

THE COVE



**Murder Mystery,
Adventure Setting,
And Dungeon Master's Playground!**

With over a dozen illustrated NPCs with unique stats, history, desires, and secrets!

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Synopsis:

The Cove is only the beginning. The provided story sets the Players on course to solve the murder of Verrick, a young man of 17, and the sole heir of Captain Lorguard, the pirate king of the cove. The pirates of Lorguard's crew are a varied lot, each with unique desires, secrets, political ties, and hidden agendas that make the Cove a minefield of conflicting desires. A brewing mutiny rises among the ranks, interspecies relations are tilting toward violence, a Sea Hag trapped among the crew longs to return home beneath the waves, harassing Pteranodons screech over the ancient jungle, and an enormous ape, the last guardian of a long extinct race, blockades the mountain pass. The Cove is crisscrossed with political tripwires and the adventurers will be asked not only where their clues are leading them, but the direction of their own moral compasses on an island that is more complicated than meets the eye.

The Cove is a multi session adventure setting for players level 2-5.

Support WoTC! I mention page numbers from the PBH, MM, and DM's Guide, but no full content therein. That's because I believe in supporting the people who make our games possible. Buy the books, don't yank them offline for free. People, real life people, with families to feed and bills to pay, craft the products we enjoy. Show appreciation financially.

Thank you and Enjoy!

How to use this module

The Cove is illustrated and designed to empower the DM that picks it up. In my experience Dungeon Masters are a creative lot, so this module provides a launching point for the marvelous and thrilling adventures I know are percolating in your brain! Maybe you want to spend a few sessions with the characters solving the murder of Verrick and leave it at that. Or maybe you'd like a setting filled with fully realized characters that include detailed illustrations and backstories so that you can get about the business of playing. The map of the Cove gives you a specific geography for your game, and the characters supply you with a wealth of NPCs for the players to befriend, trick, beguile, aid, or downright fight! Maybe you need a place to start your campaign off; if that's the case the Cove offers a rich starting location, with more supplements for the island soon to be published! (Also one has already been released: **The Caverns of the Fish-Folk**, also on Drive Thru RPG!) There's something for every Dungeon Master in The Cove.

What's offered in the Cove?

- Fully illustrated map of The Cove
- Interior drawings of every building in the cove.
- Interior illustrations of The Kraken's Wife (the ship in the Cove!)
- Fully illustrated NPCs each with their own stat blocks (over a dozen!)
- A character breakdown for the NPC's of the Island including their, desires, secrets, and histories.
- Relationship descriptions with Verrick, the boy murdered before the Player's arrival
- Creator suggestions for use of the island and its inhabitants.
- The History of the Island for DM game enrichment and flavor.
- A list of adventure ideas to spark your imagination and launch your adventure beyond the confines of the Cove into the greater world!

Suggested Monsters lurking on the island from the MM

Bandit(Pirate) p. 343, Troglodytes p. 290, Ogre p. 237, Pteranodon p. 80, Stirge p. 284, Shadow p. 269, Gelatinous Cube p. 242, Merfolk p. 218, Animated Armor p. 19, panther p. 333, lizard p. 332

What you, the DM, need to know before we begin

Verrick was killed by the half-orc, Grisbane. Grisbane remembers nothing about the murder (*unless it's magically extracted from his brain somehow*) because he was charmed by Mama Mave and commanded to do it. Knowing that Verrick would trust Gribane, thus allowing the half-orc to get close, she used Grisbane as her puppet to go aboard the Kraken's Wife at night and slay Verrick with his greataxe. Mave has long been plotting retribution against Captain Lorguard, who killed Mave's mother when she was a child. After the murder, Lorguard took Mave in thinking she was too young to remember the brutal events of her infancy. Mave remembers the murder vividly. Mave hopes to destabilize Lorguard's rule over the Cove. **SO...**if Grisbane is linked to the murder, she will incite Sinmartin (who HATES non-humans) to blame Grisbane the half-orc, and begin a race war. Mave will attempt to stir this into a full blown mutiny in the hopes of killing Lorguard and taking the cove for herself.

Facts of The Cove:

1. Everyone in the Cove has a **Secret** they will protect
2. Everyone in the Cove has a **Desire** they will do anything to achieve

3. There are no obviously evil characters on the Island, everyone in the Cove has good reason for behaving the way they do, even if those motives seem obviously evil.

How to Begin

1. **OPEN WORLD APPROACH:** You choose where on **THE COVE** map the players land/wash ashore, and let them begin. I LOVE this approach. It gives the player's immediate problems: *What will we eat? We'll need shelter. How do we escape the island?* It also lets them discover the world as they go. They will also feel that the world is theirs, and that **THEY** (not you, the Dungeon Master) guide their fate.
2. **CINEMATIC APPROACH, LORGUARD'S PRISONERS:** If your players would benefit from a more hands-on approach, or you want more narrative control over the story, throw them in the brig. It can be found in the interior map of **THE KRAKEN'S WIFE**, which is Lorguard's ship. In this beginning the player's ship was attacked and sunk by Lorguard, but the character's were captured instead of killed. This cinematic beginning lets you describe the attack of the pirates, the rain on death and destruction from their cannons, and the barrage of magic released at the player's ship. Describe how they were dragged semi-conscious from the water, and what snippets they might remember from the last few days chained in damp depths of the dark vessel...

Verrick was murdered on the deck of the Kraken's wife the night before play begins, so perception rolls from the night before might give them a couple clues.

Clues with Perception rolls

DC 10 They hear voices high above on the deck, one very low and gruff, one higher/younger
DC 12 The younger voice seems to recognize someone. Amicable talking above escalates into a frantic shouting match.
DC 15 The players hear the previous AND are able to discern a quiet swish, a thud of a body hitting the deck, and the splash and dribble of liquid. They heard heavy footsteps leaving the ship.
DC 18 Later that night the players pick up on near silent footsteps coming down into the lower deck. Multiple somethings move about and then heavy objects are hauled upward and out of the ship. <i>*These are Troglodytes stealing Lorguard's gunpowder, they are not guilty of Verrick's murder, but they stole the powder on the same night.</i>
DC 20 natural or otherwise They hear all of the previous, they hear the Troglodytes hissing to each other in a primitive underdark, and they also know that the "swish" that killed Verrick on the top deck is from a heavy slicing weapon.

Possible narrative for the morning play begins

You awake to voices on the deck far above you. Two people talk as they approach the vessel. They laugh as they clamber aboard and begin shouting calling "Verrick! Verrick!" The voices stop dead and then a frantic shouting goes out from the ship, it is echoed from all sides and grows into a chorus of angry voices. A great commotion rises overhead, multiple languages crisscross the deck, shouting, cursing, accusing, and weeping can be heard overhead---then a deep voice that seems to make the very air shake cuts through the fracas.

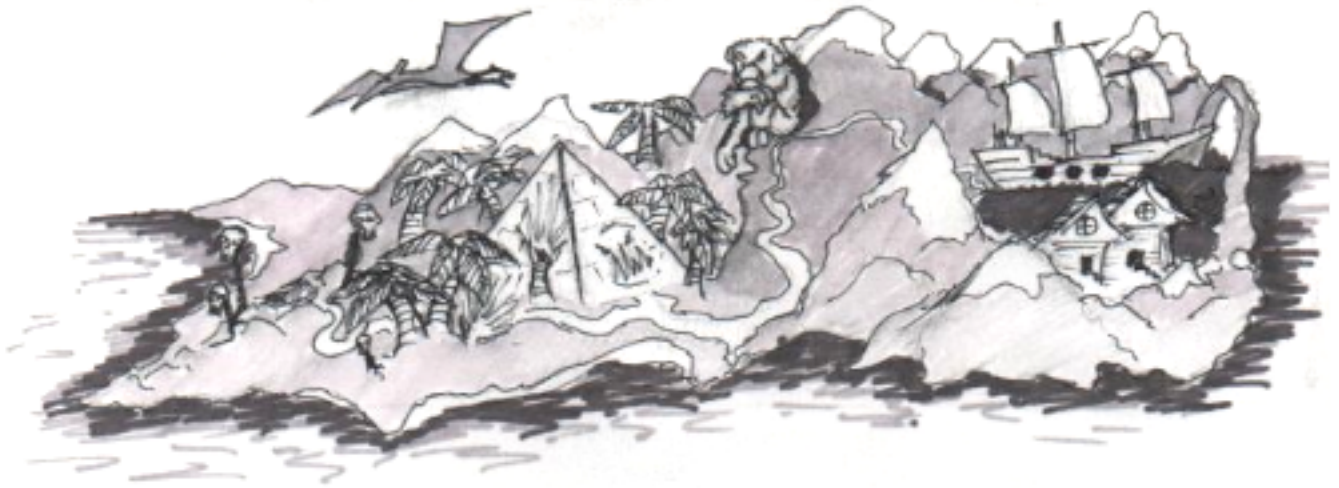
*A deathly chill steals over you in the brig and ice crystals form on your chains, freezing the moisture dripping down the walls. The low voice can be heard talking to the assembled group, then footsteps descend toward you. You begin to make out what they're talking about: **someone has been killed on the deck above---cut nearly in half---blood everywhere---and down here---more blood---and are those footsteps through the blood?---the gunpowder is missing.** Heavy boots clunk toward the door of the brig as the cold becomes intense. You begin to shiver as the temperature drops dangerously. Tendrils of darkness snake under the door, there is the clunk of a key in the lock and the door is thrust open.*

Dark tendrils reach into the room, surrounding the tall form of a pirate.

LORGUARD'S OFFER

Regardless of how you begin play, either in an open world setting, the possible beginning as Lorguard's prisoners, or your own homebrewed option, Lorguard will ask you to discover **who murdered Verrick**. He thinks it might be a crewmember, and not knowing who to trust in his own people, Lorguard turns to the Players as objective judges. Lorguard knows he's too close to the situation, his crew, and his own overpowering emotions to see justice done in the murder of his son.

OFFER: Lorguard offers Transportation off the island in exchange for discovering the murderer of his son and bringing them to justice *without* tearing apart his crew in the process. He has much to give, and if the players barter for a better deal, he is inclined to reward them well. **ALSO**, Lorguard is now searching for an **heir**. If they prove themselves worthy, avenge his son, and show that they are worthy of handling the complexities of his crew, Lorguard will offer to pass his eye on to one of them...making them Captain of the Kraken's Wife, King of the Cove, and a Lorguard...



HISTORY OF THE ISLAND

Long before any other sentient being touched the Island, before it possessed a name beyond *Home*, it was populated by the giant, four armed apes, the Girallon. The Girallon formed a matriarchal society. Loose hunting bands, led by their strongest females, held sway over shifting island territories. Disputes between tribes were solved by battle, or in front of a council of elders. The Girallon were omnivores that picked berries, nuts, fruit, but also hunted for pteranodon along the cliffs, and waded through the shallows to snatch up tiger sharks.

When the Yuan-Ti landed on the island, the Girallon's council of seven approached the snake people with all arms open, but the Yuan-Ti saw only how they might harness the Girallon's great strength into a mighty workforce. Two months of war engulfed the island, ending in the Yuan-Ti using blood magic to enslaving the Girallon and training the tortured creatures to act as guardians and masons for their temples. Many of the Girallon were hauled off the island in chains engraved with arcane runes bent to the purpose of weakening the great apes. The prisoners were distributed as guardians throughout the sprawling empire of the snake people, never to return. Those enslaved on the island were forced to serve every whim of their scaled overlords as the Yuan-ti settled into the island.

When the greater Yuan-Ti empire fell in the giant wars, the Yuan-Ti on the island fled. When the giants arrived, intent on destroying even the most remote Yuan-Ti outposts, they found only their Girallon slaves, branded by the Yuan-Ti and huddled in their abandoned buildings. The island once again shook with war. Three days of frenzied bloodshed soaked the island sands red as giants hunted the Girallon through the jungle and the Girallon fought back in desperate brigades, using their numbers and incredible athleticism to pull the giants to the ground and overwhelm them. At the end of the third day the giants abandoned the island, but only a few Girallons survived to celebrate their newfound freedom. So few were their number, and so badly

injured, that only one Girallon survives on the island today: Grimack. Grimack is an avid collector of all things Girallon and Yuan-Ti. He fills his cave with artifacts of the lost empire and scavenges the island for records of his near extinct people. He views himself as the rightful heir of the island, which has brought him into conflict with the Troglodytes to the north and men of the cove who have come to populate the island in the wake of the Yuan-Ti empire.

The Troglodytes live on the northern end of the island, and would have remained a fringe population, quietly killing each other in their subterranean caverns, and living their slow violent reptilian lives, if not for the rise of Krybnog. Krybnog's mother laid her eggs in a cavern beneath Lacooma's forgotten Tomb, and over time the chamber of enchanted blood above made its way through the rock to drip on the egg containing the still forming Krybnog. He broke his shell earlier than his siblings. He was misshapen even by Troglodyte standards, a grotesque cross between the snake folk and his brutal kin. His face was flat and his body covered in painful warts, but his mind swam with the memories and experiences of the lost empire of the Yuan-Ti. He killed his unborn brothers and sisters, sucking them from their eggs and slithered forth to take control of his cold blooded colony. He organized the Troglodytes and expanded his reach over the island. Krybnog sees Lorguard and the inhabitants of The Cove as the greatest threat to his expansion. His greatest desire is to capture The Kraken's Wife, Lorguard's ship, and sail away from the island to expand his birthing empire. Fearing bombardment from the sea, Krybnog recently led a small band of his quietest troglodytes aboard the Kraken's Wife and stole her power kegs.

Humans, dwarves, halflings, half-ores, and goblins are a new addition to the island, brought all at once by the Pirate Captain Lorguard as his band of high sea brigands. Lorguard's grandfather (also named Lorguard as is the custom of their line) found the cove quite by accident while seeking shelter from a brutal storm. After the wind subsided and the skies cleared, he liked the cove so much he ordered his crew to begin constructing housing among the slopes of the cove's surrounding mountains, and the line of Lorguards have used the island as their hidden base ever since. They leave periodically to trade, to harvest pearls in the shallows, to hunt whale and shark, and to do what pirates do best, chasing unlucky vessels from the deck of The Kraken's Wife.

CAST OF CHARACTERS

LORGUARD

Lorguard medium humanoid					
Armor Class: 15 (leather armor) Hit Points: 127 Speed: 30ft, Swim 30ft					
STR	DEX	CON	INT	WIS	CHA
15(+2)	16(+3)	16(+3)	18(+8)	19(+4)	20(+5)
Languages: common, aquan, dwarvish, elvish, orcish, goblin Skills: insight +6, intimidation +6, arcana +8, persuasion +7					
Legendary Action: 1/day when Lorguard fails a saving throw he can choose to succeed instead. Parry: as a reaction Lorguard adds +2 AC against an attack that would hit him. Emotional Weather Manipulation: The weather around Lorguard warps to fit his mood. The Monkey's Eye: At will Lorguard can take full control of Commodore, he can also see through Commodore's eyes at any time.					
Actions Multiattack, Lorguard makes three attacks, two with his scimitar and one with his knife. Scimitar: +5 to hit, (1d6+3) slashing Knife: +5 to hit, (1d4+3) slashing					
Spellcasting: spell save DC 14, +7 to hit with spell attacks, Charisma is his spellcasting modifier Cantrips: light, mage hand, prestidigitation, mending, minor illusion, ray of frost, shocking grasp 1st level (4 slots) comprehend languages, charm person, detect magic, disguise self, fog cloud 2nd level (3 slots) alter self, blindness/deafness, darkness, detect thoughts, gust of wind, suggestion 3rd level (2 slots) fly, water breathing, gaseous form, fear					



Lorguard is Captain of The Kraken's Wife, lord of The Cove, and its self-proclaimed king. He looks to be in his late 50's, but is 137 years old. The slow leak of arcane magic from his glass eye has slowed the effect of the time on his body. The eye is passed down Lorguard to Lorguard, plucked from the skull upon death, and inherited by their eldest child who must remove their organic eye to inherit their birthright. The eye contains the memories of all the Lorguards past, almost 700 years of experience and memory. As a side effect, the eye translates Lorguard's emotions into the weather about him. When he is happy it may be bright and warm, when angry a sudden gust may spring

from nowhere, and when he is sad (as in the beginning of this adventure...) a magical darkness steals about him.

He dresses in a vibrant long coat, and goes nowhere without his continually smoking pipe. He smells of gunpowder and magic. The memories of his ancestor's bring Lorguard great cunning and knowledge. The experience of multiple lives makes him a keen observer of the human condition. Usually he is a man vibrating with the love of life, especially when he is reaving, or fighting from the deck of the Kraken's Wife where he can be seen sporting an enormous grin as a warm summer breeze fills his sails. Currently he is holed away at home, shrouded in darkness as he weeps for his murdered boy.

DESIRES:

1. For the players to find his son's killer. His ancestors will not leave him alone, they condemn him for letting their line come to an end, and while his magical eye is in his head Lorguard cannot shield himself from their mental onslaught.

SECRETS:

1. Moogum is his prisoner, not his willing weather witch. He killed her sisters, (including Mama Mave's mother, who was also a witch) destroying their coven and pressing Moogum into service.
2. Mave he took when she was very young. He claims to have found her clinging to the wreckage of her destroyed vessel, saving her from the sea, but Mave is the daughter of one of the witches of Moogum's coven that he murdered.

COMMODORE

Commodore Small beast					
Armor Class: 13 (natural armor) Hit Points: 15 Speed: 30ft, climb 30ft					
STR	DEX	CON	INT	WIS	CHA
11(+0)	16(+3)	10(+0)	8(-1)	10(+0)	8(-1)
Languages: none					
Skills: stealth +5, acrobatics +5					
Possessed: if Lorguard takes control of Commodore, Commodore assumes all of Lorguards INT, WIS, CHA stats as well as his spell casting abilities.					
Actions					
bite +5 to hit, (1d4) piercing damage					
claw +5 to hit, (1d4+1) slashing damage					

Lorguard affectionately calls his monkey *Commodore*. The monkey is Lorguard's familiar, and the pirate king can take full control of Commodore at any time. When Commodore lifts her eye patch Lorguard can also see through his familiar's eye.



Commodore is very curious and moves freely through the Cove. Lorguard uses Commodore to spy on people when he suspects trouble, but in Lorguard's deep depressive state he has mostly let Commodore do and go where she pleases, without supervision. She has no languages unless Lorguard is directly possessing her, whereupon she speaks all his languages with his voice. She has a weakness for tropical fruits, but will eat almost anything offered her.

DESIRES:

1. Tropical Fruit and Fresh Fish.
2. Connection. Commodore's frequent mental connection with Lorguard has left her with a sense of abandonment when he is not mentally present. Unable to express the feeling with words, Commodore nonetheless seeks out the company of anyone that will put up with her. The crew know her to be Lorguard's creature, and discourage her company in the fear of being spied on. Most of the crew know nothing of just how much Lorguard can experience through her, but many report feeling her watching them with unusually intelligent eyes. If treated well, she will be helpful.

GRISBANE

Grisbane medium humanoid					
Armor Class: 15 (studded leather) Hit Points: 31 Speed: 35ft, Swim: 25ft					
STR	DEX	CON	INT	WIS	CHA
18(+4)	16(+3)	14(+2)	15(+2)	12(+1)	8(-1)
Languages: common, goblin, orcish Skills: athletics +6, stealth +5, intimidation +3					
Rage: as a bonus action Grisbane can enter a primal rage. During a rage Grisbane gains ADV on STR checks and saving throws, gains +3 on damage rolls made with a melee weapon, and has resistance to slashing, bludgeoning, and piercing damage. The rage lasts 1 minute, or if Grisbane fails to inflict or take any damage on his turn. He can rage twice per day.					
Actions Greataxe +6 to hit, (1d12+4) damage Slam on a successful grapple, Grisbane can slam his grappled target for 2d6+4 damage. The grapple is ended, but the target must succeed a DC 12 constitution saving throw or be knocked unconscious for 1d4 rounds.					



Grisbane is Lorguard's first mate as well as the most feared warrior in his crew. In battle he enters a blood rage and has been known to strike at friend as well as foe in his manic love of the fight. Lorguard sailed with Grisbane's mother, the even more feared full blood Orc Narganack "**Bloodmother**" Grisbane. Narganack left Grisbane in Lorguard's care upon her death. Having never met his father,

Grisbane sometimes wonders if his mother and Lorguard might have been lovers... He is ferociously fond of thibble and Dock, and will not stand for any harm to come to them.

SECRET: Grisbane is in talks with Grimack, the enormous Girallon living up the mountain to the North. The rest of the crew is on violent terms with Grimack, as the ape takes great pleasure in tearing humanoids that wander into his world limb from limb, and has done so to unwitting crew members in the past. Grisbane is trying to convince Grimack to talk with Lorguard concerning his place on the isle, but has so far been unsuccessful. Grimack is very touchy and immensely strong, a single word of offense and Grisbane might find himself tossed over the edge of a cliff. Nevertheless, Grisbane makes weekly journeys up the side of the mountain to parlay with the great ape.

DESIRE:

1. To convince Lorguard to diversify his crew. Grisbane feels the intense discrimination from Sinmartin, Thorgum, and some of the other full-blooded humans. Thibble and Dock have reported that Sinmartin calls him monster and half-breed behind his back. Grisbane would like to see the ship flush with goblins, orcs, tieflings, and all other humanoids generally viewed as outsiders, or “monstrous” by human society.
2. To foster positive relations with Grimack, the great ape living in the mountains.
3. To see Sinmartin removed from the crew.

MAMA MAVE

Mama Mave medium humanoid					
Armor Class: 15 (hag skin, natural armor) Hit Points: 55 Speed: 30, Swim: 25ft					
STR	DEX	CON	INT	WIS	CHA
13(+1)	15(+2)	14(+2)	16(+3)	16(+3)	16(+3)
Languages: common, orcish, goblin, sylvan Skills: arcana +5, Deception +6, perception +5, stealth +4, persuasion +5					
Amphibious Mave can breathe air and water Mimicry Mave can mimic animal sounds and humanoid voices. A successful DC 14 insight check will reveal the sound as inauthentic. Illusory Appearance 1/day Mave can change her appearance to look like any humanoid that is roughly her size. This lasts 30 minutes. A successful investigation (DC 16) reveals the illusion. Touching her reveals that there is a difference between what is seen and what is felt.					
Actions Scimitar +5 to hit, 1d6+3 damage					
Spellcasting Mave’s spellcasting is CHA based Cantrips minor illusion, vicious mockery, light, message, prestidigitation Level 1 (4 slots) alarm, charm person, color spray, fog cloud, Ray of sickness					



Mama Mave is the daughter of a witch that Lorguard killed when he attacked her coven. Mooguan was a member of the Coven and pled her loyalty to Lorguard rather than dying, but he killed Mave's mother (Dresda) and her aunt (Bessel Twee) when they fought rather than become his servants. Mave was only a year old at the time, and Lorguard, believing her too young to remember the brutal murder of her mother, took the child under his wing. Mave still remembers the murder with the crystal clarity only a witch's daughter might possess.

Knowing that Lorguard will kill her if her memory ever comes to light, Mama Mave has adopted a false persona. The crew believes she loves Lorguard like a father, that she has dedicated her life to serving him.

Mave likes to know who is in the Cove and will invite the Players to eat, drink, and sleep at her Inn if they wish. She will attempt to uncover any dirt on them she can so that she can use it as leverage later. If the crew near the truth of what happened to Verrick she will attempt to use her great cunning and spell casting to turn the players on one another. If they come after her, she will attempt to win them over with telling the truth about the murder of her mother. Violence she will use as a last resort.

SECRET:

1. That she remembers the murder of her mother and aunt. Growing up on a ship captained by her mother's killer has made Mave *very cunning*. She is an expert liar and beguiler.
2. The night of Verrick's murder, Mama Mave charmed Grisbane using a charm spell, and **made him kill Verrick**. Grisbane remembers nothing of being charmed, or of killing Verrick.

DESIRE:

1. To avenge her mother by killing Lorguard and taking her place as captain of the crew and ruler of the cove.
2. To sew strife among the crew, especially using Sinmartin's hate of all non-humans to fuel an inter cove war that could also bring down Lorguard.
3. To learn as much magic as she can, and become an even more powerful witch than her mother was. She believes that if she can obtain enough power, no one like Lorguard will ever hurt her, or her loved ones, ever again.

BALTIM AND ALTIM

Baltim Small humanoid	Altim Small humanoid
Armor Class: 13 (hide armor) Hit Points: 18 Speed: 25ft, Swim: 25ft	Armor Class: 14 (leather armor) Hit Points: 13 Speed: 25ft, Swim: 35ft
STR DEX CON INT WIS CHA 16(+3) 12(+1) 14(+2) 15(+2) 12(+1) 12(+1)	STR DEX CON INT WIS CHA 12(+1) 16(+3) 12(+1) 11(+0) 12(+1) 15(+2)
Languages: common, aquan, rudimentary goblin Skills: athletics +5, animal handling (aquan creatures) +3, nature (aquan) +5	Languages: common, aquan, Skills: acrobatics +5, persuasion +4, deception +5
Teamwork: once per round, when Baltim and Altim are within 15ft of each other, one of them can take ADV on an attack roll in the combat and add 1d6 to the damage.	Teamwork: once per round, when Baltim and Altim are within 15ft of each other, one of them can take ADV on an attack roll in the combat and add 1d6 to the damage.
Actions Harpoon: +3 to hit, (1d6+3)dmg. On a successful hit Baltim can try to drag a creature 10 feet toward himself. STR contest against the target. Knife: +3 to hit, (1d6+3)dmg.	Actions Multiattack Altim can make 2 knife attacks Knife: +3 to hit, (1d6+3)dmg Knife: +3 to hit, (1d6+3)dmg



Baltim and Altim are brothers who grew up fishing with their parents in the Stone Studded Sea. They're more at home on the water than on land, and are arguably the best sailors in Lorguard's crew. They spend most of their time fishing, and taking trips out of the cove in their rowboat to explore. They are expert swimmers and love to dive beneath the waves in search of the precious pearls that grow about the isle. They are also the primary providers of food for the crew while they occupy the cove. They leave early in the morning and return with hauls of enormous and delicious fish.

SECRET: The brothers have a relationship with a society of merfolk that live off the southeastern coast. The merfolk cannot craft metal weapons beneath the waves, and the brothers sometimes steal from the warehouse to trade the merfolk for pearl, coral, and deep sea fish. Mooguam knows about their dealings because, being a creature of the sea herself, she is in frequent communication with the merfolk.

DESIRE:

1. When they have accumulated enough hidden wealth from their dealings with the Merfolk, Altim and Baltim would like to leave the cove, and begin a fishing business back on the Stone Studded Sea where they grew up. They are building up enough wealth

to both start their business and pay off Lorguard if he desires wealth in trade for their leaving his service.

2. To not be pulled into the brewing trouble between Sinmartin and Grisbane, and the species war that might ensue in the cove.
3. To know as much as they can about all things Aquan. There is little they wont do to become experts on the deep.

SINMARTIN

Sinmartin Medium humanoid					
Armor Class: 18 (plate) Hit Points: 24 Speed: 30ft					
STR	DEX	CON	INT	WIS	CHA
16(+3)	11(+0)	14(+2)	12(+1)	11(+0)	18(+4)
Languages: common					
Skills: athletics +5, deception +6, intimidation +6, persuasion +6, insight +3					
Propaganda: when trying to persuade any pure-blood human, Sinmartin gains an additional 1d4 to persuasion and intimidation rolls over them.					
Sew Hate: Sinmartin may attempt to turn pure-blood humans against non-humans. This acts like a <i>Charm Person</i> spell with the following rules: 2/day Sinmartin attempts to sew hate , he selects one human target, the target must succeed a DC 14 wisdom saving throw or be charmed by Sinmartin for 1 minute. On a fail, the target takes on Sinmartin's Xenophobic views, and becomes aggressive to non-humans. The charm ends if the target is knocked unconscious. It may attempt to beat the DC 14 wisdom saving throw at the end of each of it's turns to throw off the hate.					
Actions					
Multiattack (Sinmartin can make one attack with his longsword, and one attack with his dagger or one attack with his longsword if he is using it two handed)					
Longsword: +5 to hit, (1d8+3) slashing damage. (1d10+3) if two handed.					
Dagger: +5 to hit, (1d6+3) dmg.					



Sinmartin is first gunner on The Kraken's wife. He fought in the Goblin Wars as a cavalry sergeant, and his regiment patrolled the northern border against orcs trying to take advantage of the war. He is a well trained military man, and keeps a cool head in combat. Outside of battle Sinmartin simmers with barely contained rage against nonhumans. He has a tremendous hate for Grisbane who he thinks stole his place as First Mate, and it rankles Sinmartin to no end that he reports to a half-orc. He views Thibble and Dock as subhuman, and

even the halflings as grotesque perversions. Sinmartin is very vocal about his speciesist hate when he is in the company of other humans who he assumes will share his view. He hates nothing more than humans who associate with and befriend nonhumans.

SECRET: Sinmartin stole a book on herbology from Lorguard’s library and has been experimenting with crafting poisons from the islands flora. He is getting very close to distilling a potent draft of *Sure-rest*, a nasty poison that painfully kills anyone who ingests it. With Thorgum’s help (and key position as ship’s cook) Sinmartin plans on poisoning Grisbane, Thibble, and Dock. Sinmartin often patrols the Cove at night as he keeps a look out against the Troglodyte threat from the north, but he is also searching the island for the rare ingredients required to concoct his poison.

DESIRE:

1. To cleanse the crew of nonhuman members and eventually march north to kill the Troglodyte threat. He is a vocal advocate of this plan of action, and wants to recruit more (human) crew members so they can wage a war against the Troglodytes.
2. To begin a species war in the cove.
3. To recruit as many humans to his cause as possible. When The Kraken’s Wife docks at foreign ports, Sinmartin seeks out other Xenophobes who share his views, and is guilty of attacking nonhuman species when with these groups.
4. To collect the herbs required for his poison.

HOBART

Hobart medium humanoid					
Armor Class: 16 (scale mail) Hit Points: 32 Speed: 25ft					
STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	14(+2)	12(+1)	10(+0)	10(+0)
Languages: common, dwarvish, undercommon Skills: smith work +10, athletics +5, insight, +3,					
Duergar Resilience: Hobart has ADV on throws against poison, spells using illusions, being charmed, or being paralyzed. Enlarge: 1/day Hobart magically increases in size. While enlarged he doubles his damage dice on STR based attack rolls, and makes STR checks and saves with ADV. This is a bonus action.					
Actions Smith’s Hammer +5 to hit, (1d8+2) bludgeoning damage.					
*Hobart is not full Duergar, and does NOT suffer from sunlight sensitivity. *If Hobart is drunk, which he frequently is, he has DIS on attack rolls, DEX saving throws, and anything the DM deems appropriate for an intoxicated person.					



Hobart is the only crew member of his kind on the island, and terribly lonely for shared dwarven company. His loneliness has driven him to drink heavily, even by dwarvish standards. He usually awakes with a hangover around 11am and begins drinking immediately. He is quite drunk by 2-3pm, remaining that way until he falls unconscious somewhere in the cove. He doesn't always make it back home, and is either carried back or left to lie where he falls.

When he is sober Hobart is a blacksmith of exceptional quality. There are very little mineable materials on the island, but Hobart is able to recraft loot and weapons that are confiscated on Lorguard's raids into nearly anything. Lorguard tolerates Hobart's drunkenness because of his mastercraft products, but Hobart's productivity has dropped so severely in the last months that Lorguard is considering removing him from the Cove and beginning the search for a new blacksmith. Hobart is aware of this, but doesn't seem to be able to pull himself out from his alcoholism.

SECRET: Hobart is a wanted man in his home city of Drewmoore Deep, a Dwarven citadel far to the North. Hobart's family, the Greewaters, were a powerful crime family in Drewmoore Deep, but Hobart had little to do with the family business for most of his life. He preferred spending countless hours in front of his forge, hour by hour honing his smith craft until it surpassed most of his kind. This drew the attention of powerful families from far and wide to seek Hobart out and commission mighty weapons and armor from the renowned smith. Even the prince of the citadel, Burly Stoneskin commissioned the crafting of a mighty axe. Hobart's family told him not to take the commission, that Stoneskin was an enemy of the family and had been bringing his political weight against the Greewaters for centuries, but Hobart was blind to anything but his drive to smith items of greater and greater power. He smelt Stoneskin's great axe and sold it to the lord for a mighty sum. Stoneskin then rounded up all the important members of the Greewaters, charged them with a long list of crimes, sentenced them to death, and used the very axe Hobart had crafted to publicly behead them. In a desperate rage Hobart attacked Stoneskin's private guard in an attempt to kill Burly Stoneskin. He severely wounded the prince with his smithing hammer before escaping, nearly dead himself, and fleeing the city forever.

DESIRE:

1. Hobart believes his desire is to drink until he is too numb to feel the horror of his past, but his true, deep desire, is to return to Drewmoore Deep and kill Burly Stoneskin.
2. Becoming Sober. Only by drying out his alcohol soaked soul will Hobart rekindle the fire of revenge that has nearly been put out in his heart.
3. To reclaim his talent for smithing and his drive for life.

THORGUM

Thorgum medium humanoid					
Armor Class: 13 (hide armor) Hit Points: 50 Speed: 30ft					
STR	DEX	CON	INT	WIS	CHA
20(+5)	12(+1)	18(+4)	8(-1)	12(+1)	8(-1)
Languages: common Skills: athletics +7					
Brute when Thorgum makes a successful melee attack, he adds an additional 1d4 to the damage Crush If Thorgum makes a successful grapple against a target, he may immediately use a bonus action to crush the target for (2d6+4) damage. The grapple does NOT end. Thick Hide Thorgum might have giant somewhere in the history of his DNA. When a spell damages Thorgum he may roll a 1d6 and subtract the number from the damage he receives. This does NOT apply to psychic attacks.					
Actions Frying Pan: +5 to hit, (1d8+4) bludgeoning damage Slam: Thorgum slams into an opponent. +5 to hit, (2d6+6) damage and the opponent and Thorguard are knocked prone. The target may make a DEX saving throw (DC 14). On a success the target takes half damage and is NOT knocked prone.					



Thorgum is ship's cook. He makes delicious food, and is never happier than when he laboring over a hot stove. He is a mute, having lost his tongue when he was captured and tortured during the Goblin Wars. Thorgum attached himself early to Sinmartin, the first gunner. Sinmartin loves to talk, and instead of feeling awkward like most of the crew at Thorgum's silence, it emboldened Sinmartin to speak more freely. Thorgum has ingested years of Sinmartin's obsession with the superiority of humans over other species. This, combined with Thorgum's vivid memory of the torture he underwent at the hands of the goblins during the war, has hardened into a general hate for nonhumans.

*Thorgum communicates with his own brand of sign language.

SECRET: Thorgum is terrified of Thibble and Dock. They bring back vivid memories of hot tongs removing his tongue.

DESIRE:

1. Though Thorgum believes his deepest desire is to cleanse nonhumans from the crew, this is only a taught hate given him by Sinmartin.
2. His true desire is to one day own a large tavern in Marlona, the city to the East. He would like to silently serve beer and cook delicious food for a warm room full of talkative strangers. His experiences as a soldier, being tortured, sailing as a pirate under Lorguard,

and listening to Sinmartin's hate day in and day out, has given Thorgum an outer shell like iron, but he truly wants to be surrounded by friendly faces eating his delicious food while he listens to them talk about their lives.

3. To feel at home and welcome.
4. To eat delicious food and become a great cook.
5. To somehow obtain the money to own his own Inn.

MOOGUAM

Moogum medium humanoid					
Armor Class: 14 (natural armor) Hit Points: 57 Speed: 30ft, swim 40ft					
STR	DEX	CON	INT	WIS	CHA
16(+3)	13(+1)	16(+3)	12(+1)	12(+1)	13(+1)
Senses: darkvision 60ft Languages: common, aquan Skills: history +5, deception +5, arcana +4, nature +4					
Amphibious: Moogum can breathe air and water Horrific Appearance: Any humanoid that starts its turn within 30ft of Moogum and can see her true form must succeed a DC 12 WIS or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with DIS if Moogum is still within 30ft. When they are successful they are then immune to Moogum's appearance for 24 hours. Unless surprised by the form, people may avert their eyes from Moogum to avoid the negative effects, but they are at DIS on attack rolls against Moogum. Illusory Appearance: Moogum is so used to keeping up the illusion hiding her true form that it is now a subconscious spell. However, an insight or investigation check DC 16 will reveal her true form to the observer, who is then subject to Horrific Appearance with no opportunity to turn away.					
Actions (multiattack, Moogum makes 2 claw attacks) Claw: +5 to hit, (2d6+3) slashing					
Spellcasting: WIS spellcaster, Spell Save DC 14 Cantrips: poison spray, thaumaturgy Level 1 (3 slots) create/destroy water, cure wounds, fog cloud, inflict wounds, unseen servant, witchbolt Level 2 (2 slots) augury, beast sense, blindness/deafness, invisibility					



Moogum is a sea hag. Her true form and nature are utterly hidden from the inhabitants of the Cove. Lorguard calls her grandmother, and everyone (with the exception of Mama Mave) believes that Moogum is indeed Lorguard's ancient and powerfully magic grandmother.

Mooguma works as Lorguard's weather witch when they are sailing, and is capable of an array of useful magics on and off the island. She spends her days collecting herbs from the hill sides, taking long walks through the mountains, and baking beautiful breads in her hut. Moogum is a quiet soul on the outside, and has adopted a timid, kindly persona among the crew. She is held in near universal affection for her kindly ways and gentle manner, but she is hideously ugly to the point that it can be hard to hold a conversation with her for any length of time. She is especially close to Namir, who frequently brings her small trophies from exotic game that he kills on the island.

SECRET:

1. Moogum was captured by Lorguard many years ago when Lorguard attacked and killed the other two members of Moogum's coven. Moogum vowed eternal loyalty to Lorguard in exchange for her life, and Lorguard has kept her as his prisoner ever since. Moogum is allowed to wander anywhere she likes when she is on the island, but is not allowed to leave ship when The Kraken's Wife visits distant ports. Moogum is also terrified of Mama Mave, who was present for Lorguard's attack on the coven, and whose mother (a witch and member of the three) was slain by Lorguard. Moogum suspects, (correctly) that Mave remembers more than she lets on.
2. Moogum's appearance is a powerful illusion, and her true form is so hideous as to be damaging to other creatures.
3. Moogum is in communication with the merfolk off the southeastern coast. She has been plotting to escape to live among them for over a year. Beneath the waves Moogum's physical appearance is considered a beautiful expression of Mother Nature's creativity and not as a hideous manifestation of evil.

DESIRE:

1. To escape the Cove and live a quiet life beneath the waves with the merfolk.
2. OR to change her appearance to something considered beautiful on the surface, and finally feel at home on solid ground
3. To keep her true form hidden
4. To encounter Mave as little as possible.
5. To never upset Lorguard.

THIBBLE AND DOCK

Thibble Small humanoid	Dock Small humanoid
Armor Class: 13 (leather armor) Hit Points: 13 Speed: 30ft	Armor Class: 15 (leather armor, shield) Hit Points: 15 Speed: 30ft
STR DEX CON INT WIS CHA 8(-1) 14(+2) 10(+0) 10(+0) 8(-1) 8(-1)	STR DEX CON INT WIS CHA 14(+2) 14(+2) 10(+0) 10(+0) 8(-1) 8(-1)
Languages: common, goblin Skills: stealth +6, acrobatics +5	Languages: common, goblin Skills: stealth +6, acrobatics +5
Nimble Escape: Thibble can take the hide, dash, or disengage action as a bonus action on each of his turns.	Missile Catch: once per round Dock may use his reaction to attempt knock aside a projectile shot at him, or an ally with 10ft of him, using his shield. DC 14 DEX.
Actions Scimitar: +4 to hit, (1d6+2) slashing damage Shortbow: +4 to hit, (1d6+2) piercing damage. 80/320 ft range.	Actions Scimitar: +4 to hit, (1d6+2) slashing damage Shortbow: +4 to hit, (1d6+2) piercing damage. 80/320 ft range.



Lorguard caught Thibble and Dock breaking into his ship when the crew was docked in Marlona, the large city to the East. Instead of killing them he made them vow to serve him for ten years. That was five years ago. Thibble and Dock enjoy their work as mast rats (they mainly work amongst the sails and rigging). They are very nimble, and so in tune with one another that watching them work is like watching two well trained acrobats perform a rehearsed routine. They are looked down on by most of the crew, but have adopted the ancient goblin tradition of giving zero cares what any other race thinks of them.

SECRET:

1. They know about Grisbane's trips to visit Grimack, but will do their utmost never to betray him.
2. Thibble and Dock have been planning to kill Lorguard for almost a year. They have rankled under their servitude, not because Lorguard is cruel to them, but simply because they cannot stand to live another five years away from their multitude of cousins, aunts, uncles, and grandparents that live in their home warren.

3. They have broken into Lorguard's home, but found the house enchanted and are now planning on killing Lorguard when he is out of his abode. They have NOT shared this plan with Grisbane, but can sometimes be found lurking near the Captains house at night when they have no business there...

DESIRE:

1. To be united with their enormous family in their home warren. They're from a small goblin settlement called Bloogertar one months sail to the East.
2. If they cannot escape their servitude, then the goblins would like to see Grisbane's plan of filling the cove and island with more goblins, orcs, and outsiders a reality so that the island mimics the warren they miss so much.

NAMIR

Namir Medium humanoid					
Armor Class: 14 (studded leather) Hit Points: 23 Speed: 30ft					
STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	13(+1)	13(+1)	15(+2)	11(+0)
Languages: common, Skills: athletics +6, acrobatics +4, survival +4, stealth +4, investigation +3					
Hunter's Mark as a bonus action Namir can mentally mark a target he can see as his quarry. Namir deals an extra 1d6dmg to the target, and Namir has ADV on any skill check related to tracking/finding his quarry. Difficult to surprise Namir's hunter's instincts are always on alert, unless he is asleep or unconscious, Namir gets ADV on initiative rolls.					
Actions Harpoon(x3) +5 to hit, (1d8+3)dmg. On a successful hit Namir can attempt to drag his target 10 feet toward himself. STR contest against the target. Any target harpooned by Namir can attempt to remove itself from the harpoon as an action with a DC 10 STR roll, but must take an additional 1d6 damage. Knife: +3 to hit, (1d6+3)dmg.					
*Favored Tactic: Namir likes to harpoon a target, tie off the harpoon rope, and finish off the trapped creature with another harpoon					



Namir is a hunter. He has travelled all over the world seeking increasingly exotic prey for his harpoon and joined with Lorguard's crew to keep doing just that. Lorguard pays him to provide food, and for the furs, tusks, ivory, antlers, skins, and hundreds of other good Namir extracts from his prey that can be sold on the legal and black markets of Marlona. Once namir has killed a species he will either perfect the killing of that species so he feels utterly dominant over it, or move on to a different beast depending on if he feels challenged or not. He keeps small trophies from his kills, and gives the rest of his bounty to

Lorguard to sell. He is not a materialistic man, and would be content to live alone with only the company of his harpoons and trophies as long as the hunting was good.

SECRET:

1. Namir has killed very beautiful and sacred things including a unicorn, a phoenix, a tribe of pixies, a flumph, and whatever else you might like to include. He usually keeps these hidden from all but the most avid collectors because of the moral condemnation they tend to arouse in most people.
2. Namir is currently hunting the Pteranodons living among the mountain cliffs and this is why they've become so agitated and aggressive.
3. Namir is spying on Grimack up the mountain, and knows about Grisbane's trips to visit the great ape.
4. Namir killed a merfolk for its tail and would be recognized by the tribe if they saw him.

DESIRE:

1. To kill Grimack, the Girallon in the mountain, and harvest his head. This would be a trophy that no living hunter is known to have taken. He will try to maneuver the Players into conflict with Grimack so that they might help him kill the great ape, going so far as to follow Grisbane up the mountain and attack Grimack while they are talking.
2. To lead a hunt into the heart of the island and discover what lurks there...



VERRICK LORGUARD

Verrick is the Captain's son. He was murdered on the deck of The Kraken's Wife the night before the arrival of the Players. He lived in the human bunkhouse with Sinmartin and Thorgum. Verrick had a disarming laugh and easy smile that drew people to him. He was a courageous boy, intent on proving himself worthy of the title of Lorguard.

VERRICK'S RELATIONSHIP WITH THE OTHER MEMBERS OF THE COVE:

The Players will never meet Verrick, because he's been brutally murdered before their arrival, so the following is what remains when someone passes away: the lingering connection with those who knew them.

Every character is suspected by other members of the crew. These suspicions are in **bold** at the end of their descriptions

Lorguard: The pirate king loved his son more than anything else on this earth, though he was very hard on the boy. Being a Lorguard is no easy task, and not wanting Verrick to grow up soft, Lorguard did what his father had done before him: made him live among the crew and make his own way. Lorguard tutored Verrick in languages, minor magics, and history from the comfort of his library. Publicly their relationship was frequently a harsh one; Lorguard tolerated no mistakes from his son, demanding perfection in every task. Privately Lorguard's love for his son was, and is, boundless, though he rarely let it show in case the crew took it for weakness.

Namir: Verrick always quietly worshiped Namir for his cool demeanor and skill as a hunter. When Verrick was done with his chores he was known to sit outside Namir's hut and help the hunter repair his nets while convincing Namir to tell him hunting stories. Though a solitary individual most of the time, Namir enjoyed these visits and the obvious worship of the young lad. He taught Verrick to hurl a harpoon and to track animals through the jungle. He also repeatedly told Verrick that they should be hunting the Pteranodons on the cliffs above (something that Lorguard disapproves of) and capturing them live to trade at foreign markets for great price instead of just stealing their eggs.

+Grisbane and Sinmartin, who know about Namir's illegal hunting of the pteranodon, wonder if Namir might have killed the boy to keep him quiet.

Baltim and Altim: The halfling brothers frequently took Verrick with them on their fishing expeditions off the coast, and loved to play pranks on the boy. The brothers loved Verrick dearly. The brothers made Verrick swear not to tell his father about their trade with the Merfolk. After Verrick was injured by a reef shark while fishing with the brothers, Lorguard restricted his expeditions with them, but Verrick still stole off unbeknownst of his father to sail the island with the fishermen. The brothers take Verrick's loss personally: Altim has taken to drinking with Hobart and Baltim's keen eyes are full of suspicion for the rest of his crew.

+Mooguam may wonder if the halflings killed Verrick because he threatened to reveal their trade with the merfolk to his father.

Grisbane: Verrick was one of the few humans in the Cove that seemed not to care that he was a half-orc, and the boy bugged Grisbane for years until the half-orc relented and grew friendly. Lorguard hired Grisbane to train the boy in hand-to-hand combat, as well as the use of axe and knives, and over time apprentice and teacher became very close. Grisbane can't remember where he was the night of Verrick's murder, but his eyes grow red with anger when he thinks about it.

+Some members of the crew wonder if Grisbane didn't kill the boy in one of his fabled blood rages.

Sinmartin: Lorguard assigned Sinmartin to teach Verrick the use of the sword, shield, and bow. Sinmartin saw it as the perfect opportunity to feed the boy xenophobic hatred, but Verrick was disgusted by these ideas and grew to detest Sinmartin. Verrick continued to train under Sinmartin, but the two were constantly at odds, and Sinmartin called the boy a “blood traitor” to his face, and some of their training sessions had the look of thinly veiled true aggression.

+Some of the crew wonder if Sinmartin killed the boy for his “blood traitor” feelings, or even as a way to start a species war by blaming Grisane for the boy’s murder.

Thorgum: Though unable to express it in words, Thorgum might miss Verrick more than any other member of the crew. Verrick didn’t mind that Thorgum couldn’t speak and would sit in Thorgum’s kitchen, eating his ingredients before they entered the pan and chatting ceaselessly about his dreams and wishes while Thorgum listened, a smile on his face. Lorguard didn’t like his son hanging out with Thorgum, frequently telling his son that the “dumb cook” had nothing to teach him, but that didn’t stop Verrick’s visits to the kitchen.

+Though only mute and not mentally deficient, some of the crew think otherwise and wonder if Thorgum might have killed the boy in an accident and is too terrified to report it.

Mama Mave: Mave and Verrick grew up almost as brother and sister. They were practically the same age when Lorguard killed Mave’s mother and took the young girl under his wing. With no other children in the cove, the two grew up as inseparable playmates. Verrick claimed he knew everything there was to know about Mave, but Mave never let her true memories of Verrick’s father be known. Mave contemplated a hundred ways to hurt Lorguard that didn’t involve Verrick, but she knew that nothing would hurt him like the murder of his son. She racked her brain for alternatives, even contemplating telling Verrick her true origins and hoping to win him to her side, but always she would remember the screams of her mother, magic flashing in a dark cave, and the wailing of the coven as Lorguard murdered the only mother she’s ever known---and in the end she decided to do what would hurt the pirate king the most. Knowing she could never kill him face to face, Mave charmed Grisbane and had him do the deed.

+Mama Mave will blame Sinmartin or Grisbane, sighting their strength and the way in which Verrick was killed.

Hobart: When Hobart was sober he enjoyed telling the curious Verrick about his home, and the dwarven families who lived beneath his mountain, but when he grew drunk Verrick avoided the blacksmith. Hobart taught him some rudimentary smithing at Lorguard’s orders, but when Hobart drunkenly dumped burning coals over the boy, Lorguard called an end to it. Hobart never forgive himself, and dove deeper into his drinking after the accident. Verrick did discover

Hobart's criminal history, and Hobart told the boy he'd ring his neck if he ever told his history or about his Drugar blood.

+Verrick told Grisbane, Baltim, and Altim about Hobart's threat as a boast. They all took it as a joke, but are now revisiting the memory.

Thibble and Dock: Thibble and Dock taught the boy about the rigging and masts, and enjoyed swinging through the air on the ship's ropes with him. They frequently pleaded with the boy to ask his father to release them from servitude, but Verrick was chastised harshly by his father when he brought it up.

+Sinmartin believes the goblins true nature is to kill and eat humans, and will immediately blame them for the boys death.

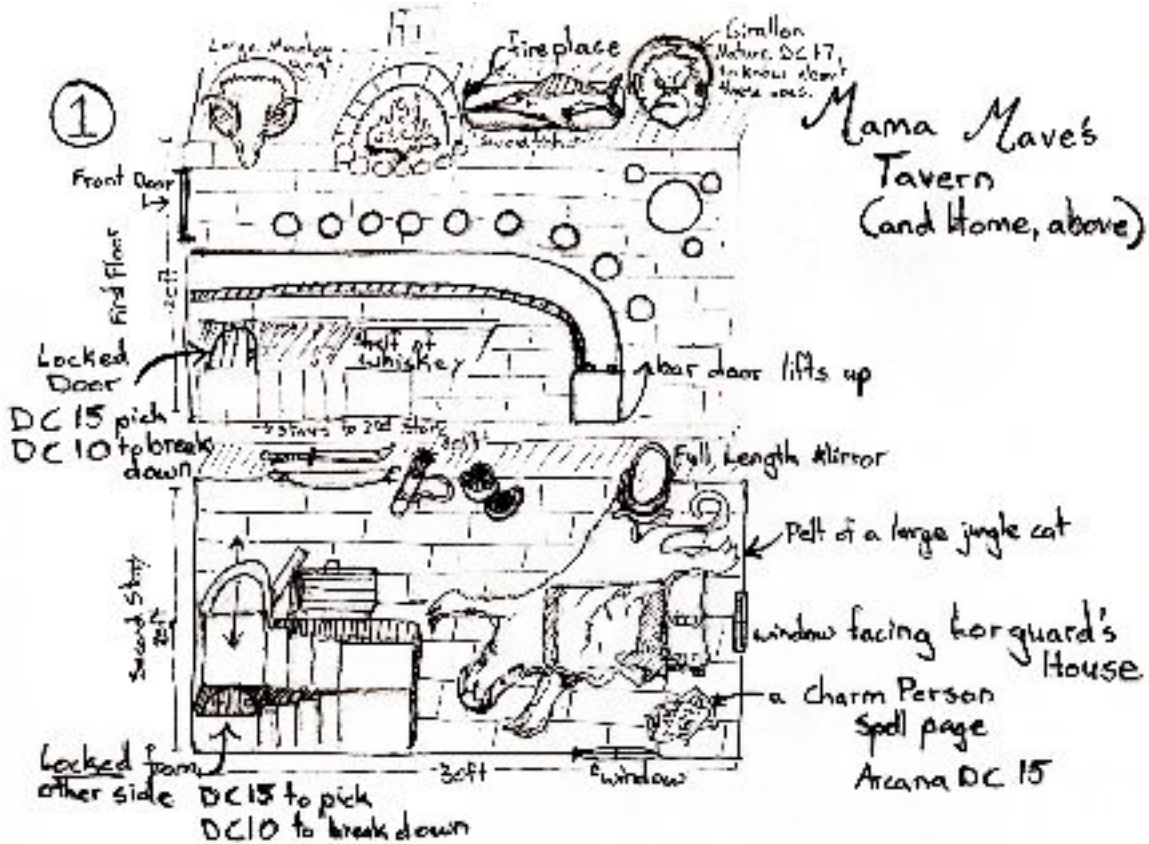
Mooguam: Moogum taught Verrick basic weather magic and illusions, but was never left alone with the boy on Lorguard's orders. Their relationship was that of a doting grandmother on her favorite grandchild. They frequently took long walks about the island, Mooguam wearing a veil so that the boy wasn't put off by her appearance. She taught him the names of the birds, reptiles, and plants on the island. She even went so far as to tell Verrick about the Merfolk, which he knew about from Baltim and Altim.

+Thibble and Dock in particular fear Mooguam's strange magic and wonder if she might have sacrificed the boy in some ancient and terrible blood ritual.

+Mave also knows that Mooguam is a witch, and may put it in the Player's heads that Mooguam killed him for her own, Haggish need to destroy beautiful things.

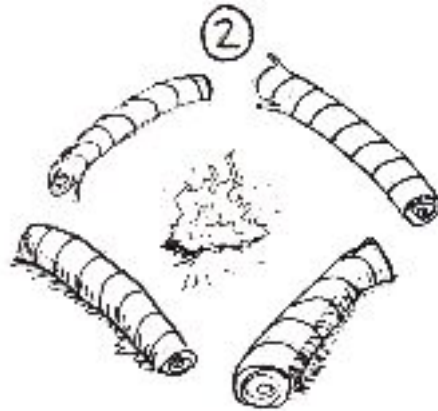


#1 MAMA MAVE'S TAVERN



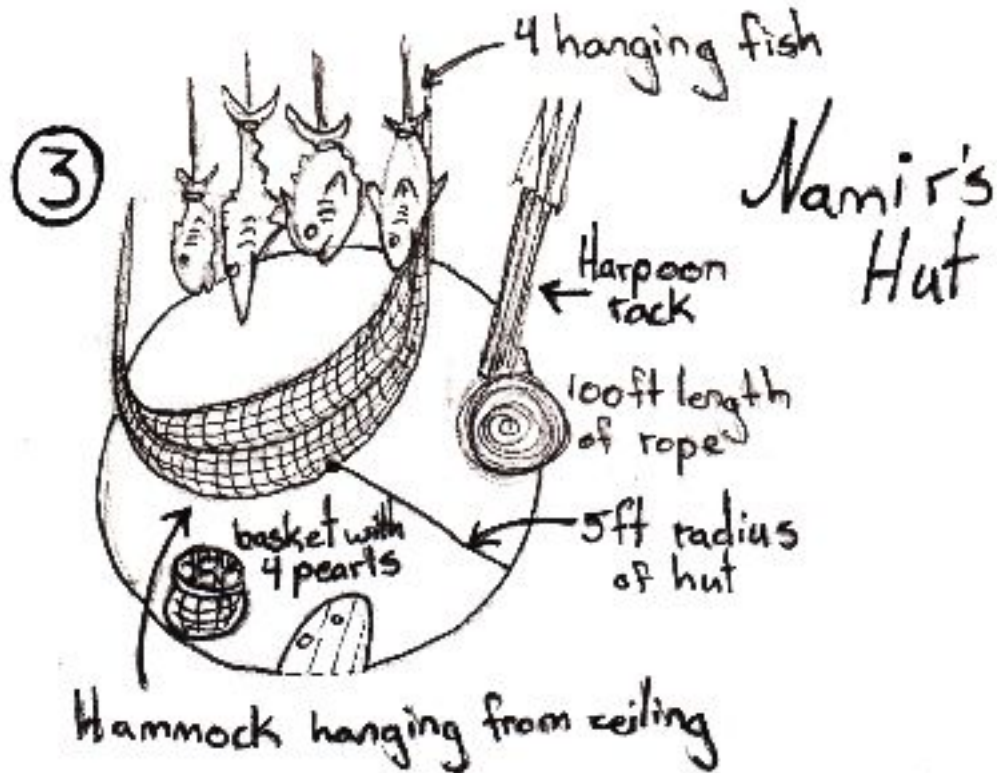
1. Mave is not shy about making a profit from her fellow crew members. She has transformed her first floor into a bar. She brews her own beer in back of the Inn, and makes a point of purchasing whiskey when they are at port in Marlona. Many of the crew frequent the establishment, drawn by the community atmosphere and lacking other options.
2. Hobart, Sinmartin, and Lorguard have open tabs and owe Mave large sums of money. It is publicly and privately understood that Lorguard's debt will not be paid, when he comes to the Tavern he drinks copiously, but no one would ever ask the captain to settle up.
3. Mave lives upstairs where she secretly practices magic, always pulling the curtains on the east window closed when she does so.
4. Mave traded Namir an old book called Lacooma's Final Rest for the saber toothed tiger pelt.
5. Any animal displayed upstairs or downstairs on the wall has been studied by Mave in depth.
6. Mave has a pile of spells she is working on by her bed. Most of them involve persuasion magic such as *Charm Person*.
7. The chest in her bedroom contains clothing and a jade knife (+1 to attack)
8. The full length mirror doubles as a scrying glass. DC 12 Arcana will say as much. Mave uses it to watch Lorguard obsessively. Mooguan is also watching Mave through it, though Mave doesn't know it.

#2 FIRESIDE MEETING PLACE



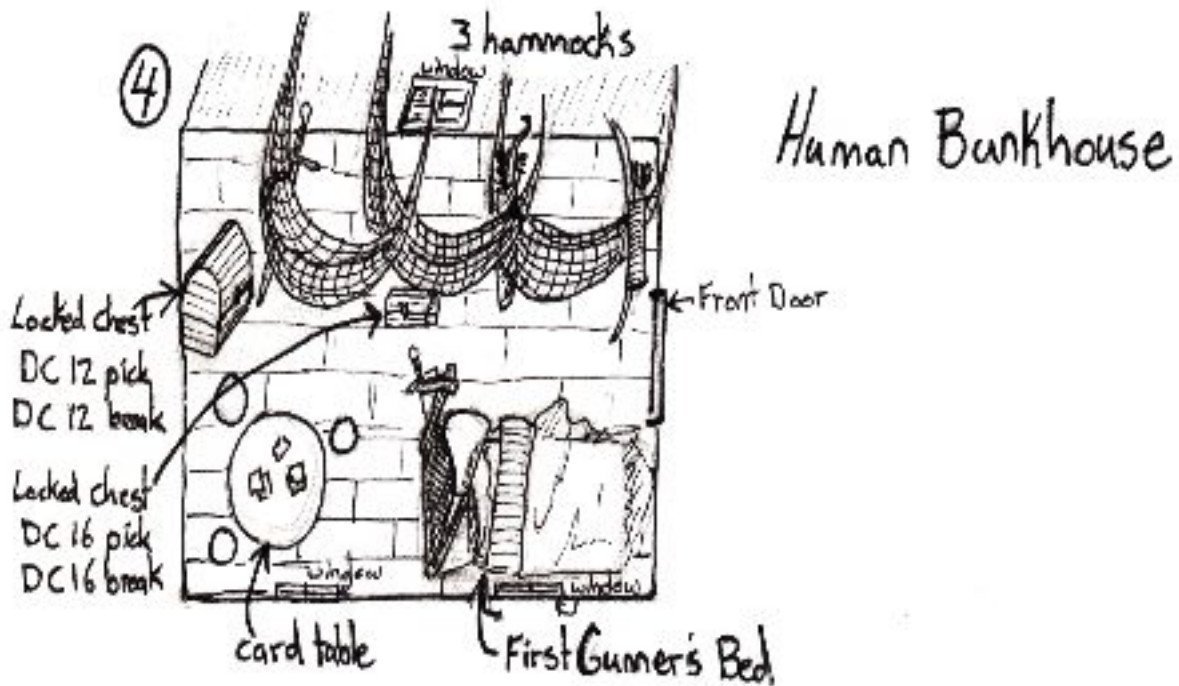
1. When the weather is nice the crew will often gather outside Mave's Tavern, only going inside to put another drink on their tabs and drinking under the stars. This place seems to inspire a carnival atmosphere in the crew causing them to drink more and become roudier than inside the Tavern.
2. Grisbane and Sinmartin have very nearly killed each other in the sand on multiple occasions, prevented from murder only when pulled apart by other members of the crew. Lorguard cheered as they fought, and seems to enjoy their rivalry.
3. Namir rarely drinks inside the tavern, but will sometimes drink here for company after a hunt. With enough drink he will tell hunting stories.
4. Thibble and Dock sometimes perform goblin battle dances here after shots of whiskey . It's a harsh, jerky, violent mimicry that drives Sinmartin into simmering fits of rage or causes him to storm into the night with Thorgum in tow.
5. Most of the crew also cook their meals here. The fire has a grate that can be brought out from the tavern and thrown over the flames like a grill. The smell of cooking fish or goats from the mountain usually wafts from this site.
6. Batlim and Altim are usually at the fire before the sun rises, cooking breakfast before they head out to fish or parlay with the merfolk.
7. Last week Baltim found Grisbane here treating a gash he received from Grimack. Grisbane said it was from a pteranodon on the cliffs, but the halfling brother thinks he might be lying.

#3 NAMIR'S HUNTING HUT



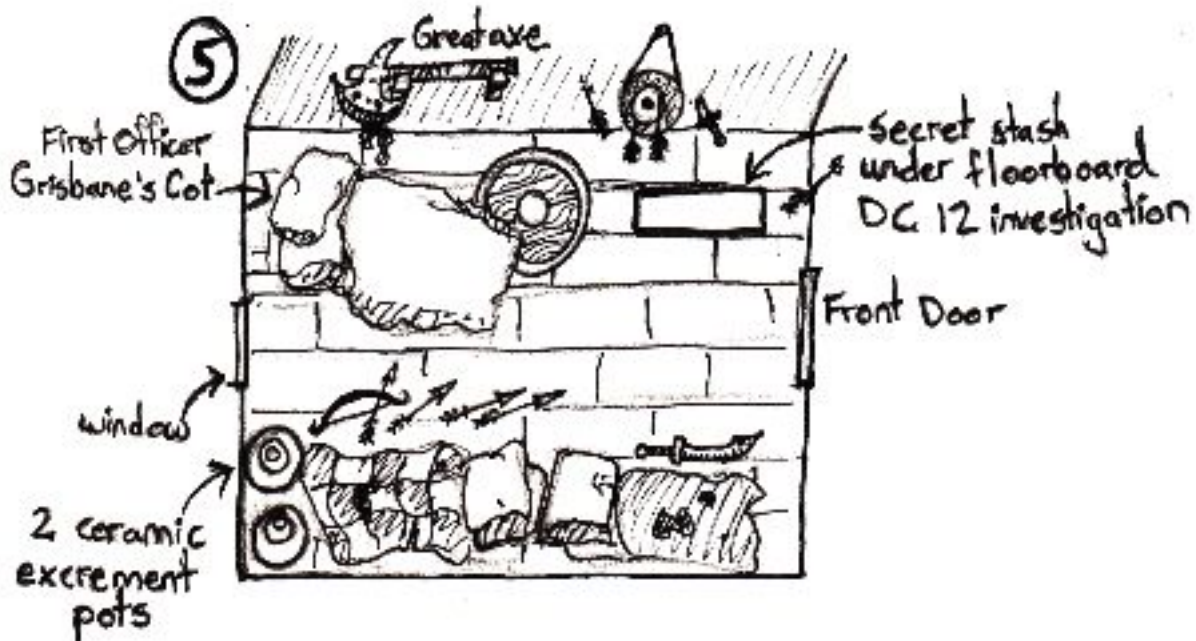
1. Namir keeps tiny pieces of exotic animals he's killed in a pouch on his person, so his hut is fairly bare. He also spends more time sleeping in the jungle than here.
2. The basket of pearls contains a note: *"Namir, i cannot keep up with the pearl demand. I understand that Lorguard wants my debt paid, but the fish-folk patrol the water, stealing the pearls, and threatening my brother and I whenever we attempt to take them for ourselves. They've grown bolder of late, and I fear we may soon be fighting them. Send help, not demand for more yield."*
3. Pages underneath the hammock track the movements of a large ape living to the north and potential plans to track, trap, and kill it. (*Grimack*)
4. 200GP is buried beneath the hut along with the horn of a unicorn killed by namir. The horn is a +1 weapon, 1d8+CHA modifier. It can also heal 1d8+4 damage 1/day.
5. A fox skin is rolled into a bundle against one wall. Nature DC 15 will reveal this to be the skin of a Sun Fox. 1/day it can omit sunlight in a 15ft radius for 1 minute.
6. One of the harpoons is still stained with what is unmistakably dragon blood DC 14 nature.
7. The 100 ft of rope is made of giant spider thread and gives the climber using it Advantage against falling, however it takes a full action to disentangle from it.
8. The hammock is made of silkworm spin and anyone who sleeps in it only needs four hours sleep for a full rest. This is how namir is able to hunt so frequently with so little seeming sleep

#4 HUMAN BUNKHOUSE



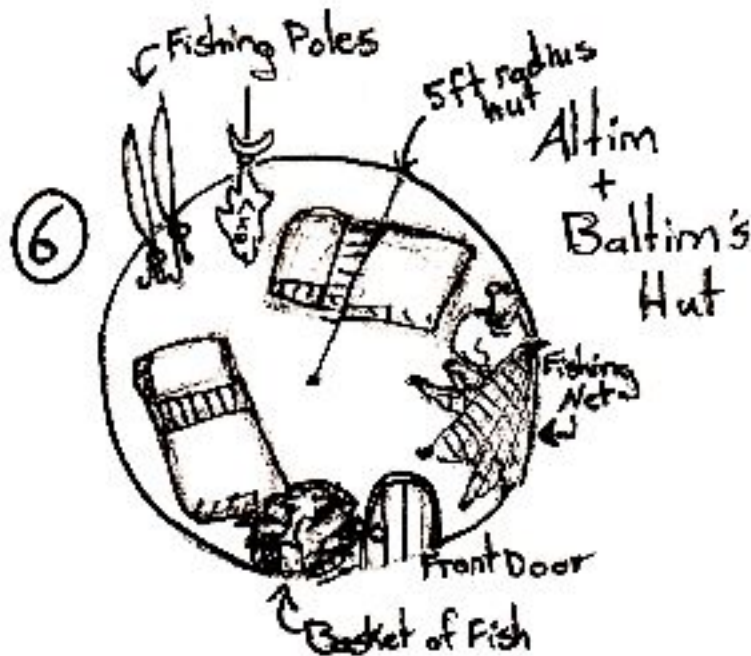
1. Sinmartin and Thorgum sleep here. Sinmartin in his first gunner's bed and Thorgum in the furthest hammock to the left.
2. Verrick used to sleep here when it rained, but if the weather was nice he would sleep outside so he wouldn't have to listen to Sinmartin's continual war mongering against nonhumans.
3. A man named Teenan Grey lived in the hammock nearest the door, but a month ago he was hunting in the northern mountains and encountered Grimack the great ape. Teenan did not survive the encounter, but various members of the crew have found pieces of him scattered among the northern slopes. His hammock stills hangs with a longbow that no one is using.
4. Verrick's small chest under the center hammock contains: the claw of a jungle cat, an *illumination orb* with a birthday note from his father, the 2x2 skin of a Dark Mantle that is capable of taking on the texture of whatever it touches, and a small journal. In his journal Verrick mostly ponders who his mother might be. He thinks she must have been magical because of his own innate ability, and he is hoping to ask Mooguam if she has any idea who she was.
5. The large chest against the West wall contains: A large pile of Thorgum's rough architectural renderings for an inn and attached bar. Underneath all the pages is another small box containing 200gp, 55sp, and 10 cp.
6. Under Sinmartin's bed: vials and jars of the ingredients he's collected so far for his poison. The ingredients are identifiable with a nature DC 14 as: *stim's wart*, *gorlinda's kisses*, *migtar*, and *jackwhite root*. Nature DC 16 identifies them as ingredients for the potent poison *Sure-Rest*.

#5 GOBLINOID BUNKHOUSE



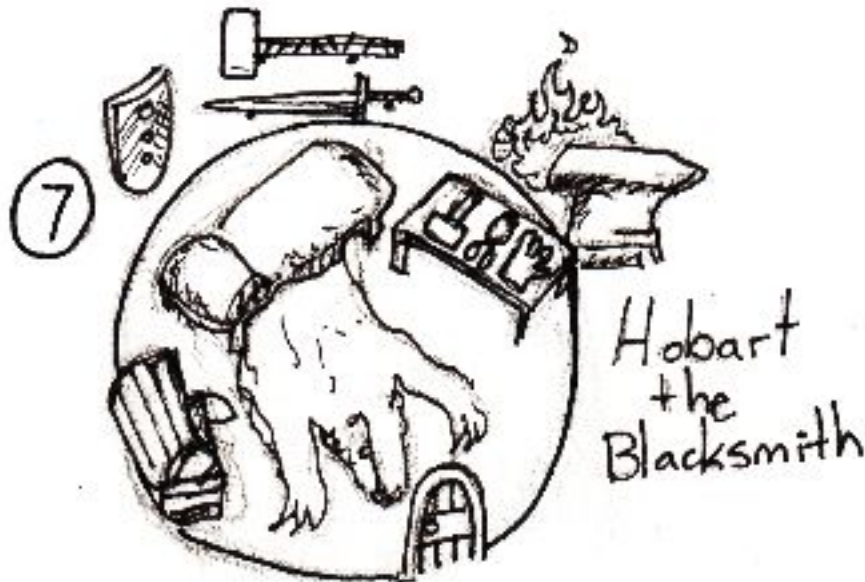
1. When they get bored, Thibble and Dock enjoy throwing knives and shooting arrows at a target they've hung from the north wall.
2. Grisbane usually has his great axe with him, but when he is sleeping, bathing, or eating the axe hangs above his bed in the north west corner. The axe head is permanently stained a deep marron from Grisbane's countless battles.
3. A scattering of arrows, knives, cudgels, darts, and a whip lie in jumbles about the two small nests of bedding where Thibble and Dock sleep.
4. Thibble and Dock used to foul their own bunkhouse, but Grisbane has convinced them to at least use chamber pots, which are kept in the south west corner of the room. They aren't cleaned nearly enough and the building usually sinks of dried excrement.
5. DC 12 intentional investigation can discover the loose floorboard in the northeast corner where Grisbane stores: A *jade necklace* given to him by Grimack, a DC 16 History check reveals it to be Yuan-Ti in origin as well as fundamental cultural knowledge about the Yuan-Ti. Also contains a *list of non-human friendly establishments* in Marlona, a *whetstone*, a *bird skull stained in blood* that used to belong to his mother, and 112sp.

#6 BALTIM AND ALTIM'S HUT



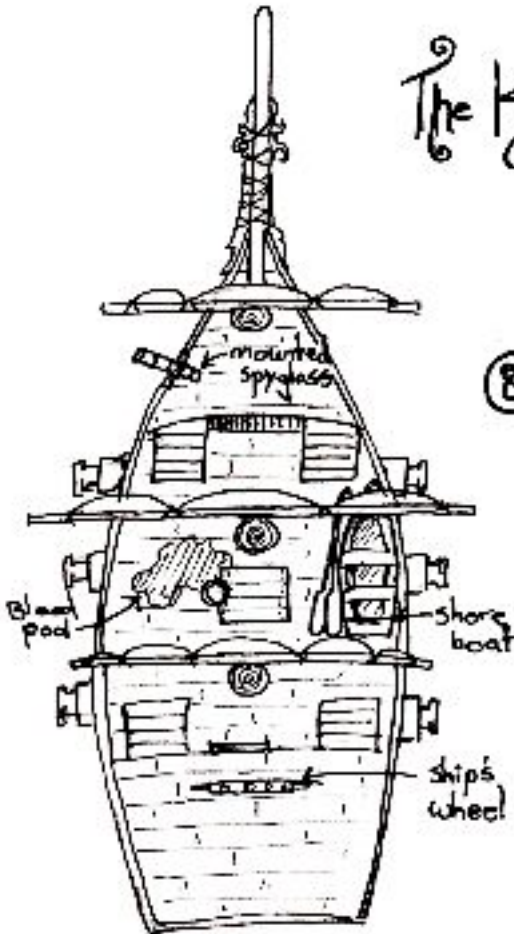
1. Baltim and Altim's hut is usually unoccupied because the brothers spend so much of their time fishing.
2. Fishing equipment including: nets, fishing rods, spears, harpoons, baskets, hooks, tackle, and bait can all be found here.
3. DC 15 Nature check will reveal that many of the fish bones hung from the ceiling and strung along the walls are of deep sea fish that are usually inaccessible to people fishing from the surface.
4. Under the pillow of the north bunk is:
 - a. a book on *Aquan*. Baltim in particular is intent on becoming proficient in the merfolk language. The book is covered in notes, scrawlings, sketches of merfolk, and common words are circled in black ink.
5. Under the pillow of the southern bunk is:
 - a. a map of the Stone Studded Sea where the brothers are from. It contains a list of possible fishing hotspots there and contacts that the brothers remember from growing up in the archipelago.
 - b. A copied key to the warehouse in town.
6. A large sack to the right of the front door contains scrap metal, the heads of axes, spear heads, and chains that the brothers have pilfered from the warehouse to trade with the merfolk.

#7 HOBART THE BLACKSMITH



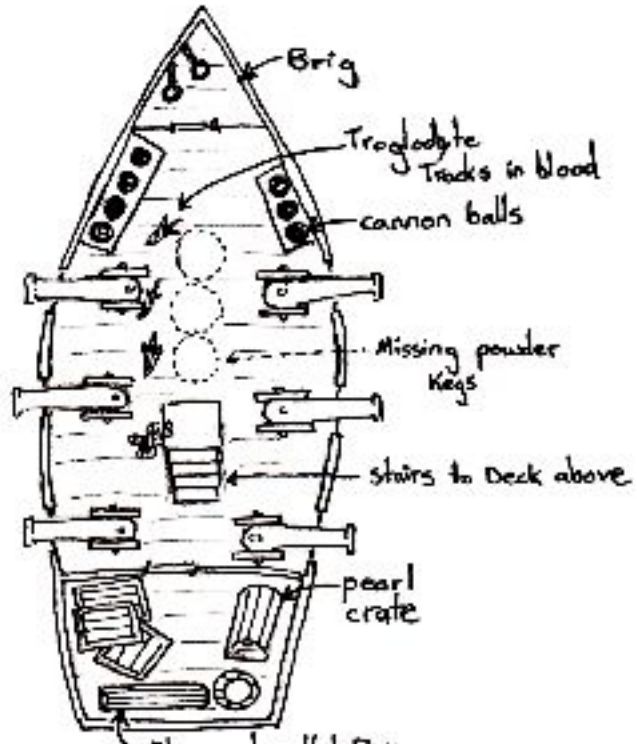
1. The ground is covered in the skin of a Giant Badger. Namir killed the beast and sold it to Hobart in exchange for Hobart master sharpening a few of his harpoons.
2. A work bench containing a full set of smithing supplies that look to be well over two hundred years old, but that are still in excellent working condition.
3. A anvil and fire are outside in back of the small hut.
4. Empty bottles cover the floor of the hut and it is impossible to move about without them clanking and skittering underfoot.
5. Under Hobart's pillow is a picture of his family back in Dewmoore Deep, most of which were sentenced to death.
6. Three powerful weapons hang on the wall, relics of Hobart's better days smithing for royalty in Dewmoore Deep:
 - a. A **warhammer** (+1 to hit, versatile 1d10/1d8, 2lbs, critical x3).
 - i. The hammer can cast *Thunderwave* 2/day.
 - b. A **short sword** (+1 to hit, 1d6, 3lbs, x2 critical) The weapon's edge is super fine and scores a critical hit on a natural roll of 19 or 20. If the weapon is attuned to, the sword will return to the person it is attuned to as a bonus action by flying through the air to them.
 - c. A **kite shield** (+2 to AC, requires the use of one hand to wield.)
 - i. 1/day the wielder can cast *Bless*.
 - ii. 1/day the wielder can cast *Heroism*

The Kraken's Wife



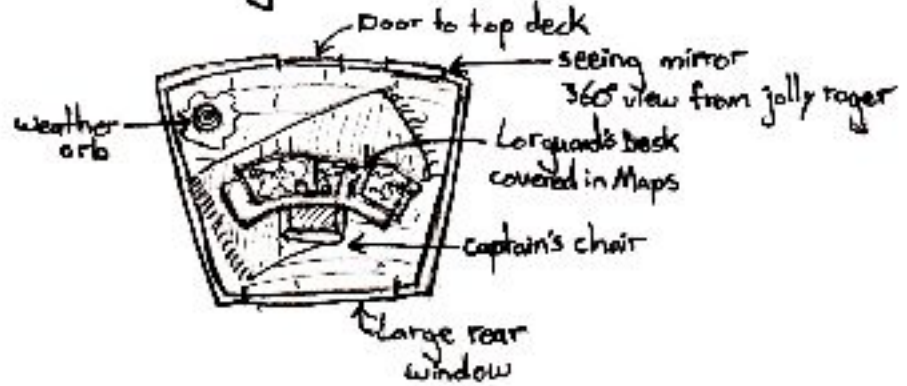
Above Deck

8



Below Deck

Lorquard's Cabin



1. Top Deck:

- a. The deck is stained with Verrick's blood where he was murdered.
- b. A trapdoor with a heavy copper ring leads down into the below.
- c. A rowboat for going ashore and for emergencies.
- d. A door leads into the captain's cabin below the ship's wheel.
- e. A spyglass is mounted near the prow.

2. Captain's Cabin:

- a. An orb floats in the northwest corner. When touched it can control the weather within a 100ft radius of The Kraken's Wife. A DC 17 arcana roll is required to use the orb, on a failure the person attempting to use it takes 1d10 psychic damage and the temperature drops to *freezing* in the orb's controlling radius for one hour. This will freeze the salt water about the boat and cause the ship to be locked in place.
- b. A seeing glass hangs on the north wall by the door. A DC 14 Arcana roll will allow the person gazing in the mirror to see a 360 degree view around the ship, range 150ft. On a failure the viewer is sucked into the mirror in a pocket dimension. They can only be freed by another person either smashing the mirror or rolling another Arcana check DC 14. On a failure that person also suffers being trapped in the pocket dimension. A character can only breathe in the pocket dimension for 2 rounds...
- c. Lorguard's desk is covered in maps showing the island and course to Marlona.
- d. 150sp can be found in his desk as well as a magnifying glass.

3. The Below:

- a. A single set of stairs lead below. A trickle of blood has run through the trap door and dribbles on these steps.
- b. Six large cannons, three to a side, protrude from their portholes. Each bears Hobart's smithing mark.
- c. Traces of powder can be found between floorboards, but the powder casks are missing. A DC 12 Survival/Investigation roll will discover large three toed footprints where the missing kegs should be. The prints lead up the stairs and out of the boat. DC 12 Nature/Investigation will determine them to be Troglodyte tracks. The cannons cannot be fired without the missing powder.

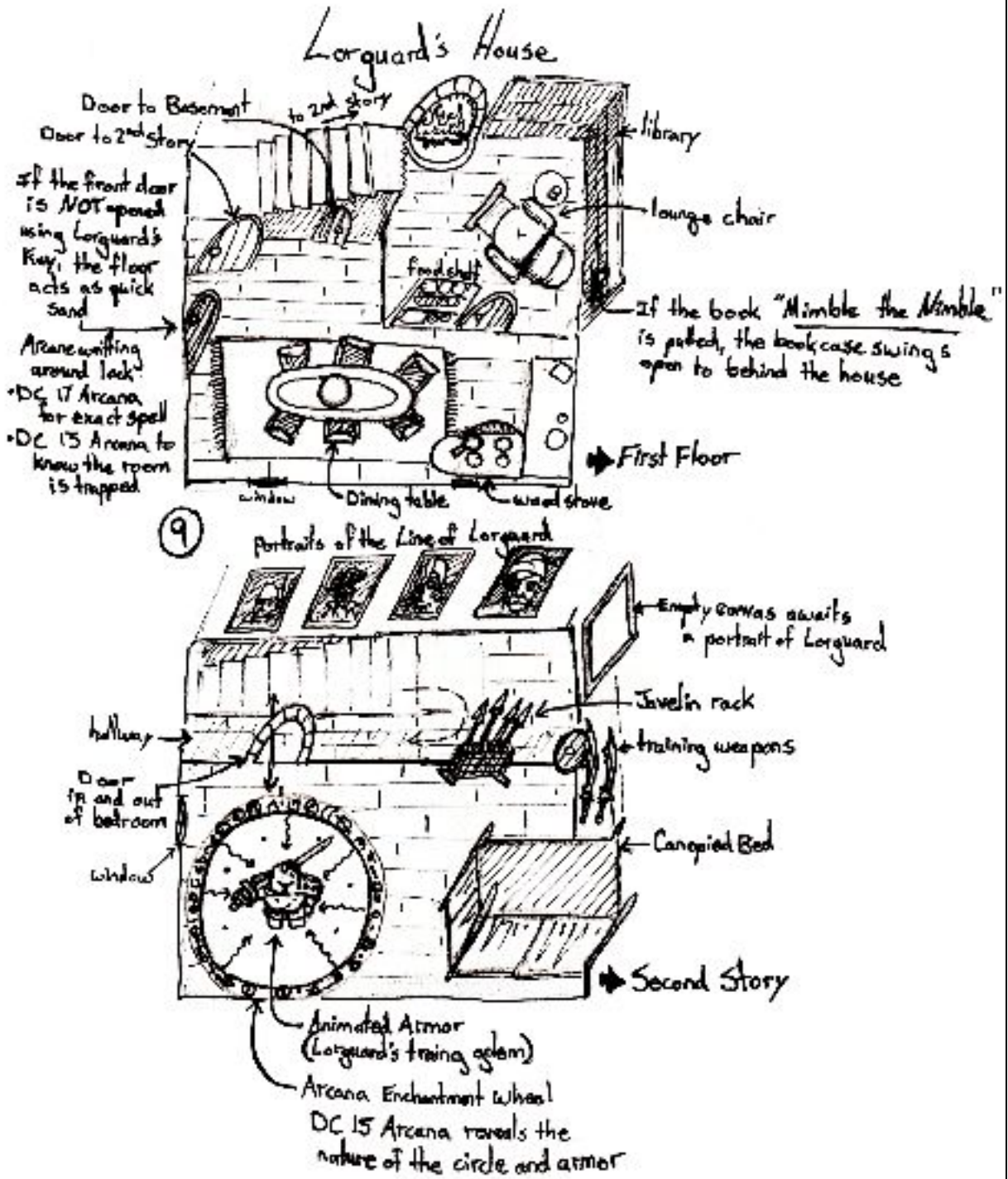
4. The Brig:

- a. Contains chains enough to bind up to 10 humanoids.

5. The Hold:

- a. A chest with a few pearls rolling about inside, these should be full and ready for trade in Marlona, but the Kuo-Toa to the south west of the island are harvesting most of the pearls before the crew can get a hold of them
- b. A long wooden chest contains pteranodon eggs. The crate is hot to the touch and if touched without gloves will cause 1d6 searing damage. The hot box contains five pteranodon eggs each valued at 50gp a piece in Marlona.
- c. The remaining crates are empty and waiting to be filled with tradable goods.

#9 LORGUARD'S HOUSE



1. First Floor:

- a. The first floor is trapped. As detailed on the illustration, if the front door is opened without using Lorguard's key, then the floor inside will act as quicksand until the key is turned in the lock. This will not be apparent until someone steps inside, but once they do they will sink 3ft per round into the floor. If they sink past their mouth they will begin to suffocate. They can hold their breath 1+CON modifier rounds. A strength roll DC 13 is required to pull yourself out of the floor. The stairs and library are NOT trapped.
- b. The door beneath the stairs that should lead into the basement, only leads to a closet beneath the stairs. Anyone in the closet may command the closet to cloth them according to their desire and the closet, which is attached to a pocket dimension in a genie's house, will supply the clothing. It cannot generate armor or any items other than clothing, and only one set per person, though they can change it as many times as they desire.
- c. The library contains books on history, myth, and magic. **Investigation rolls** will reveal the more potent books in the library:
 - i. **DC 12, Temdem's Host:** if opened the spirit of Temdem, a trapped manservant of a previous Lorguard will be released. Temdem acts as an *Unseen Servant* spell, but also grants +2 on any roll related to Lorguard History.
 - ii. **DC 14, Manifesto of Martin the Misterioso:** The reader learns the minor illusion cantrip, if they already know it, they may select wizard cantrip or spell level one from the school of illusion to learn.
 - iii. **DC 16, Ethan's Foul Rat:** The reader of this book releases a foul mouthed rat. The rat acts as a familiar, and must obey the reader, but it curses like a sailor and has a very disagreeable disposition.
 - iv. **DC 18+, The Bomb Book:** The reader of this books knows that if opened and thrown it acts as a one time use *Fireball* spell.
***books require a short rest to read.**

2. The Stairway::

- a. The stairs leading to the second story are lined with the enormous portraits of previous Lorguards. The paintings are like animated memories, they can move from frame to frame, speak to each other, and anyone who talks to them. From the lowest stop leading up, they are as follows:
 - i. **Greeton Lorguard:** The first Lorguard, a bald, pale, excessively vile man who despises anyone not of Lorguard blood inside the house. He is quite mad and will holler and scream his head off at intruders.
 - ii. **Quentin Lorguard:** A very refined fellow who continually smokes a very smelly pipe. He is immaculately dressed, but is perpetually self conscious about his appearance. He does NOT get along with Greeton, and will be helpful to the Players as long as they are polite. "*Manners first, you know.*"

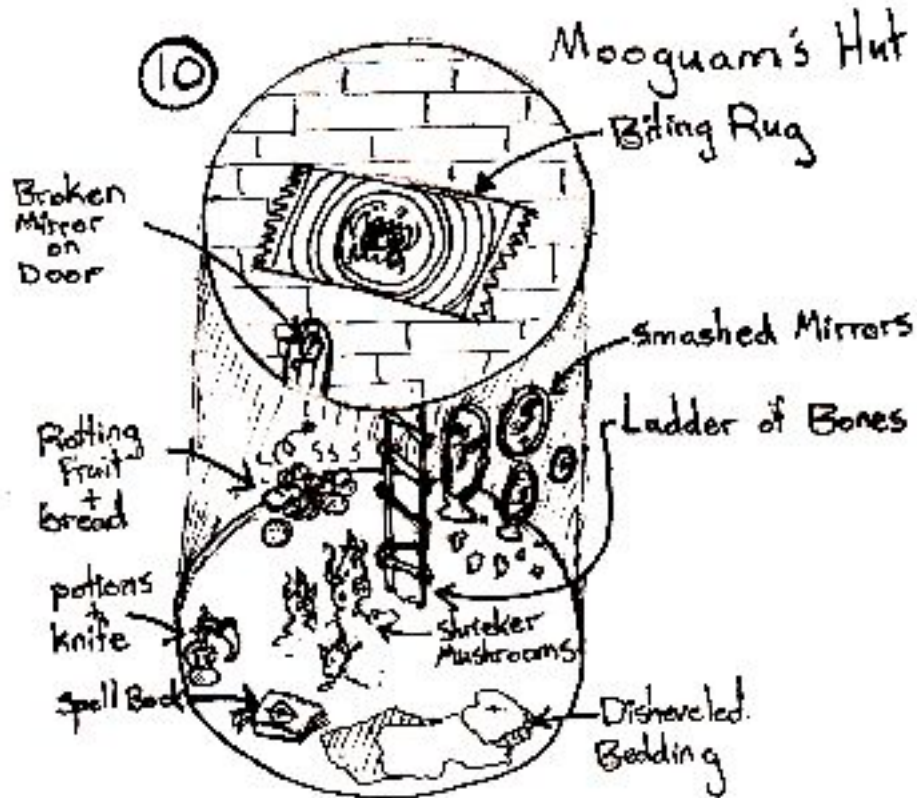
- iii. **Wendy Lorguard:** She is the most concerned with current events and knows about Verrick's murder. She is also the most level headed of the bunch and will try to help the players as much as possible. The other portraits fear her, and if the players get on her side, she can silence them or command them to reveal things they might know.
- iv. **Sander Lorguard:** A gruff, quiet man. He is Verrick's grandfather, and though he'll try not to show it, he is destroyed by his grandson's death. Verrick sometimes sat on these steps and talked to his relatives, but Sander and Wendy were his favorites. If the players are respectful, he will tell them about the weather orb and seeing glass aboard the Kraken's wife in a hope this will help them.
- v. **The Empty Canvas:** This is where the current Lorguard will reside when he dies...although without an heir, all of this currently seems pointless.

3. Second Story:

- a. Lorguard uses his second story to sleep, train for battle, and blow off steam.
- b. A canopied bed is in one corner
- c. Javelins lean in a rack at the top of the stairs and scimitars, shields, and knives hang from the wall
- d. Most of the space is cleared away for sparing with his training golem.
 - i. The Golem is a suit of platemail standing in the center of the floor, and uses the *Animated Armor* stat block.
 - ii. It is surrounded by an Arcane circle, DC 15 Arcana reveals that the armor will animate and fight anyone who enters the circle. It will also reveal that a powerful *Mending* spell connects the armor to the entire house. If the armor is fought and defeated any damage done to the house in the process, is immediately fixed. This can include anything from mending a broken bed post, or reconstruction a supporting wall that a *fireball* spell destroyed. It does NOT restore HP. Only the house.

***The murder of his son causes Lorguard to fluctuate between depression and rage, and when he isn't cloaked in a shroud of fog and depression, his house may flash with magic and shake with combat as he takes out his rage on the Training Golem.**

#10 MOOGUAM'S HOME



1. Above:

- Mooguum's first story has no windows, but the smell of baking bread continually wafts from within.
- The front door is locked DC 16 DEX/INT to pick. Inside a pleasant grandmotherly house can be seen, bread baking in an oven, comfortable couches, and a plush rug. However if entered, the illusion breaks and the players will be standing in a bare room except for a single carpet.
- The Rug Bites: anyone who touches the rug feels it bite into them for 1d4 damage. A DC 14 Arcana roll can reveal the curse placed on the rug.
- A trap door leading down is hidden beneath the rug.

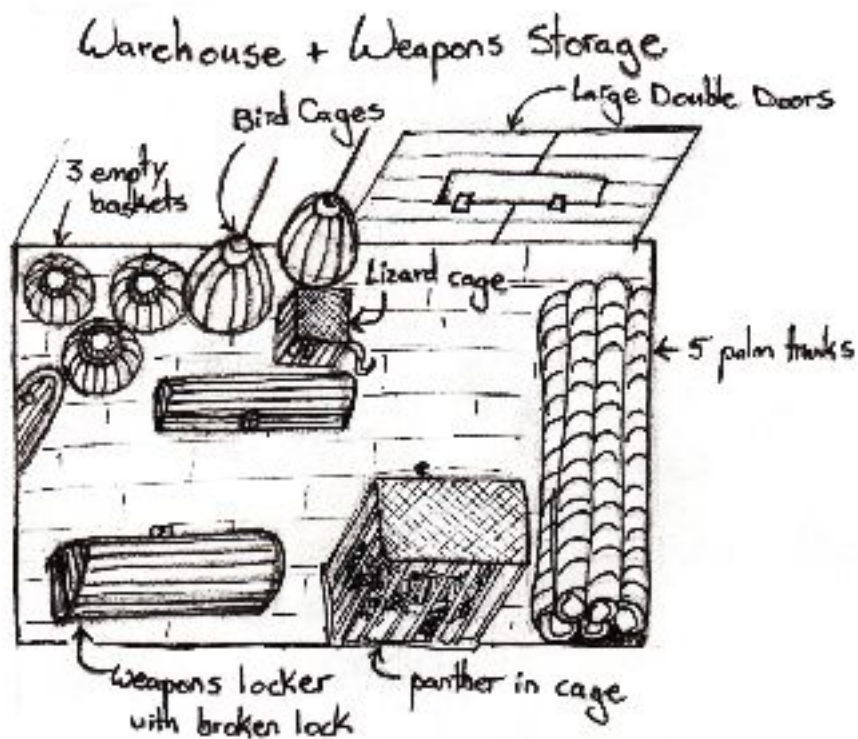
2. Below:

- A ladder leads downward 40 feet.
- The walls and floor are made of earth, roots protrude from all sides.
- Large mushrooms grow at the base of the ladder these are *Shriekers* and will scream bloody murder if anyone touches the floor, or until they are destroyed.
- The spellbook against one wall contains spells of illusion and an obvious attempt to learn permanent physical alteration spells. It also contains

Mooguum's notes, and a single diary entry revealing that **Mooguum is Verrick's mother**. It details that Lorguard wanted a powerfully magical son for his heir, and ever since that night Mooguum has been torn between her love for the man who used her, her desire to transform herself into something beautiful, or escape the cove all together.

- e. The broken mirrors are the result of Mooguum's frustration at failing to permanently alter her hideous appearance.

#11 WAREHOUSE



Contains:

1. A live panther fed and cared for by Namir and waiting to be sold.
2. Palm trunks for repairing The Kraken's Wife and any buildings that need it.
3. A weapons locker. DC 12 Investigation will reveal it has been broken into.
4. Bird cages containing exotic birds from the island waiting to be sold in Marlona
5. An empty hot box awaiting pteranodon eggs but still HOT. 1d6 damage to any ungloved hand that touches it.
6. A lizard is kept in a cage, caught by Thibble and Dock and waiting sale in Marlona.

OTHER POTENTIAL PROBLEMS

(Many of these include material NOT in this module and are intended as DM inspiration only.)

(Some are published or will soon be published at Drive Thru RPG.)

1. Pteranodons dive bomb members of the cove that step outdoors. They continue to harass anyone caught outside for over an hour. They are agitated that Namir has been hunting them, something that Lorguard has forbidden because of the dive bombing revenge they enact on the cove.
2. A merfolk washes up on shore with horrific shark bites. Nature or Investigation rolls determine that the shark is of abnormal size and seemed more intent on mutilation than feeding...Moogum will attempt to contact the merfolk later in private by calling them to her in the water at night, but Baltim and Altim will head out quickly to see what it wrong. They will hide their dealings with the merfolk which would implicate them in stealing from the bay. The *Sahuagin* are hunting the merfolk near the island.
3. Troglodyte tracks found in the cove lead to the warehouse, and an investigation will discover they were unsuccessfully attempting to break in the same night as Verrick's murder. Sinmartin will immediately begin urging the cove to march north to wage war against the cold blooded foe. If he is successful, Grisbane will disappear to warn Grimack that the crew will be coming through the north pass. He will attempt to convince the Grillon to hide rather than confront Sinmartin. Both Sinmartin and Grisbane will want the Players to help them in their opposing tasks.
4. Sinmartin seeks to recruit a player who is human to his side. If there are no human players, than Sinmartin tries to start a fight with the most obviously inhuman party member. Thorgum backs him up.
5. Mave asks the players if they will steal a book of magic from Lorguard's Library. The book is *Crellins Treatise on Coastal Witches*. Mave claims it contains a treasure map for wealth hidden on the island, but she actually desires it to learn more about her Mother and the coven she was part of.
6. Namir tries to convince the players to help him hunt and kill a pteranodon. He is willing to pay them each 25 Gold. The pteranodons nest in groups and while one is not dangerous on their own they are terrifying in a mob.
7. Thibble and Dock may tell the players that great profit is to be found to in the southwestern corner of the island. My **Caverns of the Fish-Folk** module lays out this mission involving the abduction of a halfling's brother by Kuo-Toa fish folk that leads to, a showdown with a giant octopus. Recommended for players level 1-2.
8. Grisbane tries to recruit the players to accompany him to the Lost Tomb of Lacooma. He is trying to recover a relic from the Tomb that Grimack, the Grillon on the mountain,

desires. The players will need to travel through the northern pass to reach the tomb and will encounter Grimack in the process. Grimack hates all the invaders of his island, but he wants his ancestor's relic more than the player's deaths. He has never been in the Tomb of Lacoona, but he can direct them there and knows EVERYTHING about the history of the island. He is also highly intelligent, suspicious, and prone to violence.

9. The sound of breaking glass can be heard in Mooguam's hut, though nothing obvious seen through the windows. Mooguam is trying and failing to permanently alter her physical appearance and smashing the mirrors below when she fails. She is in her True Form and will be very dangerous/terrifying to the players if surprised in her natural state.
10. **More Complementary Material coming to Drive Thru RPG!*

Dungeon Master's Session Notes: