

THE BEAST OF BASTION BAY

BY
EMMET BYRNE



A LEVEL 5 ADVENTURE FOR THE 5TH EDITION OF
THE WORLD'S GREATEST ROLE-PLAYING GAME!

THE BEAST OF BASTION BAY

An *Adventure on Tap* product



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Special Thanks: My wonderful wife Marie and my beautiful son Max,
the Dunegon Master's Guild Creator's Circle, and you!

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INTRODUCTION

The *Adventure on Tap* series is designed to give you, the Dungeon Master, everything you need to run an adventure using the 5th Edition Dungeons & Dragons rules. It was created to enable busy DMs to run an adventure with minimal preparation and still have a great time playing.

The most important thing to remember when playing is to have fun. If you find something contained within the adventure that doesn't work for your group, or you need to approach events in a different way, then change it! This book is meant to aid DMs in running a great game so customise it in a way that best suits you and your players.

I have endeavoured to provide as much information as possible for each scenario and location that the characters might explore throughout the adventure. I have also provided further information on locations and NPCs the characters might seek out based on my own experience running the adventure (and knowing that no adventure survives contact with the players!).

ACRONYMS

When referring to any of the three core books I have shortened them to the accepted acronym. These are

- **PHB:** Player's Handbook
- **DMG:** Dungeon Master's Guide
- **MM:** Monster Manual

FEEDBACK

I strive for ease of use and clarity in the products I release and I am continually refining my adventure format. If you have suggestions and feedback on things you found helpful and especially on things that were unnecessary or confusing I'd love to hear from you. Thanks for downloading, and happy gaming. Cheers!

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JANUARY 2018

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I'M A NOTE BOX!

I provide helpful hints and tips on running the adventure, gleaned from "in the trenches" experience over 20 years of Games Mastering! I also provide other useful information about unique elements of the adventure.

I'm read aloud text! Read me out loud!

I'M AN ENCOUNTER BOX! RAWR!

I provide the list of enemies in the encounter, where to find them, how much XP they're worth, and the difficulty of the encounter!

EASY



MEDIUM



HARD



DEADLY



The Beast of Bastion Bay is an adventure for 3-5 5th level characters, and assumes a wide range of skills and abilities. It is designed to be played across multiple sessions and should take between 5 and 10 hours.

The adventure centres on the port town of *Bastion Bay* but can easily be transferred to any small or medium port town as long there are nearby islands and caves. The adventure was designed to have an equal balance of combat, exploration, and role-playing encounters.

For ease of use the adventure has been broken up into three chapters, which are described below. It is recommended that you read through the entire adventure at least once to familiarise yourself with its contents, but the chapter summaries should suffice if you are short on time. If you are looking for a little more information *Appendix A* contains notes on important NPCs and new creatures; *Appendix B* contains information on Bastion Bay, including rumours, local lore, and other locations the party might choose to visit; lastly *Appendix C* contains details on the treasures and magic items that can be found over the course of the adventure.

ADVENTURE SUMMARY

THE HOOK

When visiting the town of Bastion Bay the characters witness (possibly up close) an attack on a ship by an enormous white shark that had previously been thought to have been killed. When the dust has cleared the party are asked to hunt down the monstrous beast once and for all and find out who, if anyone, is behind the attacks.

WHAT HAPPENED HERE?

Disgusted by the improved fortunes and expansion of Bastion Bay and betrayed by a former ally, a coven of sea hags have used their dark magic to resurrect and dominate a great old shark and force it to attack any ships trying to enter or leave the isolated port town.

BACKGROUND

For years the port town of Bastard Bay was a notorious hive of scum and villainy. It served as home and hideout for the most infamous pirates of the Mirror Sea, and it was said that blood flowed as freely in the streets as rum from a bottle. A tenuous alliance of the most feared ship captains served loosely as a ruling body, with a “Capa” dispensing judgments. Being the Capa of Bastard Bay was somewhat of a cursed chalice (sometimes literally) and those who took the seat normally didn’t last longer than a few weeks.

After years of living in what can kindly be referred to as a state of organised chaos, a young ship captain, an elven woman by the name of Meriosa, became Capa of Bastard Bay. To everyone’s surprise she lived more than a handful of weeks, and set about putting a semblance of order in place. She created a dedicated force of town guards (jokingly referred to as “The Chain of Command”), set to building a proper docks, and slowly began to convince the other ship captains that there was more money in honest trading than in privateering. As her final stroke of legitimising the town she renamed it “Bastion Bay”.

Though Capa Meriosa is a smart and capable woman with years of experience captaining ships full of rowdy pirates, her rise to power was not due solely to her cunning and guile. Meriosa had struck a deal with a coven of sea hags, promising them riches and sacrifices if she gained control of the port town. If a dissenter to her rule should speak up, Meriosa need only slip a sheet of paper marked with her own blood into the person’s pocket and they would have a sudden change of heart or mysteriously disappear within the next week. As payment, Meriosa would alert the hags to certain ships that may be of interest to them and their merrow servants would attack the vulnerable vessel, sinking it. Other times the lit buoys that would normally guide ships into port at night would be inexplicably extinguished, causing ships to run-a-ground or split their hull and spill their contents, crew and all, into the sea.

Meriosa had control of the town and became a wealthy and powerful woman, and the hags had a steady supply of trinkets and playthings for their dark rituals. The pact suited both sides.

As often happens, confidence turned to arrogance. Meriosa struck a deal for a lucrative trading contract with a powerful merchant guild, with the caveat that the seas around Bastion Bay be made safe and a lighthouse built. She agreed and set to work on the lighthouse, slowly reducing contact with the hags and eventually cutting ties completely.

A hag coven is not something to trifle with however, and the three twisted fey creatures set about taking what they were due. They called out to a great creature of the sea, a huge white shark, and took control of the beast. Time and again they sent it to attack and sink vessels entering Bastion Bay so they could have their plunder. Even if the shark was killed, the hag coven returned it to a semblance of life and sent the undead shark back into the seas to harry the next ship.

Now the hags target the newly built lighthouse while a monstrous predator stalks the seas. The port has been shut with no ships allowed to leave and tensions are running high. Bastion Bay is on a knife edge, and a new ship is just pulling into port...

CHAPTER SUMMARY

The following act summaries present an "ideal scenario" for how the adventure might play out.

CHAPTER 1

Having survived an attack at sea from a vicious shark, the party agree to hunt down and kill the beast known as the Old Man for the ruler of Bastion Bay, Capa Meriosa.

CHAPTER 2

Boarding the Sea Snake, the party hunt down and kill the Old Man, but discover there may be more going on than they thought. An abandoned lighthouse and old sunken wreck lead them to mysterious sea caves.

CHAPTER 3

After traversing the treacherous sea caves and confronting strange creatures, the party encounter the power behind the recent attacks - a malicious sea hag coven who had been working with Capa Meriosa until recently. How the story ends is in the party's hands...

GETTING THE PARTY INVOLVED

This adventure is written for a group of level 5 characters who are already deep into their adventuring career. It assumes the party begin aboard Tia's Run and have the events of the adventure thrust upon them. While this may be enough for a lot of players to "take the bait", a number of potential hooks are presented below that can serve to tie characters more closely to Bastion Bay and link them closer to the events that transpire. These can also serve as hooks to bring the party to Bastion Bay from elsewhere, and can be dropped as seeds in other adventures that you may run prior to this one.

THE BODYGUARD

You have been hired by Lord Osbert Hastworth, a well-to-do merchant out of Stonewood, to escort him safely to the town of Bastion Bay. Lord Hastworth is hoping to set up new trade dealings in the town, and is also on the lookout for a prime location for his new summer home.

If you use this hook you can choose to remove Cuth from the adventure (see "Shipmates" in chapter 1.A).

THE TREASURE HUNTER

In your journeys you've heard rumours of a lost ship that sank off the coast of Bastion Bay some years ago. Legends say that a mysterious black stone block sank along with the ship and her crew. This odd obsidian cube is said to contain a powerful and valuable magical artefact.

THE TRAVELER

You are a follower of Lathander, the god of birth and renewal. You have heard tales within your order of an eccentric elf and servant of Lathander with an unusual means of worship - a moving temple. Intrigued by this you have journeyed to Bastion Bay in the hopes of finding the temple and meeting this elf for yourself.

UNDERWATER COMBAT

Much of this adventure takes place at sea, both above and below the waves. Before running the adventure be sure to familiarise yourself with the rules for underwater combat (*PHB p.198*), suffocating (*PHB p.183*), and adventures at sea and underwater environments (*DMG p.116*).

CHAPTER 1: APEX PREDATOR

The party witness an attack from “the Old Man” first hand and are asked to help hunt the beast.

Bastion Bay is a small town with a population of around 3,500 people. Its roots are steeped in privateering and smuggling but nowadays it is a (somewhat) respectable port and trading town. Nonetheless, the people of Bastion Bay haven't forgotten their heritage and are quite... exuberant in their approach to most things. The town is governed by a “Capa” and the current Capa, Capa Meriosa, has done her damndest to clean up Bastion Bay and ensure it is welcoming to merchants and travellers alike.

For more information on Bastion Bay and its people see *Appendix B*.

The adventure assumes that your players will be aboard Tia's Run when it is attacked (**1.A. Tia's Run**). However, it may be the case that they are in Bastion Bay already and find themselves upon the pier when the alarm is raised (**1.B. Land Locked**). Both scenarios are catered to in the following sections.

1.A. TIA'S RUN

The party have been travelling aboard Tia's Run for a number of days and the ship is scheduled to dock in Bastion Bay this morning. If you have used any of the adventure hooks presented at the start of the adventure then Bastion Bay is most likely the PCs final destination, but you can easily use the events of this section if the party are aboard a ship (Tia's Run or otherwise) that simply means to resupply in Bastion Bay before continuing its journey.

As the party awake and come above deck, read the following:

The bright morning sun warms your skin and the now familiar scent of sea air fills your nostrils as you make your way above deck. The merchant ship of Tia's Run is pleasant enough and her crew have been quite welcoming during your journey but after more than a week aboard ship you are more than a little relieved when you hear the cry of “Land Ho!” from the crow's nest high above deck. The crew give a half-hearted cheer before Captain Alseres whips them into a flurry of motion as they begin making preparations to dock. With little for you to do, you can simply watch the town of Bastion Bay grow larger as the ship glides into port.

At this point you can allow your players some time to explore the ship and interact with any NPC's you decide are

nearby (see “**Shipmates**” sidebar). This is an ideal opportunity to give the players some of the history of Bastion Bay, what it's known for, what they can expect when they make it to land, and any other information you choose from *Appendix B*. You can also use this time to plant seeds and foreshadow future parts of this adventure by mentioning the newly built lighthouse, some of the old wrecks in the islands known as “The Shipyard”, and the undersea caves.

Tia's Run is a clipper ship and was built for speed to allow goods to be transported quickly. She only needs a crew of 14 and most of the space on the ship is given over to storage of goods, meaning that both the passengers and the crew (excluding Captain Alseres) all sleep below deck in closely packed hammocks strung three high. When describing life on the ship be sure to mention the “cosy” nature of the accommodations. Passage on the ship, including a hammock, costs 4sp per day unless your players have made other arrangements with the captain (perhaps offering healing or providing some other useful skill).

TIA'S RUN

- **SHIP TYPE:** Sailing Ship/Clipper
- **SPEED:** 4mph
- **CREW:** 14
- **PASSENGERS:** Up to 10
- **CARGO:** 50 tons
- **AC:** 15
- **HP:** 200
- **DAMAGE THRESHOLD:** 10
- **OTHER:** 4 x lifeboats (rowboat, *DMG p.119*, but can hold 6 passengers)

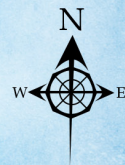
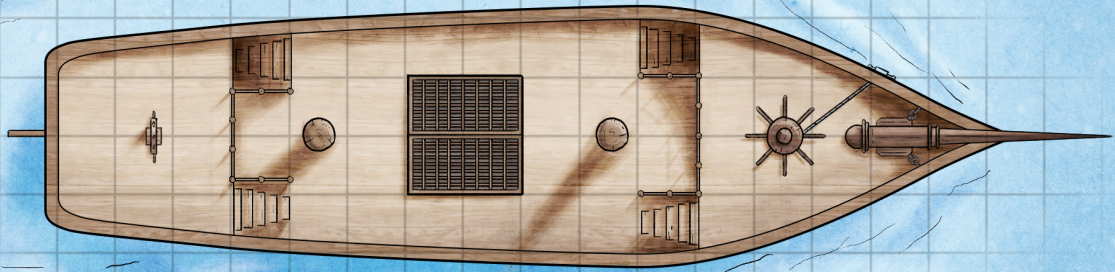
Currently aboard Tia's Run are 14 crew, 4 passengers, and the party. Unless otherwise noted (see “**Shipmates**” below) the crew of Tia's Run have the statistics of a **bandit** (*MM p.343*) and can be of any race or sex.

SHIPMATES

The following NPCs are the most likely people the characters will have dealings with aboard Tia's Run.

- **CAPTAIN ALSERES**, NG elf male **bandit captain** (*MM p.344*): A handsome elf in his middle years, Captain Alseres looks every bit the dashing scoundrel from too many romance novels, right down to the billowing shirt and plunging neckline. A former pirate, Alseres

TIA'S RUN



One square = 10 feet

was smart enough to move with the times and is now a law abiding citizen.

- **QUARTERMASTER SIGGE**, CG dwarf female **spy** (*MM p.349*): Sigge is a former bounty hunter who spent longer than she'd like to admit hunting down the infamous Captain Alseres. Romanticised tales tell of her catching the elusive pirate only to fall in love, but both of them laugh heartily when this is mentioned. Whatever the truth, the two are inseparable these days, with Sigge serving as both quartermaster and moral compass aboard Tia's Run.
- **GILES THE COOK**, NG human male **commoner** (*MM p.345*): Giles is a man in his mid 50's but his weather-beaten skin makes him appear much older. He is an old friend of Captain Alseres and actually served as quartermaster before Sigge came along, but is far happier now managing a kitchen than a whole crew.
- **ROOK THE LOOKOUT**, NG halfling male **scout** (*MM p.349*): The eagle-eyed Rook spends his days in the crow's nest of Tia's Run and his nights chattering incessantly to anyone who will listen. He's a hive of random information and is more than happy to share his stories over a game of dice.
- **RYN**, A **PASSENGER**, LG human male **acolyte**, (*MM*

p.342): Ryn is a young acolyte of Umberlee, goddess of the sea, and is on his way to take up a position at her temple in Bastion Bay. He is quiet and awkward but the crew are more than happy to have a servant of the Sea Queen on board.

- **UAFAS, A PASSENGER**, NE dragonborn female **thug** (*MM p.350*): The imposing dragonborn Uafas is on her way to Bastion Bay to try to reestablish some of the old smuggling channels that use to operate there (though she has not shared this information with anyone). She keeps to herself and communicates in little more than grunts and glares when spoken to.
- **LORD HASTWORTH, A PASSENGER**, NG half-elf male **noble** (*MM p.348*): Lord Hastworth is a "new money" merchant out of Stonewood and is on his way to Bastion Bay to purchase a summer home in the "up and coming" port town. He is loose with his coin purse and enjoys playing cards and dice with the crew (who are more than happy to oblige).
- **CUTH, LORD HASTWORTH'S BODYGUARD**, NG human male **veteran** (*MM p. 350*): Cuth is a well muscled man in his mid forties and is never far from Hastworth's side. He has cold eyes and walks with the confidence of a man who has seen a thousand battles.

He looks like the type of man you would want standing beside you rather than in front of you in a fight.

"SHARK!"

When you are happy with the amount of time that has passed or when your players have nothing else they would like to do, read the following:

The calm sea waves gently crash against the hull of the ship as you glide towards Bastion Bay. Considering the size of the town there is an unusual amount of ships docked on the pier, which itself is buzzing with life. As you wonder exactly where Tia's Run will find a berth in the throng, the ship suddenly lurches violently to the side.

Call for a DC 10 Dexterity saving throw, with advantage for any character with the "Sailor" background. Any character near the edge of the ship that fails the check is knocked overboard, anyone else is knocked prone.

As you catch yourself you hear a yelp followed by a splash, before the cry of "Man overboard!" sends people frantically scrambling about. Before anything can be done however, another cry splits the air and freezes the crew in place: "Shark!"

A huge white shark, known locally as "The Old Man" (see Appendix A), has rammed Tia's Run, knocking Lord Hastworth (and any characters who failed their saving throw)

into the sea. The shark is being controlled by a sea hag coven, and this is the fourth attack in the last fortnight. While the Old Man rams the ship and tries to sink it, two merrow (servants of the hags) focus their attacks under the waves, attacking the ship in secret and attempting to widen any hole the shark makes. The merrow do everything they can to not be seen and have advantage on Dexterity (Stealth) checks against any character who is in the water or in a lifeboat. They cannot be seen from the ship.

ENCOUNTER: THE OLD MAN

The Old Man (see Appendix A), 2,900 XP

HAZARD: Sinking Ship, 200 XP

TOTAL: 3,100 XP



OPTIONAL: REINFORCEMENTS

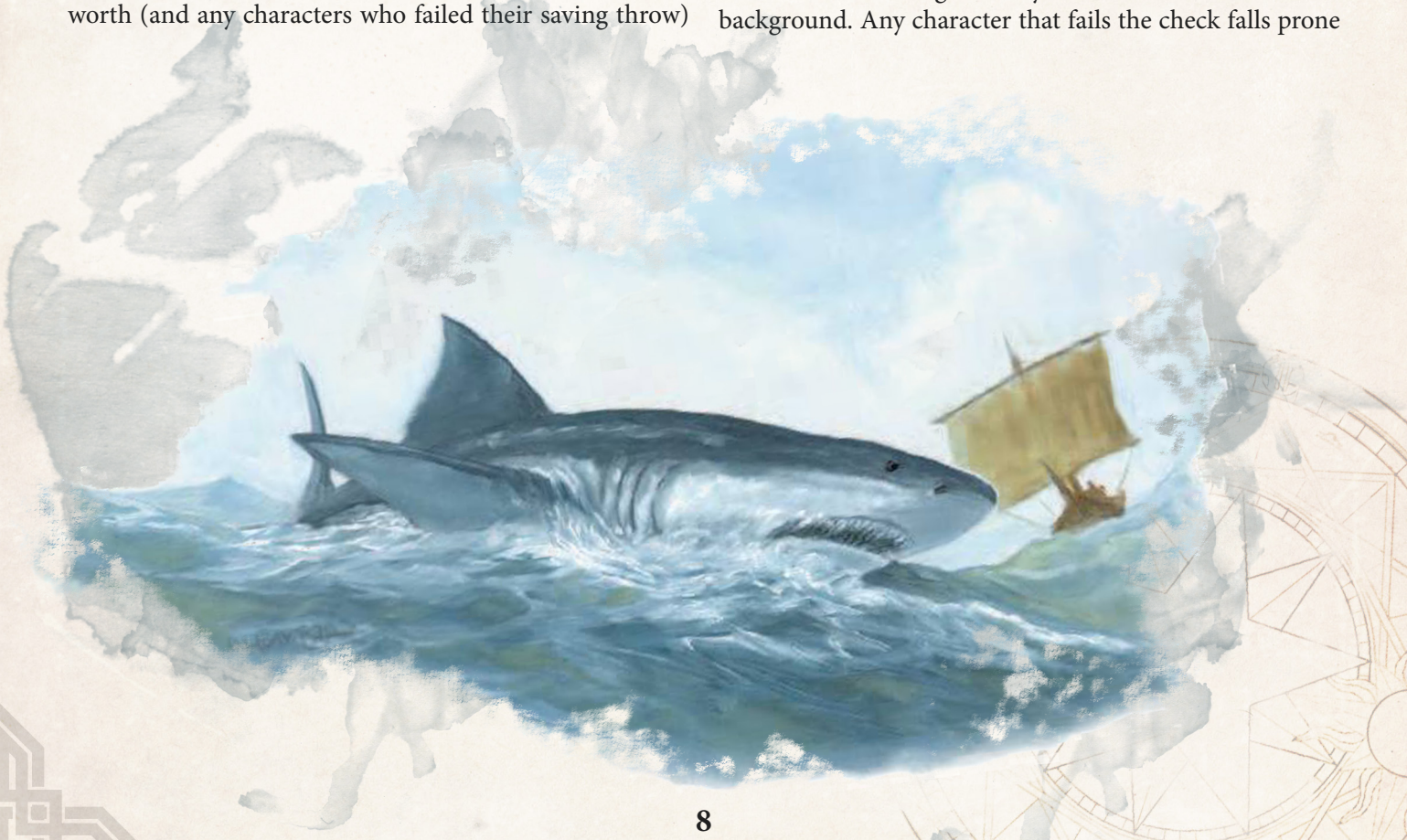
2 x Merrow (MM p.219), 900 XP

TOTAL: 4,000 XP



HAZARD: SINKING SHIP

The sailors running about the ship and the continuous attacks from the Old Man add an additional layer of difficulty to this encounter for the party. Treat movement across the deck as difficult terrain. If a character wishes to move at their full speed call for a DC 10 Dexterity saving throw, with advantage for any character with the "Sailor" background. Any character that fails the check falls prone



and characters near the edge of the ship are knocked overboard, anyone else is knocked prone.

FIGHT OR FLIGHT

The Old Man's first attack dealt 46 damage to Tia's Run, leaving it with 154 hit points. Unless a creature (excluding the merrow) comes within ten feet of it, the shark will continue to attack the ship for 46 damage per round (due to its *Siege Monster* trait) until the ship's hit points reach zero and it starts to sink. If any creature is in the water and within 10 feet of the Old Man, have the shark make a DC 13 Wisdom saving throw (with disadvantage if the character has less than full hit points). On a success the Old Man continues attacking the ship, on a failed save the Old Man stops attacking the ship and attacks the creature instead. The Old Man attempts the Wisdom saving throw again at the start of each of its turns as the hags try to reassert their influence.

Once Tia's Run is sinking, the Old Man will spend the next 1d4 rounds attacking any creature (excluding the merrow) or lifeboat within 50ft of it (see "**Abandon Ship**" below). After that time it swims away and retreats to the hag's lair (**Chapter 3, area 11**).

MERROW SABOTEURS

While the Old Man rams the ship and tries to sink it, two merrow, servants of the hags, focus their attacks under the waves, attacking the ship in secret and attempting to widen any hole that the shark makes. Each merrow deals 11 damage per turn from their Harpoon (the damage from their claw and bite attacks do not exceed the ship's Damage Threshold and is therefore negated).

The merrow do everything they can to not be seen and have advantage on Dexterity (Stealth) checks against any character who is in the water or in a lifeboat. They cannot be seen from the ship. Once the ship is sinking the merrow seek out any creatures stranded in the water and pull them below the waves, attempting to drag them back and add them to their lair (see **Chapter 3, area 7**).

CHAOS ON THE BRIDGE

Once Lord Hastworth has been knocked into the sea, have the players and Cuth (see "**Shipmates**") roll for initiative. Cuth will leap into the ocean after Lord Hastworth, who can't swim, and attempt to drag him back towards the ship. The crew will race about the deck, some grabbing ropes and poles to fish out anyone who has fallen overboard, others will continue preparing the ship to dock, and Captain Alseres will order a few more below deck to stop any leaks using sandbags and anything else that they can find.

What the players do next is entirely up to them. They can aid the crew in trying to stop leaks, help with fishing anyone out of the ocean (or leap in after them), or they can try

to spot The Old Man and fight back. Any character in heavy armour attempting to swim must make a DC 12 Strength (Athletics) check to stay afloat. Any character making a ranged attack or ranged spell to attack the Old Man from the deck of the ship has disadvantage on the attack.

ABANDON SHIP!

On initiative count 20 in the round after Tia's Run drops below half its hit points, Quartermaster Sigge - on Captain Alseres' order - calls out to abandon ship. The crew immediately begin readying the lifeboats and preparing to abandon ship. Alseres is a pragmatist and doesn't believe in going down with his ship. However, he will wait until all the remaining crew and passengers are safely on board the lifeboats before boarding one himself.

If the Old Man attacks one of the lifeboats, number each one and then roll a d4 to decide which of them is attacked. Alternatively you can choose one filled with NPCs for dramatic effect and have the party watch as the boat capsizes and the surrounding water turns crimson with blood.

When the Old Man retreats and the party are safe, read or paraphrase the following text:

As swift as the creature appeared, it is gone, its shadowy form slipping beneath the waves and disappearing away... you hope. Your lifeboat pushes towards the docks, propelled by those on the oars, and you see other boats rushing out to meet you. It is too late for Tia's Run however, and you look back and watch as the top of her mast is slowly swallowed by the waves.

From here, proceed with events detailed in section **1.C. Old Man, New Tricks**.

1.B. LANDLOCKED

If your party start the adventure already in Bastion Bay, perhaps awaiting a contact or seeking passage on a ship, they will know that Capa Meriosa has placed restrictions on ships leaving the port. The mood in the town is tense and restless, as some feel she is simply forcing the sailors and merchants to stay so that the town can milk them of their coin ("The ol' pirate has foun' a legal way to rob folk!"). Others tell stories of ships being attacked and whole crews lost to the waves. Any PC who is inclined to spend time socialising with the locals may have heard "The Old Man" mentioned a few times, as well as any other information you deem fit from the **Lore & Rumours** section in *Appendix B*.

When you are ready, read or paraphrase the following:

You sit outside a small tavern known as the Caskmate's, taking in the warming morning sun and enjoying a leisurely breakfast on the pier while you watch a forest of masts sway drunkenly in the crowded docks of Bastion Bay. The boardwalk is similarly crowded, with sailors, merchants, and travellers from all walks of life doing what they can to keep busy as they wait for the travel restrictions to be lifted.

A cool breeze blows in across the bay, helping to briefly alleviate the stench from the mass of crowded bodies. You think you hear something on the wind, a voice maybe... A heartbeat passes and then you hear the voice again, crying out across the bay from an incoming ship: 'Shark!'

After a few moments a bell will ring out and people across the dock will begin to race for rowboats and smaller ships, hoping to make it to Tia's Run in time to help. What the PCs do is entirely up to them - they may try to get aboard (or commandeering) a boat, some may be able to use spells or abilities to quickly get to the ship or help in some way, or they may choose to do nothing. Should any of them choose to aid in the rescue attempt have them roll initiative and use the table below to track what is happening aboard Tia's Run and in the surrounding waters. These events happen in order if there is no interference from the PCs.

There is every possibility that the PCs will not take part in the rescue of Tia's Run, though they may be more inclined to if you have used one of the adventure hooks that sees them awaiting a contact who is aboard the ship. However the party reacts to the attack on Tia's Run, the events in section **1.C. Old Man, New Tricks** still take place.

WHAT IS DEAD MAY NEVER DIE

When you the encounter with the Old Man, there's a possibility that a quick thinking and swift acting party might actually kill the Old Man and prevent Tia's Run from sinking. If that happens, great! The story progresses nonetheless and this can even add to the adventure as the party build up a vendetta against the shark, and the Old Man himself might even remember those who killed him. Captain Alseres may reward the party for saving his ship, gifting them his +1 Scimitar.

If your party do manage to kill the Old Man, the merrow grab the corpse and retreat with it, returning to the hags in **Chapter 3, area 11**. If the players manage to kill the merrow or recover the body, the hags send another group of merrow to retrieve it (or what's left of it) that night. If your party manages to stop that attack, the hags either come to retrieve the body themselves or seek out another great beast to do their bidding, like a **Giant Octopus (MM p.326)**.

1.C. OLD MAN, NEW TRICKS

This section allows the party more freedom to explore Bastion Bay and discover more about its history, hear local gossip and rumours, resupply, or heal up and rest if they are a little the worse for wear after the attack on Tia's Run. Be sure to familiarise yourself with the town by reading through Appendix B, or simply use it for reference as needed.

As the party set about exploring Bastion Bay word will reach them that Capa Meriosa has called for a Palaver at sunset in the Red Square in the centre of town. Alternatively criers will be sent throughout town to various taverns, gambling huts, and any other meeting place to inform the townsfolk when and where the meeting will take place. As soon as this happens the town will be buzzing with life (even moreso) as excitement grows and rumours start to spread as to what exactly is going to happen come sunset.

THE RED SQUARE

The Red Square is located towards the centre of Bastion Bay at the base of a small hill known as Mutineer's Fall. In the days when Bastion Bay (then known as Bastard Bay) was a refuge for pirates and smugglers the Red Square was used to try any crewman accused of mutineering, theft, and, among other things, "undue murder" - the pirates rationalising that sometimes murder was a completely acceptable response to a slight. The accused would be hurled bodily down the hill by his (usually drunken) former crewmates where his captain would be waiting for him. There, bloodied and bruised, they would "Palaver" and plead their case within a ring of rowdy and drunken sailors, pirates, and anyone else who wanted to watch the show. The palaver itself usually involved desperate begging, grovelling, or lying until the captain got bored and decided on the punishment for the accused. Punishments ranged from a swing from the hangman's gallows, stretching on the rack, time in the stocks, or the loss of appendage, limb, or head to the block; the latter helping to give the square its name.

These days the square serves a far less gruesome purpose and has become the central marketplace of the town. Sandstone buildings line three sides of the square and the cool and spacious interiors are home to numerous traders, merchants, and fishmongers. The former gallows has been converted to a vibrant hanging garden and the battered old stocks hold nothing more than drunken revellers playing at being pirates. Roads from the north-west and south-west converge in the square, with the eastern road leading up Mutineer's Hill to the current Capa's home.

PALAVER AT SUNSET

When the PCs have done all they wish to do in Bastion Bay and have agreed to attend the palaver, read or paraphrase

ROUND	EVENT	TIA'S RUN DISTANCE FROM SHORE
1	Characters can act. Cuth leaps into the water after Lord Hastworth.	500ft
2	-	420ft
3	The characters hear a cry of "Abandon Ship" on Initiative count 20.	340ft
4	The crew board and lower the lifeboats. Cuth drags Lord Hastworth aboard one of the lifeboats.	260ft
5	Tia's Run begins to sink. The Old Man remains in the combat for 1d4 rounds.	180ft
6	The Old Man attacks and capsizes one of the lifeboats, sending those aboard (4 +1d4) into the water. You decide which, if any, named NPCs from the "Shipmates" section are in the lifeboat.	180ft, sinking
7	Someone from the capsized lifeboat is killed by the Old Man if he is still in the combat. Two more are taken by the merrow. The merrow are removed from the initiative order.	180ft, sinking
8	Someone from the capsized lifeboat is killed by the Old Man if he is still in the combat.	180ft, sinking
9	Someone from the capsized lifeboat is killed by the Old Man if he is still in the combat. The Old Man leaves the combat.	180ft, sinking

the following text:

The twilight sky swims in reds and purples as the sun sets over Bastion Bay. The Red Square is filled with people tonight, pressed shoulder to shoulder and jostling for a good view. Lamp posts, balconies, and even some roofs are lined with people awaiting Capa Meriosa's announcement.

At this point you may wish to ask your players where they would like to position themselves and if there is anything they would like to do before the palaver begins.

You find a position within the crowd and wait. As the last sliver of sun dips behind the roof of a tall sandstone building, you hear the sound of booted feet on wood and a hush falls over the crowd. A statuesque elven woman, clad in a long sleeveless coat, colourful scarves, and knee high leather boots climbs the steps up to the gallows-come-hanging garden. The hulking figure of a man follows after her, wearing crossed sashes of bright yellow and blue. His near seven feet tall stature and thick jaw make you think there may be orc blood in his past.

"Good evening friends" the elven woman says, her voice carrying easily across the square. "For those of you who do not know me, I am Capa Meriosa and I run our beautiful Bastion Bay. I have called this palaver as it seems we have a shark problem..."

It is up to the PCs how involved they wish to become in this exchange. Capa Meriosa (see *Appendix A*) will explain

that Captain Jassan, the tall man on the stage with her (LE human male **veteran**, *MM p.350*), has agreed to try to hunt down the Old Man but is in need of more hands aboard his ship, the Sea Snake. She offers free first class passage upon her own private ship, the Clover, to any destination as a reward for those who volunteer. Should there be no volunteers Capa Meriosa will offer up to an additional 250gp per person (starting at 50gp and only raising the reward if no-one steps forward), doubled for the person who strikes the killing blow.

Capa Meriosa is prepared to answer certain questions and discuss recent goings on (see "Roleplaying Capa Meriosa" below) but she will not get caught up in an argument about who is to blame. When the time for fruitful discussion has passed or if the palaver degenerates into bickering, she will call an end to the meeting and invite anyone who wishes to volunteer for the hunt to join her in the Last Call tavern to discuss specifics. With that done, Meriosa and Jassan will leave the stage and make their way to one of the nicer looking taverns in the square.

ROLEPLAYING CAPA MERIOSA

Capa Meriosa has run Bastion Bay for close to 20 years and her guiding hand has seen the former cesspool of violence and criminality become a bustling and (relatively) safe port town. She is assured and confident in everything she does and doesn't take kindly to threats.

Because of this confidence (some would say arrogance) she has found herself on the wrong side of a coven of sea hags. This has put her on the unusual and uncomfortable position of not being in control, which has set her on edge.

1.D. LAST CALL TAVERN

When interacting with others she tries to maintain her easy smile and confident demeanor, but she has a shorter fuse than normal and doesn't deal well with people trying to strong arm her. Despite this, she is in a bind and may be pliable or more accommodating depending on how characters approach her. If the characters seem particularly capable but unsure about taking on the job of hunting the shark, she may sweeten the deal by offering a magical item known as the Queen's Kiss (see *Appendix C*).

Meriosa is certain the hags are behind the attacks but she keeps this to herself. If anyone mentions the seeming immortality or undead nature of the Old Man, she grudgingly relents that there may be someone or something else behind the attacks. She has also heard that Baltar, the lighthouse keeper, has not returned to shore despite being due home. She makes no mention of this in public and if Mai cries out (see **Everyone Gets Their Say** and the accompanying table) Meriosa just smiles and says he is probably just enjoying the pleasures of the boardwalk.

For more on Capa Meriosa see *Appendix A*.

EVERYONE GETS THEIR SAY

Exactly how this part of the adventure plays out will be dependent on the PCs actions up to this point and how involved they wish to be in the discussions. You may wish for one or more of the people on the table on page 11 to speak during the Palaver. Roll 1d8 any time you feel there is a lull in the scene or simply choose from one of the speakers below.

1D8 SPEAKER

- 1 **Lord Hastworth.** If Lord Hastworth survived the attack on Tia's Run he will speak up and say that the presence of the shark "simply won't do!". He offers any volunteers the use of his (yet to be built) summer home as an added reward for dealing with the shark - but only during the winter months of course.
- 2 **Cuth.** If Lord Hastworth was killed during the attack on Tia's Run and Cuth is still alive, he will step forward and offer to join the hunt.
- 3 **Rook.** If Tia's Run was sunk, Rook will volunteer to join the expedition. He says he's not much of a fighter but he can offer his "eagle eyes" - he was, after all, the one who spotted the shark in the first place.
- 4 **Sister Iliia.** The soft spoken priestess of Umberlee (see *Appendix A*) will climb the stairs to the gallows to speak before the crowd. All are silent as she speaks, and she tells the assemblage that her goddess has warned of something unnatural and evil haunting the waters near Bastion Bay but she does not think that it is the Old Man. She fears there is something worse but does not know what.
- 5 **Old Seaman.** A haggard old seaman known as "Soggy Cal" will gather the crowd's attention, squinting about through rheumy eyes. He says that the Old Man has been in these waters for years and they've never had a problem with the beast. He demands the shark be caught so that they can cure it of whatever ails it.
- 6 **Angry Merchants.** A few disgruntled merchants call out, complaining that their goods are sitting rotting on their ships in the bay. They demand to know why, if Capa Meriosa knew of the shark, she didn't handle it sooner?
- 7 **Drunken Crewman.** The lone survivor of a previous shark attack will shout out about the friends he lost. The man is drunk and doesn't really have a point in the outburst, he just wants someone to listen to him.
- 8 **Baltar's Wife.** An upset and angry woman named Mai, the wife of Baltar the lighthouse keeper, cries out that her husband hasn't returned home and demands to know what Meriosa is going to do about it.

This tavern has large open windows to allow fresh air in from the Red Square. The interior is all varnished wood and glistening brass, and the waiting staff wear crisp white shirts with brown leather britches. Towering shelves filled with innumerable bottles of rum sit behind a long bar and heavy red curtains at the back of the tavern lead to private booths.

The tavern is busy with patrons enjoying a drink while watching the palaver, and with the meeting now over it is soon flooded with even more thirsty townsfolk keen to discuss and share gossip. Characters seeking Capa Meriosa are directed to one of the red curtained booths to the rear of the tavern.

A GRAIN OF SALT

Capa Meriosa and Captain Jassan await any volunteers in one of the private booths. The wooden benches are piled high with cushions and encircle a smooth round table. Two low burning oil lanterns hanging from the wall provide light and there is a small cabinet stocked with drinks and glasses. The glasses are engraved with small magical runes that keep drinks cool and are worth 50gp each if a character can get them out of the tavern without being noticed.

Meriosa greets the characters with a smile and tells them to help themselves to drinks. She makes small talk while

awaiting any more volunteers and is particularly interested in what the character's have to say if they were aboard Tia's Run. When it is clear that no-one else is coming, she begins outlining what has happened and what she wants.

Meriosa is willing to share the following information: there have been numerous attacks over the last few weeks, even more than people know; ships have disappeared with all of their cargo and sometimes bodies wash up on nearby beaches; she has confirmed reports that the Old Man has been seemingly killed at least twice, yet still returns; and as of yesterday the lighthouse keeper, Baltar, has gone missing. Meriosa tells the party that she believes that someone else is behind the attacks and she has had reports of strange creatures lurking in the underwater caves scattered across the islands off the coast. She informs the party that Jassan knows a few of these caves from "the good old days" and may be able to help them in their search once the Old Man is out of the way.

Any character succeeding DC 22 Insight check can determine that Meriosa isn't being entirely honest (rather than using such a high DC, you can instead choose to make a Deception check for Meriosa). The truth of the matter is that Meriosa knows that the Old Man is being used as a weapon against her by the hags and she is fairly certain that Baltar is dead, most likely killed by the hags monstrous merrow servants. She keeps all of this to herself of course but if any of the characters question her honesty she simply shrugs and asks "Do you want the reward or not?"

GOING FISHING

When talk turns to the task of hunting the Old Man, Captain Jassan speaks up. He tells the party that the Old Man used to hunt near an ancient shipwreck and around the nearby sea caves. The Sea Snake is equipped with harpoon guns and Jassan plans to lure the beast out by bloodying the water and then riddling it with bolts. Unfortunately he's not sure if the beast will still give in to its natural urges considering its recent behaviour. Capa Meriosa suggests that it might be wise to prepare to fight the shark beneath the waves and that the party should seek out magical means to do just that. She mentions Sister Ilia as a potential source of aid, or to try one of the many traders who have set up shop in the Mercantile (see *Appendix B*).

FIND THE KEEPERS

Once the Old Man is dealt with, the Sea Snake is to travel to the newly built lighthouse situated on one of the small islands off the jagged coastline known as the Shipyard. Baltar (N human **commoner**), one of the lighthouse keepers, was due to be relieved yesterday evening by Frezzio (NG halfling **commoner**), the secondary lighthouse keeper. Frezzio left in a rowboat the previous afternoon, but Baltar never returned to Bastion Bay. The party are to go to the

lighthouse and check in on the men. Once that's done they can set about searching the caves for whatever is behind these attacks.

If the party challenge this extra task, Meriosa rolls her eyes and can offer one or more of the following rewards:

- 100gp extra for each PC.
- Free room and board in Bastion Bay indefinitely.
- A magical seashell called the Queen's Kiss (see *Appendix C*).

WHAT NEXT?

Ideally the PCs will have agreed to help hunt down the Old Man at the end of this section. They may need to prepare for the hunt so allow them to explore Bastion Bay at their leisure until the following noon, when the ship will leave. See *Appendix B* for more on Bastion Bay.

If the PCs do not agree to join the expedition, the ship departs without them. A day later word reaches the shore that the wreckage of the Sea Snake has washed up on the beaches near Bastion Bay. Capa Meriosa will organise another expedition using her own ship, the Clover. She does not join the expedition, instead coercing another captain into taking on the task (possibly Captain Alseres or Quartermaster Sigge if they are still alive) as well as offering a greater reward to those willing to volunteer.

"CAN WE HAVE IT NOW?"

This *Queen's Kiss* item could be of huge benefit to the characters during the adventure but Capa Meriosa is loath to give up such a valuable possession to those she doesn't know. However, characters can attempt a DC 17 Charisma (Persuasion) check to convince Meriosa to part with it early. Reduce the DC for this check in increments of 2 if the characters have performed in ways that Capa Meriosa would approve of, such as saving some of the crew of Tia's Run, killing one of the merrow, or anything else you deem appropriate.

CHAPTER 2: THE SHIPYARD

The hunt for the Old Man begins, but the party soon learn there may be an even deadlier foe haunting the coast of Bastion Bay...

Chapter 2 takes place across a stretch of jagged coastline dotted with small islands known as the Shipyard.

The splintered coastline of the Shipyard coupled with the rocks hidden just beneath the waves has resulted in the demise of innumerable ships over the years. The pirates and smugglers who called the former Bastard Bay their home used a series of secret signs and markers to avoid the wicked bite of these rock formations - their pursuers on the other hand had no such knowledge. Ships full of pirates were known to watch and cheer from a safe location as the vessels that pursued them tore themselves apart on the rocks and were swallowed by the waves.

The strait is just as deadly today as it was years ago but is now clearly marked by brightly painted buoys that are lit at night by "the candlekeeper", an old sailor from Bastion Bay. The wreckage and ruins of countless ships that broke apart here still line the coast, their jagged and splintered masts jutting up from the waves like the bones of a corpse.

2.A. THE HUNT IS ON

When the PCs make their way to the Sea Snake at sunrise the next day, read or paraphrase the following text:

The docks are bustling with life as the noon sun blazes in the sky, turning the waves a glittering gold. A giant hissing serpent glares out from the prow of a ship that must surely be the Sea Snake. You make your way up the slick gangplank and see the hulking figure of Captain Jassan in conversation with Capa Meriosa. Seeing you board, Meriosa turns from Captain Jassan and saunters towards you.

"About time," she says, taking your measure. "Jassan was about to leave without you." She brushes past you with a smile and sways down the gangplank. "Good hunting," she calls, not looking back.

Give the PCs time to get acquainted with the Sea Snake and to start to formulate their plans or speak to other NPCs that may have joined them on the hunt. The crew of the Sea Snake are intent upon their tasks and any attempt by the PCs to distract them is met by harsh snarls and curses from Jassan or his quartermaster Dendrick (N male human **bandit captain**, *MM p.344*).

THE SEA SNAKE

- **SHIP TYPE:** Sailing Ship
- **SPEED:** 2mph
- **CREW:** 20
- **PASSENGERS:** Up to 20
- **CARGO:** 100 tons
- **AC:** 15
- **HP:** 300
- **DAMAGE THRESHOLD:** 15
- **WEAPONS:** 4 x **Harpoon Guns** (see below), two port side, two starboard side
- **OTHER:** 6 x lifeboats (rowboat, *DMG p.119*, but can hold 6 passengers)

Currently aboard the Sea Snake are a full crew and no passengers (save the party). The crew of the Sea Snake have the statistics of a **bandit** (*MM p.343*) and can be of any race or sex.

If you need a map for the Sea Snake you can use the map for "Tia's Run" in **Chapter 1.A**.

HARPOON GUN

- Martial ranged weapon
- 1d12 piercing damage
- Ammunition (range 100/400), loading, special, two-handed
- **SPECIAL:** The harpoon fired from this gun has a rope tethered to it that is affixed to the gun, which in turn is bolted to the ship. It cannot be moved. A creature who takes damage from a harpoon gun has their movement speed halved. This effect stacks if struck by multiple harpoons. The creature can take an action to free itself and end this effect from all sources.

ROLEPLAYING CAPTAIN JASSAN

Captain Jassan (LE human male **veteran**, *MM p.350*) is a pirate by blood. His father and grandfather were both pirates and he has spent more of his life at sea than on land. He is a firm believer in the chain of command and brooks no questioning aboard his ship. It is for this reason that he is a staunch supporter of Capa Meriosa: though he doesn't believe legitimising Bastion Bay was the right call, he will follow her orders because she is his Capa. It does not mean he doesn't yearn for the freedom of his previous life, but as long as Meriosa is Capa then he will follow her orders.



THE HEEL OF THE HUNT

How the hunt for the Old Man plays out is up to you. Be sure to take into account the preparations the players have made as well as the capabilities of their characters. Attempting to harpoon a vicious undead shark while it tries to sink your ship could be an incredibly dramatic encounter, while fighting beneath the waves amongst the wreckage of an old galley could be just as memorable. If you wish to force an encounter beneath the waves you may decide that the bait does not work on the Old Man in his undead state. You may even wish to combine these two encounters by having the first part of the battle take place aboard the Sea Snake, before continuing the fight beneath the waves once the Old Man retreats. Both scenarios are outlined in section 2.B Open Water and section 2.C Deep Blue Sea.

Jassan has no time for landlubbers and is completely dismissive of the party, directing them to deal with Quartermaster Dendrick. He may show some respect to those with the sailor background or other experience at sea, but even this extends to little more than a nod of acknowledgement.

Captain Jassan knows the truth of Meriosa's deal with the hags and is privy to many of Meriosa's secrets. He has been told by Capa Meriosa that it would not be the worst thing in the world if the party did not make it back from their escapades - once they deal with the Old Man and the hags of course.

OPTIONAL ENCOUNTER: MUTINY!

CAPTAIN JASSAN

Veteran (MM p.350), 700 XP

QUARTERMASTER DENDRICK

Bandit captain (MM p.344), 450 XP

6 x bandits (MM p.343), 150 XP

TOTAL: 1,300XP



2.B OPEN WATER

At some point in the journey Dendrick will approach the group and ask if any of them has hunted at sea before, or has experience with crossbows. If any of the PCs answer affirmatively then Dendrick will instruct them in the use of one of the harpoon guns (characters proficient with martial weapons are considered to be proficient with the harpoon guns). Captain Jassan and Dendrick are happy for the volunteers to take charge of at least two of the harpoon guns, with most of his men being needed to secure the ship anyway.

The Sea Snake makes its way out to open water, weaving through the jagged rocks with ease. After an hour or so Captain Jassan calls for the crew to drop anchor and prepare the bait. At this, a number of deck hands disappear below deck and return a few minutes later with two squealing pigs. The pigs throats are slit and the bodies pushed into simple wooden cages fixed with ropes, which are then tossed over the port and starboard sides. With the bait set, Dendrick calls

for the men to make ready. Crewmen are stationed at each unused harpoon gun and more sailors armed with crossbows are positioned to the fore, aft, and each side of the ship.

When you feel the tension has built up enough, read or paraphrase the following:

The sails sway gently in the calm sea breeze as you watch the waters around the Sea Snake slowly turn to red. The crewmen stare nervously at the churning waters, shifting restlessly from foot to foot. Just when it feels that the bait was for nothing, a shadow begins to grow beneath the waves. Suddenly a mouth filled with hundreds of razor sharp teeth erupts from the sea, devouring the dead pig, cage and all, in a single monstrous bite.

In the first round of combat the Old Man swims under the ship and attacks the remaining cage, devouring the body of the pig within. After this he begins to assault the ship, trying to sink it. See section 1.A **Tia's Run** for information on how the Old Man behaves in combat. Captain Jassan will only call for the crew to abandon ship when the Sea Snake has 50 hit points or less remaining. Assume that any crew member that attacks the Old Man deals 11 damage per turn if they have line of sight on him.

ENCOUNTER: THE OLD MAN

The Old Man (see Appendix A), 2,900 XP

TOTAL: 2,900 XP



OPTIONAL: HAZARD

Sinking Ship (see 1.A **Tia's Run**), 200 XP

TOTAL: 3,100 XP



2.C. DEEP BLUE SEA

If the party decide to hunt the old man beneath the waves or if he retreats from combat, the Sea Snake makes anchor in open water as in section 2.B Open Water. At this point Captain Jassan approaches the party and tells them that they are now above the old wreck that the Old Man is known to hunt around.

"Make what preparations you can," Jassan advises, staring over the railing into the dark churning waters. "My men will fish you out when you're done... or whatever is left of you."

A few crewman have tied off ropes and slung them over the side of the ship for the party to lower themselves down

when they are ready. To reach the wreckage the party must swim down over 300 feet. How you narrate this section will vary depending on the preparations the characters have made. Read or paraphrase the following when the characters get within sight of the shipwreck:

The further you descend, the less light there is to see by. The darkness coupled with the unusual environment is disorienting and at times it is hard to tell which way is up and which way is down. Eventually you see something up ahead, barely visible through the murky waters: a ship. It lies on its side, battered and broken, and with a gaping hole in its hull. Algae and barnacles cling to it and a tall forest of seaweed seems to be growing within. Rusted lettering along the side declares the ship "Titan's Gift".

This ship sank over 30 years ago and has been almost entirely claimed by the sea. The wood is rotten, any metal there was is rusted, and the splintered remnants of the masts protrude at odd angles from beneath the sand on the seafloor. Any character who ventures into the ship can see that the door to the captain's cabin is missing. A successful DC 15 Intelligence (Investigation) check reveals that the door was forcefully removed from its hinges after the ship sank.

If the party wait, the Old Man returns within the hour and begins circling the ship. He follows the same route each time, seemingly driven by muscle memory more than anything else. If the party followed the Old Man here after injuring him, they find him here making the same loop while he awaits direction from the hags.

ENCOUNTER: THE OLD MAN

The Old Man (see *Appendix A*), 2,900 XP

HAZARD: Underwater Combat, 200 XP

TOTAL: 3,100 XP



A WATERY GRAVE

The passenger quarters are located below decks and can only be accessed by swimming through the hole in the hull and into the belly of the ship. A number of large crates are pressed against the door, blocking it. These can be moved aside with a successful DC 12 Strength (Athletics) check (the crates themselves contain long spoiled food, rotten cloth, and even coal).

The interior of the room is 15 foot long by 10 foot wide but, like the rest of the ship, lies almost entirely on its side. The room was probably once quite austere but now its contents are thrown to one side. A large wooden desk, bed frame, and a strange large black cube are all piled atop each other on the left wall. The bloated and rotting remains of the former occupant are pinned between the large crate and the wall.

The black cube is 5 feet wide, weighs 300lbs, and appears to be made from a single solid piece of obsidian. Any attempt to damage the cube or force it open deals 8d6 lightning damage to anyone within five feet of it unless they succeed a DC 17 Dexterity saving throw, taking half damage on a

success. A successful DC 19 Wisdom (Perception) or Intelligence (Investigation) check reveals an almost imperceptible seam horizontally across the centre of the cube. Further inspection of the seam and a successful DC 16 Intelligence (Arcana) check reveals that the cube is magically sealed, though exactly what the trigger to open the cube is it is impossible to tell (it requires a drop of blood from the rightful owner in order to open - unfortunately for the party the owner of the cube is the bloated corpse pinned against the wall). The cube can otherwise be opened with the dispel magic (DC 14) spell or if it is brought within an antimagic field. Contained within is a book wrapped in soft velvet cloth (see **Tome of the White Hand** in *Appendix C*).

As soon as a character touches the cube or inspects the crushed body they hear a mournful wail as a spirit, disfigured and clad in ragged robes and with arcane runes and lettering stitched into its skin, materialises in a swirl of fabric. This creature is an **éadóchas** (see *Appendix A*), a creature created when a powerful warlock dies and is cursed by its patron for failing in a task. The éadóchas can use its fly speed as a swim speed and fights until destroyed.

OPTIONAL ENCOUNTER: ÉADÓCHAS

Éadóchas (see *Appendix A*), 1,800 XP

HAZARD: Underwater Combat, 200 XP

TOTAL: 2,000 XP



LIGHTHOUSE



2.D. LIGHTS OUT

When the party wish to investigate the disappearance of Baltar, the Sea Snake will drop anchor off the coast of the small island that is home to the lighthouse. Captain Jassan instructs his men to lower one of the rowboats into the water and provide two oarsmen to aid the PCs in getting ashore. He will send no-one else and refuses to get the ship any closer to land, fearing the bite of the jagged rocks beneath the waves. As the party approach the island, read or paraphrase the following text:

Though the sky is clear the rowboat sways and pitches drunkenly as it cuts through the choppy waves and it is an effort to keep yourself from tumbling into the surf. Up ahead you can see that you are approaching a small pier, just long enough for your small boat to pull alongside. Another boat is tethered to the pier, though it looks like it has taken a beating while moored here and appears to have sprung a leak. The two sailors steer your vessel as near to the pier as they can. One of them tosses a rope at you, and gestures towards one of the tall posts on the pier.

Jumping from the rowboat to the pier requires a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check to avoid falling into the water. A character who fails the check falls into the water and suffers 1d6 slashing damage as the jagged rocks beneath the waves cut into them. Once a rope is tied off getting onto the pier does not require this check.

The rough seas around the island mean that swimming to shore or climbing up onto the pier from the water requires at DC 14 Strength (Athletics) check.

A character who inspects the battered rowboat tethered to the pier can make a DC 15 Intelligence (Investigation) check to deduce that, though the small boat has indeed been battered by the waves and rocks, there are actually slashes and holes in the wood that look like they came from a weapon, possibly a spear.

A simple path of wooden planks set into the soft earth leads away from the pier and up towards the lighthouse on the hill. A character who makes a successful DC 14 Wisdom (Perception) check to investigate the pier and the surrounding area finds flecks of blood on the wooden planks of the pier and the path leading towards the lighthouse. The same check, or a DC 14 Wisdom (Survival) check, reveals an unusually smooth depression or path leading from the sea and running parallel along the path.

WHAT HAPPENED HERE?

Two merrow, servants of the sea hags, attacked Frezzio's small rowboat as he made his way to the lighthouse to relieve Baltar. They damaged the boat and wounded Frezzio but he managed to make it to the pier and escape to the lighthouse. It is his blood the characters find, and the unusual depressions are where the merrow slithered from the sea and followed him to the lighthouse. The merrow then killed Baltar and Frezzio and destroyed the lighthouse beacon. Later on, when the merrow had left, a bullywug named Glugagulb snuck in to try to steal anything of value and is still in one of the upper floors of the lighthouse.

1. LIGHTHOUSE EXTERIOR

As the characters approach the lighthouse, read the following:

As you follow the winding path up the hill you can see the lighthouse standing tall above you, its towering silhouette casting jagged shadows over the hillside. There is sparse vegetation on the island and you cannot help but feel exposed as you make your way up the hill. Up ahead you can see a wooden stairs which hugs the lighthouse and climbs 20 feet to the only entrance. The door is hanging open, swinging gently on its hinges.



A hand rail runs along the exposed side of the stairs of the lighthouse, leading up to a door which has been broken open. A character making a successful DC 12 Intelligence (Investigation) check recognises the slash and puncture marks typical from a spear or harpoon. Any character who successfully investigated the boat by the pier immediately recognises these to be made by the same weapon.

The lighthouse was only built within the last two months and its stark white paint has barely been touched by the elements. All the woodwork and most of the furniture within are newly crafted, and there is actually an abandoned workbench with a set of carpenter's tools located towards the west side of the lighthouse, which were never reclaimed when work was completed. A few full water barrels are kept towards the back of the lighthouse alongside a small hand cart, but there is little else of interest.

2. LARDER

This circular room is 25 feet in diameter, 20 feet high, and lit by a lantern hanging on the west wall. Shelves filled with preserves line the walls and there are numerous crates and sacks of grain piled neatly beneath them. A stairs along the eastern wall leads to an upper floor.

A DC 12 Wisdom (Perception) check reveals a smeared handprint on the wall leading up the stairs.

The crates and shelves have little of value within, though a character can gather up to 20 days worth of non-perishable rations if they so wish.

3. FIRST FLOOR

This room is lit by small circular windows to the north, south, east and west and appears to be the kitchen. There is a simple wooden table and two chairs in the room, along with an old stove and a small cupboard. Another wooden stairs hugs the south wall and climbs to an upper floor. The room would be quaint were it not for blood smeared across the floor and the two bodies lying sprawled on the ground.

The bodies on the floor are that of Baltar and Frezzio. Baltar is crumpled on his side just inside the door, a rusty short-sword clutched in his bloody hand. Frezzio is face down halfway up the stairs, his blood dripping to the floor below. Inspection of the bodies and a successful DC 12 Intelligence (Investigation) or Wisdom (Medicine) check reveals that the wounds the men have suffered are from a spear or other hafted piercing weapon. A character who succeeded investigating the boat or door has advantage on this check.

There are smooth wide trails of blood smeared around the room. They seem to lead around the room, up and down the far stairs, and back down to the larder. A DC 15 Wisdom (Survival) check allows a character to discern that these trails were not made by the men but something else moving about the lighthouse - they were in fact made by the merrow as they made their way upstairs to destroy the lighthouse beacon. Success by 5 or more on this check means a character also makes out a barely visible set of footprints in the blood. These are wide and flat, and belong to Glugagulb the bullywug. If the characters are being stealthy and roll higher than DC 10, Glugagulb does not hear them and is found in area 4. If the characters are not being stealthy or fail the check, Glugagulb panics and rushes up the ladder in area 4 to area 5 to hide.

The cupboard has various preserves, flour, some dried meat, and a half full bottle of spiced rum.

4. SECOND FLOOR

Two simple wooden beds, a wardrobe, and a set of drawers adorn this room, with four windows providing light. The wardrobe and drawers look to have been searched through and clothes are scattered about the floor. The blood trail from below leads to a ladder in the east of the room which climbs to a closed trapdoor.

If Glugagulb is here, add the following:

A green skinned creature with an impossibly wide mouth hunches in the corner, staring at you with panic in its bulbous yellow eyes.

This room is where the on-duty lighthouse keeper sleeps. A DC 12 Wisdom (Perception) check allows a character to spot a faint set of footprints leading away from the blood trail. The merrow continued up to the upper floor here. When the bullywug arrived later it used the opportunity to search through the lighthouse keepers belongings.



5. TOP FLOOR

A wicked wind whips through the exposed top floor of the lighthouse as you push aside the trapdoor. A large unlit pyre stands in the center of the room and the smell of burnt wood and ash assails your nostrils. You imagine the pyre was once protectively encased in glass but both it and the reflective mirrors used to amplify and direct the beacon have been smashed to pieces.

If Glugagulb is here, add the following:

A green skinned creature with an impossibly wide mouth hunches in the corner, staring at you with panic in its bulbous yellow eyes.

The pyre and reflective mirrors have been destroyed by the merrow under orders from the sea hag coven. It is clear to any observer that it will take weeks to get the lighthouse functioning again, perhaps longer if word gets out about what happened to its former occupants.

Looking out from this vantage point the party will be able to see the small pier down below and the Sea Snake anchored further out. A DC 16 Perception (Wisdom) check allows a character to spot what looks like the entrance to a cave mouth off to the west.

There is nothing up here of value.

ROLEPLAYING GLUGAGULB

Glugagulb (**bullywug**, *MM p.35*) is an outcast from the small bullywug tribe in **area 4** of the **Sea Hag Lair**. He was foolish enough to question Lurklepom, the Lord of the Muck, when Lurklepom swore allegiance to the sea hags. Glugagulb was sentenced to death but managed to escape. Since then he has been keeping an eye on the merrow who have been attacking passing ships in the hopes that he can scavenge some magnificent treasure. He hopes that this offering will allow him to rejoin his tribe. Glugagulb had been watching the merrow when they attacked the small rowboat and followed them to the lighthouse.

Glugagulb is a coward through and through, and will do whatever he can to save his own slimy hide. When the party find him he prostrates himself in front of them, pleading his innocence and begging them not to hurt him. If questioned he blurts forth about being able to help the party find the “fish devils” (the merrow) in the nearby sea caves. If pushed further he will whine and cry that the “evil witches” turned his family against him.

Glugagulb will aid the party in leading them to the cave entrance (**Chapter 3, area 1**) but he will turn on them in an instant if the opportunity arises to ingratiate himself to

Lurklepom, the hags, or anyone he sees as more powerful than the party.

He has a simple wooden spear, hide armour, and a pouch containing 3gp, 27sp, and 12cp which he looted from Baltar’s possessions.

WHAT NEXT?

By the end of this chapter the party should have a lead as to the whereabouts of the hidden caves that Meriosa said to investigate, either through Glugagulb’s aid or by possibly following the Old Man.

If the party come to a dead end, Captain Jassan mentions a few locations they can try. In truth Jassan knows exactly where the party need to go but he may lead them to a few dead ends first. Jassan can direct the party to **Chapter 3, area 1** or if he has taken a particular dislike of the party he may direct them to **area 7**, the merrow lair.

Once the party have found an entrance to the caves proceed to chapter 3. If the party refuses to go or cannot find the caves location they can return to Bastion Bay, but Meriosa refuses to give them their reward until they find out what is behind the attacks.



CHAPTER 3: SEA HAG LAIR

The party journey to a cave system hidden amongst the islands off The Shipyard and discover the truth of the evil haunting Bastion Bay...

Chapter 3 takes place entirely in a partially submerged cave system. A tribe of bullywugs make their home in the north-west of the caves, merrow lurk in the south, and a vicious sea hag coven lairs in the north-west. The party must deal with the hags however they can if they wish to stop the attacks on Bastion Bay.

Be sure to familiarise yourself with the "Salty Sisters" hag coven in *Appendix A*.

The following locations correspond to areas on the **Hag Lair** map on page 24.

1. ENTRANCE

The mouth of the cave is five foot wide and hangs low, causing you to duck under it. Inside, the path slopes steeply downward and descends into the cave system. Far below you can see a faint glimmer of light.

A character making a DC 12 Wisdom (Survival) check can spot multiple sets of large footprints leading to and from the cave entrance and deeper into the caves. If the characters are traveling with Glugagulb they can easily recognise the shape of the footprints to match those of a bullywug.

A DC 14 Wisdom (Perception) reveals that the path leading down into the caves is slick with a pale green slime. Any character moving at their full speed into the tunnel must make a DC 12 Dexterity saving throw to avoid falling prone and sliding 30 feet to area 2. Characters moving in either direction can choose to move at half their speed to avoid slipping and falling. Characters moving from area 2 to area 1 can do the same. The bullywugs are accustomed to the slime (and helped by their webbed feet) and can safely move at full speed through this area. Glugagulb is so used to traversing the slime that he doesn't think to warn the party.

The glimmer of light is from the "torches" in area 2.

2. ENTRY CAVERN

The tunnel opens up into a misshapen cavern roughly thirty feet in diameter and ten feet high. Large stalactites and stalagmites create natural divides in the cavern, which is lit by at least two different coloured light sources. The cavern

seems to spider off into no less than four other directions from the way you came.

CAVE FEATURES

The following features are consistent throughout the cave system unless noted otherwise:

SIGHT. Rather than perform the tedious task of regularly trying to find dry wood and cloth for torches, the bullywugs use small jars filled with captured fireflies and bioluminescent moss to light the caves. These jars are slung to poles which are then stuck into the soft earth, placed in hollows in the rock, or simply left on the ground. These provide dim light.

SMELL. The air in the caves is stifling and reeks of rotten fish and stagnant water. The only source of fresh air comes from area 1.

SOUND. Sound reacts strangely inside the caves, bouncing oddly off the walls and alcoves. Characters in the caves have disadvantage on Wisdom (Perception) checks relating to hearing.

TOUCH. Almost all surfaces in the caves are covered in a thin layer of green slime or creeping black moss. It has no ill effects aside from being unpleasant to touch.

If any of the characters slipped and fell from area 1 into this area then 6 bullywugs (*MM p.35*) from area 4 rush out to attack them. The bullywugs fight until they are outnumbered and then flee to area 4 and try to barricade the gates. Otherwise, unless the party make a lot of noise, they are free to move about this area without attracting the bullywug's attention.

The gates to area 4 are cobbled together from discarded furniture, scavenged flotsam, fishing nets, and rotten rope. If the bullywugs are aware of the party and have fled to area 4 they bar the gates and attempt to hold them closed until the party go away. A DC 12 Strength (Athletics) check is enough to break the gates down, either by smashing them inward or simply pulling them apart.

SECRET TUNNEL

A character who inspects the walls of the cavern and succeeds on a DC 15 Wisdom (Perception) check finds a narrow passage leading to area 5. The passage is between 2 and 3 feet wide and slick with the same pale slime from area 1. A small creature can easily move through the tunnel and a medium creature can squeeze through to get to area 5.

3. PUTRID POOL

This small cave is roughly 15 feet in diameter, though almost half of that is taken up by a dark pool of stagnant water. Small mushrooms and creeping moss cling to the slick cave walls and a thin scum lies over the water.

The pool of water contains a neutral evil water weird (*MM* p.299) that has been corrupted by the hags dark influence. If a character gets within range of the water weird it attacks and tries to pull them under. The pool is 10 feet deep and leads to a series of flooded tunnels.

A creature that drinks water from the pool or consumes any of the mushrooms must make a DC 14 Constitution saving throw. On a failure the creature is poisoned for 2d6 hours.

ENCOUNTER: PUTRID POOL

Water Weird (*MM* p.299), 700 XP

TOTAL: 700 XP



TREASURE

A character who succeeds a DC 13 Wisdom (Perception) check while inspecting the pool spots an unusual looking jug within - one with multiple spouts and corks for the liquid to flow from. This item is an alchemy jug (*DMG* p.150), though it has been corrupted by the presence of the water weird. When a character drinks from the jug having named either “saltwater” or “freshwater” they must make a DC 10 Constitution saving throw. On a failure the water makes the character ill and they suffer one level of exhaustion.

4. BULLYWUG CAMP

This misshapen cavern is roughly 40 to 50 feet in diameter and 20 feet high. About a third of the floor space is taken up by a pool of water that is entirely covered in a layer of sickening green scum, and patches of the slime covered floor have been strewn with soiled blankets, presumably as makeshift beds. The stench of the room is almost overpowering and you can't help but be reminded of an open sewer.

There are 13 **bullywugs** here in total, less any the characters may have encountered and killed in area 2. Three bullywugs are curled up under piles of blankets, four are keeping moist below the surface of the scum covered pool, two are guarding the prisoners in area 4.A, and the rest are sorting through the pile of treasure recently reclaimed from Tia's Run. Make Dexterity (Stealth) checks for the bullywugs under the blankets and in the pool, rolling with advantage for the ones in the water.

The bullywugs serve as scavengers for the hags, picking

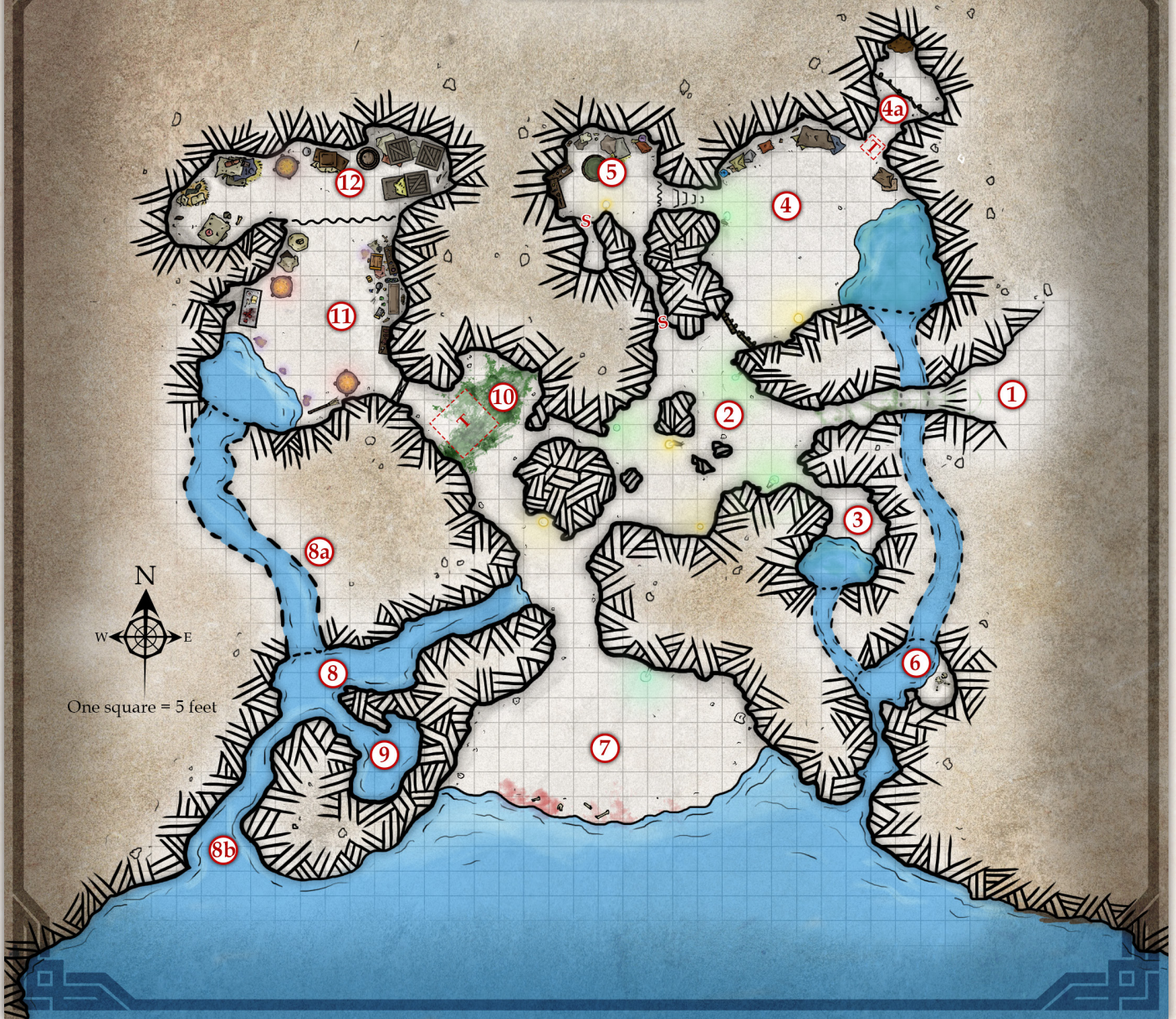


through the ruins of the frequent wrecks that happen off the coast of Bastion Bay. They also serve as gaolers for any survivors captured to be used in the hags rituals (see area 4.A for information the prisoners, and area 11 for information on the ritual).

If the characters are openly hostile towards the bullywugs or they have already killed any of their kin, the bullywugs attack and try to overwhelm the party with their superior numbers, sneaking up on them where they can. Otherwise they tell the party they must speak to King Lurklepom (in area 5) and order the party to wait while a bullywug goes to fetch the king. This is a ruse to try to surround the party before attacking. Characters can make a DC 8 Wisdom (Insight) check to see the ambush coming. King Lurklepom never arrives and in fact is preparing to flee through the secret passage in area 5 if things go wrong.

The bullywugs fight until outnumbered. They flee back into area 2 and then out of the caves if they can, or leap into the pool and escape out to sea. If Glugagulb is with the party he joins in the attack with the other bullywugs, hoping to regain favour with the clan.

HAG LAIR



ENCOUNTER: BULLYWUG CAMP

13 x bullywugs (*MM p.35*), 650 XP



TOTAL: 650 XP

4.A. PRISONERS

A wooden beam fixed with sharpened coral and shark teeth hangs above the entryway to area 4.A. It is held in place with thin planks and old rope, and looks precariously balanced. This contraption is a trap for any prisoners who try to escape and is triggered by tripping the fishing line strung across the threshold at ankle height. The trap deals 3d6 piercing damage. A character approaching area 4.A. can clearly see this strange decoration, but it takes a DC

11 Intelligence (Investigation) check to deduce its purpose. Noticing the fishing line requires a DC 14 Wisdom (Perception) check, with advantage for any character that has realised the spiked beams purpose.

Once the characters have entered area 4.A, read the following text:

A makeshift cage has been erected to the rear of this chamber, created from old rotting wood, sharp coral, frayed rope, and what looks like the tentacles of some unknown sea creature. Huddled behind the bars are a number of gaunt and bloodied sailors.

The captives the party encounter here can be surviving crew or named NPC's from Tia's Run. Otherwise they are sailors or passengers from ships that sank within the last 2d10 days. There were more of them but they have since been sacrificed by the hags. The captives are **commoners** (*MM* p.345). If freed, their only thoughts are of escape and they refuse to aid the party in their fight. Once they reach area 2 they will flee to area 1 and try to get out of the caves.

5. LORD OF THE MUCK'S CHAMBERS

This chamber is 15 feet in diameter and strewn with pillows and blankets. Makeshift shelves are lined with various glittering baubles and curios, and a 5 foot round wooden bathtub filled with putrid green water sits in the centre of the room.

If the party have managed to get to this location without being spotted by the bullywugs (possibly by coming in through the secret passage) they find King Lurklepom, an overweight and vile bullywug, in the bathtub moistening himself. He is completely surprised by the party's arrival and screams for help unless stopped.

If King Lurklepom was warned about the party or heard the sounds of battle, he has gathered up a sackful of his most prized possessions and tried to flee through the secret passage. Unfortunately the king is not as svelte as he once was and the party can hear him whimpering in pain as he is stuck halfway through the passageway. A medium creature can squeeze into the passage and easily relieve the king of his sack of treasure, and there is nothing Lurklepom can do to stop them.

ROLEPLAYING LURKLEPOM

Like Glugagulb and most bullywugs, King Lurklepom is a coward. If he thinks his life is in the balance he will tell the characters everything they want to know. King Lurklepom knows the location of the merrow throughout the caves, he knows that the hags control the Old Man (but doesn't know how) and are behind the attacks, and he knows that the prisoners the bullywugs keep are fuel for some dark ritual - though he knows nothing about the actual ritual. If a character succeeds a DC 11 Charisma (Intimidation) check, King Lurklepom tells him of his secret stash of treasure, hidden in a hole in the wall (marked "S" on the map). Though Lurklepom fears the hags and was ordered to bring anything of value to them, his greed gets the better of him and he can't resist keeping a few things for himself. The hole is large enough for a character to reach their arm in, but it is hard to see inside. The hole is not trapped.

TREASURE

The baubles, gems and curios on the shelves in King Lurklepom's chambers are worth little. The total haul is 3sp, 12cp, 13 assorted gems worth 1gp each, and 3 gems worth 5gp each.

Lurklepom's secret stash on the other hand proves to be of more value. Contained within is a bronze crown shaped to resemble twining seaweed worth 250gp, a golden locket with a faded portrait of an elf maiden inside worth 25gp, a pouch containing 37gp and 155sp, and a black iron mace (see **Call to Prayer** in *Appendix C*).

6. SUNKEN CAVE

This small cave contains the tattered remains of a sailor. The skeleton is missing its legs from the knees down. Small



bite marks can be seen on the bones.

7. MERROW LAIR

The hard stone floor is cracked and broken here, giving way to rough sand beneath your feet as the path opens up into a cavern that is over a hundred feet wide. The air is filled with the smell of decay and rot mixed with the pungent aroma of seaweed and spoiled fish. You can see up ahead the cavern slopes down another 20 or 30 feet to meet churning black water. Bones have been washed up by the sea and the sand is stained red with blood.

This cavern leads out to the ocean and to the merrow's underwater lair. Beneath the waves the merrow chain up the corpses (and sometimes survivors) from the shipwrecks near Bastion Bay. The chains are affixed to weights, such as old anchors, on the seafloor and the corpses are left bloated and rotting. Many of the corpses have been partially eaten.

There are four **merrow** here, lurking beneath the waves. They attack if any characters get within 10 feet of the water's edge, trying to drag them below the waves. They try to keep the fight near the water to utilise their speed, otherwise they use ranged weapons and try to close the gap with the characters. They know they can't hope to catch fleeing characters on land so one of the merrow retreats to the sea, through area 8b to area 11 to warn the hags.

ENCOUNTER: MERROW LAIR

4 x merrow (*MM* p.219), 1,800 XP

TOTAL: 1,800 XP



8. FLOODED TUNNELS

The cave splits here, with paths to the north, south, east and west. The western path slopes down into a narrow tunnel filled with water, while the other paths are lit by faint light. The sunken tunnel is almost entirely flooded with seawater, which laps gently against the cave floor, washing up bits of seaweed and other detritus. There seems to be just enough space between the churning water and the cave ceiling for someone to keep their head above water if they wished to venture into the tunnel.

The tunnel continues to slope down beneath the water, eventually falling away beneath the character's feet. A character can easily stay afloat in the water and continue along the tunnel to area 9.

The tunnels marked 8.A and 8.B are fully submerged and require a DC 12 Wisdom (Perception) check to spot. Due to the lack of light and the murkiness of the water, any character making this check while staying above water has

disadvantage on the roll.

Every 10 minutes a character is in these tunnels there is a 10% chance that they encounter a **merrow** moving to or from area 8.B.

8.A. SHARK RUN

This tunnel allows the Old Man and the merrow direct access to the hag's lair. The merrow use this passage to return the Old Man to the hags if he has been killed, so that they can once more return him to undeath.

Unless the Old Man has been killed elsewhere or otherwise incapacitated, there is a 25% chance he is encountered in this tunnel.

8.B. OUT TO SEA

This tunnel leads out to the open ocean and is often used by the merrow to get in and out of the sea caves. Every 10 minutes a character is in these tunnels there is a 10% chance that they encounter a **merrow**.

9. SMUGGLERS STASH

Back when pirates ruled the waters around Bastion Bay, a canny smuggler used these caves to store his ill-gotten booty. This area contains a small keg, bobbing gently on top of the water but never seeming to get carried away by the current. A character inspecting the keg discovers a rusted chain leading down under the water. The chain is attached to a solid metal chest that is 15 feet down underwater. The chest weighs 100lbs, is air-tight, and is locked with a heavy padlock. It requires a DC 15 Dexterity check with thieves tools to open, made with disadvantage if the chest is still submerged.

TREASURE

The chest holds a small leather sack containing 5 x 10gp obsidians, 3 x 50gp bloodstones, and an amber worth 100gp; a watertight scroll case containing the spell *gust of wind*; an oil painting of some noble lord worth 100gp to the right buyer (ruined if the chest is opened underwater); a gold ring worth 25gp; 2 silver chalices inlaid with gems worth 100gp each; 1,196 copper pieces; 507 silver pieces; and 244 gold pieces.

10. FLUMPH TRAP

The tunnel ahead opens to a width of 20 feet and the walls are slick with a thick layer of noxious slime. The stench is almost overpowering as you approach. Further ahead you can see the tunnel ends with a wooden door.

Unless the characters use the shark run (area 8.B) this is the only way into the hag's lair, and the hags know it. They have

tracked down and tormented two **flumphs** (*MM p.135*), twisting and torturing the poor creatures until their minds shattered. These two flumphs are now pinned to the walls on either side of the tunnel, their tentacles driven through with rusted iron nails. When a character steps on the area marked “T” on the map the flumphs reflexively attack with their **stench spray**, filling the area shown. The hags know that this will not hurt any intruders but they gain a twisted joy from seeing others coated in the slime. If any character has been poisoned in this way the hags laugh uproariously when they see the character.

The flumphs are pinned to the walls and do not fight after the initial trap has been triggered. Each is covered in slime due to being sprayed by the opposite one. A character with a passive Perception of 15 or higher notices a flicker of eyes from beneath the slime. If any characters speak undercommon or can communicate with the flumphs in another way, the pitiful creatures beg to be freed from their torment. Exactly how the characters interpret this request is up to them.

The door to area 11 was previously the door to the captain’s cabin of a ship that sank off the coast a few years ago. It is now decorated with tiny bones, rotting fish, bloody rags, and mold. It is unlocked, though the jangling bones and a number of bells on the opposite side make it almost impossible to open quietly.

11. HAG LAIR/RITUAL CHAMBER

A plethora of sights, sounds, and smells assaults you as you open the door to a misshapen stone cavern. Innumerable trinkets and artefacts are scattered throughout the chamber, ranging from the exquisite to the grotesque. Shelves buckle and bend under the weight of jars filled with body parts and organs from creatures you can’t hope to identify. Acrid, multicoloured smoke rises from various candles and braziers, masking the room in a dreamlike haze. A stone slab to the west of the room is laden with bones, organs, and indecipherable arcane accoutrements. A woman with long black hair and completely devoid of clothes stands by the altar, swaying gently to unheard music.

The naked woman is **Crusty Scylla**, one of the sea hags that Capa Meriosa had previously made a deal with. The remaining hags, **Bonnie Bloatbile** and **Gertie Scumsucker**, are in area 12 sorting through the haul from a recent wreck. See the **Salty Sisters** in *Appendix A* for more information on the three hags.

The hags will more than likely have heard the characters as they opened the door. Once they are aware of the characters presence they will come out to converse with them.

ROLEPLAYING THE HAGS

The hag coven is made up of three sisters: Bonnie Bloatbile, Gertie Scumsucker, and Crusty Scylla. Though bound by blood, the three sisters have little love for each other and are often openly cruel and hostile to one another. Their only real bond is the treasure they steal from the wrecks dashed upon the rocks of the Shipyard, and with that supply now strained the sisters have grown increasingly violent towards one another. The only joy they gain now is in watching through their Hag’s Eye (see **The Old Man** in *Appendix A*) as sailors flounder beneath the waves or are torn apart by their servants.



Though equipped with powerful magic through the bond of their coven, the hags are not foolish. When confronted by a well armed and armoured group they will talk first, teasing out what information the party has, poking and prodding to find a character's secret desires, or pulling at any cracks or doubt within the group. If possible the hags will try to make a deal with the party and turn them against Capa Meriosa, perhaps even offering them the governance of Bastion Bay. They are willing to tell the party of their deal with Meriosa, trusting that the truth of the matter will be nearly enough to turn them against her (though they are not opposed to embellishing events to make Meriosa seem truly vile). Any deal made or oath shared with a hag coven is, of course, bound to be dangerous and compromising to any person foolish enough to strike such a bargain.

If met with violence, the hags will respond in kind. They will use their most devastating spells early in the hopes of wiping out the party. If things take a turn for the worse and one of the coven is killed, the remaining hags will attempt to flee through the shark run in area 8.a. If their escape is

cut off by the party they are willing to strike a bargain, offering up favours and various items in exchange for their freedom - though even in this they will try to gain an advantage, offering up useless curios before trading anything of real value (see *Treasure* below).

ENCOUNTER: SEA HAG COVEN

3 x sea hag (*MM p.179*), 3,300 XP

TOTAL: 3,300 XP



TREASURE

If the party take the time to search the area there is a lot that can be found, though plenty of it is worthless. Have those who wish to search roll Wisdom (Perception) and consult the following table to determine what they find. Players find the item corresponding to the result of their roll or, at your discretion, players can find everything from the table up to and including their result.

RESULT ITEM(S) FOUND

< 10	Roll on the Trinkets Table, <i>PHB p.159</i>
10	An embroidered leather sack with "Thorog's Outside Air" stitched into it. The bag is empty.
11	A small coffer containing 11 silver pieces, 2 copper pieces, and 3 yellowed vampire teeth.
12	A chipped tankard with the logo of the "Halfling's Head Brewing" company embossed on it.
13	A broom that gives off a faint magical aura (this is actually a mimic (<i>MM p.220</i>) that will attack the party the next time they rest if they choose to bring it with them).
14	The left boot of a pair of <i>boots of speed</i> (<i>DMG p.155</i>)
15	A sack full of yeti fur (in the right hands the fur can be turned into a hat, scarf, pair of gloves, or other suitable item of clothing. When worn it provides resistance to cold damage).
16	A small velvet sack containing 500gp worth of various precious gems.
17	A palm sized globe filled with sand. A ruined city can be seen within. Every so often the sand shifts, revealing the bones of a creature twice the size of the city.
18	A black urn with the words "Mother Dearest" engraved on it.
19	The right boot of a pair of <i>boots of speed</i> (<i>DMG p.155</i>)
20	A polyhedral dice with twenty sides. One of the sides shows a dawning sun, the opposite side shows a cracked skull (see Luqoi's Luck in <i>Appendix C</i>).
21	A small leather pouch on a thin piece of twine. The pouch is filled with gallows dirt (see Hanged Man's Pardon in <i>Appendix C</i>).
22	A 6-inch long sarcophagus containing a mummified sprite.
23	An onyx fly <i>figurine of wondrous power</i> (<i>DMG p.169</i>).
24	Two Jokers from the <i>deck of illusions</i> (<i>DMG p.161</i>).
25+	A clockwork spider, and a small box with a pair of goggles, a headband, an earbud, and an instruction book (see Clockwork Companion in <i>Appendix C</i>).



may have to deal with the threat of merrow now freed from the hag's control or panicked bullywug's fleeing their destroyed home.

However the party chooses to handle things, you should have a wealth of adventure hooks at your disposal when you conclude this adventure!

12. BEDROOM

Behind a heavy curtain is an alcove filled with rotting hay, moldy mattresses, and soiled pillows. The room reeks of decay and night-soil and you can just about make out three distinct piles of blankets amongst the debris, presumably beds for each of the hags. To one side are a number of large crates which have been cracked open, their contents strewn about the floor.

This is where the hags take their rest and sort through their treasures. Bonnie and Gertie were in the middle of rifling through the loot reclaimed from a recent wreck when the party enter area 11 (the goods can be from Tia's Run, assuming it sank in chapter 1).

If the party search the room, roll on the treasure table on **page 28**.

RESOLUTION

How the adventure ends is up to the players. They may attack and defeat the hags, solving Capa Meriosa's problems and allowing her to continue with her plans for Bastion Bay unimpeded; or they may choose to turn on Capa Meriosa, either in pursuit of justice or through some bargain made with the hags. Or course their return journey may not be without incident and Captain Jassan may choose to dispose of them, or even just abandon them, when the task is complete.

Whatever happens, the characters actions will have major consequences for Bastion Bay. The port town may continue to grow and become a true trade hub under Meriosa's guidance, or it may return to its old ways as pirate lords fight for control with Meriosa now removed. The town

RUNNING THE HAG ENCOUNTER

Hag covens make for incredibly dangerous encounters if a party is unprepared and this is a potentially lethal combat for a party of level 5 characters. In order to avoid wiping out your party it would be wise to drop hints about the hag coven throughout the adventure. Particularly social characters may hear rumours throughout Bastion Bay, others may pick up tales from old books, or the party might stumble upon some clue that alerts them to the presence of a hag coven (the Hag's Eye embedded in The Old Man is an obvious source of such a clue). If the party don't kill Glugagulb it is very likely that he will whine about "evil witches" that turned his family against him, and Lurklepom might offer up information on the hags in exchange for his life.

The true danger of a hag coven is the powerful spells they have access to through working together. An individual sea hag is far less of a threat to experienced adventures and you can try to allude to this fact, possibly through having characters make various checks. Whatever you choose to do, be sure to familiarise yourself with Hag Covens, *MM p.176*, prior to running this encounter.

APPENDIX A: MONSTERS & NPCs

CAPA MERIOSA

Capa Meriosa has run Bastion Bay for close to 20 years and her guiding hand has seen the former cesspool of violence and criminality become a bustling and (relatively) safe port town. She is a statuesque woman, clad in a long sleeveless coat, tri-corner hat, colourful scarves, and knee high leather boots. Meriosa is assured and confident in everything she does and doesn't take kindly to threats.

Bold and Merciless. Growing up aboard a ship filled with rowdy pirates engrained a hardness in Meriosa that one would struggle to find in many other people. After the first few men who threatened her wound up floating in the ocean with daggers in their necks the rest of the crew got the message. It was not just the violence that gave the sailors pause but the cold ferocity with which it had been dealt out. When Meriosa grew to an age where she thought she was fit to have her own ship none were surprised to wake up one morning to find the former captain swinging by his throat from the mainsail, and Meriosa perched nearby with his hat balanced atop her head at a jaunty angle.

Family Matters. Meriosa watched her father fight and bleed for other men his whole life and gain nothing from it but a sword in the belly. Everything in her life has been focused on being the person holding the sword, and taking a ship for herself was only the first step towards that. Even claiming Bastard Bay as her own and transforming it into Bastion Bay is nothing more than a stepping stone to Meriosa - she wants power and she means to swap the tri-corner hat on her head for a golden crown. The lifespan of the elves means she is not afraid to play the long game, but she'd rather it happen sooner than later.

Meriosa has the statistics listed in her stat block.

IDEAL. No-one is going to give you anything, you have to fight for everything you earn.

BOND. Bastion Bay is mine by right and I will do everything I can to keep it.

FLAW. Deals are made to be broken.

CAPA MERIOSA

Medium humanoid (elf), lawful evil

Armor Class 19 (+1 studded leather coat, shield)

Hit Points 117 (18d8 + 36)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	15 (+2)	16 (+3)	18 (+4)

Saving Throws Dex +8, Intelligence +6

Skills Deception +12, Insight +7, Perception +11, Persuasion +8, Stealth +8

Senses darkvision 60ft., passive Perception 21

Languages Common, Elven

Challenge 9 (5,000 XP)

Elf Blood. Capa Meriosa has advantage on saving throws against being charmed, and magic can't put her to sleep.

Elusive. Capa Meriosa can take the Disengage or Hide action as a bonus action on each of her turns.

Blade in the Back. Once per turn, Capa Meriosa can deal an extra 18 (4d6) damage to a creature she hits with a weapon attack if she has advantage on the attack or if that creature is within 5 feet of an ally of Meriosa that isn't incapacitated.

Water Dance. When wielding a melee weapon in one hand and no other weapons, Capa Meriosa gains +2 bonus to damage rolls (this is already included in the damage calculations below).

ACTIONS

Multiattack. Capa Meriosa makes two melee attacks. Alternatively, she can make a ranged attack with her flintlock.

Rapier. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. **Hit:** 10 (1d8 + 6) piercing damage.

Flintlock. Ranged Weapon Attack: +8 to hit, range 30/90 ft., one creature. **Hit:** 9 (1d10 + 4) piercing damage.

LEGENDARY ACTIONS

Capa Meriosa can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Meriosa regains spent legendary actions at the start of her turn.

Slip Away. Capa Meriosa can move up to half her speed and can then make a Dexterity (Stealth) check.

The Pointy End. Capa Meriosa makes a rapier attack.

Dirty Fighter. Capa Meriosa throws sand in the eyes of a target within 5 feet of her. The target must make a DC 16 Constitution saving throw or become blinded until the end of its next turn.

ÉADÓCHAS

An éadóchas was once a powerful warlock, cursed by its former patron for failing in a task, breaking its pact, or swearing fealty to another. They float a few feet off the ground like spectres, and vary in appearance depending on their previous patron and pact boon.

A Pact, Broken. For whatever reason, through a purposeful choice or through ineptitude, when a warlock breaks their pact, perishes while performing a task, or displeases their patron they risk becoming an éadóchas. These pitiable creatures are twisted into a perverted manifestation of what power they once had: a former Pact of the Blade éadóchas' body may be driven through with dozens of rusted blades, causing them constant pain; a Pact of the Chain warlock may be bound with heavy chains, forcing them to carry an unbearable weight for all eternity; or a Pact of the Tome warlock may be cursed to have the entirety of their tome stitched into their very skin and carved into their bones.

Creature of Despair. An éadóchas' existence is one of despair. They despair for the power they have lost, they despair for the opportunities they have squandered, and they despair for the future that was taken from them. Through the curse the éadóchas can still touch the power of their former patron but it is like a raindrop in the desert to them.

Many of these creatures lash out at anyone they can find, particularly those of power. Still others journey the lands in the hopes of completing the task they failed in and having their former power returned to them.

An éadóchas has the statistics listed in its stat block.



ÉADÓCHAS

Medium undead, chaotic evil

Armor Class 15 (natural armour)

Hit Points 90 (18d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	15 (+2)	10 (+0)	17 (+3)

Damage Resistances bludgeoning, piercing and slashing from non magical attacks

Damage Immunities cold, necrotic

Condition Immunities charmed, exhausted, frightened, paralyzed, poisoned, prone

Senses blindsight 30ft., darkvision 120ft., passive Perception 10

Languages Common and any languages it knew in life

Challenge 5 (1,800 XP)

Aura of Despair. Any creature within 5 feet of the éadóchas has disadvantage on attack rolls made against it.

Incorporeal Movement. The éadóchas can move through other creatures and objects as if they were difficult terrain. It takes 5

(1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The éadóchas' innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch, eldritch blast, vicious mockery*

3/day each: *darkness, hex, hellish rebuke, misty step, shatter*

1/day each: *hunger of hadaer, slow*

ACTIONS

Corrupting Touch. *Melee Weapon Attack:* +5 to hit, reach 5ft., one creature. *Hit:* 12 (3d6+2) necrotic damage.

Mournful Cry. The éadóchas releases a tortured scream. Any creature within 60 feet of the éadóchas that can hear it must make a DC 14 Wisdom saving throw. On a failed save the creature is frightened for 1 minute or until it takes damage. While frightened the creature's speed is 0, and it can't benefit from any bonus to its speed. On a successful save, the creature's speed is halved for 1 minute or until the creature takes damage. If the saving throw is successful or if the effect ends, the creature is immune to the éadóchas' Mournful Cry for the next 24 hours.

THE OLD MAN

The Old Man had hunted in the waters around Bastion Bay for years, some say 30, some say 40, with some old sailors claiming to have seen the beast cutting through the waves when they were just earning their sea legs some 50 years ago. Whatever the truth the great white shark had been around Bastion Bay for a long time so when he disappeared a few years back many just assumed that Kelemvor had finally called the great beast home. But when merchants started telling tales of a huge white shark crisscrossed with scars attacking their ships, the sailors of Bastion Bay joked that the Old Man must have chewed through Kelemvor's scales - and had probably taken the god of death's hand with it.

Fallen King. Though still fearsome to behold, the Old Man is not what he once was. In truth the beast had perished a few years back, but the hags' dark magic put flesh back on it's decaying bones and they set the great hunter to work for them. Now shackled by their will and cursed to die and live again, the Old Man is a twisted corruption of what he once was, a shameful end to a once great creature.

Eye of the Hags. When the hags returned the Old Man to life they cut his left eye from its socket, replacing it with a hag's eye (see *MM p.176*). Through this eye the hags gain sick pleasure as they watch their servant attack unsuspecting ships and redden the water with the blood of any survivors.

The Old Man has the statistics listed in his stat block.

THE OLD MAN

Huge undead, chaotic evil (while under the hags control)

Armor Class 13 (natural armour)

Hit Points 150 (12d12+72)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	22 (+6)	5 (-3)	10 (+0)	5 (-3)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages -

Challenge 7 (2,900 XP)

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

Siege Monster. The shark deals double damage to objects and structures.

Swim By Attack. The shark doesn't provoke opportunity attacks when it swims out of an enemy's reach.

Undead Fortitude. If damage reduces the shark to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success the shark drops to 1 hit point instead.

Water Breathing. The shark can breathe only underwater

ACTIONS

Bite. *Melee Weapon Attack:* +10 to hit, reach 5ft., one creature. Hit: 23 (3d10+7) piercing damage.



THE SALTY SISTERS

The coven of the Salty Sisters is made up of three sisters: Bonnie Bloatbile, Gertie Scumsucker, and Crusty Scylla. Though bound by blood, the three sisters have little love for each other and are often openly cruel and hostile to one another.

Bonnie Bloatbile. Bonnie is the oldest of the three sisters and typically does most of the talking. She is a bloated and filthy creature, covered in dried blood and grime, and vile inside and out. Wielding a wicked looking switch made up of shards of coral, she is quick to deal a blow to her sisters for no other reason than to amuse herself. She fancies herself a chef and is quick to offer a bowl of Bonnie's Chow-Down Chowder to any new guests. Anyone who takes her up on her offer succumbs to the disease known locally as "sea spray" due to it leaving many sailors voiding their bowels while hanging their rear-end off the edge of a ship (see "Sewer Plague", DMG p.357 for the mechanical effects).

Crusty Scylla. Sea hags, by their nature, are twisted and evil creatures. Even when using magic to alter their appearance (such as their *illusory image* ability) they appear bedraggled and decrepit. Most hags enjoy the effect this appearance has on people, but Crusty Scylla is a vain creature. She performed a gruesome ritual years ago that means her true form is one of beauty and grace - all except her face. Her entire face and neck are covered in suppurating spores and crusty barnacles, for which her sisters mock her incessantly. Wearing nothing at all and introducing herself as simply "Scylla", she fauns over anyone in the group who pays attention to her.

Gertie Scumsucker. Being the youngest sister of the coven, Gertie is quiet and doesn't talk much - mostly due to the fact that Bonnie stitched her lips shut years ago and magically sealed them. Having survived primarily on scum sucked from the walls or meat ground into a fine paste, Gertie is little more than bones held together by rough leathery skin. Though the hags are far stronger together, Gertie may be the only one who would be willing to turn on the others - particularly if it meant she could deal out all the torment she wanted to Bonnie.

Each of the Salty Sisters has the statistics of a sea hag (*MM p.179*) with the benefits of a hag coven (*MM p.176*).

IDEAL. Watching something beautiful as it rots and decays is the most wonderful thing to experience.

BOND. Nobody kills my sisters but me.

FLAW. Something rare and shiny you say? We're listening...



SISTER ILIA

Sister Ilia is a priestess of Umberlee, goddess of the sea, and runs the temple of Umberlee in Bastion Bay. She is a fit looking middle aged woman with auburn hair that falls to just past her shoulders. She is soft spoken in her speech but her words are reinforced with an assuredness borne of one who has found their calling in life.

Servant of the Sea. At the age of 12 Ilia was traveling with her parents aboard the family's pleasure barge when a sudden storm engulfed the small ship, capsizing it. Ilia's parents were lost beneath the waves but the young girl was pulled to safety by a man who had been defiantly watching the storm from the nearby beach. The man, a priest of Umberlee named Harris Polso, took the girl in and taught her the ways of his goddess - and warned her of Talos, the storm god. Since then Ilia has served Umberlee, gifting travelers with the blessings of her goddess in the hopes of thwarting Talos and saving other families from the tragedy she suffered.

Reliable as the Tides. Sister Ilia begins her day with a run along the beach, letting her bare feet splash through the surf as it rolls in. After this she journeys into Bastion Bay to give the blessings of her goddess to any travellers setting sail that day. Once this is done she returns to the temple and goes about her daily work and awaits any worshippers who may wish for her council. Sister Ilia does not get involved in the politics of Bastion Bay, though she has watched Capa Meriosa's rise with interest. Despite her distance from the

machinations of Meriosa and the other captains, Ilia is an important person in the port town. If she were to voice disapproval or take a stand against Meriosa or one of the other captains, Sister Ilia would find a lot of supporters by her side. Likewise if anything were to happen to Sister Ilia, those responsible would be "gifted to the Queen" - meaning they would be drowned on the beach at low tide.

IDEAL. I will do everything I can to protect the travellers that come through Bastion Bay.

BOND. I owe my life to my goddess and serve her in all things.

FLAW. I do not trust those who serve the storm god.

Sister Ilia has the statistics of a **priest (MM P.348)**, but with the following exceptions:

AC: 13 (leather armour)

DEX: 15 (+2)

CHA: 14 (+2)

SPELLCASTING: Sister Ilia is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *mending, guidance, spare the dying*

1st level (4 slots): *create or destroy water, cure wounds, guiding bolt*

2nd level (3 slots): *calm emotions, gust of wind*

3rd level (2 slots): *beacon of hope, water breathing*



APPENDIX B: BASTION BAY

POPULATION: 3,500 plus, with a healthy mix of all manner of races and backgrounds.

GOVERNMENT: De facto dictatorship. Capa Meriosa presides over a council of other ship captains but she holds all the power. Dissenters tend to disappear or have unfortunate accidents.

DEFENCE: 200 strong town guard known as the “Chain of Command”, supported by a large majority of the townsfolk who know well how to use a blade. Can call upon the ships of the captain’s council for any attacks by sea; no defensible wall for land attacks.

COMMERCE: Basic supplies can be easily found in Bastion Bay and the near constant stream of merchants means that lucky shoppers might stumble across a rare find - perhaps a magical weapon, some rare ingredient, or an ancient arcane artefact. Particularly lucky shoppers may even find these items in the possession of a merchant who doesn’t know their true worth...

ORGANISATIONS: There are numerous small groups and organisations in Bastion Bay: treasure hunters, brewers, fishmongers, shipwrights, and many more. One of the longest standing organisations in Bastion Bay is the Jetsam Gents, a group that goes about pairing up cast aside sailors with a new crew. Recently, a group of merchants have been trying to set up a true merchant’s guild in the town, though every time someone new takes charge they seem to suddenly leave town within a few days. Alongside these, there are temples to Umberlee, goddess of the sea; Lathander, god of birth and renewal; and there is also a small shrine to Talos, god of storms.

LORE & RUMOURS

Below are some of the most common rumours and bits of lore that are circulating throughout Bastion Bay. Player’s may latch onto some of the rumours and potentially prompt more adventures so it is up to you whether you want these to be true or not.

- There’s an old sunken wreck somewhere out in the Shipyard that contains a mysterious black box. The box is said to hold untold riches but no-one who has gone looking for it has ever returned - begging the question of exactly how people know about the box.
- Some people think that the recent spate of shipwrecks and deaths have been planned by Capa Meriosa as a warning to some of the other captains, or perhaps the would-be merchant’s guild; others think that the spirits of the previous Capas of Bastion Bay have cursed the town for abandoning their pirate roots; a number of others believe some crazed witch or wizard have res-

urrected the Old Man to hunt down the people of the town for some unknown slight.

- There are some in the town that think Sister Ilia is in truth the goddess Umberlee walking upon the earth. Some claim to have seen her, late at night, take the form of a dolphin and return to the sea.
- Whispers around town claim that members of the Unloved Property Reclamation Society never truly gave up their lives of piracy. The “salvage” they sell is in truth ill-gotten booty from raids on merchant ships further north along the coast.
- The red curtains covering the booths in the Last Call tavern are so that the other patrons cannot see the blood spray from a slit throat.
- Dozens of sailors claim to have seen an ancient ship with tattered sails, crewed by the dead, sailing north to south along the coast on the night of the blood moon. The ship is supposedly called “The Titan”.
- Children are warned from catching tadpoles anywhere in or near Bastion Bay. Parents say that if they do they will be kidnapped by grotesque frog people in the middle of the night and raised in their swampy home to replace the young they captured.

CASKMATES TAVERN

The Caskmates Tavern is located on the boardwalk of Bastion Bay and has been around as long as the town itself. The small two-storey building is usually packed with customers so many visitors just sit outside on chairs, crates, old casks or whatever they can find. To facilitate the overflow of customers the owner, a wizened old dwarf named Hull, cut away a large section of the wooden wall to create a secondary bar. Unfortunately this caused one side of the tavern to slump down, making it look like the building is perpetually frowning (and making it precarious to move about the second floor while deep in one’s cups). Hull still curses about this, and is quick to snap at anyone who comments on it that “stone would nae sag like that!”

THE MERCANTILE

Sometimes referred to as “the Hold”, the Mercantile is a large open fronted three storey building located just off the Red Square. It serves as a place for merchants and traders who can’t afford a permanent store to sell their wares. Spaces are divided into ten foot blocks which cost 5gp per day to rent on the ground floor, 3gp per day on the second floor, and 1gp per day on the top floor. On any given day you can meet any number of different merchants, trades-

men, and craftsmen from all corners of the world.

Most merchants here sell mundane gear from the PHB such as weapons, armour, adventuring gear, assorted trinkets, food, tools, etc. If a character takes the time to browse the wares of all the merchants on a particular floor roll 1d20 and consult the table below.

1D20 SELLS

1-14	Mundane items
15-19	Arcane Curios: roll 1d6 times on Magic Item Table A (<i>DMG p.144</i>)
20	Arcane Paraphernalia: roll 1d4 times on Magic Item Table B (<i>DMG p.144</i>)

TEMPLE OF LATHANDER

Don't let people tell you that there is no temple to Lathander in Bastion Bay - it's there, you just have to find it. The temple is stewarded by a rambunctious elf named Humble (NG male elf **acolyte**, *MM p.342*) who believes that, with Lathander being the god of birth and renewal, to truly worship him one must go on a new journey every day. So every day (or night, or whenever he feels like it) Humble folds up the expandable box that serves as the altar, packs up his things, straps the altar-cum-temple to his back and sets off to find somewhere new. Should a worshipper wish to make an offering or give praise to Lathander they need only find the temple and they can consider their worship complete. Of course that is not as easy as it sounds...

1D10 TEMPLE LOCATION

- 1 Hidden amongst the vendors in the Mercantile.
- 2 Nestled in the crow's nest of a ship in the docks.
- 3 In an unsuspecting villagers attic.
- 4 Floating in a dingy somewhere off the coast.
- 5 In the cellar of the Last Call Tavern.
- 6 On a secluded beach (surrounded by sand castles).
- 7 In the back of a driverless carriage pulled by an inquisitive horse
- 8 In Capa Meriosa's pantry
- 9 On one of the tiny islands out in The Shipyard
- 10 In a side room within the Temple of Umberlee (Sister Ilia says she doesn't mind)

TEMPLE OF UMBERLEE

Though pirates and sailors aren't traditionally the most devout folk, all give worship to Umberlee, goddess of the sea. The temple to Umberlee in Bastion Bay is situated in an airy sea cave near the beach. The stone floor has been crafted to be tiered, allowing the ocean to gently flow into the lower tier while still keeping the upper tier cool and dry. Simple circular stone windows (more holes than anything) have been carved into the cave wall, allowing for the cool sea breeze to blow in. Numerous gulls and other sea birds have made nests here and worshippers have been known to leave with their clothes stained by the bird's own "offerings".

U.P.R.S.

According to their founder, Marvus Riso (N male half-elf **spy**, *MM p.349*), the Unloved Property Reclamation Society specialise in scouring sunken wrecks and returning the lost property to the rightful owners. If the rightful owner cannot be found within 30 days, the property is sold and donations are used to help with future recovery efforts. Referring to themselves as "Uppers" (though usually referred to by everyone else as "Bottom Feeders") the U.P.R.S. are seen to be profiting off other peoples misery and misfortune. Members are not looked upon favourably in Bastion Bay, and fights at their trading hall are frequent.

If you wish to become a member of the Unloved Property Reclamation Society (heretofore U.P.R.S) all you need to do is sign a standard waiver stating that neither you nor any representative or next of kin will take any action, legal or otherwise, against U.P.R.S should you suffer serious injury, loss of limb, or death. In turn you will receive 25% of the profits from the sale of any lost property that U.P.R.S rehomes on your behalf.

APPENDIX C: TREASURES

CALL TO PRAYER

Weapon (mace), rare (requires attunement by a cleric or paladin)

This black iron mace is fashioned roughly in the shape of a bell and rings out loudly when it strikes an enemy.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon and holding it, you can use an action to cast the *bless* spell at 1st level. The spell does not require concentration, but ends immediately if you release the weapon for any reason. Once used, this property cannot be used again until you finish a long rest.

CLOCKWORK COMPANION

Wondrous item, very rare, requires attunement

This small clockwork creature was created by an alchemist who was sick of listening to one of her wizard friends gloat about having a familiar to help him with his work. To prove a point and shut her friend up, the alchemist set about creating a familiar of her own, using her knowledge of mechanics to create a device she called a "Clockwork Companion".

The goggles provided allow the owner to see through the eyes of the clockwork companion, the ear bud allows them to hear what the clockwork companion hears, and the headband allows the wearer to communicate with the clockwork companion telepathically. It also comes with a helpful instruction book for changing the clockwork companion's form and for maintenance tips.

This device functions almost exactly as the find familiar spell, with the following exceptions:

- Choose a creature from the familiar list as presented in the spell description. The clockwork companion uses the creature's statistics but is a construct.
- The clockwork companion cannot be dismissed to a pocket dimension, though it does collapse for easy storage. Collapsing or unpacking the clockwork companion is an action.
- You can spend an hour to change the clockwork companion's form, following the instructions in the diagrams presented in the instruction book.
- When the clockwork companion drops to 0 hit points it breaks. It takes 8 hours of work utilising the instruction book to repair it. You can choose to reassemble the clockwork companion into a different form as part of the time taken to conduct these repairs. A character who is proficient with alchemist's tools, smith's

tools, tinker's tools or other relevant tools can reduce this time by half.

- A character who studies the instruction book for a total of 24 hours no longer needs the book to change the clockwork companion's form and perform repairs. They also reduce the time needed to perform those actions by half (this can potentially reduce repair time by half again if they are proficient with any of the tools listed above).

HANGED MAN'S PARDON

Wondrous item, rare, requires attunement

This simple leather pouch has been strung to a piece of twine, presumably to be worn around a person's neck. Inside the pouch is a handful of dirt gathered from below a hangman's gallows.

The first time the character attuned to this item fails a death saving throw the pouch splits open, spilling its contents. Instead of failing the saving throw, nothing happens. The character is still considered to be dying but has gained a reprieve this round. They continue making death saving throws as normal in the next round.

This effect can only ever be used once. Once it has been used the pouch loses whatever magic it may have held.

LUOQI'S LUCK

Wondrous item, rare

Bodai Luoqi was a prophet of Tymora, goddess of chance, and had a wicked sense of humour. As such any item associated with him should be viewed warily. This twenty sided dice is blank save for a depiction of the rising sun on one side and a cracked skull on another. It is unsure whether these dice were created by the Luoqi himself or by a particularly malicious servant, but whatever the case they have caused a lot of trouble in their time.

When a character chooses to roll this dice have the player roll a d20. On a roll of 20 the character gains all the benefits of a long rest. On a roll of a 1 the character immediately drops to 0 hit points and is considered to be dying. As well as this they also lose any unspent hit dice they may have had.

This item does not require attunement and therefore can be used by any character, though it can only ever be used once per day. It can be used again after the next sunrise.

QUEEN'S KISS

Wondrous item, rare

This flat, palm sized blue seashell is named for Umberlee, goddess of the sea. It has the following magical properties:

- By blowing into the narrow side of the shell as an action, a character can cast the spell *gust of wind* (DC 13 spell save).
- If a character drinks water from the wide side of the shell they, and up to ten creatures who drink from the shell in the next ten minutes, gain the benefit of the *water breathing* spell.

After one or both of these properties has been used, they cannot be used again until the next dawn.

TOME OF THE WHITE HAND

Wondrous item, rare (requires attunement by a warlock)

Wrapped in black velvet cloth and bound with glistening silver twine is a blue leather bound book imprinted with a white hand.

When attuned to this item you gain the following benefits:

- You gain the level 3 warlock Pact Boon feature Pact of the Tome (**PHB p.108**). If you already have this feature, you gain it again but must choose the cantrips from a different class spell list.
- You learn the *misty step* spell if you do not already know it.

Curse. This item is cursed, and becoming attuned to it extends the curse to you. In order to attune to this item, you must place your hand over the imprint of the white hand and complete a short or long rest as normal. When attunement is complete you suffer 1d10 cold damage and your left cheek becomes scarred with the image of a white hand.

By attuning to this tome you have made yourself known to the Lady of the White Hand, a powerful archfey. If the curse is not broken within 3d10 days, your warlock patron changes to Archfey if it is not already. You lose all features associated with your previous patron and gain the equivalent features of the Archfey patron. From this point on you are bound to the Lady of the White Hand. Exactly what has happened to your previous patron is unknown; the Lady may have purchased your "contract" legitimately or she may have dispensed with your previous patron in some other manner. If you break the curse after you have become bound to the Lady, you will need to seek out a new patron and may very well draw the ire of the Lady herself.

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THE BEAST OF BASTION BAY

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