She wields a *javelin of lightning* and carries an *arrow-catching shield*. She dresses in the usual attire of a Norl; leather armour and breeches with a fur cloak and horned helm. She is a proud woman who believes her blessings from Umberlee and Valkur will guide her to victory.

Storm Maiden's Traits

Ideal. "I will have revenge on Mintarn and claim Norland as my domain."

Bond. "Tentrix has promised me the Black Armada; I need his authority to take command of the fleet."

Flaw. "My mood is like the sea, at times calm, at others tempestuous. Not even I can predict which it will be."



The Storm Maiden

Lesser Pirates

On the top rung of the ladder is Sea King Tentrix. Tentrix commands every aspect of the Black Armada, as well as his private lair. Serving directly beneath Tentrix are the pirate lords who ensure his orders are fulfilled. Beneath them are pirates of lesser import.

Kharon

Despite the enormous sail atop Tentrix's lair, the construction of the vessel renders it almost immobile. Thankfully, Tentrix bought the loyalty of Kharon, a **merrenoloth** capable of captaining any ship. The ship counts as the merrenoloth's lair, and they can use their lair actions and regional effects here. Kharon enjoys life aboard the ship. They're paid well, and the riotous lifestyle of the humans aboard amuses them. Despite their loyalty to the ship, Kharon's contract specifies that they are under no obligation to fight in the ship's defence.

Luthra 'Powder' Lingenhall

The quartermaster of the lair is a young gnomish woman nicknamed Powder. Powder has bright orange hair that stands straight up atop her head like the flame of a candle. She is perpetually covered with soot and swadust. She wears a pair of *eyes of minute seeing* and a thick leather robe puckered with burn holes, and is rarely seen without a pipe in her mouth.

Powder uses the statistics of a **swashbuckler** with the following changes:

- Powder's size is Small.
- Her alignment is chaotic neutral.
- Her speed is 25 feet.
- She has darkvision out to 60 feet.
- She has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.
- She can speak Common and Gnomish.
- She wields a musket instead of a rapier. Powder can make two musket attacks as an action: Ranged Weapon Attack: +6 to hit, range 40/120 ft., one target. Hit: 10 (1d12 + 4) piercing damage.
- She wears *eyes of minute seeing* and carries a packet of *smokepowder* (appendix C).

Grabbit

Despite her stature, Grabbit the **goblin boss** holds great sway on the ship. Most of the crew aboard are monstrous and respond better to her orders than those from the pirate lords or Tentrix himself. Her command over the crew comes from her ruthlessness; she has a deadly habit of kicking crew who question her authority off the plank (see area t1) down to the zombie tank (area t12) where they're torn apart by the undead ogre within. Grabbit wears a *helm of comprehend languages* that looks like a towering crown of twisted driftwood, allowing her to communicate with the crew. She wields a whip instead of a scimitar, and can make two attacks with the whip as an action without disadvantage on the second.



DRIFTWOOD DOCKS

Driftwood Docks is a ship graveyard inhabited by the nastiest pirates of the Sword Coast. The location was once little more than a handful of sharp rocks and fast currents, but as more ships foundered in the treacherous waters, their skeletons built up genuine islands. In the centre of these wooden islands is a deep harbour containing the lair of Sea King Tentrix; a dozen partially dismembered pirate vessels that are lashed together to form a floating fortress.

Driftwood Docks is constantly patrolled by pirates loyal to Tentrix. In charge of the defence of Driftwood Docks is Jarl Bluebeard, a brutal frost giant on the verge of insanity who has a habit of hurling rocks.

Characters who arrive at Driftwood Docks must navigate the treacherous waters and overcome the defences of the ship graveyard before they can enter the bay containing Tentrix's lair. Once aboard, they might capture or kill the Sea King and extract information from him or one of his pirate lords, allowing them to progress to Purple Rocks.

Approaching Driftwood Docks

When the characters first approach the island of smashed ships, read or paraphrase the following:

> In the distance, you can make out the steep sides of an island formed entirely of smashed ships. The ship graveyard is surrounded by almost unnavigable waters that roil and twist as if wrung by the hands of the gods.

When characters get close to Driftwood Docks for the first time during a day or start a day of travel there, have them make a skill challenge.

Skill Challenge. The characters must succeed on five DC 20 skill checks before failing on three to safely navigate the dangerous waters surrounding Driftwood Docks. Allow any reasonable skill to be used, such as the following examples:

- Strength check to guide the ship around rocks like a punt
- Dexterity (Acrobatics) check to stay upright on the rocking deck
- Constitution check to keep a staunch grip on ropes for hours on end
- Intelligence (Nature) check to decipher the chaotic pattern of currents
- Wisdom (Survival) chart a course through a reef
- Charisma (Performance) check to inspire the crew

If the characters fail three checks before succeeding on five, their ship is battered by the rocks and reefs, taking 55 (10d10) bludgeoning damage. The characters still reach their destination, provided that their ship isn't destroyed by this damage. If the characters succeed on five checks before failing three, they safely arrive at their destination having avoided the dangers of Driftwood Docks.

Characters might find alternative ways into Driftwood Docks, such as stowing aboard a pirate ship or teleporting. These methods have their own complications, the scope of which is not covered here.

Driftwood Docks Entrance

When characters reach the entrance to the island on its southern side, read or paraphrase the following:

> Having navigated the treacherous waters around the island, you manage to find a handful of gullys which cleave through the broken ships, forming an entrance to the island's interior.
>
> The high cliffs on either side are manned by humanoids at ballistae, scouring the water for enemy ships.

The entrance to Driftwood Docks is a few hundred feet wide consists of a handful of gullies between cliffs of smashed ship. Tentrix has fortified the entrance with half a dozen ballistae and drums which serve as an alarm to alert those within the harbour that foes are approaching. The defence of Driftwood Docks is the responsibility of Jarl Bluebeard, who spends most of his time slumped against a ruined tower to the northwest of the entrance daydreaming.

Creatures

The entrance is guarded by twenty-six **thugs**, three **ogres**, three **minotaur**. The guards are led by **Jarl Bluebeard** (appendix B) and his charming first mate Jandar Stayanoga (NE male Rashemi human **gladiator**). Each creature's behaviour is detailed in the sections below. In addition, the entrance has ten **bandit** reinforcements standing by (see the "Drums" section).

When characters first arrive at the entrance, each creature is fulfilling its duties (see below). If the characters wait, there is a changing of the guard which takes 1d4 + 1 minutes, during which time there are no thugs manning the ballistae.

Ballistae

Each large island and both the bordering cliffs have ballistae bolted to their decking which are manned by four thugs (mixed race and gender, including lizardfolk, orc and the like). These ballistae use the statistics presented in chapter 8 of the *Dungeon Master's Guide*. The ballistae each have a barrel of nine bolts nearby, and one bolt loaded.

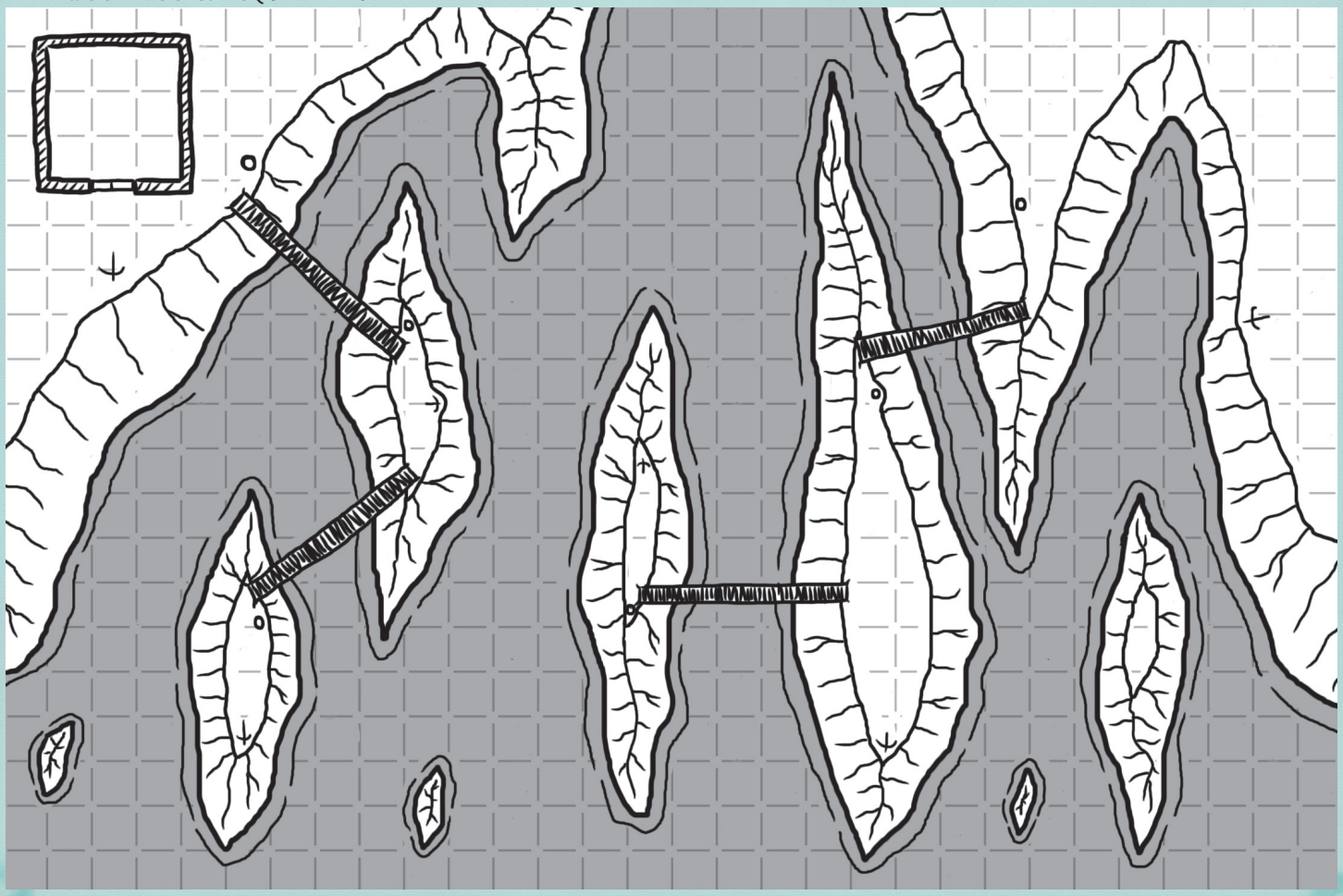
If the ballistae are being shot at ships, one of the thugs uses their action to ignite the bolt, causing the ballista to deal an additional 11 (2d10) fire damage on a hit. This attack ignites anything flammable it hits, including ships. If the ballistae are attacking creatures, the fourth thug uses its action to Help the shooter. Islands block line of sight for the ballistae.

If two or more thugs manning the ballistae die, those remaining move to the closest ballistae to assist firing it. If no ballistae can be fired effectively, those remaining instead flee to the border cliffs and fire their heavy crossbows.

Bridges

The large islands and cliffs are connected by rickety wooden bridges just wide enough for a Large or smaller

Driftwood Docks. 1 square = 10 feet



creature to travel across. Characters can move at a normal pace across the bridges, but this puts strain on their poor construction. Whenever one or more characters move at normal speed across a bridge, roll a d6. On a roll of 1, a bridge flips or tilts to drop characters into the water below. These areas can be navigated safely by treating them as difficult terrain.

The bridges have AC 11, 18 hit points, immunity to poison and psychic damage, and vulnerability to fire damage. Reducing a bridge to 0 hit points destroys it, throwing any creature on the bridge into the water below.

Cliffs

The 'land' of Driftwater Docks is not stable ground; it is made of hundreds of smashed ships thrown together in ramshackle piles atop a bed of rocks. The larger 'islands' have rough decking laid down on their tops, making it easier to stand atop them. Creatures can move across the 'land' as normal, but a creature that takes the Dash action must succeed on a DC 10 Dexterity saving throw or fall prone, tripping over the debris-strewn ground.

The cliffs and islands in Driftwood Docks are 50 feet tall. A creature without an innate climbing speed can scramble up the cliffside with a successful DC 12 Strength (Athletics) check. Creatures can attempt to jump from high points, such as ship masts, onto the islands. See chapter 8 of the *Player's Handbook* for rules on jumping.

Drums

Each large island and the bordering cliffs have drums on their decks. These drums can be played using an action, and are manned by either an ogre or minotaur. If a drum is sounded, each other drummer joins in. If three or more drums are sounded simultaneously, the noise is loud enough to warn anyone in the Driftwood Docks harbour that foes are on their way (see "They Saw You Coming" in the Floating Lair section). In addition, a reinforcement of ten bandits arrives on initiative 10 the following round. The bandits can man ballistae, jump onto enemy ships, or fire their crossbows at the crew.

Once the drums have been sounded, the ogres and/or minotaurs run to the closest island or cliff and jump down onto the invading ship.

Each drum has AC 13, 10 hit points, and immunity to poison and psychic damage. Reducing a drum to 0 hit points destroys it, preventing it from being played.

Ruined Tower

To the northwest of the Driftwood Docks entrance is a ruined tower. Jarl Bluebeard foolishly decided to start constructing the tower from stone atop the rough decking, but quickly realised it wouldn't hold after his own footsteps caused the tower to partially collapse. Now, Jarl Bluebeard uses the tower as a leaning post and shark smoker. He also stores some valuable possessions within it. Inside, the tower looks like a huge smokestack; a smouldering fire on the ground, with the corpse of a giant shark hanging above from a spit by its tail, slowly curing in the smoke. Stashed inside, left of the door, is the Jarl's wooden trunk, engraved with harmless giant runes.

Outside the tower is a bowl of *commanding water elementals* which the Jarl uses the first time enemies are detected. After that, he hurls rocks from a pile at the foes until they come into melee range, when he changes to using his *tentacle rod* and battleaxe.

Treasure. An unlocked trunk within the tower contains 1,850 gp, 4,600 sp, 230 cp, and a collection of whalebone scrimshaw (worth 500 gp). The trunk also contains a *potion of gaseous form*, a *potion of superior healing* (which the Jarl will drink if low on hit points) and a *potion of heroism*.

Seawater

The water in Driftwood Docks is filled with ripping currents and whirlpools. Water vehicles treat the water as difficult terrain, and creatures in the water must spend 4 feet of movement for every 1 foot it moves. When a creature enters the water for the first time on a turn or starts its turn in the water, it must succeed on a DC 15 Strength saving throw or be pulled beneath the waves. A creature already underwater who fails the saving throw takes 11 (2d10) bludgeoning damage from being battered by debris.



Jandar Stayanoga

TENTRIX'S FLOATING LAIR

When the characters make their way through the entrance and into the harbour, read or paraphrase the following:

> After making your way through the entrance to Driftwood Docks, you find yourselves in a large, deep expanse of water used as a harbour for a dozen or so pirate ships of sundry construction.
>
> Standing out above all of these is a towering vessel that looks like eight ships lashed together around a central hull nearly a hundred feet across. The strange, floating structure has a phenomenal sail of giant proportions emblazoned with the sign of the Black Armada, a red skull surrounded by tentacles on a field of black.

The following sections describe in detail the chambers within Sea King Tentrix's floating lair, the general features which are constant throughout, and the various characters found within.

Golden Crown: General Features

The following features are common throughout the lair. Some levels of the lair have additional features that are described at the beginning of their respective sections.

Balustrades. Several areas, including the poop decks and mezzanine level, are bordered by low balustrades instead of walls, denoted by a dotted line. The balustrades are 4 feet high.

Ceilings. Unless specified otherwise, the ceilings in the lair are 8 feet high.

Kharon. The floating lair is considered the lair of Kharon the **merrenoloth** (see "Lesser Pirates"). Kharon can use their lair actions and regional effects to hinder the progress of any invaders.

Lighting. All areas of the lair are well lit by oil lamps either suspended from the ceiling by a chain, attached to pillars, or placed atop furniture.

Noise. Sounds of merrymaking and repair work fill the ship. Wisdom (Perception) checks that rely on hearing have disadvantage.

Walls. All walls within the lair are made of wood (AC 15). A 10-foot square of exterior wall has 50 hit points, a 10-foot square of interior wall has 30 hit points.

Crew

The crew of Tentrix's lair is constantly rotating. Pirates who come make port in Driftwood Docks serve for a tenday on the vessel before setting sail again. Because of this, the crew is a mixture of humanoids, including lizardfolk, goblins, and orcs. Like most pirates, the crew of Tentrix's lair are not particularly loyal; if outmatched, they flee.

Due to the constant changeover, it is easy for characters to blend in. Provided characters wear suitable attire (traveller's clothes or a disguise) they can infiltrate the ship.

Each crew member carries 2d10 gp in a belt pouch.

They Saw You Coming

If the characters are noticed at the entrance to Driftwood Docks, or if they make their presence known aboard the lair, the crew rush to battle stations. The actions of the crew are summarised in the Lair Roster Table overleaf. Characters are likely to be noticed either by the lookouts at the entrance to Driftwood Docks or by Blurg, the goblin lookout in area t20.

Area descriptions presented below assume that the characters have not been spotted on their way to the lair, and thus life is going on as normal for the crew. If the characters are spotted, you should adjust the descriptions to reflect the current inhabitants and their actions.

Locations

The following sections detail the different areas of Tentrix's lair:

T1. Top Deck

> As you enter the central hub of the lair, you're confronted with a view of a short goblin with a tall driftwood crown cracking a whip around her head while a pale lizardfolk backs away from her toward the edge of a wooden plank over a hole in the centre of the room.
>
> "Scaly creeps gotta remember who the boss is!" screeches the goblin as, with a slash of her whip, she sends the lizardfolk flying off the end of the plank. The creature's scream ends abruptly with a splash, followed by a flailing sound, and then silence. The gathered onlookers quickly scurry back to work.

Creatures. When the characters enter, the room contains Grabbit (**goblin boss** wielding a whip with a *helm of comprehend languages*), three **goblins**, four **lizardfolk**, and two human **bandits**. All begin to disperse after the scene described above.

Stairs & Hole. The central hole descends the entire way to area t12, where it culminates in the water-filled tank, and up to area t20. The stairs that spiral around it connect those three areas, as well as area t11, the interior mezzanine. Characters falling down the hole take no damage provided they land in the water-filled tank at the bottom. If the tank is drained, they take fall damage as normal.

T2. Forecastles

> Four of the ships from which the lair is made poke their forecastles out above the water's surface.

These areas are empty.

T3. Captain Scummer's Quarters

The door to area t3 is locked. It can be opened with a successful DC 18 Strength check, a successful DC 20 Dexterity check using thieves' tools, or with Captain Scummer's key, found in his pocket.

Lair Roster Table

The following roster table summarises the locations of the lair's inhabitants when the characters approach and indicates how those creatures react when intruders are detected.

Area	Creature(s)	Notes
T1	Grabbit, 3 **goblins**, 4 **lizardfolk**, 2 **bandits**	Grabbit and the goblins head to area t2, the lizardfolk head to area t4 to man the ballistae, and the bandits head to area t6 to man the cannons.
T3	1 **rug of smothering**	The rug remains here until disturbed.
T4	4 **lizardfolk**, 1 **oaken bolter**	The lizardfolk remain here to guard the oaken bolter.
T5	Dhurge	Dhurge heads out onto the deck of this area.
T6	Powder, 2 **bandits**	The bandits remain here to man the cannons.
T7	Storm Maiden, 2 **berserkers**, and 1 **berbalang**	The Storm Maiden and berserkers remain here until they see a foe to attack. The berbalang remains here and hides.
T9	1 **swarm of poisonous snakes**	The snakes remain here until disturbed.
T10	1 **minotaur**	The minotaur remains here to man the ballista.
T11	5 **bandits**, 1 **bard**, 2 **goblins**, 3 **lizardfolk**, 1 **minotaur**, 3 **orcs**, 1 **veteran**	The goblins head to area t2, the lizardfolk head to area t4 to man the ballistae, the bandits head to area t6 to man the cannons. The bard, minotaur, orcs, and veteran remain here until disturbed.
T12	Sea King Tentrix, Captain Scummer, Desecratus Profanis, 4 **bandits**, 1 **zombie ogre**, 1 **colossal octopus**	Sea King Tentrix and Captain Scummer head to area t13, using the colossal octopus to block it. Desecratus and the bandits remain here.
T17	3 **goblins**, 2 **orcs**, 1 **bandit**, 1 **monkey**	The goblins, orcs and bandit head to area t12 to help defend. The monkey remains here.
T18	Lady Doreena Sternquarter	Doreena remains here.
T20	Kharon, Filch, 4 **orcs**, 1 **goblin**	All creatures remain here, though Filch follows the characters should they enter the lair.

Behind the door is a luxurious cabin. A decorated curtain depicts a scene of beautiful elves in a pristine garden and sections off part of the chamber. Opposite the curtain is a curved, wooden desk and rocking chair.

Creatures. The beautiful curtain animates if anyone other than Captain Scummer touches it as a **rug of smothering**.

Treasure. The wooden desk has several draws, none of which are locked. They contain various papers and maps detailing trade agreements and routes along the Sword Coast. Characters who succeed on a DC 20 Intelligence (Investigation) check discover that one drawer has a false bottom. Hidden within are 500 gp of small emeralds in a leather pouch and a vial of thick, creamy-coloured fluid. The fluid can be identified as carrion crawler mucus with a successful DC 16 Intelligence (Nature) check. (see chapter 8 of the *Dungeon Master's Guide*).

Behind the curtain is a bed covered by long silk sheets and throw pillows. Characters who part the sheets and look beneath the bed find a locked box. The box can be opened with a successful DC 10 Strength check, a successful DC 16 Dexterity check, or with a key kept in Captain Scummer's pocket. Opening the box with a Strength check breaks the contents. Inside are three *potions of greater healing* and 312 gp in assorted coinage.

T4. Captain Scummer's Poop Deck

Lounging atop this deck are four lizardfolk. The scaly humanoids lean against the balustrade of the deck, chewing old bones and spotting fish in the waters below. Mounted onto the wooden platform is a strange device that resembles a large ballista with a snarling reptilian face at its end.

Creatures. There are four **lizardfolk** atop this deck and an **oaken bolter** created by Powder.

T5. Dhurge's Quarters

Sat at a small desk, carefully polishing a wooden wand, is a hulking brute of a sahuagin. The beastly creature has four muscled arms which cradle the wand delicately.

Creatures. **Dhurge** (appendix B) is here sorting through and his wands. He attacks any intruders who don't knock.

Treasure. An unlocked drawer in the desk contains a *wand of magic detection* and a *wand of secrets*, as well as handwritten notes in Common about Tentrix's possible involvement with the kraken Slarkrethel, and his ancestral link to Purple Rocks.

As well as his equipment, Dhurge carries a mermaid's purse (shark egg sack) containing bright corals worth 100 gp, and 24 gp in assorted coinage.

T6. Dhurge's Poop Deck

Working atop the deck is a gnome with a shock of orange hair. She's bent down low beneath a huge iron tube, belled at one end, and mounted on wheels. As she works, puffs of smoke puff up into the air accompanied by pops and cracks that break through the babble of the crew. Nearby two rough looking fellows are skimming stones off the side of the boat.

Creatures. Working on one of the cannons is Powder (see the "Lair Inhabitants" section). Standing nearby are two human **bandits**. If she is uninterrupted for 10 minutes, Powder fixes the broken cannon (see below) and heads to area t16 to grab some tools.

Weapons. There are two cannons mounted on the deck (see chapter 8 of the *Dungeon Master's Guide*). The southernmost cannon operational, but the other is malfunctioning. A creature that tries to fire the broken cannon causes it to explode, completely destroying it. Any creature within 15 feet of the cannon must make a DC 16 Dexterity saving throw, taking 44 (8d10) fire damage on a failed save, or half as much damage on successful one.

The cannons were created by Powder, and characters who have no experience with firearms are unlikely to have the vaguest idea how to use them without first succeeding on a DC 20 Intelligence check. The cannons require ten shots worth of *smokepowder* per discharge.

Treasure. Two kegs of *smokepowder* (appendix C) stand near the cannon. As well as her equipment, Powder carries a tiny, decorated, clockwork beetle that spits sparks (250 gp), a set of tinker's tools (50 gp), a spyglass (1,000 gp), a key to the hidden store in area t16, and 65 gp in assorted coinage.

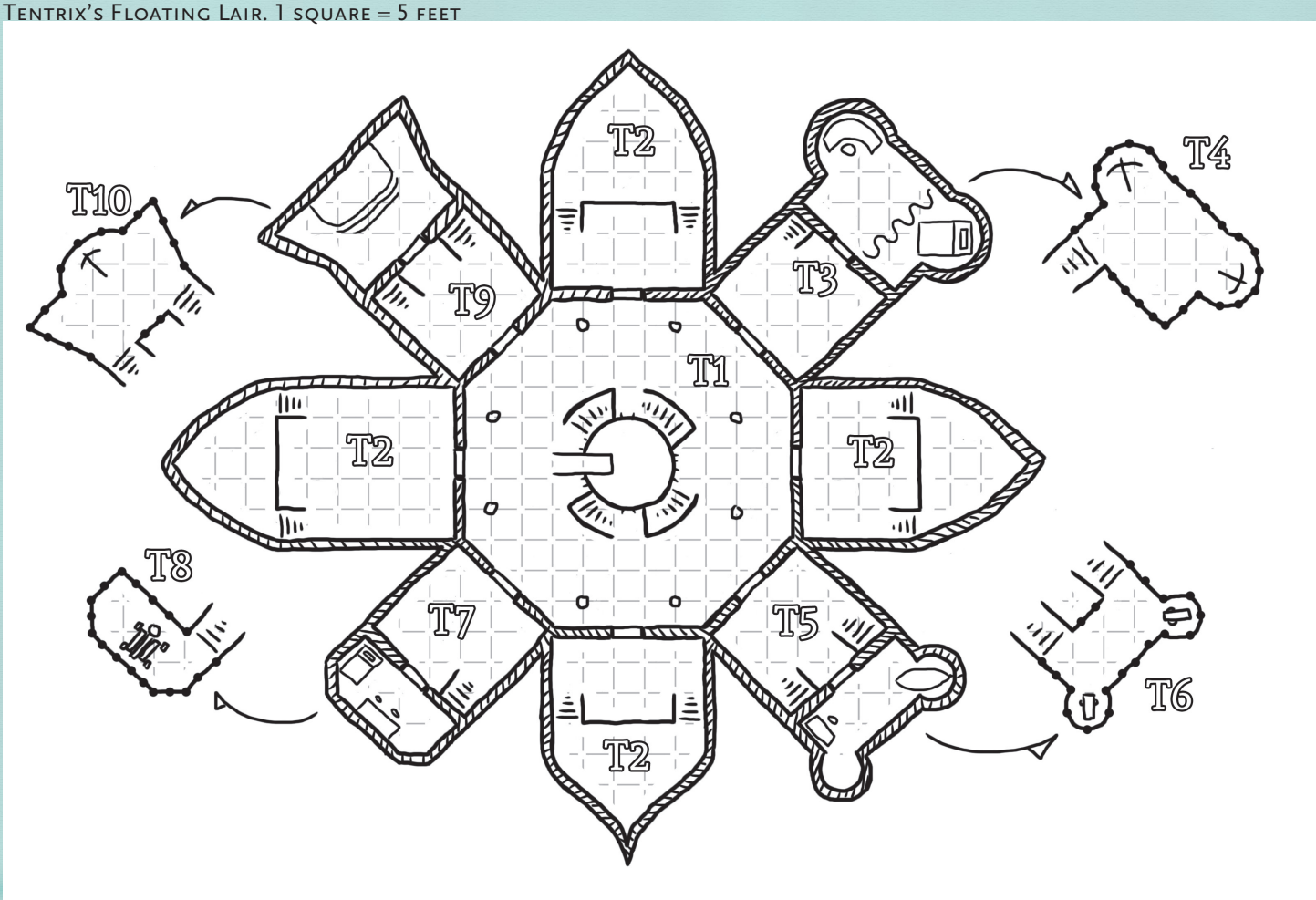
T7. Storm Maiden's Quarters

Two burly humans guard the entrance to the quarters on the southeast ship. As you watch, a woman with wild white hair comes marching toward the humans from the central hub of the lair. As she approaches, the three get into a heated conversation which eventually calms down into laughter. A moment later, a loud explosion from the poop deck above draws their attention.

Creatures. The two men are human **berserkers** from Norland, loyal to the **Storm Maiden** (appendix B), who appears on the deck. The three talk about a prisoner in area t18. Characters who succeed on a DC 12 Wisdom (Perception) check overhear the conversation, which reveals the identity of the prisoner as Lady Doreena Sternquarter; a member of the Lord's Alliance captured on the Sword Coast. Tentrix intends to ransom her back to the Lord's Alliance for a hefty sum but has refused to send the Storm Maiden to make the trade, which has frustrated her.

Treasure. As well as her equipment, the Storm Maiden wears a golden pendant in the shape of thundercloud with three lightning bolts beneath (25 gp), a gold torc (250 gp), and an ivory bracer (25 gp).

Tentrix's Floating Lair. 1 square = 5 feet



When the explosion happens, the two berserkers head up to the poop deck to investigate.

If the characters enter the Storm Maiden's quarters proper, read or paraphrase the following:

> The cabin before you is sparsely furnished, with next to no decoration. The only features are a crossed pair of greataxes behind a hefty wooden shield, painted with bright red and blue stripes. There is a desk pressed up against the far wall. A wooden bed, its frame carved in a similar fashion to northlander dragonships, stands nearby.

Creatures. Characters with a passive Wisdom (Perception) of 15 or higher hear something move beneath the Storm Maiden's bed. Attempting to hide beneath is a **berbalang** named Oloc. Oloc is a spectral duplicate of its true form, which hides on the Astral Plane.

Oloc has been hired by the githyanki of Flame Fault on Tuern to investigate Sea King Tentrix's lair. Oloc wasn't told why to investigate, only to listen for mentions of Purple Rocks and anything connected to the Astral Plane. So far Oloc has found out that Tentrix is from Purple Rocks, and that he has a connection to a dark power there. Oloc's ability to cast *speak with dead* may come in useful if the characters want to extract information from a dead Tentrix, as the Sea King loses his connection with Slarkrethel should he be killed.

Treasure. There are two greataxes and a shield mounted on the wall. The desk has three copper flagons emblazoned with dragons atop it (1 gp each) as well as a bottle of fine mead (25 gp).

T8. Storm Maiden's Poop Deck

> A large, catapult-type mechanism takes up most of the space on this small deck. Clambering around the mechanism are three goblins, two of whom seem to be trying to grab something off the third. After a few minutes of trying to keep away from the others, the goblin gives up and throws a packet toward its pursuers. As one of the goblins catches the packet, it explodes in a ball of flame and smoke, throwing the three charred goblin corpses overboard. From the deck below you hear shouts of exclamation.

Creatures. Characters might intervene before the three **goblins** blow themselves up with the packet of *smokepowder* (appendix C) stolen from Powder (see area t6). After the explosion, the goblins are killed, and the two **berserkers** from area t7 come to investigate. Seeing nothing other than a soot-stained mangonel, they head back down.

Weapons. Despite the explosion, the deck's mangonel (see chapter 8 of the *Dungeon Master's Guide*) is still functional. It is not manned unless the characters were spotted (see the Lair Roster Table).

T9. Desecratus Profanis's Quarters

The door to area t9 is locked with an *arcane lock* – only Desecratus can open it normally. The door can be opened with a *knock* spell, a successful DC 30 Strength check, or a successful DC 30 Dexterity check using thieves' tools.

The door is also protected by a *glyph of warding*, discoverable with a successful DC 14 Intelligence (Investigation) check. Any creature other than Desecratus that opens the door triggers the glyph, which has the spell *infernal calling* stored within it. When triggered, the spell summons a **white abishai** whose common name is Ix'thex the Indomitable.

The devil's first thought is not to fight but to bargain with the characters. If the characters can retrieve Ix'thex's devil talisman from Desecratus and bring it to her, she gives them access to Desecratus's quarters.

If the characters gain entry to the chamber, read or paraphrase the following:

> You emerge into a chamber dimly lit by purple light. Rows of humanoid skulls lead up to a dais against the back wall. The dais is made of dark stone and carved with strange, arcane runes. Serpentine forms are engraved into the walls of the cabin, their gaping, fanged maws pointing toward the dais.

Creatures. Characters with a passive Wisdom (Perception) of 14 or higher notice the sound of hissing and writhing coming from beneath the dais, and spot small holes along its base. Creatures other than Desecratus who step onto the dais are attacked by a **swarm of poisonous snakes** which emerges from the holes.

Light. This room is dimly lit.

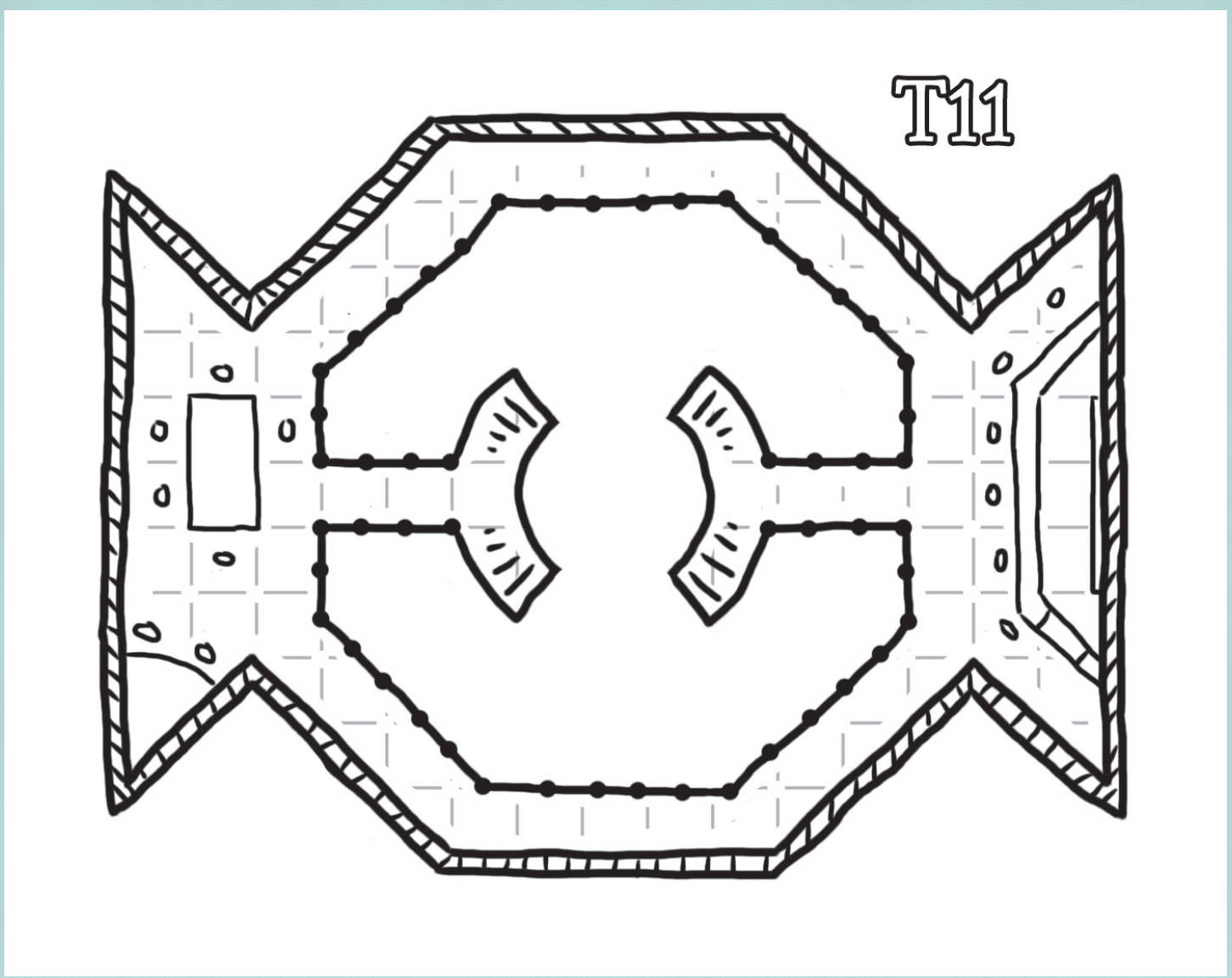
Treasure. Characters who succeed on a DC 18 Wisdom (Perception) check notice a ridge toward the back of the dais. The ridge is a secret compartment that can be opened with a successful DC 18 Intelligence (Investigation) check. Inside is a spellbook containing the spells *arcane lock*, *contact other plane*, *glyph of warding*, and *infernal calling*, a black candle with an illusory flame that extinguishes all nonmagical light sources in a room when snuffed, and an obsidian talisman engraved with a cobra head with rubies for eyes (2,500 gp).

T10. Desecratus Profanis's Poop Deck

> A brutish minotaur with a leather patch covering one eye leans on a ballista, staring out into the bay and grunting a sea shanty to itself.

Creatures. There is a **minotaur** on the deck, their missing eye gives them disadvantage on ranged attack rolls.

Weapons. The deck is outfitted with one ballista (see chapter 8 of the *Dungeon Master's Guide*).



Tentrix's Floating Lair. 1 square = 5 feet

T11. The Jolly Roger

Descending the stairs from area t1 or ascending them from area t12 brings the characters to this mezzanine level.

> Raucous laughter and the tumbling metre of poorly played instruments fills this balcony. The place is lit by hanging chandeliers filled with dripping candles that cast light down into the hold below.
>
> At one end of the balcony is a recessed bar, where half a dozen humanoids slosh their grog around in tin mugs. Opposite this is a ragged three-piece band atop a table, who are thrashing out a lusty shanty. As you watch, a minotaur beating out the staggering rhythm on a battered drum slips in a spilt drink and barrels into a seated goblin, throwing them into the air and over the balustrade. The creature lands with a sickening crunch, and the room erupts in laughter.

Creatures. Hrug (NE male orc **veteran**) mans the bar for three **lizardfolk** and three **orcs**. At the other end of the mezzanine, four **bandits** and two **goblins** clap along to a shanty being played by a **minotaur**, a **bandit** and a plump dwarven **bard** playing an *instrument of the bards: doss lute*.

Combat. If a fight breaks out in this area that causes creatures to topple down to area t11, or there is a loud or highly visible spell effect, the characters are spotted by the creatures in area t11. Have the events described in that area occur.

Fighting in this area should give the pirates a chance to use some dirty tactics, battering people with chairs, shoving creatures over the balustrade, igniting bottles of rum to throw, and swinging from one side of the balcony to the other. If characters engage in similar activities, award them with Inspiration.

Service. If the characters are posing as pirates, they can grab an ale or grog and a piece of bread or cheese for free at the bar.

The barkeep, a scarred orc named Hrug, chats to them about what's happening in the lair. He reveals that the pirate lords are meeting tomorrow, apparently to discuss an attack on Luskan by the Black Armada.

Treasure. The bar is well-stocked with half a dozen bottles of strong spirits (10 gp each). The four chandeliers hanging from the ceiling are gold-plated (100 gp each).

T12. Hold

Descending the stairs from area t11 brings the characters to this lower level. Read or paraphrase the following:

> Sunk into the centre of the ships hold is an enormous, water-filled tank, above which the spiral stair curves around.
>
> Standing around the hold are several individuals; a man in the attire of a pirate whose face is covered in tentacles, a lumbering green toad-like humanoid, and a giant purple snake with the face of a woman. Accompanying them are a rag-tag group of pirates.

Creatures. When the characters enter the area for the first time, **Sea King Tentrix** (appendix B), Captain Scummer (**green slaad**), and Desecratus Profanis (**spirit naga**) are arguing about the Armada's next move. They are accompanied by four **bandits**.

The argument revolves around whether they should directly attack Luskan's navy or send hired pirates to do so. Tentrix favours the latter, Profanis the former.

The tank in the room contains an **ogre zombie**.

Combat. If a fight breaks out in this room, it alerts the sleeping creatures in area t17, all of whom barge in on initiative 10 the following turn.

Events. The characters are noticed unless they succeed on a DC 12 Dexterity (Stealth) check while descending the stairs if they make a commotion in area t11, or if they reveal themselves by casting spells with vocal components. If noticed, several events occur:

- Desecratus Profanis casts *dominate person* on the first character she notices (provided they are humanoid). She attempts to use this character to block the spiral stair, to prevent any others from descending. She then uses spells that don't require concentration, such as *lightning bolt*, to attack the other characters. The bandits assist her by firing their crossbows.
- Sea King Tentrix screams insults at the characters as a **colossal octopus** (appendix B) emerges from the hole in the deck behind him. He and Captain Scummer run across the beast into area t13, and Tentrix casts *flesh to stone* from a the *spell scroll*, turning the colossal octopus into solid stone, blocking the entrance to area t13 after them.

Hole. There is a large hole in the deck of the hold that spans into area t13. Lurking beneath this is a colossal octopus (see above). Characters can use this hole to enter or exit the lair, via the ocean, from below.

Tank & Doors. There is a 25-foot wide, 25-foot deep, 12-foot tall tank set 5-feet lower than the floor level in the centre of the hold. Inside the tank is an ogre zombie whose eyes have been plucked from its skull, and whose body festers with multiple wounds. The ship uses the zombie as waste disposal, but also as a locking mechanism.

Characters who look down into the tank notice pressure plates in each corner of the tank. Each of these pressure plates corresponds to the door they are directly opposite (the northwest corner to area t19 for example. Characters must apply a weight of over 300 lbs to these pressure plates in order to compress them. The easiest way to do this is to lure the ogre zombie onto the plates by holding 'food', anything from rations to dead goblins, in the water above the plate, or by banging on the glass.

T13. Audience Chamber

To enter this area, characters must clear the petrified octopus blocking the entrance. This can be achieved by using a *spell scroll* of *stone to flesh* (see area t15), or by casting *dispel magic* (DC 16), upon it. Doing so causes the **colossal octopus** (appendix B) to attack the characters, and allows **Sea King Tentrix** (appendix B) and Captain Scummer (**green slaad**) to join the fight.

Tentrix is in command of Scummer thanks to owning its control gem. He uses Scummer to take hits, while looking for an opening to escape into the main body of the lair. Tentrix doesn't flee the lair completely, but searches for more allies he can bring into the fight.

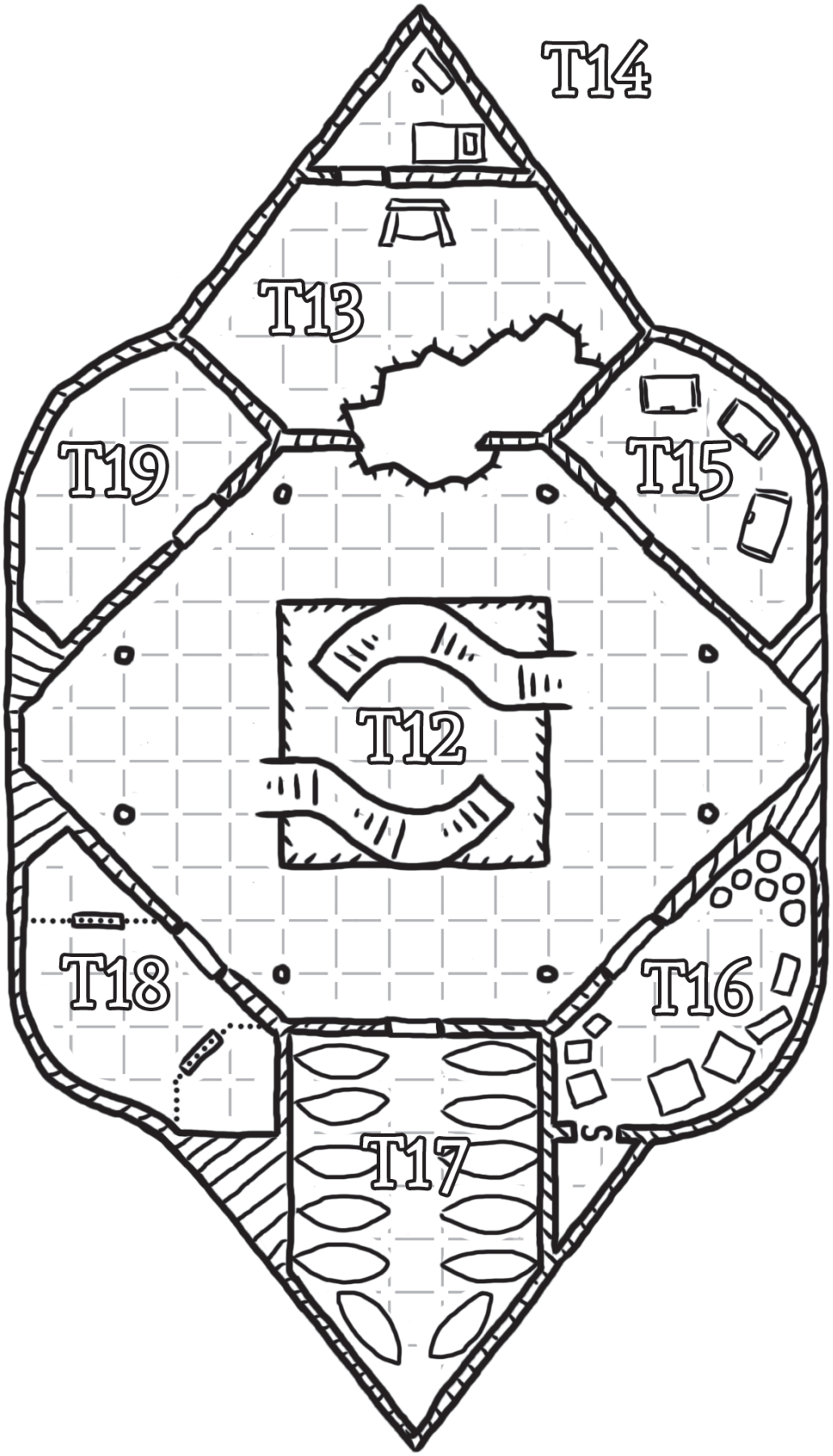
If characters enter area t13, read or paraphrase the following:

> There is little in this chamber save for a throne of melted cutlasses and woollen tapestries with strange, otherworldly motifs stretching across them. They seem at once to depict swirling masses of dark tentacles, whirlpools of raging waves, spiralling galaxies of stars, and dark, bulbous eyes.

Treasure. Although they are unnerving to behold, the two tapestries are finely made (250 gp each). Captain Scummer has the key to area t3, and to his lockbox, in his pocket. Tentrix has the key to area t14, the secret store in area t16, and the prison cells in area t18.



Hrug the Barkeep



Tentrix's Floating Lair. 1 square = 5 feet

T14. Tentrix's Quarters

The door to area t14 is locked. It can be opened with a successful DC 18 Strength check, a successful DC 20 Dexterity check using thieves' tools, or with a key kept in Sea King Tentrix's pocket. Read or paraphrase the following:

> You open the door, revealing a small, cramped bedroom. A low, single bed takes up most of this triangular chamber, the only other furniture being a small wooden desk and chair. The wooden panels in the room have been engraved with depictions of deep sea creatures, including a kraken which takes up most of the wall.

Treasure. Atop the desk are numerous papers, most of which appear to be contracts of employment, recruiting ship captains into the Black Armada. Also in the pile are the identification papers of Lady Doreena Sternquarter (area t18), a report about the Black Armada attacks along the Sword Coast (which should be supplemented through your play experience of chapter 2), and a note written in Tentrix's cipher (appendix E).

Characters who look under the bed discover a gold-plated chest (2,500 gp). The chest is locked, Tentrix has the key. It can be opened with a successful DC 20 Strength check, or a successful DC 18 Dexterity check using thieves' tools.

The chest is trapped with a Poison Needle (see chapter 5 of the *Dungeon Master's Guide*). Inside the chest is 320 cp, 600 sp, and 682 gp, as well as two emeralds (500 gp each) and a whalebone idol of Slarkrethel the kraken (250 gp). A creature that touches the idol has horrifying visions of an enormous brain sinking writhing tentacles deep into flesh, and feel an intense throbbing in their skull. The creature must make a DC 20 Wisdom saving throw. On a failed save, the creature takes 22 (4d10) psychic damage and suffers a long-term madness effect (see chapter 8 of the *Dungeon Master's Guide*). On a successful save, the creature takes half the damage and suffers a short-term madness effect.

T15. Treasure Chamber

The door to this chamber is barred by a mechanism connected to a pressure plate in area t12. Characters can open the door without compressing the plate with a successful DC 25 Strength check. Written on the lintel is the word 'treasure' in Tentrix's cipher: ᚾ—ᚴᛁᚲᚹ—ᚴ.

Read or paraphrase the following:

> This room contains three large, wooden chests inlaid with whalebone, mother of pearl, and coral.

Treasure. The chests are not locked, each is worth 500 gp. Inside the first chest are dozens of empty glass vials and containers, six *potions of healing*, two *potions of greater healing*, two *potions of swimming*, one *potion of frost giant strength*, one *potion of diminution*, and one *potion of longeivity*.

Inside the second chest are eighty-one azurites (10 gp each), sixty-four malachites (10 gp each) seventy-three turquoises (10 gp each), six moonstones (50 gp each), and an *elemental gem: emerald*.

Inside the third chest are the possessions of Lady Doreena Sternquarter; a *folding boat*, leather armour emblazoned with the symbol of the Lord's Alliance (15 gp), a rapier with a star of sapphires in the pommel (150 gp), an explorer's pack (10 gp) and five daggers (10 gp), plus the worthless equipment of Azzakh Norixius and his crew (see area t18 for descriptions of Doreena and Azzakh).

T16. Storeroom

> Crates and barrels, piled right up to the ceiling, fill this chamber. Tools hang from the wall beside the door.

The door to this chamber is barred by a mechanism connected to a pressure plate in area t12. Characters can open the door without compressing the plate with a successful DC 25 Strength check. Written on the lintel is the word 'store' in Tentrix's cipher: ᚲᛚᚹᚴ.

Read or paraphrase the following:

Treasure. This room contains eight-hundred rations (5 sp each), one-hundred kegs of ale (5 gp each), one-hundred flasks of oil (1 sp each).

Secret Door. Characters with a passive Wisdom (Perception) of 15 or higher notice an inconsistency within the panelling of this room. Characters who succeed on a successful DC 15 Intelligence (Investigation) check discover small, hidden hinges, a keyhole, and a note which says 'BEWARE SMOKEPOWDER' in Tentrix's cipher:

ᚲᚴᚹᛁᚴ ᚲᚴᚹᛚᚴᚹᛁᚴ

The door has two keys, one owned by Powder and the other by Sea King Tentrix. The door can be opened with a successful DC 10 Strength check, or a DC 20 Dexterity check using thieves' tools.

The room contains five kegs of *smokepowder* (appendix C). A character that opens the door with a strength check barges straight into the kegs, causing them to explode.

T17. Bunkhouse

> Strung up in this room are two dozen hammocks, one row atop the other. A handful of figures lie in the gently swinging beds, snoozing off their last round of grog. The chamber smells strongly of sweat and ale.

Creatures. There are three **goblins**, two **orcs** and a **bandit** sleeping in this room (unless they headed to area t12 after hearing a fight). One of the goblins has also smuggled a pet **monkey** (appendix B) on board, who wears a small tricorn hat and throws groundnut shells at pretty much anyone.



T18. Prison

The door to this chamber is barred by a mechanism connected to a pressure plate in area t12. Characters can open the door without compressing the plate with a successful DC 25 Strength check. Written on the lintel is the word 'prison' in Tentrix's cipher: ⊣—›¬˃⋏

Read or paraphrase the following:

> Two rows of rust-covered iron bars separate this room into distinct prison cells. Slumped on the ground in the corner of one of the cells is an unconscious woman with greasy brown hair and a black eye. A thick padlock hangs from the door of her cell. The second cell contains a dragonborn and a two humans.

Creatures. The cell contains the unconscious Lady Doreena Sternquarter (LG female Chondathan human **swashbuckler**). Lady Doreena was fighting off pirates along the Sword Coast when she was kidnapped by the Black Armada. Realising her potential worth, they brought her back to Tentrix's lair. Tentrix intends to ransom her back to the Lord's Alliance.

Lady Sternquarter comes back to consciousness in 1d10 minutes. When she awakens, she begs the characters to find her equipment before they help her escape, sos he can assist them. She has a *foldable boat*, which they can use to escape if need be. 1d4 + 1 rounds after she wakes, Filch, Tentrix's **homunculus**, appears to poison her again.

The second cell contains Azzakh Norixius (NG male gold dragonborn **bandit captain**) and two human **guards** who are what remains of the crew of the Bobbing Barrel (see "Orlumbor" and "Asavir's Channel"). Their ship was sunk by the Curse of Irphong, and most of the crew were killed. They were spared to be ransomed back to Llhamaruntosz.

The prisoners' equipment is in area t15.

Cells. The cells are made of iron bars sunk into the deck and ceiling. The bars can be battered down with a successful DC 25 Strength check. The padlock locking the cells can be picked with a successful DC 20 Dexterity check using thieves' tools. Tentrix has both keys.

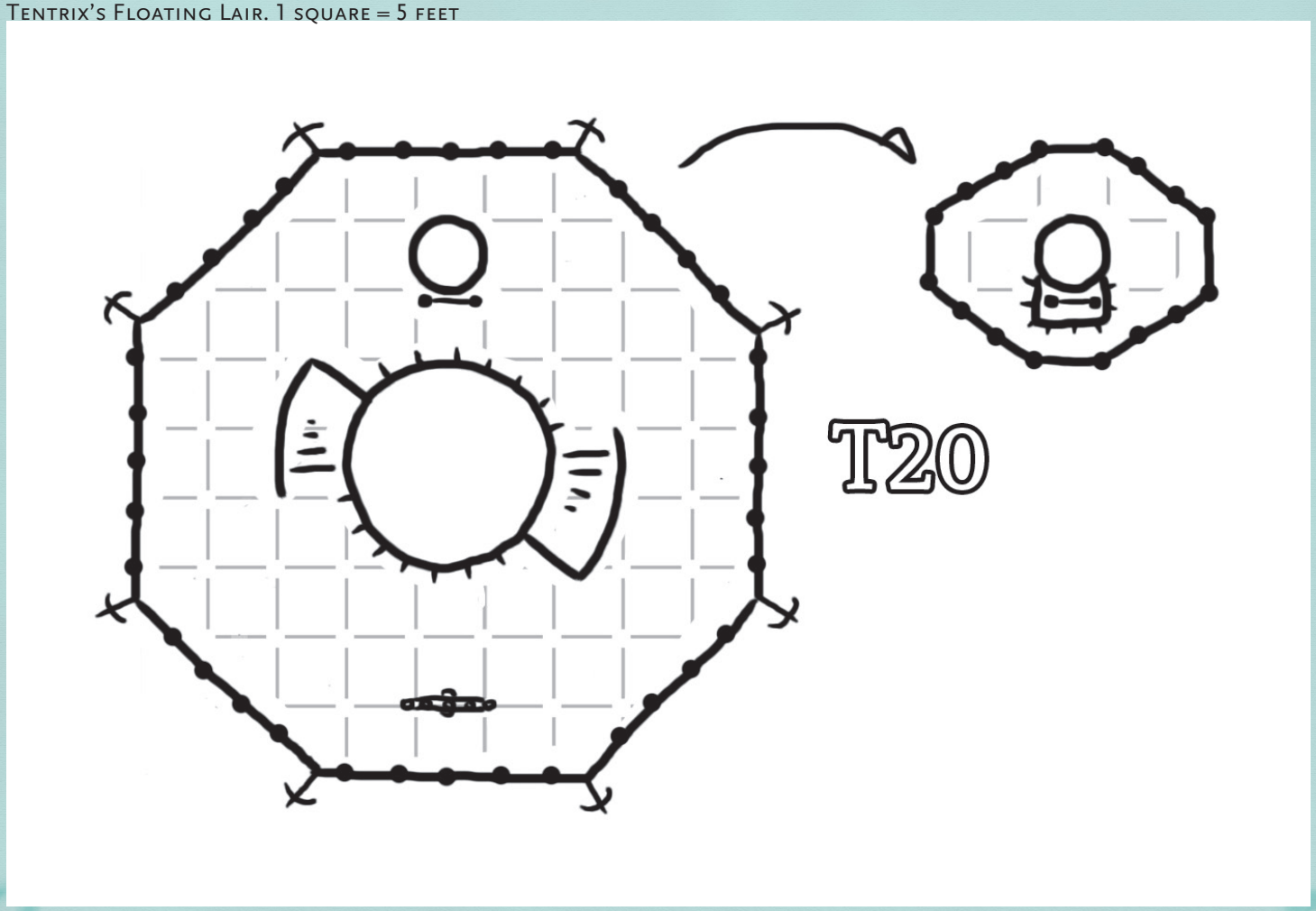
T19. Trapped Chamber

The door to this chamber is barred by a mechanism connected to a pressure plate in area t12. Characters can open the door without compressing the plate with a successful DC 25 Strength check. Written on the lintel is the word 'gold'. Beneath this is the word 'cursed' written in Tentrix's cipher: ⟩˅—¬ᒣ|.

Read or paraphrase the following:

> An enormous pile of gold coins fills this chamber. The wooden panels that cover the walls are covered with engravings of pirates digging up huge chests, a pirate king sitting atop a throne surrounded by treasure, and a skeletal undead being buried under thousands of coins.

Tentrix's Floating Lair. 1 square = 5 feet



Treasure. The room contains a pile of 180,000 gp, each minted with a skull on its 'head' and crossbones on its 'tail'. The gold coins are worth the same amount as a normal gold piece and could be melted down into gold bars or swapped for 'normal' gold pieces at a money changer.

Curse. The gold pieces are cursed, a fact revealed only when an *identify* spell is cast on the gold piece, or after the effects of the curse become apparent. A casting of *detect magic* reveals an aura of necromancy around the gold. Any creature that carries the gold for an hour or more is cursed. The curse can only be removed by casting of *remove curse* or similar magic and does not end if the creature disposes of the gold.

While cursed, the creature's type becomes undead. In 1d4 days, the creature loses all appetite for food and drink and no longer needs them to survive. 1d4 days after that, the creature loses all need for air or sleep. 1d4 days after that, the creature's flesh begins to slough off its bones, leaving it a bare skeleton. This process takes 1d10 days and, while mildly painful and grotesque, has no effect on the creatures hit points. After the transformation is complete, the creature gains the following changes:

- The creature's Dexterity score increases by 2.
- The creature's Strength score decreases by 2.
- The creature's Charisma score decreases by 4.
- The creature gains vulnerability to bludgeoning damage and immunity to poison damage.
- The creature can't be poisoned, or gain levels of exhaustion.
- The creature gains darkvision out to a range of 60 feet if it doesn't already have it.
- The creature is Undead

T20. Crow's Nest

Atop the decks of the lashed-together ships is a wooden, octagonal platform surrounded on all sides by a balustrade. From this platform rises a thick mast, draped with a black sail. Each corner of the balustrade has a scorpio bolted to it, several of which are armed by gruff-looking orcs. Standing behind the ship's wheel is a gaunt, hooded figure leaning on an oar with a small, winged creature on its shoulder.

Ascending the stairs from area t1 brings the characters to this open-air upper level. Read or paraphrase the following:

Creatures. There are four **orcs** manning the scorpios. Behind the wheel is Kharon the **merrenoloth**. Kharon was hired by Tentrix to protect the ship, which they do by using their lair actions and regional effects. Kharon's defence of the lair doesn't extend beyond this; they teleport away if threatened.

Kharon can be bribed to disclose information about the layout of the ship, the location of *smokepowder* aboard, its inhabitants, and anything else the characters want to know for 1,000 gp. For a price of 10 gp a day, Kharon takes captainship of the character's ship, making them able to protect it using their lair actions and regional effects.

On Kharon's shoulder is Sea King Tentrix's **homunculus**, Filch. He telepathically communicates the location of the characters to Tentrix, even following them through the lair.

Weapons. Each corner of the balustrade is fitted with a scorpio (+5 to hit, range 120/360 ft., one target, dealing 11 (2d10) piercing damage on a hit. It takes one action to load a scorpio, and one action to fire it). Each scorpio has a box of ten bolts with it.

Lookout. Characters who climb the 50-foot rope-ladder up the mast come to a small lookout spot. In the lookout is Blug, a **goblin** with *eyes of the eagle*. Blug would rather become the slave of the characters than die and begs for mercy if threatened.

DEVELOPMENT

By the time characters have raided the floating lair of Sea King Tentrix and dealt with the pirates within, they may have uncovered some of the following information:

- Sea King Tentrix works for the kraken, Slarkrethel
- Sea King Tentrix comes from Purple Rocks
- Sea King Tentrix is responsible for creating the Black Armada and attacking the Sword Coast

This information should lead the characters to Purple Rocks, where they can infiltrate the headquarters of the Kraken Society and discover the location as Ascarle, where Slarkrethel the kraken lairs.

Character Advancement

After the characters have defeated Sea King Tentrix, they should reach at least 9th level.



Lady Doreena Sternquarter



PURPLE ROCKS

Purple Rocks can be found on almost any map of the Sword Coast and Island Kingdoms and is a relatively easy location to travel to. Although the Rocklanders don't receive many visitors, or trade much with the other Island Kingdoms, they are well-known shipwrights capable of repairing damaged vessels, or sheltering crews when there are storms. The real challenge comes if characters want to leave Utheraal, the 'public island' where visitors are housed.

Sea-Kings and Deep Lords

Although nominally ruled over by two kings, Sea-King Frannis of Utheraal and Sea-King Krulk of Trissk (CN male Illuskan human **gladiators**), Purple Rocks is actually controlled by a circle of five Deep Lords, **kraken priests** known to the Rocklanders as The Elders. Though each Deep Lord is equal, Deep Lord Ingrimarr (NE non-binary Illuskan human **warlock of the great old one** with Hoch Miraz's *staff of the magi*) is the voice of the council and acts as the mouthpiece for Slarkrethel the kraken.
Each Elder's connection with the kraken means that Slarkrethel, or now Zellix'Phor, can kill them elepathyically by using an action to rupture their brains.

All of The Elders know something is wrong with Slarkrethel, though they don't know what. Their efforts to placate the kraken, such as throwing children into the sea, have failed to produce the usual effects; abundant fish stocks and protection from the northerly storm. In an effort to appease Slarkrethel, they have been taking more drastic measures, such as sacrificing humanoids who visit the islands. In addition to the lack of action by Slarkrethel, strange creatures have been visiting the islands, who seem linked to the kraken. These visitors are the mind flayer Attendants of Zellix'Phor, who devour the brains of Rocklanders for sustenance, and take others below the waves for ceremorphosis.

The only weak link in the hierarchy of Purple Rocks is Sea-King Frannis. Frannis cannot believe that the kraken has abandoned them but cannot reconcile the behaviours of the King of the Trackless Depths, nor the 'visitors' who haunt his crumbling castle. Given the chance, Frannis makes a break to escape the island and makes pleas for protection from the characters.



Deep Lord Ingrimarr

UTHERAAL

When the characters come close to Purple Rocks, they are greeted by a longship, whose prow is carved into the form of a kraken. The longship is crewed by forty **tribal warriors**, many of whom boast tattoos of stylised tentacles that wrap around their biceps. When the characters are approached by the ship, read or paraphrase the following:

> Headed toward you is a wooden longship with a prow carved to resemble a squid-like creature. The burly men who crew the boat look sullen, not aggressive. As the ship cuts through the waves and draws close to you, a man heads to the prow and beckons you closer. The young man's skin seems loose around his face, showing the pink waterline beneath his bulging eyes.

Once the characters are within earshot of the man, he asks why they're visiting Purple Rocks. If the characters can come up with a reasonable explanation, such as to restock on supplies, shelter from an incoming storm, or get their ship repaired, he asks the characters to follow their longship to the southern island; Utheraal.

If the characters arrived at Purple Rocks by other means, such as by flight or teleportation, you will need to adjust the text to match their arrival. No matter how the characters arrive, they are quickly escorted to the settlement of Vilkstead on Utheraal. The escort takes them to Vilkstead Castle where they meet Sea-King Frannis.

While staying on Vilkstead, the characters might notice a few strange traits of the locals.

- The Rocklanders occasionally converse in a version of Deep Speech unique to the island.
- The Rocklanders have an unpleasant smell to them; a mix of fish and sulphur.
- The skin of the Rocklanders seems loose and rubbery or scarred and weather-beaten. Their eyes are rheumy and their hair lank and greasy.
- The population seems to be mostly young or middle-aged men. The characters might spot the occasional woman but never see a young or old person. It is not unusual for Northlanders to house visitors away from the women given their patriarchal, misogynistic culture, but no other Norls hide away their young and elderly.

Unfathomable Horror

Content Warning. These rules are intended to be horrifying, and contain many disturbing descriptions.

The islands of Purple Rocks are inhabited by folk whose lives have been corrupted by their veneration of Slarkrethel. Although their day to day life might seem similar to that of any Norl community, the Rocklanders hide that sinister secret that drives their whole culture.

While characters stay on Purple Rocks, they are likely to bear witness to some disturbing events. If you want to play into the eldritch horror feel of the location, you can use the following rules to help assist you:

Sanity Scores

If you wish to leave a psychological scar on the characters, you can introduce a new score called Sanity. A character's sanity score equals their Wisdom modifier + Charisma modifier (minimum of 2). It is an indication of how well they can bear the consequences of confronting disturbing circumstances and resist the call of madness.

Characters can spend a Sanity point to help them succeed in certain situations. They can expend a point of Sanity to automatically succeed on:

- An ability check to understand some eldritch clue, such deciphering the mind-warping text on a shrine to Slarkrethel
- A Charisma saving throw to resist horror.

Whenever a character gains a form of madness, they lose a Sanity point. A *greater restoration* spell restores a point of Sanity to a creature who still has at least one point remaining. If a character's Sanity is reduced to 0, they go indefinitely insane. Going indefinitely insane renders a character unplayable. Their mind has been so corrupted by horror that they cannot function. The character might die of a heart attack, commit suicide, or be reduced to a gibbering mess. Any spell that brings a character back to life, such as *raise dead*, restores the character and their and Sanity score, but they return with a form of indefinite madness that cannot be removed, short of a *wish* spell or similar magic. You can choose or determine the madness randomly from the table below:

d100	Flaw (lasts until cured by a *wish* spell)
01-15	"Being drunk keeps me sane"
16-25	"I adorn myself with fish skeletons, wash in sea water, and wear clothes of matted seaweed."
26-30	"I believe I have been contacted by Slarkrethel, and that he speaks to me through my dreams"
31-35	"I am convinced I must immerse myself in salt water every eight hours or I will die."
36-45	"Defeating Slarkrethel is my only aim. Nothing will stand between me and my goal."
46-50	"I only eat raw fish and seaweed."
51-55	"I pick at my skin constantly, trying to find the scales and suckers that I know are underneath."
56-70	"The ocean terrifies me; being on the coast gives me jitters, being submerged would kill me."
71-80	"I am convinced that the Kraken Society are hunting me, and their agents watch me always."
81-85	"I see writhing tentacles in the shadows. They are horrors of the deep that want to devour me."
86-95	"I can't take anything seriously. The more serious the situation, the funnier I find it."
96-00	"Human sacrifice is the only way to appease the kraken, Slarkrethel."

Horror. Horror involves more than simple fright. It entails revulsion and anguish. Often it arises when adventurers see something completely contrary to the common understanding of what can and should occur in the world, or upon the realisation of a dreadful truth.

In such a situation, you can call on the characters to make a Charisma saving throw to resist the horror. Disturbing events that occur on the islands have a DC noted next to them, but you can set the DC yourself based on the magnitude of the horrific circumstances. On a failed save, the character gains a short-term form of madness, or a long-term form if the save fails by 5 or more, that you choose or determine randomly (see chapter 8 of the *Dungeon Master's Guide*).

Locations in Vilkstead

When the characters arrive on the southern island of Utheraal, they are escorted to Vilkstead, a fishing settlement of slate-roofed shacks, thatched longhouses, and plain, granite shrines. The whole island has a dark purple hue underneath the stormy sky that seems to hang perpetually over Purple Rocks. The characters are first taken to Vilkstead Castle to meet with Sea-King Frannis, then to a longhouse where they can rest during their stay. While the characters remain on the island, they can explore freely, though they are not permitted to leave without an escort (see the "Leaving Utheraal" section).

The following sections detail a few areas of interest the characters might wish to visit, as well as a potentially disturbing encounters that occurs when the characters first arrive there. These encounters can be moved to other locations, or occur at a different time of your choosing.

Harbour

The main feature of Vilkstead is its large, open bay that is protected from the northern winds (known to the Northalnders as the Aurilsbreath) by high-cliffs and mountains. Within the bay is a deep harbour that shelters a handful of kraken-headed longships and many more small fishing vessels. Small groups of male Rocklanders sit fishing off the edge of rotting piers with long rods and crabbing lines.

Disturbing Encounter (DC 14). One of the fishermen suddenly begins choking and spluttering, a sickening, squelching noise. After a few wretches, the man coughs up a live eel that flops in a pool of regurgitated slime on the pier. Quickly, one of the other men whacks the eels over the head with a wooden cudgel and slings it into their keep net.

Beach

On the stretch of coast east to the bay is a long, black sand beach. Although the beach is picturesque, the unceasing sound of the tide pulling at the shore makes you uneasy. A few fishing boats ply the waters not far from shore.

Disturbing Encounter (DC 12). While the characters check out the beach, a fishing boat grounds itself on the sandy shore. The Rocklanders disembark from the boat and dump a pile of empty nets on the ground. Then, three of the men grab the corpse of a dolphin from the boat while the other two start a small driftwood fire. With terrifying efficiency, the three gut the dolphin and throw its viscera onto the flames producing a sour, acrid smoke. They make quick work of butchering the dolphin before carrying the flesh to Vilkstead.

Development. Characters who succeed on a DC 12 Intelligence (Nature) check know that the meat of dolphins is not good to eat; the Rocklanders must be doing so as a last resort.

Guest Longhouse

The characters are invited to stay in a mouldering wooden longhouse, the thatched ceiling of which is white and furry with mildew. The longhouse consists of a large communal hall, with four private chambers off a corridor at the far end. During the day, the communal area is frequented by young men eating a rank fish stew and smoking pipes.

Disturbing Encounter (DC 10). At any time two or more Rocklanders are in the communal space, the characters overhear a conversation. They speak in a malign vernacular whose utterance is reminiscent of a drowned man coughing up seawater (a derivate of Deep Speech known only to the Rocklanders).

Development. Characters who can understand Deep Speech can attempt a DC 18 Intelligence check to understand the conversation. On a success, the character understands a smattering of the discussion; The Elders are meeting later today to discuss a festival of some sort due to take place tonight.

Granite Shrines

Spread around Vilkstead are around half a dozen plain, granite shrines. At first glance, these standing stones appear to be nothing more than that, but it's clear there's more than meets the eye. Whenever a Rocklanders walks past one of the stones, they are sure to stop and press their palms against it.

Disturbing Encounter (DC 15). Any character that places their palm upon a standing stone has their mind twisted by the resoundingly evil psyche of the kraken, Slarkrethel, controlled at this time by Zellix'Phor.

Terrifying hallucinations of enveloping, oily waves from the Tarterian depths, filled with squamous tentacles belonging to unknown horrors flood the creature's mind. To the Rocklanders, this connection with the kraken keeps them enthralled; to outsiders, it is madness-inducing.

Abandoned Temple

A short walk from the centre of Vilkstead, in a shadowed grove of tall pines, is a rotting antiquarian temple with a many-tiered, gabled roof supported by thick wooden pillars whose grain is stained a deep red hue. The wooden temple does not seem to be frequented by the Rocklanders, though the trail that leads to the temple is clear of vegetation.

Inside, the temple is filled with a charnel stench. The wooden boards are mouldering and seem to ooze a viscous, scarlet sap. With each gust of wind, the structure moans like an injured animal. The rooms of the temple are curiously empty, save for the innermost chamber, a balcony

crowned hall, which contains some towering form covered with a fungus-peppered sailcloth.

Disturbing Encounter (DC 15). Should the sailcloth be drawn away, it reveals a wooden statue beneath. The statue is that of a broad, muscular Northman whose arms have been mutated into writhing tentacles of a singularly unholy quality. Where the wood is cracked with age, a pustulent, pallid fungi has encroached, filling the spaces with globular, sucker-like growths. The malformed man towers to a height of fourteen feet.

Strewn on the moist plinth atop which the statue stands is the pallid, festering corpse of an unrecognisable humanoid. The carcass's flesh seems bloated and webbed with blackened veins, and it lies in a turbid puddle of liquid. The corpse is clutching a jade scroll case (200 gp) in its rigor-mortised fist. The parchment inside bears a high-pillared iron grate (appendix E). Each pillar is topped with a strange statue; a loathsome creature of singular character, whose cephalopodic nature is betrayed by the presence of leathery, bat-like wings and a crouched, humanoid frame.

Characters who explore Trisk's northern shore are able to locate the remnants of the pillars and gates within a few days, giving them the location of Ascarle.

Development. A successful DC 16 Intelligence (Religion) check reveals to the characters that the statue was once of Valkur, the Northlander god of courage, strength, and sailing skill.

Characters who succeed on a DC 18 Intelligence (History) check can ascertain that the alterations to its form have occurred more recently, as the cracks of age are less prevalent in the wood of the tentacles.

Characters who examine the corpse and succeed on a DC 12 Wisdom (Medicine) check can determine the cause of death to be drowning. If the check succeeds by 5 or more, they also gather that the creature suffered necrotic damage before death. A successful DC 18 Intelligence (Investigation) check reveals the puddle to be a **slithering tracker**, the cause of the corpse's death. If the characters don't notice the tracker, it follows them from the temple, waiting for the right time to strike.

Vilkstead Castle

This crumbling edifice leers down over the harbour from the high cliffs to it's north. The fort is battered constantly by a frigid north wind that whips around the ruinous structure, creating a mournful wailing that echoes throughout. The auditory assault is only worsened by the unceasing crashing of waves against the rocky coastline below.

Disturbing Encounter (DC 15). When the characters first arrive in Vilkstead, they are escorted to the castle by ten **tribal warriors**. They enter the fort through a dilapidated gateway, guarded by two rheumy-eyed **berserkers**.

As the characters are led into the habitable region of the ruins, they pass through a domed, circular chamber whose walls are engraved with crashing wave motifs. There is a 5-foot radius hole in the centre of the floor, beneath which is a drop of several hundred feet to the ocean below. Three **berserkers** lead a bound **commoner** to the hole and throw him down. The entire process is overseen by a figure cloaked in a head-to-toe black veil. This figure is a **mind flayer** created by ceremorphosis from a Rocklander.

Characters with a passive Wisdom (Perception) of 20 or higher notice that the cloak wafts over the stone floor as if the figure is floating. Characters with a passive Wisdom (Perception) of 25 or higher notice the obscured form of tentacles where the figure's mouth should be, and must succeed on a DC 12 Wisdom saving throw or become frightened of the figure for 1 minute.

Development. After a few moments, the characters arrive in the presence of Sea-King Frannis (CN male Illuskan human **gladiator**) and his four **berserker** bodyguards. Frannis is a thin, gaunt man whose mouth hangs open revealing a row of repulsive brown teeth. Frannis was once a devout worshipper of Slarkrethel, but the strange phenomena of recent months has broken his faith.

Frannis greets and welcomes the characters to the island, shaking their hands in his own clammy claws. He lets them know that they are welcome to stay in the guest longhouse for as long as they need, though they are not permitted to leave the island. As he talks, the **mind flayer** from the previous room enters, causing Frannis to break out in a cold sweat. Characters who succeed on a DC 10 Wisdom (Insight) check can see there's some desperation or madness in his bug-eyed stare. Frannis permits the characters to leave the castle and head to the longhouse.

If characters ask about the execution, Frannis proclaims; 'Those who displease the Deep Gods must take the Traitor's Plunge', in a stentorian voice that is not his own.



Events in Vilkstead

During their stay in Vilkstead, the characters might witness the following events. The encounter with Sea-King Frannis should help to propel the story forward if the characters seem lost.

Desperate Flight

One night, Sea-King Frannis flees his castle in desperation. His nerves have worn thin thanks to the presence of mind flayers in his home and the strange occurrences on Purple Rocks. The characters wake up to the sound of Frannis entering their longhouse. He makes a plea for the characters to leave and take him with them, claiming that there are strange beings in his castle, the kraken, Slarkrehtel, is dead, and his court has turned against him. Frannis can tell the characters as much of the following information as you think they need to progress the story:

- The Rocklanders venerate the kraken, Slarkrethel, but he has been killed by aberrant forces.
- The kraken lairs north of Trisk in the underwater city of Ascarle.
- One of the creatures that killed Slarkrethel transformed Frannis' brother into one of their kind, a loathsome, tentacle-faced monster.

Development. Not long after Frannis arrives, the characters are disturbed once again as a gang of Rocklanders bursts into the longhouse looking for him. The group consists of three mind flayer thrall **berserkers** and two **deep scions**, led from the back by the **mind flayer** from Vilkstead Castle.

The Rocklanders try to seize Frannis. When he resists, the deep scions undergo a hideous transformation; the skin on their mouths peels away to reveal rows of needle-like teeth and their limbs sprout grotesque, fish-like fins. Any character that sees the transformation must succeed on a DC 15 Wisdom saving throw or gain a random form of short-term madness, determined by rolling on the Short-Term Madness table in chapter 8 of the *Dungeon Master's Guide*.

If the group is successful at spiriting away Frannis, they can take him to the beach and out into the shallows. Any remaining Rocklanders surround the Sea-King before the mind flayer, or another Rocklander, uses a knife to slit his throat and holds his head beneath the breaking waves.

Characters who save Sea-King Frannis should get answers to any questions they have about Slarkrethel, the Rocklanders, and the mind flayer inhabitants of Purple Rocks.

Children of the Deep

One night, when the full moon is high above the islands, the characters are awoken by the sound of children crying. Out on the harbour cliffs, a gathering of a dozen Rocklander **commoners**, overseen by three **deep scions**, hold their new-born babies out over the edge, above the crashing waves below. As the characters watch, the dozen babies are flung into the roiling ocean. Climbing up the cliffs come a dozen **sea spawn** who engage in a blasphemous ritual with the Rocklanders; a hedonistic, swirling dancing lit by flickering green flames, followed by a feast on the corpse of a shark. After the ritual is complete, the sea spawn jump from the cliffs into the ocean depths once more, and the Rocklanders return to their homes.

If the characters intervene in any way with the ceremony, they are attacked by all present. The Rocklanders try to throw the characters down into the water below. If they succeed, the characters are captured by another twelve **sea spawn** who take them to Ascarle. Any characters that witness the deep scions transform must succeed on a DC 15 Wisdom saving throw or gain a random form of short-term madness, determined by rolling on the Short-Term Madness table in chapter 8 of the *Dungeon Master's Guide*.

Leaving Utheraal

At some point, it is likely that the characters will want to leave Utheraal. It's the Rocklander's request that they remain on Utheraal until they wish to leave, and avoid the island of Trisk altogether.

By Sea. If the characters try to leave by boat, they are met by a longship crewed by forty **tribal warriors** and led by a **deep scion**. The squid-headed ship directs the characters out into the Trackless Sea, blocking their path to Trisk. If the characters try to head in that direction, the longship cuts them off.

Characters leaving at night can attempt a DC 16 group Dexterity (Stealth) check to leave without being seen. Such stealth is not possible during the day unless the characters come up with a suitable distraction.

By Land. Characters leaving by land have the chance of slinking away unnoticed by succeeding on a DC 14 group Dexterity (Stealth) check. The check is made with advantage at night. If the check fails, the characters are hounded by a gang of six **berserkers** who try to turn them back, using violence if necessary. The characters must wait at least 12 hours before attempting to escape again. If the characters are caught twice, they are asked to leave the island and escorted from Purple Rocks by a longship (see above).

After escaping, the characters must endure two days of random encounters travelling across the island. During this time you can challenge them further by having six **berserkers** mounted on **riding horses** catch up with the characters and try to return them to Vilkstead. Once the characters reach the northwest shore, they can swim for ten miles to the island of Trisk if they have a swim speed, or must use a boat or raft to make the journey, arriving just east of Ulf of Thuger.

Flying & Teleportation. Realistically, there is little the Rocklanders can do to prevent the characters using magic to escape Vilkstead. However, the use of such magic alerts the **mind flayer** in VIlkstead Castle of the characters movements. The illithid can then pursue the characters wherever they go.

TRISK

Unlike Utheraal, the island of Trisk does not welcome visitors. The Rocklanders of Trisk are the most devout and include among their number a circle of kraken priests known as The Elders, and a small group of sea spawn and deep scions who do not lair with Slarkrethel in Ascarle. Characters who find themselves on Trisk are sure to witness the true horror of Slarkrethel worship.

Trisk is uninhabited save for Ulf of Thuger, and a nameless encampment on the northernmost point of the island where the kraken priests commune directly with Slarkrethel when the stars align. The land and sea around Ulf of Thuger are patrolled night and day by gangs of six **deep scions** led by a **kraken priest**, who attempt to capture any intruders and take them to the Temple of Tentacles.

Each day the characters spend in Ulf of Thuger, the characters can attempt a DC 16 Dexterity (Stealth) check to move around cautiously, with success indicating that they avoid drawing attention to themselves.

While spending time in Ulf of Thuger, characters might notice the following:

- Many of the Rocklanders are horrifyingly deformed; their skin is covered in chitinous plates, they have multiple rows of teeth that occasionally fall out, or their fingertips are mutated into octopus-like suckers.
- Like the Rocklanders of Vilkstead, those from Ulf of Thuger reek of rotting fish and sulphur, and converse in a hideous, choking dialect.
- There are 'other' creatures among the Rocklanders that the characters never quite see in full. These dreadful, Chthonic, beings vary from grotesque, hump-backed monstrosities to loathsome, amorphous aberrations. If the characters try to search out these beings, their minds fail to comprehend their ghastly forms, corrupting their very souls with insidious madness.

Temple of Tentacles

The only building of note within Ulf of Thuger is the sepulchral Temple of Tentacles, a domed granite building carved to resemble a gigantic squid standing erect on its spiralling tentacles. The temple is on the shoreline, allowing the ocean to wash through the building at high tide, filling it to a depth of 1 foot. The Temple of Tentacles is home to The Elders, a group of five **kraken priests** led by Deep Lord Ingrimarr (NE non-binary Illuskan human **warlock of the great old one** with a *staff of the magi*).

The Elders meet each dusk and dawn with Ingrimarr to discuss the state of Slarkrethel and Purple Rocks, and what their next move should be. They have limited knowledge about the Kraken Society on the Sword Coast but they know of its existence. They occasionally meet with krakenar agents to enact Slarkrethel's plans.

Unholy Engravings. Inside, the temple is covered with profane carvings of tentacle-armed men, and fractured, sacrilegious hieroglyphics. Characters who look upon the bas-reliefs must make a DC 12 Wisdom saving throw, becoming frightened on a failed saving throw. If the saving throw fails by 5 or more, the character also gains a form of short-term madness, determined by rolling on the Short-Term Madness table in chapter 8 of the *Dungeon Master's Guide*.

Secret Door. Characters with a passive Wisdom (Perception) of 18 or higher notice a secret door built into an alcove at the rear of the temple. A character can open the door with a successful DC 18 Intelligence (Investigation) check. The priests use this door to escape if they are attacked inside the temple.

Statue. In the centre of the chamber is a statue of a kraken. Deep Lord Ingrimarr has both an *arcane eye* and *magic mouth* spell on the statue, which they can use to keep an eye on and discipline prisoners with.

Capture. If the Elders spot the characters, they attempt to attack and enslave them, using them as sacrifices at the star alignment. The same occurs if characters are captured on the island itself. The characters are bound in rusted handcuffs and manacles, stripped of all their belongings, and chained to rings in the alcoves of the temple.

Characters can hide a tiny item on their person with a successful DC 15 Dexterity (Sleight of Hand) check. The chains require a successful DC 20 Strength check to break, or a successful DC 18 Dexterity check using thieves' tools to pick the lock. Give the characters at least one night to attempt escape.

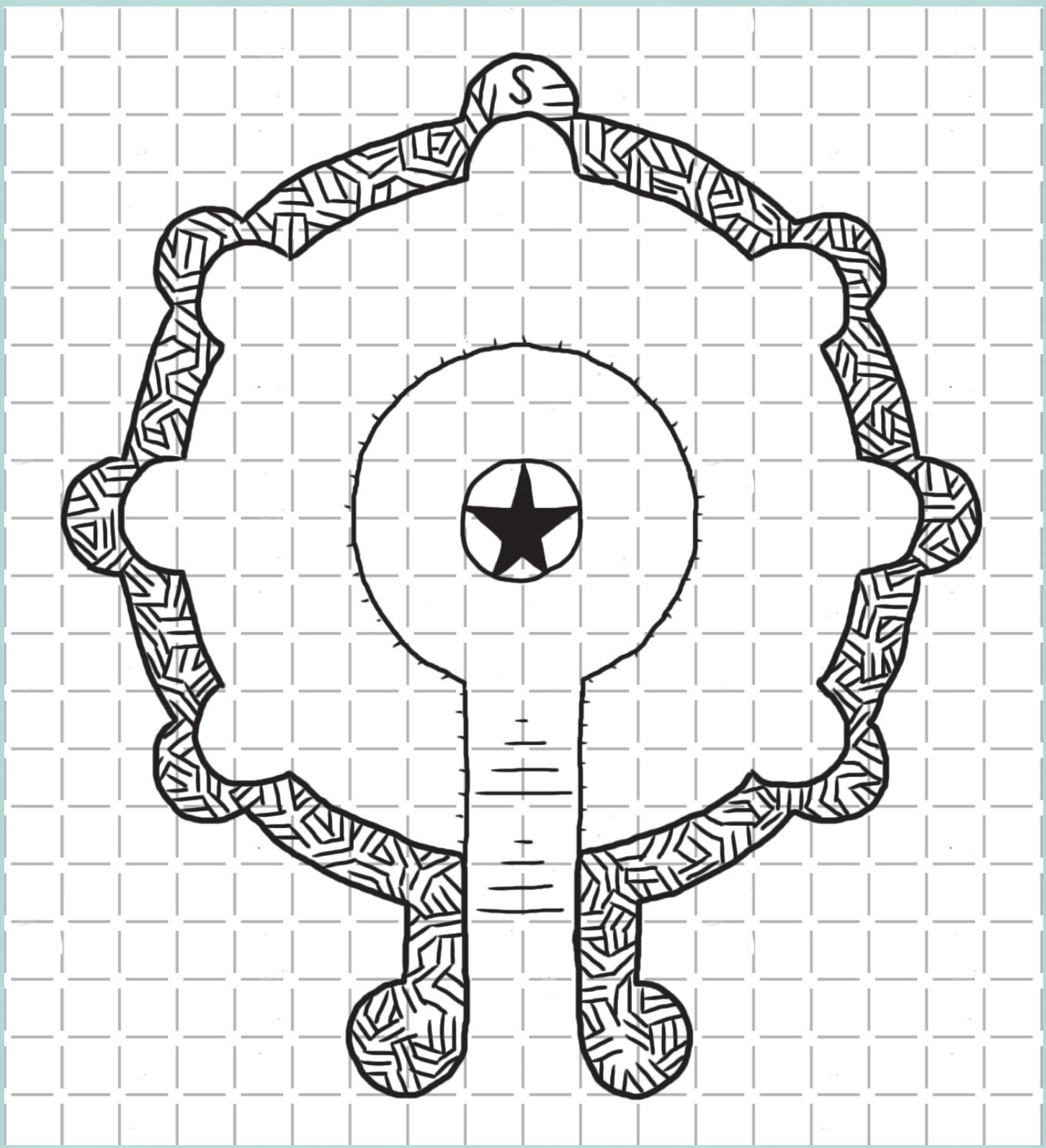
Once the stars have aligned (which occurs at your discretion), the characters are dragged from the temple by their handcuffs to the ocean shallows. They are forced to kneel in the water while the kraken priests mutter foul utterances filled with latent horror. After the ritual is complete, the kraken priests attempt to kill the characters by slitting their throats. The characters should have at least one opportunity to escape during the ritual.

Kraken Circle

If encountered together in the temple, the five **kraken priest** Elders can each cast the following spells from the warlock's spell list but must share the spell slots among themselves:

Cantrips (at will): *eldritch blast*, *minor illusion*, *prestidigitation*, *thunderclap*
1st-5th level (3 5th-level slots): *arms of hadar*, *banishment*, *counterspell*, *crown of madness*, *darkness*, *dream*, *enthrall*, *fear*, *hallucinatory terrain*, *hunger of hadar*, *witch bolt*

For casting these spells, each kraken priest is a 12th-level spellcaster that uses Wisdom as its spellcasting ability (spell save DC 14, +6 to hit with spell attacks).



Temple of Tentacles. 1 square = 5 feet

Northern Trisk

On the northern shore of Trisk is a nameless encampment where The Elders of Ulf of Thuger come to commune with the kraken, Slarkrethel, when the stars align. At other times, the encampment lies bare, devoid of all mortal life. However, in the catacombs beneath the encampment is a subterranean tunnel which leads directly to the heart of Ascarle. From this yawning descent lurch debased miscreations whose ilk is not known in the mortal planes. These aberrations from the void between the stars are formed of the malignancy of Slarkrethel manifest and guard his sacred places.

As characters draw near to the site, read or paraphrase the following:

> The lower levels of a crumbling tower jut up from the earth like a broken finger-bone. The exterior of the structure has been lashed by the wind and rain, causing extensive damage. There's something unsettling about the squat ruin. Something ancient.

P1. Tower Entry

> You baulk at the sight of a crucified figure hanging from the crumbling tower wall. The corpse is near indescribable; a detestable amalgam of cephalopod and man, decomposition rendering its finer features unrecognisable.

Corpse. Characters who see the corpse must succeed on a DC 15 Wisdom saving throw or gain a random form of short-term madness, determined by rolling on the Short-Term Madness table in chapter 8 of the *Dungeon Master's Guide*.

Characters who succeed on a DC 20 Intelligence (Nature) check can determine that the creature is some foreign aberration from the fathoms below. A successful DC 20 Wisdom (Medicine) check reveals that the creature died several tendays ago and has been hung here since.

Treasure. There are is a handful of corals and shells exquisitely carved to resemble starfish (300 gp) beneath the corpse.

P2. Ruined Top

> From this elevation you can see along the length and breadth of the northern shore of Trisk. Black waves grasp at the shore as if trying to drag the land down into the depths. The unceasing sound of the tide echoes around in your mind.

Pillars. Characters who succeed on a DC 16 Wisdom (Perception) check while atop the tower notice a pair of pillars, one slightly shorter than the other, to the west. These pillars match those on the parchment in the Abandoned Temple in Vilsktead. Characters who explore the waters beyond find the location of Ascarle.

P3. Lower Level

> Descending into the basement level of the tower plunges you into darkness. The cramped lower level appears entirely empty, save for detritus blown in by the wind.

Secret Door. Characters who succeed on a DC 16 Wisdom (Perception) check feel a breeze coming from the north corner of the eastern wall. Characters who succeed on a DC 16 Intelligence (Investigation) check discover that the breeze comes from a secret door, which can be opened by depressing a certain stone in the wall.

Tendrils of Hadar

The dungeon contains a machine which can be used to replicate constellations, found in area p6. The machine is currently set to Tendrils of Hadar, which gives all characters in areas p4-9 disadvantage on Wisdom and Charisma saving throws. See area p4 for more information.

P4. Subterranean Shrine

> The long, shadowed cavern that opens before you reeks of sulphur. The walls seem to be covered with green, viscous ooze. The atmosphere seems charged with some malignant force beyond the edge of mortal perception. From this end of the cave you can make out a raised plinth surmounted by an altar of green stone.

Ledge. In the southwest of the cavern is a 20-foot high rock shelf that leads to area p7. Characters with a passive Wisdom (Perception) of 20 or higher can hear whispering sounds from the tunnel (see area p7).

Statues. Each of the statues is covered by a thick layer of the harmless green ooze. Clearing away the slime reveals horrific mutations of the human form rendered in jet-black stone. The figures are humanoid in form, but have dozens of thin, drooping tentacles where their faces should be. Fins sprout from their limbs, and their skin has a distinctly scabrous quality. The base of the statues reads, 'Yogg-Fh'leydn – The Sufferers'.

The statues are psychically linked to the ochre jellies in the room. Any damage dealt to the oozes is instead split between the three statues. When the statues take damage, they cry like a struck animal. The statues have AC 17; 25 hit points; immunity to cold, fire, poison, and psychic damage; and resistance to non-magical bludgeoning, piercing, and slashing damage. The connection is broken if a statue is destroyed, or if targeted with dispel magic (DC 15).

If a statue is destroyed it emits a hideous scream. Each creature within 30 feet of the statue that can hear it must succeed on a DC 10 Wisdom saving throw or gain a random form of short-term madness, determined by rolling on the Short-Term Madness table in chapter 8 of the *Dungeon Master's Guide*.

Creatures. There are five starfish-shaped **ochre jellies** in the chamber, one in each of the five ooze-filled alcoves.

These jellies are psychically linked to the statues (see above). They attack any creature that walks past them.

Altar. At the eastern end of the cavern is a 5-foot tall plinth atop which is an altar of green stone. On the altar is a *+2 dagger* made of coral, a *ring of free action* and two copper chalices with silver filigrees depicting strange, tentacles humanoids (25 gp each). The altar is currently glowing a faint purple (see area p6).

On either side of the altar are two tapestries degraded by mould and smeared green ooze. Drawing the southern tapestry aside reveals a descending tunnel. Characters with a passive Wisdom (Perception) of 20 or higher can hear whispering sounds from behind it (see area p7).

P5. Storage

Little of worth remains in this storeroom. The dozen or so wooden crates here are covered with a brown, fungous sheet.

Brown Mould. Growing over each crate in the room is a sheet of brown mould (see chapter 5 of the *Dungeon Master's Guide*).

Crates. Characters who succeed on a DC 15 Wisdom (Perception) or Intelligence (Investigation) check notice that four of the crates are intact and might contain goods. The crates are nailed shut and require a successful DC 12 Strength check to open. The crates contain the following:

- *Crate One.* Six robes embroidered with a seaweed and tentacle design around the arms (5 gp each).
- *Crate Two.* Fourteen boxes containing ten candles each (1cp per candle).
- *Crate Three.* A set of navigator's tools (25 gp), a brass spyglass covered in verdigris that is always cold to the touch (1,000 gp), three books of astrology and astronomy (25 gp each), and hundreds of pieces of parchment detailing constellations and complex star maps.
- *Crate Four.* A bronze gong (15 gp), three feet in diameter, a hammer with which to hit it, and a small wooden box with a bronze kraken clasp. Inside the box is a *ring of shooting stars*. The ring is cursed; any creature attuned to it gains vulnerability to psychic damage.

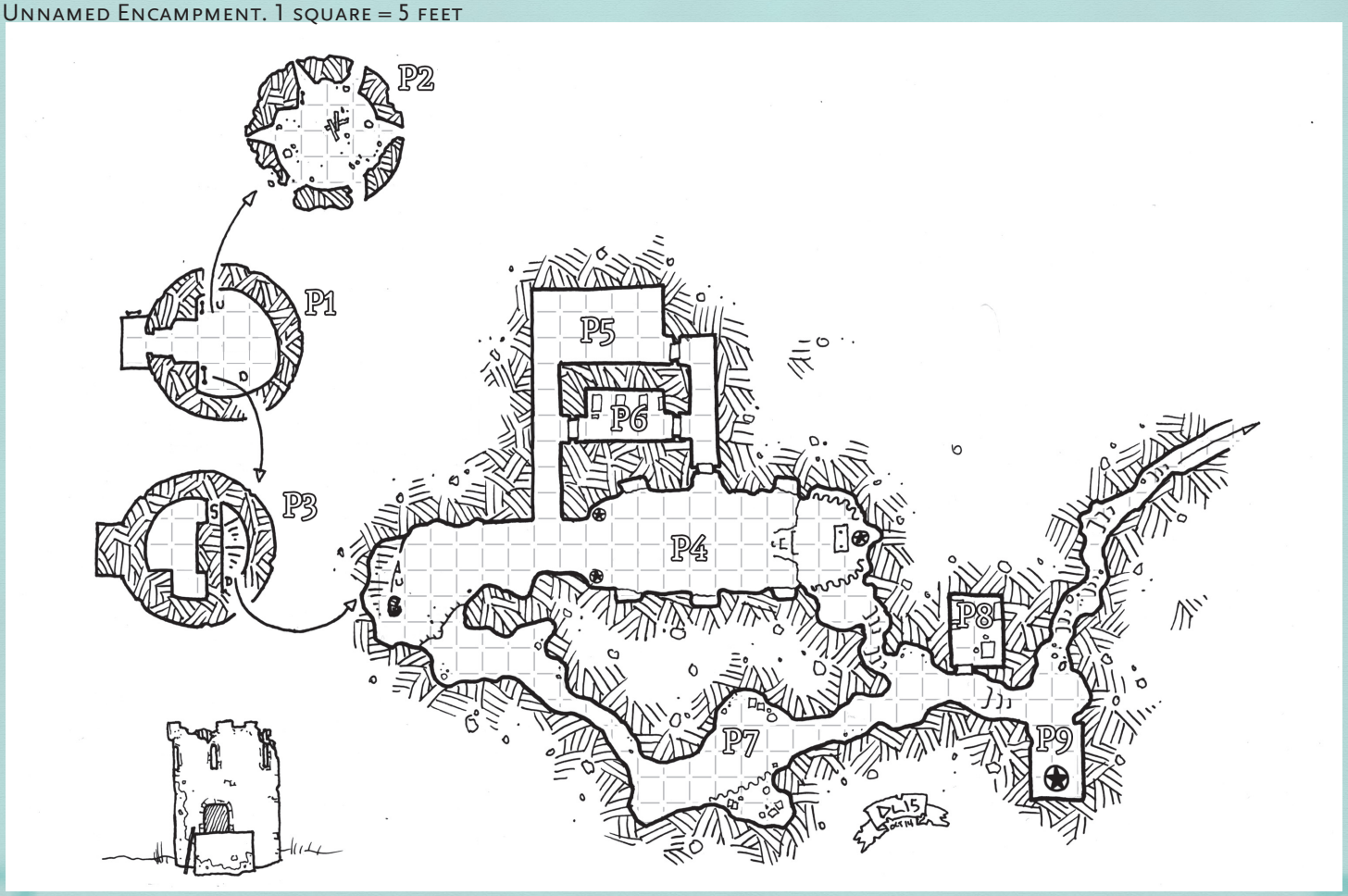
P6. Strong Room

Both stone doors to this chamber are locked. The keys are kept by Ursel in area p7. The doors can be unlocked with a successful DC 18 Dexterity check using thieves' tools, or smashed down with a successful DC 16 Strength check.

Read or paraphrase the following:

Inside this cramped chamber are three wheel-like contraptions made of tarnished metal. The angular devices consist of balls of copper connected by thin rods of steel. Attached to each is a crank and chain. The walls of the chamber display a myriad of constellations rendered in shells and corals.

Unnamed Encampment. 1 square = 5 feet



Contraptions. Each of the three wheels can be rotated using the crank and chain. The position of the balls can be made to match three different constellation patterns or scrambled to match none. Characters with knowledge of the stars, or who have discovered the books and parchment in the crates in area p5, can attempt an Intelligence check to interpret the machinery. Depending on the result of the check, the character gains different information:

- 0-10. The character understands nothing.
- 11-14. The character believes the machinery can be rotated to resemble constellations, though they don't recognise any of them.
- 15-18. The character realises they can rotate the wheels to break the current constellation.
- 19+. The character knows the machinery is currently depicting a constellation called Tendrils of Hadar. The wheels can be rotated to form The Arrows of the Gods and the Crown. Tendrils of Hadar is an evil constellation, involving the Far Realm-infested star Hadar itself. The Arrows of the Gods indicate true east in the North, and are associated with raiding and war. The Crown is said to be a good omen; a promise of riches to come.

The characters can use the cranks to change the constellation, doing so has the following effects:

- *No Constellation.* The shoggoth in area p9 loses its damage resistances. The altar in area p4 stops glowing.
- *Tendrils of Hadar.* Creatures in the dungeon have disadvantage on Wisdom and Charisma saving throws. The altar in area p4 glows purple.
- *The Arrows of the Gods.* Creatures in the dungeon have advantage on attack rolls and Wisdom (Survival) checks. The altar in area p4 glows red.
- *Crown.* Anything that touches the altar in area p4 turns to solid gold. If a nonmagical object touches the altar it turns to gold and loses all functionality. If a creature touches the altar, it must succeed on a DC 20 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to gold and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified and is transformed into solid gold. The altar in area p4 glows yellow.

P7. Ursel's Camp

As you travel down the tunnel, you pick up on the sound of whispered conversation. Rounding a corner, you notice a mildew-covered canvas has been nailed into the natural stone wall. The source of the whispering is clearly behind it.

Ursel. Whispering to herself behind the canvas is Ursel (CN female Illuskan human **gladiator**). Ursel has been driven insane by the shoggoth which guards the passage between area p9 and Ascarle. She was supposed to guard the entrance to the sunken city, but the endless droning of the shoggoth was too much for her to bear. After her mind snapped, she deafened herself with a dagger. Her madness manifests as a near-constant conversation between herself and some invisible being, and a hatred of the colour green.

Before characters can even attempt to communicate with Ursel, they need to supress or cure her madness with a *calm emotions* or *greater restoration* spell. Once this has been done, characters can converse with her using telepathy, writing, or by succeeding on a DC 15 Intelligence check. Ursel knows the layout of the dungeon, as well as its link to Ascarle. She warns the characters to avoid the passage out of fear rather than any lingering devotion to Slarkrethel and the Elders. Ursel knows what area p6 contains, and has the keys to the chamber, but doesn't know about the workings of the machinery within.

Treasure. As well as the keys to area p6a and her equipment, Ursel wears a gold ring that resembles a squid (200 gp) and carries a *potion of greater healing*. She gives this to the characters if they insist on taking the tunnel to Ascarle.

P8. Guard Room

This small, unlocked chamber clearly served as a guard room at some point. It contains a narrow wooden bed, a squat table and chairs, and a wide cupboard.

There is nothing of note in this room.

P9. Statue and Tunnel

A statue of green stone looms high in a chamber opposite a narrow tunnel which descends into the bowels of the earth. The dreadful aspect of the monolith is hard to bear but seems to depict a grotesquely emaciated humanoid carrying a gong in its mouth. The unseeing eyes stare endlessly into the void, or perhaps into the tunnel behind you.

Statue. The raised statue on the plinth reads, 'Cthug-Harog – The Warden'. Although there is nothing special about the statue itself, it might indicate to the characters that loud noises can deter the shoggoth.

Tunnel. The narrow tunnel continues to descend and cut through the earth for around a mile, before eventually reaching area 32 in Ascarle. The tunnel is guarded by a hideous **shoggoth** (appendix B) that resides around 60 feet into the tunnel, whose sole aim is to slaughter any who would dare travel to Ascarle. Remember that if the machinery in area p6 is set to no constellation, the shoggoth loses its damage resistances.

If the characters retrieved the gong from area p5, they can use it to subdue the shoggoth. If a character uses its action on a turn to play the gong, the shoggoth doesn't attack on its next turn. If it is attacked by a character in the meantime, it can use its reaction to take the Actions it would have done on its turn.

Character Advancement

After the characters have discovered the entrance to Ascarle, they should reach at least 10th level.



CHAPTER 5: ASCARLE

The information that the characters have gathered over the course of this adventure should lead them to the sunken city of Ascarle, not far from Purple Rocks. It is here that the powerful kraken Slarkrethel makes its home, and oversees the actions of the Kraken Society. Unknown to most, the kraken has been corrupted by the presence of Zellix'Phor, and elder brain from the Astral Plane whose nautiloid crash-landed on the island of Gundarlun at the start of this adventure.

Provided they keep their wits about them, the characters have the chance to destroy the elder brain and its mind flayer attendants, and perhaps even Slarkrethel the kraken.

KRAKEN & ELDER BRAIN

Slarkrethel the **kraken** has been subdued by Zellix'Phor. Zelli'x Phor is an **elder brain**. Slarkrethel is a kraken with the following changes:

- Slarkrethel has a challenge rating of 25 (75,000 XP).
- It casts *foresight* on itself before it attacks.
- It gains the Legendary Resistance and Spellcasting vtures described below.

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

Spellcasting. Slarkrethel is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 22; +14 to hit with spell attacks). It has the following wizard spells prepared:

1st level (4 slots): *comprehend languages*, *detect magic*, *identify*, *sleep*
2nd level (3 slots): *blindness/deafness*, *detect thoughts*, *suggestion*
3rd level (3 slots): *fly*, *nondetection*, *sending*
4th level (3 slots): *arcane eye*, *ice storm*, *locate creature*
5th level (3 slots): *cloudkill*, *scrying*, *telekinesis*
6th level (2 slots): *chain lightning*, *flesh to stone*, *mass suggestion*
7th level (2 slots): *delayed blast fireball*, *sequester*, *teleport*
8th level (1 slot): *control weather*, *feeblemind*
9th level (1 slot): *foresight*, *power word kill*

Zellix'Phor is in full control of Slarkrethel and can use its action to instead use the kraken's action. It can also use the kraken's speed and features. Zellix'Phor cannot use its Tentacles attack while grafted onto Slarkrethel.

Characters can choose to attack either the elder brain or the kraken, but the elder brain is protected by certain spells (see Abjuration Brains below). This protection is obvious to the characters, who see magical auras surrounding Zellix'Phor.

Zellix'Phor wants to prevent intruders from entering its lair, and of course, wants to avoid dying. There are several 15-foot radius holes throughout the ruins which lead down into the dungeons, which the kraken can manoeuvre through to attack characters.

- *If Slarkrethel is about to be killed:* Zellix'Phor uses *teleport* to transport itself to area 70, where its protective dome should keep it from harm.
- *If Zellix'Phor is about to be killed:* it casts *plane shift* to travel to the Fractured Hand on the Astral Plane (see "Astral Retreat"). The same is true for the various mind flayers that occupy the Dungeons.

RUINS OF ASCARLE

Eons ago, the city of Ascarle was built by moon elves on the northern coast of what came to be known as Trisk of Purple Rocks. They built the city from coral and crystal from the oceans, because they venerated the god Deep Sashelas above all others. For many centuries the elves lived in peace in their island home, cultivating a unique style of architecture and art using the materials the ocean provided.

Unfortunately, the peace could not last forever. Word of the rich city spread to the drow inhabiting Underdark, who saw the chance to strike at an unsuspecting elven city and claim the treasures for their own. Motivated by the bitter hatred of Lolth, the drow sacked the city with ruthlessness, killing many of the elves and routing the rest. The drow managed to desecrate many of the shrines dedicated to Deep Sashelas, but were kept from entering his most holy temple in the subterranean layer of the city by flooding the chambers with seawater. After spending less than a decade in their captured city, the drow returned to the Underdark.

Over the next century, the ruined city of Ascarle was claimed by the Northern ice, which fractured the very earth beneath the city, dragging it into the ocean as the great glacier melted. It was not long before Slarkrethel the kraken discovered this new addition to his underwater realm and claimed it as his own. Since then, Slarkrethel has laired in Ascarle, appointing various evil wardens as Regent to guard the city. The most recent Regent was a rogue illithid named Vestress, who came to power in the 13th century DR.

In the Year of Maidens, 1361 DR, the city was assaulted by the drow Lireal Baenre who grievously wounded Vestress and freed the captives from the city. Vestress would later die of her wounds and be interred by the new Regent of Ascarle, an elven queen turned deathlock by Slarkrethel named Shava the Damned.

Within the past year, a major power shift has occurred within Ascarle. The kraken Slarkrethel has been dominated by the elder brain Zellix'Phor, who is grafted into the skull of the King of the Trackless Depths. Zellix'Phor's colony of illithids has taken up host in Ascarle, gaining command over the kraken's agents in the ruined city and throughout the Realms. Although Shava the Damned is still responsible in part for the protection of the city, the mind flayers rule supreme.

Ruin Areas

The ruins of Ascarle spread for miles, and have a distinctly elven feel. Little is left of the ancient city, but here and there a few remaining pieces of architecture have defied the ravages of time and tide. Much of the ruins are taken up by vast forests of seaweed, huge boulders, and the remnants of walls. The central city is where the Krakenar and Slarkrethel itself spend most of their time.

A. Hidden Entrance

This building is covered with seaweed and is unguarded. Only characters with a passive Wisdom (Perception) of 18 or higher notice the building beneath. Entering the ruined chamber requires a successful DC 20 Dexterity check to slip through the destroyed door, or through a crack in the wall. The stairs lead to area 1 of the Dungeons of Ascarle.

B. Northern Entrance

Slarkrethel and Zellix'Phor (see above) are here when the characters first arrive. The hole in the ocean floor here leads to area 21.

C. Krakenar Entrance

Agents of the Krakenar are permitted to use this entrance to the lair. It is guarded at all times by a triton **champion** thrall, two **merrow**, and four **sahuagin raiders** (appendix B). These creatures remain here and guard the entrance against intruders. The stairs lead to area 15 of the Dungeons of Ascarle.

Baldur's Gate. If the characters failed to rescue Ramazith Flamesinger in Baldur's Gate, there are an additional four **merrow** guarding this entrance.

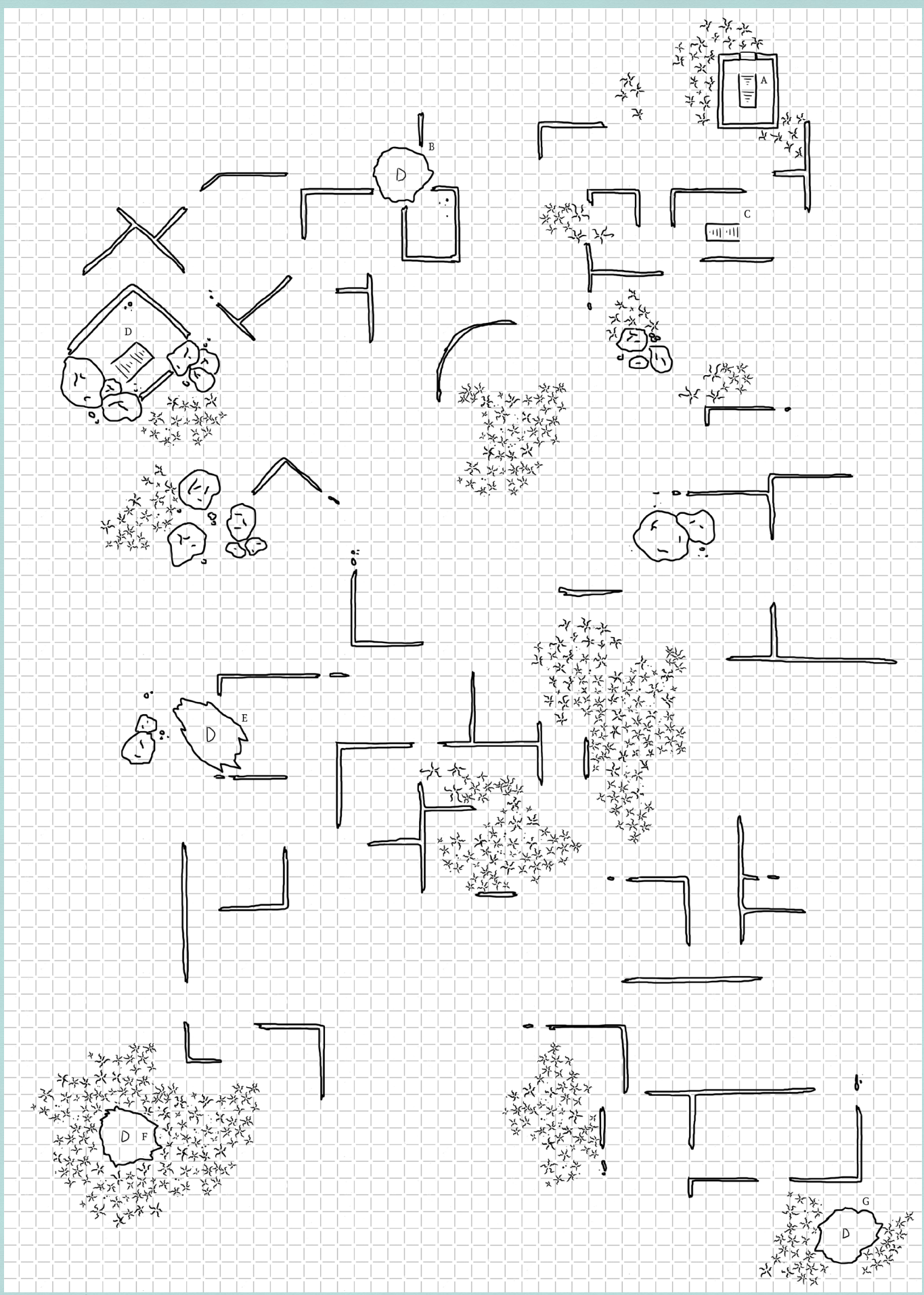
D. Cave-In Entrance

This entrance is inside a crumbling stone building that has been covered with boulders. Entering the ruined chamber requires a successful DC 20 Strength check to remove the cave-in or break down a section of wall. The stairs lead to area 30 of the Dungeons of Ascarle.

E. Western Entrance

This entrance is guarded by six **merrow**, who don't leave their posts. It leads to area 32 of the Dungeons of Ascarle.

Baldur's Gate. If the characters failed to rescue Ramazith Flamesinger in Baldur's Gate, there are an additional four **merrow** guarding this entrance.



Ruins of Ascarle. 1 square = 5 feet

F. Seaweed Entrance

Characters with a passive Wisdom (Perception) of 16 or higher notice an entrance to the dungeon in the midst of a kelp forest. If their score is 20 or higher, the character also notices two **sea lions** (appendix B) guarding the entrance. The sea lions attack any who attempt to use the entrance. Those that do fall 50 feet into area 32 of the Dungeons of Ascarle.

G. Southern Entrance

This entrance is guarded by two merfolk **kraken priests** and a **sahuagin baron**. They guard their post but leave it to pursue any who attempted to use the entrance. A suitable distraction (such as an illusion) could draw the Krakenar away from their post.

Baldur's Gate. If the characters failed to rescue Ramazith Flamesinger in Baldur's Gate, there are an additional four **merrow** guarding this entrance.

DUNGEONS OF ASCARLE

The Dungeons of Ascarle are a mixture of moon elf, drow, Krakenar, and illithid architecture. Parts of it have remained unchanged for centuries and others have recent alterations to make them fit for purpose.

Abjuration Brains

Hidden throughout the dungeons are four brains of murdered spellcasters. These brains are each concentrating on an abjuration spell, and have been preserved within the jars which keep the brains alive and enhance them, allowing them to maintain concentration on their spells until destroyed or the spell ends. The canopic jars are obviously related to mind flayers due to their tentacles design and strange materials.

Each canopic jar is hidden in its own area, and in its own way. Dealing damage to a jar, the brain within, or casting dispel magic on the jar causes the brain's concentration to end.

Each brain is concentrating on a different spell:

- Area 24. *mage armour*
- Area 37. *death ward*
- Area 78. *mind blank*
- Area 87. *globe of invulnerability*

Various clues as to the meaning and location of the abjuration brains are scattered around the dungeons, but you can drop other clues in the following ways:

- Overheard conversations between Krakenar or mind flayer thralls.
- Magical interrogation methods, such as zone of truth on the mind flayers.
- Strange diagrams and scrawled notes in Qualith about the jars.

Events in Ascarle

Should the dungeon crawl through Ascarle start to feel monotonous, you can use the following events to breathe new life into the adventure.

Githyanki Attack

A group of three **githyanki warriors** and Sarth Tra'ados the **githyanki knight** appear in Ascarle in their *astral skiff*. The characters might have already met these githyanki in Neverwinter, where they assaulted the Cloak Tower. If they have been defeated, you can instead use three **githyanki knights** each riding a **young red dragon** who have arrived from Flame Fault on Tuern. The aim of any githyanki group is to locate and destroy Zellix'Phor. Because of this, they could be allies to the characters, though their aggressive, fight first ask questions later tactics might not align with those of the party.

Krakenar Reinforcements

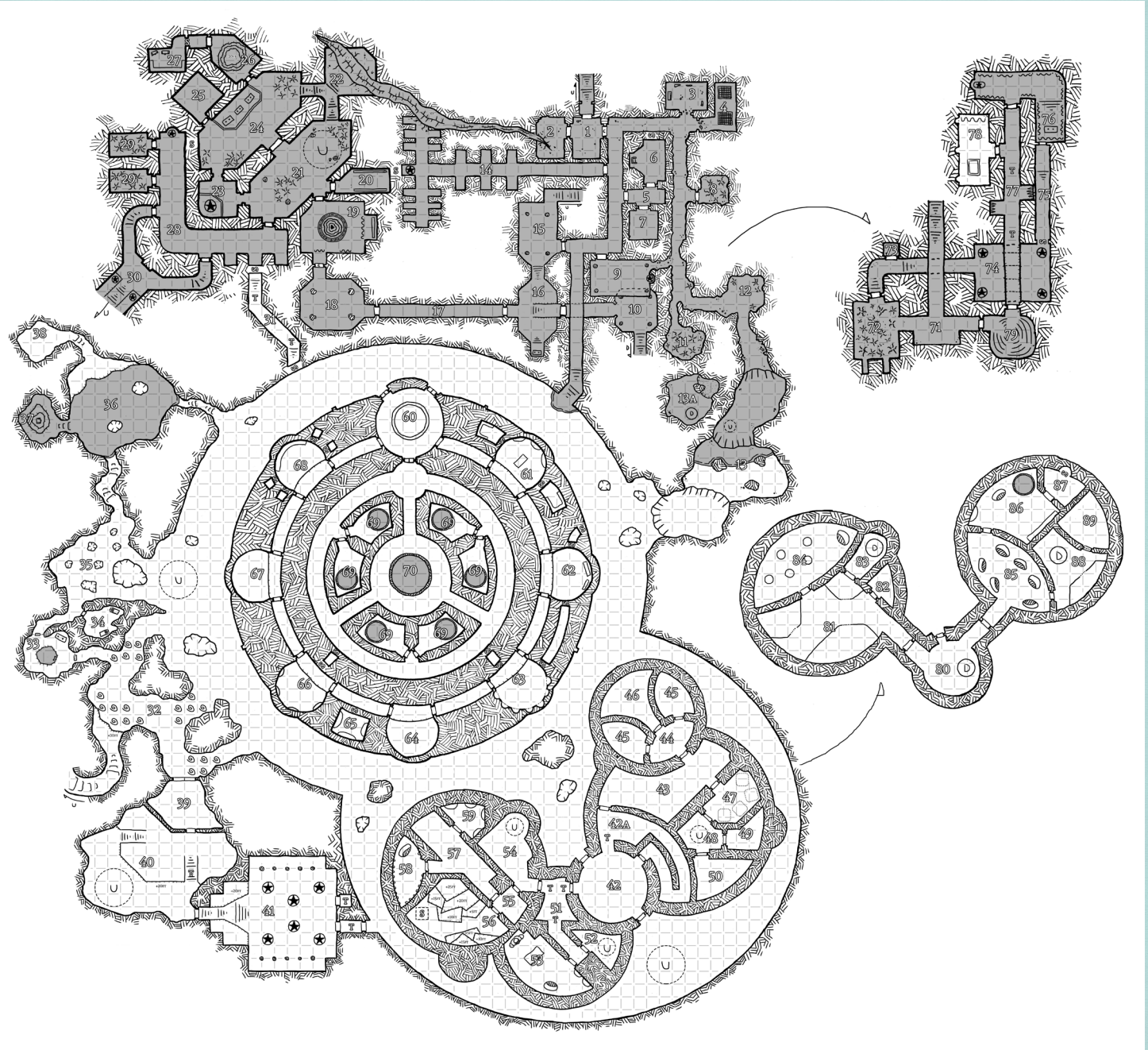
If the characters didn't kill all of The Elders of Purple Rocks, the remaining **kraken priests** take to the dungeon in search of the characters. At your discretion, they could be accompanied by a **shoggoth** (appendix B) to help them search for and capture the characters. You can use the kraken priests to introduce some of the eldritch horror from Purple Rocks into this dungeon, and could event implement the Sanity score introduced in chapter 4 to up the level of threat they pose.

Thunder & Lightning

Two **giff** mercenaries named Thunder and Lightning burst into the dungeon in an explosion of *smokepowder* (appendix C). They are accompanied by a **monodrone** dressed as a pirate, with an eyepatch and oversized tricorn hat. The giff are *smokepowder* obsessed and try to solve any problem before them through the use of the volatile substance. They managed to arrive here after exploring a peculiar metal structure on a stone hand floating through the Astral Plane (see "Astral Retreat").

Triton Thralls

Six triton **veteran** thralls on a giant manta ray (use the **killer whale** statistics) are dispatched by the mind flayers in search of the characters. The manta ray is so large that it can only move throughout the larger areas of the dungeon, making use of the holes in the ceiling to track the characters throughout.



Dungeons of Ascarle. 1 square = 10 feet

General Features: Dungeons of Ascarle

The following features are common throughout the dungeon. Additional Features sidebars are presented at the start of each relevant section:

Seaweed. Areas on the map marked with seaweed are overgrown with bladderwrack and eelgrass. Medium and smaller creatures can hide in the vegetation, as can Large creatures provided they drop prone. A creature lying prone in the seaweed has half cover. Any area occupied by the seaweed is considered difficult terrain.

Water. Much of the dungeon is submerged. Creatures that cannot breathe water must hold their breath. Underwater combat rules apply. Where the water meets air, it is held back by arcane runes etched into the surrounding stone. A successful casting of *dispel magic* (DC 20) causes water to start leaking through. The rest of the dungeon begins filling at a rate of 1-foot per minute.

1-16 Desecrated Catacombs

The desecrated catacombs were once moon elf crypts, built eons ago. The crypts were desecrated and partially destroyed during a drow invasion of Ascarle. Now, the catacombs are home to Shava the Damned, an undead Elven Queen loyal to Slarkrethel, her Krakenar minions, and monsters under her control.

This section of the dungeon has been submerged for centuries and it shows. The walls, floors, and ceilings are covered with algae, barnacles, and mussels, which have destroyed much of the original architecture. Huge clumps of seaweed have overtaken some chambers, making them superb lairs for marine monsters.

Additional Features: Desecrated Catacombs

The following features are common throughout the desecrated catacombs:

Ceilings, Floors, and Walls. Most of the stone architecture of the catacombs is covered with a thick layer of algae and shellfish. Unless noted otherwise, ceilings are 10-feet-high.

Light. The catacombs are unlit except where noted otherwise. Creatures rely on their darkvision to see.

1. Secret Antechamber

You uncover a hidden passageway that was overgrown by seaweed. Heading down the passage, you find yourself in a small chamber thick with vegetation.

Entrance/Exit. The stairs beyond this chamber lead to area A in the Ruins of Ascarle.

Eastern Doorway. The door leading into this chamber on the eastern wall is concealed by the algae growing over it. The doorway can be discovered with a successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check.

Divination. Slarkrethel has permanent *arcane eye* and *alarm* spells in this room. If the alarm is triggered, Slarkrethel uses the arcane eye to discern what creatures have entered, commanding Shava to send the creatures from area 15 to investigate.

2. Vodyanoi Lair

The seaweed in this room wafts gently in the underwater currents. Piercing through the western wall and floor of this chamber is a deep fissure.

Creatures. Hidden in the seaweed near the fissure is a **vodyanoi** (appendix B). Characters with a passive Wisdom (Perception) of 11 or higher are not surprised by the lumbering crustacean when it attacks.

Fissure. The fissure is 30 feet deep and connects areas 2, 14 and 22.

3. Robing Room

This room is empty, save for a mat of green algae and the mouldering remains of some wooden furniture.

Treasure. Characters who search through the debris and succeed on a DC 16 Intelligence (Investigation) check discover a *piwafi* (appendix C) left by the drow.

4. Crustacean Pit

Two net-covered pits filled with crabs and lobsters take up the majority of this room.

Creatures. The crustaceans are being fed by four **sahuagin**. Each pit contains a swarm of crustaceans (use **swarm of quippers** statistics).

Pits. Each pit is 10-foot square and covered by a net. Inside are crustaceans used as food by the sahuagin and merrow of the dungeon when human flesh is scarce.

5. Baron Guard

A hulking, four-armed sahuagin baron blocks the entrance to this corridor. The shark-like monster wields a vicious-looking trident and net. Tattooed across its chest is the stylised giant squid of the Kraken Society.

Creatures. A **sahuagin baron** guards this corridor. It wields a net and a *vicious trident*. The sahuagin can make a net attack in place of a claw or trident attack. If combat breaks out in this room, it alerts Shava the Damned in area 6. She can use the opportunity to join the fight or flee through the secret door in that room.

6. The Throne of the Damned

Seated atop a throne of crystal and coral is a crowned elven woman whose fetid skin peels from her frame, revealing the bones beneath. In one hand she twirls a rod that resembles two intertwined tentacles capped with a fish skull.

Creatures. Seated at the throne is Shava the Damned, a **deathlock mastermind** whose patron (Great Old One) is Slarkrethel. She wields a *+3 rod of the pact keeper* and wears a *ring of evasion* and a *ring of swimming*. Bound to Slarkrethel's will, Shava tries to recruit the characters into the Kraken Society before engaging them in combat.

Shava knows all of Ascarle's history and has seen much of it. Shava also knows the function and location of the abjuration brains, though she won't give up the information willingly.

Treasure. Shava sits on and is attuned to a sunken throne. As well as her equipment, she wears a moonstone ring in the shape of a skull (100 gp) and a necklace of black pearls (5,000 gp).

Secret Door. Characters with a passive Wisdom (Perception) of 18 or higher notice the northern door, which can be opened with a successful DC 18 Intelligence (Investigation) check. Shava knows of the door and uses it to escape if necessary.



Shava the Damned

7. Shava's Hoard

The door to this chamber is magically locked and trapped. Thanks to the arcane lock spell upon it, this door can only be opened with a successful DC 20 Strength check, or Dexterity check using thieves' tools. A creature that touches the door immediately runs out of breath, unless it can breathe underwater.

> Opening the door reveals a barnacle-encrusted pile of coins and treasure.

Treasure. The room contains a pile of ancient elven currency (2,300 gp if cleaned), twelve moonstones (50 gp each), ten pearls (100 gp each), a *figurine of wondrous power: aquamarine dolphin* (appendix C), a suit of *elven chain*, and a pair of drow *slippers of spider climbing*.

8. Divination Room

> Great swathes of seaweed fill this chamber, slowly undulating with the rippling current.

Treasure. Characters that search through the seaweed and succeed on a DC 15 Intelligence (Investigation) check discover a toppled plinth. Not far from this plinth is an immaculate crystal skull. The crystal skull allows it's wielder to cast the *speak with dead* spell once per day.

9. Vaulted Gallery

> The large gallery before you overlooks a smaller chamber below. The ceiling of this gallery is held up by gently spiralling pillars reminiscent of conch shells. In an alcove on the eastern wall is a statue of an elf covered in tar.

Creatures. This area and area 10 below is guarded by two **sahuagin raiders** (appendix B) and a merfolk **conjurer**.

Light. This room is lit by a perpetual *dancing lights* spell created by the merfolk.

Statue. The elven statue has been covered with tar, painting it black. Chiselled into the chest of the statue is an enormous spider symbol. Stuck over the eyes into the tar are two rubies (5,000 gp each). Prying a ruby eye from its socket without damaging it requires a dagger blade, or other edged tool, and a successful DC 15 Dexterity (Sleight of Hand) check.

If one or more rubies are removed or damaged, a hideous **yochlol** is summoned in its true form. Suitable surprised at its sudden immersion, the demon wildly attacks whoever holds one or more of the rubies.

Passage. In the north-east of the chamber is a passage which has been smashed through. Large creatures must squeeze through this space.

10. Tomb Landing

> A broad stone staircase leads down from this chamber further into the dungeon. The walls are covered by bas-reliefs depicting elves stretching their arms out toward the ocean. Although they are covered in places by algae and shellfish, the beauty of the sculpture is evident.

Light. This room is lit by a perpetual *dancing lights* spell created by the merfolk conjurer in area 9.

Stairs. The stairs lead down to area 71.

Gallery. Overlooking this room is area 9.

11. Coelenite Guards

> Following a narrow, natural passageway leads you to a featureless cavern covered in blue-green seaweed.

Creatures. Lurking in this room is a ***coelenite mass mind*** (appendix B) and three ***coelenites*** (appendix B). The creatures emerge if they hear characters approaching from the north and try to turn them back, using force as a last resort.

12. Crab Hollow

> Save for a few clumps of seaweed and a pile of rocky debris, there appears to be nothing in this cavern.

Creatures. Disguised as a pile of debris is a **hulking crab** (appendix B). The crab tries to sneak up behind the smallest character in the party as they enter area 13.

Treasure. Inside the gut of the crab is a platinum chalice set with bloodstones (2,500 gp) - this is the chalice that Qualnus is searching for (see area 13).

13. Qualnus' Gallery

> Extending out before you is a long, natural cavern with smooth stone walls curiously clear of algae. Suspended in bubbles which slowly float throughout are a dozen goblets and chalices. Two large sandy mounds break your line of sight in the cavern; you can hear a strange muttering emanating from somewhere within.

Creatures. Lairing in this chamber is Qualnus, an **eye of the deep** (appendix B) loyal to Shava. Shava pays the aberration for its service with its favoured treasure; cups.

Characters who can speak Aquan or Deep Speech hear Qualnus lamenting the loss of its favoured chalice. The creature wails intolerably as it searches about the area.

Qualnus doesn't know but the chalice was accidentally eaten by the hulking crab in area 12. Returning the missing chalice creates an ally of Qualnus, who helps them with anything they desire. Qualnus attempts to flee should it be reduced to half its hit points or fewer.

Sanctum. Accessible only by a hole in the ceiling is Qualnus's Sanctum (area 13a). This area contains a sandy bed for Qualnus to sleep in and three beautifully crafted platinum goblets set with various stones (2,500 gp each).

Treasure. Floating in bubbles throughout the chamber are twelve goblets (8,000 gp total).

14. Elven Crypts

> Despite the anemones and algae which cover them, you can still easily make out the hundreds of death masks that line the walls of these catacombs. Sprouting off at regular intervals are the crypts of eons-dead elves. Many of the decorative elements of the tombs have been defaced with etchings of spiders and webs.

Desecrated Ground. Thanks to the unholy actions of the drow, the crypts are considered desecrated ground (see chapter 5 of the *Dungeon Master's Guide*).

Creatures. Hidden around the corners of the crypts are six lacedons (**ghouls** with a swim speed of 30 feet).

Royal Crypts. The eastern, larger crypts belong to high-ranking moon elves and still contain stone coffins. Three of these have been broken open and emptied, but three remain intact.

An intact coffin can be opened with a successful DC 13 Strength check. Inside each is the skeleton of an elf adorned with magically protected jewellery and armour (500 gp per coffin). A *detect magic* spell reveals an aura of abjuration magic around the pieces.

Breaking open a coffin releases a **banshee** which immediately attacks.

Warrior Crypts. The smaller alcoves contain the shattered and destroyed remnants of coffins belonging to lower-ranking elves.

Statue and Secret Door. Occupying the westernmost alcove is a humanoid statue wielding a wand and rapier. Its head has been removed. Characters with a passive Wisdom (Perception) of 20 or higher notice the outline of a doorway behind the statue. A successful DC 16 Intelligence (Investigation) check reveals that the statue is standing on a pressure plate that is keeping the door sealed.

Moving the statue requires a successful DC 16 Strength check. Unless already destroyed, any non-elf that moves the statue causes the **banshees** to emerge from the royal crypts and attack (see above). If the head is replaced on the statue and fixed (as with a *mending* spell or mason's tools), the statue bows its head and can be commanded to move instead of forced. The head is located in area 16.

Fissure. The fissure is 30 feet deep and connects areas 2, 14, and 22.



15. Merrow Guardroom

Heading down the grand stairs brings you to a pillared antechamber covered in algae and shellfish.

Entrance/Exit. The stairs in this chamber lead to area C in the Ruins of Ascarle.

Creatures. This chamber is guarded by four **merrow** and a **sahuagin priestess**. If the tide of battle turns against them, one merrow flees to area 6 to warn Shava of the intruders.

16. Moonbow Chapel

This chamber has been thoroughly defiled. Chiselled into the walls are huge spider emblems surrounded by etched cobwebs. The floor is covered with debris including shattered statue parts, bent and tarnished candlesticks, and the remnants of leather-bound tomes. An alcove on the southern wall houses a small altar which has an enormous black spider atop it.

Debris. In amongst the debris is the head of the elf statue from area 14.

Stairs. The stairs that split this chamber in half lead to area 10.

Altar. A successful DC 18 Intelligence (Religion) check reveals that this altar was once a shrine to Sehanine Moonbow.

Atop the altar is a spider made of twisted black metal. A successful DC 12 Intelligence (Religion) check reveals this to be a symbol of Lolth.

Treasure. Hanging above the altar is a *moonbow* (appendix C) protected by an *invisibility* spell.

Removing the debris and metal spider from this chapel causes it to emit dim moonlight, revealing the *moonbow*.

17-31 Undersea Shrine

This chapel was dedicated to the elven deity Deep Sashelas when the moon elves originally built Ascarle. Their proximity to the coast meant Sashelas had a strong following. The moon elves managed to collapse the entrance to the shrine when the drow attacked, preventing them from desecrating the place. Since the rift opened up in areas 2, 14, and 22, the minions of Slarkrethel have been able to make their way between the them, though they have taken fewer protective measures thanks to the cave-in above.

Additional Features: Undersea Shrine

The following features are common throughout the undersea shrine:

Ceilings, Floors, and Walls. Most surfaces in the shrine are made from stone blocks, decorated in places with dolphin motifs and mosaics. Unless noted otherwise, ceilings are 10-feet-high.

Light. The shrine is unlit except where noted otherwise. Creatures rely on their darkvision to see.

17. Trapped Corridor

Stretching out before you is a long, featureless corridor of smooth stone. At the far end is a stone kraken statuette.

Kraken's Arms

Complex trap (level 11-16, dangerous threat)

This trap was designed by the Krakenar agents of Slarkrethel to prevent intruders making their way into the northwestern section of his dungeon.

Trigger. This trap activates as soon as a creature not wearing a symbol of the Kraken Society enters the corridor, and it remains active while such a creature remains within.

Initiative. The trap acts on initiative count 20 and 10.

Active Elements. The Kraken's Arms includes grasping tentacles along the first 70 feet, acidic water throughout, and an idol of fear in its final 30 feet.

Grasping Tentacles (Initiative 20). The tentacles attack each creature in the first 70 feet of the hallway, with a +8 bonus to the attack roll, dealing 22 (4d10) bludgeoning damage and is grappled (escape DC 15) on a hit.

Acidic Water (Initiative 10). Each creature in the corridor must make a DC 15 Constitution saving throw. A creature takes 5 (1d10) acid damage on a failed save, or half as much on a successful one.

Idol of Fear (Initiative 10). Each creature in the 30-foot long area beyond the Grasping Tentacles must make a DC 15 Wisdom saving throw. On a failed saving throw, the creature becomes frightened by the idol, and must immediately use its reaction to move its speed toward the tentacles. The frightened creature can't move closer to the far end of the corridor until it uses its action to make a DC 15 Wisdom saving throw, ending the condition on itself on a success.

Dynamic Elements. The acid and idol become more dangerous the longer the trap remains active.

Acid Increases. Ever more acid is pumped into the corridor. The damage from the Acidic Water element increases by 5 (1d10) each round after it activates, to a maximum of 55 (10d10).

Idol's Defense. Tampering with the Idol of Fear causes it to emit psychic waves. Each successful check on an attempt to disable to idol causes a 30-foot cone of psychic energy to blast from the idol. Each creature in the area must make a DC 15 Constitution saving throw. A creature takes 22 (4d10) psychic damage on a failed save, or half as much on a successful one.

Constant Elements. The Grasping Tentacles and Idol of Fear affect each creature that ends its turn in the area affected by these elements.

Grasping Tentacles. Any creature that ends its turn in the tentacles' area is targeted by an attack: +5 attack bonus, 5 (1d10) bludgeoning damage on a hit.

Idol of Fear. Any creature that ends its turn within 30 feet of the idol must make a saving throw against the Idol of Fear effect.

Countermeasures. Each of the trap's active elements can be thwarted by particular countermeasures.

Grasping Tentacles. Characters can sever the tentacles, attempt to dispel them, or dodge them. The tentacles disappear if their attack bonus is reduced to -8. Ways to reduce it are described below:

Dexterity (Acrobatics), DC 15. As an action, a creature that can see the tentacles can attempt a Dexterity, (Acrobatics) check. A successful check means that the character has learned how to dodge the tentacles' flailing, imposing disadvantage on the tentacles' attacks against the creature while it isn't incapacitated.

Attack. A creature in the area can ready an attack to strike at one of the tentacles as it goes by. The tentacle gains advantage on its attack against the creature. The creature then attacks. Each tentacle has AC 15 and 15 hit points. Destroying a tentacle reduces the Grasping Tentacles attack bonus by 2.

Intelligence (Arcana) check, DC 15. Creatures can use their knowledge of magic to attempt to dispel the shadowy tentacles. A successful check reduces the Grasping Tentacles attack bonus by 2.

Acidic Water. Characters can attempt to neutralise the acid or to block the holes from which it leaks:

Neutralise. A creature can reset the Acid Water damage to 0 by casting *purify food and drink* or using similar magic.

Block the Holes. There are four sets of holes through which acid is being pumped. A creature can use an action to make a DC 15 Intelligence (Investigation) check, finding one set of holes on each success. A subsequent action can be used to plug the holes with shredded cloth, such as from a bedroll. Once all four holes are plugged, the Acidic Waters damage cannot further increase.

Idol of Fear. The idol can be dispelled or destroyed:

Dispel. The idol can be dispelled with three successful DC 15 Intelligence (Religion) checks. Each check requires an action. A creature must be within 5 feet of the idol to attempt the check, and only one creature can work on this task at any one time. Once a creature attempts a check for this purpose, no other character can do so until the end of that creature's next turn. Alternatively, the idol can be disabled with three successful castings of *dispel magic* (DC 15) targeting the idol.

Destroy. The idol has AC 15, 50 hit points, immunity to poison and psychic damage, and resistance to all non-magical damage.

18. Collapsible Chamber

A hulking monstrosity, half-fish half-lion, coils around this chamber nosing at piles of discarded bones and sniffing the water for the scent of fresh food. The ceiling and pillars which hold the chamber up also look badly damaged.

Creatures. The **sea lion** (appendix B) in this chamber can be easily distracted by food, though it only eats raw beasts and humanoids. If no suitable offering is made, it attacks whoever comes through.

Pillars and Ceiling. The pillars in the chamber are close to being destroyed. A creature that misses a melee attack roll within 5 feet of a pillar must make a DC 15 Dexterity saving throw. On a failed save, the creature hits the pillar, destroying it.

If all pillars are destroyed, the ceiling caves in. Each creature in the chamber must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 22 (4d10) bludgeoning damage from falling stone and is buried under stone and sand. While buried, the creature is prone and blinded. It also can't breathe and has total cover against attacks and other effects that might target it.

A burrowing creature can move through the collapsed area at its burrowing speed, leaving no tunnel in its wake as the debris fills in behind it. A buried creature that doesn't have a burrowing speed can, at the start of its turn, make a DC 15 Strength (Athletics) check. If the check succeeds, the creature can pull itself in a direction at a rate of 1 foot for every 5 feet of movement spent. If that movement isn't enough to exit the collapsed area, the creature can repeat the check on its next turn. A creature standing at either end of the collapsed area can use its action to pull a buried creature out of the area, provided the buried creature is within reach (no ability check required).

19. Conjuring Room

Bursting through the floor of this room is a natural steam vent from which a stream of bubbles surge, heating the chamber. Around the base of the vent is a circle of arcane symbols. The walls are adorned with tapestries portraying the elemental planes that must be protected from aging.

Creatures. Two rogue **water elementals** surge around this chamber.

Steam Vent. Creatures that move directly above a vent for the first time on a turn, or that start their turn there, take 11 (2d10) fire damage.

Conjuration Circle. While the circle is intact, elemental type creatures have advantage on attack rolls and saving throws, and any conjuration spells cast in the area last for twice their normal duration. Casting *dispel magic* destroys the circle.

Concealed Door. Behind one of the tapestries is a short corridor and door. Characters with a passive Wisdom (Perception) of 14 or higher notice the tapestry flap as if hit by a current from behind.

Treasure. Characters with a passive Wisdom (Perception) of 14 or higher notice a bookshelf filled with books and scrolls behind the eastern tapestry.

In with the decayed books of centuries past is a spellbook containing the following spells; *conjure elemental*, *conjure minor elementals*, and *planar binding*. Nearby, a jade scroll case (200 gp) contains three *spell scrolls*; *arcane gate*, *chain lightning*, and *plane shift*.

Characters with a passive Wisdom (Perception) of 20 or higher notice one book has clearly been used more recently than the others. It concerns the extension of concentration on spells, even beyond death. Several pages have been torn out. This provides a clue to the presence of the abjuration brains.

Taking anything from the bookshelf causes three **water elemental myrmidons** to emerge from the steam vent and attack.

There are two medium tapestries (150 gp each) and one large tapestry (250 gp). They are all warded with abjuration magic which prevents them from degrading naturally.

Waterdeep. If the characters failed to recover the marid conch, the **marid** Sultan Klaptikos of the Great Wave is here fighting for the Kraken Society. He guards this chamber and those beyond with his life.

20. Armoury

Empty weapon racks of barnacle-encrusted wood hang from the walls of this chamber.

This area is empty.

21. Children of Undersea

Darting around in this broad chamber are ephemeral, silver-coloured dolphins. Sprawling patches of seaweed sprout up from between the cracked mosaic floor whose original design is unrecognisable. High up in the ceiling is a ragged hole, through which filters a soft turquoise light.

Ceiling & Light. The ceiling of this chamber is 20 feet tall. The room is dimly lit (see below).

Entrance/Exit. The 15-foot radius hole in the ceiling leads to area B of the Ruins of Ascarle.

Dolphins. Filling the chamber is a permanent *dancing lights* effect which manifests as silver dolphins. They try to avoid being touched, but if a creature does touch one, they have *polymorph* cast upon them (save DC 15), with the new form as a **dolphin**. The spell lasts its maximum duration or until dispelled.

Creatures. Floating among the dolphins is an **eidolon**; an amorphous spectre that morphs between shapelessness, dolphin, and humanoid form. The eidolon protects area 24 from desecration. The Krakenar have avoided its wrath by maintaining a shrine to Deep Sashelas along with the others. The eidolon pursues anyone who takes items from the shrines in area 24. Its sacred statue is in area 23.

Although the eidolon is only a fractured version of its former self, it can still speak Elvish and uphold a reasonable, if detached, conversation. Good roleplay or a successful DC 20 Charisma (Persuasion) check calms the angry spirit.

22. Ruined Chamber

A broad fissure slices this room in two. The damage caused by this geological strike has destroyed any semblance of what the room once was.

Fissure. The fissure is 30 feet deep and connects areas 2, 14, and 22.

23. Sacred Statue

Looming above you is a near-perfect rendition of an elven warrior in white marble. The details and proportions of the statue are so exact as to be unerringly lifelike.

Statue. The elven warrior statue is a sacred statue which can be inhabited by the eidolon in area 21.

24. Contested Shrine

Secret Door. A secret door connects area 28 and 24. Creatures with a passive Wisdom (Perception) of 16 or higher notice the door. A successful DC 16 Intelligence (Investigation) check gives a creature the knowledge that tracing a dolphin on the door causes it to open.

Creatures. Guarding the shrine is a **giant shark**, two merfolk **kraken priests**, and four **sahuagin**.

Altars. Atop the altars are dozens of trinkets and holy objects, including silver dolphin statuettes, wooden carvings of twin waves breaking, and the unmistakable aspects of Slarkrethel carved from driftwood and whalebone.

Characters who succeed on a DC 12 Intelligence (Religion) check recognise the other symbols as belonging to Deep Sashelas and Umberlee.

Treasure. The total value of holy symbols and offerings on the altars is 3,000 gp.

Canopic Jar. Atop the central shrine is a canopic jar containing a spellcaster's brain concentrating on *mage armour* (see the "Abjuration Brains" section).

25. Puzzle Clue Room

A beautiful mosaic of coloured tiles covers the walls of this room. The craftsmanship and artistic talent of it is remarkable. The artwork depicts an underwater scene of dolphins, orcas, eels, and squid.

Mosaic. The mosaic is the key to the puzzle in area 26. Left to right, the animals portrayed in the mosaic are dolphin, orca, eel, and squid.

26. Death Trap

A deep pit fills this otherwise empty chamber. At the bottom of the pit are a handful of statuettes of different marine animals. Beyond the pit is a stone door covered with an engraving of a coral reef.

Statuettes. There are six statuettes at the bottom of the pit in this chamber: a dolphin, orca, eel, squid, turtle, and shark.

Picking up a statuette causes a spectral duplicate of said creature to appear. The creatures each have AC 15, 50 hit points, resistance to nonmagical damage and one attack option: +8 to hit, reach 5 ft., one target, dealing 11 (2d10) force damage on a hit. If the statuette is dropped the duplicate disappears. If destroyed, the duplicate reforms in 1d4 rounds provided the statuette is still being held.

Beyond the Door. Behind the door is a small chamber containing four alcoves. Placing the dolphin, orca, eel, and squid statuettes in the alcoves, in that order, causes a secret door to appear. Until the statuettes are placed into the correct alcoves, the secret door cannot be discovered.

The statuettes disappear from the alcoves after 10 minutes, after which they reappear in the pit. During these 10 minutes, the Wrath of Undersea trap is deactivated.

Wrath of Undersea

Complex trap (level 11-16, deadly threat)

The Wrath of Undersea is a deadly trap devised by the acolytes of Deep Sashelas to protect their holy treasures in the vault beyond.

Trigger. This trap activates as soon as a creature not bearing a symbol of Deep Sashelas enters the room, and remains active while such a creature is in the room.

Initiative. The trap acts on initiative count 20 and 10.

Active Elements. The trap fills the room with a whirlpool and other deadly effects.

Sleep Spell (Initiative 20). The trap casts the *sleep* spell at 9th level (94 (21d8) hit points).

Whirlpool (Initiative 20). A ripping whirlpool forms, centred on the bottom of the pit. Each creature in the room must make a DC 20 Strength saving throw. On a failed saving throw, the creature takes 33 (6d10) bludgeoning damage, is knocked prone, and is pulled 30 feet toward the bottom of the pit. On a successful save, the creature takes half the damage and isn't pulled.

Seaweed Growth (Initiative 10). A 5-foot thick mat of seaweed grows to cover the pit.

Dynamic Element. The longer the whirlpool lasts, the more lethal it becomes.

Increased Velocity. The damage from the Whirlpool element increases by 11 (2d10) each round after it activates, to a maximum of 55 (10d10).

Countermeasures. There are a few ways that the trap can be resisted:

Whirlpool. Characters can use an action to brace themselves against the floor, walls, or ceiling. Doing so gives them advantage on the saving throw against the Whirlpool element until the start of their next turn.

Seaweed Mat. A 5-foot square section of the mat can be destroyed with either a successful DC 20 Strength check or by attacking it; AC 15, 15 hit points, immunity to poison and psychic damage.

Leave the Room. The easiest way to deactivate the trap is to leave the room. Once the room is empty of triggering creatures, it deactivates.

27. Elven Treasure Vault

This room is only accessible by solving the puzzle and trap in area 26.

> Glittering before you is a hoard of wealth unlike any you have seen before. Immaculate suits of mithral armour hang from wooden mannequins, masterpieces of painting and threadwork line the walls, and chests filled with magnificent jewellery overflow onto the marble floor.

Protective Spells. This area is under the effects of a *hallow* spell with the Extradimensional Interference effect, and a permanent nondetection spell.

Treasure. The two chests each contain 35,000 gp of assorted jewellery and gemstones. There are four tapestries and two paintings (2,500 gp each). There is a *mithral breastplate*, *mithral chainmail* and an *elven chain* hanging from mannequins. Hanging from a rack is an *adamantine longsword*, a *trident of warning*, and a *+2 rapier*. A small silver box with inlaid sapphires (1,500 gp) contains a *potion of flying*, a *potion of invisibility*, a *potion of speed* and two *potions of supreme healing*.

28. Royal Corridor

> This rounded corridor is paved with flagstones of azurite that glitter gently as you move. A few rooms and alcoves branch off from it, and a large marble statue of an elf stands at one end.

Statue & Secret Door. The statue is of Deep Sashelas, depicted as a fair elven man, accompanied by a dolphin. He points his metal trident at a portion of the wall which is actually a secret door.

Characters with a passive Wisdom (Perception) of 16 or higher notice the door. A successful DC 16 Intelligence (Investigation) check reveals that using the statue's trident to trace the frame will open the door.

If the trident leaves this area, it disappears in a cloud of bubbles and reappears in the statue's hand.

Alcoves & Secret Door. Recessed from the corridor in alcoves are bas-reliefs that depict elven royalty. One of them matches Shava the Damned.

Characters with a passive Wisdom (Perception) of 20 or higher notice a skillfully disguised Qualith Door Lock built into the sculpture (see General Features).

29. Storerooms

> These seaweed-filled chambers contain mouldering artifacts that time and the sea have rendered unrecognisable.

These areas are empty save for the seaweed (see general features).

30. Ancient Antechamber

> The broad staircase in this chamber leads down to a mosaic floor with glittering blue tiles forming a dolphin symbol. Raised high above the stairway are two plinths, each of which has a hideous gargoyle atop it.

Creatures. The two gargoyles are kapoacinths (**gargoyles** with a 60-foot swim speed instead of fly speed). The kapoacinths attack any non-Krakenar intruders.

Characters who can speak Aquan or Terran can convince the gargoyles that they are Krakenar with a successful DC 15 Charisma (Persuasion) check.

Entrance/Exit. The stairs in this chamber lead to area D in the Ruins of Ascarle.

31. Escape Hatch

> You emerge into a cylindrical tunnel plated with iridescent, burnished metal that is cool to the touch.

Trap. Characters with a passive Wisdom (Perception) of 20 or higher notice a small pressure plate at each end of the corridor. Any weight applied to these plates causes the doors to lock, and a *cloudkill* spell to be cast at 9th level throughout the corridor.

Secret Doors. The doors are Qualith Door Locks (see General Features) that are unlocked unless the trap is triggered (see above).



32-41 Corrupted Caverns

These natural caves once formed the majority of Slarkrethel's lair but were demolished when the illithids excavated the domed caverns to house their quarters.

The caverns and their inhabitants are warped and twisted beings whose contact with the Far Realm through Slarkrethel have preternaturally changed them. Worse still, the caves are now home to rejected mind flayer experiments. Occasionally, the devout of Purple Rocks come to venerate Slarkrethel and his Far Realm spawn in these caverns, leaving behind offerings and sacrifices.

Additional Features: Corrupted Caverns

The following features are common throughout the corrupted caverns:

Ceilings, Floors, and Walls. The natural stone walls of the caverns are rough and damp. Unless noted otherwise, ceilings are 20-feet high.

Light. The caverns are dimly lit by torches in sconces along the walls.

Sanity. If you want to make this area of the dungeon deadlier, consider using the optional Sanity rules presented in chapter 4 "Sanity Scores".

32. Melting Stone

Broad tunnels cut through the rock forming a circuit of subterranean walkways. The enormous cavern smells damp and ferrous, and the falling of droplets echoes throughout. Hunched figures lurch throughout the cave.

Creatures. Eight **gibbering mouthers** that have taken vaguely humanoid form lumber throughout the cavern. They ignore the warped ground.

Warped Ground. Squares on the map marked with swirls appear like regular stone but are actually 10-foot deep pools or tar-like acid.

Characters with a passive Wisdom (Perception) of 20 or higher notice the stone seems to swirl slightly, indicating their corrupt nature.

A creature that steps on a marked square is treated as falling into quicksand (see chapter 5 of the *Dungeon Master's Guide*). In addition, when a creature enters the marked square for the first time on a turn or starts its turn there, that creature takes 11 (2d10) acid damage.

Ceiling & Ledge. The ceiling is 50 foot high in this cavern. The ledge is 30 feet high.

Entrance/Exit. The 15-foot radius hole in the ceiling leads to area E of the Ruins of Ascarle. The water is held back by arcane runes (see "General Features: Dungeons of Ascarle").

33. Shrine to Cthallog

Separated from the rest of the caverns by rusted iron bars is an arched chamber from which hundreds of fang-like stalagmites hang. In the centre of the natural stone floor is a deep pit, and in a nearby hollow is a greenstone altar spattered with some unnamable fluid. Atop the altar is an idol made of whalebone.

Doors. The iron-barred doors are both locked. The key can be found in area 34. The door can be forced open with a successful DC 20 Strength check or the lock picked with a successful DC 18 Dexterity check using thieves' tools.

Creatures. The idol atop the altar depicts a hideous, crouched, tentacled monstrosity with folded, leathery wings that is at once reminiscent of a man, a dragon and a giant squid. The idol is actually a **graven image** (appendix B) that attacks any non-Rocklanders who enter the cavern.

Pit. In the bottom of the pit is a mutated, emaciated corpse that is a little too close to a human child for comfort. Each creature that sees the corpse must make a DC 15 Charisma saving throw. On a failed save, the character gains a short-term form of madness, or a long-term form if the save fails by 5 or more, that you choose or determine randomly (see chapter 8 of the *Dungeon Master's Guide*).

Treasure. On the altar are six zircons (50 gp each), a potion of water breathing in a brass ewer with a jade inlay (250 gp) and a *chaotic evil candle of invocation*.

34. Acolyte Dormitory

Behind a rickety wooden door is a dormitory with two mangy bunk beds and a wonky table.

Creatures. There are two Rocklander **cult fanatics** and a **warlock of the great old** one wearing a *robe of eyes* made from flesh in the dormitory. They are sat at the table hand in hand. Their veneration of Far Realm beings has sent them insane. Though they do not attack immediately, they might find the slightest thing, such as a certain word or colour, intensely offensive. Continual use of such a thing drives them to violence, as does searching their dormitory or stealing goods from area 33.

Treasure. Under the pillow of one of the bunks is a key to area 33 and a book filled with symbols. Although it's not evident from the book, the symbols can all be made by the statues in area 41. Next to each are scrawled notes (appendix E).

Ceiling. This chamber is 10 feet tall.

35. Stalagmite Cavern

A landscape of stalagmites sprout from the floor, creating a hellscape of stone spears.

Creatures. There are two **urophions** (appendix B) hidden amongst the stalagmites.

Stalagmites. The number of stalagmites in this chamber makes it difficult terrain. Any creature that falls prone in the area takes 2 (1d4) piercing damage.

36. Uchuulon Chamber

A deep pool of still, stagnant water fills this chamber. It reeks of rotting shellfish and is cloudy with a fibrous sediment. Every few seconds a drop falls from the ceiling, sending ripples across the surface of the pool.

Creatures. There are three **uchuulons** (appendix B) in the pool. They attempt to ambush characters if possible. Characters with a passive Wisdom (Perception) of 14 or higher notice the aberrations when they are within 10 feet of the surface.

Water. The disgusting water is filled with rotting detritus, restricting visibility to 10 feet. Any creature, other than the uchuulons, that falls in the pool must make a DC 12 Constitution saving throw. On a failed save, the creature is poisoned for one minute. On a successful save, the creature is immune to the effect for 24 hours.

37. Storage Pool

The bottom of this cavern sinks down several times the height of a man. At the bottom is a small jar.

Canopic Jar. Atop the central shrine is a canopic jar containing a spellcaster's brain concentrating on *death ward* (see the "Abjuration Brains" section).

Water. This area is filled with disgusting water from area 36.

38. Carved Stone

The walls of this cavern are covered in petroglyphs. The hideous, unspeakable forms portrayed in the ancient artwork is appalling to behold, and the acts of debauchery in which they are engaged make the portrayals all the worse.

Petroglyphs. Characters who succeed on a DC 16 Intelligence (Investigation) check realise that one area is of more recent design. It depicts priests warding off strange aberrations with green fire. This is a clue for getting past the guardian in area 39.

If the character fails the check, they must make a DC 18 Charisma saving throw. On a failed save, the character gains a short-term form of madness, or a long-term form if the save fails by 5 or more, that you choose or determine randomly (see chapter 8 of the *Dungeon Master's Guide*).

39. Temple Antechamber

A deep trench lines the edge of this natural cavern, from which green fire belches sporadically. To either side of the doorway are unlit braziers mounted in brackets on the wall.

Creatures. Guarding the entrance to area 40 is a lumbering **star spawn hulk**. It only attacks if characters attempt to enter area 40. If the characters bear a brazier lit with the green flame, the creature cowers and lets them pass.

Trench. A 10-foot deep trench follows the edge of the wall. When a creature enters the trench for the first time on a turn or starts its turn there, that creature takes 11 (2d10) fire damage.



40. Fane of the Far Realm

Veins of midnight black minerals carve through the rock walls of this huge fane, giving it an unsettlingly visceral look. Two staircases lead up to a raised level above which is a broad fissure open to the ruins above. On this level, four braziers of green flame burn brightly, illuminating a haunting ritual sacrifice about to take place.

Creatures. There are four **cult fanatics** and two **kraken priests** engaged in the ritual. One kraken priest holds down Balama Domine (NG female Turami human **thug**). The other kraken priest is concentrating on a ritual that transforms Balama into a **star spawn mangler** at the end of the priest's second turn.

Characters can prevent the ritual by depriving them or their sight or ability to speak in any way, breaking the caster's concentration, or by casting *counterspell* as the ritual comes to its conclusion.

Trapped Stairs. The stairs closest the door are trapped. Stepping on the top stair causes the stairs to tilt, turning them into a slide. At the same time, a 10-foot square pit filled with green fire swings open at the bottom of the stairs. Any creature on the stairs when the trap is triggered must succeed on a DC 15 Dexterity saving throw or slide down into the pit.

When a creature enters the pit for the first time on a turn or starts its turn there, that creature takes 22 (4d10) fire damage.

Characters with a passive Wisdom (Perception) of 18 or higher notice the trap, and can avoid the top step.

Ceiling & Levels. The ceiling of this chamber is 50 feet tall. The platform is 20 feet tall.

Entrance/Exit. The 15-foot radius hole in the ceiling leads to area F in the Ruins of Ascarle.

41. Hall of Six Statues

This wide chamber is bordered by midnight black columns in stoas. In the centre of the chamber are six identical statues of green stone. The horrendous forms sculpted in stone vomit forth twisting black beams of energy.

Statues. Each statue can be rotated using an action. The beams continue until they hit a statue, wall, column or creature. Overlapping beams has no additional effect.

A creature hit by the beam is targeted by a *ray of enfeeblement* (DC 20). If the beams hit a pillar, they shoot across horizontally to close off the sides of the chamber with a *wall of fire* (DC 20).

If a beam hits a statue, it stops. By rotating the statues different symbols can be made using the beams. The different symbols cause different effects (see appendix E for the symbols):

- *Symbol A.* A **yuan-ti anathema** is summoned between the central pillars.
- *Symbol B.* Both doors on the eastern wall unlock.
- *Symbol C.* Each creature in the room is subjected to the *slow* spell (DC 20), which lasts for 1 minute.
- *Symbol D.* A **doppelganger** of each creature appears in the room in a mirrored position (as if creating symmetry down the central line).
- *Symbol E.* Each creature in the room is subjected to the *haste* spell, which lasts for 1 minute.

Doors. The doors on the eastern wall are both locked, and can only be opened by making the required symbol:

- *Left-Hand Door.* The left-hand door is magically trapped. Any creature that opens the door sees an illusion of a cavernous tunnel beyond created by the *silent image* spell (DC 20).
  A creature that steps through is teleported to area 67, though the illusion responds as if they had walked through.
- *Right-Hand Door.* The floor of the corridor is subject to a permanent *spike growth* spell (DC 20).

Ceiling & Levels. The chamber is 30-feet tall. The levels by the door are 20-feet high.

42-59 Illithid Lair

Sculpted from burnished star metals and bent glass, the lair of the illithid colony of Zellix'Phor is a hideously alien sight to behold. It was constructed by thralls of the illithid after the great domed caverns were created from the original caves. The inhabitants are the disciples of Zellix'Phor, a handful of newly created mind flayers, and the colony's thralls which serve them without question.

Entrance/Exit. Around the rear of the illithid lair is a 15-foot radius hole which leads to area G in the Ruins of Ascarle. The water is held back by arcane runes (see "General Features: Dungeons of Ascarle").

42. Entrance Dome

The circular chamber before you is formed of featureless iridescent metal. Several circular doors lead off to other parts of the structure.

Creatures. There are two mutant **sahuagin baron** thralls guarding this chamber. The thralls have the following magic items:

- They each wear *mind carapace plate mail* (AC 18).
- They each wield a *mind blade: greatsword* (+7 to hit, reach 5 ft., dealing 14 (3d6 + 4) slashing damage plus 7 (2d6) psychic damage on a hit).

Trapped Corridor. The corridor marked by 42a is trapped with a gas trap (see "Additional Features: Illithid Lair"). In addition to the doors locking, a panel slides across the southern wall blocking off the chamber beyond. The panel can be opened like a Qualith door lock (see "Additional Features: Illithid Lair").



Additional Features: Illithid Lair

The following features are common throughout the lair:

Ceilings, Floors, and Walls. Each chamber is 10-foot tall. Most surfaces are made of burnished meteoric iron that is iridescent and cold to the touch.

Gas Traps. Several areas of the lair are trapped. Characters with a passive Wisdom (Perception) of 20 or higher notice pressure plates on the floor.

Stepping on a pressure plate triggers the trap. All doors slam shut and lock as poisonous gas fills the room. Creatures in the room when the trap activates, and when a creature starts its turn in the room, must make a DC 20 Constitution saving throw. The creature takes 22 (4d10) poison damage on a failed save, or half as much damage on a successful save.

The gas lingers for 10 minutes, or until a door is opened.

Light. The entire lair is well lit by glowing crystals built into the walls, powered by the generators in area 45.

Qualith Door Locks. Mounted on both sides of every door is a burnished plate of dark, alien metal embossed with a braille-like form of tactile writing known as Qualith. Mind flayers use their tentacles to read Qualith, which is composed in four-line stanzas indecipherable to other creatures. A creature that touches a Qualith inscription, however, can receive fragmentary insight into the multilayered thoughts contained within it. A non-illithid that wants to understand a Qualith inscription can make a DC 18 Intelligence check to interpret the inscription. A failed attempt results in a crushing headache and requires the creature to succeed on a DC 11 Wisdom saving throw or develop a form of short-term madness (see "Madness" in chapter 8 of the *Dungeon Master's Guide*). A *comprehend languages* spell provides understanding of the spell equivalent to what a mind flayer would get from it.

Each door plate is imbued with psionic energy and functions like an *arcane lock* spell. The Qualith inscription on the plate describes the genuflections a mind flayer must make with its tentacles to open the door. Other creatures with at least four tentacles can imitate these motions to bypass the lock, provided they can interpret the inscription. A creature must be within 5 feet of the door to open it in this way. Creatures without the requisite tentacles and knowledge must deal with the lock by more conventional means, such as a *knock* spell. If magic is unavailable, a locked door can be opened with a successful DC 30 Strength (Athletics) check.

Clever adventurers might discover that a decapitated mind flayer head, animated through an *animate dead* spell, can be used to access the locks.

Unless held open, doors which Qualith door locks automatically close and lock moments after use.

Restoration Pods. Several chambers within the lair contain Restoration Pods. These pods are used to rest by the mind flayers. Opening one takes an action.

A creature can use an action to step into the pod and close it. Needles pierce the flesh of the creature, pumping restoration fluid into them. The creature must make a Constitution saving throw. The DC equals 10 + the number of times the creature has used a pod in the last 24 hours. On a successful save, the creature gains the benefits of a Long Rest. On a failed save, the creature gains a level of exhaustion. Either way, the whole process takes 1 minute.

Mutations. The mind flayers often experiment on their captives causing mutations which last until the creature is cured by *greater restoration* or similar magic.

When a creature is referred to as mutated, or a creature suffers a mutation, roll on the following table:

d100	Effect
01-05	The colour of the target's hair, eyes, and skin become blue, purple, pink, or patterned.
06-10	The target's eyes push out of its head at the end of stalks.
11-15	The target's hands grow claws, which can be used as daggers.
16-20	One of the target's legs grows longer than the other, reducing its walking speed by 10 feet.
21-25	The target's eyes become beacons, filling a 15-foot cone with dim light when they are open.
26-30	A pair of leathery wings sprout from the target's back, granting it a flying speed of 30 feet.
31-35	The target's ears tear free from its head and scurry away; the target is deafened.
36-40	Two of the target's teeth turn into oversized, blunt tusks.
41-45	The target's skin becomes scabby, granting it a +1 bonus to AC but reducing its Charisma by 2 (to a minimum of 1).
46-50	The target's arms and legs swap, preventing the target from moving unless it crawls.
51-55	The target's arms become tentacles with fingers on the ends, increasing its reach by 5 feet.
56-60	The target's legs grow incredibly long and springy, increasing its walking speed by 10 feet.
61-65	The target grows a whip-like tail, which it can use as a whip.
66-70	The target's eyes turn black, and it gains darkvision out to a range of 120 feet.
71-75	The target swells, tripling its weight.
76-80	The target becomes skeletal, halving its weight.
81-85	The target's head doubles in size.
86-90	The target's ears become wings, giving it a flying speed of 5 feet.
91-95	The target's body becomes unusually brittle, causing the target to have vulnerability to bludgeoning, piercing, and slashing damage.
96-00	The target grows another head, causing it to have advantage on saving throws against being charmed, frightened, or stunned.

43. Pneumatic Hallway

Metallic pipes twist along the walls of this corridor.

Creatures. One **mind flayer** is adjusting some gauges in the room with two scrag thrall bodyguards (**trolls** with a 30 ft swim speed).

Pipes. The pipes provide several functions; keeping the air fresh, providing poisonfor gas traps and fuel for fire sources, and removal of waste fluids from laboratories.

A creature that misses a melee attack roll within 5 feet of the walls must make a DC 15 Dexterity saving throw. On a failed save, the creature hits a pipe, destroying it. Roll a d6, and consult the following table:

d6	Effect
1	Explosive gas fills the room. If anyone holds an open flame, it causes an explosion. All creatures in the area must make a DC 20 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one. The flame is then extinguished.
2	Smoke fills the room. Visibility is reduced to 1 foot until the end of the pipe-breaking creature's next turn.
3	Poison gas fills the room. Each creature must make a DC 20 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.
4	Weakening gas fills the room. All Strength and Dexterity checks made in the room have disadvantage until the end of the pipe-breaking creature's next turn.
5	Waste lubricant sprays out into the room. Each creature must succeed on a DC 20 Dexterity saving throw or fall prone.
6	Mutative gas fills the room. Each creature must succeed on a DC 20 Constitution saving throw or roll on the Mutations table in the "Additional Features" sidebar.

44. Control Room

The DC for the Qualith door lock on this room is 28. The DC for otherwise entering is 30.

Lining the walls are curved glass panes across which arcane symbols glide. A broad panel of alien metal covered in small indentations protrudes from the lower edge of the panes.

Control Panel. The Qualith on the control panel can be interpreted in the same way as a that on a door lock, except the DC is 28. Creatures using the control panel can initiate the following:

- *Full Detoxification.* On initiative 20 the next round, poison gas fills every room in the illithid lair (see "Additional Features: Illithid Lair" but without locking doors) for 10 minutes, then dissipates.
- *Mass Unlock.* All Qualith door locks in the lair unlock, allowing them to swing open and closed freely.
- *Lockdown.* All Qualith door locks in the lair swing shut and lock, and the DC for opening them by force increases to 30.
- *Alarm.* A blaring siren echoes throughout the lair. Any remaining mind flayers converge on this room.
- *Jar Check.* An outline of the dungeons appears on the glass panel. Intact canopic jars (see "Abjuration Brains") appear as white dots and destroyed appear as red dots. The effect is akin to a locate object spell.

Characters who attempt to use the panel without understanding it set off one random effect.

45. Generator Rooms

Pistons of strange metal pump alongside whirring blocks that fill this chamber.

Generators. These rooms contain psionic quasi-magic generators that provide power for the lair. The generators have AC 19, 50 hit points, damage threshold of 15, and immunity to psychic and poison damage.

Destroying both generators plunges the lair into darkness and causes all the door locks to fail.

If a single generator takes 65 or more damage in a single turn, it explodes. Each creature in a 50-foot radius sphere must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 99 (18d10) force damage, or half as much damage on a successful save.

This damage could cause the second generator to explode. The explosion is powerful enough to destroy the walls of the lair.

Should both generators be destroyed simultaneously, a portal to the Astral Plane rips through the fabric of reality. A creature can assume this information by succeeding on a DC 20 Intelligence (Arcana) check while examining the machines. The portal leads to the Fractured Hand on the Astral Plane (see "Astral Retreat").

46. Retriever Workshop

The rear of this room is taken up by metal workbench, atop which are unrecognisable tools and pieces of machinery. Atop the desk is a spider-like construct of iridescent black metal.

Creatures. The construct on the desk is a **retriever** that was forgotten by the drow. Luzgrigaul found the construct and repaired it, adapting it to listen only to their commands.

If the characters have already encountered Luzgrigaul, the retriever is no longer here. It is tracking the characters.

47. Prison

Bright light streams down from white crystals onto cubes of vaguely purple force, within which are horrendously mutated creatures. A small metal panel with braille-like markings on it juts out of the wall.

Cells. There are four 7-foot cubes created by a psionic *wall of force* effect. The cells can be 'opened' and 'closed' individually using the control panel, which can be understood like a Qualith door lock.

Creatures. Each prison cell contains a mutated creature:

- A skeletal triton **veteran** named Vlaryn Vuuxariath. Her equipment has been destroyed. She was a member of the Fort Vuuxariath militia but was captured by sea spawn while on duty and brought here. The mind flayers have repeatedly experimented on her, reducing her weight as low as possible while keeping her alive. She accompanies her rescuers and can fight if given a weapon.
- A triton **veteran** called Otanyn Vuuxariath who has sprouted horns all over her body. She was kidnapped in the same manner as Vlaryn. Otanyn can make slam attacks (+3 to hit, reach 5 ft., one target, dealing 6 (1d6 + 3) piercing damage on a hit. Otanyn knows that the mind flayers kidnapped a triton spellcaster at the same time has her. The spellcaster was killed, and their brain stored in a strange jar before being moved elsewhere in the dungeon (see "Abjuration Brains").
- A **merrow** with enormous pincers and frenzied eyes. It has been mutated by the mind flayers in their attempts to create more powerful bodyguards. It's claw attacks deal 13 (2d8 + 4) damage and grapple the target (escape DC 14).
- The final cell contains a humanoid mutated beyond recognition. Its eyes extend from its head on stalks, its neck has been transformed into a tentacle, its arms and legs have been replaced with insectoid limbs, and its mouth turned into a beak. The poor creature can barely move. Any who look upon it must succeed on a DC 20 Charisma saving throw. On a failed save, the character gains a short-term form of madness, or a long-term form if the save fails by 5 or more, that you choose or determine randomly (see chapter 8 of the *Dungeon Master's Guide*).

48. Ascension Room

A hole in the ceiling of this chamber allows access to the floor above.

Creatures. This chamber is guarded by a mutant dire scrag thrall (dire **troll** with a 30 ft. swim speed).

Entrance/Exit. This room provides access to area 88 via a hole in the ceiling.

49. Torture Chamber

Strapped to something resembling a glass throne is a wretched humanoid corpse. Its insides are mostly outside. Carefully dissecting the exposed organs is a robed figure.

Creatures. A single **mind flayer** performs the autopsy; part of the research initiated by Thiliossk to further understand the native humanoids.

50. Mold Lab

Mounds of grey mold grow on shelves which extend from the walls.

Mold. This chamber is used to produce the sour-smelling mold fed to "cattle". Characters can harvest up to twenty rations worth.

51. Trapped Hallway

Vents line the walls of this triangular corridor.

Gas Trap. There are three pressure plates in this room that could trigger a gas trap (see "Additional Features: Illithid Lair").



52. Ascension Room

A hole in the ceiling of this chamber allows access to the floor above.

Entrance/Exit. This room provides access to area 80 via a hole in the ceiling.

53. Luzgrigaul's Chambers

A strange suit of armour, the size of an ogre, stands against the wall of this chamber. Opposite the armour is a well-stocked tool bench and beyond that a glass pod. The walls are lined with similar, but smaller pods.

Creatures. If they are still alive, **Luzgrigaul** (appendix B) is in this chamber working on the *psionic suit* (appendix C). If intruders enter, Luzgrigaul's enters the suit using an action. Luzgrigaul also psychically commands the **retriever** from area 46 to come and assist. It arrives in 4 rounds.

Treasure. The *psionic suit* (appendix C) can be taken after Luzgrigaul is killed. The pods on the walls contain a *survival mantle*, a *mind blade; longsword* to which any creature can attune, a *shield of far sight*, a *ring of spell storing* containing the *plane shift* spell, and a *wand of lightning bolts*. Each of the items appears more technological than magical.

Restoration Pod. There is a single pod in this chamber (see "Additional Features: Illithid Lair").

54. Common Room

Wide platforms topped with thin mattresses jut out from the walls in this chamber. A recess in one of the walls contains a dozen leather parcels.

Creatures. There are two Rocklander **commoner** thralls and three **sahuagin raider** (appendix B) thralls resting on the beds. They attack any intruders that enter.

Exit/Entrance. This room provides access to area 83 via a hole in the ceiling.

Parcels. Each of the twelve parcels contains a ration of grey mold.

55. Mutative Gas Trap

This small antechamber is decorated with an arrangement of severed hands on one of the walls. A great diversity of morphology is on show, from human hands to crustacean claws.

Trap. This trap functions in the same way as a gas trap (see "Additional Features: Illithid Lair"), but injects mutative gas rather than poison gas into the room. If a target fails their saving throw, they gain a mutation rather than taking damage (see "Additional Features: Illithid Lair").

56. Training Facility

Stepped platforms of cut stone are stacked on either side of this chamber. The floor is peppered with blackened, inch-wide holes, and scratch marks cover the walls.

Floor. The chamber floor is sunk down 25 feet, making it 35 feet tall.

Platforms. Each platform varies in height (see map), but they are each sheer faces. Climbing up the face of a platform is impossible without climbing gear. Even with the correct gear, it requires a successful DC 15 Strength (Athletics) check.

Combat Training

Complex trap (level 11-16, dangerous threat)

This combat training facility was designed by Luzgrigaul to keep them in fighting shape between duels. The facility pitches the trainee against animated constructs, whilst making them dodge jets of flame which erupt from the floor and spinning blades which scythe through the room.

Trigger. The door to this chamber swings shut and locks behind anyone who enters. Unless the door is immediately opened, the trap activates.

Initiative. The trap acts on initiative count 20, 10, and 5.

Active Elements. Combat Training involves construct combatants, jets of flame from the floor, and scything blades.

Locked Doors (Initiative 20). The four doors to this room slam shut and locks (see Qualith door locks, "Additional Features: Illithid Lair"). This effect activates only once, the first time the trap is triggered.

Construct Combatants (Initiative 10). Five **helmed horrors** emerge from the secret trap door and begin attacking the creature with the highest Intelligence in the room. The horrors have the following changes:

- They are immune to fire damage, and the following spells: *cone of cold*, *ice storm*, and *lightning bolt*.
- Their longsword attacks deal an extra 7 (2d6) psychic damage on a hit.
- If they hit with a longsword attack on their turn, they can use a bonus action to try and shove a creature within 5 feet of them with their shield.

Flame Jets (Initiative 10). Fire shoots from the holes in the floor. Each creature standing on the floor takes 11 (2d10) fire damage.

Scything Blades (Initiative 5). Psionically charged blades swarm toward non-construct creatures in the room. Each non-construct creature must make a DC 15 Dexterity saving throw, taking 22 (4d10) slashing damage on a failed save, or half as much on a successful save.

Dynamic Elements. The flame jets become more dangerous the longer the trap remains active.

Added Fuel. The damage from the Flame Jets element increases by 11 (2d10) each round after it activates, to a maximum of 55 (10d10).

Constant Elements. The flame jets affect each creature that starts its turn in the affected area, dealing damage as they normally would.

Countermeasures. There are a few ways that the trap can be overcome:

Open the Door. The door is locked with a Qualith door lock (see "Additional Features: Illithid Lair"). Any creature that leaves the room is no longer affected by the trap. If all creatures leave the room, the trap resets.

Plug the Jets. A creature can spend an action to plug a 5-foot square of the holes from which the flame jets burst with a non-flammable material, such as cloth soaked in water. The flame jets no longer function in that area.

Dispel the Blades. The swarming blades are powered by psionics. A creature can ready an action to cast *dispel magic* (DC 15) on the blades as they swarm. Doing so reduces the DC to avoid the blades by 3. When the DC drops to 0, the blades deactivate.

Kill the Constructs. Killing all five helmed horrors causes the trap to deactivate.

57. Corridor of the Conquered

The walls of this corridor ripple with a turquoise light as if illuminated through water. At one end of the corridor is a recess in the wall which contains a humanoid head and a glass panel.

When the characters enter, read or paraphrase the following:

Two softly glowing turquoise figures suddenly appear before you. Noiselessly, the two engage in skilled melee combat. One of the figures is a tentacled mind flayer, sporting an ornate glaive. The other is a githyanki knight wielding a silver greatsword. The two exchange blows, ripostes, and counter-ripostes.

Eventually, the mind flayer parries the knight's greatsword and uses the momentum of the strike to spin behind the githyanki. As its tentacles wrap around the skull of the silently screaming creature, the figures dissolve.

Holograms. The recess in the wall contains a plate and panel. If a creature's head or brain is placed atop the plate, the panel can be used to psionically access its memories. Tharcereli uses this to relive past battles.

58. Tharcereli's Chambers

Dozens of decapitated heads stare out unseeingly toward you from the walls. They vary from humanoid heads to those of beings you've never seen before. Save for the morbid decoration, there is little in this chamber.

Creatures. **Tharcereli** (appendix B) is in this chamber communing with the still-living brains of their foes. They are accompanied by two lizard king/queen thralls.

Heads. The heads belong to the vanquished foes of Tharcereli. A creature that sees the morbid display for the first time must make a DC 10 Charisma saving throw. On a failed save, the character gains a short-term form of madness, or a long-term form if the save fails by 5 or more, that you choose or determine randomly (see chapter 8 of the *Dungeon Master's Guide*).

Restoration Pod. This room contains one pod (see "Additional Features: Illithid Lair").

59. Weapon Collection

The DC to open this Qualith door lock (see Additional Features: Illithid Lair) is 30.

Bulbous glass pods bubble out of the burnished metal walls of this chamber. Within are spectacular weapons of myriad design.

Storage Pods. Each of the four pods contains a weapon that belonged to one of Tharcereli's victims:

- A *flame tongue longsword* which belonged to a Tallyn Amberheart (LG female Chondathan human paladin of The Red Knight). Those who wield it can hear a commanding woman's voice on their mind instructing them on actions to perform in combat. Once per long rest, a creature attuned to the blade can use a bonus action to cause an ally within 30 feet of them that can hear them to use their reaction to make a melee weapon attack.
- A *giant slayer greataxe* which belonged to Werydd Giantsbane (NN female shield dwarf champion). Creatures who attune to the axe begin to grow ginger braids and swell in girth. The creature gains advantage on saving throws against poison, and have resistance to poison damage.
- A *scimitar of speed* belonging to Captain Tharhava Shestendeliath (NE non-binary blue dragonborn swashbuckler). Those who attune to the weapon are obsessively driven by a draconian voice in their mind commanding them to avenge their death at the hands of Tharcereli. Creatures attuned to this weapon cannot unattune to it and are unwilling to part with it until Tharcereli is killed. In addition, they gain the breath weapon of a blue dragonborn (see chapter 2 of the *Player's Handbook*).
- A *+3 adamantine glaive* whose green blade is banded and mottled in a pattern reminiscent of astral skies. It belonged to Baragsh (NE male orc war chief), a captain of a spacefaring vessel from the Astral Plane. A creature attuned to the weapon gains proficiency in vehicles (air), and can add their proficiency bonus to checks made to navigate in the Astral Plane.

60-70 Elder Brain Chambers

The chambers of Zellix'Phor are dome-like in construction, part crystal, and part alien metal. They look entirely out of place in the artificially demolished cavern, as they have been ripped straight from the crashed nautiloid. Within, the chambers of Zellix'Phor are well maintained. They include processing rooms for new thralls, storage chambers for important items, and the resting pool of the elder brain itself.

Additional Features: Elder Brain Chambers

The following features are common throughout the elder brain chambers:

Ceiling, Floors, and Walls. Each perimeter dome is 20-foot tall. The central areas are 10-feet tall. Most surfaces are made of burnished meteoric iron that is iridescent and cold to the touch.

Light. The entire lair is well lit by glowing crystals built into the walls, powered by the psionic force of Zellix'Phor.

Qualith Door Locks. See "Additional Features: Illithid Lair".

Secret Doors. There are numerous secret doors throughout the chambers. Characters with a passive Wisdom (Perception) of 20 or higher notice these circular doors. The doors otherwise function as Qualith Door Locks (see General Features).

Walkway. A circular walkway loops through the perimeter domes. The walkway is elevated 10 feet above the floor of these chambers.

60. Guardroom

A curved ceiling of iridescent metal, covered in indecipherable inscriptions and patterns presses down upon you. A plinth of glass rises up in the centre of the room.

Creatures. This room is guarded by a **brain golem** (appendix C), and two **sahuagin baron** thralls, each equipped with a *mind blade: greatsword* instead of a trident.

Communicator. Standing on the glass plinth and making the appropriate genuflections (as if opening a Qualith door lock, see General Features) initiates a psionic, holographic connection between the user and area 70. The user is surrounded by an illusion of the chamber and can communicate telepathically with any creature inside.

61. Dissection Chamber

The stained metal floor of this chamber slopes down to a drain, above which floats an edged metal tray. Glass pods on the walls contain hideous medical implements.

Creatures. There are two **mind flayers** dissecting a merfolk corpse that lies on the metal tray.

Furniture. The tray is under the effect of a *levitate* spell being cast by one of the mind flayers. The glass storage pods contain medical tools that equate to a healer's kit.

Secret Doors. Hidden behind the doors (see "Additional Features: Elder Brain Chambers") are organ libraries where viscera of interest are stored in canopic jars.

62. Cleansing Chamber

Warm, humid air clings to your skin as you enter a domed chamber devoid of life. Pipes running up the walls sporadically puff clouds of acrid smelling vapour into the air.

Secret Doors. The doors (see "Additional Features: Elder Brain Chambers") allow newly captured victims to be brought into room without using the central walkway.

Creatures. When the characters enter the room, a mind flayer leading a stunned **aldani** (appendix C) enters through the northern secret door. The aldani's name is Klak, and it accompanies the party if rescued.

63. Transformation Chamber

Foul-smelling fluids spatter the sloping floor of this dome. Chunks of fleshy substance gather around the depressed drain in its centre. Along the edge of the dome are doors of frosted glass.

Secret Doors. The doors (see "Additional Features: Elder Brain Chambers") allow passage into and out of this room.

Glass Doors. The glass doors can be operated like Qualith door locks (see "Additional Features: Elder Brain Chambers"), but have two commands. One to become transparent, revealing their contents, and one to open.

Five of the seven chambers are empty. One contains a twisted, mutated corpse that bears little resemblance to anything save a butcher's offcuts pile. Each character who sees the corpse must make a DC 20 Charisma saving throw. On a failed save, the character gains a short-term form of madness, or a long-term form if the save fails by 5 or more, that you choose or determine randomly (see chapter 8 of the *Dungeon Master's Guide*).

The second filled cell contains a **sahuagin-illithid hybrid** (appendix C) which attacks madly if released.



64. Planar Junction

Glyphs and sigils arranged in patterns of unnatural geometry dot the metal surfaces of this chamber.

Planar Portal. A character who succeeds on a DC 20 Intelligence (Arcana) check understands that the glyphs can be used to teleport. If the check succeeds by 10 or more, they learn the movements and words necessary to activate it, which takes an action. When activated, a *gate* spell appears in the centre of the dome, linked to the Fractured Hand on the Astral Plane (see "Astral Retreat").

A failed attempt results in hallucinations of hideous cityscapes of unnatural structures whose angles are wrong, and requires the creature to succeed on a DC 20 Wisdom saving throw or develop a form of short-term madness (see "Madness" in chapter 8 of the *Dungeon Master's Guide*).

65. Equipment Storage

This room is hidden behind a secret door (see "Additional Features: Elder Brain Chambers").

Bulbous glass pods in this cramped chamber contain dozens of strange items.

Pods. Inside the pods are a variety of worthless, but presumably sentimental, items including dolls stitched from leathery seaweed, carved greenstone amulets of tentacled entities, rusted iron keys, and whalebone dice.

66. Golem Workshop

Tattered sheets of skin, hunks of twitching muscle, and bones reinforced with burnished metal are being stored in barrels throughout the room. Standing half-formed in the centre of the dome is a hulking humanoid creation.

Creatures. Although superficially incomplete, the **flesh golem** is functional and attacks any non-illithid that enters. A nearby sealed barrel contains ten **crawling claws**.

If the golem detects multiple foes, it uses one of its attacks to throw the barrel at a central enemy (+4 to hit, range 15/30 ft., one target, dealing 15 (2d10 + 4) bludgeoning damage on a hit). Whether or not the attack hits, the barrel bursts open unleashing the claws, who immediately attack the closest creature other than the golem.

Pods. The pods on the back wall contain saws, chisels, hammers, and other equipment, as well as a manual of flesh golems.

67. Teleportation Station

The teleportation traps in area 41 and 73 lead here.

Pulsing lights of myriad colours create a circle on the floor of this dome. A glass panel hangs on one of the walls.

Teleporter. The glass panel operates as a Qualith door lock (see "Additional Features: Elder Brain Chambers"). Successfully operating the teleporter transports up to 8 creatures within to area 80.

68. Brain Chamber

Stacked on shelves in this dome are dozens of canopic jars, whose design varies from mesmerising geometric patterns to hideous tentacled curves.

Creatures. The chamber is guarded by two **brain golems** (appendix C). Behind one of the secret doors is a **mind flayer** that emerges when it hears combat. The mind flayer is engaged in creating a canopic jar to preserve a brain for extended spellcasting and has the missing pages from the book in area 19.

Jars. The jars each contain a brain, kept alive by preservative fluid.

Secret Doors. Behind the doors (see "Additional Features: Elder Brain Chambers") are brain libraries containing even more brains kept in standardised metal and glass jars.

69. Tadpole Chambers

Half of this chamber is taken up by a circular pool filled with briny water, the smell of which permeates throughout. Squirming around within the pools are scores of tiny tadpoles.

Creatures. Each pool is guarded by a triton **gladiator** thrall which doesn't leave the room. The pools contain mind flayer tadpoles. Any creature that falls into a pool is beset by the creatures which could, at the DMs discretion, initiate ceremorphosis.

70. Elder Brain Resting Pool

This central dome is larger than any other in the complex. Pride of place within the area is a broad, deep pool filled with softly effervescing purple fluid, covered with a glass dome. A cylindrical hole in the ceiling allows access to the cavern above.

Pool. The glass protecting the pool has AC 20, 50 hit points, and immunity to nonmagical damage. The glass allows telepathy and psychic damage to pass through it. It otherwise acts as full cover. The fluid restores 10 hit points to any creature fully submerged within it on initiative 20 each round. A creature in the pool can also use it as a Communicator (see area 60).

Creatures. Zellix'Phor the **elder brain** may have teleported here, within the pool, to escape or ambush the characters. There are two **brain golems** (appendix B) guarding it at all times accompanied by **Druskis** (appendix B).

Divination. This chamber is under the perception of Zellix'Phor by a permanent arcane eye. If it detects intruders, the elder brain comes to attack or sends its minions.

71-79 Vestress's Tomb

Beneath the desecrated catacombs is a tomb which once belonged to the current Regent of Ascarle, Shava the Damned, when she was still an elf. Since Shava's reanimation in service of Slarkrethel, the city's previous Regent, an illithid named Vestress, has been interred in the empty tomb. The tomb is protected by Shava and her Krakenar agents, but still shows evidence of its elven history.

Additional Features: Vestress's Tomb

The following features are common throughout Vestress's Tomb:

Ceiling, Floor, and Walls. The surfaces in this area are made of algae-covered stone. The ceilings are 10-feet high.

Light. The tomb is unlit. Creatures rely on their darkvision to see.

71. Elven Antechamber

On the far wall is a bas-relief half-covered with a mat of algae and seaweed. It seems to depict a ceremony of sorts being enacted by a small group of elves.

Bas-Relief. Elven characters, or those who succeed on a DC 10 Intelligence (Religion) check, recognise the ceremony as a burial.

72. Overgrown Chamber

A thick kelp forest has overgrown this entire chamber, masking any signs of its previous use. Floating among the wafting brown vegetation are several bloated jellyfish, veined with electric blue striations.

Creatures. There are three giant jellyfish in the chamber that attack any edible prey that enters (use the **carrion crawler** statistics, but with a 30-foot swim speed). The jellyfish manoeuvre using a bubble beneath their fleshy bodies.

If a creature succeeds on a DC 16 Dexterity (Medicine) check within one round of a jellyfish dying, they can gather the air in the corpse of the jellyfish, yielding 1d4 minutes of breathable air.

73. Teleportation Trap

A cavernous tunnel extends before you.

Trap. Any creature that opens the door sees an illusion of a cavernous tunnel beyond created by *silent image* (DC 20). A creature that steps through is teleported to area 67, though the illusion responds as if they had walked through.

74. Guardroom

Four statues of elven figures guard this chamber. Each has the putrefying corpse of an octopus nailed to its chest. Arching over the centre of the room is a stone walkway sculpted with beautiful oceanic reliefs.

Ceiling & Walkway. This chamber is 20-feet high. The walkway is 10 feet above the floor.

Creatures. There are two merfolk **gladiators** and one merfolk **necromancer** guarding this chamber.

Secret Door. Characters with a passive Wisdom (Perception) of 20 or higher notice a hidden door built into the wall. Characters who succeed on a DC 25 Intelligence (Investigation) check discover that pressing a crescent moon symbol on the back of the closest statue opens the door.

75. Hidden Corridor

Secret and concealed doors hide the entrance to this chamber (see area 74 and 76).

A hauntingly beautiful elven elegy fills this corridor with a somber ambience.

This corridor is empty.

76. Desecrated Chapel

Woven tapestries cover the walls, floor, and ceiling of this chamber. The unnatural patterns in the fabric are terrible to behold, sending waves of nausea through you. The sheets have been thrown over the furniture, covering everything.

Tapestries. When a creature that can see the tapestries starts its turn within 60 feet of them, they must succeed on a DC 20 Constitution saving throw or become poisoned for 1 hour. The poisoned creature can repeat the saving throw at the end of its next turn, ending the effect on a success. A creature that succeeds on the saving throw is immune to the tapestries' aura for the next 24 hours.

A creature can close its eyes to avoid the saving throw at the start of its turn. If the creature does so, it is effectively blinded until the start of its next turn. If the creature looks at the tapestries in the meantime, it must immediately make the save.

Altar & Statue. Hidden beneath fabric are a defiled altar and statue. The statue was of a celestial horse but has been decapitated. The altar is covered with six alien amulets of space metal (500 gp each) and an *instrument of the bards: canaith mandolin* that emits dim light on nights when the moon is obscured.

Concealed Door. Characters with a passive Wisdom (Perception) of 30 or higher notice a door concealed by the tapestry behind the altar. The door is unlocked.

77. Arched Corridor

A long corridor stretches ahead of you, part of which is elevated on an archway, the rest is cut into the rock.

Kraken's Maw

Complex trap (level 11-16, dangerous threat)

This trap was constructed to prevent tomb robbers infiltrating the resting place of Vestress. The trap consists of a corridor that fills with surging water, black ink and crushing teeth.

Trigger. This trap activates as soon as a non-Krakenar enters the marked area, and it remains active while any non-Krakenar creature is within the area.

Initiative. The trap acts on initiative count 20 and 10.

Active Elements. The Kraken's Maw includes a torrent of water and black ink throughout, plus smashing teeth in the central 20 feet.

Surging Water (Initiative 20). Water surges from the door to area 78 southward into area 74. Each creature in the hallway must make a DC 20 Strength saving throw. On a failed save, a creature takes 22 (4d10) bludgeoning damage, is knocked prone and shoved 30 feet south. On a successful save, the creature takes half the damage and isn't knocked prone or shoved. The surging water is difficult terrain.

Ink Cloud (Initiative 20). The area between the two triggers is filled with a cloud of ink. The area is heavily obscured as long as the trap remains active.

Crushing Teeth (Initiative 10). Each creature in the central 20 feet of corridor by the recesses must make a DC 20 Dexterity saving throw, taking 33 (6d10) piercing damage on a failed save, or half as much damage on a successful one.

Constant Elements. The Surging Water effects each creature that ends its turn in an area affected by it.

Surging Water. Any creature that ends its turn in the corridor must make a saving throw against the Surging Water effect.

Crushing Teeth. Any creature that ends its turn in the area affected by the Crushing Teeth must make a saving throw against its effect.

Countermeasures. Each of the trap's active elements can be thwarted by particular countermeasures.

Surging Water. The water can be temporarily countered by producing a strong current in the opposite direction, such as by using a *control water* spell.

The only way to permanently stop the effect is to open the doors to area 78. To open the doors, the character must first succeed on a DC 20 Wisdom (Perception) check to find the locking mechanism. A successful DC 20 Intelligence (Arcana) check is then required to disable the sphere of force that surrounds the lock (dispel magic also works). Success on a DC 20 Dexterity check using thieves' tools picks the lock. Finally, a successful DC 20 Strength (Athletics) check is needed to push the door open. Each check requires an action.

Ink Cloud. The ink can be disabled by blocking its flow into the corridor. A successful DC 20 Dexterity check using thieves' tools, or a successful DC 15 Strength check made to block up the holes with a cloak or similar object, clears the ink in a 10-foot square.

Crushing Teeth. The teeth can be disabled by bracing against them or preventing them from moving using a piton or pole. A successful DC 20 Strength check allows a character to prevent one of the teeth from activating provided they remain within 5 feet of the teeth. Placing a pole, piton, or similar item in such a way as to prevent the teeth activating requires a successful DC 20 Intelligence check. A success stops the teeth activating until the item is removed.

78. Tomb of Vestress

The door to this chamber is locked (see area 77).

> Before you is a large, vaulted tomb. The place stinks of damp seaweed, and the air feels cold and wet on your skin. At one end of the tomb is a raised dais, upon which lies a stone sarcophagus. At the other end is an enormous tapestry, 30-foot wide, that is an absolute masterpiece.

Tapestry. The tapestry serves as a *mirror of life trapping*. Viewing it indirectly gives the appearance of an elven masterpiece, depicting sea elves and moon elves gathering on a moonlit, sandy beach. The tapestry has been activated by Vestress, and creatures trapped by it appear as characters woven into the fabric.

The tapestry already contains the following individuals:

- *Cell 1.* Kaznal Jhalass (NE male **drow house captain**). Kaznal is a long-time thrall of Vestress, whose military knowledge served her well throughout her reign as Regent of Ascarle. Kaznal unthinkingly obeys Vestress's orders but has enough intelligence remaining to make tactical decisions on his own.
- *Cell 2.* Thûn (CN female **quaggoth thonot**). Thûn was Vestress's favourite 'pet'. She has *flensing claws* (1d10) and a *survival mantle* which allowed her to travel throughout Ascarle when Vestress reigned. Although she was loyal to the old Regent, decades in isolation in the tapestry has driven Thûn to insanity. She relentlessly attacks anything she sees when released. This madness can be cured with a greater restoration spell, or suppressed with a calm emotions spell.
- *Cell 3.* Meriele Oth'Ereath (NG female sea elf **priest** of Deep Sashelas). Meriele is a captive of Vestress who once inhabited Ascarle. She is a devout worshipper of Deep Sashelas, who happily assists any who release her and wish to remove the stain of evil from Ascarle. The passage of time since she was imprisoned in the tapestry (over a

hundred years) has clouded her mind, and although her heart is in the right place, she finds it hard to process new information and stick to plans.

- *Cell 4.* Aer'Evan Sylvaranth (NG male sea elf **bard**). Aer'Evan was captured by Vestress so that he might play while she sewed. She treated her musician well as his virtuoso performances inspired the illithid to create masterpiece tapestries. Despite his good treatment, Aer'Evan is terrified of Vestress, who he witnessed devour the brains of his elven kin. If released, he tries to flee from Ascarle but assists any who offer to help him get away safely.
- *Cell 5.* Mug (**froghemoth**). Mug was captured by Vestress as a challenge to herself to prove she could weave a creature that would be complex to embroider. She succeeded and has never since released Mug. If released, Mug attacks wildly and randomly.

Sarcophagus. The ornate, elven sarcophagus was built for Shava, and portrays scenes of her in life ruling over old Ascarle. However, the illithids have altered the coffin to better represent their outlook, adding burnished plates with funerary rites in Qualith, and mind-bending etchings of brains and geometric motifs.

Opening the sarcophagus requires a successful DC 15 Strength check. It contains the body of Vestress, a mind flayer turned **alhoon** who was once Regent of Ascarle. If the characters disturb the sarcophagus in any way, including removing the canopic jar (see below) her corpse animates and attacks. Her sole goal is to defend the canopic jar. She can use the tapestry (see above) to bring forth her preserved minions.

If the jar is destroyed before her, Vestress collapses. She had been mind-altered by Zellix'Phor to defend the jar, but her true master is Slarkrethel. If the characters can explain to her that they are here to kill the elder brain, not the kraken, she can serve as an ally. She can also reveal that there are four more canopic jars hidden throughout the dungeon.

Canopic Jar. Built into the sarcophagus is a canopic jar containing a spellcaster's brain concentration on the *mind blank* spell (see the "Abjuration Brains" section). The jar can be removed by prising it out with any edged tool, such as a dagger. Doing so causes Vestress to rise (see above).

Treasure. Vestress wears five amethyst rings (250 gp each) and a silver circlet (1,500 gp). The three alcoves on the western wall each contain a masterpiece tapestry woven by Vestress (1,500 gp each).

79. Forum

Tiered seating surrounds a small pit in this circular room. Many of its original features have faded or been destroyed.

This chamber was once used by the elves of Ascarle as a meeting place to discuss ideas, or view an intimate musical or theatrical performance.

The area is now empty.



Vestress

Additional Features: Illithid Lair Second Level

The common features of this area of the dungeon can be found in "Additional Features: Illithid Lair".

80-89 Illithid Lair Second Level

This area of the dungeon is the second level of the illithid lair.

80. Teleportation Chamber

The iridescent floor of this chamber is etched with sigils and stanzas of Qualith, as is a glass panel on the southern wall. A large hole in the floor provides access to the floor below.

Teleporter. The glass panel operates as a Qualith door lock (see "Additional Features: Illithid Lair"). Successfully operating the teleporter transports up to 8 creatures within to area 67.

Entrance/Exit. This area provides access to area 52 via a hole in the floor.

81. Mutant Pens

Characters with a passive Wisdom (Perception) of 16 or higher can hear the groaning of the mutants within this chamber from adjacent areas.

> Three large cages house a panoply of hideous mutated monsters. They grope desperately at the bars of their cages with malformed digits.

Creatures. The room contains five **mutants** (appendix B) created by Thiliossk, two in each of the southern cells, one in the northern.

Any character that enters the chamber without first succeeding on a DC 12 Dexterity (Stealth) check is noticed by the mutants, which fly into a rage. Roll initiative for the mutants. On each of their turns, they use an action to make a DC 20 Strength check against the bars of their cage, breaking free in a success. Once escaped, the mutants attack the closest non-mutant until dead, before moving on to the next.

Cages. The cages are formed from bars of alien metal akin to iron. The locks on the doors are Qualith door locks (see "Additional Features: Illithid Lair"). The bars can be bent or broken with a successful DC 20 Strength check, allowing Large creatures or smaller to pass through.

82. Meditation Chamber

> Thin, spiralling shelves line the walls of this chamber. Scuttling along them are hundreds of rats, their brains glowing with a dull blue light. A throne sits in the centre of the floor.

Creatures. Running along the shelves are three **swarms of cranium rats**. The shelves offer half protection to the Tiny beasts. The rats only attack in retaliation.

Throne. A creature that sits in the throne while the rats are still alive enter a trance. The psionic energy of the rats sends their brain into an altered state of existence, allowing them to move around through a virtual version of the lair as if they were actually there. This allows the characters to scout ahead risk-free.

The character can end the trance as an action.

83. Descent Room

> A hole in the floor of this chamber allows access to the floor below.

Entrance/Exit. This room provides access to area 54 via a hole in the floor.

84. Thiliossk's Chambers

> Floor to ceiling tanks of sepia fluid block line of sight through this room. Inside the glass tubes are humanoid forms stripped back to the muscular or skeletal system. Some of them are mutated with additional limbs and organs.

Creatures. **Thiliossk** (appendix B) is in this chamber examining and making notes about one of the mutated corpses with their **mind flayer** assistant. A **mutant** (appendix B) nearby holds a tray of medical implements. Thiliossk would rather capture and mutate the characters than kill them.

Tanks. Medium creatures can get three-quarters cover from the tanks, though they don't prevent line of sight.

Restoration Pod. There is a single pod in this chamber (see "Additional Features: Illithid Lair").

85. Restoration Pods

> The walls of this chamber are covered with lights that subtly shift colour and intensity in an almost hypnotic fashion. Standing throughout the room are half a dozen glass and metal pods connected to the ceiling via pipes and tubes.

Creatures. Two **mind flayers** are using the pods. The process lasts for a minute, after which they leave, attacking any intruders they discover. Loud noises or disturbances to their pods causes them to leave early.

Restoration Pod. There are six pods in this chamber (see "Additional Features: Illithid Lair").

86. Druskis's Chambers

> This clean, organised chamber contains a glass and metal pod, a large pool filled with tadpoles, a glass wall pod and a series of glass and metal shelves. The burnished metal walls are engraved with enormous brains and tentacles.

Shelves. The shelves contain slithers of brain tissue preserved between sheets of glass. The brains belonged to gith, and contain important memories preserved by Druskis.

Tadpole Pool. The pool contains mind flayer tadpoles. Any creature that falls into a pool is beset by the creatures which could, at the DMs discretion, initiate ceremorphosis.

Storage Pod. The pod contains a set of *dimensional shackles* used to prevent gith escaping during interviews.

Restoration Pod. There is a single pod in this chamber (see "Additional Features: Illithid Lair").

Engravings. Characters who take the time to observe the engravings on the walls notice a repeated motif of four brains being placed into ornate jars, a clue to the abjuration brains.

87. Treasure Safe

As well as the Qualith door lock protecting this area, the door is trapped.

Mind Melter

Simple trap (level 17-20, deadly threat)

A lethal dose of psionic force is released when a crystal in the door is broken, sapping the intellect of nearby creatures.

Trigger. Anyone attempting to open the door triggers the trap.

Effect. The triggering creature must make a DC 20 Intelligence saving throw. On a failed save, the target's Intelligence score is reduced by 3d4. The creature dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the creature benefits from *greater restoration* or similar magic.

Countermeasures. A successful DC 20 Wisdom (Perception) check reveals the crystal along the door's edge. A successful DC 20 Dexterity check using thieves' tools disables the crystal, but a check with a total of 10 or lower triggers the trap.

When characters enter, read or paraphrase the following:

> You enter a small chamber lined with shelves of sundry treasures.

Treasure. Along the walls are several items of immense value:

- A platinum crown of elvish design which incorporates moons and waves, encrusted with sapphires along the motifs (15,000 gp)
- A necklace of black pearls with a ruby-eyed obsidian spider pendant (12,000 gp)
- A model ship gilded with gold and silver filigree in a crystal bottle (8,000 gp)
- A silken mantle that resembles a large spider web with gemstones embroidered in (2,500 gp)
- A portrait of a beautiful elven queen in full royal regalia holding a moon-topped sceptre (the queen is Shava the Damned, which the character recognise if they have met her) (2,500 gp)

Secret Pod. Characters with a passive Wisdom (Perception) of 20 or higher notice the frame of a pod on the far wall. A successful DC 20 Intelligence (Investigation) check is enough to open the pod (see below for contents).

Canopic Jar. Inside the pod is a canopic jar containing a spellcaster's brain concentrating on the *globe of invulnerability* spell (see the "Abjuration Brains" section).

88. Gith Pens

> A metal cage built into the wall of this chamber contains three stunned-looking, green-skinned humanoids.

Anti-travel Field. This chamber is protected by a psionic aura that prevents teleportation of any kind. Casting *dispel magic* (DC 15) removes the field.

Cage. The cages are formed from bars of alien metal akin to iron. The locks on the doors are Qualith door locks (see "Additional Features: Illithid Lair"). The bars can be bent or broken with a successful DC 20 Strength check, allowing Large creatures or smaller to pass through.

Creatures. There are three stunned **githyanki warriors** trapped in the cage. One of the three has an **intellect devourer** in its skull, though the others do not know about it. If released, the devourer inhabited githyanki tries to lure the characters and other githyanki into chambers occupied by mind flayers.

Baldur's Gate. If the characters failed to rescue **Ramazith Flamesinger** (appendix B), he is trapped here, but his brain has been replaced by an **intellect devourer** (replace the githyanki with intellect devourer).

Entrance/Exit. This room provides access to area 48 via a hole in the floor.

89. Gith Prison

The entrance to this area is securely locked by clamping metal hooks. Opening the door requires a successful DC 30 Strength check, or a living mind flayer from the community to perform the genuflections.

> Beyond the doorway is a chamber with padded walls, ceiling, and floor. The place glows with an oppressive red light, and a dull throbbing is audible within. Inside are two green-skinned humanoids who appear subtly different from each other. They are clearly not on good terms.

Creatures. The room contains a female **githyanki knight** named Vairruth and a male **githzerai zerth** named Muurg, both of whom are prisoners of Druskis. The two hate each other with a passion and have been unable to put their cultural differences aside. They argue constantly, breaking out into violence at times.

Antimagic Field. The entire area is within an *antimagic field*. A casting of *dispel magic* (DC 20) removes the field.

ASTRAL RETREAT

If you wish to continue the adventure beyond Ascarle, this section provides some opportunity to do so. Each of the mind flayers and Zellix'Phor itself has the ability to cast plane shift. This spell can be used to evacuate the entire colony from Ascarle to the Fractured Hand, a location on the Astral Plane. The Fractured Hand is an enormous stone hand, part of a dead god, floating through the silvery void that is the Astral Sea.

The purpose of the mind flayers fleeing to the Fractured Hand is to recoup and present a unified front in defense of the characters' assault. If the characters take time to get to the Astral Plane, the illithids and Zellix'Phor can take a Short or Long rest.

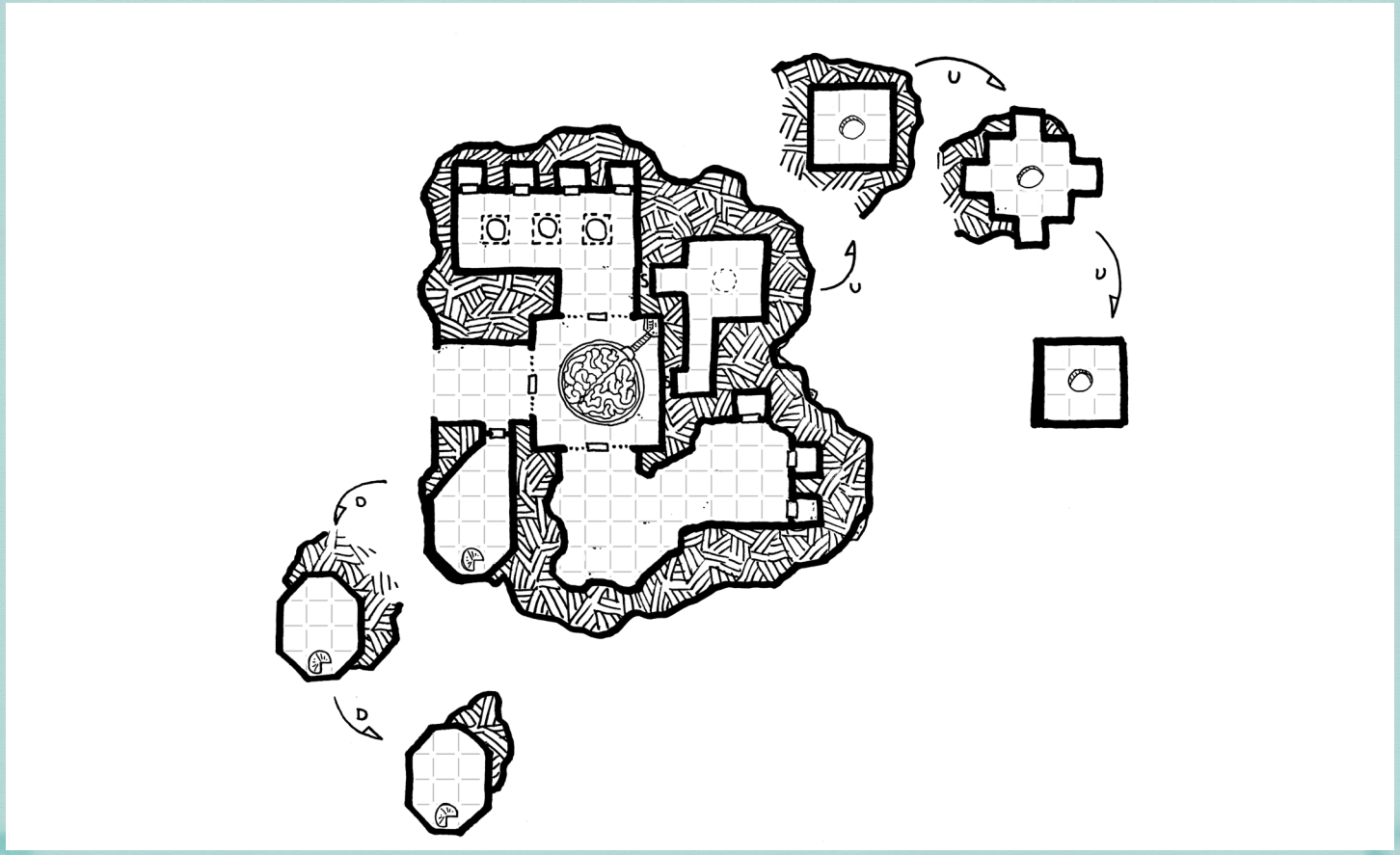
Remember that on the Astral Plane, a creature's walking speed during combat is 3 x its Intelligence score, as all movement is controlled by force of will in the Astral Plane.

The Fractured Hand

The Fractured Hand is roughly two miles long and a mile wide, it's only feature being the small illithid outpost built into the rock. The outpost has no specific features and uses the map below. The illithid outpost uses the "Additional Features: Illithid Lair", and is similar in decor.

If you want to make this final combat more difficult for the characters, you can introduce more mind flayer thralls into the fight, such as githyanki or githzerai warriors, or have a Psychic Wind (see *Dungeon Master's Guide*) blow through during the fight.

Illithid Outpost. 1 square = 10 feet



CONCLUSION

Zellix'Phor is an elder brain focussed on domination, and who believes itself undefeatable. The characters will hopefully be able to prove the elder brain wrong. By killing the Zellix'Phor, or at the least routing it to the Astral Plane, the characters have saved Faerûn from an invasion of the most malicious kind. Without Zellix'Phor, any mind flayers left on the Material Plane will be directionless and lost, perhaps retreating down into the Underdark where others of their kind hide away.

Whether or not the characters go so far as to kill Slarkrethel the kraken will have a potentially enormous effect across the Island Kingdoms and the Sword Coast, as members of the Kraken Society suddenly find themselves without guidance or leadership. What happens to these disillusioned individuals is up to the DM, but they are unlikely to be able to reintegrate into society once their psychic master is destroyed. In addition, the folk of Purple Rocks will be left at the mercy of the ocean, and particularly the wrath of Umberlee, who created Slarkrethel.

The future of the characters is, of course, up to them. Their heroic victory over the astral invaders should spread fast, and people in his places laud them as heroes of the realms.

Character Advancement

After the characters have the opportunity to gain several levels throughout Ascarle.

APPENDIX A: RANDOM ENCOUNTERS

Encounter	Coast	Forest	Grassland	Hills/Moors	Mountains	Sea	Road/Trail	Underwater
Aldani	01	-	-	-	-	-	-	01-02
Ankheg	-	01-05	01-05	01-05	-	-	01-04	-
Bandits	02-06	06-13	06-12	06-12	-	-	05-19	-
Barbarians	07-10	14-23	13-30	13-25	01-10	-	-	-
Blood hawks	11-14	24-25	31-35	26-30	11-20	-	20-25	-
Coelenites	15-19	-	-	-	-	01-02	-	03-07
Dolphins	20-21	-	-	-	-	03-06	-	08-10
Druid	22-23	26-30	36-37	31-32	21-25	-	-	-
Elves	-	31-40	-	-	-	07-11	-	-
Floating debris	24-27	-	-	-	-	12-17	-	11
Ghost Ship	-	-	-	-	-	18-19	-	-
Giant boar	-	41-42	38-40	33-34	-	-	-	-
Giant crab	28-30	-	-	-	-	20-22	-	12-15
Giant lightning eel	-	-	-	-	-	-	-	16-19
Giant octopus	31-32	-	-	-	-	-	-	20-22
Giant sea horses	-	-	-	-	-	-	-	23-25
Giant shark	-	-	-	-	-	23	-	26
Giant spider	-	43-46	-	-	26-28	-	-	27-28
Goblinoids	-	47-54	41-50	35-42	29-30	-	26-35	-
Harpies	33-36	-	-	43-45	31-38	24-29	-	-
Hill giants	-	55-56	51-52	46-53	39-45	-	36-38	-
Iceberg	-	-	-	-	-	30-31	-	-
Kelpie	37-38	-	-	-	-	32	-	29-31
Killer whales	-	-	-	-	-	33-35	-	32-35
Knight	-	57-61	53-55	54-56	45-46	-	40-50	-
Kraken sighting	39	-	-	-	-	36	-	36-37
Kraken Soceity cultists	40-43	62-63	56-57	57-58	47-48	37-39	51-53	-
Lycanthropes	44	64-66	58-59	59-60	-	40	54-55	38-39
Manticore	45-46	-	60	61-64	49-56	-	-	-
Mephits	47-48	-	-	-	57-58	41-42	-	40
Merchants	49-52	67-71	61-67	65-66	59	43-48	56-66	-
Merfolk	53-58	-	-	-	-	49-53	-	41-46
Merrow	59-62	-	-	-	-	-	-	47-52
Mountain lion	-	-	-	67-72	60-70	-	-	-
Nereid	63-64	-	-	-	-	54-56	-	53-55
NPC in the water	65	-	-	-	-	57-59	-	-
Ogres	-	72-73	68-73	73-77	71-73	-	67-71	-
Orcs	-	74-80	74-78	78-81	74-88	-	72-75	-
Passing warship	66	-	-	-	-	60-63	-	-
Pirate ship	67-72	-	-	-	-	64-73	-	-
Ranger	73-74	81-85	79-82	82-85	89-91	-	76-80	-
Ruins	75	86	83-86	86-89	-	-	81	56-57

Encounter	Coast	Forest	Grassland	Hills/Moors	Mountains	Sea	Road/Trail	Underwater
Sahuagin	76-81	-	-	-	-	74-83	-	58-67
Salty sea dogs	82	-	-	-	-	84-87	-	68-69
Sea hags	83-84	-	-	-	-	88-90	-	70-73
Sea lions	85-88	-	-	-	-	-	-	74-75
Sea spawn	89-95	-	-	-	-	-	-	76-84
Sharks	-	-	-	-	-	91-92	-	85-90
Storm Giant	-	-	-	-	-	93	-	91
Travellers	96-99	87-90	87-93	90-93	92	-	82-92	-
Treant	-	91-92	-	-	-	-	-	92-93
Trolls	-	93-94	-	94-95	93-94	94-95	-	94-95
Vodyanoi	00	-	-	-	-	96-97	-	96-98
Whirlpool	-	-	-	-	-	98-00	-	99-00
Wolves	-	95-00	94-00	96-00	95-00	-	93-00	-

Random encounters can occur whilst the characters are exploring the Sword Coast or the Island Kingdoms, either on land, by sea, or underwater. Such encounters can add to the mystery of the adventure, give the players a sense that their characters are immersed in a real world, and provide narrative setbacks or advantages. Random encounters are best used whenever there's a lull in the game session or when your players seem restless. No more than one or two per session is recommended since overusing random encounters can bog down the adventure and cause the players to lose track of the story.

While the characters are travelling through Faerûn, roll a d20 twice per day of game time, checking for encounters each morning or afternoon, and evening or night. An encounter occurs on a roll of 14 or higher. Roll percentile dice and check the Random Encounters table for the terrain appropriate to where the characters are. After determining what the characters encounter, you can use the information presented in this appendix to bring the encounter to life.

If your players tire of random encounters, make such encounters less common by having them occur on a roll of 18 or higher, or only 20. You can let the players narrate their way through avoiding easy encounters, or you can increase the difficulty of easy encounters to keep them exciting. One way to make an encounter more challenging is to have it trigger a second random encounter. For example, a fight with pirates in a coastal cove might attract a manticore which lairs nearby. You can also shorten encounters by having monsters flee when they lose most of their hit points.

Random encounters aren't tailored to characters of a particular level. If the characters encounter hostile creatures beyond their ability to defeat, give them opportunities to run, hide, negotiate, or otherwise avoid certain death.

Remember that random encounters affect both the characters and any non-player characters they are travelling with. The most common example of this are members of a ship's crew. If the characters have a random encounter with harpies, the crew are just as likely to be charmed by the harpies and flown off to their lair as the characters are.

Aldani

The characters are shadowed by 1d4 **aldani** (appendix B), which are noticed by any character with a passive Wisdom (Perception) score of 12 or higher. The aldani don't communicate with others unless they must, and they won't fight unless the characters refuse to take a bribe to leave the area. The aldani aid the characters only if they're offered something of great value in return – for example, an offer to drive off a pack of predatory sahuagin encroaching on their territory.

Ankheg

A group of 1d3 **ankhegs** bursts up from beneath the ground to ambush the characters. Any character without tremorsense is surprised by the attack. Ankhegs prefer Small creatures, which they grab with their mandibles and drag back underground to consume.

Bandits

A marauding gang of bandits confronts the party. The gang consists of a **bandit captain** and 3d6 + 2 **bandits**, all wearing cloaks and mounted on **riding horses**. There is a 25 percent chance that the bandits attack without provocation. Otherwise, the captain promises not to attack in exchange for a toll (no less than 100 gp worth of treasure). If the characters pay up, the captain bids them a safe journey before departing peacefully.

Treasure. Each bandit carries a pouch containing 1d10 gp. The bandit captain's pouch holds 2d10 gp and 1d6 gems worth 100 gp each.

Barbarians

The characters encounter a group of 2d6 + 2 **tribal warriors**, led by a berserker. If the encounter occurs during the day, the barbarians are prowling the countryside while hunting wild game; if the encounter occurs at night, they are camped.

The North. If this encounter occurs in The North, the characters encounter an Uthgardt Barbarian tribe, led by an **Uthgardt shaman** (appendix B) with an additional **berserker** bodyguard.

Sea or Coast. If the encounter occurs at sea or on the coast, the characters encounter 1d3 longships, each with ten **berserkers** and thirty **tribal warriors** aboard. One of the berserkers serves as the captain. These hostile, bloodthirsty Northfolk raiders hail from Gundarlun, the Korinn Archipelago, Tuern, or the Whalebones. The longships have a speed of 3 miles per hour. If the vessel the characters are in moves at least as fast, the characters can flee from the barbarians and avoid an altercation.

Blood Hawks

A vicious kettle of 2d4+2 **blood hawks** attacks the party from above. These crimson raptors are fearless and attack large creatures without second thought. The hawks target already injured characters or those who look weaker than the rest of the party.

Coelenites

The characters are attacked by 1d4 + 1 **coelenites** (appendix B) who try and pull them down into the water and drown them. The coelenites try to avoid leaving the ocean if possible but foray onto the shore or climb aboard boats to pursue their prey.

Higher Levels. If the characters are 4th level or higher, replace one of the coelenites with a **coelenite mass mind** (appendix B). The coelenites telepathically threaten the characters with drowning unless they provide a tribute of food. The coelenites can be appeased with food (four day's supply per coelenite in the group). Otherwise, they attack.

Dolphins

The characters spot a pod of 3d4 **dolphins** (appendix B). If the characters are above the surface of the water, they notice the beautiful creatures leaping between the waves. They are naturally inquisitive and might come within 10 feet of the boat to take a look.

A dolphin that is successfully grappled, caught in a net, or otherwise prevented from escaping can be trained as a mount by a character with proficiency in Animal Handling who spends a few hours a day working with the mammal. At the end of 1 week, the character makes a DC 15 Wisdom (Animal Handling) check. On a success, the dolphin becomes a willing mount for any humanoid.

Druid

The characters encounter a **druid** who might be a member of the Emerald Enclave or simply devoted to protecting a certain area of wilderness. Most druids are happy to give guidance on traversing their lands, provided the characters are respectful of the environment on their travels. There is a 50 percent chance that the druid is accompanied by an animal companion. Two sample druids are presented below, but you can create others.

Jillian Leafgather (NG female lightfoot halfling) is a member of the Emerald Enclave accompanied by her massive, relentlessly slobbering **mastiff**, Bungo. Jillian despises animal cruelty, and even considers insulting animals verbally to be intolerable. She knows a few shortcuts around the Sword Mountains and Neverwinter Wood, which she happily shares with characters in need. The shortcuts allow characters to move at a fast pace without any penalties.

Orsik Oakenheim (CE male mountain dwarf) is wild and rugged. He believes that the wilds should overtake civilisation, and all folk should go back to living as nomadic tribes in the wilderness. He wears a huge fur coat and trapper hat which conceals eight **twig blights**. Orsik happily converses with characters, but if he deems them too involved with society, he tries to orchestrate their deaths. This can be achieved by sending characters into dangerous terrain such as scree slopes, quicksand or predator territory. He also sends his blights to steal things from the characters such as identification papers, faction emblems or holy symbols.

Elves

A band of 3d6 wood elves offers to escort the party through the forest, steering the characters around the elves' hidden settlements. If they accept the offer, the characters have no hostile encounters while passing through the forest. If the characters refuse, the elves offer no further assistance and disappear into the woods. The elves use the **scout** statistics, with the following changes:

- The elves are chaotic good.
- Their speed is 35 feet, and they can attempt to hide even when they are in an area only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.
- They have advantage on saving throws against being charmed, and magic can't put them to sleep.
- They have darkvision out to a range of 60 feet.
- They speak Common and Elvish.

Sea. If this encounter occurs at sea, the characters encounter 3d6 friendly sea elf **scouts**. These elves might be from Tir faoi Thoinn, Iumathiashae, or Waterdeep. They know the location of all the Island Kingdoms and underwater locations. Characters can hire a sea elf guide for 1 gp a day.

There is a 10 percent chance that one of the aquatic elves is a **malenti** (appendix B); a sahuagin born with a mutation that makes it resemble an aquatic elf. The malenti spies on the characters as best it can and reports back to its sahuagin allies when it can about their movements and plans. This information eventually makes its way to the Colony of Zellix'Phor and could be used to set up an ambush with one of the mind flayers when the characters made port.

Floating Debris

The characters notice something floating one hundred feet away. A successful DC 16 Wisdom (Perception) check reveals the nature of the debris. Roll a d6:

1-3. Barrels and crates.
4-5. Shattered wooden planks.
6. Chests

Barrels and Crates. Bobbing on the waves are 4d4 crates and barrels filled with goods. These may contain alcohol, rations, rope or other basic items typically found aboard ships.

Shattered Wooden Planks. Planks of shattered wood float atop the ocean. Clearly, these are remnants of a ship which has been recently attacked and perhaps destroyed. There is a 50 percent chance that a pirate ship is nearby (see "Pirate Ship" in this section).

Chests. Mostly sunk beneath the water's surface are 1d4 chests. These must have been jettisoned from another vessel. The chests are locked and keyless and require a successful DC 14 Dexterity check with thieves' tools or a successful DC 16 Strength check to open. Inside are valuable items worth 100 gp, such as money, gems, candlesticks, jewellery and the like. There is a 10 percent chance that the chest contains a more expensive item worth 250 gp, such as a gemstone or art object. This could be replaced with a magic item (roll once on Magic Item Table A in chapter 7 of the *Dungeon Master's Guide*).

Ghost Ship

A merchant ship appears on the horizon but appears to be drifting very slowly. A successful DC 16 Wisdom (Perception) check reveals that the deck is empty, and the ship appears to be adrift.

If the characters decide to board the ship, they discover that it is entirely empty. There is a 50 percent chance that they can salvage useful items from the vessel such as rations, alcohol, rope and the like.

Haunted. There is a 50 percent chance that the ship is haunted by the dead crew. If so, there are 3d4 **ghosts** aboard the ship who lash out at characters that disrespect the ship by stealing, breaking into cabins etc. If characters can calm the ghosts by offering them eternal rest, they reveal that their ship was attacked by mutated pirates. They had piscine features, such as shark jaws, crab claws, and pufferfish spines. Any of the crew who resisted the creatures were killed and those who remain were taken aboard as hostages.

Repeat. If this encounter occurs again, consider replacing the ghosts with specters or poltergeists who cannot be brought to an eternal rest.

Giant Boar

The characters encounter a **giant boar** chasing down a portly halfling. Unless they intervene, the halfling is caught and gored to death by the beast. The halfling's name is Nerrywill Underbarrow (NG male stout halfling **commoner** with a dagger, proficiency with cook's utensils and the additional skill: Perception +4). If the characters save his life, the tubby fellow pledges himself to the party for as long as he is helpful. He's a great chef and has a remarkably good eye. He keeps all his possessions in his pack and is willing to travel to the ends of the earth (and beyond) with his saviours.

Treasure. Nerrywill carries a battered brass spyglass engraved with his initials (850 gp), and a backpack containing a dagger (2 gp) and cook's utensils (1 gp).

Giant Crab

A **giant crab** scuttles out from a kelp forest or coastal cave and attacks a random character. The target is surprised unless they have a passive Wisdom (Perception) of 14 or higher. The crab attempts to grapple the character, then drop overboard with them and drown them (see "Suffocating" in chapter 8 of the *Player's Handbook*). If the encounter occurs at sea, the crab claws its way up the hull to ambush the character.

Higher Levels. If the characters are above 4th level, consider using a **hulking crab** (appendix B).

Giant Lightning Eel

A **giant lightning eel** (appendix B) shoots out from a coral reef or rocky crevasse to attack a random character. The character targeted by the eel is surprised unless they have a passive Wisdom (Perception) score of 13 or higher.

Giant Octopus

A **giant octopus** shows some curiosity in the characters. The intelligent animal uses its dextrous tentacles to search their backpacks for food or curious treasures that it can steal away to its hoard. So long as the characters don't attack it, the octopus is not hostile. If the octopus finds a ration or shiny treasure on the characters, it attempts to steal it. The octopus makes a Dexterity (Sleight of Hand) check against the characters passive Wisdom (Perception). If the octopus succeeds, it steals the item and swims back to its lair.

Higher Levels. If the characters are above 5th level, consider using a **colossal octopus** (appendix B).

Giant Sea Horses

The characters encounter 1d4 friendly **giant sea horses**. Like their smaller kin, giant sea horses are shy, colourful fish with elongated bodies and curled tails. These creatures are often trained as mounts by aquatic elves.

A giant sea horse that is grappled, caught in a net, or otherwise prevented from escaping can be trained as a mount by a character with proficiency in Animal Handling. At the end of 1 week with the animal, the character makes a DC 15 Wisdom (Animal Handling) check. On a success, the giant sea horse becomes a willing mount for any humanoid.

Giant Shark

A **giant shark** surges through the water toward the party and attacks a random character. The size of the creature makes it impossible to miss, and the characters each have a turn to try and flee or hide before it arrives and attacks. Giant sharks are 30 feet long and utterly fearless.

Ships. If this encounter occurs while the characters are on a ship, the giant shark attacks whatever vessel the characters are on. These enormous fish are capable of sinking smaller ships but are just as likely to ram larger ones to try and knock unsuspecting crew overboard. If the shark rams the ship, and characters on deck must make a DC 16 Dexterity saving throw or be thrown overboard.

Giant Spider

The characters are ambushed by a **giant spider**.

Forest. The giant spider drops down from the canopy above onto a random character. The character is surprised unless they have a passive Wisdom (Perception) of 17 or higher.

Mountain. A random character inadvertently blunders into the spider's web (see "Dungeon Hazards" in chapter 5 of the *Dungeon Master's Guide*). The spider quickly emerges from a concealed cave to gather its dinner.

Sea. Whilst travelling through an area of low visibility, such as a rocky crevasse or a coral reef, a random character is attacked by a giant spider with a swim speed of 30 ft. The character is surprised unless they have a passive Wisdom (Perception) of 17 or higher.

Treasure. If the characters succeed on a DC 15 Wisdom (Survival) check, they can track back to the spider's lair; a sheltered cave covered in sticky webs with corpses hanging from the ceiling. There is a 25 percent chance that one of these corpses has a magic item, determined by rolling on Magic Item Table B in chapter 7 of the *Dungeon Master's Guide*.



Goblinoids

A typical goblin patrol or hunting party consists of a **goblin boss** leading 2d6 + 3 **goblins**. Goblins tend to have their own territories which they seldom leave. Goblins prefer to hunt at night and lay low in ambush positions during the day.

A night encounter with goblins involves an attack on the characters' camp. A character standing watch with a passive Wisdom (Perception) of 16 or higher detects the goblins moving into attack positions and can rouse the rest of the party. If no one on watch notices the goblins, all characters are surprised.

If this encounter occurs while the characters are traveling during the day, any characters with a passive Wisdom (Perception) of 16 or higher spots the tell-tale signs of an ambush: disadvantageous terrain coupled with an eerie silence not normal for the environment.

Goblins bargain for their lives if captured. If the characters can force or coerce a vow of cooperation from goblin prisoners, they will serve as guides. Goblins in their home territory have the following additional skill: Survival +1.

Treasure. The gang of goblins have amassed 50 gp of assorted goods from ambushing travellers.

Higher Levels. If the characters are above 4th level, there is a 50 percent chance that the goblins are led by 1d4 + 1 **bugbears** and the goblin boss is replaced by a **bugbear chief**. When under the command of bugbears, goblins do not flee unless all the bugbears are killed.

Harpies

A beautiful song carries in on the wind toward the party. Flying toward them are 1d4 + 2 **harpies**. As soon as the harpies are within 300 feet, they use their luring song to try and charm the characters. The harpies attempt to lure any enthralled characters into dangerous terrain such as scree slopes or overboard a ship. Harpies might also pair up to grapple a character and fly off with them to their lair. Harpies typically lair in isolated caves accessible only by climbing, such as rocky outcroppings, clifftops or skerries.

Treasure. Each harpy has a 25 percent chance of wearing some basic jewellery worth 50 gp, such as a silver necklace or bronze anklet.

Hill Giants

A band of 1d3 **hill giants** is searching for homesteads to pillage or bands of travellers to capture. The giants hurl rocks at any small folk they see. Hill giants are dim creatures and are easily tricked by misdirection and illusions. Characters might even be able to slip past a group of them while they argue with each other about who has the biggest belly, or whose feet smell the worst.

Treasure. The giants carry a sack with them which contains a bundle of mundane items such as wagon wheels, tombstones, beehives and casks of ale. There is 25 percent chance that the bag also contains Garrin Brandybrush (NG male Stout halfling **commoner** with 0 hit points), three **cats** stolen by accident from a nearby farm, or one **boar** to which the giants have tied half a dozen humanoid skulls.

Iceberg

Floating in the ocean is an iceberg. Whilst this may not be troublesome on a clear day, it can be dangerous when unnoticed, such as at night or in heavy fog.

If a collision with the iceberg seems imminent, have everyone aboard the vessel make a DC 15 group Dexterity check to avoid hitting the berg. If the group check succeeds, the collision is avoided. Otherwise, the ship takes 10d10 bludgeoning damage from the collision, and everyone aboard must make a DC 10 Strength or Dexterity saving throw to avoid falling overboard.

Creatures. Large icebergs are often home to monsters that favour an arctic environment. There is a 25 percent chance that the iceberg has one **frost giant**, one **young remorhaz**, 2d4 **winter wolves** or 2d6+2 **ice mephitis** living on it.

No Ice? If it doesn't make sense for ice to be where your characters are exploring, you could swap the berg for a rocky island, a coral reef, an abandoned warship, or a magical iceberg.

Kelpie

A hypnotic **kelpie** (appendix B), an intelligent, aquatic plant that resembles a pile of seaweed, tries to lure one of the characters to their death. The kelpie can take the form of a Small, Medium or Large beast or humanoid, and uses this to its advantage, posing as a desirable creature such as a giant sea horse, or a stranded commoner drowning in rough seas.

Killer Whales

The party is attacked by a pod of 1d4 + 2 **killer whales** who surge toward them through the water. If the characters are on a vessel that couldn't be capsized by the orcas, they simply notice them hunting not far from the ship.

Knight

The Order of the Gauntlet is taking strides to deal with the pirate threat. The characters encounter a **knight** of the order mounted on a **warhorse** clad in chain mail barding (AC 16). There is a 50 percent chance that the knight has a squire – a **guard** mounted on an unarmoured **warhorse**. Two sample knights are presented below.

Marcheon Amander Chilcott (LG non-binary Illuskan human knight of Tyr) is a gallant yet ferocious Knight of the Merciful Sword who prefers to reform rather than destroy criminals. Chilcott and her squire recently raided a smuggler's cove filled with pirates and captured their leader, Captain Uthak 'Nightbringer' Katho-Olavi (NE male goliath **berserker**). Nightbringer is an immensely tall goliath, covered in wave tattoos and bound with three pairs of manacles. Marcheon Chilcott asks the characters to escort the captain to the nearest settlement while she heads back to the cove to ensure it is securely boarded up.

Lady Luciette Falconcrown (NG female Chondathan human knight of Helm) is a member of the Order of the Gilded Eye from Helm's Hold. Lady Falconcrown believes that evil should be actively sought out and punished before it has a chance to rear its ugly head. She wears a golden gauntlet emblazoned with a weeping eye on her right hand which marks her allegiance. Lady Falconcrown is currently searching for Zhentarim agents who she believes should be held accountable for their faction's misdemeanours. She asks the characters to give up anyone they know who is affiliated with the Black Network and tells them to take her to the traitors, so she can personally deliver them to justice.

Kraken Sighting

A huge shadow passes beneath the vessel on which the party sail. A successful DC 16 Intelligence (Nature) or Wisdom (Perception) check allows characters to realise that the form is a **kraken**. It pays no attention to the ship unless attacked by the crew.

Obviously, any crew members who notice the beast are be terrified, fleeing into the belly of the ship, muttering prayers or climbing up rigging.

If you wish, the kraken could be Slarkrethel (see chapter 5 for his full statistics). This gives the characters the chance to realise that not all is well with the kraken, thanks to the exposed brain, which is actually Zellix'Phor the **elder brain**.



Kraken Society Cultists

The characters encounter a sullen group of 1d4 + 1 **spies** or **cultists** wearing grey hooded cloaks, led by a **cult fanatic** wearing a purple robe over a breastplate (AC 16) embossed with a kraken design. These minor agents of the society are on a mission to gather information about merchant movements, explore unmapped coastline, sabotage Lord's Alliance ships or hire pirate crews. These low-ranking members of the cult have no idea that they are genuinely working for a kraken, and certainly have no idea that said kraken has been dominated by an elder brain.

A character can determine that the cultists are members of the Kraken Society with a successful DC 12 Wisdom (Insight) check. The cultists pass by unless they are attacked, in which case they retaliate with lethal force. Only the cult fanatic leader knows what their specific mission is, and if the characters question them, Zellix'Phor can use an action on its turn to telepathically deal 40 psychic damage to them, enough to kill them instantly.

Treasure. Each cultist carries a pouch containing 1d10 gp. The leader's ornamented breastplate is worth 450 gp, and they carry a pouch containing 2d10 gp and 1d4 gems worth 50 gp each. At the DM's discretion, the cultists could be carrying correspondence or maps pertaining to the characters' quests to help get them moving in the right direction.

Lycanthropes

Depending on where the characters are exploring, they come across one or more lycanthropes. The lycanthropes might be initially encountered in their animal, hybrid, or humanoid form depending on the focus of the encounter.

Coast, Sea & Underwater. The characters encounter a **wereshark** (appendix B) hunting during the day or camping at night. Weresharks are loners and tend to be rude or hostile. If a wereshark gets a taste for humanoid flesh, it takes great mental fortitude to oppress the urge to kill.

Forest. The characters encounter a pack of 1d4 **werewolves**. During the day the werewolves are relaxing in a cave, at night they are hunting. If encountered as a pack, the werewolves are docile but angry if disturbed. If encountered alone, the werewolf is a violent outcast.

Grassland. A sounder of 2d4 **wereboars** have established a settlement of ramshackle huts and tents. They are ill-tempered brutes who delight in spreading their lycanthropic curse. They might trick characters into staying with them overnight before attacking, or simply charge.

Hills/Moors. A lone **werebear** in animal form watches the party as they travel through its territory. The lycanthrope protects its territory against monstrous and humanoid intrusion. If it deems the party a danger, it might attack them to fend them off. If the party is passing through without causing much harm, the wereboar might approach them in human form to investigate their intentions.

Road/Trail. A pack of 2d4 + 2 **wererats** is migrating from one town to the next. These folk are often moved on from city to city when their nocturnal activities become evident. Wererats are always on the look out for new recruits. The wererats have 200 gp of stolen art objects.

Manticore

A **manticore** attacks the party from its aerial vantage point, trying to kill a random character with its tail spikes and carry them back to its lair to devour. The manticore may flee from battle if wounded, only to return the next day to continue to harass the characters. If the characters are incapable of killing the monstrosity, it happily offers to leave them be if they offer it a sacrifice or tribute. Anything worth less than 100 gp seriously offends the creature, who flies into a rage and wildly attacks. Each manticore has its own malicious personality and might refer to itself as the Scourge of Gundarlun or a similar title.

Treasure. Characters can track the manticore back to its lair with a successful DC 15 Wisdom (Survival) check. Normally a cave in a cliff face or mountainside, the lair contains 300 gp of coins and gems and has a 25 percent chance of containing 1d3 magic items, determined by rolling on Magic Item Table C in chapter 7 of the *Dungeon Master's Guide*.

Mephits

The characters might encounter **dust mephits**, **ice mephits**, **mud mephits**, or **steam mephits** (each appearing as a group of 2d6). The mephits don't attack unless they outnumber the characters two to one, but they're reluctant to be helpful unless they themselves are outnumbered.

Merchants

On Land. The characters encounter a **draft horse** pulling a wagon. Accompanying the wagon are 1d6 - 1 people (use the **commoner** stat block unless otherwise noted below). If the die result indicates that no one is present, it means the drivers are either missing or dead, leaving the horse and wagon unattended. If one or more people are present, assume that they are guiding the wagon toward the nearest settlement. The encounter might be one of the following:

- Friendly furriers transporting 2d4 bundles of animal pelts worth 50 gp per bundle.
- Friendly peddlers transporting 3d6 ten-gallon kegs of dwarven ale worth 5 gp each.
- Friendly, dirt-poor musicians looking for a tavern; the wagon holds their instruments and gear.
- Hostile **bandits** (NE Illuskan humans) posing as friendly traders, transporting a stolen wagon laden with foodstuffs to their encampment.
- A family fleeing their coastal village in the wake of rumours of pirate attacks; the wagon contains their food and their mundane belongings.
- A friendly merchant transporting 2d4 pigs worth 3 gp each; any other persons present are Zhentarim **guards** (N humans of various ethnicities) hired to ward off bandits.
- Friendly Zhentarim mercenaries (NG human **veterans** of various ethnicities) transporting thirty longswords (worth 15 gp each) and fifty shortswords (worth 10 gp each) to a Zhent merchant waiting for them in the nearest settlement.

At Sea. The characters encounter sailing ship or cog boat crewed by 2d6 + 10 people (use the **commoner** stat block unless otherwise noted below). The ship is headed for the nearest safe port. The encounter might be one of the following:

- Friendly scrimshanders transporting 2d4 boxes of scrimshaw worth 50 gp per box.
- Friendly mercers transporting 2d4 rolls of fine elven silk worth 100 gp per bundle.
- Haughty, incredibly rich spice merchants with a hold full of pouches of cinnamon, saffron, pepper, and salt worth 15 gp a pouch.
- Hostile pirates (NE Northlander **bandits**) in a stolen ship posing as friendly traders to lure in potential victims.
- A family fleeing their coastal village in a rowboat in the wake of rumours of pirate attacks; the boat contains their food and other mundane belongings
- Five friendly merchants transporting timber for boat building; any other persons present are Zhentarim **guards** (N humans of various ethnicities) hired to ward off pirates.
- Friendly Zhentarim mercenaries (NG **veterans** of various ethnicities) transporting thirty longswords (worth 15 gp each) and fifty shortswords (worth 10 gp each) to a Zhent merchant waiting for them in the nearest port.

Merfolk

Emerging from the depths are a group of 2d6 + 2 **merfolk** traders. These peaceful, water-dwelling folk come to the surface in order to trade with passing ships. They don't value gold but instead delight in useful magical items or metal weapons that they lack the ability to craft. In return, they can offer treasures of the deep such as pearls, necklaces, and armour made of corals, glowing jellyfish in glass jars and magic potions. They may also have strange artifacts that they have scavenged from the depths such as parts of the crash-landed Illithid ship. Crew members often become infatuated with merfolk and go on about them for days after the encounter.

Treasure. The merfolk group carry treasures worth 250 gp. There is a 50 percent chance that they carry 1d4 magic items, determined by rolling on Magic Item Table A in chapter 7 of the *Dungeon Master's Guide*.

Merrow

The characters encounter 1d4 + 1 **merrow** in the depths. They hunt humanoids in fishing vessels or on the coast. Their main tactic is to harpoon creatures into the water and drown them, taking their corpses down to underwater grottoes to feed. There is a 25 percent chance that the merrow have 1d4 **merfolk** prisoners with them, bound in thick kelp rope. The merfolk are from a nearby settlement where the characters could take refuge should they choose to free the prisoners.

Mountain Lion

A muscular **mountain lion** pounces on the smallest character in the party and attempts to drag them off to its nearby den. The character is surprised unless they have a passive Wisdom (Perception) of 16 or higher.

Nereid

The characters encounter a **nereid** (appendix B); a fey creature of otherworldly beauty. There is a 50 percent chance that the neried is good aligned and can help guide the characters through the next leg of their journey or point them in the direction of a previously unknown location. An evil aligned nereid convinces the characters into believing that they are good before using their drowning kiss and aquatic invisibility to launch a deadly surprise attack.

NPC in the Water

Clinging to a piece of flotsam, a floating tree trunk or barrel is a stranded individual who can foreshadow future events and give the characters information about events happening within the Realms if they are saved. The person could be anyone the DM chooses, but examples of potential characters are listed below:

- Renk (NE male half-orc **thug**) is a pirate from a ship called 'The Horizon Treader'. He bargains for his life with information about pirate activity along the Sword Coast and the Island Kingdoms. If rescued, he clams up straight away. A successful DC 12 Charisma (Intimidation) check is enough to get him talking again. The check can be made with advantage if Renk's life is put at risk.

  Renk knows that his captain answered to a pirate-king, raiding the ships and villages that they choose. He also knows that the pirates are trying to take prisoners rather than treasure or goods.
- Alethra Alnor (LG female Illuskan human **noble**) is a merchant from a ship named 'Mirar's Bounty'. She hails from Luskan. Normally their trade is protected thanks to Ship Kurth (see "Luskan" in chapter 2 of the *Sword Coast Adventurer's Guide* for more information on the Ships of Luskan). She tells the characters that Luskan has remained relatively untouched by the pirate raids thanks to the protection of the Ships, but those who trade further abroad cannot be protected. This fate befell her ship, Mirar's Bounty, which was sunk near the Moonshae Isles. As well as information, Alethra rewards each player with a moonstone (50gp each).
- Urth Stormaxe (CN male Northlander human **berserker**) is a native of Tuern, a violent island filled with vicious raiders. Urth claims his longship was sunk by sahuagin who seemed possessed with great intelligence.

Ogres

The characters hear loud, deep voices and spot 1d4 + 1 **ogres** from a safe distance away. The big dummies are lost and trying to find their way home. The characters catch them in the middle of a loud argument about which direction they should go and can easily avoid the ogres or take them by surprise.

Orcs

The characters come across 3d6 + 2 **orcs**. There is a 25 percent chance that these orcs have prisoners in tow. A sample group of prisoners is presented here, but you can create others.

The prisoners are 1d4 + 2 rock gnome **commoners** belonging to the Frackle clan. The oldest among them is a barmy old tinker named Nissanab 'Fizzlebang' Frackle. The orcs smoked out the Frackle burrow and captured these family members as they tried to flee. The prisoners are smoke-stained and coughing. The Frackles have managed to create rudimentary firearms, including a pistol which the lead orc has stolen, though he only has 5 bullets. Fizzlebang has a pouch of 25 additional bullets. For more information on firearms and explosives, see chapter 9, "Dungeon Master's Workshop," of the *Dungeon Master's Guide*.

Treasure. If the characters escort the Frackles back to their burrow, the gnomes are reunited with the members of their family who avoided capture. One of them rewards the party with a family heirloom (a magic item) hidden in the burnt remains of the family home. Roll on Magic Item Table F in chapter 7 of the *Dungeon Master's Guide* to determine the item.

Passing Warship

There is a 50% chance of this warship being friendly or hostile. Friendly warships include vessels from Neverwinter, Waterdeep, Baldur's Gate or Gundarlun. Hostile ships might come from Luskan, Tuern, Purple Rocks or other Northlander Isles.

Ships from major cities along the Sword Coast take the form of galleys or warships crewed by **guards** or **veterans**. Those from island kingdoms are typically longships crewed by **tribal warriors** or **berserkers**.

- Friendly ships are likely to pass the characters' vessel by, certainly so if they are flying the flag of an allied city or faction. They may stop to ask after sightings of pirate vessels in the area or other threats. They also offer their surplus resources to characters' if they are in need of assistance.
- Hostile ships always engage the characters' vessel. Even if they do not attack outright, they attempt to board and interrogate the crew, perhaps even 'confiscating' any supplies or treasure on board. It is unlikely that the characters could successfully win a fight against a hostile warship, so the characters should have the opportunity to avoid combat through skilled sailing, taking off in a rowboat or swimming to freedom.

Pirate Ship

A ship sailing a black flag appears on the horizon. Panic begins to spread through the crew as word gets around that pirates have been sighted. As the speedy ship begins to gain on the characters' vessel, characters can attempt to avoid combat, but if that fails they have to fight the raiders hand-to-hand.

Skill Challenge. The characters must succeed on three DC 15 checks before failing three checks in order to out-navigate and escape the pirates. Allow any reasonable skill to be used, such as the following examples:

- Strength (Athletics) check to row the ship and help it gain speed.
- Dexterity check to wrangle the sails into a new position.
- Constitution check to row at top speed despite burning muscles.
- Intelligence check to calculate the best angle of escape.
- Wisdom (Perception) check to keep an eye on the trajectory of the pirate ship.
- Charisma (Performance) check to inspire the rest of the crew.

If the characters fail three checks before succeeding on three, the pirates catch up.

Pirates typically crew sailing ships, which require a crew of twenty; a mixture of **bandits**, **thugs**, **swashbucklers**, and **berserkers**. Once within 120 feet of the character's ship, the pirates unleash a volley of heavy crossbow bolts and javelins. These are connected to ropes which allow them to anchor the two ships together. It then takes three group actions for the pirate crew to draw the two ships together. At this point, the pirate crew storm and board the characters' ship using planks, ropes, and grappling hooks. Melee combat ensues on deck.

There is a 20% chance that the crew of the ship are peppered with **sea spawn** and **deep scions**. They are there on behalf of the Kraken Society, who are being manipulated by Zellix'Phor the Elder Brain.

If the party are all knocked unconscious by the pirates, they do not kill them. Instead, the party awakens a day later in shackles in the hull of the pirate ship. Give them plenty of chances to escape, but if they cannot, have the pirate ship attacked by a friendly warship who liberate the characters.

Appendix D gives some examples of other ships, potential captains, treasure items and pirate companies or affiliations.

Treasure. As well as their ship, each pirate crew has a cargo of treasure and possibly captured slaves. See Appendix D for more details or roll on the "Treasure Hoard: Challenge 0-4" table in chapter 7 of the *Dungeon Master's Guide*.

Ranger

The characters encounter a helpful ranger; a member of the Emerald Enclave or simply a wilderness wanderer. The ranger is happy to serve as a guide or source of information. There is a 50 percent chance that the ranger has a **riding horse**, one or more beast companions, or both. A ranger with neither travels alone on foot. Two sample rangers are presented below, but you can create others:

Berri (CG female firbolg **scout**) can cast *detect magic* and **disguise self**. She only appears to characters that are lost or in desperate need. She initially appears as an elf to avoid revealing her true identity, but if the characters are kind, she reveals her true form. Berri always carries dried fruit in small cloth parcels which she might leave for desperate adventurers. She also makes sure to carry a bundle of vials filled with an invigorating alcoholic draft which puts a drinker under the effects of a *bless* spell for 1 hour.

Throkk Ampleford (CN male half-orc **archer** (appendix B)) is an incredible game hunter who has been living on The High Moor for the past decade. He was born in Neverwinter, but outcast because of his orcish heritage. Throkk has a pet **hawk** named Streak who's catches rabbits and squirrels. Throkk has the additional skill: Survival +5. He can use his knowledge of the local area to help characters hunt. Throkk also loves to fletch and crafts arrows for the characters as a gift before they part ways.

Ruins

The adventurers come across a small ruin; the remains of a wizard tower, a dilapidated dwarven mine, an abandoned goblinoid fort, a destroyed aquatic elf city beneath the waves, or a sunken ship. If the characters camp here, and the ruins are not already occupied (see below), they can finish a Long Rest with no chance of an encounter.

Creatures. There is a 50 percent chance the ruins are inhabited; **sahuagin baron** on the coast, 1d4 - 1 **owlbears** in the forest, 2d4 of **centaur** in grasslands, an **ettin** in hills or moors, a **nothic** by the roadside, or 1d4 – 1 **sea lions** (appendix B) underwater.

Treasure. If the ruins are home to a creature, there is treasure within. If not, there is still a 50 percent chance that the ruins contain treasure. Roll a d20:

1-10. A humanoid skeleton clad in rusted armour holding a silvered, nonmagical weapon (your choice) with 1d4 magic items in a mouldy satchel (roll on Magic Item Table A in chapter 7 of the *Dungeon Master's Guide*).

11-15. A humanoid corpse clutching a weapon (your choice) and a pouch containing 3d4 50 gp gems.

15-17. A smashed chest containing a dozen battered books, 1d4 trinkets (see chapter 5, "Equipment" of the *Player's Handbook*) and 1d4 magic items (roll on Magic Item Table B in chapter 7 of the *Dungeon Master's Guide*).

18-19. A monster hoard containing 2d6 50 gp gems and 1d4 magic items (roll on Magic Item Table C in chapter 7 of the *Dungeon Master's Guide*).

20. A slain adventurer atop a monster hoard containing 3d4 50 gp gems and 1d4 magic items (roll on Magic Item Table D in chapter 7 on the *Dungeon Master's Guide*).

Sahuagin

The party encounter a gang of 2d4 + 2 **sahuagin** accompanied by 1d4 + 2 **hunter sharks**. There is a 20 percent chance that the hunting party is led by a **sahuagin priestess** or a **sahuagin raider** (appendix B). The sahuagin attempt to throw characters into the water where the sharks viciously maul them. Sahuagin have a hatred for elves, and always attack elven characters first if possible.

The sea devils have been stirred up by the influence of Zellix'Phor. Previously, the sahuagin had little to do with Slarkrethel but since the discovery of the nautiloid crash, things have changed. Pieces of strange mind flayer technology have made their way into the hands of the sahuagin, who have distributed it throughout their tribes, spreading the influence of the elder brain. The sea devils may carry with them spears made of strange metal, foreign tablets with Qualish inscriptions, or even weapons created by the illithid for them (see *Volo's Guide to Monsters*).

Treasure. Sahuagin carry exotic weapons adorned with pearls, coral and other naturally beautiful items. Each weapon is worth twice its normal value.



Salty Sea Dogs

Whilst travelling the high seas, the party encounter an NPC (or group thereof) who provide the chance for roleplay, gaining allies, making enemies, or gathering information:

Flotsam & Jetsam. (CN male and female **goblins**) This pair of goblins have fashioned themselves a barely seaworthy vessel from an old barrel, using a tablecloth for a sail. They both have the additional skill: Sleight of Hand +6 and are kleptomaniacs. The goblins can become steadfast allies, who happily accompany the crew rather than remain in their dangerous little boat. They are also willing to "... swashbuckle ..." alongside the characters but might not be able to resist pinching a particularly shiny piece of treasure from them should the opportunity arise.

Anka. (NN female ogre (appendix B)). Previously the first mate of the notorious Captain Callous, Anka made her last dim-witted mistake upon 'The Devil's Fin' and was forced to walk the plank by the captain. The characters encounter her 'starfished' on her back in the water, desperately trying to stay afloat. Anka's left arm has been replaced with a huge anchor which is slowly dragging her down. If saved, Anka temporarily allies with the characters, helping them track Captain Callous. Despite this, a successful DC 15 Charisma (Intimidation) check by Captain Callous causes her to come back to his side.

T'zen'lix. (LE male **neogi**). T'zen'lix is an alien, spider-like creature from the Astral Plane that accidently ended up here after stowing away on the nautiloid. When it crash-landed, 'Lix managed to enslave a farmer from Gundarlun and escape. Since then, 'Lix has been on a whirlwind ride discovering that wanton control over living beings often ends in sticky situations. 'Lix mostly wants to get back to the Astral Plane and joins together with the characters if they can help him achieve this goal. 'Lix doesn't think twice about mind controlling the characters to alleviate even the smallest of stresses for himself.

Mei Ling. (LE female **vampire** with a swim speed of 30 ft.) Mei Ling is a vampire who lives in the underwater ruins of Narino, north of Mintarn. Normally Mei Ling feeds on the blood of merfolk and sea elves, but from time to time she rises from her underwater lair to sample Tarnian blood and make mischief. She might clamber aboard the ship and drain the blood of a Tarnian crew member, try to sabotage the vessel, or turn the cabin boy into a vampire spawn. Mei Ling doesn't consider the ocean to be running water. For more information about Mei Ling and Narino, see "Open Lord Dagult Neverember's Quest" in chapter 2.

Toroa. (CN female Chultan human **war priest** of Kahulla) Hailing from a far-flung island nation south of the Sword Coast, Toroa belongs to The Chosen of the Stormheart, an order of clerics sent out into the world to chase down the largest storms and commune with their patron goddess Kahulla, an aspect of Talos. Toroa is hot on the tail of an enormous tempest that is, unbeknownst to her, a storm giant quintessent. Torora has dusky skin, electric blue hair and a preference for lightning magic.

Sea Hags

The characters encounter three **sea hags** that comprise a coven. Their favourite trick is to pretend to be stranded or wounded peasants in need of rescue in a damaged or beached rowboat.

Treasure. If the characters defeat the sea hags and search the area, roll twice on Magic Item Table A in chapter 7 of the *Dungeon Master's Guide* to determine what they find. Whatever treasure the hags have is stowed inside a rotted wooden chest.

Sea Lions

The characters encounter 1d3 **sea lions** (appendix B); fearsome monsters with the head and forepaws of a lion and the lower body and tail of a fish. If this encounter occurs during the day, they are hunting a group of dolphins or a whale. If the encounter occurs at night, they are guarding their lair which contains 2d4 **sea cubs** (appendix B). Sea cubs are a prized pet among fishing communities and can be sold for 50 gp.

Sea Spawn

The characters come across 3d4 + 2 **sea spawn**. These disturbing, piscine humanoids are the creation of Slarkrethel the kraken. There is a 25 percent chance that these sea spawn have prisoners in tow. A sample group of prisoners is presented here, but you can create others.

The prisoners are 1d4 + 1 Northlander human **commoners** from Uttersea on Tuern. The strongest among them is a young woman named Nadya Greenrock. The sea spawn raided the town of Uttersea during the night, slipping past the guards thanks to their humanoid forms. They slipped into the houses of the local folk and kidnapped them from their beds. The sea spawn are taking the prisoners to Ascarle to be consumed by the Illithid colony. The prisoners can survive underwater thanks to the water breathing spell cast by one of the sea spawn.

Treasure. The sea spawn have 1d3 – 1 *spell scrolls* of *water breathing* among them. If the characters can rescue the Tuernish villagers and escort them back to Uttersea, they are rewarded by High King Ossul Haarn with a longship named 'Flamescale'.

Sharks

The characters are attacked by either 1d3 **hunter sharks** or 2d4 **reef sharks** depending on what variety of location they are in. Characters in large ships that could not be capsized by the sharks can easily avoid this encounter, so consider having it occur at a later date when a character or crew member has fallen overboard.

Storm Giant

Looming up ahead of the characters, either rising from the water, sailing in an enormous dinghy or lumbering along the sea floor is a lone **storm giant**. Storm giants are typically good aligned and willing to help the characters if they explain their situation. A successful DC 15 Charisma (Persuasion) check is enough to convince a giant to fight with the party during their next combat. If the check succeeds by 5 or more, the giant can escort the characters to Maelstrom (see "Maelstrom" in chapter 3).

Travellers

The characters encounter one or more travellers (use the **commoner** stat block) with a tale to tell:

Coast. 1d6 fisherfolk fleeing from a nearby encounter with mutated humanoids from the depths.

Forest. 1d6 lumberjacks working tirelessly to make timber for the shipyards in the cities who are desperately building more warships.

Grassland. 1d4 ranchers on riding horses who are headed to a nearby fishing village to warn it of ship sightings further along the coast.

Hills/Moors. 1d4 refugees guiding their families and livestock toward the nearest city after having the village attacked by monstrous humanoids with fish-like faces.

Mountains. 1d4 miners who've heard there's more money in being a lumberjack, and are headed to the nearest woods to start up.

Road/Trail. Either of the following:

- 3d6 peasants fleeing their homes after a pirate raid or sea spawn attack.
- An angry mob of 6d6 peasants looking to reclaim their land or avenge loved ones.
- A lone merchant or minstrel in a horse-drawn wagon who is relocating to a safer settlement

Sea. Either of the following:

- A packed rowboat of 1d4 + 1 fisherfolk trying to escape from a sea spawn raid on their village.
- A sailing ship captained by a wealthy merchant and 2d6 + 10 crew looking for a safe port.
- 1d4 survivors floating on debris after their ship was sunk by a pirate attack.

Treant

The characters hear a crashing from the forest and spot a **treant** from a safe distance away. The treant has been awoken by a shift in the natural balance and is confused by the changing cycle. There is a 50 percent chance that the treant is curious and friendly, or confused and angry.

Underwater. The treant resembles a giant anemone.

Repeat Encounters. Instead of a treant, you can replace this encounter with a **shambling mound** that stealthily makes its way toward camped characters, or lies in wait beside a trail for them to draw near. When encountered underwater, a shambling mound resembles a coral-encrusted heap covered in seaweed.

Trolls

The characters are ambushed by 1d2 **trolls**. They attack from behind ridges, thickets, and even kelp forests. Characters with a passive Wisdom (Perception) of 11 or higher notice the trolls from a safe distance and can attempt to flee, otherwise the characters are surprised.

Sea & Underwater. Saltwater trolls are called scrags. They use the **troll** stat block with the following changes:

- Scrags have a swim speed of 30 feet.
- ***Amphibious.*** The scrag can breathe air and water.
- ***Aquatic Regeneration.*** The scrag regains 10 hit points at the start of its turn if it fully submerged in water. If the scrag takes acid or fire damage, this trait doesn't function at the start of the scrag's next turn. The scrag only dies if it starts its turn with 0 hit points and doesn't regenerate.

Vodyanoi

The characters encounter a **vodyanoi** (appendix B) which attacks a random character or their ship. These relatives of the umber hulk are capable of punching through ship hulls or capsizing smaller vessels.

Whirlpool

The roar of the waves increases and spray shoots into the air. A whirlpool forms 1d4 x 10 feet away from characters or their ship, the pull of which can immediately be felt.

The whirlpool forms a vortex that is 5 feet wide at the base, 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex with a successful DC 15 Strength (Athletics) check. A ship can be rowed away if the crew succeed on a the same group check.

A creature or object that enters the vortex for the first time on a turn or starts its turn there must make a DC 15 Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex. On a successful save, the creature takes half damage and isn't caught. A creature caught in the vortex can use its action to try to escape from the vortex as described above but has disadvantage on the Strength (Athletics) check to do so. A ship's crew can attempt the same group check.

A creature pulled beneath the waves must hold its breath or begin to drown (see Chapter 8 of the *Player's Handbook* for rules on "Suffocating").

Wolves

The party encounter a pack of 1d6 + 5 **wolves**.

Night. The wolves are hunting and attack the characters' camp. A character on watch with a passive Wisdom (Perception) of 14 or higher notices the pack surveying the camp. If unnoticed, the wolves surprise the characters.

Day. The characters discover a den where the wolves are sleeping. Unless the party disguise their scent, the wolves attack their camp the following night.

Higher Levels. If the characters are above 4th level, the pack is accompanied by 1d3 **dire wolves**.

APPENDIX B: CREATURES

This appendix details the new monsters that appear in this adventure, and from other *Dungeons & Dragons* adventures.

ALDANI

An aldani looks like a giant lobster that walks upright. Its face is mostly encased in armour, looking almost humanoid except for its long eyestalks. Despite their frightful appearance, aldani avoid conflict. In Chult, the aldani are reclusive and xenophobic, remaining hidden in their lakes and rivers. In the open ocean, the lobsterfolk are slightly more sociable, and have a respect for tradition and ritual. They can be found in their deep sea monasteries, or as emissaries in other settlements.

ALDANI

Medium monstrosity, lawful neutral

Armour Class 14 (natural armour)
Hit Points 49 (9d8 + 9)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +4, Survival +4
Senses darkvision 60 ft., passive Perception 14
Languages Common
Challenge 1 (200 XP)

Amphibious. The aldani can breathe air and water.

ACTIONS

Multiattack. The aldani makes two attacks with its claws.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, and the target is grappled (escape DC 11). The aldani has two claws, each of which can grapple only one target.

ANKA

First mate of Captain Callous, Anka is a simple ogre pirate who loves life on the High Seas. Although she's somewhat dim-witted, Anka has a good natural sense of direction and is a dedicated crewmember of the Devil's Fin. Anka's most curious feature is her missing arm, which has been replaced with an enormous ship's anchor.

ANKA

Large giant, chaotic evil

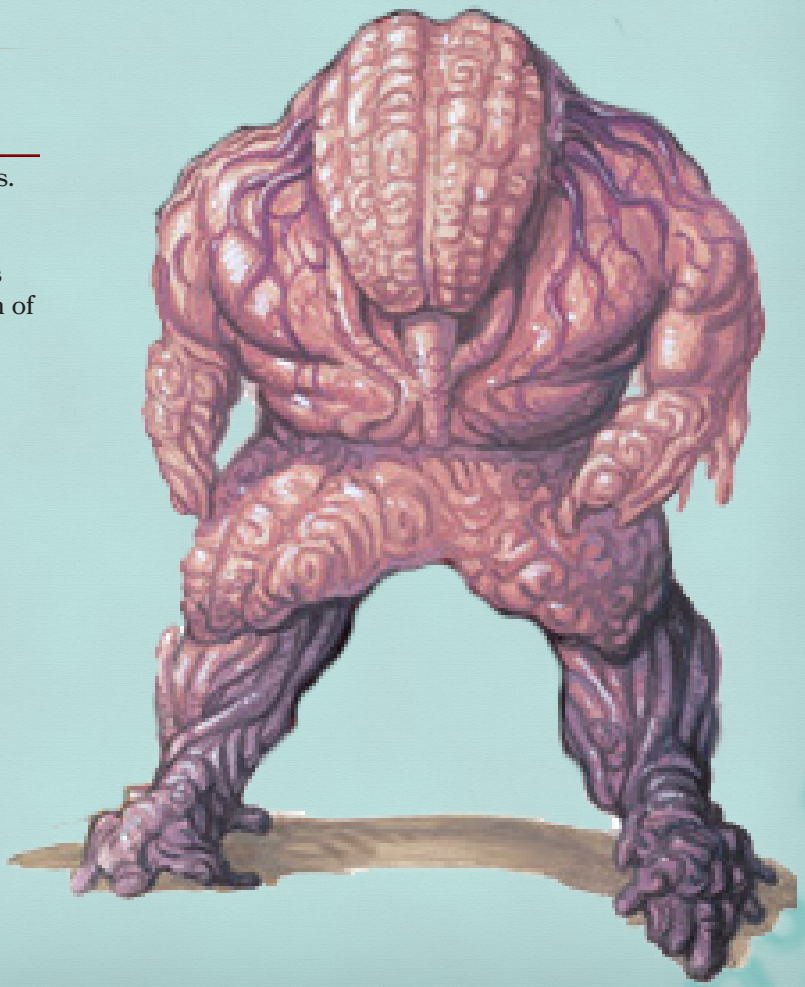
Armour Class 11 (hide armour)
Hit Points 42 (5d10 + 15)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Skills Survival +3
Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant
Challenge 1 (200 XP)

ACTIONS

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



Brain Golem

Large construct, neutral

Armour Class 10 (13 with *mage armour*)
Hit Points 123 (13d10 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	15 (+2)	10 (+0)	5 (-3)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages telepathy 60 ft. (only with creator)
Challenge 7 (2,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Inertial Armour. The golem is considered to be under the effect of a mage armour spell. A *dispel magic* spell can remove this effect until the golem's next Short Rest.

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

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

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Mind Blast (Recharge 5-6). The golem magically emits psychic energy in a 60-foot cone. Each creature that area must succeed on a DC 13 Intelligence saving throw or be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Captain Callous

Captain Callous is a notorious tiefling pirate captain of The Devil's Fin. He is a direct descendant of Asmodeus himself and is one of the most-feared pirates in the Sea of Swords.

Captain Callous has five potential stat blocks, one for each chapter in which the characters might encounter him.

Captain Callous Traits

Ideal. "I will become the most feared pirate alive."

Bond. "The Devil's Fin is my life and was a gift from Asmodeus. To lose it would be to lose my link to him."

Flaw. "I always believe I can escape."

Captain Callous – Chapter One

Medium humanoid (tiefling), neutral evil

Armour Class 13 (studded leather)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	14 (+2)	10 (+0)	16 (+3)

Skills Acrobatics +3, Intimidation +5, Perception +2
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 12
Languages Common, Infernal
Challenge 1 (200 XP)

Innate Spellcasting. Callous' innate spellcasting ability is Charisma (spell save DC 13). He can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*
1/day each: *hellish rebuke*
3/day each: *misty step*

Firearm Expert. Callous has had extensive practice with firearms, giving him the following benefits:

- He ignores the loading quality of firearms with which he is proficient.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on his ranged attack rolls.
- If he makes an attack with a one-handed weapon, he can use a bonus action to attack with a loaded firearm he is holding.

Special Equipment. Callous wears *gloves of swimming and climbing*. While wearing them, climbing and swimming don't cost him extra movement, and he has a +5 bonus to Strength (Athletics) checks made to climb or swim.

Actions

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Pistol. *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Reactions

Parry. Callous adds 2 to his AC against one melee attack that would hit him. To do so, Callous must see the attacker and be wielding a melee weapon.

Captain Callous – Chapter Two

Medium humanoid (tiefling), neutral evil

Armour Class 15 (breastplate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	14 (+2)	10 (+0)	18 (+4)

Saving Throws Str +3, Dex +5, Wis +3
Skills Acrobatics +5, Intimidation +5, Perception +3
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 13
Languages Common, Infernal
Challenge 4 (1,100 XP)

Innate Spellcasting. Callous' innate spellcasting ability is Charisma (spell save DC 14). He can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*
1/day each: *darkness*, *hellish rebuke*
3/day each: *misty step*

Firearm Expert. Callous has had extensive practice with firearms, giving him the following benefits:

- He ignores the loading quality of firearms with which he is proficient.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on his ranged attack rolls.
- If he makes an attack with a one-handed weapon, he can use a bonus action to attack with a loaded firearm he is holding.

Lightfooted. Callous can take the Dash or Disengage action as a bonus action of each of his turns.

Special Equipment. Callous wears *gloves of swimming and climbing*. While wearing them, climbing and swimming don't cost him extra movement, and he has a +5 bonus to Strength (Athletics) checks made to climb or swim.

Actions

Multiattack. Callous makes three melee attacks or two ranged attacks.

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

Pistol. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Reactions

Parry. Callous adds 2 to his AC against one melee attack that would hit him. To do so, Callous must see the attacker and be wielding a melee weapon.



Captain Callous – Chapter Three

Medium humanoid (tiefling), neutral evil

Armour Class 15 (breastplate)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	14 (+2)	10 (+0)	18 (+4)

Saving Throws Str +3, Dex +6, Wis +3
Skills Acrobatics +6, Intimidation +6, Perception +3
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 13
Languages Common, Infernal
Challenge 6 (2,300 XP)

Demands of Nessus. At the start of each of Callous' turns, he can choose one ally he can see within 30 feet of him. The chosen ally loses 10 hit points, and Callous regains the same number of hit points. If Callous is incapacitated, he makes no choice; instead, the closest ally within 30 feet is the chosen ally.

Innate Spellcasting. Callous' innate spellcasting ability is Charisma (spell save DC 14). He can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*
1/day each: *darkness*, *hellish rebuke* (2nd level)
3/day each: *misty step*

Firearm Expert. Callous has had extensive practice with firearms, giving him the following benefits:

- He ignores the loading quality of firearms with which he is proficient.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on his ranged attack rolls.
- If he makes an attack with a one-handed weapon, he can use a bonus action to attack with a loaded firearm he is holding.

Lightfooted. Callous can take the Dash or Disengage action as a bonus action of each of his turns.

Sneak Attack (1/Turn). Callous deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and Callous doesn't have disadvantage on the attack roll.

Special Equipment. Callous wears *gloves of swimming and climbing*. While wearing them, climbing and swimming don't cost him extra movement, and he has a +5 bonus to Strength (Athletics) checks made to climb or swim.

Actions

Multiattack. Callous makes three melee attacks or two ranged attacks.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. ***Hit:*** 7 (1d8 + 3) piercing damage.

Pistol. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Reactions

t Callous adds 3 to his AC against one melee attack that would hit him. To do so, Callous must see the attacker and be wielding a melee weapon.

Captain Callous – Chapter Four

Medium humanoid (tiefling), neutral evil

Armour Class 20 (breastplate)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	14 (+2)	10 (+0)	20 (+5)

Saving Throws Str +3, Dex +7, Wis +3
Skills Acrobatics +7, Intimidation +8, Perception +5
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 15
Languages Common, Infernal
Challenge 8 (3,900 XP)

Demands of Nessus. At the start of each of Callous' turns, he can choose one ally he can see within 30 feet of him. The chosen ally loses 10 hit points, and Callous regains the same number of hit points. If Callous is incapacitated, he makes no choice; instead, the closest ally within 30 feet is the chosen ally.

Fiendish Blessing. Callous' AC includes his Charisma bonus.

Innate Spellcasting. Callous' innate spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*
1/day each: *darkness*, *hellish rebuke* (2nd level)
3/day each: *misty step*

Firearm Expert. Callous has had extensive practice with firearms, giving him the following benefits:

- He ignores the loading quality of firearms with which he is proficient.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on his ranged attack rolls.
- If he makes an attack with a one-handed weapon, he can use a bonus action to attack with a loaded firearm he is holding.

Lightfooted. Callous can take the Dash or Disengage action as a bonus action of each of his turns.

Magic Resistance. While wearing his *mantle of spell resistance*, Callous has advantage on saving throws against spells and other magical effects.

Sneak Attack (1/Turn). Callous deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and Callous doesn't have disadvantage on the attack roll.

Special Equipment. Callous wears a *cap of water breathing*, gloves of *swimming and climbing* and a *mantle of spell resistance*. While wearing the gloves, climbing and swimming don't cost him extra movement, and he has a +5 bonus to Strength (Athletics) checks made to climb or swim.

Actions

Multiattack. Callous makes three melee attacks or two ranged attacks.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Pistol. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Summon Devil (1/Day). Callous summons 1d4 **bearded devils** with no chance of failure.

Reactions

Parry. Callous adds 3 to his AC against one melee attack that would hit him. To do so, Callous must see the attacker and be wielding a melee weapon.

Captain Callous – Chapter Five

Medium humanoid (tiefling), neutral evil

Armour Class 20 (breastplate)
Hit Points 162 (25d8 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	14 (+2)	16 (+3)	12 (+1)	20 (+5)

Saving Throws Str +4, Dex +9, Wis +5, Cha +9
Skills Acrobatics +9, Intimidation +9, Perception +8
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 18
Languages Common, Infernal
Challenge 18 (20,000 XP)

Demands of Nessus. At the start of each of Callous' turns, he can choose one ally he can see within 30 feet of him. The chosen ally loses 20 hit points, and Callous regains the same number of hit points. If Callous is incapacitated, he makes no choice; instead, the closest ally within 30 feet is the chosen ally.

Fiendish Boon. Callous' adds his Charisma bonus to his AC and damage rolls.

Innate Spellcasting. Callous' innate spellcasting ability is Charisma (spell save DC 17). He can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*
1/day each: *darkness*, *hellish rebuke (2nd level)*
3/day each: *misty step*

Firearm Expert. Callous has had extensive practice with firearms, giving him the following benefits:

- He ignores the loading quality of firearms with which he is proficient.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on his ranged attack rolls.
- If he makes an attack with a one-handed weapon, he can use a bonus action to attack with a loaded firearm he is holding.

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

Lightfooted. Callous can take the Dash or Disengage action as a bonus action of each of his turns.

Magic Resistance. While wearing his *mantle of spell resistance*, Callous has advantage on saving throws against spells and other magical effects.

Sneak Attack (1/Turn). Callous deals an extra 17 (5d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and Callous doesn't have disadvantage on the attack roll.

Special Equipment. Callous wears a *cap of water breathing*, *gloves of swimming and climbing* and a *mantle of spell resistance*. While wearing the gloves, climbing and swimming don't cost him extra movement, and he has a +5 bonus to Strength (Athletics) checks made to climb or swim.

Actions

Multiattack. Callous makes three melee attacks or two ranged attacks.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (1d8 + 10) piercing damage.

Pistol. *Ranged Weapon Attack:* +9 to hit, range 30/90 ft., one target. *Hit:* 15 (1d10 + 10) piercing damage.

Summon Devil (1/Day). Callous summons 1d4 **barbed devils** with no chance of failure.

Reactions

Parry. Callous adds 5 to his AC against one melee attack that would hit him. To do so, Callous must see the attacker and be wielding a melee weapon.

Legendary Actions

Callous can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Callous regains spent legendary actions at the start of his turn.

Misty Step. Callous casts misty step.
Pistol. Callous makes one pistol attack.
Taunt (2 Actions). Callous targets one creature within 30 feet of him. If the target can hear Callous, the target must succeed on a DC 17 Charisma saving throw or have disadvantage on ability checks, attack rolls and saving throws until the start of Callous' next turn.

Coelenite

A coelenite (pronounced *SEE-len-ite*) is a roughly humanoid coral-like creature made of hundreds of thousands of tiny organisms no larger than a pebble. The tiny creatures that make up a coelenite are brightly coloured and amorphous, but when they group together in a colony they harden like coral and take on a more structured form. These bodies have crushing claws akin to those of a giant crab and almost impenetrable armour. In addition, their colonial nature makes them resistant a wide variety of spells and conditions.

Water Dependant. Despite their tough exoskeleton, the interior of a coelenite colony is amorphous and mushy. This interior requires a near constant supply of water to remain hydrated. Many sailors claim that the easiest way to kill a coelenite is to lure it inside a cabin and lock it in overnight.

Mass Minds. Should enough coelenites come together, they can produce an intelligence above that of a regular colony. These mass minds are capable of commanding other coelenite colonies and even manifesting magical effects. Luckily, if enough of the organisms that form the mass mind are killed, it loses these cognitive qualities.

Coelenite

Medium monstrosity, neutral evil

Armour Class 17
Hit Points 22 (3d8 + 9)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	5 (-3)	7 (-2)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralysed, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages -
Challenge 1 (200 XP)

Colony Resistance. The coelenite has advantage on saving throws against spells and magical effects that target only it.

Limited Amphibiousness. The coelenite can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, or 5 (1d6 + 2) bludgeoning damage if the swarm has half its hit points or fewer. A target hit by the attack is grappled (escape DC 12). The coelenite has two claws, each of which can grapple one target.

Coelenite Mass Mind

Large monstrosity, neutral evil

Armour Class 17
Hit Points 59 (7d10 + 21)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	14 (+2)	10 (+0)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralysed, stunned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages Coelenite
Challenge 4 (1,100 XP)

Colony Resistance. The coelenite has advantage on saving throws against spells and magical effects that target only it.

Colony Weakness. If the coelenite has half its hit points or fewer it's Intelligence score drops to 5 (-3), it can't use it's Innate Spellcasting, Limited Telepathy, or Psychic Crush.

Innate Spellcasting (Psionics). The coelenite's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *shape water*
3/day each: *jump*, *create or destroy water*
1/day each: *hold person*, *phantasmal force*

Limited Amphibiousness. The coelenite can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Limited Telepathy. The coelenite can magically transmit simple messages and images to any creature within 60 feet of it that can understands a language. This form of telepathy doesn't allow the receiving creature to telepathically respond unless that creature is a coelenite.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage, or 6 (1d6 + 3) bludgeoning damage if the coelenite has half its hit points or fewer. A target hit by the attack is grappled (escape DC 15). The coelenite has two claws, each of which can grapple only one target.

Psychic Crush (Recharge 5-6). The coelenite targets one creature that it can sense within 60 feet of it. The target must make a DC 12 Intelligence saving throw, taking 10 (3d6) psychic damage on a failed save, or half as much damage on a successful one.



Colossal Octopus

Larger even than the giant octopus, a colossal octopus grows to the size of a fishing boat and lives in the darkest depths of the ocean. Many colossal octopi serve as the emissaries of krakens, exploring waters beyond the territory of the master and reporting back. It's said that a colossal octopus can pull the mast out of a ship from beneath the hull, but that seeing on and survival is a blessing from the gods.

Ship Sinkers. Colossal octopi are renowned for sinking even large ships, using their powerful tentacles to tear apart hulls, rip siege weaponry from their bases, and fling crew members across the deck with ease. Sailors typically utter prayers to Umberlee or other gods of the oceanto protect them from the beasts while out at sea.

Colossal Octopus

Huge beast, unaligned

Armour Class 14 (natural armour)
Hit Points 133 (14d12 + 42)
Speed 20 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	13 (+1)	10 (+0)	4 (-3)

Skills Athletics +9, Perception +5, Stealth +6
Senses darkvision 60ft., passive Perception 15
Languages Aquan
Challenge 5 (1,800 XP)

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

Actions

Multiattack. The octopus makes four tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 25 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 18). Until the grapple ends, the octopus can't use this tentacle on another target. The octopus has eight tentacles.

Tentacle Slam. The octopus slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 18 Strength saving throw or take 22 (4d8 + 4) bludgeoning damage and be stunned until the end of the octopus's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Ink Cloud (Recharges after a Short or Long Rest). A 30-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

Eye of the Deep

An eye of the deep is an aquatic version of the more infamous land-based beholder. These monsters dwell in the deepest reaches of the oceans, but rise to the surface to menace those who dwell above the waves. These hateful and cruel creatures are fond of creating illusions of shipwreck survivors, small islands, mermaids, or whatever else they think might lure their victims closer. Some eyes of the deep can be found in relatively shallow waterways far underground.

Sunken Lairs. Eyes of the deep typically lair in undersea caves, shipwrecks, or coral mazes. Unlike a true beholder, eyes of the deep have a limited ability to alter their environs as they lack the disintegration eye ray. Because of this, eyes of the deep often search for new, larger lairs as they grow as a hermit crab searches for ever larger shells. When a suitable lair is found, an eye of the deep bedecks it with a certain treasure they find appealing; gemstones, jewellery, statuary or the like.

Tricky Illusionists. The central eye of an eye of the deep is capable of producing an impressively realistic illusion to lure prey to its lair. When close enough, the eye of the deep swaps from using the illusory magic to a bright flash capable of blinding its prey. The eye of the deep can then paralyse the target, and close in for the kill.



Eye of the Deep

Large aberration, lawful evil

Armour Class 18 (natural armour)
Hit Points 180 (19d10 + 76)
Speed 0 ft., fly 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

Skills Perception +7
Senses darkvision 120 ft., passive Perception 17
Languages Deep Speech, Aquan
Challenge 10 (5,900 XP)

Amphibious. The eye of the deep can breathe air and water.

Baleful Flash. Any creature that starts its turn within 5 feet of the eye of the deep must succeed on a DC 16 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

This feature doesn't function while the eye of the deep is maintaining concentration on a spell.

Innate Spellcasting. The eye of the deep's spellcasting ability is Intelligence (spell save DC 18). The eye of the deep can innately cast the following spells, requiring only verbal components:

At will: *major image*

Actions

Multiattack. The eye of the deep makes two pincer attacks. If the eye of the deep is grappling a creature, the eye of the deep can also use its bite once.

Pincer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) bludgeoning damage. The target is grappled (escape DC 16) if it is a Large or smaller creature and the eye of the deep doesn't have two other creatures grappled.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Rays. The eye of the deep shoots one of the following magical eye rays, which have a range of 60 feet:

1. Holding Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw or be paralysed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

2. Freezing Blast. Each creature in a cone must make a DC 16 Constitution saving throw. A creature takes 36 (8d8) cold damage on a failed save, or half as much damage on a successful one.

Graven Image

Some of the darkest cults in the world have devised a way to sculpt idols in the image of Elder Evils and Far Realm deities. These idols, if fashioned correctly, can act as conduits for these beings on the Material Plane. A graven idol is typically made of semi-precious stone such as jet or jade and has hideous abilities that are terrifying to witness.

Ritual Made. Each graven image must be fashioned over a period of months by one who has seen into the beyond, and gained the knowledge of the form of an Elder Evil or similar entity. The holder of this knowledge must then sculpt the form from precious material, and birth it into the world in a ritual which typically requires human sacrifice.

Otherworldly Powers. A graven image has several unique abilities that make it terrifying to encounter. Their very nature is madness-inducing, causing even the staunchest warriors to fumble and lose their way. They can teleport through the material plane at will, disappearing from one space and reappearing in another as easily as walking across a room. They can fire beams of energy that sap a creature's will and even humanity, or curse a creature to exist in an entirely other form, akin to a cloud of vapour.

Constructed Nature. A graven image doesn't require air, food, drink, or sleep.

Graven Image

Tiny construct, chaotic evil

Armour Class 17 (natural armour)
Hit Points 90 (12d4 + 60)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	20 (+5)	14 (+2)	18 (+4)	20 (+5)

Saving Throws Dex +7, Int +7, Wis +9, Cha +10
Skills History +7, Perception +9, Religion +7
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 120ft. (blind beyond this radius), passive Perception 19
Languages telepathy 120 ft.
Challenge 10 (5,900 XP)

False Appearance. While the graven image remains motionless, it is indistinguishable from a normal statuette.

Foment Madness. Any creature that starts its turn within 30 feet of the graven image must succeed on a DC 20 Wisdom saving throw, or it hears a faint buzzing in its head for a moment and has l disadvantage on its next attack roll, saving throw, or ability check.

If the saving throw against Foment Madness fails by 5 or more, the creature is instead subjected to the *confusion* spell for 1 minute (no concentration required by the graven image). While under the effect of that *confusion*, the creature is immune to Foment Madness.

Immutable Form. The graven image is immune to any spell or effect that would alter its form.

Innate Spellcasting. The graven image's innate spellcasting ability is Charisma (spell save DC 20). It can innately cast the following spells, requiring no material components:

At will: *dimension door*
3/day each: *fear*, *phantasmal force*

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

Actions

Multiattack. The graven image makes two demoralising beam attacks.

Demoralising Beam. *Ranged Weapon Attack:* +10 to hit, range 60 ft., one target. *Hit:* 16 (2d10 + 5) force damage. If the target is a humanoid, it's Charisma score is reduced by 1d4. This reduction lasts until the target finishes a short or long rest. The target dies if this reduces its Charisma to 0.

Gaseous Curse (Recharge 5-6). The graven image targets one creature it can see within 60 feet of it. The target must succeed on a DC 20 Wisdom saving throw, or become cursed. While cursed, the target transforms, along with everything it is wearing or carrying, into a misty cloud.

While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

The curse lasts until removed by the remove curse spell or other magic.



Hoch Miraz

Hoch Miraz was a Calishite wizard looking to make his fortune in the mining industry on the island of Gundarlun. In around 1330 DR (more than a century and a half ago), Hoch Miraz was aboard the Golden Crown, a treasure vessel headed back from the mines of Berranzo, when a vicious storm struck the coast and sunk the ship.

Since the sahuagin have taken up host in the shipwreck, Hoch has been stirring in his watery grave. The mage is close to an undead reanimation, and he won't be happy to discover his staff of the magi missing.

Undead Nature. Hoch Miraz doesn't require air, food, drink, or sleep.

Hoch Miraz Traits

Ideal. "Being dead doesn't mean anything, once I have my staff back I'll work something out."

Bond. "My staff of the magi must be returned to me, without it I can't hope to rebuild my reputation."

Flaw. "Once I decide on a plan of action, I cannot be swayed from it."

Hoch Miraz

Medium undead, neutral

Armour Class 12 (15 with *mage armour*)
Hit Points 136 (16d8 + 64)
Speed 30 ft., swim 40 ft. (*ring of swimming*)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	18 (+4)	18 (+4)	16 (+3)	18 (+4)

Saving Throws Str +4, Con +7, Int +7 Wis +6, Cha +7
Damage Resistances necrotic, psychic
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralysed, poisoned, stunned
Skills Arcana +7, History +7
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish, Dwarven, Infernal
Challenge 7 (2,900 XP)

Special Equipment. Hoch Miraz wears a *ring of swimming* and a *ring of spell turning*. While wearing the latter, Hoch Miraz has advantage on saving throws against any spell that targets only him (not in an area of effect). In addition, if Hoch Miraz rolls a 20 for the save and the spell is 7th level or lower, the spell has no effect on him and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

Spellcasting. Hoch Miraz is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Hoch Miraz has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*
1st level (4 slots): *detect magic*, *mage armour*, *magic missile*, *shield*
2nd level (3 slots): *misty step*, *suggestion*
3rd level (3 slots): *counterspell*, *fireball*, *fly*
4th level (3 slots): *greater invisibility*, *ice storm*
5th level (1 slot): *cone of cold*

Regeneration. Hoch Miraz regains 10 hit points at the start of its turn. If Hoch Miraz takes fire or radiant damage, this trait doesn't function at the start of the Hoch Miraz's next turn. Hoch Miraz's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When Hoch Miraz's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a wish spell can be used to force the soul to go to the afterlife and not return.

Turn Immunity. Hoch Miraz is immune to effects that turn undead.

Vengeful Tracker. Hoch Miraz knows the distance to and direction of any creature against which he seeks revenge, even if the creature and Hoch Miraz are on different planes of existence. If the creature being tracked by Hoch Miraz dies, Hoch Miraz knows.

Actions

Multiattack. Hoch Miraz makes two fist attacks.

Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage. If the target is a creature against which Hoch Miraz has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, Hoch Miraz can grapple the target (escape DC 11) provided the target is Large or smaller.

Vengeful Glare. Hoch Miraz targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralysed until Hoch Miraz deals damage to it, or until the end of Hoch Miraz's next turn. When the paralysis ends, the target is frightened of Hoch Miraz for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see Hoch Miraz, ending the frightened condition on itself on a success.

Hulking Crab

Much bigger than a giant crab, a hulking crab has a body 15 to 20 feet in diameter. Its shell is often covered with coral, anemones, ship wreckage, or some other sort of detritus salvaged from the ocean floor.

Hulking Crab

Huge beast, unaligned

Armour Class 17 (natural armour)
Hit Points 76 (8d12 + 24)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	3 (-4)	11 (+0)	3 (-4)

Skills Stealth +2
Senses blindsight 30 ft., passive Perception 10
Languages -
Challenge 5 (1,800 XP)

Amphibious. The crab can breathe air and water.
Shell Camouflage. While the crab remains motionless with its eyestalks and pincers tucked close to its body, it resembles a natural formation or a pile of detritus. A creature within 30 feet of it can discern its true nature with a successful DC 15 Intelligence (Nature) check.

Actions

Multiattack. The crab makes two attacks with its claws.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage, and the target is grappled (escape DC 15). The crab has two claws, each of which can grapple only one target.



Illithid Hybrid

A beast, humanoid, giant or monstrosity can become an illithid hybrid. When a creature becomes an illithid hybrid, it retains all its statistics except as noted below.

Senses. The illithid hybrid gains darkvision with a radius of 120 feet.

Languages. The illithid hybrid speaks Deep Speech in addition to any other languages it knows, and gains telepathy out to a range of 120 feet.

Magic Resistance. The illithid hybrid gains advantage on saving throws against spells and other magical effects.

New Action: Tentacles. If the creature had a bite attack, it loses that attack. The illithid hybrid gains a tentacles attack with an attack bonus of the creature's Intelligence modifier + its proficiency bonus. The tentacles deal psychic damage equal to the illithid hybrids Intelligence modifier plus additional psychic damage dependent upon its size.

Size	Damage
Tiny	5 (2d4)
Small	7 (2d6)
Medium	9 (2d8)
Large	11 (2d10)
Huge	13 (2d12)
Gargantuan	21 (2d20)

If the target is the same size or smaller than the illithid hybrid, it is grappled (escape DC equal 10 + Strength modifier). The target must also succeed on a DC 12 Intelligence saving throw or be stunned until the grapple ends.

New Action: Extract Brain. The illithid hybrid makes an attack roll with the same bonus as the Tentacles attack against one incapacitated humanoid grappled by the illithid hybrid. The attack deals 5 x the damage dictated by the table above. If this damage reduces the target to 0 hit points, the illithid hybrid kills the target by extracting and devouring its brain.



The following statblock is an example of the template applied to a sahuagin.

Sahuagin-Illithid Hybrid

Medium humanoid (sahuagin), lawful evil

Armour Class 12 (natural armour)
Hit Points 22 (4d8 + 4)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5
Senses darkvision 120 ft., passive Perception 15
Languages Deep Speech, Sahuagin, telepathy 120 ft.

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

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

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

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Actions

Multiattack. The sahuagin makes two melee attacks: one with its tentacles and one with its claws or spear.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Tentacles. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) psychic damage. If the target is the same size or smaller than the sahuagin, it is grappled (escape DC 11). The target must also succeed on a DC 12 Intelligence saving throw or be stunned until the grapple ends.

Extract Brain. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one incapacitated humanoid grappled by the sahuagin. *Hit:* 45 (10d8) psychic damage. If this damage reduces the target to 0 hit points, the sahuagin kills the target by extracting and devouring its brain.

Ixitxachitl

Ixitxachitl (pronounced ick-*zit*-zah-chit-ul) are aquatic creatures resembling manta rays, with small, clawed hands at the ends of their "wings" and black eyes gleaming with sinister intelligence. Many creatures mistake ixitxachitl for common manta rays, but this can prove a deadly mistake. The ixitxachitl are as evil as they are cunning, leading to their common nickname "demon rays." They inhabit bodies of fresh and salt water, but their violent nature means that little is known of them.

Struggle for Survival. Ixitxachitl emerge from eggs as tiny creatures little more than a hand span in width. From that time onward, they struggle to survive at all costs, growing throughout their lives. Those ixitxachitl that master the secrets of survival gain powers of regeneration and feed on the life force of other creatures.

All Consuming. Ixitxachitl hollow out coral reefs or other natural aquatic formations to create labyrinthine dens, often compelling aid from captured aquatic species they enslave. They typically strip an area bare before moving on to new fertile grounds, leaving their abandoned dens behind. Schools of ixitxachitl often war on other aquatic creatures to claim feeding grounds and territory

Ixitxachitl

Small aberration, chaotic evil

Armour Class 15 (natural armour)
Hit Points 18 (4d6 + 4)
Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	7 (-2)

Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, lxitxachitl
Challenge 1/4 (50 XP)

Actions

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

Reactions

Barbed Tail. When a creature provokes an opportunity attack from the ixitxachitl, the ixitxachitl can make the following attack instead of using its bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.



Jarlaxle Baenre

Jarlaxle is a flamboyant, swashbuckling drow iconoclast. He leads a renegade drow faction called Bregan D'aerthe, made up of disenfranchised male drow, most of them culled from destroyed or disgraced houses. Gifted with a sharp mind, a sense of humour, puissant skill with a blade, and a wealth of useful magic items, Jarlaxle infiltrated the city of Luskan, brought a kind of order to its lawlessness, and declared himself its secret lord.

Jarlaxle Baenre

Medium humanoid (elf), chaotic neutral

Armor Class 24 (*+3 leather armour*, suave defence)
Hit Points 123 (19d8 + 38)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	14 (+2)	20 (+5)	16 (+3)	19 (+4)

Saving Throws Dex +11, Wis +8
Skills Acrobatics +11, Athletics +6, Deception +14, **Persuasion** +8, Sleight of Hand +11, Stealth +16
Senses Darkvision 120 ft., Passive Perception 18
Languages Abyssal, Common, Draconic, Dwarvish, Elvish, Undercommon
Challenge 15 (13,000 XP)

Special Equipment. Jarlaxle wears *+3 leather armour*, a *hat of disguise*, a *bracer of flying daggers* (see appendix C), a *cloak of invisibility*, a *knave's eye patch* (see appendix A), and a *ring of truth telling* (see appendix A). He wields a *+3 rapier* and carries a *portable hole* and a *wand of web*. His hat is adorned with a *feather of diatryma summoning* (see appendix C).

Evasion. If he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Jarlaxle instead takes no damage if he succeeds on the saving throw, and only half damage if he fails. He can't use this trait if he's incapacitated.

Fey Ancestry. Jarlaxle has advantage on saving throws against being charmed, and magic can't put him to sleep. Innate Spellcasting. Jarlaxle's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*
1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Legendary Resistance (1/Day). If Jarlaxle fails a saving throw, he can choose to succeed instead.

Master Attuner. Jarlaxle can attune to up to five magic items, and he can attune to magic items that normally require attunement by a sorcerer, warlock, or wizard.
Sneak Attack (1/Turn). Jarlaxle deals an extra 24 (7d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Jarlaxle's that isn't incapacitated and Jarlaxle doesn't have disadvantage on the attack roll.

Suave Defence. While Jarlaxle is wearing light or no armour and wielding no shield, his AC includes his Charisma modifier.

Sunlight Sensitivity. When not wearing his knave's eye patch, Jarlaxle has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. Jarlaxle makes three attacks with his *+3 rapier* or two attacks with daggers created by his *bracer of flying daggers*.

+3 Rapier. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 13 (1d8 + 9) piercing damage.

Flying Dagger. *Ranged Weapon Attack:* +11 to hit, range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

Legendary Actions

Jarlaxle can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Jarlaxle regains spent legendary actions at the start of his turn.

Quick Step. Jarlaxle moves up to his speed without provoking opportunity attacks.
Attack (Costs 2 Actions). Jarlaxle makes one attack with his *+3 rapier* or two attacks with daggers created by his *bracer of flying daggers*.

Kelpie

A kelpie is a form of intelligent, aquatic plant life that resembles a pile of wet seaweed. It is able to shape its body into various forms, often assuming the aspect of a beautiful humanoid in order to lure people into deep water.

Kelpie

Medium plant, neutral evil

Armour Class 14 (natural armour)
Hit Points 67 (9d8 + 27)
Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	7 (-2)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4
Damage Resistances bludgeoning, fire, piercing
Condition Immunities blinded, deafened, exhaustion
Senses blindsight 60 ft., passive Perception 13
Languages Common, Sylvan
Challenge 4 (1 ,100 XP)

Amphibious. The kelpie can breathe air and water.

Seaweed Shape. The kelpie can use its action to reshape its body into the form of a humanoid or beast that is Small, Medium, or Large. Its statistics are otherwise unchanged.

The disguise is convincing, unless the kelpie is in bright light or the viewer is within 30 feet of it, in which case the seams between the seaweed strands are visible. The kelpie returns to its true form if takes a bonus action to do so or if it dies.

False Appearance. While the kelpie remains motionless in its true form, it is indistinguishable from normal seaweed.

Actions

Multiattack. The kelpie makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12).

Drowning Hypnosis. The kelpie chooses one humanoid it can see within 150 feet of it. If the target can see the kelpie, the target must succeed on a DC 11 Wisdom saving throw or be magically charmed while the kelpie maintains concentration, up to 10 minutes (as if concentrating on a spell).

The charmed target is incapacitated, and instead of holding its breath underwater, it tries to breathe normally and immediately runs out of breath, unless it can breathe water.

If the charmed target is more than 5 feet away from the kelpie, the target must move on its turn toward the kelpie by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks.

Before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the kelpie or drowning, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this kelpie's hypnosis for the next 24 hours.



Laeral Silverhand

Anamanué Laeral Silverhand was born in the Year of the Cowl (765 DR), the fifth of seven daughters of the goddess Mystra. Each of the Seven Sisters is a powerful and ageless beauty with a penchant for arcane magic.

A few years ago, Dagult Neverember was ousted as Open Lord of Waterdeep. Laeral reluctantly stepped into the vacancy at the request of the Masked Lords, and has served as Waterdeep's Open Lord ever since. Initially overwhelmed by the demands of the nobles and guildmasters, she has settled nicely into her new role. She uses her magic sparingly and relics on trusted advisors and deputies.

Laeral Silverhand

Medium humanoid (human), chaotic good

Armour Class 18 (*robe of the archmagi*)
Hit Points 228 (24d8 + 120)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	20 (+5)	20 (+5)	20 (+5)	19 (+4)

Saving Throws Int +11, Wis +11
Skills Arcana +17, History +17, Insight +11, Perception +11, Persuasion +10
Damage Resistances fire
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 60 ft., passive Perception 21
Languages Common, Draconic, Dwarvish, Elvish, Giant, Infernal
Challenge 17 (18,000 XP)

Special Equipment. Laeral wears a *white robe of the archmagi* (accounted for in her statistics). She wields a *flame tongue longsword*.

Magic Resistance. While wearing her *robe of the archmagi*, Laeral has advantage on saving throws against spells and other magical effects.

Spellcasting. Laeral is a 19th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). Laeral has the following wizard spells prepared:

Cantrips (at will): *light*, *mage hand*, *minor illusion*, *prestidigitation*, *ray of frost*
1st level (at will): *detect magic*, *disguise self*, *magic missile*, *shield*
2nd level (at will): *detect thoughts*, *invisibility*, *misty step*
3rd level (3 slots): *counterspell*, *fly*, *sending*, *tongues*
4th level (3 slots): *banishment*, *greater invisibility*, *Otiluke's resilient sphere*
5th level (3 slots): *cone of cold*, *geas*, *Rary's telepathic bond*
6th level (2 slots): *globe of invulnerability*, *mass suggestion*
7th level (1 slot): *prismatic spray*, *teleport*
8th level (1 slot): *feeblemind*, *power word stun*
9th level (1 slot): *time stop*

Actions

Multiattack. Laeral makes three attacks with her silver hair and *flame tongue longsword*, in any combination. She can cast one of her cantrips or 1st-level spells before or after making these attacks.

Silver Hair. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) force damage, and the target must succeed on a DC 19 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Flame Tongue. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage plus 7 (2d6) fire damage, or 6 (1d10 + 1) slashing damage plus 7 (2d6) fire damage when used with two hands.

Spellfire (Recharges after a Long Rest). Magical, heatless, silver fire harmlessly erupts from Laeral and surrounds her until she is incapacitated or until she uses an action to quench it. She gains one of the following benefits of her choice, which lasts until the silver fire ends:

- She can breathe underwater.
- She can survive without food and water.
- She is immune to magic that would ascertain her thoughts, truthfulness, alignment, or creature type.
- She gains resistance to cold damage, and she is unharmed by temperatures as low as −50 degrees Fahrenheit.

While the silver fire is present, she has the following additional action options:

- Cast the *cure wounds* spell. The target regains 1d8 + 5 hit points. After Laeral takes this action, roll a d6. On a roll of 1, the silver fire disappears.
- Cast the *revivify* spell without material components. After Laeral takes this action, roll a d6. On a roll of 1–2, the silver fire disappears.
- Release a 60-foot line of silver fire that is 5 feet wide or a 30-foot cone of silver fire. Objects in the area that aren't being worn or carried take 26 (4d12) fire damage. Each creature in the area must succeed on a DC 21 Dexterity saving throw, taking 26 (4d12) fire damage on a failed save, or half as much damage on a successful one. After Laeral takes this action, roll a d6. On a roll of 1–3, the silver fire disappears.

Lightning Eels

Lightning eels are a variety of marine eel that can discharge an electronic shock when it attacks. They are rarely found alone when they are young, instead swarming together in packs. When an eel grows to giant size it leaves the swarm and finds a location to lair on its own.

Giant Lightning Eel

Large beast, unaligned

Armour Class 13
Hit Points 42 (5d10 + 15)
Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	16 (+3)	2 (-4)	12 (+1)	3 (-4)

Damage Resistances lightning
Senses blindsight 60 ft., passive Perception 11
Languages -
Challenge 3 (700 XP)

Water Breathing. The eel can breathe only underwater.

Actions

Multiattack. The eel makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 4 (1d8) lightning damage.

Lightning Jolt (Recharge 5-6). One creature the eel touches within 10 feet of it outside water, or each creature within 15 feet of it in water, must make a DC 12 Constitution saving throw. On failed save, a target takes 13 (3d8) lightning damage. If the target takes any of this damage, the target is stunned until the end of the eel's next turn. On a successful save, a target takes half as much damage and isn't stunned.

Swarm of Lightning Eels

Medium swarm of Tiny beasts, unaligned

Armor Class 14
Hit Points 36 (8d8)
Speed 5 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

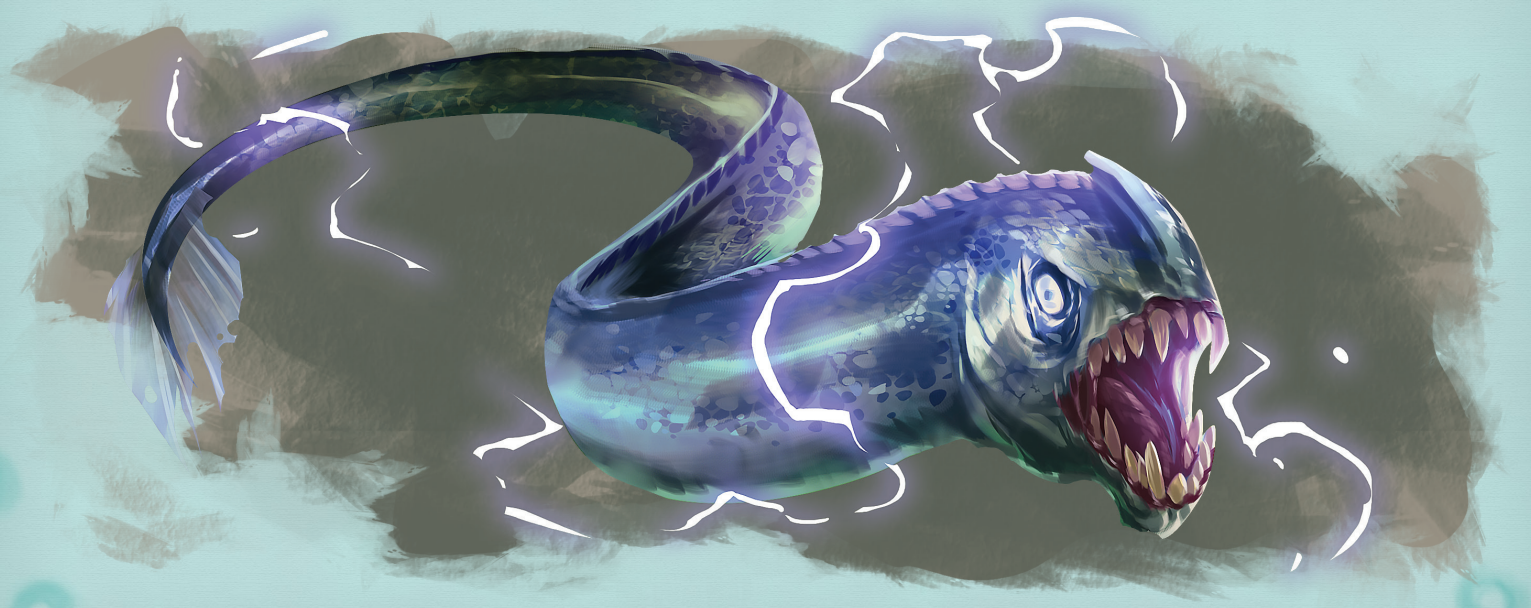
Damage Resistances bludgeoning, lightning, piercing, slashing
Condition Immunities charmed, frightened, paralysed, petrified, prone, restrained, stunned
Senses blindsight 60 ft., passive Perception 10
Languages -
Challenge 2 (450 XP)

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

Water Breathing. The swarm can only breathe underwater.

Actions

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.



Merroni

If a merrow serves a powerful master with advanced spellcasting ability or great power, such as a demon lord, kraken or dragon turtle, they can pledge their souls to the creature to receive spellcasting abilities themselves. The merrow goes through a minor transformation; their eyes swell to many times their normal size, their jaws elongate, and their tongues fork. Once the transformation is complete, the merroni are distinct from their merrow kin, and gain potent spellcasting and magic enchantment. Other merrow join cabals and cults that serve the merroni, hoping to be gifted with a similar power by their arcane masters.

> As if the merrow weren't bad enough already, now they have the ability to disappear before our very eyes, reappearing only to freeze us with magical ice. Old Tom from the Fisher's Float said he saw one conjure a tempest to sink a ship!
>
> – Jharrin Rest, Neverwinter Watch

Merroni

Large monstrosity, chaotic evil

Armour Class 13 (natural armour, 15 with *mage armour*)
Hit Points 90 (12d10 + 24)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	10 (+0)	10 (+0)	15 (+2)

Saving Throws Dex +3, Con +5, Wis +3, Cha +5
Skills Arcana +3, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Aquan
Challenge 6 (2,300 XP)

Amphibious. The merroni can breathe air and water.

Innate Spellcasting. The merroni's innate spellcasting ability is Charisma (spell save DC 13). The merroni can innately cast the following spells, requiring no material components:

At will: *darkness*, *invisibility*, *mage armour* (self only)
1/day each: *armour of agathys* (5th level), *cone of cold*, *sleep*

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

Regeneration. The merroni regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.



Mind Flayer Attendants

The colony of Zellix'Phor consists of many mind flayers, but some of the most notable of the community have been promoted to the rank of attendant – illithds who unique strengths make them most useful to the elder brain, and who act as its council.

The attendants are described in detail in chapter one, but their game statistics are listed here.

Druskis

Medium aberration, lawful evil

Armour Class 15 (breastplate)
Hit Points 82 (15d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	20 (+5)	17 (+3)	17 (+3)

Saving Throws Int +8, Wis +6, Cha +6
Skills Arcana +8, History +8, Insight +6, Investigation +8, Perception +6, Persuasion +6
Senses darkvision 120 ft., passive Perception 16
Languages Common, Deep Speech, Undercommon, telepathy 120 ft.
Challenge 10 (5,900 XP)

Elder Brain Conduit. While within 5 miles of Zellix'Phor, the elder brain can act through Druskis, and cast spells as if it occupied Druskis's space.

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

Innate Spellcasting (Psionics). Druskis is a 10th-level spellcaster. It's innate spellcasting ability is Intelligence (spell save DC 16; +8 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*
1/day each: *dominate monster*, *plane shift* (self only)

At will (cantrips): *guidance*, *mage hand*, *vicious mockery*, *true strike*
1st level (4 slots): *charm person*, *command*, *comprehend languages*, *sanctuary*
2nd level (3 slots): *crown of madness*, *phantasmal force*, *see invisibility*
3rd level (3 slots): *clairvoyance*, *fear*, *meld into stone*
4th level (3 slots): *confusion*, *stone shape*
5th level (2 slots): *scrying*, *telekinesis*

Actions

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10 + 5) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 16) and must succeed on a DC 16 Intelligence saving throw or be stunned until this grapple ends.
Extract Brain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one incapacitated humanoid grappled by the Druskis. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the Druskis kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). Druskis magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 23 (4d8 +5) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns , ending the effect on itself on a success.

Telepathic Reinforcement (Recharges after a Short or Long Rest). Each creature of Druskis's choice that is within 120 feet of it, and is not already affected by the Telepathic Reinforcement gains advantage on attack rolls until the start of Druskis's next turn. Druskis can then make one attack as a bonus action.

Reactions

Command Ally. Druskis targets one ally within 120 feet of it. The can make one melee weapon attack using its reaction and has advantage on the attack.

Redirect Attack. When a creature Druskis can see targets it with an attack, Druskis chooses an ally within 5 feet of it. The two creatures swap places, and the chosen ally becomes the target instead.



Luzgrigaul

Medium aberration, neutral evil

Armor Class 16 (*mind carapace armour*)
Hit Points 71 (13d8 + 13)
Speed 50 ft. (psionic augmentation)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	17 (+3)	17 (+3)

Saving Throws Int +8, Wis +6, Cha +6
Skills Arcana +8, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +5
Senses Darkvision 120 ft., Passive Perception 16
Languages Deep Speech, Telepathy 120 ft., Undercommon
Challenge 10 (5,900 XP)

Displacement. Luzgrigaul projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while Luzgrigaul is incapacitated or has a speed of 0.

Innate Spellcasting (Psionics). Luzgrigaul is a 10th-level spellcaster. Its innate spellcasting ability is Intelligence (spell save DC 16; +8 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*
1/day each: *dominate monster*, *plane shift* (self only)

At will: *blade ward*, *mage hand*, *mending*, *vicious mockery*
1st level (4 slots): *command*, *comprehend languages*, *dissonant whispers*, *sanctuary*
2nd level (3 slots): *crown of madness*, *hold person*, *see invisibility*
3rd level (3 slots): *dispel magic*, *fear*, *major image*
4th level (3 slots): *confusion*, *otiluke's resilient sphere*
5th level (2 slots): *modify memory*, *telekinesis*

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

Psionic Augmentations. Luzgrigaul has several augmentations that provide the following benefits:

- Luzgrigaul can breathe normally in any environment (including a vacuum) and has advantage on saving throws against harmful gases (such as those created by a cloudkill spell, a stinking cloud spell, inhaled poisons, and the breath weapons of some dragons).
- Luzgrigaul has advantage on Wisdom (Perception) and Intelligence (Investigation) checks that rely on sight.
- Luzgrigaul's speed increases by 20 feet.

Special Equipment. Luzgrigaul wears *mind carapace armour: breastplate* and wields a *mind lash*.

Actions

Mind Lash. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 5 (2d4) psychic damage. Any creature that takes psychic damage from the mind lash must also succeed on a DC 15 Wisdom saving throw or have disadvantage on Intelligence, Wisdom, and Charisma saving throws for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10 + 5) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 16) and must succeed on a DC 16 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one incapacitated humanoid grappled by Luzgrigaul. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, Luzgrigaul kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5–6). Luzgrigaul magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 23 (4d8 + 5) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Tharcereli

Medium aberration, lawful evil

Armour Class 18 (half plate and *cloak of protection*)
Hit Points 110 (17d8 + 34)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	12 (+1)	17 (+3)	17 (+3)

Saving Throws Int +5, Wis +7, Cha +7
Skills Acrobatics +5, Athletics +6, Deception +6, Intimidation +6, Perception +6, Stealth +5
Senses darkvision 120 ft., passive Perception 16
Languages Deep Speech, Telepathy 120 ft., Undercommon
Challenge 10 (5,900 XP)

Combat Superiority (1/Turn). Tharcereli has a permanent bonus +2 to hit with its *mind blade*.

Tharcereli deals an additional 7 (2d6) damage when it hits a target with a mind blade attack. In addition, Tharcereli can choose one of the following options (DC 15):

- *Disarm*. The target must succeed on a Strength saving throw or drop an object of Tharcereli's choice that it's holding. The object lands at the target's feet.
- *Menace*. The target must succeed on a Wisdom saving throw or become frightened of Tharcereli until the end of Tharcereli's next turn.
- *Shove*. If the target is Large or smaller, it must succeed on a Strength saving throw or be pushed up to 15 feet away from Tharcereli.
- *Trip*. If the target is Large or smaller, it must succeed on a Strength saving throw or be knocked prone.

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

Indomitable (2/Day). Tharcereli rerolls a failed saving throw.

Innate Spellcasting (Psionics). Tharcereli's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*
1/day: *dominate monster*

Second Wind (Recharges after a Short or Long Rest). As a bonus action, Tharcereli can regain 20 hit points.

Special Equipment. Tharcereli wears a *cloak of protection* and wields and *mind blade: greatsword*.

Actions

Multiattack. Tharcereli makes three melee attacks: two with its mind blade and one with its tentacles.

Mind Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) psychic damage.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 12 (2d10 +1) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5–6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 12 Intelligence saving throw or take 19 (4d8 + 1) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Parry. Tharcereli adds 3 to its AC against one melee attack that would hit it. To do so, Tharcereli must see the attacker and be wielding a melee weapon.



Thiliossk

Medium aberration, neutral evil

Armour Class 16 (breastplate)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	19 (+4)	18 (+4)	12 (+1)

Saving Throws Int +7, Wis +7, Cha +4
Skills Arcana +7, Insight +7, Intimidation +4, Nature +7, Perception +7, Stealth +5
Senses darkvision 120 ft., passive Perception 17
Languages Common, Deep Speech, Undercommon, telepathy 120 ft.
Challenge 10 (5,900 XP)

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

Innate Spellcasting (Psionics). Thiliossk's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*
1/day each: *dominate monster*, *plane shift* (self only)

Virulent Host. A creature that touches Thiliossk or hits it with a melee attack while within 5 feet of it must succeed on a DC 15 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points, and the target's hit point maximum decreases by 5 (1d10) at the start of that creature's turns. If the target drops to 0 as a result of this disease, the target dies and is reanimated as a **mutant** 1d4 rounds later.

Actions

Gas Canister. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 27 (5d10) poison damage, and the target must succeed on a DC 20 Constitution saving throw or suffer one of the following effects:

- *Poison.* The target is poisoned for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- *Madness (3/day).* The target develops a short-term madness (see "Madness" in chapter 8 of the *Dungeon Master's Guide*.
- *Mutate (3/day).* The target is stunned until the end of the next turn. Roll a percentile dice and consult the Mutations table.
- *Exhaust (3/day).* The target gains a level of exhaustion. If the saving throw fails by 5 or more, the target gains 2 levels of exhaustion.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by Thiliossk. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, Thiliossk kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). Thiliossk magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Mutations Table

d100	Effect
01-05	The colour of the target's hair, eyes, and skin become blue, purple, pink, or patterned.
06-10	The target's eyes push out of its head at the end of stalks.
11-15	The target's hands grow claws, which can be used as daggers.
16-20	One of the target's legs grows longer than the other, reducing its walking speed by 10 feet.
21-25	The target's eyes become beacons, filling a 15-foot cone with dim light when they are open.
26-30	A pair of leathery wings sprout from the target's back, granting it a flying speed of 30 feet.
31-35	The target's ears tear free from its head and scurry away; the target is deafened.
36-40	Two of the target's teeth turn into oversized, blunt tusks.
41-45	The target's skin becomes scabby, granting it a +1 bonus to AC but reducing its Charisma by 2 (to a minimum of 1).
46-50	The target's arms and legs swap, preventing the target from moving unless it crawls.
51-55	The target's arms become tentacles with fingers on the ends, increasing its reach by 5 feet.
56-60	The target's legs grow incredibly long and springy, increasing its walking speed by 10 feet.
61-65	The target grows a whip-like tail, which it can use as a whip.
66-70	The target's eyes turn black, and it gains darkvision out to a range of 120 feet.
71-75	The target swells, tripling its weight.
76-80	The target becomes skeletal, halving its weight.
81-85	The target's head doubles in size.
86-90	The target's ears become wings, giving it a flying speed of 5 feet.
91-95	The target's body becomes unusually brittle, causing the target to have vulnerability to bludgeoning, piercing, and slashing damage.
96-00	The target grows another head, causing it to have advantage on saving throws against being charmed, frightened, or stunned.

Monkey

Monkeys are cute little mammals adapted for a life in the canopy. These cheeky creatures can easily be tamed by humanoids who want an agile and comedic pet.

Monkey

Small beast, unaligned

Armour Class 12
Hit Points 3 (1d6)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	5 (-3)	12 (+1)	6 (-2)

Skills Acrobatics +4, Athletics +1, Sleight of Hand +4, Stealth +4
Senses passive Perception 11
Languages -
Challenge 0 (10 XP)

Pack Tactics. The monkey has advantage on an attack roll against a creature if at least one of the monkey's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 – 1) piercing damage.



Mutant

Some illithid communities attempt to better their thralls by augmenting them with psionic technology, or by kitting them out with magic items. Others take a more biological route, mutating their captives into hideous monstrosities with gangly, dragging limbs, extended jaws, or even tails and wings. These mutants bear a sickening resemblance to the creature they once were, a sight that is hideous to behold.

A creature transformed into a mutant has undergone a near-permanent alteration, and can only be restored by a *wish* spell or similar magic.

Mutant

Medium aberration, unaligned

Armour Class 15 (natural armour)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	8 (-1)	10 (+0)	5 (-3)

Saving Throws Str +5, Dex +4
Damage Resistances poison, psychic
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages it knew in life, but can't speak
Challenge 4 (1,100 XP)

Hideous Aspect. Any creature other than a mutant that starts its turn within 5 feet of mutant must succeed on a DC 13 Wisdom saving throw or be frightened of the mutant until the start of the creature's next turn. On a successful saving throw, the creature is immune to the hideous aspect of all mutants for 1 hour.

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

Mutant Type. The mutant has one of the following types:

Type 1: Swollen, red, protruding eyeballs.
Type 2: Leathery wings (50 ft. fly speed) and venom glands.
Type 3: Chitinous carapace (AC 20) and venom glands.
Type 4: Distended, drooping stomach and extended jaws.
Type 5: Extended jaws and a syringe-like stinger.
Type 6: Boils protruding from torso.

Acidic Boils (Type 6 Only). Any creature that touches the mutant or hits it with a melee attack while within 5 feet of it takes 3 (1d6) acid damage.

In addition, when the mutant dies, it explodes in a burst of acid. Each creature within 10 feet of the mutant must make a DC 13 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half as much on a successful one.

Actions

Multiattack. The mutant makes three melee attacks, or two ranged attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

Sleep Gaze (Type 1 Only). The mutant gazes at one creature it can see within 30 feet of it. The target must make a DC 13 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake.

A creature that successfully saves against the effect is immune to this mutant's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.

Venom Glands (Type 2 & 3). *Ranged Weapon Attack:* +4 to hit, range 60/100 ft., one target. *Hit:* 8 (2d6 + 1) poison damage.

Bite (Type 4 & 5). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage and the target is grappled (escape DC 13). Until the grapple ends, the mutant can't bite another target.

Swallow (Type 4 Only). The mutant makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bites damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the mutant, and it takes 7 (2d6) acid damage at the start of each of the mutant's turns.

If the mutant takes 20 damage or more on a single turn from a creature inside it, the mutant must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tarrasque. If the mutant dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Stinger (Type 5 Only). *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (2d4 +2) piercing damage, and the mutant regains hit points equal to equal to the damage the creature takes.

Nereid

Nereid's are fey water creatures that can shape their environment to suit their needs. These creatures always bear an otherworldly beauty no matter their gender and use it to deadly effect. Their kiss is a blue-lipped testimony to the gullibility of humanity. One peck and the target's lungs are emptied of air, leading to a quick but painful death.

Thankfully, nereid's are entirely dependent upon a mantle of silky cloth the colour of sea foam which contains their spirit. Destroying this kills the fey spirit within the space of an hour.

Nereid

Medium fey, any chaotic alignment

Armor Class 13
Hit Points 44 (8d8 + 8)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	13 (+1)	14 (+2)	16 (+3)

Skills Acrobatics +5, Nature +3, Stealth +5, Survival +4
Senses darkvision 60 ft., passive Perception 12
Languages Aquan, Common, Elvish, Sylvan
Challenge 2 (450 XP)

Amphibious. The nereid can breathe air and water.

Aquatic Invisibility. If immersed in water, the nereid can make itself invisible as a bonus action. It remains invisible until it leaves the water, ends the invisibility as a bonus action, or dies.

Mantle Dependent. The nereid wears a mantle of silky cloth the colour of sea foam, which holds the creature's spirit. The mantle has an AC and hit points equal to that of the nereid, but the garment can't be directly harmed while the nereid wears it. If the mantle is destroyed, the nereid becomes poisoned and dies within 1 hour. A nereid is willing to do anything in its power to recover the mantle if it is stolen, including serving the thief.

Shape Water. The nereid can cast *control water* at will, requiring no components. Its spellcasting ability for it is Charisma. This use of the spell has a range of 30 feet and can affect a cube of water no larger than 30 feet on a side.

Speak with Animals. The nereid can comprehend and verbally communicate with beasts.

Actions

Blinding Acid. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. and range 30 ft., one target. *Hit:* 16 (2d12 + 3) acid damage, and the target is blinded until the start of the nereid's next turn.

Drowning Kiss (Recharge 5-6). The nereid touches one creature it can see within 5 feet of it. The target must succeed on a DC 13 Constitution saving throw or take 22 (3d12 + 3) acid damage. On a failure, it also runs out of breath and can't speak for 1 minute. At the end of each of its turns, it can repeat the save, ending the effect on itself on a success.

Water Lash. The nereid causes a 5-foot cube of water within 60 feet of it to take a shape of its choice and strike one target it can see within 5 feet of that water. The target must make a DC 13 Strength saving throw. On a failed save, it takes 17 (4d6 + 3) bludgeoning damage, and if it is a Large or smaller creature, it is pushed up to 15 feet in a straight line or is knocked prone (nereid's choice). On a successful save, the target takes half as much damage and isn't pushed or knocked prone.



Pirate Lords

Sea King Tentrix commands a fleet of pirate ships known as the Black Armada. He himself is a kraken priest from Purple Rocks, who has received special powers from Slarkrethel because of his fanatical devotion. Tentrix has around a dozen Pirate Lords under his command, some of which are detailed in the adventure. Some of these, including Tentrix himself, has their own statistics, as presented below.

Dhurge

Large humanoid (sahuagin), lawful evil

Armour Class 16 (breastplate)
Hit Points 76 (9d10 + 27)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +5, Con +6, Int +5, Wis +4
Skills Arcana +5, Perception +7
Senses darkvision 120 ft., passive Perception 17
Languages Common, Sahuagin
Challenge 8 (3,900 XP)

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

Limited Amphibiousness. Dhurge can breathe air and water, but he needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. Dhurge can magically command any shark within 120 feet of him, using a limited telepathy.

Special Equipment. Dhurge carries a *wand of binding*, a *wand of fear*, a *wand of fireballs* and a *wand of wonder*.

Wand Wielder. Dhurge counts as a spellcaster for the purpose of attuning to wands (spell save DC 15). If Dhurge is carrying more than one wand, he can use an action to expend 1 charge from up to two wands, triggering the effects of them simultaneously.

Actions

Multiattack. Dhurge makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

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

Jarl Bluebeard

Huge giant, chaotic evil

Armour Class 15 (patchwork armour)
Hit Points 138 (12d12 + 60)
Speed 40 ft. swim 40 ft. (ring of swimming)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	8 (-2)	12 (+1)	12 (+1)

Saving Throws Con +8, Wis +4, Cha +4
Skills Athletics +9, Perception +4
Damage Immunities cold
Senses passive Perception 14
Languages Common, Giant
Challenge 8 (3,900 XP)

Special Equipment. Jarl Bluebeard wields a *tentacle rod* and wears a *ring of swimming*.

Actions

Multiattack. Jarl Bluebeard makes two battleaxe attacks.

Tentacle Rod. Each of the three tentacles on the rod attacks a creature: +9 to hit, reach 15 ft., up to three targets. *Hit:* 3 (1d6) bludgeoning damage. If Jarl Bluebeard hits a target with all three tentacles, it must make a DC 15 Constitution saving throw. On a failure, the creature's speed is halved, it has disadvantage on Dexterity saving throws, and it can't use reactions for 1 minute. Moreover, on each of its turns, it can take either an action or a bonus action, but not both. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

Battleaxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage, or 22 (3d10 + 6) slashing damage if used with two hands.

Beard (Recharge 5-6). The jarl swings his beard before him in a 15-foot cone. Each creature in that area must make a Dexterity saving throw, taking 22 (3d10 + 6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Sea King Tentrix

Medium humanoid (human), neutral evil

Armour Class 15 (breastplate)
Hit Points 90 (12d8 + 36)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	15 (+2)	18 (+4)	16 (+3)

Saving Throws Str +6, Dex +5, Wis +7
Skills Arcana +6, Intimidation +7, Perception +8, Religion +4
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Senses passive Perception 18
Languages Common, Primordial
Challenge 10 (5,900 XP)

Amphibious. Tentrix can breathe air and water.

Innate Spellcasting. Tentrix's spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He can innately cast the following spells, requiring to material components:

At will: *command*, *create or destroy water*
3/day each: *arms of Hadar*, *control water*, *counterspell*, *darkness*, *shield*, *water walk*
1/day each: *armour of agathys* (3rd level), *call lightning*, *Evard's black tentacles*, *hunger of Hadar*, *phantasmal killer*

Actions

Thunderous Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 27 (5d10) thunder damage.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Voice of the Kraken (Recharges after a Short or Long Rest). Slarkrethel speaks through Tentrix with a thunderous voice audible within 300 feet. Creatures of Tentrix's choice that can hear Slarkrethel's words (Primordial) must succeed on a DC 15 Charisma saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

Tentrix can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tentrix regains spent legendary actions at the start of its turn.

Handaxe. Tentrix makes one handaxe attack.
Thunder Stride (Costs 2 Actions). Tentrix teleports to an unoccupied space he can see within 30 feet. Immediately after he disappears, a thunderous boom sounds, and each creature within 10 feet of the space he left must make a DC 15 Constitution saving throw, taking 16 (3d10) thunder damage on a failed save, or half as much damage on a successful one.
Cast a Spell (Costs 3 Actions). Tentrix casts a spell from his list of prepared spells, using a spell slot as normal.



The Storm Maiden

Medium humanoid (human), neutral

Armour Class 16 (studded leather, *arrow-catching shield*, 18 against ranged attacks)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6
Skills Athletics +10, Intimidation +5, Religion +3
Senses passive Perception 11
Languages Common
Challenge 8 (3,900 XP)

Amphibious. The Storm Maiden can breathe air and water.

Blessed by the Gods. The Storm Maiden has advantage on saving throws against being charmed or frightened.

Brute. A melee weapon deals one extra die of its damage when the Storm Maiden hits with it (included in the attack).

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the Storm Maiden can regain 20 hit points.

Special Equipment. The Storm Maiden wields a *javelin of lightning* and wears an *arrow-catching shield*.

Actions

Multiattack. The Storm Maiden makes three melee attacks or two ranged attacks.

Javelin of Lightning. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The Storm Maiden adds 3 to its AC against one melee attack that would hit it. To do so, the Storm Maiden must see the attacker and be wielding a melee weapon.



Ramazith Flamesinger

Ramazith Flamesinger is powerful mage with an interest in marine life who lives in Baldur's Gate. His tower is easily recognisable in the city as it looks somewhat like a tiered lighthouse. Despite his age, Ramazith is a serial womanizer and a greedy old goat. Captains of fishing vessels often pay Ramazith a visit with exotic gifts in tow to ask about the movements of fish populations and dangerous predators of the deep.

Ramazith Flamesinger Traits

Ideal. "All knowledge is vital to someone, and we each have our speciality."

Bond. "The ocean calls out to me every day, I do my best to understand and protect it."

Flaw. "I can't resist a pretty face, even if it has a husband. I've got a soft spot for exotic treasures too."

Ramazith Flamesinger

Medium humanoid (Tethyrian human), neutral

Armour Class 13 (*ring of protection*) (16 with *mage armour*)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	18 (+4)	14 (+2)	12 (+1)

Saving Throws Str +0, Dex +3, Con +1, Int +8, Wis +6, Cha +2
Skills Athletics +2, Arcana +7, History +7, Nature +7
Senses passive Perception 12
Languages Aquan, Common, lxitxachitl, Sahuagin
Challenge 7 (2,900 XP)

Special Equipment. Ramazith wears a *pearl of power* on a necklace and a *ring of protection*.

Ramazith wields Crest, a *+1 dagger* with additional magic properties:

- As a bonus action, Ramazith can cause a green stone set into the dagger's pommel to shed bright light in a 20-foot radius and dim light for an additional 20 feet, or make the stone go dark.
- Whenever Ramazith starts his turn underwater with 0 hit points, the dagger causes him to rise 60 feet toward the surface.

Spellcasting. Ramazith is an 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Ramazith has the following spells prepared:

Cantrips (at will): *acid splash*, *mage hand*, *prestidigitation*, *shape water*
1st level (4 slots): *detect magic*, *mage armour*, *magic missile*, *shield*
2nd level (3 slots): *alter self*, *misty step*
3rd level (3 slots): *counterspell*, *tidal wave*, *wall of water*
4th level (3 slots): *control water*, *watery sphere*
5th level (1 slot): *cone of cold*

Actions

Crest (+1 dagger). *Melee or Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Pearl of Power (1/Day). Ramazith regains a spell slot of up to 3rd level.





Reekmurk

Reekmurks are underwater oozes normally found in the depths of frigid oceans. These creatures resemble massive oil slicks or clouds of ink. As well as a corrosive touch, these oozes emit a nauseating stench with suffuses the water surrounding them. Their main weakness is sunlight, which burns away at their amorphous forms. Rumour has it that reekmurks can grow large enough to sink ships and drown entire crew, though if this has ever happened, no one lived to verify the tale.

Ooze Nature. An ooze doesn't require sleep.

Reekmurk

Large ooze, unaligned

Armour Class 7
Hit Points 85 (10d10 + 30)
Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (-3)	17 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid, cold, lightning, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Damage Vulnerabilities radiant
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages –
Challenge 4 (1,100 XP)

Amorphous. The reekmurk can move through a space as narrow as 1 inch wide without squeezing.

Amphibious. The reekmurk can breathe air and water.

Corrosive Form. A creature that touches the reekmurk or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the reekmurk corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the reekmurk is destroyed after dealing damage.

The reekmurk can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

Spider Climb. The reekmurk can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Stench. Any creature that starts its turn within 5 feet of the reekmurk must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all reekmurks for 1 hour.

Sunlight Hypersensitivity. The reekmurk takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armour worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armour is destroyed if the penalty reduces its AC to 10.

Sahuagin

As well as the sahuagin presented in the Monster Manual, this adventure contains two new types of sea devil; the malenti and raider. Both of these sahuagin have mutations which allow them to perform a different role to their kin.

Malenti. A sahuagin born near enough to an aquatic elf community can enter the world as a malenti – a sahuagin that physically resembles an aquatic elf in every way. Sahuagin are prone to mutation, but whether this rare phenomenon is a result of the wars between the sahuagin and the aquatic elves, or whether it preceded or even began the conflict, none can say.

The sahuagin put the malenti to good use as spies and assassins in aquatic elf cities and the societies of other creatures that pose a threat to sahuagin. The mere shadow of the malenti threat incites paranoia and suspicion among aquatic elves, whose resilience is weakened as the prelude to an actual sahuagin invasion.

Raider. If you think a sahuagin is a terrifying beast, be glad you've never met a raider, or ryethi, as they are known. These sea devils look similar to their un-mutated kin save for their red colouration, elongated claws, and the poison glands which hang down below their muscular throats.

A ryethi is capable of spitting a potent poison that is easily absorbed through humanoid skin. One mouthful of the bright orange poison is enough to knock a grown warrior unconscious.



Malenti

Medium humanoid (sahuagin), lawful evil

Armour Class 12
Hit Points 22 (4d8 + 4)
Speed 30ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	12 (+1)	13 (+1)	14 (+2)

Skills Deception +5, Perception +5, Performance +5
Senses darkvision 120ft., passive Perception 15
Languages Common, Elvish, Sahuagin
Challenge 1 (200 XP)

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

Amphibious. The sahuagin can breathe air and water.
Friend of the Sea. The sahuagin can magically command any beast that has an innate swimming speed within 120 feet of it, using a limited telepathy.

False Appearance. The sahuagin is almost indistinguishable from a sea elf. A character that succeeds on a DC 20 Intelligence (Nature) check notices a slight difference in the eyes of the sahuagin that reveals its true nature.

Sneak Attack (1/Turn). The sahuagin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the sahuagin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The sahuagin makes two attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Trident. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

There is little more terrifying than a malenti. To think that our greatest foe walks unnoticed among us is truly a waking nightmare. The resulting paranoia of such a threat has torn more than one of our communities apart.

-Uth'ivellios Cithrea
Priest of Deep Sashelas

Sahuagin Raider

Medium humanoid (sahuagin), lawful evil

Armour Class 12 (natural armour)
Hit Points 32 (5d8 + 10)
Speed 30ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	9 (-1)

Damage Immunities poison
Condition Immunities poison
Skills Stealth +5, Perception +5
Senses darkvision 120 ft., passive Perception 15
Languages Sahuagin
Challenge 1 (200 XP)

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

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Actions

Multiattack. The sahuagin makes a Spit Poison attack. It then makes two attacks: one with its bite and one with its claws or net.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target. *Hit:* 6 (2d4 + 1) piercing damage.

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Spit Poison. *Ranged Weapon Attack:* +4 to hit, range 15/30 ft., one creature. *Hit:* The target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it away.



Sea Cub

A sea lion is a fearsome monster with the head and forepaws of a lion and the lower body and tail of a fish. These creatures frequent temperate oceans and prey on anything from small fish to humanoids. These ferocious predators grow to a length of 15 feet and are highly territorial, attacking anything that trespasses on their hunting grounds with ire.

Baby sea lions are called sea cubs and are quite popular as pets among fishing communities. If trained properly, the sea cubs can serve as protectors of fishing boats when they grow up.

Sea Cub

Small beast, unaligned

Armour Class 12
Hit Points 10 (3d6)
Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages -
Challenge 1/8 (25 XP)

Amphibious. The sea cub can breathe air and water.

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

Pack Tactics. The sea cub has advantage on an attack roll against a creature if at least one of the sea cub's allies is within 5 feet of the creature and the ally isn't incapacitated.

Swimming Leap. With a 10-foot swimming start, the sea lion can long jump out of or across the water up to 15 feet.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 – 1) piercing damage.

They're quite cute when they're young, but you won't like them when they're older, and they certainly won't let you dump them down the privy.

– Granny Saltwood

Sea Lion

Large monstrosity, unaligned

Armour Class 15 (natural armour)
Hit Points 90 (12d10 + 24)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +4, Stealth +5
Senses passive Perception 14
Languages -
Challenge 5 (1,800 XP)

Amphibious. The sea lion can breathe air and water.

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

Pack Tactics. The sea lion has advantage on an attack roll against a creature if at least one of the sea lion's allies is within 5 feet of the creature and the ally isn't incapacitated.

Swimming Leap. With a 10-foot swimming start, the sea lion can long jump out of or across the water up to 25 feet.

Actions

Multiattack. The sea lion makes three attacks: one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.



Sea Spawn

The following stat block has been taken from *Volo's Guide to Monsters*, but contains new variants to help diversify the sea spawn, a common enemy in the *Call from the Deep* Campaign.

Sea Spawn

Medium humanoid, neutral evil

Armour Class 11 (natural armour)
Hit Points 32 (5d8 + 10)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	8 (-1)

Senses darkvision 120 ft., passive Perception 10
Languages understands Aquan and Common but can't speak
Challenge 1 (200 XP)

Limited Amphibiousness. The sea spawn can breathe air and water but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

Actions

Multiattack. The sea spawn uses its Piscine Anatomy. It then makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Piscine Anatomy. The sea spawn has one or more of the following attack options, provided it has the appropriate anatomy:

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Coral Armour. The sea spawn increases its AC to 14.

Coral Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Electric Lash. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target. *Hit:* 1 bludgeoning damage plus 3 (1d6) lightning damage.

Flash Lure (4-6). Each creature within 5 feet of the sea spawn that can see it must succeed on a DC 12 Constitution saving throw or be blinded until the end of the sea spawn's next turn.

Pincer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) bludgeoning damage and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until this grapple ends, the sea spawn can't use its Pincer on another target.

Poison Quills. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 3 (1d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Secrete Poison. The next creature that hits the sea spawn takes 5 (2d4) poison damage.

Sword Arm. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12) if it is a Medium or smaller creature. Until this grapple ends, the sea spawn can't use this tentacle on another target.



Shoggoth

Borne of the malice of Elder Evils, a shoggoth is a manifestation of Far Realm insanity and unadulterated hatred. These unfathomable creatures take myriad forms, but all seem to retain similar features; their bodies can flow around beings like ooze or turn into an acidic gas, they emit a constant, maddening wailing, and their touch is death.

Summoned Madness. A shoggoth is not a being that occurs naturally on the material plane. Their kind are found in the void between the stars, deep in the Far Realm. Cultists of certain antediluvian societies have discovered a method through which a shoggoth can be bought to the Material Plane, though even they are cautious to do so.

Shoggoth

Large aberration, chaotic evil

Armour Class 14 (natural armour)
Hit Points 127 (14d10 + 56)
Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	8 (-1)

Saving Throws Dex +3, Wis +4
Skills Perception +4
Damage Vulnerabilities thunder
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities psychic
Condition Immunities blinded, deafened, exhaustion, prone
Senses truesight 60 ft., passive Perception 15
Languages -
Challenge 10 (5,900 XP)

Amorphous. The shoggoth can move through a space as narrow as 1 inch wide without squeezing.

Maddening Wailing. The shoggoth emits a constant, hideous wailing. Each creature that starts its turn within 20 feet of the shoggoth and can hear the wailing must succeed on a DC 14 Wisdom saving throw.

On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all of its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Spider Climb. The shoggoth can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Unfathomable Form. When a creature that can see the shoggoth starts its turn within 30 feet of the shoggoth, it must make a DC 14 Charisma saving throw. A creature that fails the save is driven insane by the nightmarish form of the shoggoth, and suffers a short-term madness effect. A target that succeeds on the saving throw is immune to the Unfathomable Form of all shoggoths for the next 24 hours.

Actions

Multiattack. The shoggoth makes two tentacle attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 13), and the shoggoth uses its Engulf on it.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage plus 10 (3d6) psychic damage.

Engulf. The shoggoth engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the shoggoth's turns or take 16 (3d10) psychic damage. If the shoggoth moves, the engulfed target moves with it. The shoggoth can have only one creature engulfed at a time.

Gaseous Transformation. The shoggoth transforms into acidic gas or reverts to its true form. Any equipment it is wearing or carrying is also transformed. It reverts to its true form if it dies.

While in mist form, the shoggoth is incapacitated. It has a flying speed of 20 feet, can hover, and can pass through any space that isn't airtight. It has advantage on Strength, Dexterity, and Constitution saving throws, and is immune to nonmagical damage.

While in gas form, the shoggoth can enter a creature's space and stop there. Each time that creature starts its turn with the shoggoth in its space, the creature must make a DC 14 Constitution saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.



Skeletal Swarm

This swarm of bones found is made from the remains of several animated skeletons. A skeletal swarm alternates its appearance between partially formed humanoid shapes and a chaotic, swirling mass.

Skeletal Swarm

Large swarm of Medium undead, lawful evil

Armour Class 13 (armour scraps)
Hit Points 60 (8d10 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Resistances slashing, piercing
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 9
Languages -
Challenge 2 (450 XP)

Deafening Clatter. Creatures are deafened while in the swarm's space.

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

Actions

Slash. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 11 (2d8 + 2) slashing damage, or 6 (1d8 + 2) slashing damage if the swarm has half of its hit points or fewer.

The process of creating a swarm of spellbooks is really quite simple. Containing them on the other hand...
-Ramazith Flamesinger

Swarm of Spellbooks

If a wizard wants to protect a library or study as against intruders, they might enchant a dozen or more spellbooks to animate when someone who is not their owner enters a room or starts plundering the shelves. A particularly clever wizard might even inscribe a spell into the books that they can cast at their creators command, or when a predefined situation arises.

Consructed Nature. A swarm of spellbooks doesn't require air, food, drink, or sleep.

Swarm of Spellbooks

Medium swarm of Tiny constructs, unaligned

Armour Class 12
Hit Points 22 (5d8)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	10 (+0)	5 (-3)	1 (-5)

Saving Throws Dex +4, Int +2
Damage Immunities poison, psychic
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities blinded, charmed, deafened, frightened, paralysed, petrified, poisoned, prone, restrained, stunned
Skills Perception +5
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 15
Languages understands Common but can't speak
Challenge 1 (200 XP)

Antimagic Susceptibility. The swarm is incapacitated while in the area of an antimagic field. If the targeted by dispel magic, the swarm must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the swarm remains motionless and isn't flying, it is indistinguishable from a normal set of books.

Spell Storing. A spellcaster who creates a swarm of spellbooks can cause the swarm to store one spell of 4th level or lower. To do so, the creator must cast the spell on the swarm. The spell has no effect but is stored within the swarm. When commanded to do so by the creator or when a situation arises that was predefined by the spellcaster, the swarm casts the stored spell with any parameters set by the original caster, requiring no material components. When the spell is cast or a new spell is stored, any previous spell is lost.

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

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) bludgeoning damage, or 2 (1d4) bludgeoning damage if the swarm has half its hit points or fewer.

Tribute Gatherer

In Waterdeep's Deepwater Harbour lies an underwater dungeon where giant, fiendish octopi gather up offerings given to the Bitch Queen and fling them through a portal to her domain. These creatures are known only as tribute gatherers and resemble a giant green octopus with horns protruding from its knobbly skin and glowing amber eyes.

Tribute Gatherer

Large fiend, neutral evil

Armour Class 13 (natural armour)
Hit Points 52 (8d10 + 8)
Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	13 (+1)	8 (-1)	10 (+0)	8 (-1)

Skills Perception +4, Stealth +5
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 14
Languages Infernal
Challenge 2 (450 XP)

Water Breathing. The tribute gatherer can breathe only underwater.

Actions

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 15) and restrained until the grapple ends. The tribute gatherer can grapple two targets in this way.

Tentacle Slam. The tribute gatherer slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 15 Strength saving throw or take 11 (2d6 + 4) bludgeoning damage and be stunned until the end of the tribute gatherer's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Uchuulon

A uchuulon, sometimes known as a slime chuul, is a chuul implanted with an illithid tadpole. They are used by illithids as hunters and guardians. The process of ceremorphosis that creates a uchuulon kills the tadpole, and transforms the chuul into a blue, slime-covered mockery of its old form. The slime which covers a uchuulon is similar to that secreted by a chuul's tentacles.

Uchuulon

Large aberration, chaotic evil

Armour Class 12 (natural armour)
Hit Points 93 (11d10 + 33)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Understands Deep Speech but can't speak
Challenge 4 (1,100 XP)

Amphibious. The uchuulon can breathe air and water.

Paralysing Slime. A creature that touches the uchuulon or hits it with a melee attack while within 5 feet of it must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

Actions

Multiattack. The uchuulon makes two pincer attacks. If the uchuulon is grappling a creature, the uchuulon can also use its tentacles once.

Pincer. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 +3) bludgeoning damage. The target is grappled (escape DC 13) if it is a Large or smaller creature and the uchuulon doesn't have two other creatures grappled.

Tentacles. One creature grappled by the uchuulon must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Urophion

An urophion is a truly unique creature, and is evidence of the willingness of the illithid to attempt to create ceremorphs from the most unlikely organisms. Urophions are nearly identical to ropers in all physical aspects, though they are just as intelligent as mind flayers with similar psionic abilities, and uniquely powerful sense of life detection.

Urophion

Large aberration, neutral evil

Armour Class 20 (natural armour)
Hit Points 93 (11d10 + 33)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	17 (+3)	16 (+3)	6 (-2)

Skills Perception +6, Stealth +5
Senses darkvision 60 ft., passive Perception 16
Languages telepathy 120 ft.
Challenge 6 (2,300 XP)

Detect Life. The urophion can magically sense the presence of living creatures up to 5 miles away. It knows the general direction they're in but not their exact locations.

False Appearance. While the urophion remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The urophion can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage).

Destroying a tendril deals no damage to the urophion, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Innate Spellcasting (Psionics). The urophion's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *detect thoughts, levitate*

Spider Climb. The urophion can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The urophion makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the urophion can't use the same tendril on another target.

Reel. The urophion pulls each creature grappled by it up to 25 feet straight toward it.

Mind Blast (1/Day). The urophion agically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 13 Intelligence saving throw or be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Uthgardt Shaman

Uthgardt barbarians are suspicious and resentful of most kinds of magic. Seldom do they choose to become shamans. Instead, the role is thrust upon those who are born with a strong connection to the spirit world. To be a shaman is to stand apart from the tribe, with one foot in the land of the living and the other in the land of the dead. Those who walk the shadowed path between two lands do so because the spirits of the dead compel them. Other Uthgardt fear and respect a shaman's power.

Uthgardt Shaman

Medium humanoid (human), neutral evil

Armour Class 13 (hide armour)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	10 (+0)	15 (+2)	12 (+1)

Skills Medicine +4, Nature +4, Perception +4, Survival +6
Senses passive Perception 14
Languages Bothii, Common
Challenge 2 (450 XP)

Innate Spellcasting. The shaman can innately cast the following spells (spell save DC 12; +4 to hit with spell attacks) with a sacred bundle:

At will: *dancing lights*, *mage hand*, *message*, *thaumaturgy*
1/day each: *augury*, *bestow curse*, *cordon of arrows*, *detect magic*, *hex*, *prayer of healing*, *speak with dead*, *spirit guardians*

Actions

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Vajra Safahr

Vajra is a capable wizard in her mid-thirties, the youngest person ever to hold the position of Blackstaff. As the High Wizard of Waterdeep, she is charged with using all the magic and resources at her disposal to defend the city against threats. She was handpicked for the job by Khelben Arunsun, and wields the Blackstaff from which Khelben derived his name and the title of the office.

Vajra Safahr

Medium humanoid (human), lawful neutral

Armour Class 14 (*Blackstaff*; 17 with *mage armour*)
Hit Points 126 (23d8 + 23)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	11 (+0)	16 (+3)

Saving Throws Str +2, Dex +4, Con +3, Int +12, Wis +7, Cha +S
Skills Arcana +10, History +10
Senses passive Perception 10
Languages Common, Dwarvish, Elvish, Giant, Halfling, Undercommon
Challenge 13 (10,000 XP)

Special Equipment. Vajra wields the *Blackstaff* (appendix C), accounted for in her statistics. Roll 2d10 to determine how many charges the staff has remaining.

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

Spellcasting. Vajra is an 18th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 18, + 12 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *message*, *prestidigitation*
1st level (4 slots): *detect magic*, *identify*, *mage armour*, *thunderwave*
2nd level (3 slots): *invisibility*, *misty step*, *web*
3rd level (3 slots): *counterspell*, *fly*, *sending*
4th level (3 slots): *banishment*, *fire shield*, *stoneskin*
5th level (3 slots): *Bigby's hand*, *geas*, *telekinesis*
6th level (1 slot): *chain lightning*, *globe of invulnerability*
7th level (1 slot): *forcecage*, *prismatic spray*
8th level (1 slot): *antimagic field*, *power word stun*
9th level (1 slot): *imprisonment*

Actions

Blackstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage when used with two hands. Vajra can expend 1 of the staff's charges to deal an extra 3 (1d6) force damage on a hit.

Vodyanoi

These aquatic predators are closely related to the umber hulk. They are similar in appearance to umber hulks but are almost twice the size, have webbed claws, and have only one pair of eyes, and thus lack the ability to confuse opponents. Vodyanoi skin is green and slimy to the touch, but beneath it is a thick, knobbly hide. Vodyanoi prey on all manner of marine life but prefer the taste of humanoid flesh. They have learned to rend the hulls of large ships and capsize smaller ones to get to their favourite prey. Perhaps the most peculiar feature of the vodyanoi is its stomach. Rather than digest its own food, the vodyanoi cultivates a small population of eels in its stomach, which it can regurgitate if necessary to help bring down prey.

Vodyanoi

Large monstrosity, chaotic evil

Armour Class 18 (natural armour)
Hit Points 127 (15d10 + 45)
Speed 20 ft., burrow 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 10
Languages Umber Hulk
Challenge 5 (1,800 XP)

Limited Amphibiousness. The vodyanoi can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Slippery. The vodyanoi has advantage on ability checks and saving throws made to escape a grapple.

Tunneler. The vodyanoy can burrow through solid rock at half its burrowing speed and leaves a 10-foot wide, 15-foot-high tunnel in its wake.

Actions

Multiattack. The vodyanoy makes three attacks: two with its claws and one with its mandibles.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Mandibles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Regurgitate Eels (1/Day). The vodyanoi can regurgitate a **swarm of lightning eels** (appendix B), which appears in an unoccupied space within 5 feet of it. The swarm acts on its own initiative count. If the vodyanoi hasn't used this trait when it dies, a **swarm of lightning eels** erupts from its corpse at the start of the next turn. The swarm acts on its own initiative count.

Walking Statue of Waterdeep

Scattered throughout Waterdeep are eight enormous statues that can defend the city in times of great peril. Because they are so destructive, the walking statues a e used only to fend off armies and seemingly insurmountable foes.

Walking Statue of Waterdeep

Gargantuan construct, unaligned

Armour Class 17 (natural armour)
Hit Points 314 (17d20 + 136)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	27 (+8)	1 (-5)	10 (+0)	1 (-5)

Saving Throws Con +14
Damage Immunities cold, fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses truesight 120 ft., passive Perception 10
Languages -
Challenge 18 (20,000 XP)

Crumbling Colossus. When the statue drops to 0 hit points, it crumbles and is destroyed. Any creature on the ground within 30 feet of the crumbling statue must make a DC 22 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Immutable Form. The statue is immune to any spell or effect that would alter its form.

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

Siege Monster. The statue deals double damage to objects and structures.

Actions

Multiattack. The statue makes two melee attacks.

Slam. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 29 (3d12 + 10) bludgeoning damage.

Hurled Stone. *Ranged Weapon Attack:* +16 to hit, range 200/800 ft., one target. *Hit:* 43 (6d10 + 10) bludgeoning damage.

Wereshark

Weresharks are ruthless in the pursuit of prey. In their humanoid form they are aggressive loners, making their homes in sea caves and deserted fishing hamlets. In shark form they act as any shark would, always on the lookout for an easy meal. Like a werewolf, a wereshark can wield weapons in its hybrid form, but prefers to tear foes apart with its gaping, many-toothed maw.

Wereshark

Medium humanoid (human, shapechanger), chaotic evil

Armour Class 11 in humanoid form, 12 (natural armour) in shark or hybrid form
Hit Points 58 (9d8 + 18)
Speed 30 ft. (0 ft., swim 40 ft. in shark form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered
Senses blindsight 30 ft., passive Perception 14
Languages Common (can't speak in shark form)
Challenge 3 (700 XP)

Shapechanger. The wereshark can use its action to polymorph into a shark-humanoid hybrid or into a hunter shark, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Amphibious (Hybrid Form Only). The wereshark can breathe air and water.

Water Breathing (Shark Form Only). The wereshark can only breathe underwater.

Actions

Multiattack (Humanoid or Hybrid Form Only). The wereshark makes two attacks: one with its bite and one with its spear.

Bite (Shark or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wereshark lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Player Characters as Lyanthropes

A character who becomes a lycanthrope retains his or her statistics except as specified by lycanthrope type. The character gains the lycanthrope's speeds in nonhumanoid form, damage immunities, traits, and actions that don't involve equipment. The character is proficient with the lycanthrope's natural attacks, such as its bite or claws, which deal damage as shown in the lycanthrope's statistics. The character can't speak while in animal form.

A humanoid hit by an attack that carries the curse of lycanthropy must succeed on a Constitution saving throw (DC 8 +the lycanthrope's proficiency bonus+ the lycanthrope's Constitution modifier) or be cursed. If the character embraces the curse, his or her alignment becomes the one defined for the lycanthrope. The DM is free to decide that a change in alignment places the character under DM control until the curse of lycanthropy is removed.

Wereshark. The character gains a Strength of 18 if his or her score isn't already higher, and a +1 bonus to AC while in shark or hybrid form (from natural armour). Attack and damage rolls for the bite are based on Strength. The wereshark also gains the Amphibious and Water Breathing traits.



Zombie Dragon Turtle

A powerful necromancer can use dark rituals to zombify almost any creature. The Curse of Irphong is such a dragon turtle which has been animated by the necromance of Irphong and is used to attack ships that travel through Asavir's Channel.

Zombie Dragon Turtle

Gargantuan dragon, neutral

Armour Class 17 (natural armour)
Hit Points 181 (11d20 + 66)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	22 (+6)	3 (-4)	8 (-1)	5 (-3)

Saving Throws Wis +4
Damage Immunities poison
Damage Resistances fire
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 9
Languages understands Aquan and Draconic, but can't speak
Challenge 11 (7,200 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

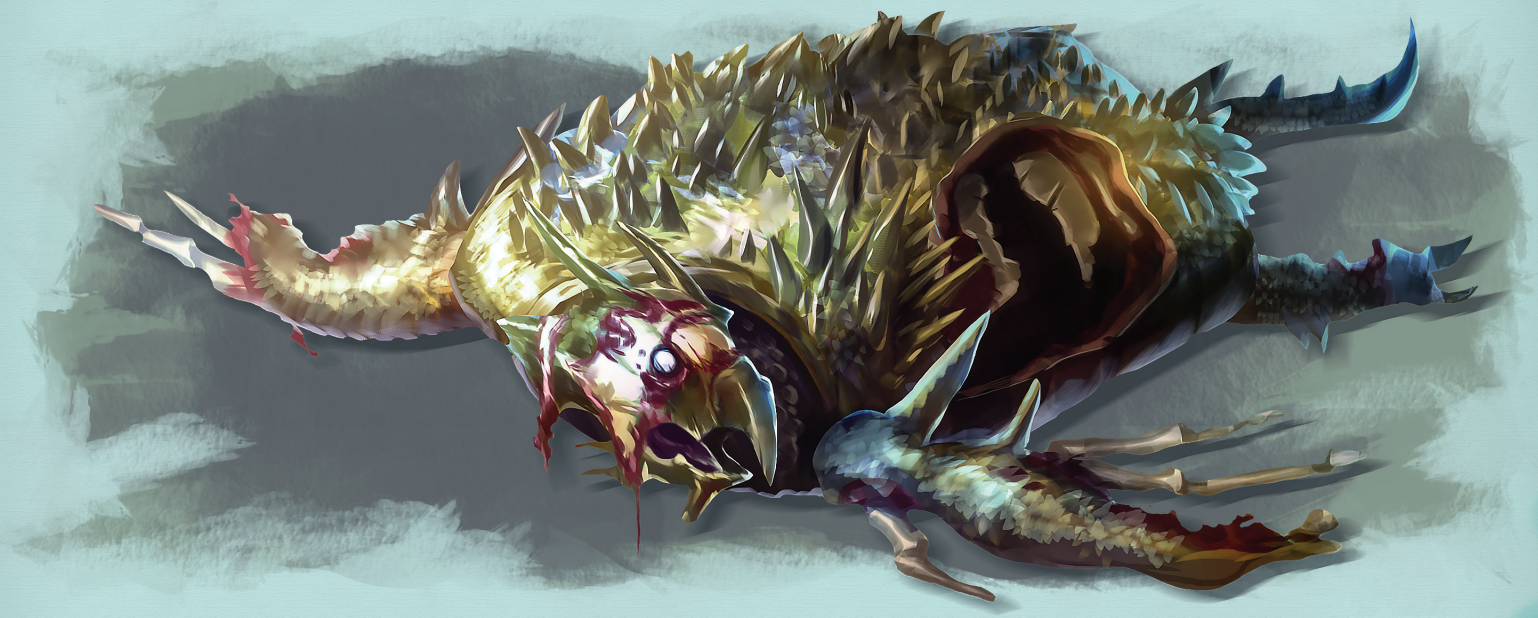
Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.

Freezing Breath (Recharge 5-6). The dragon turtle exhales frozen air in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 52 (15d6) cold damage on a failed save, or half as much damage on a successful one.

Spew Zombies (1/Day). The zombie dragon turtle disgorges 3d4 normal **zombies**, which appear in an unoccupied space within 15 feet of it. The disgorged zombies act on their own initiative count. If the zombie dragon turtle has not used this attack when it dies, 3d4 normal **zombies** erupt from its corpse at the start of its next turn. These zombies act on their own initiative count.



APPENDIX C: MAGIC ITEMS

The magic items that are introduced in this adventure are detailed here in alphabetical order.

Black Ice

Wondrous item, rare

Sourced from Icewind Dale, black ice is a substance formed from the dust of Crenshinibon, the crystal shard, a source of supreme evil. When Crenshinibon was destroyed, the remnants of the crystal were flung far and wide, tainting the nearby ice, causing it to become metallic and corrupting. Black ice is mined by the dwarves of Icewind Dale, who are oblivious, or choose it ignore, its maddening properties.

A weapon made of black ice deals an extra 1d6 damage on a hit. Armour made of black ice confers resistance to cold damage. Any character in possession of an item forged of black ice must make a DC 12 Wisdom saving throw each dawn. On a failed save, the character develops an indefinite-madness (see "Madness" in chapter 8 of the *Dungeon Master's Guide*).

Blackstaff

Staff, legendary (requires attunement by a blackstaff heir, who must be a wizard)

The Blackstaff is a sentient, rune-carved staff set with thin silver veins. It is the symbol of office for the Blackstaff, the highest-ranking wizard in Waterdeep. As the rightful owner of the Blackstaff, Vajra Safahr is the only one who can become attuned to it. The staff can, however, choose a new owner (see "Personality" below).

The Blackstaff has the magical properties of a staff of power (see the Dungeon Master's Guide) in addition to the following properties.

Animate Walking Statues. You can expend 1 or more of the staff's charges as an action to animate or deactivate one or more of the **walking statues of Waterdeep** (see appendix B). You must be in the city to use this property, and you can animate or deactivate one statue for each charge expended. An animated statue obeys the telepathic commands of Khelben Arunsun's spirit, which is trapped inside the staff (see "Personality" below). A walking statue becomes inanimate if deactivated or if the staff is broken.

Dispel Magic. You can expend 1 of the staff's charges as a bonus action to cast *dispel magic* on a creature, an object, or a magical effect that you touch with the tip of the staff. If the target is an unwilling creature or an object in the possession of such a creature, you must hit the creature with a melee attack using the Blackstaff before you can expend the charge to cast the spell.

Drain Magic. This property affects only creatures that use spell slots. When you hit such a creature with a melee attack using the Blackstaff, you can expend 1 of the staff's charges as a bonus action, causing the target to expend one spell slot of the highest spell level it can cast without casting a spell. If the target has already expended all its spell slots, nothing happens. Spell slots that are expended in this fashion are regained when the target finishes a long rest, as normal.

Master of Enchantment. When you cast an enchantment spell of 1st level or higher while holding the staff, you can make an Intelligence (Arcana) check with a DC of 10 + the level of the spell. If the check succeeds, you cast the spell without expending a spell slot.

Sentience. The Blackstaff is a sentient staff of neutral alignment, with an Intelligence of 22, a Wisdom of 15, and a Charisma of 18. It has hearing and darkvision out to a range of 120 feet, and it can communicate telepathically with any creature that is holding it.

Personality. The staff has the spirits of all previous Blackstaffs trapped within it. Its creator, Khelben Arunsun, is the dominant personality among them. Like Khelben, the staff is extremely devious and manipulative. It prefers to counsel its owner without exerting outright control. The staff's primary goal is to protect Waterdeep and its Open Lord, currently Laeral Silverhand. Its secondary goal is to help its wielder become more powerful.

In the event that the holder of the office of the Blackstaff no longer serves the staff's wishes, the staff ceases to function until it finds a worthy inheritor — someone whose loyalty to Waterdeep is beyond reproach.

Spirit Trap. When the Blackstaff dies, the spirit of that individual becomes trapped in the staff along with the spirits of the previous Blackstaffs. (A Blackstaff whose spirit is trapped in the staff can't be raised from the dead.)

Destroying the staff would release the spirits trapped inside it, but in that event, Khelben's spirit can lodge itself inside any one piece of the staff that remains. The piece containing Khelben's spirit has the staff's Sentience property but none of its other properties. As long as this piece of the staff exists, Khelben's spirit can make the staff whole again whenever he wishes. When the staff is remade, the spirits of the previous Blackstaffs become trapped inside it again.

Bracer of Flying Daggers

Wondrous Item, rare (requires attunement)

This armband appears to have thin daggers strapped to it. As an action, you can pull up to two magic daggers from the bracer and immediately hurl them, making a ranged attack with each dagger. A dagger vanishes if you don't hurl it right away, and the daggers disappear right after they hit or miss. The bracer never runs out of daggers.

Conch of Teleportation

Wondrous item, very rare (requires attunement)

This item is an ordinary, albeit rather large, conch shell that has been inscribed with the giant uvar rune. The conch measures 2½ feet long and weighs 20 pounds.

As an action, you can cast the *teleport* spell by blowing into the shell. The destination is fixed, and there is no chance of either a mishap or the spell being off target. Anyone teleported by the conch appears in a specific location designated by the item's creator at the time the uvar rune is inscribed on the conch. It doesn't allow teleportation to any other destination. Once its spell is cast, the conch can't be used again until the next dawn.

Delver's Armour

Armour (plate), very rare (requires attunement)

You have a +1 bonus to AC while wearing this armour. While wearing the armour underwater, you can speak it's command word as an action to create a bubble of air around your head. It allows you to breathe normally underwater. This bubble stays with you until you speak the command word again, you doff the armour, or you are no longer underwater.

Feather of Diatryma Summoning

Wondrous Item, rare (requires attunement)

This bright plume is made from the feather of a diatryma (pronounced dee-ah-TRY-mah), a Large, colourful, flightless bird native to the Underdark. If you use an action to speak the command word and throw the feather into a Large unoccupied space on the ground within 5 feet of you, the feather becomes a living diatryma for up to 6 hours, after which it reverts to its feather form. It reverts to feather form early if it drops to 0 hit points or if you use an action to speak the command word again while touching the bird.

When the diatryma reverts to feather form, the magic of the feather can't be used again until 7 days have passed.

The diatryma uses the statistics of an **axe beak**, except that its beak deals piercing damage instead of slashing damage. The creature is friendly to you and your companions, and it can be used as a mount. It understands your languages and obeys your spoken commands. If you issue no commands, the diatryma defends itself but takes no other actions.

Figurine of Wondrous Power

A figurine of wondrous power is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions. See the Monster Manual for the creature's statistics, except for the giant fly.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak

the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Aquamarine Dolphin (Rare). This aquamarine **dolphin** can become a dolphin (*Volo's Guide to Monsters*) for up to 6 hours. While in dolphin form, the figurine allows you to cast the water breathing spell at will.

Knave's Eye Patch

Wondrous Item, rare (requires attunement)

While wearing this eye patch, you gain these benefits:

- You have advantage on Wisdom (Perception) checks that rely on sight.
- If you have the Sunlight Sensitivity trait, you are unaffected by the trait.
- You are immune to magic that allows other creatures to read your thoughts or determine whether you are lying. Creatures can communicate telepathically with you only if you allow it.



Marid Conch

Wondrous item, very rare

This iridescent pink conch shell weighs 1 pound. When you use an action to rub the conch, a cloud of thick sea mist flows out of the shell. At the end of your turn, the mist disappears with a flash of harmless lightning, and a **marid** appears in an unoccupied space within 30 feet of you. The *Monster Manual* for the marid's statistics.

The first time the shell is rubbed, the DM rolls to determine what happens.

d100	Effect
01-10	The marid attacks you. After fighting for 5 rounds, the marid disappears, and the conch loses its magic.
11-90	The marid serves you for 1 hour, doing as you command. The marid then returns to the conch. The conch can't be activated again for 24 hours. The next two times the conch is used, the same effect occurs. If the conch is opened a fourth time, the marid escapes and disappears, and the conch loses its magic.
91-00	The marid can cast the wish spell three times for you. It disappears when it grants the wish or after 1 hour, and the conch loses its magic.

Moonbow

Weapon (shortbow or longbow), rare (requires attunement)

You can use a bonus action to speak this magic bow's command word, causing moonlight to glow from the length. This moonlight shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

Piwafi (Cloak of Elvenkind)

Wondrous item, uncommon (requires attunement)

This dark spider-silk cloak is made by drow. It is a cloak of elvenkind (see chapter 7. ''Treasure,'' of the *Dungeon Master's Guide*). It loses its magic if exposed to sunlight for 1 hour without interruption.



Psionic Suit

Wondrous item, legendary

This item appears to be a Large suit of plate armour weighing 250 lbs. The suit has a hatch at the rear, through which one creature can enter using an action. That creature becomes the pilot.

The psionic suit is a Large object with the following statistics:

Armour Class: 20
Hit Points: 200
Speed: fly 3 x the pilot's Intelligence score
Damage Immunities: poison, psychic

Once inside the pilot can operate the suit through thought. The suit has two Attack options, both of which require an action;

- Make two gauntlet attacks, with a bonus to the attack roll equal to the pilot's Intelligence score, dealing 11 (2d10) plus the pilot's Intelligence score bludgeoning damage on a hit. The suit can forego the damage to grapple a target (escape DC equals 10 plus the creature's Intelligence score).
- Attempt to explode a creature's brain. One creature the pilot can see within 60 feet of it must succeed on a Intelligence saving throw. The DC equals 10 + the pilot's Intelligence modifier. The target takes 27 (5d10) psychic damage on a failed save, or half as much damage on a successful save.

Any ability check or saving throw made by the suit has a bonus equal to the pilot's Intelligence score, plus their proficiency bonus if applicable.

A pilot with spellcasting (psionics) adds their proficiency to any d20 roll made by the suit, and can cast their spells through the suit.

Ring of Truth Telling

Ring, uncommon (requires attunement)

While wearing this ring, you have advantage on Wisdom (Insight) checks to determine whether someone is lying to you.

Smokepowder

Wondrous Item, uncommon

Smokepowder is a magical explosive chiefly used to propel a bullet out of the barrel of a firearm. It is stored in airtight wooden kegs or tiny, waterproof leather packets. A packet contains enough smokepowder for five shots, and a keg holds enough smokepowder for five hundred shots.

If smokepowder is set on fire, dropped, or otherwise handled roughly, it explodes and deals fire damage to each creature or object within 20 feet of it: 1d6 for a packet, 9d6 for a keg. A successful DC 12 Dexterity saving throw halves the damage.

Casting *dispel magic* on smokepowder renders it permanently inert.

Staff of the Eel

Staff, uncommon (requires attunement by a cleric, druid, or warlock)

You can use an action to speak this staff's command word and throw the staff on the ground within 10 feet of you. The staff becomes a **giant lightning eel** (appendix B) under your control and acts on its own initiative count. By using a bonus action to speak the command word again, you return the staff to its normal form in a space formerly occupied by the eel.

On your turn, you can mentally command the eel if it is within 60 feet of you and you aren't incapacitated. You decide what action the eel takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location.

If the eel is reduced to 0 hit points, it dies and reverts to its staff form. The staff then shatters and is destroyed. If the eel reverts to staff form before losing all its hit points, it regains all of them.

Tome of the Deep

Wondrous item, legendary (requires attunement by a spellcaster)

You have resistance to cold damage while attuned to this tome, you can breathe underwater, and you have a swimming speed of 30 feet.

The tome has 10 charges, While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC:

control water (4 charges), *create or destroy water* (1 charge), *maelstrom* (5 charges), *tidal wave* (3 charges), *wall of water* (3 charges), *water breathing* (3 charges), *water walk* (3 charges), *watery sphere* (4 charges), *tsunami* (8 charges).

The tome regains 1d6 + 4 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the tome turns to water, pours through your fingers, and is destroyed.

Wand of Diminution

Wand, uncommon (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the "reduce" effect of the *enlarge/reduce* spell (DC 15) from it.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Stone Shape

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend one of its charges to cast the *stone shape* spell from it.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.



APPENDIX D: SHIPS & CREWS

The following information should help you run a ship for your players, and includes example ships and crews to help manage random encounters at sea.

RUNNING A SHIP

This adventure contains the potential for lots of naval combat. Because of this, you need to note the type of ship the characters are using, it's speed, required crew, AC, HP, and damage threshold. These statistics can be found in the "Ship Statistics" section.

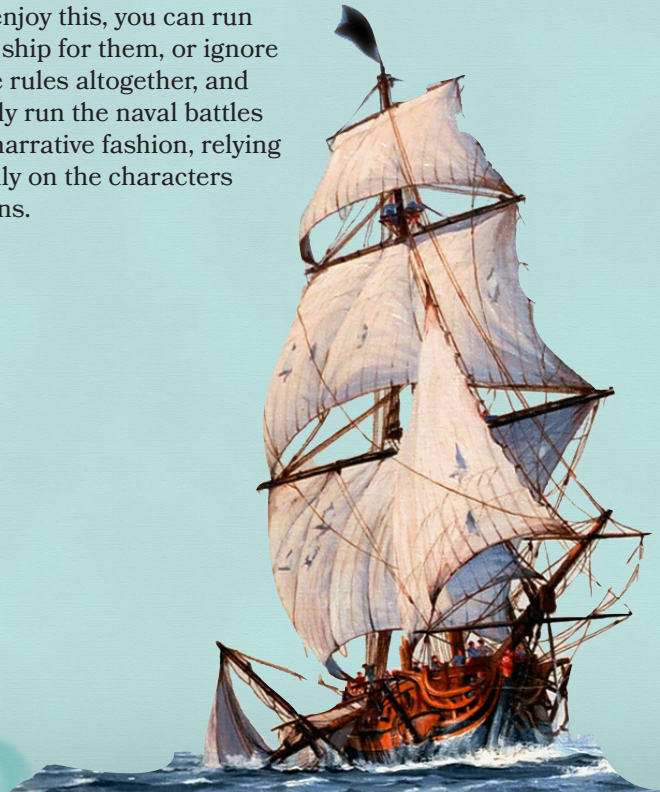
When naval combat breaks out, have each vessel roll initiative separately from the rest of the characters. The ships have a bonus to initiative equal to the average bonus of the crew. For example, a ship crewed by mostly guards, who have a +1 to initiative, also has a +1 to initiative.

A ship can take the following actions on its turn; Attack, Dash, or Dodge. When a ship takes the Attack action, assume that it uses all its weapons so long as there are enough crew to use them (remembering that some weapons take multiple action to use). Taking the Dash action allows a ship to move twice as fast as it normally would, but may require a successful Strength check at the DMs discretion. A ship that Dodges is assumed to be manoeuvred in such a way as to make it harder to hit.

At times, the ship may have to make ability checks or saving throws, for example, to avoid a collision with rocks or an enemy vessel, or perhaps to avoid rocks whilst Dashing. Like initiative, refer to the average bonus of the crew.

Ships that are damaged can be repaired. Repairs to a damaged ship can be made while the vessel is berthed. Repairing 1 hit point of damage requires 1 day and costs 20 gp for materials and labour. Ships can also be upgraded (see the "Upgrades" section).

If you don't think your players will enjoy this, you can run their ship for them, or ignore these rules altogether, and simply run the naval battles in a narrative fashion, relying heavily on the characters actions.



SHIP STATISTICS

Each ship presented below is given a number of different statistics that tell you something about the ship's requirements or capabilities.

Ship. This tells you the type of ship you are looking at.

Cost (gp). This tells you the cost to purchase or build such a ship in gold pieces.

Speed (mph). This tells you the speed of the ship in miles per hour, most useful for travel over long distances out of combat. Remember that ships with sails cannot move without a wind, but can potential move for 24 hours a day if the crew rotate and the wind stays favourable.

Speed (per turn). This tells you the how many feet a ship can move on its turn during combat.

Crew. A ship needs a crew of skilled hirelings to function. As per the Player's Handbook, one skilled hireling costs at least 2 gp per day. The minimum number of skilled hirelings needed to crew a ship depends on the type of vessel, as shown in the table. If the number of crew drops below this number, the ship cannot function at full capacity (not all weapons can be fired, the ship's speed is reduced by half etc.). The exact nature of the malfunction is determined by the DM. Should the number of crew fall below half this number, the ship cannot be used.

You can track the loyalty of individual crew members or the crew as a whole using the optional loyalty rules in chapter 4 of the Dungeon Master's Guide. If at least half the crew becomes disloyal during a voyage, the crew turns hostile and stages a mutiny. If the ship is berthed, disloyal crew members leave the ship and never return.

Passengers. The table indicates the number of Small and Medium passengers the ship can accommodate. A Large creature takes up 4 spaces. Most ships are not designed for Huge or larger creatures to board. Accommodations consist of shared hammocks in tight quarters. A ship outfitted with private accommodations can carry one-fifth as many passengers.

A passenger is usually expected to pay 5 sp per day for a hammock, but prices can vary from ship to ship. A small private cabin usually costs 2 gp per day.

Cargo (Tons). The table indicates the maximum tonnage each kind of ship can carry. This includes supplies such as fresh water and rations as well as treasure, but not the weight of any weaponry.

AC. This is the ship's armour class, which functions in the same way as a character's AC.

HP. This is the ship's hit points, which functions in the same way as a character's hit points.

Damage Threshold. A ship has immunity to all damage unless it takes an amount of damage equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the damage threshold is considered superficial and doesn't reduce the ship's hit points.

Weapon Slots. This tells you the number of weapons the ship can be outfitted with. See the "Weaponry" section.

Ship Statistics

The following table contains the statistics for ships as described above.

Ship	Cost (gp)	Speed (mph)	Speed (per turn)	Crew	Passengers	Cargo (tons)	AC	HP	Damage Threshold	Weapon Slots
Bireme	5,000	2	20	20	10	10	15	200	15	3
Caravel	15,000	2	20	15	10	100	15	200	15	3
Coaster	15,000	2	20	12	40	100	15	200	15	1
Cog	10,000	2	20	4	20	40	15	100	15	1
Coracle	20	1	10	1	1	-	11	25	-	-
Galleon	15,000	3	25	30	-	50	15	300	20	5
Galley	30,000	4	35	80	-	150	15	500	20	7
Keelboat	3,000	1	10	1	6	0.5	15	100	10	2
Longship	10,000	3	25	40	150	10	15	300	15	2
Rowboat	50	1.5	15	1	3	-	11	50	-	-
Sailing Ship	10,000	2	20	20	20	100	15	300	15	3
Warship	25,000	2.5	20	60	60	200	15	500	20	10

Weaponry

Most large ships can be outfitted with weaponry. The table below details the various weapons available and includes the statistics needed to attack with the weapon or damage it.

Name	Cost (gp)	AC	HP	To Hit	Reach/Range (feet)	Hit	Actions
Ballista	500	15	50	+6	120/480	16 (3d10) piercing	load, aim, fire
Cannon	2,500	19	75	+6	600/2,400	44 (8d10) bludgeoning	load, aim, fire
Mangonel	750	15	100	+5	200/800 (not within 60)	27 (5d10) bludgeoning	load, aim, fire
Ram	300	15	100	+8	5	16 (3d10) bludgeoning	attack
Scorpio	150	15	30	+5	120/360	11 (2d10) piercing	load, fire
Side-shears	100	19	25	+8	5	11 (2d10) slashing	attack

Upgrades

The following table provides potential upgrades for ships.

Effect	Cost (gp)	Time (days)	Result
AC +1	200	10	speed (mph) -1
HP +10	100	10	speed (mph) -1
repair 1 HP	20	1	none
speed (mph) +1	50	10	crew +10
weapon slots +1	200	10	crew +3



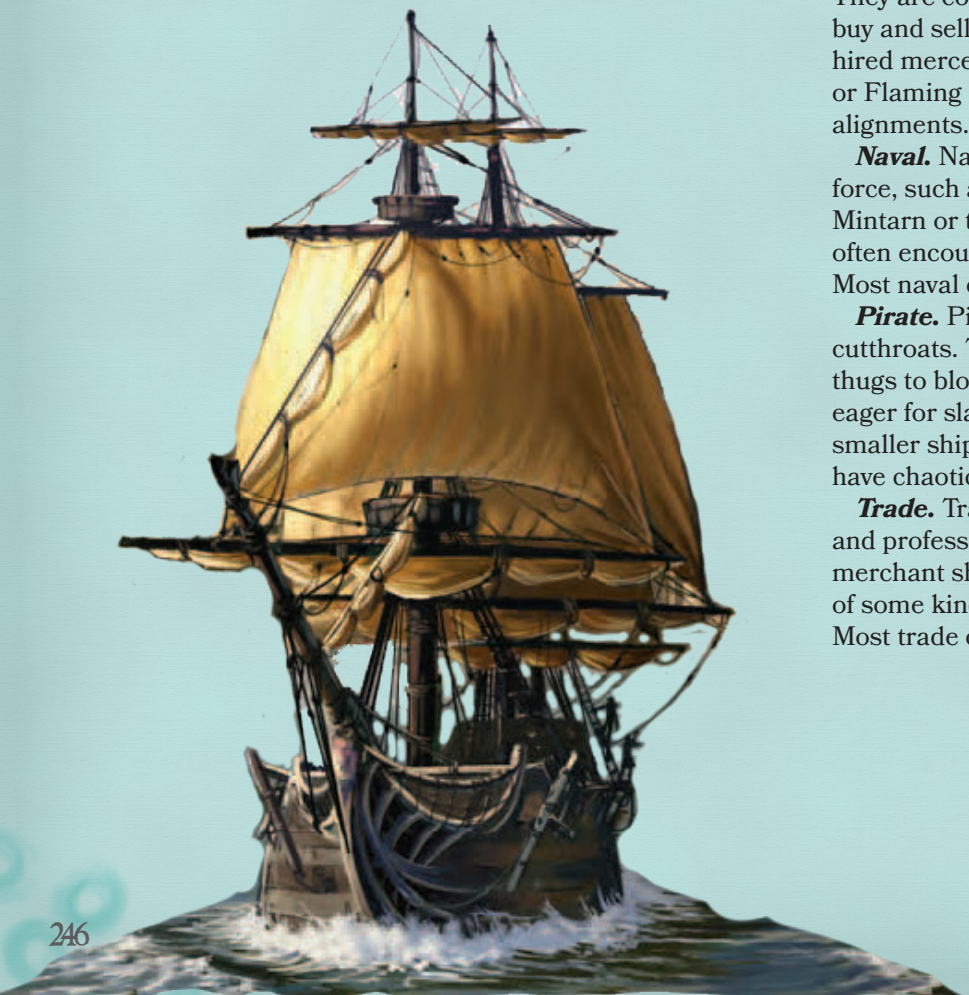
RANDOM SHIPS & CREW

The following tables should help you create random ships and their crews on the fly. Not all combinations will line up correctly; for example, you're unlikely to encounter a lizardfolk navy. In these instances, you could reroll the result, or pick a suitable one.

SHIP NAME

Roll (d100)	Prefix	Suffix
01	-	Aegis
02	-	Albatross
03	-	Arcadia
04	-	Aurora
05	-	Barracuda
06	-	Beast
07	-	Blade
08	-	Blessing
09	-	Bounty
10	-	Castle
11	-	Charlatan
12	-	Covenant
13	-	Cresent
14	-	Crown
15	-	Cutlass
16	Abyssal	Cutter
17	Alabaster	Destroyer
18	Ample	Dolphin
19	Angel's	Doom
20	Astral	Dragon
21	Black	Dubloon
22	Blessed	Echo
23	Bloody	Eel
24	Blue	Empress
25	Bold	Enchanter
26	Brazen	Endeavour
27	Broken	Explorer
28	Celestial	Falcon
29	Copper	Fin
30	Cursed	Fish
31	Dark	Flower
32	Dawn	Fog
33	Deep	Fortune
34	Defiant	Freighter
35	Devil's	Galley
36	Dusk	Gem
37	Ebony	Ghost
38	Ethereal	Goliath
39	Evening	Hag
40	Fell	Hind
41	Fey	Horn
42	Floating	Hydra
43	Flying	Inferno
44	Forest	Interceptor
45	Frigid	Jewel
46	Futile	Keel
47	Gilded	Knot
48	Gleaming	Leviathan
49	Golden	Lightning
50	Grey	Misery
51	Happy	Morkoth
52	Infamous	Nautilus
53	Infernal	Nemesis
54	Intrepid	Nereid
55	Jaded	Nymph
56	Jolly	Orca
57	King's	Pearl
58	Lady	Prince
59	Lazy	Queen
60	Lord's	Quest
61	Lost	Raptor
62	Merry	Ray
63	Millenium	Reaper
64	Morning	Revenge
65	Nippy	Riposte
66	Northern	Roc
67	Precious	Rose
68	Princess	Saviour
69	Red	Sawfish
70	Reluctant	Scorpion
71	Rogue	Shadow
72	Royal	Shark
73	Rusty	Siren
74	Saint	Solent
75	Salty	Star
76	Scarlet	Stripe
77	Sea	Surprise
78	Sea	Swan

Roll (d100)	Prefix	Suffix
79	Second	Sword
80	Silvery	Thunder
81	Slippery	Tiger
82	Sneaky	Trader
83	Southern	Treader
84	Stealth	Treasure
85	Stormlord's	Troll
86	Stormy	Trove
87	Styxian	Turtle
88	Swift	Unicorn
89	Talos's	Valkyrie
90	Tarterian	Venture
91	The Bitch Queen's	Victory
92	Tossing	Viper
93	Umberlee's	Voyage
94	Violet	Wanderer
95	Water	Wave
96	Wavemother's	Whale
97	Wayward	Witch
98	White	Wrath
99	Yellow	Wyrm
00	Ysgardian	Wyvern



Ship Type

Roll (d100)	Ship Type
01-10	Bireme
11-25	Caravel
26-40	Coaster
41-50	Cog
51-52	Coracle
53-54	Galleon
55-58	Galley
59-73	Keelboat
74-85	Longship
86-90	Rowboat
91-98	Sailing Ship
99-00	Warship

Ship Function

Roll (d20)	Ship Function
1-7	Merchant
8-9	Naval
10-17	Pirate
18-20	Trade

Merchant. Merchant ships typically belong to a trading company, such as the Scaly Eye Merchant Company. They are commonly captained by wealthy traders who buy and sell wares in major cities. Their crew are often hired mercenaries from factions such as the Zhentarim or Flaming Fists. Most mercenary crews have neutral alignments.

Naval. Naval ships are those belonging to an organised force, such as the White Sails Mercenary Company of Mintarn or the Waterdhavian Navy. Naval ships are most often encountered patrolling major sea lanes for pirates. Most naval crews have lawful-good or -evil alignments

Pirate. Pirate ships are those crewed by criminals and cutthroats. They range from organised bands of Zhentarim thugs to bloodthirsty monstrous humanoids in longboats eager for slaughter and plunder. Pirate ships always attack smaller ships they think they can board. Most pirate crews have chaotic-evil or -neutral alignments.

Trade. Trade ships are those such as fishers, whalers, and professional treasure hunters. They differ from merchant ships in that they are actually engaged in a craft of some kind, rather than trading one resource for another. Most trade crews have lawful alignments.

Ship Crew

Assume any ship you create is fully crewed. This table provides you with inspiration for the crew races, statistics, and potential captains.

Roll (d100)	Crew
01-05	**bugbears**, **bugbear chief**
06-10	Dwarf **guards**, dwarf **noble**
11-20	Dwarf **veterans**, dwarf **knight**
21-25	Elf **scouts**, elf **spy**
26-30	Elf **veterans**, elf **veteran** with 90 hit points
31-35	Gnome **commoners**, gnome **swashbuckler**
36-43	**goblins**, **goblin boss**
44-46	Human **acolytes**, human **priest**
47-55	Human **bandits**, human **bandit captain**
56-64	Human **berserkers**, human **gladiator**
65-72	Human **guards**, human **veteran**
73-80	Human **thugs**, human **berserker**
81-83	**lizardfolk**, **lizardfolk king/queen**
84-85	**minotaur**, minotaur **gladiator**
86-90	**orcs**, **orc war chief**
91-00	**sahuagin**, **sahuagin baron**

Ship Weaponry

Roll once on the ship weaponry table for each available weapon slot the ship has.

Roll (d20)	Weapon
1-6	Ballista
7	Cannon
8-9	Mangonel
10-12	Ram
13-15	Scorpio
16-20	Side-shears

Ship Treasure

Depending on the variety of ship you encounter, their treasure might take different forms. Anything from chests full of coins, stolen artwork, bags of gems and precious metals, trade goods and magic items can be found aboard.

Roll (d100)	Treasure
01-15	None
16-30	1d4 gp per crew
31-45	1d6 gp per crew
46-55	1d8 gp per crew
56-65	1d10 per crew
66-75	1d12 per crew
76-80	1d6 per crew plus 250 gp of treasure items
81-85	1d6 per crew plus 500 gp of treasure items
86-92	1d6 per crew plus 1d4 items from Magic Item Table A
93-98	1d6 per crew plus 1d4 items from Magic Item Table B
99-00	1d6 per crew plus 1d4 items from Magic Item Table C

Magic items rolled on the treasure table that are consumable or usable are not left in the hold of a ship, unless they are specifically part of the cargo. More commonly, the magic items are used by the captain of the ship, or by important members of the crew. For example, most magic weapons rolled will be in the hands of the captain, whereas an item that improves perception, such as *goggles of the night* or *eyes of the eagle* might belong to the lookout.

As well as the treasure rolled on the table, ships always have less valuable items aboard such as rope, rations, kegs of weak ale and the like. Ship lookouts often carry spyglasses, which are worth 1,000 gp. If you don't want your players to have such a valuable item, consider making it cracked, dented, or otherwise impaired.



EXAMPLE SHIPS & CREW

The following examples of ships and their crew can be dropped straight into your Forgotten Realms campaign, or campaigns set in other worlds with a little tinkering.

The Breaking Dusk

Type Caravel
Function Pirate
Crew 15 human **bandits**
Captain Renk Stormgale (NE male half-orc **bandit captain** wielding a *scimitar of speed*)
Weaponry 2 ballistae, 1 ram
Treasure 1d6 gp per crew

The Breaking Dusk is a notorious pirate ship that plies the waters south of the Nelanther Isles known as The Race. The ship flies the flag of the Black Armada, three red cutlasses on a field of black. Captain Ander Stormgale is a charismatic individual and would prefer his targets to give up their ship 'willingly' than take it from them by force. At a press, he'd accept a duel instead of a full out naval fight, which is likely to end badly for both boats.

If the Breaking Dusk is forced into combat, it attempts to ram the opposing ship, before the crew use grappling hooks to tether the two vessels together and board. The ballistae are used primarily as harpoons fulfilling the same purpose as the grappling hooks, but prefer not to use them due to the damage they cause.

The Burning Skull

Type Bireme
Function Pirate
Crew 20 **minotaur skeletons**
Captain Black Gurruk (NE male minotaur **necromancer**)
Weaponry 1 ram, side-shears
Treasure 1d10 gp per crew

Famed for terrorising merchant ships that ply Asavir's Channel, the stretch of water between the Nelanther Isles and the Tethyrian Peninsula, the Burning Skull is no named because of the enormous, minotaur-skull shaped ram which is affixed to the bow of the ship. This ram contains a steel cage which the crew fill with rags soaked in oil and set alight, causing searing flame to burst from its eyes. Black Gurruk is a gaunt, emaciated minotaur who wields a humanoid spine as a staff. His obsessed with necromancy was inspired by a hideous grimoire he found in the ruins of an ancient city that made him shun the living, and embrace the undead.

In combat, the Burning Skull ignites the ram at the bow of the ship, and uses its action to Dash toward the closest foe. The strength of the minotaur skeletons means the Burning Skull can easily catch most ships, and smash their flaming ram into their target's side. As well as its normal damage, the ram deals an additional 11 (2d10) fire damage and ignites any flammable objects it hits. Black Gurruk stays on the ship during attacks, but commands his skeletal warriors to board and kidnap as many as they can.

The Flaming Legion

Type Sailing Ship
Function Naval
Crew 20 human Flaming Fist **guards**, 10 human Flaming Fist **veterans**
Captain Emeline Arranwood (LG female Chondathan human **veteran**)
Weaponry 2 ballistae, side-shears
Treasure 1d10 gp per crew

Pride of the Flaming Fist mercenary company, the Flaming Legion is renowned for its speed and crew. Captain Arranwood ranks highly in the Flaming Fists, and is currently in the employ of Grand Duke Ulder Ravengard of Baldur's Gate. The Flaming Legion has been patrolling the major sea lanes into and out of Baldur's Gate, ensuring the port stays open and merchant ships can dock without being harassed by pirates.

When the Flaming Legion enters combat, it tries to cut alongside pirate vessels, shearing their oars or tearing into their hull with the side-shears. They use the ballistae to launch flaming bolts onto the deck of pirate ships, aiming to ignite their sails or crack their masts. If they're close enough to board, the Flaming Fist veterans use boarding planks to charge over and incapacitate the crew.

Khurgorbaeyag's Spleen

Type Coaster
Function Pirate
Crew 20 **goblins**, 1 **nilbog**
Captain Skrat (NE female **goblin boss** with a *+1 whip*)
Weaponry 1 scorpio
Treasure 1d6 gp per crew

Cutting through the waves along the Sword Coast, the yellow-and-red striped coaster is well known to those living along the stretch between the Trollbark Forest and Baldur's Gate. The goblin crew are crazed followers of their slaver god Khurgorbaeyag, who demands that they take hostage as many humanoids as possible to either ransom back to their homes, or sacrifice as offerings to him. Captain Skrat is the worst fanatic of the lot, going into fits of drepression if they fail to take captives every few days. Skrat wields a holy yellow-and-red striped whip, blessed by her god, which she uses to vicious effect on any who question her rule.

Khurgorbaeyag's Spleen avoid combat with larger ships at all costs. Its small size means it can easily nip through rocky passages and escape larger caravels or sailing ships. However, when the coaster discovers ships of similar build; other coasters, cogs, or rowboats, it attacks with zeal. The coaster tries to anchor itself to the opposing ship with a harpoon shot from the scorpio, which allows them to draw closer and board. They take as many captives as possible.



Luskan's Reprieve

Type Warship
Function Naval
Crew 60 human **guards**, 20 human **veterans**
Captain Erhart Kurth (LN male Illuskan human **gladiator**)
Weaponry 4 ballistae, 1 mangonel, 1 ram, 3 scorpios, side shears
Treasure 1d6 gp per crew

Luskan, the City of Sails, is one of the main bases of piracy on the Sword Coast. A dozen or so small port towns along the coast harbour pirates in their rough-and-tumble taverns, but there is no rival to Luskan when it comes to a safe port, repairs, and new crew. Luskan is ruled by Ships, each of which is responsible for different city business, one of which is piracy. However, in order to prevent war between itself and the powerful Lord's Alliance, Ship Kurth of Luskan provides a few warships to patrol the sea lanes, and sink any pirate vessels that aren't under the protection of its own Ship Suljack. Luskan's Reprieve was constructed solely for this purpose. After the Lord's Alliance began putting pressure on Luskan to cease piracy along the Sword Coast, the City of Sails cut a deal to uild three immense warships, each outfitted with a devastating arsenal of weaponry, to deal with pirates plundering along the coast.

When pursuing pirates, Luskan's Reprieve simply unloads its full arsenal against the enemy vessel. The warship has no agenda save to remove pirates from the shipping routes, and Captain Kurth, brother of High Captain Beniago Kurth, is content to scare them off with a few ballista bolts and mangonel shots. Only if the pirates seem to have something worth taking, such as a well-made ship, a magic item, or a fine treasure, does Luskan's Reprieve pursue.

The Osprey

Type Longship
Function Pirate
Crew 50 human **berserkers**
Captain Leif Helder (N male Illuskan human **gladiator** with a *spellguard shield*)
Weaponry ram, 1 scorpio
Treasure 1d6 gp per crew

Northlanders are famed for their dragonships, longships with figureheads carved to resemble dragons, ocean monsters and other sea life. The Osprey is one of these boats, crewed by a band of Norl raiders from the island of Tuern. The aim of Captain Helder is simple, raid until they've gathered enough supplies to last the vicious winter of their home. Norls lead a life defined by seasons. In the spring and summer they farm, in the autumn they raid, in the winter they hibernate. The Sword Coast is the main target of these raids, small villages are plundered by the Northlanders who take their stored grain, farming tools, and treasures. The Osprey has found their own site in the Moonshae Isles, where Rault the Wise, king of Norland, gives them a safe harbour in return for a cut of their plunder.

The Osprey is built for speed. It has little interest in ship on ship combat, but if pressed will attempt to ram and board using planks of wood. The crew of the Osprey are burly Northmen who are no strangers to killing, but would rather see their home shores again. Because of this, they fight defensively, aiming to kill captains and break the morale of their foes. When attacking coastal settlements, the longship grounds itself on the closest beach, and the crew unload, headed straight for the village. Again, the Norls will kill if they have to, but would prefer to get in and out as fast as possible, without incurring any casualties.

Rusty Harpoon

Type Sailing Ship
Function Trade
Crew 20 human **thugs**, 2 **half-ogres**
Captain Lagertha Scarsson (N female Illuskan human **thug**)
Weaponry 1 ballista, 2 scorpios
Treasure None

Hailing from Ruathym, an island populated by Norls north of the Moonshae Isles, the Rusty Harpoon is a beat-up old sailing vessel with a hull plated in a sheet of battered iron. Captain Scarsson is just was weather-beaten as her ship, having spent decades out at sea whaling. She's full of tales of beasts of the deep, bloodthirsty pirates, and 'the one that got away.' The ship reeks of ambergris and fishguts.

The Rusty Harpoon avoids combat at all costs. They're not equipped to fight against pirates, although Captain Scarsson has held her own against them in the past. If pressed, the vessel uses its harpoons to try and blast holes into the opposing ship's hull, hoping to slow it down enough to make a getaway.

Siren's Trove

Type Cog
Function Merchant
Crew 4 dwarf **guards** and six dwarf **commoners**
Captain Finellen Goldblood (NG female shield dwarf **noble**)
Weaponry 1 scorpio
Treasure 1d6 gp per crew plus 250 gp of precious metal ingots

Siren's Trove is one of the many merchant vessels that sails under the pennant of the Scaly Eye Merchant Company. The proprietor of the Scaly Eye is Lhammauntosz, also known as Mother Claws, an ancient bronze dragon who lairs on the island of Orlumbor. Most pirates aren't foolhardy enough to attack a Scaly Eye ship, for fear of the dragon's wrath, but with the Black Armada gaining power, who knows whether the dragon will be enough of a deterrent.

Captain Goldblood runs a tight ship. She transports goods up and down the Sword Coast, mostly between Fireshear and Ironmaster to the larger cities of Waterdeep and Baldur's Gate. This cargo normally consists of shipments of precious metals or weaponry for militias in the larger cities. Sometimes a private shipment of gems, dwarven sculpture, or magic items is aboard too.

The small cog only has a single scorpio to protect itself against pirates, but a well-placed shot in the captain's chest solves most problems. Thankfully, the ship is under the protection of Mother Claws, who uses *scrying* to keep a close eye on her ships. If the Siren's Trove is in trouble, there's a good chance the ancient bronze dragon will appear to rescue it from whoever was foolhardy enough to attack it.

Stormchaser

Type Caravel
Function Naval
Crew 15 **priests** of Talos
Captain Stormlord Arden (LE male Chondathan human **war priest** of Talos with a *javelin of lightning*)
Weaponry 2 ballistae, 1 scorpio
Treasure 1dd6 gp per crew

The Stormchaser is a close to a floating temple as you can imagine. The great wooden vessel is constructed for the sole purpose of getting as close to storms as possible. Here, in the heart of the tempest, the priests of Talos can commune with their god, gainign insight into the future, how best to destroy their foes, and where the greatest storms will appear for their next sermon. Despite this seemingly foolhardy quest, the Stormchaser has not yet been harmed by a squall, perhaps because the clergy aboard are truly devout.

As well as chasing storms, the caravel plays a lesser role as protector and extorter. The ship is well known along the Sword Coast as a pirate-killer, but Stormlord Arden does this for profit, not for good. If the Stormchaser comes across a pirate vessel, it uses its ballistae to fire swinging chain bolts, which are perfect for shattering masts and tearing sails. Once the pirates are immobilised, the priests call down bolts of lightning to strike the vessel, sinking it to the depths. If the Stormchaser spots other, civilised vessels, it pulls up dangerously close and asks for protection payment. Without the Stormchaser, Stormlord Arden claims, their ships would be raided by pirates and wrecked by storms. A few hundred gold pieces is a fair price.

Water's Crown

Type Keelboat
Function Merchant
Crew 4 Zhentarim **guards**
Captain Rabi Bakran (LE female Calishite human **swashbuckler** with a pet **flying snake**)
Weaponry 1 cannon, 1 scorpio
Treasure 1d6 gp per crew plus 500 gp in stolen goods

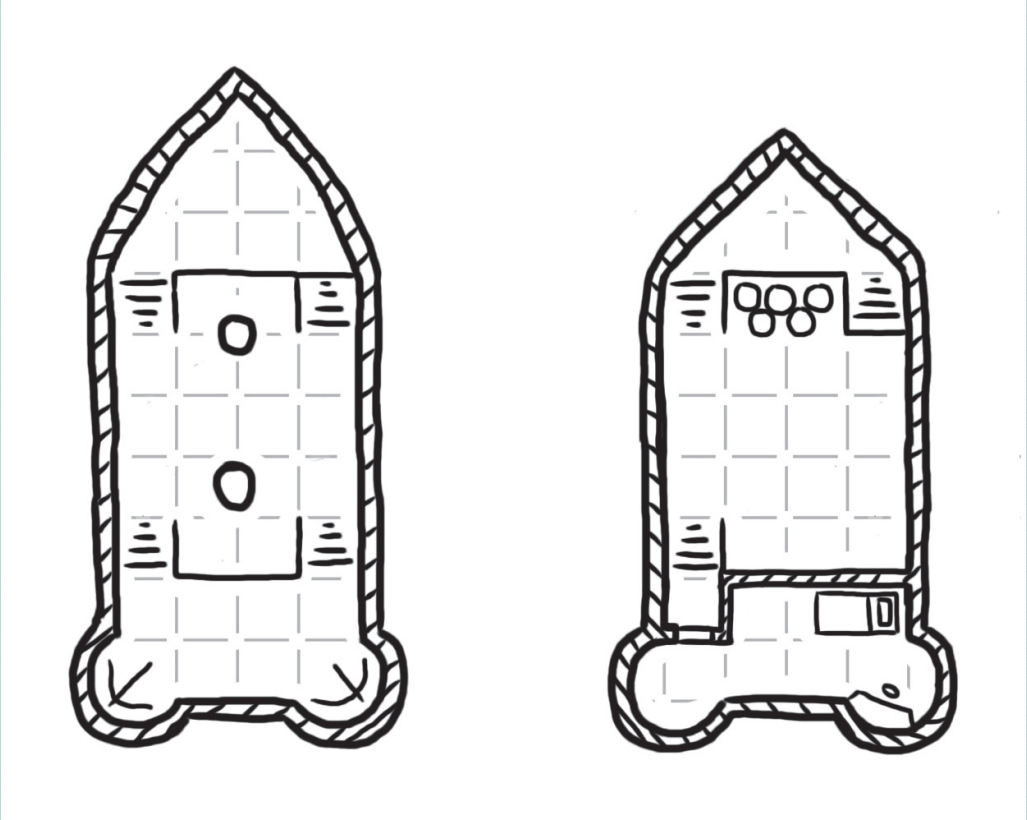
Captain Bakran is one of the Black Network's finest fences. She seems to have contacts up and down the Sword Coast, in the Merchant's Domain of Amn and, of course, in her native Calimshan. Rabi has even visited the far flung continent of Chult, and the dotted islands in between. It was on the isle of Lantan that the gnomish worshippers of Gond outfitted Water's Crown with her cannon, a fiersome tube of iron fashioned in the shape of a dragon's head, that spits great balls of metal in a burst of fire and smoke.

Water's Crown avoids trouble wherever possible. Bribes are it's primary source of escaping combat and detection, but if that doesn't work, the cannon tends to do the job. Captain Bakran's goal is to get in and out of her pick-up as fast as possible, and into some far away port with haste so she can shift the goods before they're even been reported missing.

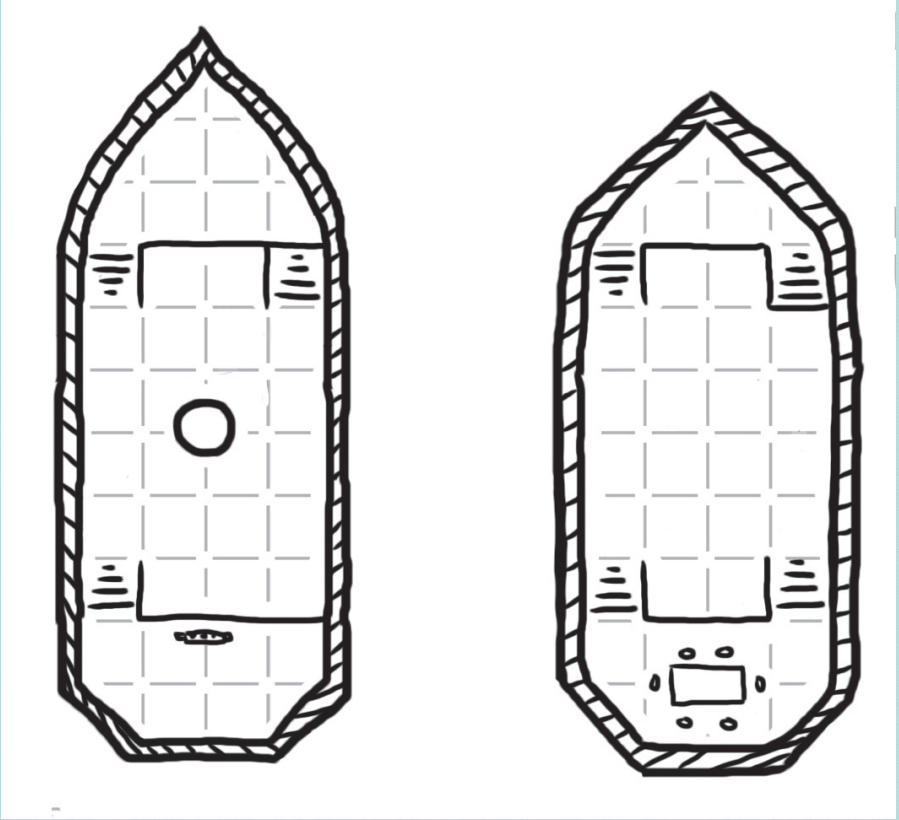
SHIP MAPS

You may use the following maps in your private games, or in published products provided you credit the cartographer:
JVC Parry - jvcparry.com

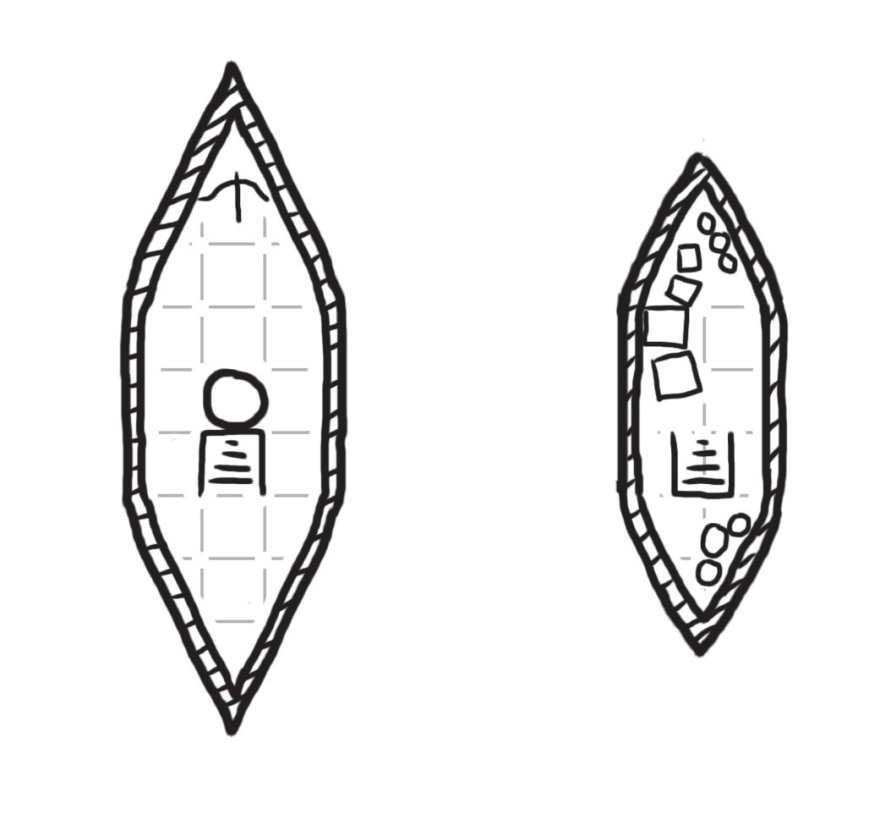
Caravel



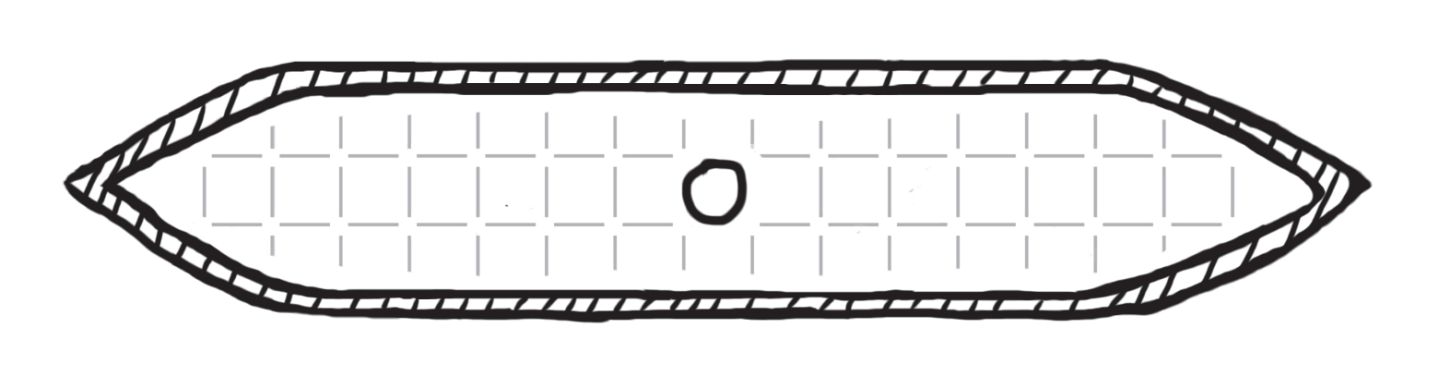
Coaster



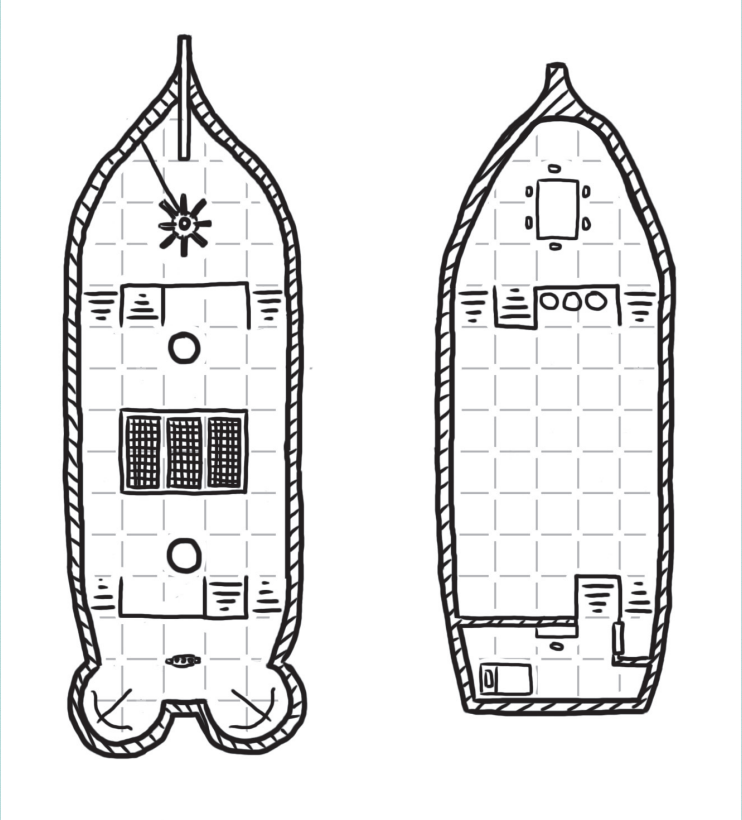
Keelboat



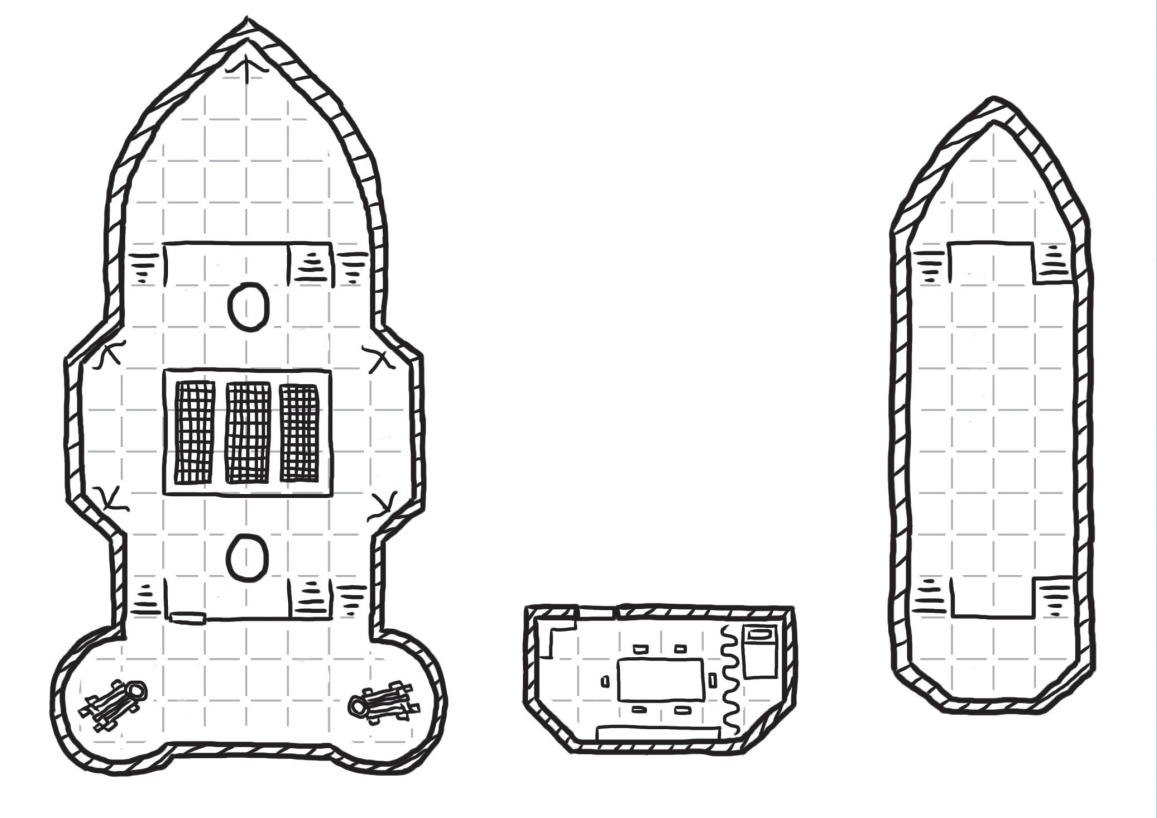
Longship



Sailing Ship



Warship



APPENDIX E: PLAYER HANDOUTS

PLAYER SWORD COAST MAP

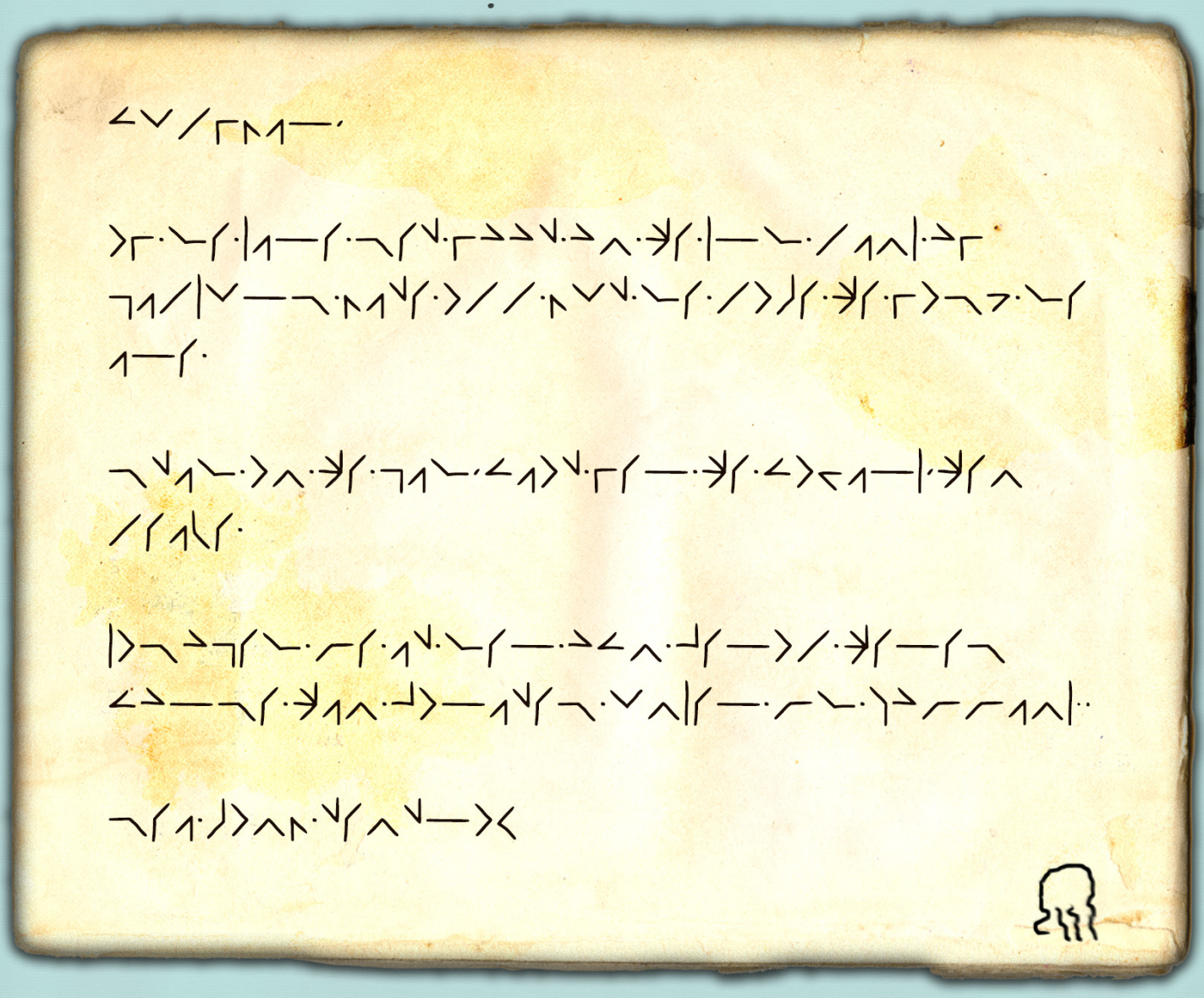


BLACK ARMADA MAP



BLACK ARMADA MAP - TRANSLATED





TENTRIX TO WULFGAR - TRANSLATED

Wulfgar,

If ye dare set foot on the dry land of Baldur's Gate
I'll gut ye like the fish ye are.

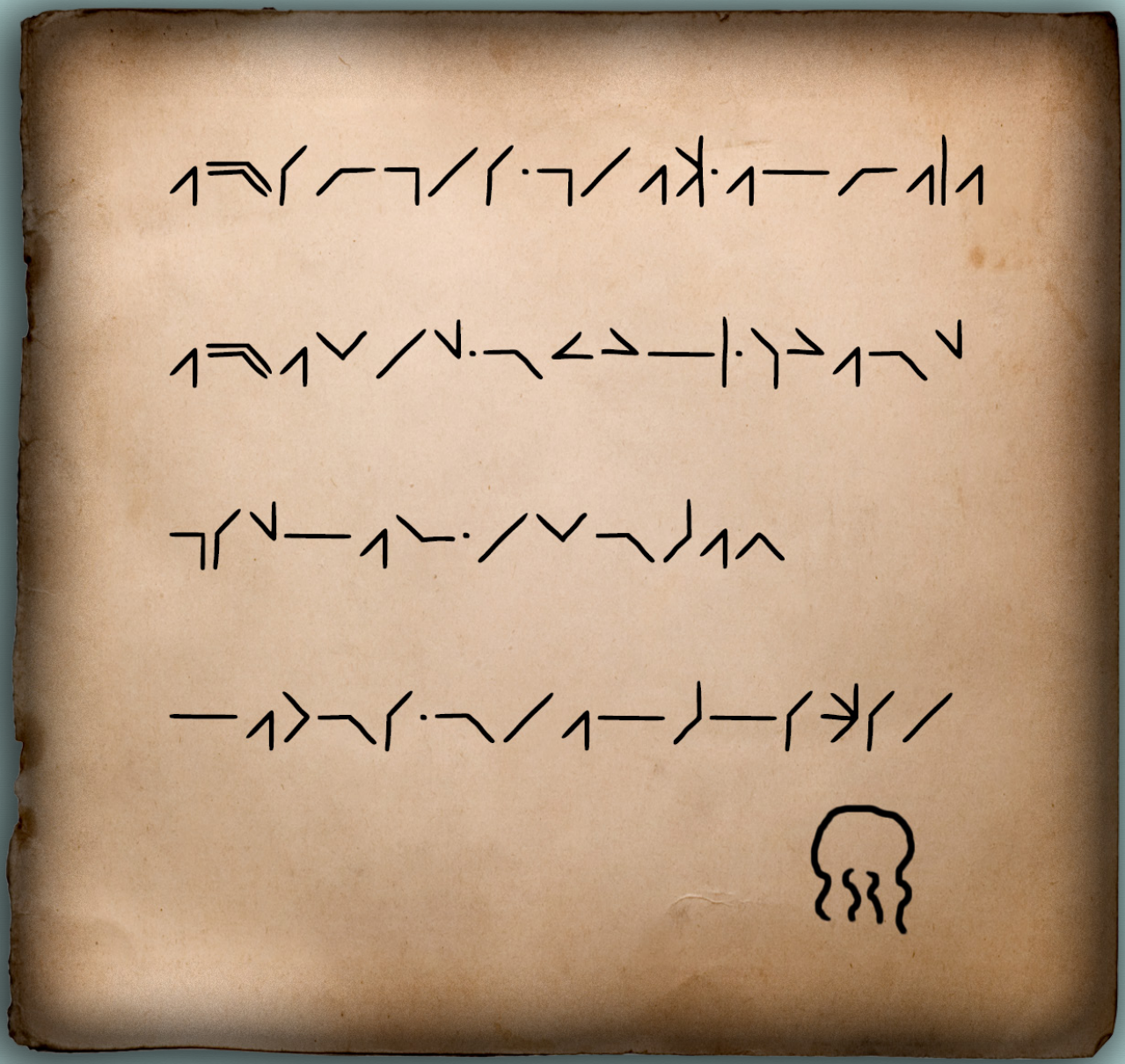
Stay in the bay, wait fer the wizard, then leave.

Disobey me at yer own peril. There's worse than pirates under my command.

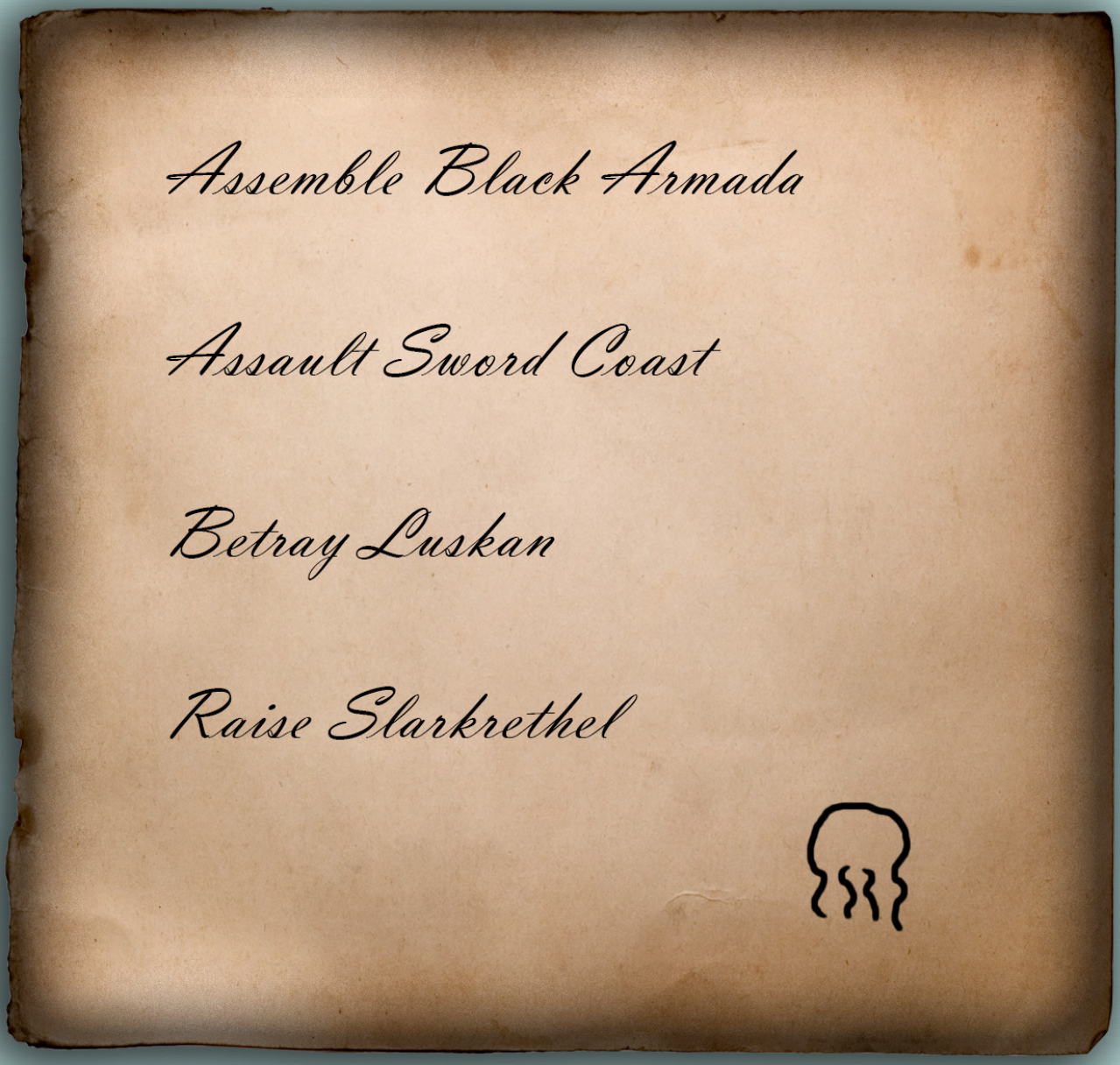
Sea King Tentrix



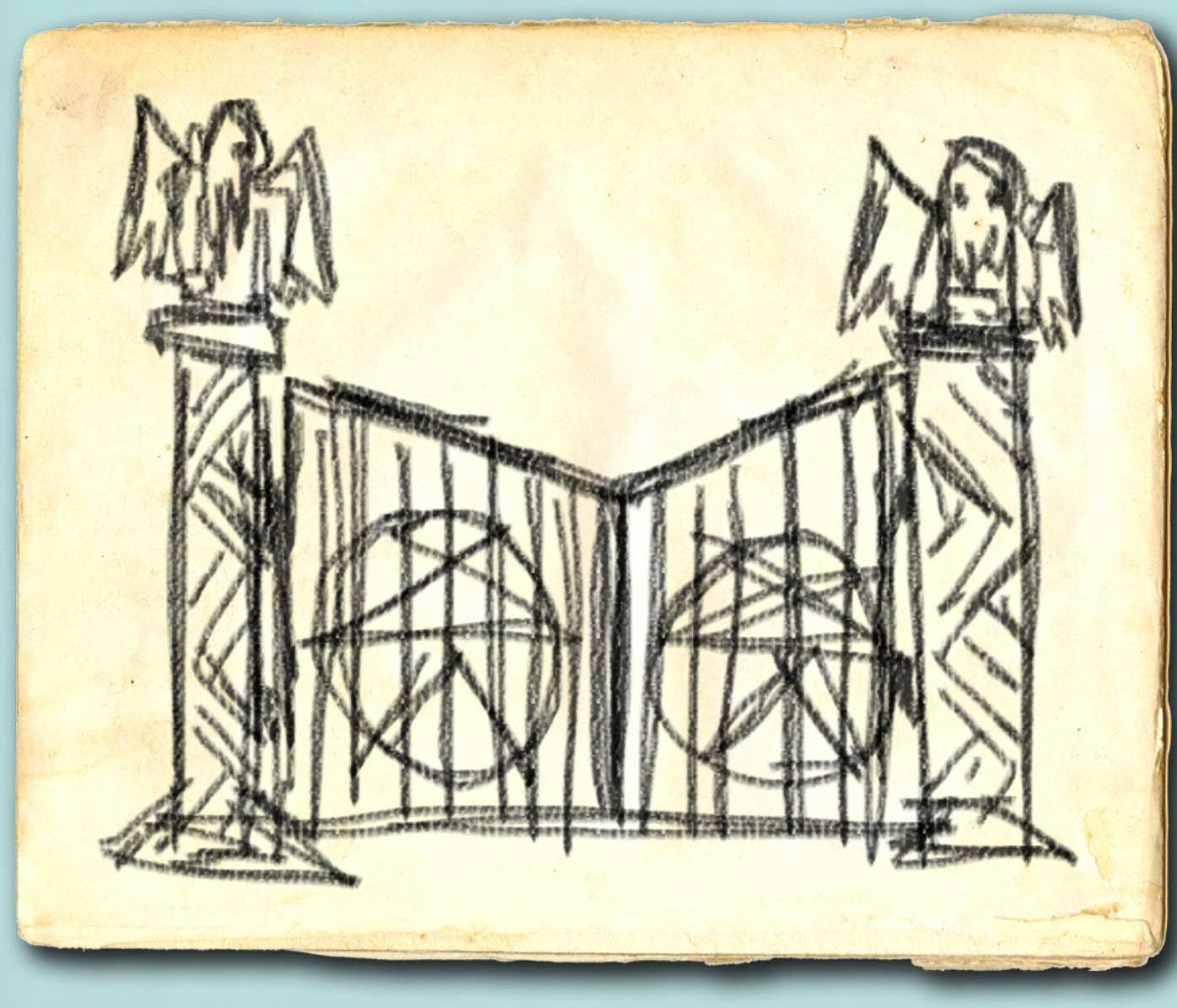
TENTRIX'S LAIR NOTE



TENTRIX'S LAIR NOTE - TRANSLATED



SKETCH OF ASCARLE'S ENTRANCE



CULTIST STATUE NOTES



this one is those who are us
but are not us



it can let
you leave but beware
for not all doors lead forward

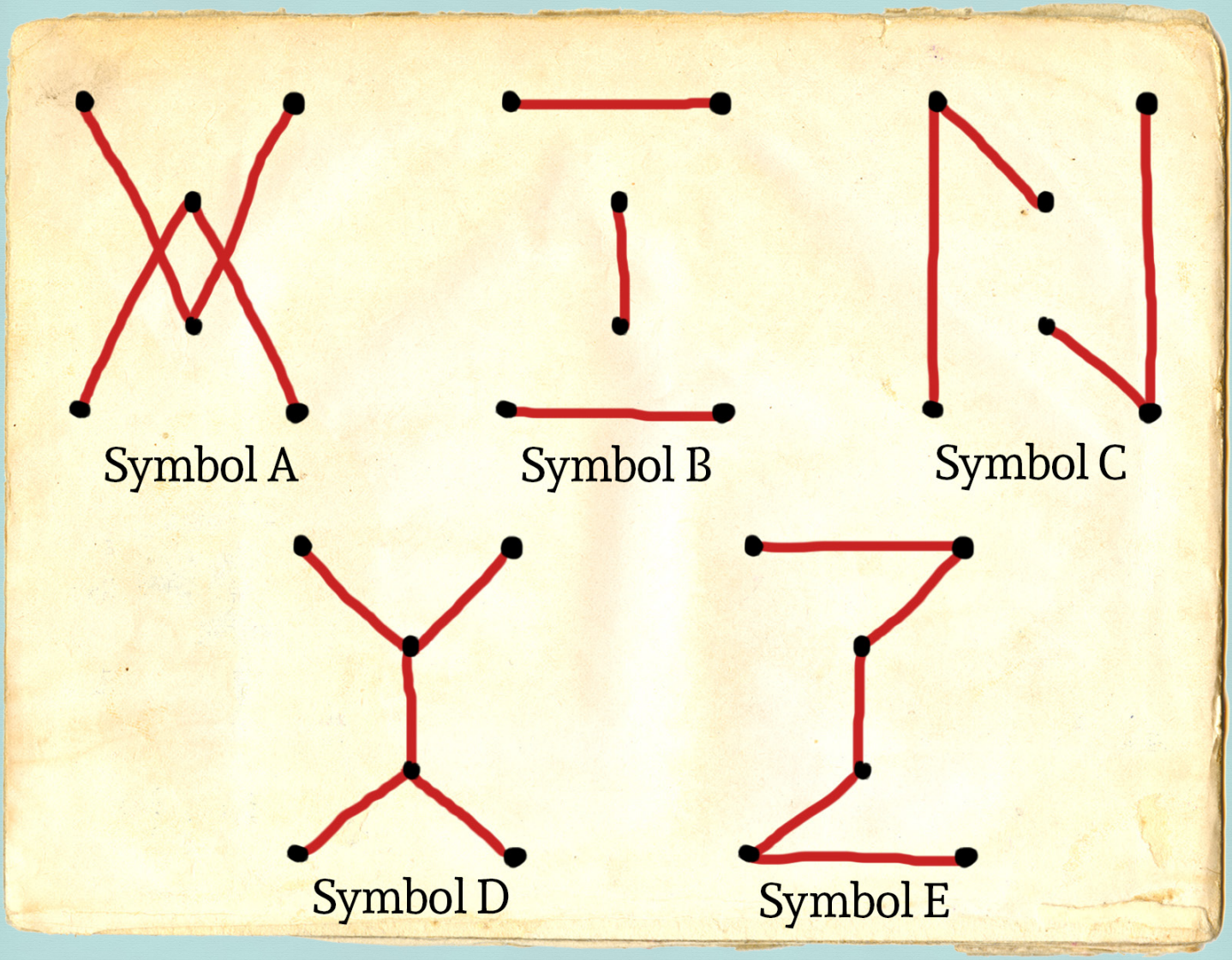


to help it happen quicker and
faster but makes us so tired
makes us so very tired

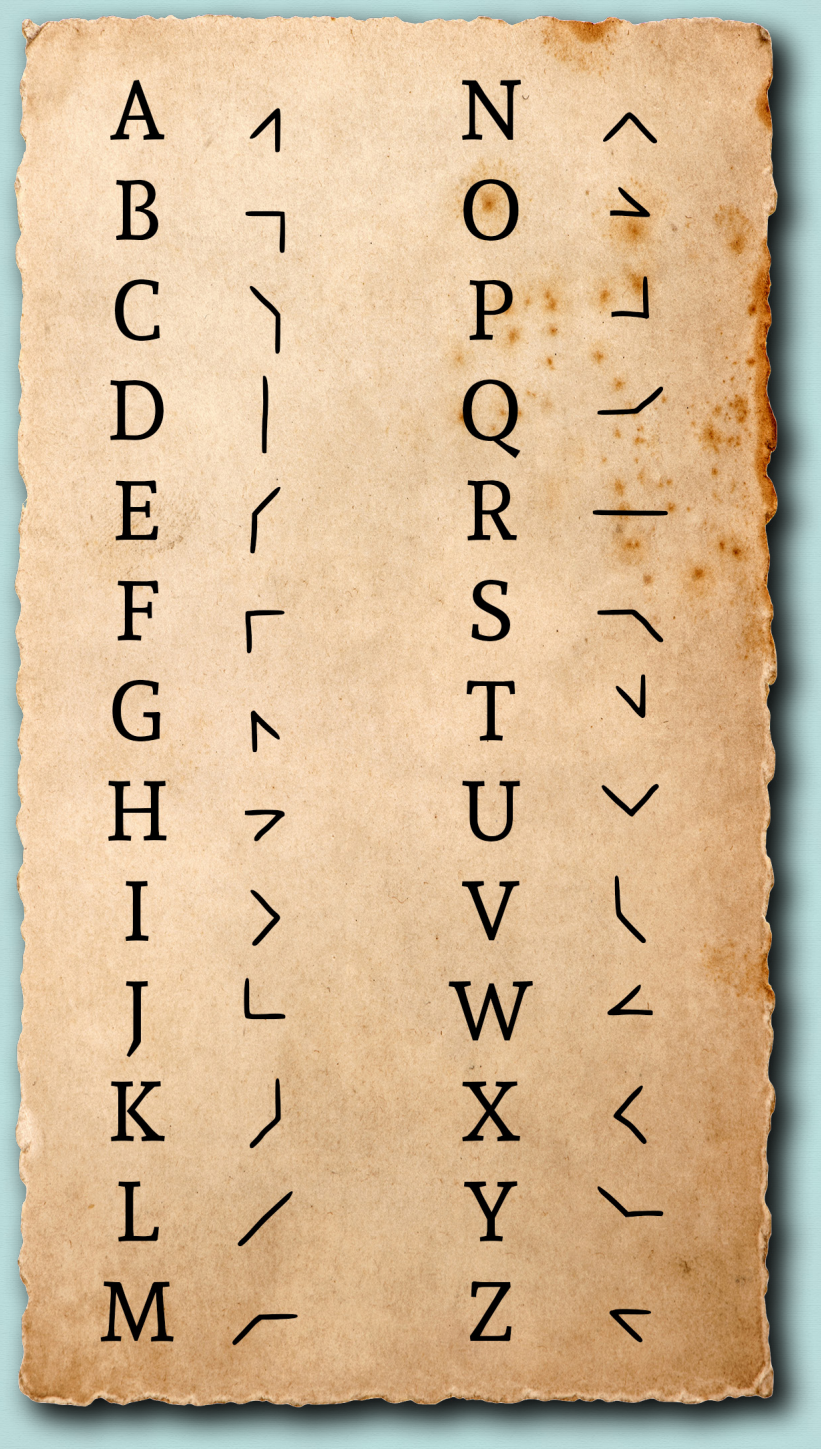


this one for the snake

STATUE SYMBOLS



TENTRIX'S CIPHER



The characters can discover a copy of Sea King Tentrix's cipher any time during the adventure that you deem appropriate. It is in no way essential to the plot, and the characters might enjoy trying to work it out for themselves without the help of the cipher. If you want to give characters a hint, consider giving them a few of the letters, rather than the entire cipher.

APPENDIX F: CHARACTER OPTIONS

The following options provide players with new character options; four new races and eleven new feats, all of which have a nautical theme, and can be used in the *Call from the Deep* campaign.

CHARACTER RACES

The following character races supplement that options in the *Player's Handbook* and are rarer in the worlds of D&D than the races in that book are. If you're a player, consult with you DM before using any of the races presented here. While they fit perfectly into a nautical campaign such as *Call from the Deep*, your DM might want to consider the implications for their world before adding a new race.

MERFOLK

Merfolk are aquatic humanoids with the upper body of a human and the lower body of a fish. They are common throughout the oceans of the Forgotten Realms, and their settlements are as varied in colour, culture and outlook as the human races of the surface. Most merfolk communities are semi-nomadic, as the aquatic folk lack the skills to forge metal or carve stone. Instead, their settlements are founded in undersea caverns, coral mazes, and sunken cities.

Many merfolk communities survive by trading with other undersea communities, such as tritons and sea elves. Because craft and trade is part of almost all merfolk cultures, these folk are renowned for their ability to barter with the best merchants of the realms.

MERFOLK NAMES

Merfolk names are not dissimilar to human names in sound and flow, though sometimes contain more vowel sounds to make them easier to pronounce beneath the waves. Merfolk family names are passed down either the matriarchal or patriarchal line, depending on the culture.

Male Names: Elliros, Berriamo, Lharo, Pahua, Uthario
Female Names: Antinua, Elhara, Nissailin, Seraphima
Family Names: Greatwave, Pearlswell, Redcoral, Reefsilver, Southsea

MERFOLK TRAITS

Your merfolk character has the following racial traits.

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age. Merfolk mature at the same rate as humans and have lifespans similar in length to theirs.

Alignment. Merfolk society holds individual freedom very highly, with a weak hierarchical structure. As such, they tend toward neutral alignments.

Size. Merfolk are around six feet tall including their tails, and weight between 200 and 250 pounds. Your size is Medium.

Speed. Your base walking speed is 10 feet, and you have s swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Deep Sea Survivors. You're naturally gifted in survival techniques, especially underwater. You gain proficiency in the Perception and Survival skills, and ignore any drawbacks caused by an underwater environment.

Mercantile Culture. Merfolk culture is frequently based around trading with surface dwellers. Because of this, merfolk gain a knack for trade. You add your proficiency to checks made to bargain and communicate with merchants and traders.

Underwater Weapons Training. You gain proficiency with spears, javelins and tridents. Ranged attacks with these weapons don't automatically miss a target beyond their normal range while underwater.

Languages. You can speak, read and write Common and Aquan.



Sahuagin

These piscine, shark-like humanoids are best known as bloodthirsty raiders who decimate coastal villages and devour the populace. Sahuagin are prone to mutation, and their leaders grow extra sets of arms and grow twice as large as their kin. Other morphs include venomous sacks, and even the external appearance of a sea elf. Because of this latter mutation, sahuagin have an ongoing enmity with the sea elves. Although most sahuagin are brutal half-beats devoted to evil, there are some that break the norm.

Sahuagin Names

Though most sahuagin communicate in their own snarling language, their names can be rendered in the Common tongue. Sahuagin first names are defined by gender, as their society has defined gender roles, and their second name pertains to the tribe to which they belong.

Female Names: Attakl, Chorg, Favakl, Khorg, Vathakl
Male Names: Dhurge, Gharg, Khoth, Sittl, Zathl
Tribe Names: Bloodbather, Coastraider, Gutfeaster, Sharkbreeder, Spawn of Sekolah

Sahuagin Traits

Your sahuagin character has the following traits.

Ability Score Increase. Your Strength score increases by 2.

Age. Sahuagin reach adulthood at 12 and live up to 50 years.

Alignment. Most sahuagin are bloodthirsty raiders who claim dominion over the ocean. Those who are brutal rise to the top in a regimented, militocratic society. They are usually lawful evil.

Size. Sahuagin are usually over 6 feet tall and weigh between 200 and 250 pounds. Your size is medium.

Speed. Your base walking speed is 30 feet and you have a swim speed of 40 feet.

Limited Amphibiousness. You can breathe air and water, but need to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. You can magically communicate with any shark within 120 feet of you, using a limited telepathy which doesn't allow the shark to reply. You can cast dominate beast once per day, but only on sharks.

Underwater Adaptation. You ignore any drawbacks caused by an underwater environment.

Languages. You speak, read, and write Common and Sahuagin. Sahuagin is a guttural, snarling language used almost exclusively within sahuagin society.

Subrace. There are two main mutations of sahuagin, malenti and sea devils. Choose one of these subraces.

Malenti

Malenti are a sahuagin mutation that look identical sea elves, and are frequently used as spies by the sahuagin. These sahuagin blend perfectly into sea elf society, where they can coordinate sahuagin attacks.

Ability Score Increase. Your Charisma score increases by one.

Elven Appearance. You look identical to a sea elf in every way. A creature can discern your true nature with an Intelligence (Nature) check. The DC equals 8 + your Charisma modifier + your proficiency bonus.

Natural Spy. You have proficiency in the Deception skill.

Sea Devil

Sea devil's are the most common sahuagin; piscine, ferocious creatures with shark-like teeth in their gaping maws. They are sanguine, vicious brutes with an appetite for humanoid flesh.

Ability Score Increase. Your Constitution score increases by 1.

Bloody Assault. When you damage a creature with an attack or spell and the creature has half its hit points or less, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.



Sea Spawn

In the Forgotten Realms, sea pawn are natives of a string of islands called Purple Rocks. The Rocklanders venerate the kraken Slarkrethel by throwing their newborns into the ocean, where they are claimed by the King of the Trackles Depths. The infants undergo a magical transformation that turns them into sea pawn, though they rarely manifest their mutations until old age. When the mutation occurs, their anatomy warps into a horrifying manifestation of the deep; barnacle covered skin, coral spurs sprouting from limbs, shark-like mouths, the variety of mutation seems endless.

While most sea spawn venerate their creator after transformation, some turn against Slarkrethel for what it has done to them, seeking revenge against their old master.

Sea Spawn Names

Sea Spawn don't take a new name when they undergo their transformation, meaning that those from Purple Rocks, where the majority are found, have Illuskan names.

Sea Spawn Traits

Your sea spawn character has the following traits.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Age. Sea spawn are humans that have been transformed by the kraken Slarkrethel. They are always over 60, and can live up to 120 years.

Alignment. Due to the corruption of the kraken, sea spawn are almost always evil.

Size. Sea spawn are similar in stature to humans. Your size is Medium.

Speed. You base walking speed is 20 feet. You have swim speed of 30 feet.

Limited Amphibiousness. You can breathe air and water, but need to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

Telepathic Resistance. You have resistance to psychic damage. In addition, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

Piscine Anatomy. Part of you has been transformed through mutation. The DC for the mutations is 8 + your Constitution modifier + your proficiency bonus. Choose one of the following:

Mouth. You have a shark-like mouth which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier.

Hair. You have poisonous quills instead of hair which you can use to make unarmed strikes. If you hit with it, you deal 1d6 poison damage. A creature hit by the attack must succeed on a Constitution saving throw or become poisoned for 1 minute.

Arm. One of your arms is transformed into a tentacle, which you can use to make unarmed strikes. If you hit with it, you deal bludgeoning damage equal to 1d4 plus your Strength modifier. A Medium or smaller creature hit by the attack is grappled (see escape DC above). Until this grapple ends, you can't grapple another target with your tentacle.

Underwater Adaptation. You ignore any drawbacks caused by an underwater environment.

Languages. You can speak, read, and write Aquan and Common.

Aldani

The aldani, or lobsterfolk, are a rare sight in the Forgotten Realms. These creatures resemble giant lobsters that walk upright and have humanoid faces save for the chitinous armour that clads them, and their eyestalks. Aldani vary in colour, red Aldani are common in Chult, and blue in the Trackless Sea.

Aldani are peaceful yet xenophobic. The aldani of Chult live almost exclusively in the Aldani Basin, where they stay in seclusion from the surrounding sentient races. The lobsterfolk of the Trackless Sea are often found in monasteries in the pursuit of inner peace.

Aldani Names

Aldani take names similar to the local humans. Their primary language is common, thus taking human names is easy for them. Despite this, lobsterfolk can communicate through a second language, a series of clacks and snaps produced by their pincers. An individual aldani might have a series of sounds it uses instead. Aldani care little for family lines, nor do they make any distinction between genders or sexes, thus all aldani use a single, unisex name.

Aldani Traits

Your aldani character has the following traits.

Ability Score Increase. Your Wisdom score increases by 2, and your Strength score increases by 1.

Age. Aldani mature at the same rate as humans, but can live up to twice as long, around 200 years.

Alignment. Aldani live in peaceful societies that follow strict, non-violent codes of conduct, save for organised duels. They tend toward lawful and neutral alignments.

Size. Aldani are around 8 feet long, rising to a height of 5 feet or so. Your size is Medium.

Speed. Your base walking speed is 20 feet. You have a swim speed of 30 feet.

Amphibious. You can breathe air and water.

Darkvision. You have darkvision out to a range of 60 feet.

Claws. Your enormous pincers are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d8 + your Strength modifier.

A target hit by your claw attack is grappled. You have two claws, each of which can grapple only one target. The escape DC for this grapple is 8 + your proficiency modifier + your Strength modifier.

Underwater Adaptation. You ignore any drawbacks caused by an underwater environment.

Languages. You can speak, read, and write Common.

CHARACTER FEATS

The following feats are designed for play in a nautical campaign, and offer benefits related to life aboard ships, on the coast, or under the waves. At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise. You must meet any prerequisite specified in a feat to take that feat. These feats are supplements to those presented in the *Player's Handbook*, and you should check with your DM before taking one.

Beast Tamer

You have a great ability to communicate with, and command, beasts. You gain the following benefits:

- You gain proficiency with the Animal Handling skill, if you don't already have it.
- If you succeed on a DC 12 Wisdom (Animal Handling) check on a beast, the subject of your check serves you for one hour. The beast can perform simple tasks, such as carry messages, guard doorways, or serve as a mount, for 1 hour.

Cannoneer

You have spent significant time operating siege equipment, earning you the following benefits:

- You add your proficiency modifier to attack and damage rolls using siege weapons.
- If a siege weapon would require an action to aim, you can use a bonus action instead.
- During a short rest, provided you have access to carpenter's tools or similar equipment, you can restore 1d10 hit points of damage to a siege weapon.



Firearms Expert

Thanks to substantial practice with firearms, you gain the following benefits:

- You ignore the loading quality of firearms with which you are proficient.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a loaded pistol you are holding.

Firearms Master

You have practised extensively with one or more firearms, and mastered the use of smokepowder in these weapons, gaining the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with firearms; pistols and muskets.

Navigator

You've developed the skills necessary to assist navigation at land and sea. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You can proficiency in navigator's tools. If you are already proficient in navigator's tools, you can add a bonus equal to your Wisdom modifier to any checks made while using them.
- If you can see the stars or sun, you know which way is north.
- You can tell which way the weather, including wind and temperature, is going to turn in the next 24 hours.

Net Master

Extensive training with nets has earned you the following benefits:

- You don't suffer disadvantage when attacking a creature within 5 feet of you with a net, or when throwing a net up to its long range.
- You can add your proficiency modifier to the DC, AC and damage requires for escaping and destroying your nets.
- When you use the Attack action and attack with a net, you can use a bonus action to attack with a one-handed weapon you are holding.

Sea Legs

Your time spent aboard boats has earned you the following benefits:

- You gain proficiency in Vehicles (Water).
- You have advantage on saving throws and ability checks made to avoid being knocked prone.
- Climbing doesn't halve your speed.

Spear Specialist

You've trained to become a deadly warrior with pole weapons, capable making lunging attacks and long-distance throws. You gain the following benefits:

- When you use a javelin, spear, or trident, its damage die changes from a d6 to a d8, and from a d8 to a d10 when wielded with two hands, if possible (this feature has no effect if another feature has already improved the weapon's die).
- As a bonus action, you can extend the reach of your javelin, spear or trident by 5 feet.
- You can make a ranged attack with a javelin, spear, or trident up to its long range without disadvantage, even underwater.

Stoic

You are resilient to fear inducing effects, and are stoic in the face of horror. You gain the following benefits:

- Your Wisdom or Charisma score increases by 1, to a maximum of 20.
- You have advantage on saving throws to resist being frightened or gaining madness effects.

Submariner

Your time spent training beneath the waves has earned you the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You gain a swim speed equal to your walking speed.
- You add a number of minutes equal to your proficiency modifier to the number of minutes for which you can hold your breath.
- You add a number of rounds equal to your proficiency modifier to the number of rounds you can survive after running out of breath.

Underwater Archer

You've spent extensive time using ranged weapons under water, and have mastered their trajectories:

- Your ranged weapon attacks do not automatically miss beyond their normal range underwater.
- You don't suffer disadvantage while making ranged weapon attacks within their normal range underwater.



Something alien has landed in the Realms

A strange vessel has crash-landed on the island of Gundarlun, while the Sword Coast is being plundered by pirates. Are the two events linked?

While the cities of the Sword Coast try to defend themselves from raiding buccaneers, bloodthirsty sea devils and piscine mutants, the characters try to join the dots, and uncover what's occurring beneath the Trackless Sea.

The adventurers must investigate the Kraken Society, take on the notorious Sea King Tentrix, and discover what lairs in the Ruins of Ascarle.

JVCP

