

SEA KING'S MALICE



APPENDICES



By Alex Kammer



**FROG GOD
GAMES**

SEA KING'S MALICE

APPENDICES

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DEDICATION: THIS BOOK IS DEDICATED TO THE AMAZING FANS
AND BACKERS. YOU ALL MADE IT HAPPEN!



FROG GOD
GAMES

5TH EDITION RULES,
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ISBN: 978-1-62283-728-1

APPENDIX A: GAZETTEER

BRIDGEPORT

Population: 32,679

Alignment: Neutral

Rulers: Baron Goron Ulien

Government: Oligarchy

Race Breakdown: human 80%, halfling 10%, dwarf 5%, other 5%

Languages: Common, Elven, Gnome, Dwarven, Halfling

Religion: Regional, Moderate

Technology Level: Medieval

Modest fortifications and stone buildings hover over the rocky shoreline, protecting the piers and docks that are the lifeblood of Bridgeport. Most of the shoreline stretching from Falconmere Peninsula up to the Worntooth Peaks can't support the large structures needed to form a good harbor as the shoreline varies from high and rocky to soft and swampy. Bridgeport is the closest safe port for large merchant vessels arriving through the Strait of Praeis and, of course, the last safe port before departing the Crescent Sea, providing it with very heavy shipping and merchant traffic that the city does its best to support and encourage.

HISTORY AND PEOPLE

Like many of the areas nearby, Bridgeport was once under the control of the Kingdom of Foere but that control fell away when Foere turned its focus on the Eastern Provinces. Olduvar's open revolt against the crown and the simple presence of Brookmere help keep Bridgeport independent. Most of the citizens are human residents of Foerdewaith descent but there is also a significant population of halfling craftsman and dwarves that migrated here from Brookmere years ago. A healthy mix of other races resides here as well; Bridgeport sees enough merchant traffic through its harbor that occasionally visitors decide to stop here and take up residence.

The foundations here are deep and ancient. As one of the few areas able to support a sizeable harbor along this stretch of coastline, there has been a city of some type here for thousands of years. Warfare, piracy, and even massive storms have changed the shape and form of the city over time, as well as its residents. This location is ideal for traders and merchants, so even in the face of catastrophe the city is always rebuilt. The present structures have been standing for several centuries but the flooded catacombs beneath the city are from a distant, unrecorded past.

RELIGION

All religions are welcome in Bridgeport as the city leaders do not want to alienate any merchants or traders. The Temple District is inland from the Trademoot and contains many temples, some grand and others quite humble. The leading among these are temples to Sefagreth (trade), Quell (the sea), and Belon (trade). A temple to Muir is smaller and has fewer devotees. The Green Father is also worshipped here with a well-maintained temple and altar.

TRADE AND COMMERCE

Trade is the major lifeblood of Bridgeport, whether it is agricultural goods traveling to the port to be transported out or goods from the ships docking here meant to be sent inland, most of the city is devoted

to attracting and keeping merchant traffic going through. After agriculture, fishing and shipbuilding and repair are the next-largest contributors to the city's coffers, with the various smaller guilds following closely behind.

While shipping and trade are certainly the primary concerns of Bridgeport, farming runs a not-so-distant second. The entire region is known for its large plantations. These farms fan out inland around Bridgeport and line the trade way to Brookmere. The semi-tropical climate, the fertile ground, and easy access to distant and eager markets make this region an agricultural hotbed.

While there are farms that raise livestock, the vast majority of the plantations in the region produce cash crops, with the most significant ones being allspice, figs, cotton, gold melon, pineapple, maize, millet, olives, oranges, and turnips.

Another of Bridgeport's primary features is that it boasts one of the few true shipyards of the Crescent Sea. Shipwrights here are capable of building ships of almost any size and capability, and the shipyard can also perform repairs on damaged boats. The one drawback to the shipyard here is that it is small enough that only one major ship can be built at a time, and each ship takes a considerable amount of construction time.

Three major trade houses are located in Bridgeport. They are Risen Star, The Tamil Group, and Zephyr Assimilated. These three concerns, and others, are responsible for shipping the local agricultural products abroad as well as inland. They then return with a vast array of goods from far-flung points in the Lost Lands to sell locally in Bridgeport or the surrounding cities.

Of these three major mercantile houses, Zephyr Assimilated is the biggest and most widely known. Zephyr trades and ships all over the Lost Lands and frequents every major port of call. If you want something reliably shipped, pay Zephyr. They enjoy an excellent reputation for honest and reliable dealings.

Because of these other strong economic sectors, there is a robust guild presence in Bridgeport as well. Many of the guilds focus on the peripheral aspects of the seafaring trades. Leading guilds are the Sailmakers Loft, Shipwrights, Galley's Hands, Victuallers, Ropers, Tanners, Wheelwrights, Drawers, Chandler, and Spicers, among dozens of other smaller guilds.

Many other important businesses in Bridgeport play important roles in day-to-day life there. Tallard's Festhall is one of them. In addition to being a casino and a brothel, it is the base of operations of the Tallard family, the most significant and influential organized crime operation in Bridgeport. Tallard's is essentially the thieves' guild. If there is an unsavory task that needs doing, for the right number of coins spent at Tallard's, that task will be done.

Another seminal business in Bridgeport is the Rising Sun Coinhouse. Most of the major businesses and concessions in Bridgeport have accounts at the Rising Sun. A note or marker from the Rising Sun is accepted as legal tender in all the major cities in the Lost Lands.

The busiest part of the city is the Trademoot. Close to the docks, the Trademoot is a combination open-air market and auction arena. The booths are filled with locals selling their wares and produce, and the open-air auction house is where all manner of things are sold. Most of the influential guilds and finest shops in Bridgeport surround the Trademoot.

LOYALTY AND DIPLOMACY

Bridgeport has a mutual defense treaty with the Free City of Brookmere, but, in truth, it would expect any attack against it to come from the sea, making the treaty of little benefit. Trade agreements with the City-State of Castorhage, Brookmere, the Kingdom of North Heath, and even distant Reme help maintain trade traffic through the

city. There are no present agreements with the Free States of Taicho, but there is considerable trade traffic with merchant vessels from the far side of the Crescent Sea.

GOVERNMENT

Bridgeport is a barony, but not exactly in the classic sense. While the baron is the nominal ruler of Bridgeport, he is advised by a council of city leaders called “The Seven.” The Seven are the heads of powerful and influential families residing in Bridgeport. Most of the members of The Seven are either from one of the major merchant houses or are plantation owners, the two biggest industries in Bridgeport (trade and farming). So the baron is more like a mayor, working with the advice and consent of The Seven, than a baron in the traditional sense.

The baron serves an indefinite term, one basically determined by the confidence and support of The Seven. This means the baron is forced to consider his supporters in all the decisions he makes. Baron Ulien has made it his goal to become as important as possible to the livelihood of the Free City of Brookmere, as he believes it can only enhance and protect Bridgeport’s status. Lax laws and reasonable tariffs ensure that a great deal of trade runs through the city, but without the support of a larger city or nation-state, Baron Ulien and others of the city’s elite believe their chances of growing larger are limited.

Laws here are enforced by a well-armed and organized militia, but these laws are designed to encourage trade and visitors, not turn them away. Import laws with respect to drugs and other items are equally friendly. There is a single court system in town managed by judges picked by the mayor, usually with the approval of various city leaders. Corruption in the courts is common; wealthy patrons have little to fear in the court system.

MILITARY

The militia here is officially under the control of Colonel Girese Longcoat, who commands the guardsmen of the city. Bridgewater has a small but effective navy that patrols the waters just outside the harbor and periodically makes rounds to watch over active fishermen and whalers. Captain Coral White oversees the navy which is made up of one galley and three longships. While the militia here is not very large, they are well-trained, making their defensive positions formidable in the event of an attack. Most of the work of the militia comes in the form of acting as guardsmen policing the city for violent crimes.

MAJOR THREATS

Baron Ulien and the city leaders believe that Bridgeport’s major threat is its dependence on trade. So they are making a concerted effort to encourage more skilled craftsmen to come to the city and hope to encourage the proliferation of its already robust agricultural sector.

NOTABLE INNS

The Blushing Cabin Boy, The Wagon Wheel, and The Sprite’s Trist.

NOTABLE SHOPS

Judicious Passage, Seafarer’s Sundries, Ash’s Implements, and Ace Armaments.

TZAR’GRANDULA, THE CITY OF FEASTS

Population: Unknown

Alignment: Lawful Evil

Rulers: King Bachzarisaa the Insatiable

Government: Dictatorship

Race Breakdown: Sahuagin

Languages: Sahuagin, Aquan

Religion: Extreme, Radical

Technology Level: Unknown

Tzar’Grandula — which means “City of Feasts” in sahuagin — lies on a seafloor basin in the southern Sinnar Ocean. It sits at a depth of approximately 500 feet under the surface of the sea. The primary geological aspects include a set of low “hills” that encircle the city and a series of long dormant calderas from a quiescent fault line. These peaks form a rough line through the heart of the city and over the ages have gradually been partially hollowed out to become the primary residences of the king, his court, as well as for other powerful sahuagin. The central tower known as “The Tooth” stands at the very center of the city. This tower is surrounded by ornamental coral gardens and clam beds.

Beyond the existence of a ring of watch towers that encircle the city, little else is known about Tzar’Grandula. Any population number would be a guess at best. There are certainly hundreds of sahuagin that reside there, but more exact information simply does not exist. The scant amount known about the sahuagin city was gleaned from captured sahuagin raiders before they were summarily executed.



APPENDIX B: GLOSSARY OF MAGIC ITEMS

All the magic items that can be found in the adventure are listed below alphabetically. Those that are not in the Fifth Edition SRD are marked with an asterisk and described afterwards.

Item	Location	Chapter
+1 flail	Area K-2a on the King's Level of the Tooth	C. 5
+1 greataxe	Weapons rack in Area 2-4 on Level 2 of the Tooth	C. 5
+1 longsword	Area K-2a on the King's Level of the Tooth	C. 5
+1 saber	Area 6, Discovery	C. 3
+1 warhammer	Area K-2a on the King's Level of the Tooth	C. 5
+2 breastplate	Area K-2 on the King's Level of the Tooth	C. 5
+2 longbow	Area K-2a on the King's Level of the Tooth	C. 5
+2 Spear	Area K-1 on the King's Level of the Tooth	C. 5
Amulet of Stoneskin*	Area K-2 on the King's Level of the Tooth	C. 5
Collar of giant control*	Area 3-3 on Level 3 of the Tooth (Control device carried by Enzu, Area K-2 on the King's Level of the Tooth)	C. 5
Elemental gem	Area K-2a on the King's Level of the Tooth	C. 5
Eyes (eye) of minute seeing	Sack 7 in Area K-1 on the King's Level of the Tooth	C. 5
Handaxe of lightning*	Captain Garth Blackbeard's cave	C. 4
Necklace of adaptation	Area 6, Discovery	C. 3
Necklace of prayer beads	Chest 2 in Area 1-2 on Level 1 of the Tooth	C. 5
Potion of invisibility	Chest 4 in Area 1-2 on Level 1 of the Tooth	C. 5
Potion of superior healing	Area 6, Discovery	C. 3
Potion of superior healing	Area K-2a on the King's Level of the Tooth	C. 5
Potion of water breathing	Area 6, Discovery	C. 3
Ring of greater protection*	Area K-2a on the King's Level of the Tooth	C. 5
Ring of spell storing	Area K-2a on the King's Level of the Tooth	C. 5
Ring of water breathing*	Captain Garth Blackbeard's cave	C. 4
Sea King's Trident*	Area K-2 on the King's Level of the Tooth	C. 5

Item	Location	Chapter
Spellbook	Area 5, Discovery	C. 3
Staff of Dajobas*	Area K-2 on the King's Level of the Tooth	C. 5
Wand of magic detection	Box 4 in Area 2-2 on Level 2 of the Tooth	C. 5
Wand of web	Area K-2a on the King's Level of the Tooth	C. 5

AMULET OF STONESKIN

Wondrous item, very rare (requires attunement)

While wearing this amulet, you have resistance to non-magical bludgeoning, piercing, and slashing damage.

HANDAXE OF LIGHTNING

Handaxe, very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this weapon. When you hit with an attack with this weapon, the target takes an additional 1d6 lightning damage. Further, the weapon bears the additional minor property:

Aqueous: While you are attuned to this item, you attack underwater without the normal underwater melee penalty and you have advantage on Strength (Athletics) checks to swim.

RING OF WATER BREATHING

Ring, uncommon (requires attunement)

While wearing this ring you can breathe normally underwater.

RING OF PROTECTION

Wondrous item, rarity varies (requires attunement)

While wearing this ring, you gain a bonus to your AC and saving throws. The amount of the bonus depends on the ring's rarity.

Ring of...	Rarity	Bonus
Protection	rare	+1
Greater protection	very rare	+2
Superior protection	legendary	+3

COLLAR OF GIANT CONTROL

Wondrous item, Very rare

This rune-etched silver collar automatically expands to fit the neck of any giant-kind. With the collar closed and the control device in hand, the giant suffers the effects of a *dominate monster* spell, excepting the saving throws. While holding the control device, you can command the collared giant to do just about anything other than direct self-harm. Use of the device requires concentration and is of otherwise unlimited use.

The holder of the control device can unlock the collar at will. Otherwise, the collar can be removed in only two ways: unlocked with a successful DC 20 Dexterity check using thieves' tools or with a successful DC 18 *dispel magic* spell attempt. A successful DC 15

Intelligence (Arcana) check informs characters generally of these two removal options.

SEA KING'S TRIDENT

Trident, very rare (requires attunement)

While attuned to this trident, you gain a +3 bonus to attack and damage rolls made with it. On a hit, the trident deals 2d8 piercing damage and an additional 2d8 thunder damage and the target is pushed 10 feet away from you. You have a swim speed of 40 feet while bearing this trident. Finally, this trident has one additional minor property:

Narcissistic. While bearing this trident you have an excessive interest in yourself and your physical appearance and feel that you are the best at everything. You have an unending need for admiration and suffer from a lack of empathy for other people.

STAFF OF DAJOBAS

Staff, artifact (requires attunement by an evil creature)

Made from coral as hard as iron and bearing Aquan runes, the staff is topped with a magically enlarged shark head with its jaws agape. Any creature of a non-evil alignment that tries to attune to the staff must make a DC 17 Constitution saving throw. On a successful save, the creature takes 8d6 necrotic damage. On a failed save, the creature dies.

MINOR ABILITIES

While attuned to this staff, you gain a +3 bonus to attack and damage rolls made with it. The staff deals an extra 2d12 necrotic damage on a hit.

While attuned to the staff, you can't be charmed or frightened and your swim speed increases by 20 feet. If you do not already have a swim speed, you have a swim speed of 20 feet.

Further, while attuned to the staff and due to its caustic aqueous nature, all holy water within 10 feet of it is destroyed, and magic potions within 10 feet of it are rendered nonmagical.

While attuned to the staff, you are filled with an unabating hunger and must eat and drink six times the normal amount each day.

Finally, while attuned to the staff, you gain a +3 bonus to Armor Class while holding it.

MAJOR ABILITIES

Bite of Dajobas. While you are holding the staff, as an action you can call forth the *bite of Dajobas*. After selecting a target that you can see within 60 feet, a spectral head of a huge shark appears and attempts to bite the target at +10 to hit, doing 45 (10d8) piercing damage on a successful hit.

Call Sharks. While you are holding the staff, you can use an action to conjure sharks, calling forth up to 2 **giant sharks**. The sharks magically appear in unoccupied spaces within 300 feet of you and obey your commands until they are destroyed or until dawn of the next day, when they disappear. Once you use this property of the staff, you can't use it again until the next dawn.

Sentience. The *staff of Dajobas* is a sentient, chaotic evil item with an Intelligence of 16, a Wisdom of 12, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet.

The staff communicates telepathically with its wielder and can speak, read, and understand Aquan.

Personality. The staff's purpose is to help satisfy Dajobas's desire to consume everything in the multiverse. The staff is cold, cruel, nihilistic, and bereft of humor. The staff fills you with an unrelenting hunger (see above) that forces you to concentrate on the subject of your next meal to the exclusion of just about anything else.



APPENDIX C: NAUTICAL TERMS

Aft The back part of a ship or boat.

Azimuth Compass An azimuth compass is a nautical instrument that is used to measure the magnetic azimuth, which is the angle of the arc on the horizon between the direction of the sun or some other chosen celestial object and magnetic north.

Barrelman A barrelman is a sailor stationed in the barrel of the foremast or crow's nest of a ship to serve as a navigational aid. In many early ships, the crow's nest was a barrel or basket that was lashed to the tallest mast. It later became a specially-designed platform that had a protective railing.

Binnacle A binnacle is a waist-high case or stand found on the deck of a ship. It is generally mounted in front of the helmsman and is where navigational instruments are placed for easy and quick reference and helps protect the delicate instruments.

Bosun The officer who is responsible for the sails, ropes, rigging, and boats on a ship. The bosun issues commands to the crew of a ship via a pipe.

Bow The front part of a ship.

Bull Ensign A senior ensign who assumes additional responsibilities above and beyond other ensigns.

Cable A measure of length or distance that is equivalent to 120 fathoms.

Carpenter An officer who is responsible for the hull, masts, spars, and boats of a vessel. The carpenter is also responsible for all of the woodwork aboard a ship.

Clipper A very fast sailing ship with three or more masts, a square rig, a long, low hull, and a sharply raked stem.

Cog A large cargo ship with multiple masts.

Conning Officer An officer on a naval vessel who is responsible for giving instructions to the helmsman on which course to steer. The officer is said to "*have the conn*" while performing this duty.

Deck The outside, top part of a ship upon which sailors walk, fight, and perform other activities.

Dinghy A small boat, usually a rowboat, that a larger vessel often carries or tows as a ship's boat.

Ensign An ensign is the lowest-ranking officer on a ship.

Fathom A nautical unit of measurement. One fathom is equal to one yard.

Forecastle The front part of a ship.

Foremast A three-masted ship's forwardmost mast.

Galley A ship's kitchen.

Gunwale The upper edge of the side of a boat or ship.

Helmsman An officer in charge of steering a ship.

Hold The area of a ship where cargo is transported.

League Nautical unit of measurement. One league is equal to 3.45 miles.

Main Mast A three-masted ship's centermost mast.

Mast A tall, vertical pole found on a ship. Horizontal yards hang from it to support the ship's sails.

Mizzenmast A three-masted ship's rearmost mast.

Pilot A ship's navigator.

Port When you are facing forward on a ship, port is to your left.

Porthole A small window found on the side of a ship.

Portolan Chart Portolan charts are navigational maps based on compass directions. They are used to estimate distances observed by pilots at sea.

Purser An officer who buys and sells all stores on a ship, including victuals, rum, and tobacco.

Spar A thick and strong pole on a boat used to support something — often the sails.

Starboard When you are facing forward on a ship, starboard is to your right.

Stern The rear part of a ship.

APPENDIX D: SEA KING'S MALICE BESTIARY

This appendix has a brief section of named NPCs followed by a larger sections of general creatures found in this adventure but not in the Fifth Edition SRD.

NAMED NPCs

High Priestess Enzu, the King of the Sinnar sahuagin, Bachzarisaa, and the cunning prisoner Petruska have their stats listed in this section.

ENZU, HIGH PRIESTESS OF DAJOBAS

Medium humanoid (sahuagin), lawful evil

Armor Class 17 (natural armor and *staff of Dajobas*) (20 with *mage armor*)

Hit Points 97 (13d8 + 39)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	18 (+4)	15 (+2)	14 (+2)

Skills Arcana +8, History +8, Perception +6, Religion +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 16

Languages Sahuagin, Aquan

Challenge 9 (5,000 XP)

Limited Amphibiousness. Enzu can breathe air and water but begins to suffocate if not submerged at least once every 4 hours.

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

Saltwater Sensitivity. While completely submerged in saltwater, Enzu has advantage on Wisdom (Perception) checks that rely on hearing.

Shark Telepathy. Enzu can magically command any shark within 120 feet of her, using a limited telepathy.

Spellcasting. Enzu is a 13th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Enzu has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *dancing lights*, *mending*, *message*, *ray of frost*

1st level (4 slots): *alarm**, *mage armor**, *magic missile*, *shield**

2nd level (3 slots): *arcane lock**, *invisibility*

3rd level (3 slots): *counterspell**, *dispel magic**, *lightning bolt*

4th level (3 slots): *banishment**, *stoneskin**

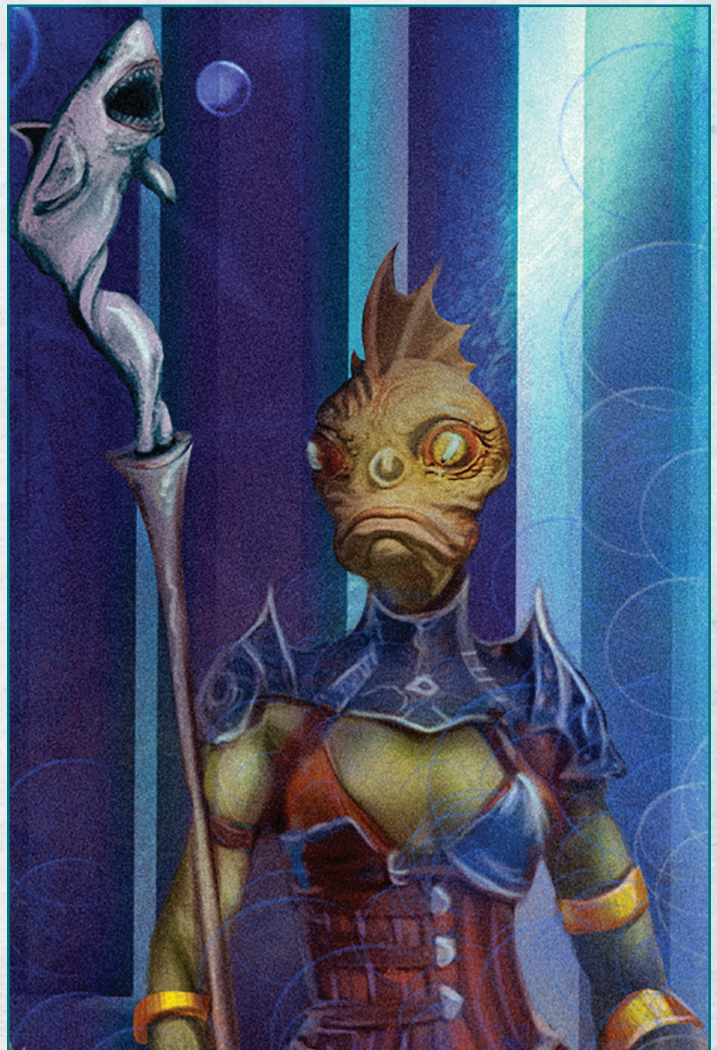
5th level (2 slots): *cone of cold*, *wall of force*

6th level (1 slot): *flesh to stone*, *globe of invulnerability**

7th level (1 slot): *symbol**, *teleport*

*Abjuration spell of 1st level or higher

Arcane Ward. Enzu has a magical ward that has 30 hit points.



Whenever she takes damage, the ward takes the damage instead. If the ward is reduced to 0 hit points, Enzu takes any remaining damage. When she casts an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell.

Carried possessions: Control device for the *collar of giant control*^B and the *staff of Dajobas*^B.

Actions

Staff of Dajobas. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 13 (2d12) necrotic damage.

Bite of Dajobas (from staff). A spectral head of a Huge shark attacks a target that she can see within 60 feet of her. The attack is made at +10 to hit and does 45 (10d8) necrotic damage on a successful hit.

Call Sharks (from staff, 1/day). Enzu summons 2 **giant sharks**. The sharks magically appear in unoccupied spaces within 300 feet of her and obey her commands until they are destroyed.

KING BACHZARISAA THE INSATIABLE

Large humanoid (sahuagin), lawful evil

Armor Class 18 (+2 breastplate)

Hit Points 142 (15d10 + 60)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +6, Con +7, Int +5, Wis +4

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin, Aquan

Challenge 9 (5,000 XP)

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

Limited Amphibiousness.

King Bachzarisaa can breathe air and water but begins to suffocate if not submerged at least once every 4 hours.

Magic Resistance. King Bachzarisaa has advantage on saving throws against spells and other magical effects.

Saltwater Sensitivity.

While completely submerged in saltwater, King Bachzarisaa has advantage on Wisdom (Perception) checks that rely on hearing.

Shark Telepathy. King Bachzarisaa can magically command any shark within 120 feet of him, using a limited telepathy.

Carried possessions: Amulet of Stoneskin^B, +2 breastplate and Sea King's Trident^B

Actions

Multiattack. King Bachzarisaa makes one Bite attack and four Claw attacks; or he makes one Bite attack, two Claw attacks, and one Trident attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Sea King's Trident. *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 16 (2d8 + 8) piercing damage plus 8 (2d8) thunder damage and target is pushed back 10 feet.



PETRUSKA

Medium humanoid (sahuagin [malenti]), lawful evil

Armor Class 16 (natural armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	10 (+0)	16 (+4)

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Deception +7, Perception +3, Sleight of Hand +7, Stealth +7

Senses darkvision 120 ft., passive Perception 13

Languages Aquan, Common, Elven, Sahuagin,

Challenge 5 (1,800 XP)

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

Limited

Amphibiousness.

Petruska can breathe air and water but begins to suffocate if not submerged at least once every 4 hours.

Shark Telepathy.

Petruska can magically command any shark within 120 feet of her, using a limited telepathy.

Cunning Action. On each of her turns, Petruska can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If Petruska is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, Petruska instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Sneak Attack (1/turn).

Petruska deals an extra 14 (4d6) damage when she 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 Petruska that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Assassinate. Petruska has

advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit Petruska scores against a creature that is surprised is a critical hit.

Actions

Multiattack. Petruska makes three attacks with any finesse weapon*.

***Example — Dagger.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Reactions

Uncanny Dodge. Petruska halves the damage that she takes from an attack that hits her. She must be able to see the attacker.



GENERAL CREATURES

Please note that the Sea Giant and Volcano Giant are both listed under Giant while the Giant Anemone, the Giant Fly, and the Giant Sloth are listed under Anemone, Fly, and Sloth, respectively. The Red Bulette and the Sea Troll are also listed under the more generic Bulette and Troll.

ALLOSAURUS

A quintessential hunter, the allosaurus is a dinosaur of great size, strength, and speed. Very few types of prey have the speed necessary to escape it over open ground. After pouncing on its target, it pulls the prey down with its wicked claws.

ALLOSAURUS

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +5

Senses passive Perception 15

Languages —

Challenge 2 (450 XP)

Pounce. If the allosaurus moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the allosaurus can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.



ANEMONE, GIANT

Anemones are predatory marine animals. Sea anemones come in a range of sizes, but the giant ones are the most dangerous to humanoids. They are found in a variety of marine environments including being attached via a single polyp to a hard surface by its base, living in soft sediment, and floating near the surface of the water. The polyp has a columnar trunk topped by an oral disc with a ring of tentacles and a central mouth. The tentacles can be retracted inside the body cavity or expanded to catch passing prey. In addition to their poisonous tentacles, they can exude a poisonous cloud that makes the waters around them highly toxic.

GIANT ANEMONE

Medium Beast, unaligned

Armor Class 15 (natural armor)

Hit Points 84 (8d12 + 32)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	10(+0)	19(+4)	1(−5)	10(+0)	6(−2)

Damage Immunities Poison

Conditional Immunities Blinded, Deafened, Poisoned

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 5 (2,300 XP)

Retraction. When the giant anemone takes damage, as a reaction it can retract its vulnerable flesh into its stone-like base. While retracted the anemone has three-quarters cover (granting it AC 20) and gains resistance to all damage except psychic damage. While retracted it can only use its poison cloud. The anemone can extend its tentacles as a bonus action.

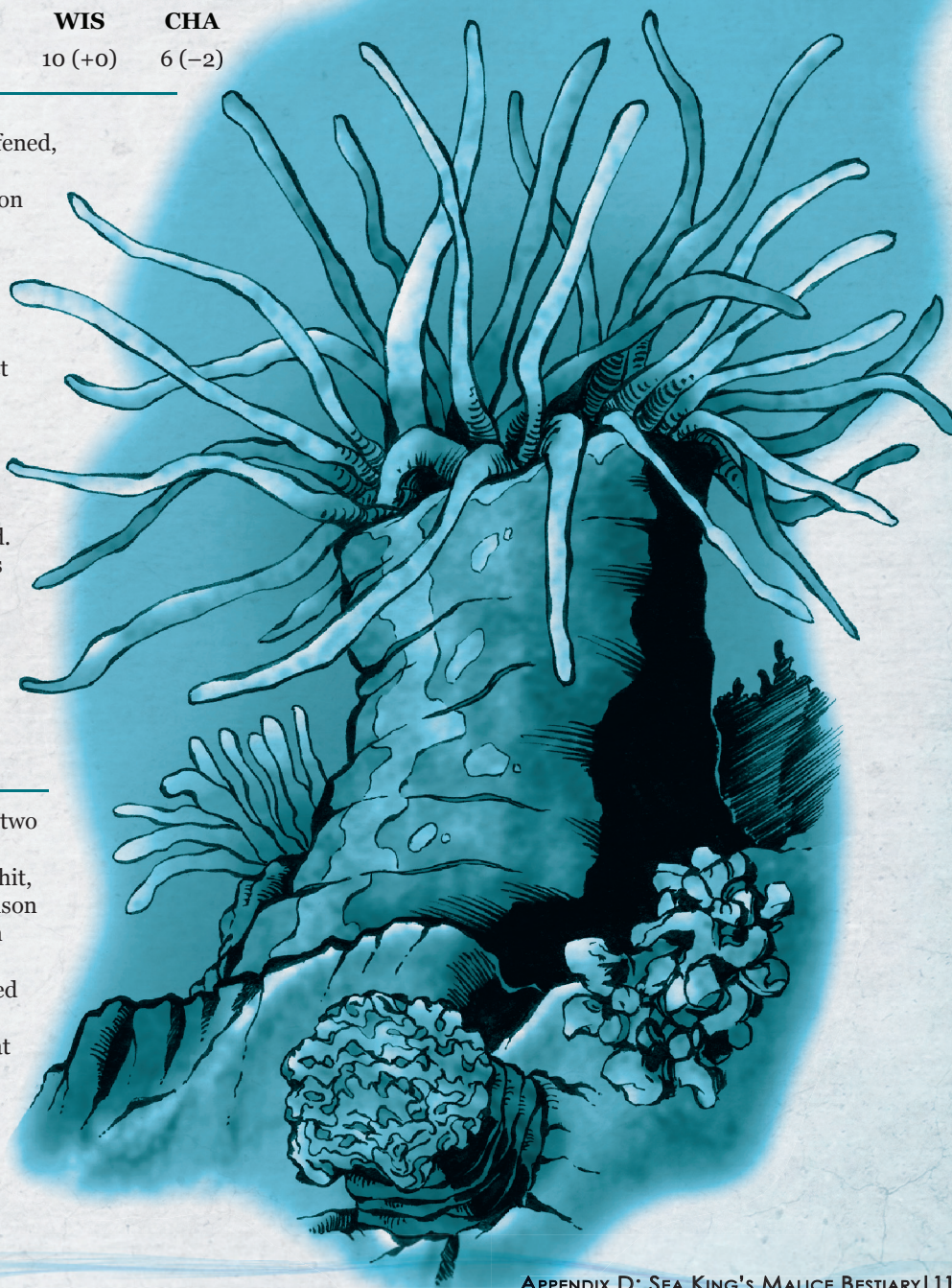
Underwater Camouflage. The anemone has advantage on Dexterity (Stealth) checks made while underwater.

Actions

Multiattack. The giant anemone makes two Tentacle attacks.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit:* 18 (4d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. Until the poisoned condition ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effects of the poison on a success. The target is grappled (escape DC 13) if it is a Medium or smaller creature and the anemone doesn't have two or more other creatures grappled.

Poison Cloud (recharge 6). The anemone exudes poison gas in a 20 ft. radius cloud. The poison spreads around corners. When a creature first enters the cloud or if it begins its turn there, it must make a DC 14 Constitution saving throw, taking 27 (6d8) poison damage on a failed save, or half as much damage on a successful one. The cloud dissipates naturally after 10 minutes.



BLOOD ORCHID

This beast has three downward curving “petals” of flesh with dark, pebbly outer hides and pallid whitish undersides. The petals converge at the blood orchid’s center and end with split tips. On its underside at the center dangle a swarm of writhing pallid tentacles: sixteen manipulator arms and eight thinner tendrils with red eyes at the ends. At the center of these tentacles is a sphincter-shaped mouth at the end of a flexible trunk one foot long and six inches in diameter. At the apex of the creature, there is another cluster of eye tendrils.

Blood orchids are territorial, xenophobic, and possessive. They rarely form alliances with other creatures as their alien mindset keeps them from forming any common ground. They regard other races as aberrant and not to be trusted, even other lawful creatures.

Communication by blood orchids is through a means of empathy/telepathy. They have no sense of hearing, which helps render them immune to sonic effects. The blood orchid can close its outer petals downward and rest on the ground, where it resembles a rocky nodule or fungus of some kind.

Blood orchids occasionally develop sorcerous talents and transform into savants. When their abilities have reached a certain level, they can evolve into a grand savant. Normally each colony of blood orchids is led by a single grand savant, and another cannot evolve while one is present. Typically, a blood orchid savant ready to become a grand savant leaves the colony with a few followers and sets out to establish a new brood elsewhere.

BLOOD ORCHID

Large aberration, lawful evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	11 (+0)	12 (+1)	13 (+1)

Skills Stealth +4

Damage Resistances acid, cold, lightning, fire

Damage Immunities thunder

Senses darkvision 60 ft., passive Perception 11

Languages telepathy 120 ft.

Challenge 5 (1,800 XP)

Hyper-Awareness. A blood orchid cannot be surprised.

Telepathic Bond. Blood orchids have a telepathic link to other blood orchids that are within 120 feet.

Actions

Multiattack. The blood orchid uses Blood Drain and makes up to three Tentacle attacks.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 11 (2d8 + 2) bludgeoning damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. The target is also grappled (escape DC 11). While grappled this way, the creature is restrained. Until the grapple ends, the blood orchid can’t use this tentacle on another target.

The blood orchid has three tentacles with which it can attack.

Blood Drain. The blood orchid feeds on a creature it is grappling. The creature must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by 5 (1d10). This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



BOG BEAST

This creature appears as a large, shaggy, fur-covered humanoid with clawed hands and feet. Two, long, upright tusks protrude from its mouth. Its eyes are dull brown and its fur is brownish-yellow.

Bog beasts make their homes in bogs and swamps and feed on creatures that dwell there. They are avid hunters and a bog beast's hunting area usually covers a large expanse of ground several miles around its lair.

A bog beast stands over 9 feet tall and weighs around 1,100 pounds. It makes its lair amid overgrown swamplands and attacks just about any creature that travels too close to its lair. They seem to be able to communicate with one another through a series of guttural grunts and growls but do not speak any known language.

Bog beasts attack with their claws and always fight to the death. A creature killed by a bog beast is dragged back to its lair, where it is devoured.

BOG BEAST

Large monstrosity, neutral

Armor Class 13 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	5 (-3)	12 (+1)	9 (-1)

Skills Perception +5, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 3 (700 XP)

Keen Smell. The bog beast has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The bog beast makes two attacks with its Claws.

Claws. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.

Hit: 12 (2d6 + 5) slashing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease

reduces its hit point maximum to 0. This reduction of the target's hit point maximum lasts until the disease is cured.



BULETTE, RED

The red bulette spends the majority of its time underground, feeding on the rare minerals and rocks found there. With a skin temperature that varies between 500°–1200° F, the red bulette moves through bedrock and earth by swimming through it at its full movement rate. While not necessarily carnivorous, they are attracted to all refined metals and will happily swallow a warrior for the metal content of its weapons and armor. Red bulettes like rare metals (refined or raw ore) best of all. This makes the mere sighting of one in the wild a real and present threat to any local treasure vaults or royal economies.

RED BULETTE

Huge monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 135 (10d12 + 70)

Speed 40 ft., burrow 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	24 (+7)	3 (–4)	10 (+0)	5 (–3)

Saving Throws Dex +6, Con +11, Wis +4

Skills Perception +4

Damage Immunities fire

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

Languages —

Challenge 12 (8,400 XP)

Metalsense. The red bulette is aware of all metals within 60 feet of it.

Mineral Rich. If a red bulette is killed, its planar connection is immediately severed.

Over the course of 4 to 6 hours, its body cools to the ambient temperature of the environment. While the vast majority of its body cools into a basalt-like stone, its digestive track solidifies into roughly 1,000 pounds of an alloy admixture of every mineral substance it has consumed. Depending upon its recent feeding habits, this substance is the equivalent of metal-rich ore of many types in combination, and can be smelted back down into standard and precious metals by experts knowledgeable in such methods. Additionally, a few diamonds can be found in what was the red bulette's gizzard.

Planar Connection. Because their arcane natures link red bulettes to the Elemental Plane of Fire, they also simultaneously exist there as insubstantial and barely visible shadows of themselves.

Tunneler. The bulette can burrow through solid rock at its burrow speed leaving a 10-foot-diameter tunnel in its wake.

Vanishing Act. Red bulettes avoid overland movement, preferring to swim through earth and bedrock. If confronted above ground, they reflexively increase their body temperatures enough to melt their way down into the ground and vanish. If threatened by a much larger creature,

they simply dive underground and “swim” away. However, if they are threatened by any creature that wears or is carrying refined metals, they instinctively return and attempt to ambush with a bite/swallow attack from underground.

Actions

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target.

Hit: 31 (4d12 + 5) piercing damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the bulette can't bite another target.

Swallow. The bulette makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the bulette, and it takes 21 (6d6) fire damage at the start of each of the bulette's turns. A bulette can have three Medium or smaller creatures swallowed at the same time.

Death from Below (recharge 5–6). If the bulette burrows at least 20 feet as part of its movement, it can then use this action to surface from underground in a space that contains one or more creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and splashed with globules of molten rock, taking 18 (2d12 + 5) bludgeoning damage plus 14 (4d6) fire damage. On a successful save, the creature takes only half damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature falls prone in the bulette's space.



CRANIFORM

This medium-sized creature is a bipedal cancriform humanoid. They bear a carapace of chitinous composition, eyestalks, antennae, and a pair of mandibles set to either side of a complementary set of horizontally-aligned maxillae that constitute the creatures' mouths. Extending outward from the neck of each creature is a set of short but large chitinous arms, each of which terminate in a seemingly oversized claw. Below these larger claws is another set of arms. These extend from either side of the upper torso, not unlike how arms extend from shoulders in more familiar humanoids. This second set of smaller chitinous arms each end with a smaller pincer. The creatures' torsos and legs are covered by the same chitinous exoskeleton and extend to cover their clawed feet. Females and males are hard to tell apart, but males are slightly smaller than females.

Craniform inhabit tropical coastal waters where they usually create permanent colonies. These timid and reclusive creatures are very rare and stay well away from other humanoid settlements. Craniform typically live in coastal caves, but some communities excavate more expansive subterranean underwater burrows beneath the waterline and back up and under the shoreline. Craniform speak their own language, a series of clicks and hisses, as well as Aquan. Craniform society is as complex as most terrestrial societies. Craniform are led temporally and spiritually by a group of priestesses who oversee most of their important functions, rituals, and endeavors.

Craniform are communal creatures but mate for life. Their offspring are few and therefore precious to them. Craniform live off the bounty of the sea. They feel a deep connection to the sea and their fellow sea creatures. So while Craniform hunt other sea creatures, they do so respectfully, making sure to not wipe out a given population of fish or crustaceans through over hunting. Craniform are deeply reverential of their deity, the Sea Mother, goddess of all sea creatures, and see themselves as the Sea Mother's chosen stewards of the sea. While little is known of the magics of the reclusive Craniform and their priestesses, it is believed that they can confer the ability to breathe underwater to surface dwellers through a ritual venerating the Sea Mother called the Sea Mother's Blessing.

CRANIFORM

Medium humanoid (craniform), lawful good

Armor Class 13 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Craniform, Aquan

Challenge 2 (450 XP)

Limited Amphibiousness. The craniform can breathe air and water but begins to suffocate if not submerged at least once every 4 hours.

Actions

Multiattack. The craniform makes two Pincer attacks or one Pincer attack and one Spear attack.

Pincer. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) slashing damage. The target is grappled (escape DC 13) if it is a Large or smaller creature and the craniform doesn't have another creature grappled already. The target is restrained until the grapple ends.

Spear. Melee Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 7 (1d8 + 3) piercing damage.



CRANIFORM PRIESTESS

Blessed by the Sea Mother herself, the craniform priestess is called to the Sea Mother's service in a vision. This vision reveals the Sea Mother's true form: a massive sea turtle. Craniform priestesses are referred to as "gifted" among fellow craniforms.

Craniform priestesses serve an integral role in craniform communities. They are the spiritual advisors, healers, and ritual officiants, and also the leaders of their respective communities. Every major decision that affects a craniform colony must first be approved by the priestesses.

CRANIFORM PRIESTESS

Medium humanoid (craniform), lawful good

Armor Class 13 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Craniform, Aquan

Challenge 3 (700 XP)

Limited Amphibiousness. The craniform priestess can breathe air and water but begins to suffocate if not submerged at least once every 4 hours.

Spellcasting. The craniform priestess 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 craniform priestess makes two Pincer attacks or one Pincer attack and one Spear attack.

Pincer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. The target is grappled (escape DC 13) if it is a Large or smaller creature and the craniform priestess doesn't have another creature grappled already. The target is restrained until the grapple ends.

Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.



DEATHWATCH BEETLE

This creature appears as a giant beetle with a dark-green carapace and wing casings. Its body is covered in leaves and sticks. Its mandibles are silver, and its legs are black.

The deathwatch beetle makes its lair in forests and uses a mixture of saliva and earth to stick rubbish (leaves and twigs, for instance) to itself in order to attack by surprise.

The deathwatch beetle begins combat using its death rattle ability. Any creatures that survive are bitten by the beetle's mandibles and devoured.

DEATHWATCH BEETLE

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	1 (-5)	10 (+0)	9 (-1)

Damage Immunities necrotic

Senses darkvision 60 ft., passive Perception 10

Languages —

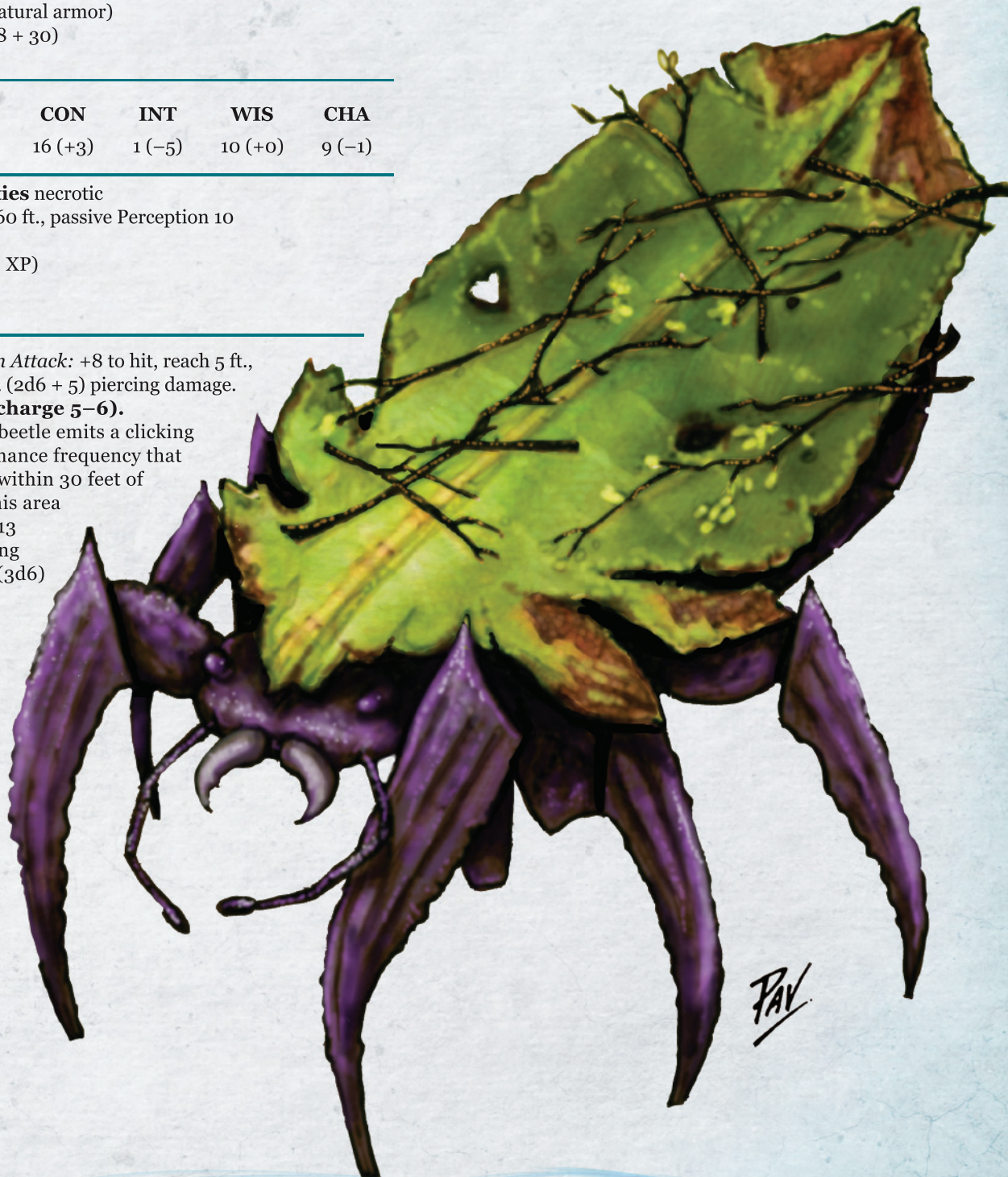
Challenge 5 (1,800 XP)

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Death Rattle (recharge 5–6).

The deathwatch beetle emits a clicking noise with a resonance frequency that affects creatures within 30 feet of it. Creatures in this area must make a DC 13 Constitution saving throw, taking 10 (3d6) thunder damage on a failed save, or half as much damage on a successful one.



EYE OF THE DEEP

This creature is a 5-foot-wide orb dominated by a central eye and large serrated mouth. Hundreds of small seaweed-like bristles hang from the bottom of its body. Two large crab-like pincers protrude from its body, and two long, thin eyestalks sprout from the top of its orb.

Eyes of the deep are found only in the deepest parts of the ocean, though on occasion one moves too close to the shoreline and ends up beached on the sands. An eye of the deep stranded in this manner dies in 2d4 minutes unless placed back into the water.

An eye of the deep floats slowly through the oceans searching for its prey. It attacks using its eye rays; then it grasps an opponent with its pincers and subjects the victim to its bite attack. An eye of the deep's pincers are considered to be primary attacks.

EYE OF THE DEEP

Medium aberration, lawful evil

Armor Class 14 (natural armor)

Hit Points 117 (18d8 + 36)

Speed 5 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	13 (+1)	13 (+1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Aquan, Common, Deep Speech

Challenge 5 (1,800 XP)

Amphibious. The eye of the deep can breathe in both air and water.

Flyby. The eye of the deep doesn't provoke an opportunity attack when it swims out of an enemy's reach.

Hyper-Awareness. An eye of the deep's eyestalks allow it to see in all directions at once. It cannot be surprised.

Stun Cone. An eye of the deep's central eye produces a cone extending straight ahead from its front to a range of 30 feet. At the start of each of its turns, the eye of the deep decides which way the cone faces and whether the cone is active. All creatures in this area must succeed on a DC 15 Constitution 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.

Actions

Multiattack. The eye of the deep makes one Bite attack and two with its Pincers.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) piercing damage.

Pincers. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 15 (3d8 + 2) bludgeoning damage. The target is grappled (escape DC 12) if the eye of the deep isn't already grappling a creature,

and the target is restrained until the grapple ends.

Eye Rays. Each of the creature's eyestalks can produce a magical ray once per round. The creature can aim both of its eye rays in any direction and they have a range of 150 feet.

Paralytic Ray. Using its left eye, the eye of the deep unleashes a powerful paralytic beam. The target must make a DC 15 Wisdom saving throw or be paralyzed 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.

Enfeeblement Ray. Using its right eye, the eye of the deep unleashes a powerful ray of enfeeblement. The target must make a DC 15 Wisdom saving throw or deal half damage with all attacks that use Strength 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.

Major Image. The eye of the deep concentrates its eye rays together to project a major image illusion. The illusion is generated at any point within range and in the eye of the deep's line of sight. Seeing through the illusion requires a successful DC 15 Intelligence (Investigation) check.



FANGED SEA SERPENT

This serpent is 12 to 15 feet long and 5 feet thick. Its body scales are thickened and hardened, which slows it somewhat in water but provides good protection. The serpent's most outstanding features, however, are the rows of long, sharp teeth that fill its mouth. It has large, lidless red eyes with white pupils.

The fanged sea serpent is a vicious predator of the seas feared for its tendency to travel in packs and swarm over creatures much larger than itself. Fanged sea serpents are nomadic, traveling with ocean currents. They prefer to hunt in groups, which they can surround and attack from all sides. Fanged sea serpents have been known to attack their own kind, but only when starving.

Fanged sea serpents on their own usually live on large fish and avoid confronting intelligent opposition unless they believe their victims to be helpless. However, when they are in groups, they become much more aggressive, and attack creatures much larger than themselves. They prefer to use swarm tactics, surrounding their target and attacking simultaneously from all directions; in the water, where they can also attack from above and below, few marine creatures can stand up to a prolonged assault.

FANGED SEA SERPENT

Large dragon, neutral evil

Armor Class 15 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	5 (−3)	11 (+0)	6 (−2)

Skills Athletics +7, Perception +3
Damage Immunities poison
Condition Immunities poisoned, prone
Senses darkvision 60 ft., passive Perception 13
Languages Aquan, Draconic
Challenge 5 (1,800 XP)

Amphibious. The fanged serpent can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 10 (1d12 + 4) piercing damage plus 7 (2d6) poison damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the sea serpent cannot grapple another target. While the fanged serpent has a creature grappled in its bite, it cannot bite a different creature, and has advantage on bite attacks against the grappled creature.

Roll. One target that the fanged serpent has grappled takes 21 (6d6) slashing damage as the fanged serpent rolls quickly. After this damage is dealt, the target is no longer grappled.



FLY, GIANT

Bristling with coarse hairs, this enormous fly's legs twitch just before it launches into the air on buzzing wings. This human-sized insect has large, red, globular eyes, a body covered in hairy bristles, and two rapidly vibrating translucent wings.

Giant flies are larger relatives of normal flies. Like their lesser cousins, they are most often found in areas of garbage, litter, and refuse. A giant fly resembles a normal fly and can grow to a length of 12 feet, though most average about 6 feet long.

Giant flies attack by biting their opponents.

GIANT FLY

Medium beast, unaligned

Armor Class 13

Hit Points 22 (3d8 + 9)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	2 (-4)	7 (-2)	2 (-4)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1/2 (100 XP)

Keen Smell. The giant fly has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.

Hit: 10 (2d6 + 3) piercing damage. If the target is a creature it must succeed on a DC 13 Constitution saving throw or be diseased until the condition is cured. While the creature is diseased it is poisoned. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.



GENIE, SEQUANA

Denizens of the Palace of Prisms (the seat of rulership for the Great Durbar of the Sequana and dominant power on the Elemental Plane of Water), sequana are among the most wondrous of genie-kind. Large and piscine, sequana are an amazing sight to behold, particularly when clad in the finely-stitched vests and colorful pantaloons they favor. As sequana care not for the affairs of terrestrials, land dwellers rarely encounter them.

SEQUANA GENIE

Large elemental, 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., darkvision 120 ft., passive Perception 13

Languages Aquan

Challenge 11 (7,200 XP)

Amphibious. The sequana genie can breathe air and water.

Innate Spellcasting. The sequana genie'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 sequana genie 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 sequana genie magically shoots water in a 60-ft. line that is 5 ft. 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 ft. away from the sequana genie and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone.



GIANT, SEA

This huge being has bluish green skin and eyes that reflect light like two silvery moons. Rippling with muscle, this creature rises from the depths with a crash of waves on rocks.

Sea giants are the reclusive cousins of storm giants. They are most often found in the deepest depths of the seas where they make their dwelling in the cones of long-dead undersea volcanoes.

Sea giants have a druid-like power over the forces of the seas and are a living embodiment of its bounty and destructive wrath.

Sea giants seldom come into contact with surface-dwellers but have been known on rare occasions to exact bounties from coastal cities to ensure the safety of their navies and merchant vessels. Sea giants are most commonly encountered within a few hundred miles of their lair, tending to their domain and battling off incursions of sahuagin, aboleth, krakens and other such destructive forces of the undersea.

An adult male sea giant stands 10 feet tall and weighs about 6,000 pounds. Females are slightly shorter and lighter. Both have sea-green skin, dark-green or black hair, and silver eyes. Sea giants adorn themselves in loose flowing robes of white, blue, or green. Many wear wreaths of coral in their hair.

When battling at the surface of the seas, sea giants hurl rocks at great length against opposing ranged attackers, usually including crews of siege engines. When battling against surface ships their tactic is to disguise themselves by creating rough waters with their *control water* ability. They then hammer the hull with their mighty fists until it is holed, without ever revealing themselves to the crew. Once holed, they tear the hull apart and drown the crew.

When fighting beneath the waves they use their crushing pressure special ability to increase the water pressure around themselves in an effort to destroy interlopers and trespassers.

SEA GIANT

Large giant, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	17 (+3)	18 (+4)	19 (+4)

Saving Throws Con +9

Skills Acrobatics +6, Athletics +13, Intimidation +8, Perception +8, Stealth +6

Senses darkvision 120 ft., passive Perception 18

Languages Aquan, Common, Giant

Challenge 9 (5,000 XP)

Amphibious. The sea giant can breathe air and water.

Innate Spellcasting. The sea giant'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 magic*

5/day: *control water*

3/day: *control weather*



Actions

Multiattack. The sea giant makes two slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target.

Hit: 18 (2d8 + 9) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage.

Crushing Pressure (recharge 5–6). The sea giant chooses an area of water no larger than a 50-foot cube within 30 ft. of it. The water pressure within the space magically increases, and creatures within the area treat it as difficult terrain. In addition, any creature who enters or begins its turn within the area must make a DC 18 Constitution saving throw, taking 18 (4d8) bludgeoning damage on a failed saving throw, or half as much damage on a successful one. The area remains affected by this magic for 1 minute, until the sea giant dismisses it as an action, or until the sea giant dies.

GIANT, VOLCANO

This 18-foot-tall, barrel-chested giant has leathery, reddish-brown skin and haunting amber eyes. The creature is tough and wiry, with the strength and texture of copper.

Volcano giants make their homes in the many twisting caves and subterranean rooms of volcanic cones, enlarging and reinforcing them for comfort and convenience.

Clothing for a volcano giant usually consists of little more than a simple wrap of fire lizard skin. Volcano giants wear ornaments made of bone, shell, and obsidian, and their general culture and society is similar to that of humanoid civilizations on tropical islands. Such island societies often get along well with local tribes of volcano giants, engaging in trade and peacefully coexisting. Should a tribe of volcano giants form an allegiance with a human tribe, the giants warn the humans of possible eruptions of their volcano to allow them time to escape the destruction.

Although volcano giants can be described as good-natured and peaceful people, their demeanor can change quickly. At a real or imagined affront, a volcano giant can erupt with a passion that is rivaled only by the fire and fury of the volcano in which it lives.

Volcano giants feel that their shadow is actually their soul, and do not tolerate any creature that dares to tread upon it. Volcano giants usually use gargantuan longspear in combat. They are fierce and brave warriors, not backing down from any adversary. Many choose to open combat with their breath weapon so as to soften up their foes before attacking.

VOLCANO GIANT

Huge giant, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 187 (15d12 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	15 (+2)	22 (+6)	16 (+3)	18 (+4)	18 (+4)

Saving Throws Con +11

Skills Acrobatics +7, Intimidation +9, Nature +8, Perception +9

Damage Vulnerabilities cold

Damage Immunities fire

Senses passive Perception 19

Languages Giant, Ignan

Challenge 13 (10,000 XP)

Heated Body. The volcano giant's attacks deal an additional 7 (2d6) fire damage (included in the attacks below).

Actions

Multiattack. The volcano giant makes one one-handed Spear attack and one Slam attack, or two Slam attacks.

Spear. *Melee or Ranged Weapon Attack:* +14 to hit, reach 10 ft. or range 40/120 ft., one target. *Hit:* 23 (4d6 + 9) piercing damage plus 7 (2d6) fire damage, or 27 (4d8 + 9) piercing damage plus 7 (2d6) fire damage if used with two hands to make a melee attack.

Slam. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (3d6 + 9) bludgeoning damage plus 7 (2d6) fire damage.

Rock. *Ranged Weapon Attack:* +14 to hit, range 60/240 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage plus 7 (2d6) fire damage.

Sulfuric Breath (recharge 5–6). The volcano giant exhales a cloud of warm sulfuric gas in a 30-foot cone. All creatures in the area must succeed on a DC 19 Constitution saving throw or take 35 (10d6) acid damage and be poisoned for 1 minute.



LACEDON

Lacedons are an aquatic type of ghoul. Similar to ghouls in all other respects, they are distinguished by their natural ability to swim as well as they can walk. They are found only in water, usually prowling near unseen reefs and other dangerous locations where boats and ships are at risk of sinking.

LACEDON

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

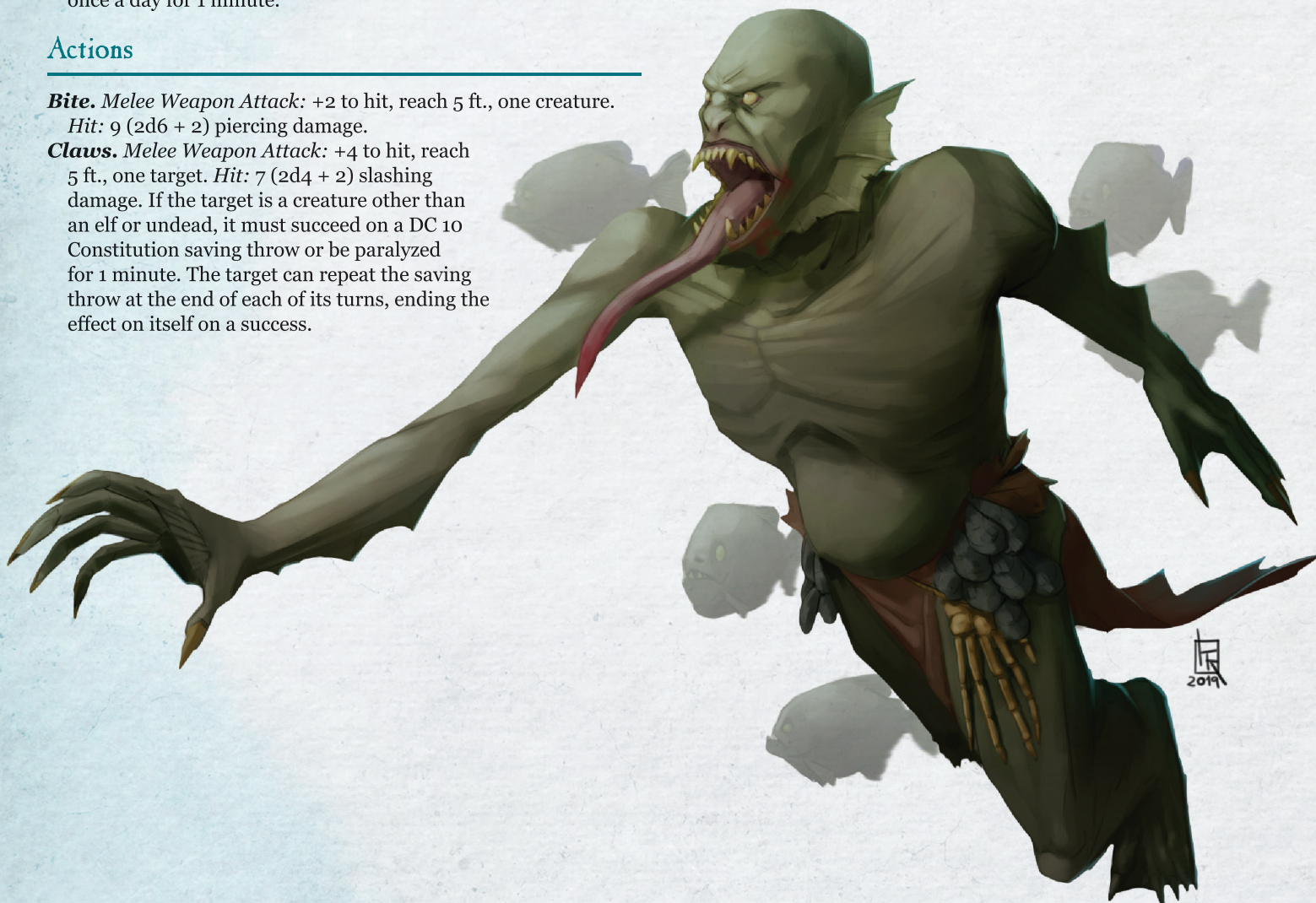
Limited Amphibiousness. The lacedon can breathe air and water but begins to suffocate if not submerged in the sea at least once a day for 1 minute.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature.

Hit: 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 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.



MOBAT

This creature appears as a large brown bat with razor-sharp fangs and green glowing eyes.

The mobat has a wingspan of approximately 15 feet. It is a nocturnal creature, cruising silently through the night sky in its never-ending quest for food. A mobat, like any species of normal bat, has huge ears and an upturned snout. Mobats are omnivores and often include warm-blooded prey in their diet.

A mobat attacks by biting its opponent using its razor-sharp fangs. Surviving prey is subjected to the mobat's stunning screech attack.

MOBAT

Large monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

Echolocation. The mobat can't use its blindsight while deafened.

Flyby. The mobat doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Keen Hearing. The mobat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage.

Stunning Screech (recharge 5–6). The mobat emits a piercing screech. All creatures within 30 feet of it that can hear it must make a DC 12 Constitution saving throw or be stunned for 1 minute. A stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



PREHISTORIC HONEY BADGER

The prehistoric honey badger is no mere oversized weasel. Its thick skin and powerful jaws makes it a terrifying creature to contend with, and its fearlessness makes it more dangerous than many humanoids.

The prehistoric honey badger stands two feet at the shoulder and is over five feet long, weighing over 100 pounds. Strictly a carnivore, the fearless prehistoric honey badger will hunt venomous or poisonous creatures, or humanoids, and even chase off larger creatures to steal their kills. Its jaws are capable of tearing through fresh meat like a cleaver and crushing through bone without trouble.

Prehistoric honey badgers make their homes in dry grasslands and in moist forests. They dig burrows with their strong claws, where they lair alone, only nearing another honey badger to mate during the fall months. A honey badger's cubs are born in late winter, and after 6–8 weeks with the female honey badger, the cubs are left to fend for themselves.

PREHISTORIC HONEY BADGER

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	7 (–2)	11 (+0)	5 (–3)

Skills Survival +2

Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Keen Hearing and Smell. The prehistoric honey badger has advantage on Wisdom (Perception) checks based on hearing or smell.

Relentless (recharges after a short or long rest). If the badger takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The prehistoric honey badger makes one Bite attack and one Crunch attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 16 (2d10 + 5) piercing damage, and the target must succeed on a DC 15 Strength saving throw or be grappled (escape DC 15).

Crunch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one grappled creature. *Hit:* The target suffers from broken bones and must make a DC 15 Constitution saving throw at the beginning of each of its turns. On a failed saving throw, the target cannot take any actions or reactions during that turn. If the target receives magical healing or takes a long rest, the effect ends.



SABER-TOOTH JAGUAR

This hulking predator has two enlarged serrated canines jutting from its lower jaw, a thick neck, and robustly muscled forelimbs and shoulders. It has spotted fur that allows it to hide in tall grasses and ambush prey.

The saber-tooth jaguar is a large predator, standing 4 feet at the shoulder, 7 feet long, and weighing over 400 pounds. It is different from other large felines in that its main upper canine teeth are large, curved, and serrated, which it uses in combination with its thickly muscled neck to deliver devastating slashing bites. Its forelimbs are also well-developed and longer than other feline creatures, with sharp claws.

The saber-tooth jaguar's fur is covered in rosettes, small dark spots that function as camouflage in the dappled light of its forest habitat. The jaguar is an apex predator and is not preyed on in the wild. The feline is a strict carnivore, and often aims for the head of its prey, biting into the skull to deliver a fatal blow to the brain.

SABER-TOOTH JAGUAR

Large beast, unaligned

Armor Class 13

Hit Points 76 (9d10 + 27)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	3 (–4)	12 (+1)	8 (–1)

Skills Perception +3, Stealth +7

Senses passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Keen Smell. The jaguar has advantage on Wisdom (Perception) checks that rely on smell.

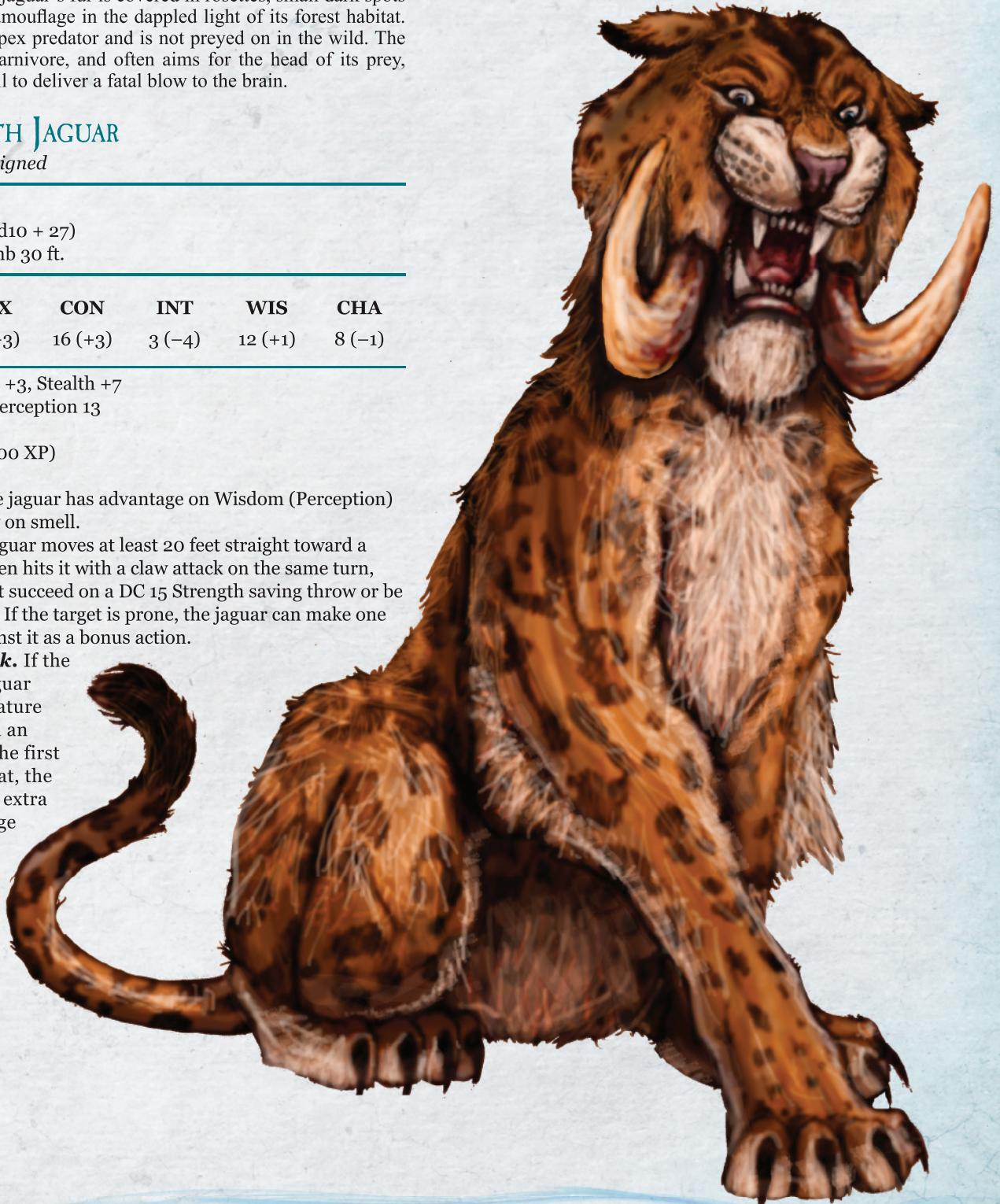
Pounce. If the jaguar moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the jaguar can make one bite attack against it as a bonus action.

Surprise Attack. If the saber-tooth jaguar surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) piercing damage.

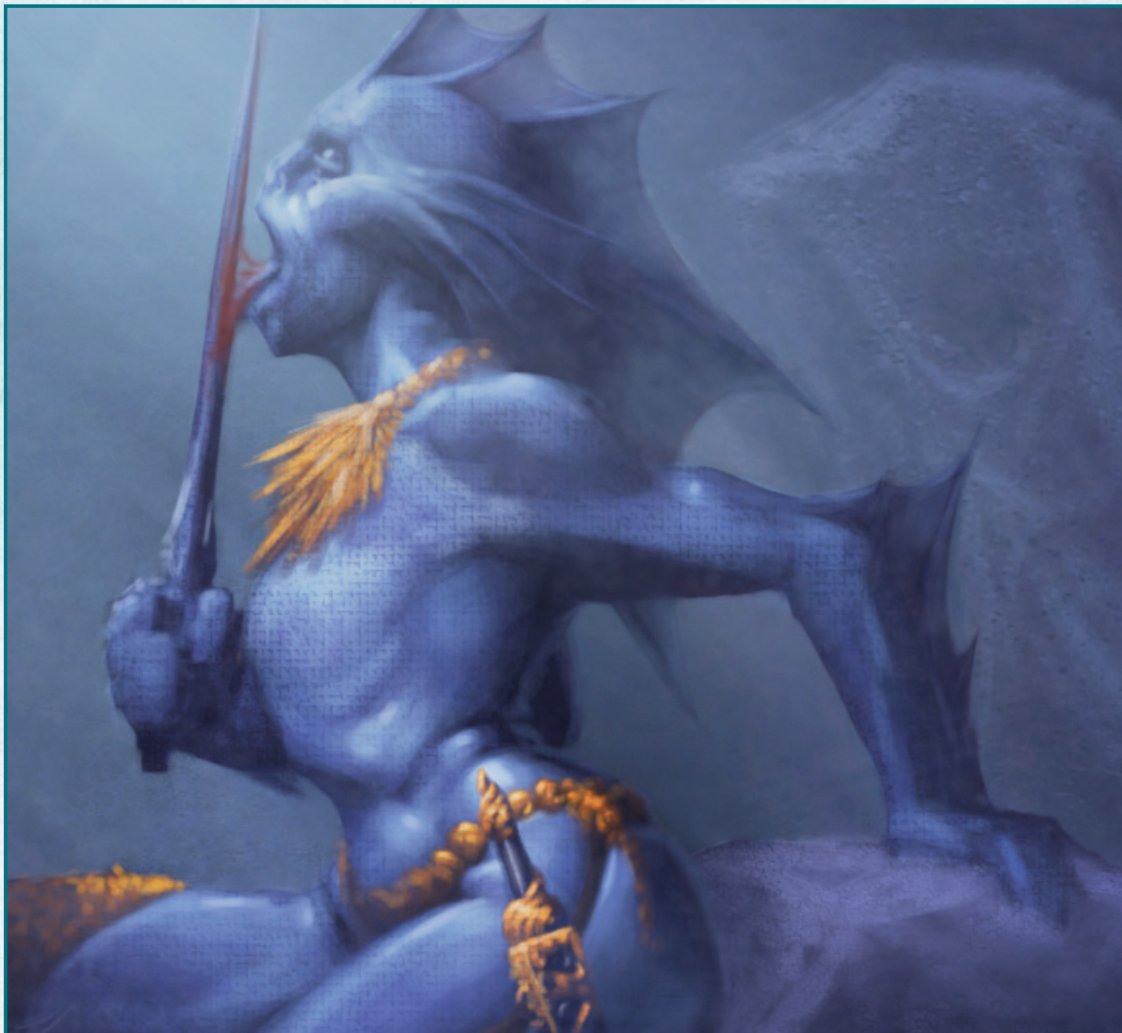
Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.



SAHUAGIN, DAUGHTER OF THE SHARK

The sword arm of the dread shark god Dajobas, these especially cruel and powerful sahuagin priestesses are focused on one singular goal: freeing their terrible god from the sunless rifts of the undersea and returning this nightmare creature to the world of the living. To accomplish this, they seek to launch the Red Feast, a slaughter so devastating and massive that the seas will run red with blood. The Red Feast alone is a ritual powerful enough to return Dajobas to the shores of the world.

Daughters of the Shark are only the most powerful and fanatical of sahuagin priestesses. Their cruelty is legendary, and few non-sahuagin survive an encounter with one of these creatures to tell the tale. Fortunately for terrestrials and intelligent humanoids of the seas and oceans, there are not as many Daughters when compared with the legions of normal sahuagin priestesses. As a result, they are a precious guarded resource usually found in the depths serving as the primary advisor or consort of sahuagin royalty.



DAUGHTER OF THE SHARK SAHUAGIN

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	14 (+2)

Skills Perception +5, Religion +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin, Aquan

Challenge 5 (1,800 XP)

Limited Amphibiousness. The daughter of the shark sahuagin can breathe air and water but begins to suffocate if not submerged at least once every 4 hours.

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

Saltwater Sensitivity. While completely submerged in saltwater, the daughter of the shark has advantage on Wisdom (Perception) checks that rely on hearing.

Shark Telepathy. The daughter of the shark sahuagin can magically command any shark within 120 feet of her, using a limited telepathy.

Innate Spellcasting. The daughter of the shark sahuagin's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *command*, *create or destroy water*

3/day each: *control water*, *darkness*, *hold person*, *water walk*

1/day each: *lightning bolt*, *dispel magic*

Actions

Multiattack. The sahuagin makes one Bite attack and one attack 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.

Touch of the Shark (recharge 5–6). *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 27 (5d10) piercing damage.

SAHUAGIN ELITE

Strength — and more specifically, strength displayed as prowess in battle — is the highest of sahuagin virtues. Only the best sahuagin warriors ascend to the ranks of elites. These sahuagin fighters are larger, stronger, and more skilled than rank-and-file sahuagin. Elites often lead raiding parties or sahuagin war bands as well as serve as personal guards of other powerful and/or noble sahuagin.

SAHUAGIN ELITE

Medium humanoid (sahuagin), lawful evil

Armor Class 16 (breastplate)
Hit Points 65 (10d8 + 20)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	11 (+0)

Skills Intimidation +2, Perception +3, Stealth +6, Survival +3
Senses darkvision 120 ft., passive Perception 13
Languages Sahuagin, Aquan
Challenge 3 (700 XP)

Blood Frenzy. The sahuagin elite has advantage on melee attack rolls against any creature that doesn't have all its hit points.
Limited Amphibiousness. The sahuagin elite can breathe air and water but begins to suffocate if not submerged at least once every 4 hours.
Saltwater Sensitivity. While completely submerged in saltwater, the sahuagin elite has advantage on Wisdom (Perception) checks that rely on hearing.
Shark Telepathy. The sahuagin elite can magically command any shark within 120 feet of it, using a limited telepathy.

Actions

Multiattack. The sahuagin elite makes one Bite attack and one with its Claws or Trident.
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.
Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.
Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.



SAHUAGIN, KING'S GUARD

As their name implies, these few and rare sahuagin are almost universally reserved for service to sahuagin royalty. These massive four-armed brutes are picked from the best of the best. Larger and stronger than any other sahuagin fighters, they are a terror to behold. Because leadership in sahuagin society is merit-based with the merit metric being strength in arms, King's Guard sahuagin usually end up becoming royalty themselves by deposing their former leader through a traditional sahuagin challenge.

KING'S GUARD SAHUAGIN

Large humanoid (sahuagin), lawful evil

Armor 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 Perception +4

Senses darkvision 120 ft., passive Perception 17

Languages Sahuagin, Aquan

Challenge 5 (1,800 XP)

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

Limited Amphibiousness. The king's guard sahuagin can breathe air and water but begins to suffocate if not submerged at least once every 4 hours.

Saltwater Sensitivity. While completely submerged in saltwater, the king's guard sahuagin has advantage on Wisdom (Perception) checks that rely on hearing.

Shark Telepathy. The king's guard sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Actions

Multiattack. The king's guard sahuagin makes one Bite attack and four Claw attacks; or the guard makes one Bite attack, two Claw attacks, and one Trident attack.

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.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.



SAHUAGIN PRIESTESS

Sahuagin worship the shark god Dajobas. Only female sahuagin are allowed to channel their god's power; therefore, sahuagin priestesses hold positions of prestige and power in sahuagin cites.

SAHUAGIN PREISTESS

Medium humanoid (sahuagin), lawful evil

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, Aquan

Challenge 2 (450 XP)

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

Limited Amphibiousness. The sahuagin priestess can breathe air and water but begins to suffocate if not submerged at least once every 4 hours.

Saltwater Sensitivity. While completely submerged in saltwater, the sahuagin priestess has advantage on Wisdom (Perception) checks that rely on hearing.

Shark Telepathy. The sahuagin priestess can magically command any shark within 120 feet of her, using a limited telepathy.

Spellcasting. The sahuagin priestess 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 one Bite attack 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.

SAHUAGIN, SINNAR

Among sailors, very few things evoke the same instant unease and disquiet that the mere mention of sahuagin or the “sea devils” does. This scaly humanoid is the self-proclaimed ruler of the seas. Their arms and legs end in webbed claws, and their piscine heads feature a toothy maw. Sahuagin raiders terrorize the depths, the shallows, and the shorelines of the Sinnar. The primary rival to the sahuagin claim of control of the Sinnar are the sea elves, their mortal enemies. Wars between the two races have raged for centuries along the coasts and seas of the Lost Lands, disrupting maritime trade and drawing other races into the bloody conflict.

SINNAR 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)

Senses darkvision 120 ft., passive Perception 11

Languages Sahuagin, Aquan

Challenge 1/2 (100 XP)

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

Limited Amphibiousness. The Sinnar sahuagin can breathe air and water but begins to suffocate if not submerged at least once every 4 hours.

Saltwater Sensitivity. While completely submerged in saltwater, the Sinnar sahuagin has advantage on Wisdom (Perception) checks that rely on hearing.

Shark Telepathy. The Sinnar sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Actions

Multiattack. The Sinnar sahuagin makes one Bite attack and one Claw or Spear attack.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claw. *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, YOUNG

These youthful sahuagin are smaller and less deadly than their parents, but still fierce fighters, having bested their weaker littermates to survive.

SAHUAGIN, YOUNG

Small humanoid (sahuagin), lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft.

Languages Sahuagin, Aquan

Challenge 1/8 (25 XP)

Limited Amphibiousness. The sahuagin young can breathe air and water but begins to suffocate if not submerged at least once every 4 hours.

Saltwater Sensitivity. While completely submerged in saltwater, the sahuagin young has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:*

4 (1d4 + 2) piercing damage.

SEA COW

Sea cows are large, fully aquatic, mostly herbivorous marine mammals. They have paddle-like flippers and are slow, peaceful plant-eaters similar to cows on land. They often graze on water plants in tropical seas.

SEA COW

Large beast, unaligned

Armor Class 11

Hit Points 52 (8d10 + 8)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	4 (-3)	10 (+0)	4 (-3)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Hold Breath. While out of water, the sea cow can hold its breath for 1 hour.

Water Breathing. The sea cow can breathe only underwater.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 7 (1d8 + 3) bludgeoning damage.



SLOTH, GIANT

This massive sloth is brownish-black, and its fur has a greenish tint to it. Its eyes are white.

Giant sloths grow up to be 10 feet long and weigh up to 450 pounds. The fur of a giant sloth is stained green by algae.

A giant sloth attacks by biting and rending its opponent with its claws.

GIANT SLOTH

Huge beast, neutral

Armor Class 15 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 15 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Athletics +9

Senses passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Keen Scent. The giant sloth has advantage on Wisdom (Perception) checks based on scent.

Actions

Multiattack. The giant sloth makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage, and the target must make a DC 17 Strength saving throw or be knocked prone.



SPELL PARROT

The bird appears to be an entirely ordinary parrot. When it speaks, however, it utters the words of a magical spell, and arcane energy begins to swirl around it.

Spell parrots are an exceedingly rare and unexplained phenomenon. They look, think, and act primarily like parrots, despite high intelligence for an animal. No one knows why they are able to do what they do though it is clear that the ability they possess is as likely to be a burden as a boon to them. When spell parrots first hear and mimic a spellcaster, they rarely seem to understand or expect the results of their mimicry. Older wild spell parrots have usually learned how to utilize their strange and unpredictable powers but rarely will do so unless threatened.

Spell parrots can be tamed as pets, but since they occur spontaneously (within any of the larger parrot species), it is difficult to discover one young enough to socialize it properly. Careful training by someone with exceptional animal handling skills can result in a spell parrot that only mimics spells at a signal from its humanoid handler. However, they can be cantankerous creatures, and moody, with questionable senses of humor, and even the best-trained spell parrot may choose to disobey its handler.

Like mundane parrots, spell parrots often live a little longer than humans, and while they cannot become fluent in humanoid languages, they can memorize small vocabularies and engage in rudimentary verbal communication. Talking to a well-trained spell parrot is similar in clarity, depth, grammar, and logic to communication with a small toddler.



SPELL PARROT

Tiny monstrosity, unaligned

Armor Class 12

Hit Points 3 (2d4 – 2)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	14 (+2)	8 (–1)	2 (–4)	12 (+1)	6 (–2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 3 (700 XP)

Spell Mimicry. Whenever the spell parrot hears a cantrip or a 1st- through 5th-level spell that has a verbal component being cast, it can attempt to mimic the casting of that spell on its next turn. The spell parrot ignores any somatic or material component that the spell requires. When the spell parrot attempts to mimic the spell, roll a d6. If the spell is a cantrip or 1st-level spell, the casting succeeds if the result is a 3–6. If the spell is 2nd level or higher, the casting succeeds on the result of a 5 or 6. Once the spell parrot mimics a spell, it forgets the spell. The spell parrot uses the original caster's spell save DC and spell attack bonus, and the spell must have a valid target for the spell parrot to use as the target of the mimicked spell.

Actions

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

SWARM OF POISONOUS FROGS

Each frog in the hopping army bears black stripes on its hind legs and sickly, yellowish eyes.

Poisonous frog swarms are composed of small, fierce, poisonous frogs. The swarm moves collectively, hopping or jumping toward their prey.

Single poisonous frogs mate during the second half of the year. The male attracts a female through a series of unique mating calls consisting of strange guttural sounds. When a female answers the call, she lays a clutch of 1d6 eggs in a damp, dark area covered with leaves. The male fertilizes the eggs and protects them during their incubation period. Two weeks later the eggs hatch and the male carries the tadpoles to the water on its back. Tadpoles reach maturity in two to three months.

A single poisonous frog is a small dark-green frog with black bands or stripes on its hind legs. These stripes function as a warning to predators that the frog is poisonous. The skin of a poisonous frog is very smooth to the touch. The middle digit on each of its extremities is slightly shorter than the others.

Poisonous frog swarms attack by engulfing their prey and subjecting it to the frog's deadly poison. Creatures that begin their turn in a poisonous frog's space suffer swarm and poison damage.

SWARM OF POISONOUS FROGS

Medium swarm of Tiny beasts, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (17d8 – 17)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	13 (+1)	8 (–1)	1 (–5)	8 (–1)	3 (–4)

Skills Perception +1, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 11

Languages —

Challenge 1 (200 XP)

Amphibious. The swarm can breathe air and water.

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Standing Leap. The swarm's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

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

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target.

Hit: 11 (3d6 + 1) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 hour.



TROLL, SEA

Sea Trolls live near the large bodies of water of the world. Due to mutations, sea trolls have become viable hunters on land and in the water. Those that have mostly piscine diets have even taken on some of the physical traits of their prey (see **Piscine Mutations** under **Actions**).

Due to their extended time in water, sea trolls have adapted to have a heightened sense of hearing instead of smell similar to echo location. Their bodies have become more resistant to fire as well. However, their bodies have developed a vulnerability to thunder damage, so much so that it arrests the regenerative properties of their flesh.

SEA TROLL

Large giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	7 (–2)	9 (–1)	5 (–3)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 7 (2,900 XP)

Keen Hearing. The sea troll has advantage on Wisdom (Perception) checks that rely on hearing.

Regeneration. The sea troll regains 10 hit points at the start of its turn. If the troll takes acid or thunder damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Limited Amphibiousness. The sea troll can breathe air and water but begins to suffocate if not submerged in the sea at least once a day for 1 minute.

Actions

Multiattack. The troll makes one Piscine Mutation attack and two Claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Piscine Mutations. The sea troll has one or more of the following attack options, provided it has the appropriate anatomy:

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Poison Quills. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) 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.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Medium or smaller creature.



WERESHARK

In either humanoid or hybrid form, weresharks have burly builds with little to no hair covering their bodies, and a mouth full of large, sharp, teeth. Their cruel and bloodthirsty nature is a matter of legend. Weresharks, like most lycanthropes, are ostracized by most humanoid communities. However, this is not true among the sahuagin. The sahuagin view the lycanthropic curse as a gift or blessing from their terrible shark god Dajobas.

WERESHARK

Medium humanoid (sahuagin), chaotic evil

Armor Class 12 in sahuagin form, 13 in shark and hybrid form
Hit Points 171 (18d8 + 90)
Speed 30 ft., swim 40 ft. Usable only in hybrid or shark form

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	21 (+5)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +7
Damage Immunities Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't silvered
Senses blindsight 40 ft. (usable only in water while in hybrid or shark form), passive Perception 17
Languages Aquan, Sahuagin (cannot speak in shark form)
Challenge 6 (2,300 XP)

Shapechanger. The wereshark can use its action to polymorph into a Large shark-humanoid hybrid or into a Large shark, or back into its true form of a sahuagin. Its statistics, other than its size and 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.

Keen Smell. The wereshark has advantage on Wisdom (Perception) checks that rely on smell.

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

Water Breathing. The wereshark can breathe only underwater while in shark form.

Limited Amphibiousness. In either hybrid or sahuagin form, it can breathe air and water but begins to suffocate if not submerged at least once every 4 hours.

Actions

Multiattack. In shark form, the wereshark makes two Bite attacks. In sahuagin form, it makes one Claw attack and one Bite attack. In hybrid form, it can attack like a shark or a sahuagin.

Bite (shark or hybrid form only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d10 + 5) piercing damage.

Claws (hybrid or sahuagin form only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.



APPENDIX E: THE SHIP REGISTRY

This appendix contains stat blocks for the *Bounty*, the *Discovery*, and the *Zephyr*, the three ships found in the adventure.

THE BOUNTY

Two-Masted Schooner, Gargantuan vehicle (20 ft. by 60 ft.)

Armor Class 17

Hit Points 400 (Threshold 20)

Speed 5 knots average, 10 knots max (oars 1 knot)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	17 (+3)	0 (-5)	0 (-5)	0 (-5)

Capacity 65 crew, 10 passengers

Hull Reinforced wood construction

Max Cargo 8 tons

Movement The *Bounty* moves either with its oars or its sails.

Foredeck Staterooms of the characters. The foremast is located here.

Main Deck Largest deck between fore and aft. The main storage hold is below this deck and is the lowest deck. The main mast is located here.

Aft Deck Staterooms are found here, including those of the captain and ship's officers. This is the highest deck and is where the helm is located.

Forecastle Crew quarters

Main Hold Storage

Aft Hold Galley

Crew 50 sailors (use **bandit** stats) and 11 officers: bosun, bull ensign, carpenter, conning officer, ensign (x2), helmsman, purser, pilot (use **bandit captain** stats for all except one ensign who is an **acolyte**); Captain Timothy Brand (use **bandit captain** stats); and First Mate Jace Westhoff (use **veteran** stats).



THE DISCOVERY

Three-Masted Cog, Gargantuan vehicle (25 ft. by 80 ft.)

Armor Class 16

Hit Points 500 (Threshold 15)

Speed 4 knots average, 9 knots max (oars 1 knot)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	4 (-3)	20 (+5)	0 (-5)	0 (-5)	0 (-5)

Capacity 80 crew, 50 passengers

Hull Reinforced wood construction

Max Cargo 75 tons

Movement The *Discovery* moves either with its oars or its sails.

Foredeck Passenger staterooms. The foremast is located here.

Main Deck Largest deck between fore and aft. The main storage hold is below this deck and is the lowest deck. The main mast is located here. There are four hatches accessing the hold below.

Aft Deck Officers' staterooms are found here, including those of the captain and ship's officers. This is the highest deck and is where the helm is located. The mizzenmast is located here.

Forecastle Crew quarters

Main Hold Storage

Aft Hold Galley



THE ZEPHYR

Three-Masted Clipper, Gargantuan vehicle (20 ft. by 100 ft.)

Armor Class 17

Hit Points 450 (Threshold 15)

Speed 6 knots average, 12 knots max (oars 1 knot)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	20 (+5)	0 (-5)	0 (-5)	0 (-5)

Capacity 90 crew, 20 passengers

Hull Reinforced wood construction

Max Cargo 8 tons

Movement The *Zephyr* moves either with its oars or its sails.

Foredeck Passenger staterooms. The foremast is located here.

Main Deck Largest deck between fore and aft. The main storage hold is below this deck and is the lowest deck. The main mast is located here.

Aft Deck Officers' staterooms are found here, including those of the captain and ship's officers. This is the highest deck and is where the helm is located. The mizzenmast is located here.

Forecastle Crew quarters

Main Hold Storage

Aft Hold Galley



PLAYER HANDOUTS

HANDOUT 1: TIMOTHY BRAND'S BROADSHEET

Essays of Brilliance, Wisdom, and Profundity

by Sir Captain Timothy Brand.

Essay #6: Sir Captain Timothy's Guide to Dealing with Ingrates, Commoners, and the Unwashed

Despite being crushingly busy and even with the grave import of the myriad of my daily duties, I still have somehow found time to compose these essays for the benefit of my fellow citizens of Bridgeport. Such is the depth of my civic virtue and the extent of my genuine desire to improve the lives of those around me.

Today's lesson is an important one: Dealing with those who are beneath you.

I understand that this can be a touchy subject for some. But too often I see members of high society, some of them almost of a stature to be considered my peers, coddle their servants. It is an outrage! Citizens of Bridgeport, household servants are not pets to be spoiled. No. Those of the lower caste should be dealt with severely and strictly, as their lowly status demands.

Just the other night I was at a society dinner when I witnessed the hostess and lady of the house, who shall remain nameless, not only allow a household servant to address her as if it were an equal, but also then share a laugh over some doubtless bawdy and tasteless jibe. I was shocked! Outrageous! This sort of conduct only encourages the hoi polloi to assume airs and allow them to mistakenly believe that they can address their betters in any manner in which they please. This cannot stand!

Consider me old fashioned, but servants should rarely, if ever, be allowed to speak in our presence. Impudence and impertinence of any nature, including speaking out of turn, must be met with immediate, harsh, and severe punishment. Proper relations with the unwashed require an absolute zero tolerance policy. While I understand that it is no longer considered fashionable to beat one's servants, I for one strongly believe that corporal punishment is a key element in running a proper household.

Servants are servants for a reason. Mollycoddling the vulgus spells nothing but trouble for us, their betters. Please consider this a clarion call for proper master/servant relations. Allow me to once again grant some exemplary guidance while continuing to provide a shining example of proper conduct and decorum. I strongly suggest that everyone of proper society retain a servant whose sole duty is to punish your other servants. You do not want to sully your own hands in striking one of these curs. As tempting as it is to beat your help, such conduct is beneath you. Please take my suggestion under serious consideration. Hire a servant to beat your servants for you.

As always, you are welcome for this sagacity.

Yours in fidelity, Sir Captain Timothy Brand.

HANDOUT 2: CAPTAIN ZEB QUINDAL'S JOURNAL (EXCERPT)

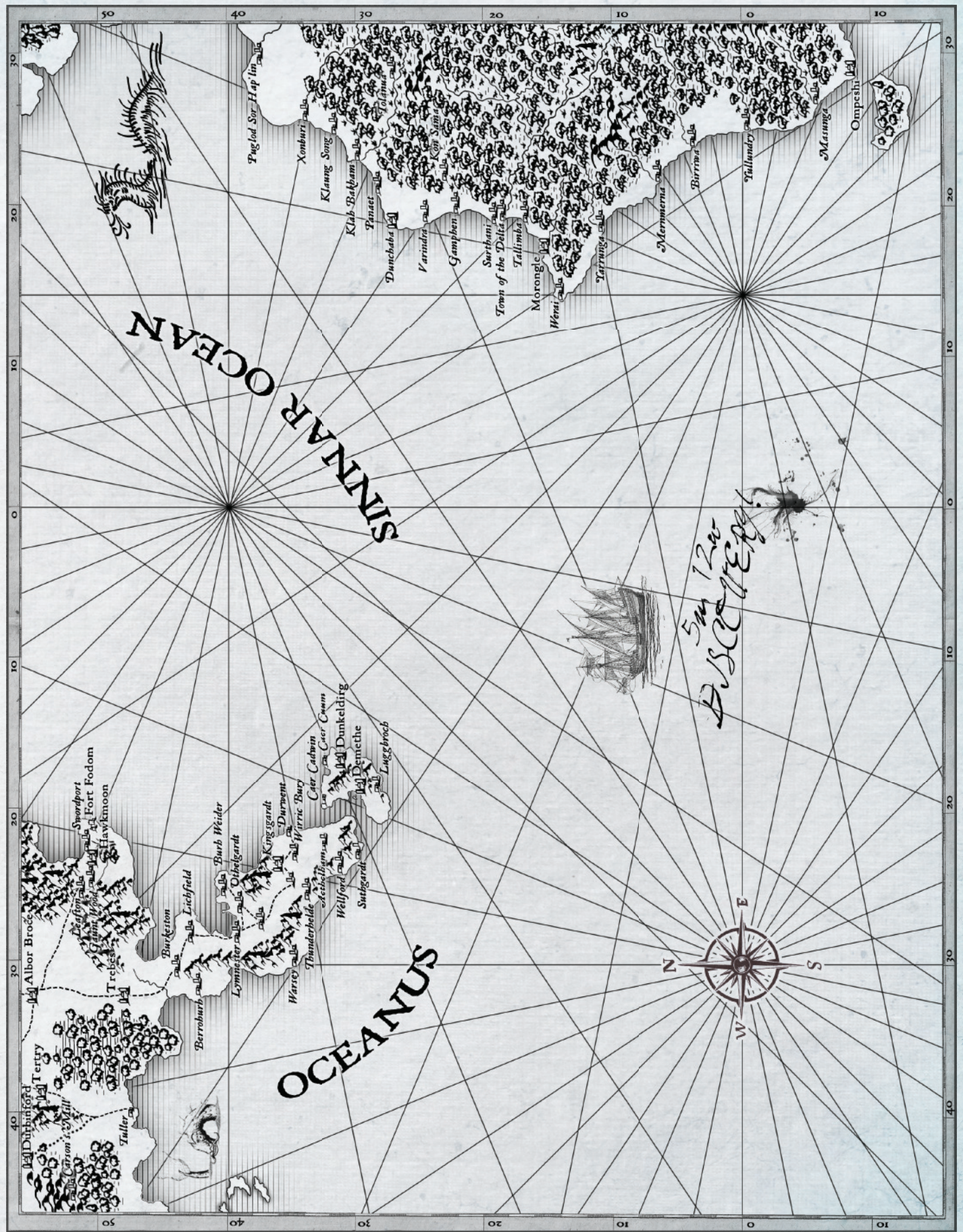
Oceus 2nd

A most unusual encounter today. We spotted the 3A Zephyr out of Bridgeport today. It was great to see Elisa Brand so unexpectedly. I haven't seen her since the last time she was my first mate when she was still learning the trade. It was delightful to see that she was as fierce and energetic as ever.

After she and her officers were rowed over, we hosted them all for dinner. She was most excited to tell me about a previously uncharted island that they were headed for. In fact, she barely mentioned the serious repairs the Zephyr had to perform on the open water to their rudder. But in any event, I have never heard of this mystery island myself. She called it Crocodile Island and even shared its believed location with me.

She apparently learned of this island from Jasper Cronko. It is folly to trust anything that old sea dog has to say, but Elisa is a fine sea captain and I trust her judgement. And it seemed that she has the backing of her crew. She believes this small island out in the middle of the Sinnar is full of precious gems of some sort that are just lying around to be picked up. I will believe it when I see it. I certainly wish her well with this. Her family are old friends and an unexpected boon could not happen to a nicer family.

HANDOUT 3: CROCODILE ISLAND



HANDOUT 4: ELISA BRAND'S JOURNAL (PAGE 1)

Winterfyll 15th

Depart Bridgeport for Warsley and then onto San Casco City. I have a fine crew and a hold full of cotton and local produce. We should be able to turn a solid coin in Warsley and in turn take on much grain and copper ore at Warsley, both of which are much sought after in San Casco. Here is to another successful expedition!

July 8th

Without event, arrived at Warsley and started the process of selling our goods and buying new ones for our run to San Casco. Ran into that old drunk Jasper Cronk at The Tangled Rigging. He was bursting to tell me a "big secret." Cronk used to work for us before his drinking got the best of him. Drunk as he was, he seemed to earnestly want to make it up to me by telling me about a small and uncharted island out in the Sinner that he happened across on his way back west. He claims that it is volcanic and that there is a bounty of peridot and onyx just lying about the place. I admit the samples he showed me were indeed fine. He says that he and five of his sailors put ashore to look for fresh water. He said the sour stink of the place quickly changed his mind about looking for water, but that he found dozens of the stones just lying about on the beach. Finally, he told me that when he and his crew started to hack and cough because of the smell, they thought it best to bugger off.

I let him mark the spot on my chart but told him that it sounded like a fool's quest. The old sot remained insistent that what he was telling me was true. And, while certainly a drunk, I have to admit that I never knew Cronk to be a liar. It still seems a fool's errand to chase to some fanciful island off the known charts. But as I felt bad for him and was more than a little intrigued by this story of a treasure-filled island, I decided to hire him back. I made no promises about diverting to this fanciful island, but he was thrilled at the prospect of being at sea again.

July 10th

The past two days have been busy with selling our Bridgeport cotton and produce and buying grain and ore to sell in San Casco. We have done very well indeed! I was able to get better prices than I had hoped for. Weighing on my mind is this island that the old soak Cronk spoke of "Crocodile Island" indeed. How could a croc survive out in the middle of the ocean? Madness. But if I am being honest with myself, I am excited about the very thought of a fortune like that just lying about. It could take our business to a completely different level. We could live like kings! I must think on this longer.

July 11th

Now that our business in Warsley is behind us, this idea of a short side trip south to this little island is sounding like a better and better idea. We are already ahead of schedule, so a couple of

HANDOUT 4: ELISA BRAND'S JOURNAL (PAGE 2)

weeks at most spent finding the place followed by a few days of filling chests with precious gems will not only not cost us any time but will make us the richest family in the region. Cronk is confident that he can navigate us to this island. The crew is behind me on this, so I would never forgive myself if I did not take advantage of this opportunity. It is what father would do. Fortune favors the bold!

Oeros 17th

Damned rudder is broken. Here we are in the middle of the Sinner and have to undertake a rudder repair while at sea! That is not easy under the best of conditions. But I have a good crew and my carpenters are the best there are. We will get this done. Well, we really don't have any choice, do we?

Foeros 3rd

That was a damned tricky fix. It took three separate tries to lower the repaired rudder into place as the damned waves would not give us a moment's respite! But now we are ready to go. We are quite a bit off course having been blown south and west due to our lack of a rudder. The winds are favorable so now onward to this mysterious island!

Freyrmond 16th

What a fortunate day! Both Quell and Belon were with us this day as we sighted the Discovery, a ship known to me as is its captain, Captain Quindal. I had a chance to have dinner with Captain Quindal on his fine ship. It was good to see him again. I told him of our recent travails concerning our rudder. He graciously provided us some extra timber to replace that which was used in the repairs.

Because he has worked for us before and did more to train me in the seafaring life than any other, I trusted him with the details of our trip to the treasure-laden island. In fact, I shared the map coordinates Cronk gave me and encouraged Captain Quindal to trek there and explore it for himself. He pointedly asked after my father. I got the none-too-subtle hint. I assured him that I would hire a wizard in San Cases to send an arcane message to father. That is our SOP in any event. Father always wants to hear that his ships and crews are well and on schedule. He will be in for quite a surprise when he learns of the vast fortune that I will have secured for the family!

Eostre 4th

Belon has been with us for we have found the island! It is not very big and is clearly volcanic. Cronk was not exaggerating about the smell. Despite the nasty fumes, the place seems to flourish with life. We have anchored for the night. In the morning, I will lead an away team of two boats onto the island to claim our riches!

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