

CURSE OF THE SEA WITCH

AN ADVENTURE FOR 2ND LEVEL CHARACTERS

JAMES PATRICK



CURSE OF THE SEA WITCH

TIDES OF FATE PART TWO

Introduction: After arriving on a strange island, a genie afflicted by a terrible curse appeals to a group of adventurers for assistance. Below the island is the source of his curse, a hideous hag who hides in a corrupted coral reef. The adventurers will have to dive below the waves and explore an underwater village to stop the Curse of the Sea Witch before it's too late.

A 3-6 hour adventure for 2nd level characters

BY JAMES PATRICK



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PROOF READERS

Pedro Fournier
Mary J. Lam
L.A. Gordon
Brad Monnens

PLAY TESTERS

Pedro Fournier
Mary J. Lam
L.A. Gordon
Brad Monnens
Evandurr

ART

James Patrick
Brad Monnens
DMs Guild Creators Resources
Arcana Games Environment Stock Art Pack
David Revoy relased under Creative Commons Liscence By 3.0

ABOUT THE ADVENTURE

Curse of the Sea Witch is part two in a five-part series of aquatic adventures called the *Tides of Fate*. Each adventure in the series can be played as a stand-alone story or combined to create a longer campaign.

Curse of the Sea Witch is designed for four characters of second level. The adventure is designed to run for three to six hours. The adventure begins with the characters having an audience with a plane-traveling genie who is afflicted by a life-draining curse.

If the players complete *Curse of the Sea Witch*, the adventure can be concluded or continued in part three, *Call From the Depths*.

Overview

Part 1: Meeting the Raja. The characters meet with a genie who has been cursed and he requests their aid.

Part 2: Search for the Sea Witch. The characters search in a corrupted reef and discover stone ruins resembling a village.

Part 3: The Coral Caves. Clues in the village should point the characters towards a network of subterranean tunnels below the village.

Part 4: Showdown with a Hag. The characters locate the source of the genie's curse. They must defeat the hag or deal with her some other way to remove the curse.

Amphibious Player Characters

This aquatic adventure is designed to be playable with characters created using only the *Dungeons & Dragons* 5th Edition core rulebooks. Characters do not need swim speeds, underwater breathing, or any other similar feature to be successful in these adventures, although it will make some of the encounters significantly easier.

This doesn't mean you should disallow players to make amphibious characters. Allowing players to create amphibious characters is the purview of the Dungeon Master.

Underwater Spellcasting

Without the aid of magic, a creature can cast only spells without verbal components while completely submerged in water. However, a creature affected by any magic that allows underwater breathing, such as a *cap of underwater breathing*, or the *water breathing* spell is not subject to such restrictions and can cast spells normally.

Magic Underwater

It may not be necessary to change the effect of most spells underwater. Ultimately, how a spell functions underwater is up to you as the DM.

For example, you may decide that spells that deal lightening damage such as *witch bolt* deal damage as if the target creature had vulnerability to lightning damage. Spells such as *charm person* would in most cases, function as normal.

Use your best judgment when deciding how spells work underwater, but try to keep it simple, and rule in the favor of the player characters when the rules allow for it.

Spellbooks Underwater

In many cases ancient books were created using thin leather pages, called parchment rather than from traditional paper like books we think of today.

In a fantasy setting a spellbook is often subjected to minor enchantments and alchemical processes that strengthen the book further against damage from unusual and unexpected circumstances.

How water affects a spellbook is up to you as the Dungeon Master. Although it does limit their usefulness, you can require the wizard to leave his or her spellbook behind to avoid damaging it. Remind the player that they can simply return to the Raja's palace to long rest and prepare new spells if they wish. Don't forget that once a wizard has spells prepared they don't need the spellbook with them to cast those spells during the day!

The Forgotten Realms Campaign Setting

This adventure and the rest of the adventures in the *Tides of Fate* series take place in The Forgotten Realms, in a part of the ocean called The Trackless Sea. If you are running your game in The Forgotten Realms the characters will be lost at sea somewhere between Chult and the Sword Coast. If you would like to learn more about the Forgotten Realms check out the sourcebook *Sword Coast Adventurer's Guide* by Wizards of the Coast.

Many of the characters in this adventure are from a place called The Elemental Plane of Water. If you are unfamiliar with the elemental Planes, it is recommended you review Chapter 2 of the *Dungeon Masters Guide* before going further.

Other Settings

If you are running this adventure in a different campaign setting or using it for your own game, feel free to change the names of the characters, locations, and whatever other bits you feel would make it fit into your game.

Getting Started

Prior to starting the adventure, it is recommended that you talk to your group and let them know that this adventure (and the rest in the series) take place in and around water. Encourage the players to prepare for combat in the sea, which may be vastly different than what they are used to.

As the DM, you should review the rules for underwater combat found in Chapter 9 of the *Player's Handbook* and the section covering unusual adventure environments in Chapter 5 of the *Dungeon Master's Guide* before starting this adventure.

It is also recommended if you are creating new characters that you allow the players to spend any gold their character received as part of character creation on weapons, armor, or adventuring gear listed in the *Player's Handbook*.

Characters Involvement Hooks

If you played the prior adventure *Tides of Fate*, no hooks are necessary. Simply run the adventure normally and the story will pick up where you left off. The following hooks are intended for new characters, or for characters coming into *Curse of the Sea Witch* from a different campaign or setting. The first hook assumes your characters are at sea, the second assumes they are on land. Use whichever you feel is more appropriate or feel free to create your own.

Shipwrecked

The characters were guards on a merchant ship, that was lost at sea in a storm and subsequently sunk in the Trackless Sea. After being lost at sea for several days in a small lifeboat, the characters came upon an exotic tropical island with a large palace, atop its single mountain. The palace was home to a powerful genie who welcomed the characters and sheltered them overnight.

They have befriended the water genie who is called Raja Ranbir, and he has sheltered them up to this point but he is sick, and needs their help.

Hired by Godfrey

After the conclusion of their last adventure, the characters spend several weeks unable to find work or rumors of reward. One day, in a busy tavern, they meet a stylish noble by the name of Godfrey. He claims to be the friend and servant of a powerful genie who is in desperate need of aid. With the promise of action, valor, and great reward the characters agree to at least hear the genie out.

Godfrey uses a magic scroll to teleport the player characters to Raja Ranbir's palace, on an island in the middle of the ocean. The genie provides delicious food and exquisite rooms for the evening with the promise of a morning audience. Not yet known to the characters, Raja Ranbir is desperate and unwilling to send the characters home until his curse is removed.

Background

In *Curse of the Sea Witch* the characters are hired by a water genie called Raja Ranbir. The Raja was cursed by a prisoner he was transporting to the Citadel of Ten Thousand Pearls.

The prisoner, a sea hag named Ethel Bonechewer, managed to escape from the palace and returned to her lair, an ancient underwater city in an area called the Tainted Reef.

The Raja is dying from the curse placed upon him. His failed attempts at capturing Ethel himself are tormenting him into a state of desperation. As a last hope effort, he has requested an audience with the characters and hopes he can sway the adventurers into helping him remove the curse before it's too late.

A Decadent Palace

Raja Ranbir lives in a massive magical palace that rests on the highest peak of Eorvu Island. The palace itself rests on the shell of a giant sea turtle named Eorvu. The Raja's palace is exquisite and beautiful, well suited to carrying Ranbir and his followers across the Elemental Plane of Water.

The Raja's followers are composed of various humanoid races, many from across the planes. The palace also contains fifty water elementals that act as the Raja's royal guard. Some elementals stand guard in important places, while others patrol the hallways and corridors.

When the palace is submerged in water, Ranbir can choose for the rooms and hallways to stay filled with breathable air.

Eorvu Island

Raja Ranbir's palace sits atop a small tropical island. Although it may not be immediately obvious, the island itself is on the shell of a gargantuan sea turtle called, Eorvu the Eternal One.

Eorvu was born on the Elemental Plane of Water thousands of years ago. Somehow, magical plants that have inhabited his shell have caused him to have an unnaturally long lifespan, and he has grown to unprecedented size. Eorvu is very close to Raja Ranbir, and happy to ferry the palace across the planes.

A map and description of Eorvu Island appear in the first adventure of this series *Tides of Fate*.

The Tainted Reef

Ethel Bonechewer has made her lair in a broad, shallow area of the ocean only 50-200 feet deep. Once vibrant and beautiful, the hag has used her magic to slowly taint the entire reef with viscous green slime that clings to rocks and floats in the water.

The Ocean Village

The reef contains an underwater village that was once home to a small group of proud sea elves. Using all the tools at her disposal, Ethel harassed the village until the sea elves were forced to abandon their home. The sea elves fled through the vortex: an elemental portal to the Plane of Water, located in the caverns beneath the village.

After driving the sea elves away, Ethel began exploring the village and uncovering its secrets. She used her weird magic to enlarge and transform a regular sea anemone into a functional home that now sits in the town square.

Important NPCs

Statistics and roleplaying information regarding Raja Ranbir, Eorvu the Eternal One, or Godfrey can be found in the previous adventure, *Tides of Fate*.

Ethel Bonechewer

Ethel is an ancient and powerful sea hag living in the trackless sea, with her quasit, Den-den. She is cold, calculating, ruthless, and evil to the core. She has been making excursions into the Elemental Plane of Water to cause chaos while furthering her various unscrupulous goals.

Recently on one such excursion she was captured by Raja Ranbir who intended to transfer her to the Citadel of Ten Thousand Pearls for a planar trial in the court of the marid. Unfortunately, shortly after being captured, Ethel escaped and cursed Raja Ranbir in the process. She then returned to her lair in The Tainted Reef to plan her next move.

Personality Trait: I offer generous terms in my deals, but twist the outcome to my own desires.

Ideal: Independence. I neither require nor want a coven. I have my own plans. (Evil)

Bond: My lair holds everything that is important to me. Trespassers must be punished.

Flaw: I can't resist flirting with a handsome man.

Iazad the Black Dragon

Another creature calls the Tainted Reef home - a black dragon wyrmling named Iazad. Recently hatched from an egg in Ethel Bonechewer's home, Iazad now refers to the hag as its mother. Ethel is raising the wyrmling dragon hoping to make it a powerful ally one day. Iazad is vicious and self-centered but naturally curious.

Personality Trait: I get bitter if I'm not the center of attention.

Ideal: Might. If I become strong, I can take what I want - what I deserve. (Evil)

Bond: Everything I do is for mother.

Flaw: I am never satisfied with what I am first given, I always want more.

CURSE OF THE SEA WITCH

When the session begins read the following out loud to the players:

This incredible palace is an open-air maze of pristine white marble inlaid with gold. The walls contain intricate carvings depicting various sea creatures and magical events. The sprawling complex is also a gallery of waterfalls and pools that glisten with blue light. Humanoids of various races, many that you recognize and some that you don't, move hastily around the halls and tend to your every need. Large creatures made of living, moving, water guard the doors and patrol the hallways.

Eventually, several well-dressed servants arrive and greet you, then escort you through the complex to an elaborate dining hall. The table here is set with an impressive selection of sea food and tropical fruit that looks fresh and delicious. Seated at the far end of the table, upon a huge red pillow is an eighteen-foot-tall humanoid-shaped figure. It has blue-green skin that is mostly composed of small fish-like scales. Its face has glossy eyes and finned ears. The creature has white hair that is pulled back into a knotted pony tail and adorned with colorful sea shells. The massive being wears a luxurious sapphire vest and a turban of unmistakable quality. The fabrics seem to ripple and move as if submerged in shallow waves.

Standing next to the creature is Godfrey, the servant who first welcomed you to the palace. As you move into the room he shouts "Heroes! It is my great honor to welcome you to the court of Raja Ranbir! The Raja wishes you make yourselves comfortable before beginning his proposition. Please, enjoy The Raja's food and drink, if you desire."

Raja Ranbir will listen quietly as Godfrey introduces him and give the characters a moment to get situated at the table (unless they choose to stand) before thanking them for coming before him.

The Raja will tell the characters the story of the terrible curse that has befallen him at the hands of Ethel Bonechewer (see the section titled "Background"). Ranbir then asks the characters to find Ethel and destroy her, hopefully breaking the curse before it's too late.

He will answer any questions the characters have as best he can, and can give them the following information:

Who is Ethel Bonechewer? "Ethel is a powerful sea hag who was corrupting large sections of the Plane of Water. My people caught her by surprise

and we were able to capture her. However, she is crafty and managed to escape."

What are the barnacles all over your body? "The curse of the sea witch! A weird and terrible magic she has inflicted upon me. It corrupts my skin turning me hideous, causing a great deal of pain and... weakness."

Where is Ethel now? "When she escaped the Plane of Water we were able to track her here, to this shallow stretch of ocean below the island, however the area below is corrupted and full of slime. It has made finding her lair difficult. I have sent some of my merfolk to explore the reef and to find her, but none have returned."

How can we remove the curse? "Only the hag knows for certain. If you cannot persuade her to tell you, simply killing her will do. Even if the curse remains, I would be satisfied knowing Ethel had met her end."

Why should we help you? "I am quite wealthy as you can see. If you return with proof of your success I will bestow upon each of you a black pearl, which I understand your kind finds quite valuable. You also may keep anything which you find in the possession of Ethel. I simply wish to see an end to this curse."

Development. The characters will likely accept the Raja's request. However if they wish to haggle the Raja is in a desperate position and willing to negotiate up to a point. He is willing to offer a powerful magic item, called an *elemental gem*. The emerald elemental gem can be used to conjure a water elemental if the need arises. If the rewards are not enough to drive the characters to action, the Raja, being a fickle marid, resorts to threats—swearing never to return them to land if they refuse to aid him.

Creatures. Raja Ranbir is a **marid** suffering from four levels of *exhaustion* that cannot be cured except by removal of his curse. The Raja is too weak to defend himself effectively and will not attack the characters, or flee, even if attacked. Instead, the Raja takes the *dodge* action each round in combat. However, if combat erupts here, four **water elementals** storm into the room on the first round of combat. The water elementals defend Raja Ranbir at all costs, the elementals fight to the death. Godfrey does not participate in combat, instead he flees or dodges if able. If you need statistics for Godfrey use the **deep stalker** from *Volo's Guide to Monsters* from *Wizards of the Coast*.

Underwater Breathing. Once the characters agree to locate Ethel Bonechewer and try to remove the curse, Raja Ranbir uses what little of his strength he can muster to cast the spell *water breathing* on the characters with his *innate spellcasting* feature.

Into the Sea

When the characters finish their audience with the Raja and prepared to leave read the following:

You make your way to the entrance of the castle where Godfrey stands waiting for you. The man escorts you down the pristine white steps of the palace into a beautiful tropical garden. A sandy path twists and turns from the garden down the mountainside to the ocean. As you approach the water, a pleasant breeze blows in from the ocean as if the sea itself were welcoming you to it. Godfrey wishes you luck and turns to begin his walk back up the sandy trail to the castle.

Godfrey leaves the characters on the sandy beach at the edge of Eorvu Island.

When the characters are ready, they can dive into the water and begin searching The Tainted Reef.

Approaching the Tainted Reef

When the characters enter the water read the following:

As you descend to the ocean floor you are engulfed in a thick cloud of colorful sea life. For a few moments you cannot see beyond the abundance of tiny fish that swim all around you. When you finally exit from the school of fish a vast chromatic reef sprawls before you. The vivid colorful coral mountains are splotched here and there with dull murky slime. Clumpy strands of disgusting green-black ooze float here and there, moving gently with the oceans current.

Creature. Many sharks hungrily circle the school of fish around Eorvu island, looking for easy prey. As the characters approach the reef three **reef sharks** attack them. If any shark is reduced to fewer than half its hit points, that shark will attempt to flee, swimming off to deeper water

Exploring the Tainted Reef. Once the sharks have been dealt with, the characters can begin exploring the reef searching for Ethel's lair.

After one hour of swimming around the reef, the characters discover the undersea village.

An Undersea Village

When the characters reach the undersea village read the following:

As you make your way through the mountains and valleys of corrupted coral, you come upon something unexpected. A quaint village of small stony structures rests at the bottom of the ocean. Several buildings of various sizes and shapes are neatly arranged around a single stone tower. Most of the structures are crumbling, and all but one is covered in the sludge and grime common to the rest of the reef. In the center of the village is a gigantic sea anemone, its tentacles dancing gently in the currents.

The characters will have to decide how to approach the village. They may attempt to swim above the village and select a part to explore, or they may approach low from one direction and try to use the buildings to approach without being seen. Let the characters be creative in how they approach exploring the village.

Appendix C contains maps that show the layout of the undersea village. The sections that follow describe locations on that map.

LOCATIONS IN THE UNDERSEA VILLAGE

1. Sea Anemone House

When the characters approach the center of town read the following:

Ahead of you is a massive sea anemone. The creature is chromatic and beautiful, but possesses millions of tentacles that flow peacefully with the current of the water. Aside from being by far the largest of its kind that you have ever seen, it also has the peculiar trait of featuring a rotting wooden door at its base. A large muscled sea-monster stands guard.

The sea anemone is an organic underwater home that Ethel Bonechewer created to serve as her lair.

Creature. Guarding the door of the sea anemone is a **merrow**. The merrow is one of Ethel's brutes and is hostile to any unexpected intruders. If combat breaks out here, the merrow guarding the temple detects trouble and arrives in 3 rounds to investigate.

Stinging Tentacles. Any creature other than Ethel that comes within 5 feet of any section other than the doorway is stung by the tentacles. A creature stung by the sea anemone houses' tentacles must succeed on a DC 15 Constitution saving throw or take 14 (4d6) poison damage. On a successful save a creature takes half damage. If the poison damage reduces a creature to 0 hit points the creature instead is reduced to 1 hit point and is poisoned for 1 hour and is paralyzed while poisoned this way.

1a. Arcane Workshop

When the characters enter the house read the following:

As you enter this room, the door swings closed behind you. Small pores on the walls quickly begin to drain the water from the room, the walls themselves quivering in an unsettling way. This semicircular room has a small altar of some sort to your right. Skulls and bones hung from string dangle from the ceiling of the small chamber. To the left sits a black cauldron. Directly ahead is a bookshelf constructed from soggy driftwood. In the far corner, between the bookshelf and the altar, is a large chest.

Optional Encounter: Iazad the Dragon

This encounter can occur anywhere in the undersea village except the temple (area 6). If the characters attempt to take a rest anywhere in the village use this encounter. Alternatively, if it looks like the characters are proceeding too quickly through the adventure you can use Iazad any time before they reach the coral caves.

Ethel Bonechewer has recently hatched a **black dragon wyrmling** named Iazad. She is raising the wyrmling in The Tainted Reef where he has free run of the entire reef. Iazad can speak Common and Draconic.

When the characters first arrive at the undersea village Iazad is out exploring the far corners of the reef. If the characters are resting the wyrmling returns during their rest. If Iazad sees any signs of a disturbance he investigates. Otherwise, he enters the sea anemone house (area 1).

Development. Initially, Iazad is indifferent toward the characters and mostly curious about them. However, if they declare their intent is to kill Ethel Bonechewer, or if they show him any disrespect, Iazad immediately becomes hostile and attacks.

If reduced below half his total hit points, Iazad attempts to flee. If Iazad flees, or if the characters persuade him not to fight them, he returns to Ethel at the planar vortex and tells her what he has seen. To reach the coral caves, Iazad uses the secret passage in the mausoleum (area 5). After delivering his information Iazad waits in The Underwater Island (area 9).

Pacing. The encounter with Iazad is meant to help the DM control the flow of the game. He can be removed from the adventure completely or moved somewhere more convenient. If you do use Iazad, make sure you track his hit points in case the characters encounter him again later (see area 9).

The altar has broken shards of an egg shell scattered across it. With a successful DC 12 Intelligence check, a creature can determine the broken shell is from a black dragon egg.

Creature. The chest in the corner of the room is a **mimic** that Ethel refers to as 'Chomps.' Ethel keeps the mimic as a pet to guard her lair against potential thieves. Chomps has the *amphibious* trait, described below.

Amphibious. The mimic can breathe air and water.

Secret Door. The bookshelf is a secret door that can be detected with a successful DC 12 Wisdom (Perception) check. A creature who investigates the bookshelf and succeeds on a DC 11 Intelligence (Investigation) check will notice that one of the books titled "Temple of the Shark God" is a fake and will open the secret door when pulled.

1b. Sea Hags Bedroom

If a creature pulls the “*Temple of the Shark God*” book the bookshelf slides open revealing a secret room. Read the following:

As you pull the book back there is an audible click, and the bookshelf suddenly slides to the side to reveal another small room. Inside the secret chamber is a slimy bed covered in algae, a ram-shackled cabinet and a table made from the huge skull of a whale. On the table are the fossilized jaws of a small shark.

This is where Ethel Bonechewer sleeps and stores her more precious belongings. The shark jaws glow with an aura of transmutation magic if viewed with a *detect magic* spell.

Development. The shark jaws are magically animated by Ethel’s weird magic and she uses it as a journal to record things she might forget. When picked up and held by a creature the shark jaws become animated and speak in common. The magic that animates the jaws does not grant true sentience, and the jaws will disperse information freely to anyone who asks if it knows the answer to their question.

The shark jaws know Ethel is currently in the coral cave and can describe the entrance located in the mausoleum along with the password to open the secret door, which is “Whitewave” spoken out loud in Common.

Treasure. The cabinet contains the following items: 3 healing potions, a vial of anti-toxin, a vial of acid, an alchemy kit, a herbalism kit, a healer’s kit, a *spell scroll of cure wounds*, and a *spell scroll of speak with animals*.

2. Crumbling Statue

A crumbling, defaced statue covered in slime. A successful DC 15 Intelligence (History) check will reveal the statue to be of the sea elf deity, Deep Sashelas. Repairing the statue, such as with the mending spell, reduces the DC of the check by 5.

3. Overgrown Garden

This undersea garden looks as if it has not been tended in quite some time. Rows upon rows of kelp now grow in large unruly strands.

Creatures. Hiding under the silt and dirt near the middle of the garden is a **giant crab** that has buried itself in the mud with its babies. If a creature searches the garden the crab rises from the dirt and attacks. In the second turn of combat a **swarm of crabs** crawls up out of the hole the giant crab created and attacks the nearest creature other than the giant crab. The giant crab fights to the death to defend its young.

Treasure. Sticking out of the dirt at the bottom of the hole created by the giant crab is a robed skeleton that wears a shiny key on a slender chain around its neck. The key opens the secret door in the Wizards Tower (area 7a). The skeleton clutches a dirty *Enduring Spellbook* (see Appendix B: Items). This particular spellbook once belonged to the sea elf wizard Shanairla Selevarun, and contains the following spells: *Alarm*, *Charm Person*, *Comprehend Languages*, *Detect Magic*, *Mage Armor*, *Protection from Evil and Good*, *Sleep*, *Arcane Lock*, *Tongues*, and *Water Breathing*.

Deep Sashelas

Also known as “Lord of the Undersea” and “the Dolphin Prince.” Deep Sashelas is an elven deity of the ocean, sea elves, and knowledge. Deep Sashelas is credited with gifting onto the sea elves the ability to live and breathe underwater. He was a key figure in the reshaping of reefs, islands, and volcanos in the ocean. Deep Sashelas was the companion of the dolphin goddess Trishina, which is the reason why sea elves and dolphins tend to form cooperative relationships frequently.

4. Ruined Sea-Elf Houses

Several small houses lay in crumbling ruins. Schools of tiny fish swim in and out of the broken stone roofs, walls and archways.

4a. Slimey House

This is a crumbling building that once served as shelter for several families of sea elves. It is now crumbling in on itself, and most of the roof has fallen into the building itself, covering the floor in debris.

Creature. An **octopus** lay in hiding under some rocky debris, waiting for a convenient meal. If the creatures search the debris, the octopus is startled and attacks. If the octopus is attacked by a creature, it uses its Ink Cloud at the beginning of its next turn and then uses Dash as a bonus action to attempt to flee.

4b. Artistic House

An ancient, crumbling dwelling. Large barnacles and mossy kelp cling to broken statues and busts that decorate the walls and lay on the floor here.

Ancient Art. A character may wish to identify the statues in this room. A successful DC 15 Intelligence (History) check will reveal the elven style of the carvings, but the statues features are too badly eroded to be certain.

Treasure. A character searching inside the building thoroughly can attempt a DC 13 Intelligence (Investigation) check. Separate searches of the area recover one of the following items on each successful check. A statuette of a dolphin carved from seashell (worth 25 gp) or a statuette of a whale carved from whalebone (worth 150 gp).

4c. Crumbling House

This building is caked with slick green-black slime. A bright orange starfish clings to the doorway. The room inside is dark.

Creatures. Attached to the entryway is a bright orange starfish. For the starfish, use the statistics of an **octopus** but remove the "Ink Cloud" action. The starfish is indifferent to other creatures. Inside this building are three **quippers** that swim in slow circles. The quippers attack any creature that enters the house.

Treasure. A thorough search of this home will yield (1d4) pieces of jewelry worth 25 gp each. The rings, bracelets and baubles resemble dolphins, whales, crabs, and other ocean life inlaid with tiny pearls. Separate searches may yield additional treasure. However after 8 pieces of jewelry have been recovered nothing else can be found.

4d. Ancient Abbey

This ancient stone ruin once functioned as a living space for the acolytes of the village temple. A search of the interior will turn up several broken relics, ornamental necklaces and idols of a religious nature scattered around the room. The combined value of the holy relics here is 100 gp. Apart from the relics, a large tome sits on an altar still perfectly intact and untouched by corruption.

Creatures. Two **lightning-jellyfish** float peacefully around this dark room. If a creature comes within 5 feet of a lightning-jellyfish it will attack, otherwise the jellyfish are indifferent to creatures in the room.

Holy Relics. The relics here depict dolphins, elves, and various other sea life. A character who succeeds on a DC 15 Intelligence (Religion) check will be able to determine these items were using in worship of Deep Sashelas.

Trap. The altar contains a mechanical trigger linked to a hidden trap nearby.

With a successful DC 15 Wisdom (Perception) check, a character can spot the tiny holes in the eyes of a nearby dolphin statue. With a successful DC 11 Intelligence (Investigation) check, a character can determine that the Holy Tome on the altar contains some sort of turn-mechanism trigger. Wedging some ball bearings, cloth, or a similar object into the dart tube prevents the trap from activating.

The back of the holy tome has a groove of a dolphin that fits into an identical protrusion on the top of the altar. Removing the book from the altar without first turning the book a quarter turn to the right, triggers the trap, releasing 3 darts. Each dart makes a ranged attack with a +6 bonus against a random target within 10 feet of the altar (vision is irrelevant for this attack roll). (If there are no targets in the area, the darts don't hit anything.) A target that is hit takes 2 (1d4) piercing damage and must succeed on a DC 15 Constitution saving throw, taking 5 (1d10) poison damage on a failed save, or half as much damage on a success.

The Holy Tome. The book details the religious rites and rituals of the sea elves who once lived here, and worshiped Deep Sashelas. The book appears to have been magically preserved. If a character searches the book for at least one hour, they discover the presence of a hidden door in the temple, along with the method to open it. A character searching specifically for such information can accomplish the task more quickly, and discovers the secret in just 5 minutes of searching the book. The hidden door in the temple can be opened by pulling all four secret levers at once.

5. Large Mausoleum

When a character enters the large mausoleum for the first time read the following:

Multiple sarcophagi line the walls on either side of this dark and dreary tomb. On the opposite end of the room a small well opens up in the floor. The well resembles a decorative fountain with a stone fish affixed to the wall depicted as leaping into it. The fish has pearls for eyes.

This is the path Ethel Bonechewer uses to travel to and from the coral caves below the village.

Creatures. Several sea elves are entombed here, and Ethel has used her weird magic to corrupt their essences. If a creature other than Ethel enters this building, the tortured spirits of two sea elves emerge from their sarcophagus as two **specters** and attack trespassers. Specters fight to the death but do not leave the mausoleum. If there are no creatures remaining in the mausoleum the specters fade away and return to their sarcophagus. They do not recover hit points. In life, the sea elves spoke Elvish and Aquan.

Secret Door. The well at the far end of the room is a secret passageway that leads to the coral caves below. A character can detect the secret passage with a successful DC 16 Wisdom (Perception) check which will reveal water flowing up from the edges of the bottom of the well. The trigger for the well is a password that Ethel was able to recover from one of the dead sea elves. She recorded the password in her journal (see area 1b.)

Treasure. If a creature takes the time to pry the pearl eyes from the fish statue each one is worth 25 gp.

6. Temple

When the characters approach this building read the following:

This building is strangely untainted by the slime and foul magic corrupting the reef.

The remaining power of Deep Sashelas has prevented the building from being affected by the foul curse poisoning the village.

Creatures. A **merrow** guards the entrance to this building unless it has left to reinforce the Sea Anemone House (area 1).

6a. The Shrine

When the characters enter this building read the following:

This beautiful shrine is pristine despite the evidence of decay ever-present in the rest of the reef. Inside, you find an open hall flanked on either side by a row of pillars. Each pillar contains a leaping fish statue. The fish are ornately carved and look almost lifelike. At the far end of the building atop a raised dais is a small shrine is illuminated by some small glowing crystals at its base.

If the characters attempt to rest inside the temple, they do so safely.

Secret Door. The shrine at the far end of the room is a secret passageway. A character can detect the presence of a secret door with a successful DC 16 Wisdom (Perception) check. The door can be opened by pulling all four of the fish statues at once, which is detailed within the Sea Elves Holy Tome (see area 4d). Creatures who pass through the secret door go through a narrow tunnel and emerge in area 8.

7. Wizards' Tower

When the characters approach this crumbling tower read the following:

This ancient tower looks extremely unstable. Through the large missing portions of wall, you can see two floors remain intact. A large eel peeks out at you before darting out into open water.

This crumbling wizards' tower is three stories tall. However gaping holes in the floor, ceiling, and walls allow unfettered access from one level to the next easily.

Creatures. A **swarm of quippers** swims through all three layers of the tower. If anyone enters the tower the swarm merges together on whichever floor they entered and attacks the nearest creature. The swarm fights to the death and pursues creatures who flee from the tower.

7a. First Floor

This floor seems to be the most well-preserved part of the tower. Several stone workbenches around the room are covered in debris that appears to have fallen from the levels above. Against one wall is a shallow well with a pearl-eyed fish depicted diving from the wall down into the well.

Secret Door. The well at the far end of the room is a secret passageway. In the fish's mouth is a key hole that controls the mechanism. The mechanism is also protected with an arcane lock, placed here by the village's wizard. The Dexterity check to bypass the magical lock using thieves' tools is 30. Suppressing the magical lock somehow, as if with the knock spell, reduces the DC by 10 for 10 minutes.

Treasure. If a creature takes the time to pry the pearl eyes from the fish statue each one is worth 25 gp. Among the ruins and rubble there are three intact *Enduring Spellbooks* (see appendix B: Magic Items). The spellbooks found here are blank.

7b. Second Floor

This section of the tower seems stable, but many small sections have fallen away or been broken away by falling debris from the floor above it. In the middle of the room is a stone altar with an ornate and beautiful short bow resting on it.

Treasure. The weapon found here is *Sharkbane* (See appendix B: Magic Items).

7c. Third Floor

This section of the tower is the most unstable and looks as if parts of it may fall away at any moment.

Creature. The **ghost** of a sea-elf wizard named Shanairla Selevarun haunts this level of the tower. She speaks Common, Elvish, and Aquan. When a strange curse befell the town, she stayed behind while the other villagers evacuated. Shanairla believes that defeating Ethel will release her from her unfinished business. The ghost is initially friendly to characters who enter the third floor and will appear before them to request their aid against the hag.

Development. Shanairla Selevarun had hoped to find a cure for The Tainted Reef when she was alive. However, she was unable to discover the source of the corruption before she died. Now she haunts this section of the tower, unable to leave.

The ghost has encountered Ethel several times, and the hag has attempted to banish the ghost repeatedly with no success. Ethel simply avoids the tower for now, until she can find a way to dispose of the pesky ghost.

Shanairla knows much about the underwater village and has been watching Ethel's movements from atop her tower. She can clue the characters in to the presence of the secret door in the first floor of her tower. She lost the key when she died and will request the characters retrieve it and use it to locate and defeat Ethel Bonechewer. The key can be found in the overgrown garden (area 3).

Treasure. Among the rubble are two intact *Enduring Spellbooks* (see Appendix B: Magic Items). The spellbooks found here are blank.

Locations in The Coral Caves

After swimming down the tunnel in areas 5, 6, or 7 the characters emerge in one of the caves marked area 8 on the map.

8. Coral Cave

When the characters approach area 8 read the following:

As you swim down into the darkness, you see lights glowing in some sort of chamber below you. As you draw closer you discover the opening to a cave made of beautiful chromatic coral. The coral has glowing crystals jutting from the surface here and there providing a dim colorful light in this small cave.

A single narrow passage leads away from this chamber.

8a. Coral Tunnels

These tunnels colors are enhanced by beautiful crystals that grow out of the coral. The crystals, put here by the sea elves, pulse with blue, purple, and orange, light. The light is dim light.

Creatures. Each passage contains four **merfolk zombie** that guards the passage. The merfolk once served Raja Ranbir, and still wear the ornate flowing garbs common among his followers. He sent the merfolk as messengers to try and convince Ethel to remove the curse, but none returned. Ethel killed all of them, and reanimated their bodies with her weird magic. The zombies attack any creatures other than Ethel and her minions.

Coral Caves: General Features

The coral caves below the village have the following features unless stated otherwise.

Glowing Crystals. The walls and ceiling of the cave are covered in glowing crystals planted here by the sea elves before they fled their city. The crystals bathe the entire area in a dim-light. Some of the smaller crystals can be broken off as an action and held in a one hand to provide light like that of a torch.

Cold Water. The water deep in these caves is not warmed by sunlight and is much colder than the water on the surface. A creature cannot successfully short or long rest here, unless the creature has resistance or immunity to cold.

9. Underwater Island

When the characters enter this cavern read the following:

This massive cavern is lit by crystals that hang from the ceiling which is far above the water. In the center of the cave, a small sandy hill rises from the water. A stone statue at center of the island rises nearly to the roof of the grand cave. The statue resembles an elf with webbed hands and feet, its mouth agape. A waterfall rushes out of the statues mouth and crashes into the still water below. Standing atop the statue are four shadowy humanoid figures.

The cavern is roughly 100 feet high at the center and curves downward at the edges. The walls of the cave are jagged and slippery making climbing nearly impossible.

In the center island stands a statue carved by the sea elves, from a natural stone formation that held an elemental vortex. Atop the statue is a swirling vortex of pure elemental water. The vortex, which leads to the Elemental Plane of Water, erupts with water which flows down through a hidden passage and out of the statues mouth.

Creature. If Iazad is alive (refer to the sidebar “Optional Encounter: Iazad the Dragon”), the **black dragon wyrmling** is here. If the dragon sees the characters approaching he will threaten them to go no further or face consequences. If he was forced to flee from the characters previously they may be able to convince Iazad to abandon the hag and flee the caves with some creative role play and a successful Charisma (Intimidation) check DC 17. Otherwise, Iazad calls out to “Mother” warning her of intruders before attacking the characters.

Climbing. The statue is covered in handholds which allow easy climbing. A creature can climb at half their movement speed if they succeed on a DC 10 Strength (Athletics) check. A creature with a climb speed does not need to succeed on a check to climb at full speed. The statue is 60 feet high and will take most creatures without a climb speed 4 rounds to reach the top.

9a. The Elemental Vortex

When the characters reach the top of the statue read the following:

Atop the statue stands a large pool that churns violently. The water that rushes out of the turbulent vortex splashes into a small aqueduct and rushes through part of the statue. It forms a waterfall that flows from the statue's mouth and crashes into the placid water below. Standing near the watery vortex is a decrepit looking woman, she is speaking in a strange language to three green-skinned monsters with shark-like features.

The water rushing out of the vortex is flowing through a hollow tunnel inside the statue. Ethel is here meeting with several sahuagin who have traveled through the vortex from the plane of water. The priestess has been sent by her master, a sahuagin king to try and convince the hag to join their cause.

Sneaking. If the characters climb to the top while talking or making excessive noise, the sahuagin or Den-Den notice them. The characters can avoid detection and get the surprise on the creatures by succeeding on separate DC 10 Dexterity (Stealth) checks as they approach the top of the statue

Creatures. Ethel Bonechewer the **sea hag**, and her familiar, a **quasit** named Den-Den are atop the stone structure near the elemental vortex. Along with them are two **sahuagin** and a **sahuagin priestess**. If combat breaks out, the sahuagin, not caring for the hag, flee through the vortex immediately.

Combat. In combat, Ethel and Den-Den attempt to frighten creatures so that Ethel can use her *death glare* action. If the characters attempt to fight her with ranged weapons, Ethel sticks to the high ground. She has half cover against creatures on the ground or in the water while atop the statue. Den-Den will go invisible to ambush the characters while Ethel uses her *wand of magic missile* (see appendix) to attack from range, expending 1 charge each round.

Treasure. Ethel carries a *wand of magic missile*. In a small pouch she was given by the sahuagin she has 5 pearls worth 100 gp each. She also carries a dagger that has a jagged black blade.

9b. Hidden Cache

Hidden behind the waterfall is a small hollow chamber 5 feet wide and 5 feet deep. The treasure left behind when the sea elves abandoned the village is here. The following items are heaped in a pile at the end of the chamber. 1603cp, 961sp, and 55gp. Atop the pile of coins is a *trident of fish command*.

Entering the Elemental Vortex

The vortex to the Elemental Plane of Water is a churning chaotic whirlpool. It is possible for the player characters to travel through the vortex. What's beyond the vortex is beyond the scope of this adventure. The vortex might be one way, meaning any character passing through the vortex will have to find another way home. The vortex could be in an inhabited sea elf city, or in the lair of some powerful aquatic creature. You can read more about the Plane of Water in the *Dungeon Masters Guide*.

Returning to the Palace

When the characters return to the palace after encountering Ethel Bonechewer, read the following:

You return to the palace and are escorted quickly to the great genie's chambers. When you arrive, Raja Ranbir sits before you looking at you expectantly. "Well, have you done it? Tell me, is the sea-witch no more?" He asks excitedly.

Raja Ranbir will respond differently depending on how the party dealt with Ethel Bonechewer.

The characters are victorious

With Ethel Bonechewer dead, the curse fades away from Raja Ranbir and his followers in 24 hours. The Raja thanks the characters and rewards them as he promised.

The Raja also offers for them to stay and feast with him one final night before they return to shore. If the players want to, let them have a short role play session of feasting with the great genie. Make sure to mention the Rajas followers approaching to thank the characters for their help. Generally, try to make them feel heroic!

Treasure. Each of the characters receives a black pearl worth 500 gp. If characters haggled at the beginning of the adventure, the Raja throws in the *emerald elemental gem*.

Ethel removed the curse but escaped

When she is near defeat, it may be possible to convince Ethel to remove the curse in exchange for letting her live. If Raja Ranbir discovered she escaped he will be furious.

At first, the Raja will try to get out of rewarding them. If they persist, he will concede and offer to transport the characters back to land. If they continue to pester him he will reward them as originally promised. (Refer to the section above, titled: "The characters were victorious.")

It's possible the party may lie to the Raja and convince him Ethel is dead. If that happens the Raja will reward them as normal.

If Ethel is let go, she may seek revenge against the characters in a future adventure.

If Ethel Bonechewer escaped

If the characters failed to kill Ethel and the curse remains, Raja Ranbir will refuse to reward them and they will be trapped on the island unless they can find another way to escape.

If the characters convince the Raja that Ethel is dead but that the curse simply did not go away, he will still reward them as promised, although he will be extremely unhappy.

If Ethel escapes, she may seek revenge in a future adventure.

Conclusion

The characters have encountered the legendary sea hag, Ethel Bonechewer, and lived. As the adventure ends read the following:

After removing the curse from Raja Ranbir, you depart with Godfrey to return to land. He brings you to the edge of the island where a strange vessel awaits you. Several dolphins have been harnessed together in a row not unlike draft horses. The reins connect to what appears to be a small wooden boat. Along the bow and aft of the tiny vessel, beautiful intricate carvings of merfolk are detailed in the wood.

When the characters are settled, Godfrey takes the reins and the dolphins pull the small craft off into the sunset. The characters should advance to 3rd level after completing the adventure.

Continuing the Adventure

If the players enjoyed *Curse of the Sea Witch*, the story continues in the next adventure *Call From the Depths*. When the characters arrive on Godfreys home island they quickly discover not everything is as it seems. An evil presence threatens to bring dry land under the sway of the ocean. Will the characters be able to stop it or will they struggle to simply leave the island with their lives?

Ending the Adventure

If you are running this adventure as a one-shot, talk to your players about what their characters do next. Godfrey can return them to the Sword Coast or wherever else they wish. Perhaps they would like to stay behind and sail the Elemental Plane of Water with Raja Ranbir. If you are not going to play again, work with each player to come up with a memorable ending for their character.

Appendix A: Creatures

Black Dragon Wyrmling

Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +4, Con +3, Wis +2, Cha +3

Skills Perception +4, Stealth +4

Damage Immunities acid

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 2 (1d4) acid damage.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Giant Crab

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 13 (3d8)

Speed 30 ft., swim 30 ft.

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

Skills Stealth +4

Senses blindsight 30 ft., passive Perception 9

Languages -

Challenge 1/8 (25 XP)

Amphibious. The crab can breathe air and water.

Actions

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

Ghost

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistance acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical magical weapons.

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained.

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throws at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiency.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Lightning Jellyfish

Tiny beast, unaligned

Armor Class 9

Hit Points 1 (1d4 - 1)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	8 (-1)	8 (-1)	1 (-5)	1 (-5)	2 (-4)

Damage Immunities lightning

Senses blindsight 20 ft., (blind beyond this radius)
passive Perception 5

Languages -

Challenge 1/8 (25 XP)

Water Breathing. The jellyfish can only breathe while under water.

Actions

Sting. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the target must succeed on a Constitution saving throw or take 2 (1d4) poison damage.

Lightning Jolt (Recharge 5-6). One creature the jellyfish touches within 5 feet of it outside of water, or each creature within 15 feet of it in a body of water, must make a DC 10 Constitution saving throw. On a failed save, a target takes 4 (1d8) lightning damage. If the target takes any of this damage, the target is stunned until the end of the jellyfishes next turn. On a successful save, a target takes half as much damage and isn't stunned.

Marid

Large elemental, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 229 (17d10 + 136)

Speed 30 ft., fly 60 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	26 (+8)	18 (+4)	17 (+3)	18 (+4)

Saving Throws Dex +5, Wis +7, Cha +8

Damage Resistances acid, cold, lightning

Senses blindsight 30 ft., passive Perception 13

Languages Aquan

Challenge 11 (7,200 XP)

Amphibious. The marid can breathe air and water.

Elemental Demise. If the marid dies, its body disintegrates into a burst of water and foam, leaving behind only equipment the marid was wearing or carrying.

Innate Spellcasting. The marid's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *create or destroy water, detect evil and good, detect magic, fog cloud, purify food and drink*
3/day each: *tongues, water breathing, water walk*
1/day each: *conjure elemental (water elemental only), control water, gaseous form, invisibility, plane shift.*

Actions

Multiattack. The marid makes two trident attacks.

Trident. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 13 (2d6 + 6) piercing damage, or 15 (2d8 + 6) piercing damage if used with two hands to make a melee attack.

Water Jet. The marid magically shoots water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw. On a failure, a target takes 21 (6d6) bludgeoning damage and, if it is Huge or smaller, is pushed up to 20 feet away from the marid and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone.

Merfolk Zombie

Medium undead, neutral evil

Armor Class 11 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 5ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poison

Senses passive Perception 8

Languages understands Aquan and Common but can't speak.

Challenge 1/4 (50 XP)

Undead Nature. A zombie doesn't require air, food, drink, or sleep.

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

Spear. *Melee 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 to two hands to make a melee attack.

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

Merrow

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Aquan

Challenge 2 (450 XP)

Amphibious. The merrow can breathe air and water.

Actions

Multiattack. The merrow makes two attacks; one with its bite and one with its claws or harpoon.

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.

Harpoon. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics 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..

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Octopus

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	3 (-4)	10 (+0)	4 (-3)

Skills Perception +2, Stealth +4

Senses darkvision 30 ft., passive Perception 12

Languages -

Challenge 0 (10 XP)

Hold Breath. While out of water, the octopus can hold its breath for 30 minutes.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

Actions

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

Ink Cloud (Recharges after a Short or Long Rest).

A 5-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.

Quasit

Tiny fiend (demon, shapechanger), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons.

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

Shapechanger. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft. fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Magic Resistance. The quasit has advantage on saving throws against spells and other magical effects.

Actions

Claws (Bite in Beast Form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or takes 5 (2d4) poison damage and become 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.

Scare (1/Day). One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

Invisibility. The quasit magically turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.

Quipper

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 0 ft., swim 40 ft.

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

Senses darkvision 60 ft., passive Perception 8

Languages -

Challenge 0 (10 XP)

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

Water Breathing. The quipper can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Reef Shark

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages -

Challenge 1/2 (100 XP)

Pack Tactics. The shark has advantage on an attack roll against a creature if at least one of the shark's allies is within 5 feet of the creature and the ally isn't incapacitated.

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Sahuagin

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

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 Sahuagin

Challenge 1/2 (100 XP)

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

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

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 bite and one with its claws or spear.

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: 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.

Sahuagin Priestess

Medium humanoid (sahuagin), lawful neutral

Armor Class 12 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	14 (+2)	13 (+1)

Skills Perception +6, Religion +3

Senses darkvision 120 ft., passive Perception 16

Languages Sahuagin

Challenge 2 (450 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.

Spellcasting. The sahuagin is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, thaumaturgy*

1st level (4 slots): *bless, detect magic, guiding bolt*

2nd level (3 slots): *hold person, spiritual weapon (trident)*

3rd level (3 slots): *mass healing word, tongues*

Actions

Multiattack. The sahuagin makes two attacks: one with her bite and one with her claws.

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: 3 (1d4 + 1) slashing damage.

Sea Hag

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., swim 40 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common, Giant

Challenge 2 (450 XP)

Amphibious. The hag can breathe air and water.

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

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

Actions

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

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

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

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

Specter

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak.

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Swarm of Crabs

Medium swarm of Tiny beasts, unaligned

Armor Class 13 (natural armor)

Hit Points 22 (5d8)

Speed 0 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	1 (-5)	5 (-3)	2 (-4)

Damage Resistances piercing, slashing

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

Senses blindsight 10 ft., passive Perception 6

Languages -

Challenge 1/2 (100 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 crab. The swarm can't regain hit points or gain temporary hit points.

Amphibious. The swarm can breathe both air and water.

Actions

Pincers. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one creature in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Swarm of Quippers

Medium swarm of Tiny beasts, unaligned

Armor Class 13

Hit Points 28 (8d8 - 8)

Speed 0 ft., swim 40 ft.

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

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60 ft., passive Perception 8

Languages -

Challenge 1 (200 XP)

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

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

Water Breathing. The swarm can breathe only underwater.

Actions

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

Water Elemental

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10+48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the start of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8+4) bludgeoning damage. If the target is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time with this ability. At the start of each of the elemental's turns, each grappled target takes 13 (2d8+4) bludgeoning damage. As an action, a creature within 5 feet of the elemental can pull a creature or an object out of it by succeeding on a DC 14 Strength check.

Appendix B: Magic Items

Enduring Spellbook

Wondrous Item, common

This spellbook, along with anything written on its pages, can't be damaged by fire or immersion in water. In addition, the spellbook doesn't deteriorate with age.

Emerald Elemental Gem

Wondrous Item, uncommon

This gem contains a mote of elemental energy. When you use an action to break the gem, an elemental is summoned as if you had cast the *conjure elemental* spell, and the gem's magic is lost. This gem summons a **water elemental** when used.

Sharkbane

Weapon (Short Bow), rare (requires attunement)

This magical short bow is ornately carved from shark's bone. The shaft is adorned with dangling sapphire charms that resemble sprinting dolphins. Beautiful runes are carved deep into the alabaster shaft. The runes read "Strength, Grace, Wisdom" in Elvish.

According to the legends, Sharkbane was crafted by a powerful sea elf wizard whose name has been lost to time. The bow was carried by a sea elf hero named Aelrin Whitewave. After many years of successfully adventuring along the Sword Coast, Aelrin returned home with this bow to defend his people against a sahuagin baron and his army. After the war, Aelrin took his closest followers to a remote part of the Trackless Sea, established a small underwater settlement, and retired to live out the last of his days.

This magical short bow functions normally underwater. The bow can fire normal or magical ammunition. If no ammunition is used, the bow will fire a bolt of water. The water bolt deals magical bludgeoning damage instead of the weapon's normal damage type. When you use this bow to make a ranged attack roll against a beast that is considered a shark or a wereshark, you gain an additional +3 to the attack and damage roll against that creature.

Trident of Fish Command

Weapon (trident, uncommon (requires attunement))

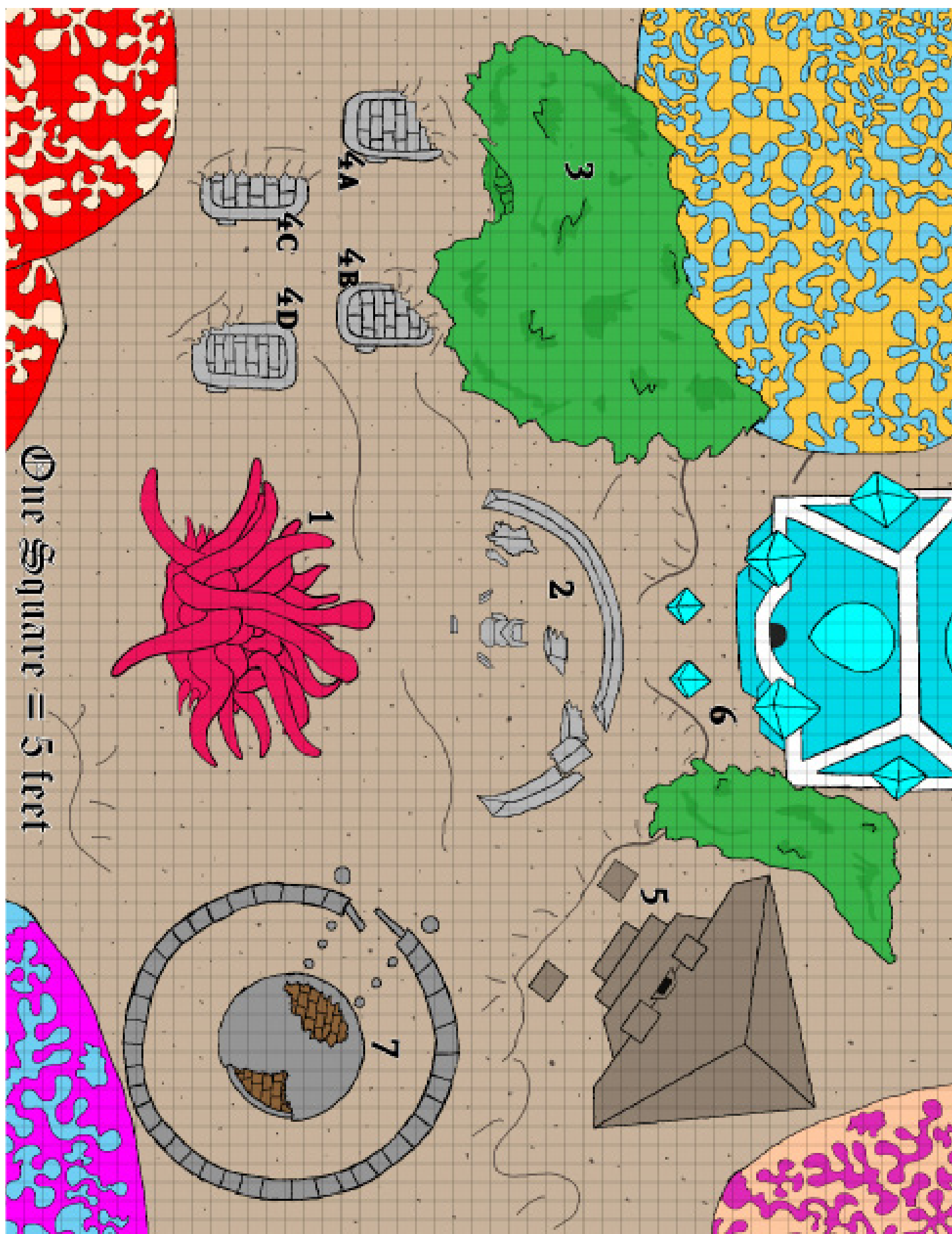
This trident is a magic weapon. It has 3 charges. While you carry it, you can use an action and expend 1 charge to cast *dominate beast* (save DC 15) from it on a beast that has an innate swimming speed. The trident regains 1d3 expended charges daily at dawn.

Wand of Magic Missiles

Wand, uncommon

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *magic missile* from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

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.



The Coral Caves

