

TIDES OF FATE

AN ADVENTURE FOR 1ST LEVEL CHARACTERS

JAMES PATRICK



TIDES OF FATE

AN ADVENTURE ON THE HIGH SEAS

Introduction: Pursued by sahuagin, a crew of adventurers are shipwrecked on a mysterious island. The only clear shelter is in a grand, yet strange, castle. If they can overcome the bizarre planar sea-scape, they discover that the island is on the back of a giant sea turtle. They may be surprised to discover that the castle is inhabited by a powerful water genie, who is afflicted by a terrible curse.

A 3-6 hour adventure for 1st level characters

BY JAMES PATRICK



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ABOUT THE ADVENTURE

Tides of Fate is part one in a five-part series of aquatic adventures. Each adventure in the series can be played as a stand-alone story, or combined to create a longer campaign story arc. *Tides of Fate* is designed for four characters of first level. The adventure is intended to run for three to six hours.

The adventure begins with the characters vessel being attacked by sahuagin, a vicious race of shark-like humanoids. After a narrow escape, the characters arrive at a mysterious island. The characters will need to seek shelter in a pristine castle before the strange island sinks beneath the waves.

If the players complete *Tides of Fate* the adventure can be concluded, or continued in part two, *Curse of the Sea Witch*.

Amphibious Characters

This “aquatic” adventure is designed to be playable with characters created using only the Dungeons & Dragons fifth edition core rulebooks. Player characters do not need swim speeds, aquatic traits, or any other similar feature in order to be successful in these adventures; although it will make some of the encounters significantly easier. That doesn’t mean that you should disallow players to make amphibious characters. Allowing players to create amphibious characters is up to the Dungeon Master.

The Forgotten Realms Campaign Setting

This adventure and the rest of the adventures in the *Tides of Fate* series take place in *The Forgotten Realms Campaign Setting*, in a part of the ocean called the Trackless Sea. All the player characters know as the adventure begins is that they have been lost at sea, somewhere between Chult and the Sword Coast.

If you would like to learn more about the Forgotten Realms check out the source-book *Sword Coast Adventurer’s Guide* by Wizards of the Coast.

Other Settings

If you are running this adventure in a different campaign setting feel free to change the names of the characters, locations, and whatever other bits you need to make it fit into your world. The only important detail is that the characters are lost in the middle of the ocean in your setting.

GETTING STARTED

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

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

It is also recommended you let the players spend any gold they may have received as part of character creation on weapons, armor, or adventuring gear listed in the *Player’s Handbook*.

Character Involvement Hooks

Talk to each of the players about why their character is traveling aboard the merchant ship at the beginning of the campaign. You can let the players come up with their own reasons for their character traveling to Baldur’s Gate aboard the ship in addition to using one of the pre-created options listed here.

The Merchant Company

The characters have been hired by an up and coming group of merchants known as the Sapphire Company. The group operates out of Luskan which rests on the northern end of the Sword Coast. The characters will provide security for one of the Sapphire Companies cargo vessels as it sails from Luskan to Baldur’s Gate. The characters have been promised a hefty sum of one-hundred gold pieces each when they arrive at Baldur’s Gate with the ship. The characters are instructed to visit the Sapphire Companies outpost at Baldur’s Gate after they arrive.

Considerations for the DM

This is a great choice because it doesn’t matter if the characters know each other prior to starting the adventure or if they have their own reasons for wanting to travel to Baldur’s Gate. This is a good option if the players are using randomly generated characters or do not want their characters to know each other prior to starting the adventure. If you are running this as a single session game this is the best option as it will speed up character creation and get the players right into the action.

The Adventurers Guild

The characters are all members of an adventuring guild that has its headquarters in Luskan. Recently, a representative from a group of merchants known as the Sapphire Company has approached the guild and requested “specialists in maritime combat”.

Considerations for the DM

This is a great option if you want the player characters to know each other prior to the beginning of the adventure. Let the players talk to each other during character creation and exchange ideas on how the characters know each other. You can also prompt the players to invent a name for the adventuring guild that the characters are members of. If you plan to run the players through all the adventures in the *Tides of Fate* series this is a fantastic option, as they can start off the adventure with their characters having a connected background.

Background

In *Tides of Fate* the player characters are adventurers who are hired to protect a merchant ship as it crosses the sea of swords. The vessel, called the *Undaunted*, is heading from Luskan to Baldur’s Gate carrying Netherese artifacts. When the adventure begins the *Undaunted* has already been lost at sea for many days, and has been captured by sahuagin raiders. The player characters have already managed to escape the *Undaunted*, and are being chased by a sahuagin vessel. Just as things are looking grim, an island rises out of the ocean causing both vessels to crash onto the beach. With the remaining sahuagin still in pursuit the characters will have to flee inland to escape from danger.

Sahuagin Manta

Sahuagin sometimes craft large, flat, manta-ray-shaped wooden vessels that they can paddle as a group. A sahuagin manta can be propelled underwater or can skim across the surface of the water as a mobile attack platform. While some sahuagin propel the manta forward, other sahuagin are free to board nearby ships or attack with ranged weapons from a safe distance.

Eorvu Island

At the beginning of the adventure the characters are washed up on a small uncharted island. Any character who investigates the strange terrain, plants, and animals should be able to determine that this is not a normal island. The island in fact, is the shell of a gargantuan sea turtle called, Eorvu The Eternal One. Eorvu was born on the Elemental Plane of Water thousands of years ago. Somehow, magical plants that inhabit his shell have caused him to have an unnaturally long lifespan and unprecedented growth. Resting on the central peak of the island stands an opulent palace.

An Opulent Palace

Perhaps the most incredible sight on Eorvu’s shell is the massive and exquisitely decadent water palace. The palace is inhabited by a genie from the Elemental Plane of Water, named Raja Ranbir. The planar palace is the perfect transportation for a powerful genie. The Raja has many servants on the island and in the palace. Most of the Rajas followers are humanoids of various races from across the planes, but the palaces royal guards are **water elementals**.

Important NPCs

Eorvu, The Eternal One

Eorvu may be the largest and oldest **giant sea turtle** in the realms. Magical plants that inhabit his body have caused him to live and grow far beyond his kind’s normal expectations. Eorvu is the Raja’s most prized follower, and they consider each other to be close friends. Eorvu is disinterested in talking to mortals but is not hostile, and will not attack other creatures unless provoked.

Personality Trait: Time has little meaning to me. I talk slowly and am slow to action.

Ideal: Unity. We all benefit from cooperation. (Lawful)

Bond: The Raja saved my life. I will serve him for as long as I can.

Flaw: I do not care for idle conversation.

Godfrey

A human man who serves as the Raja's most trusted advisor. He is encountered briefly at the end of this adventure. Godfrey is humble, eloquently spoken and skilled in flattery. The characters encounter with Godfrey in this adventure is short and should reveal very little about his true identity. Godfrey, in fact, is not what he seems. His true identity is revealed later on in this series. If you need statistics for Godfrey, use the **deep scion** statistics from *Volo's Guide to Monsters*.

Personality Trait: My eloquent flattery makes everyone I talk to feel like the most important person in the world.

Ideal: Respect. Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity. (Good)

Bond: My loyalty to my sovereign is unwavering.

Flaw: I secretly believe that everyone is beneath me.

Raja Ranbir

The Raja is a **marid** genie from the Elemental Plane of Water. Ranbir has traveled in his floating castle to the trackless sea because he is desperately trying to find a hag who lives here. Raja Ranbir believes that this hag has cursed him and his followers. When the adventure begins he has been searching for the hag for weeks without success. Additionally, the curse afflicting Raja Ranbir is draining his life energy. The marid has 4 levels of exhaustion.

Personality Trait: I expect those who receive my generosity to return the favor.

Ideal: Pride. I must not show any weakness in front of other elementals. (Chaotic)

Bond: I will face any challenge to preserve my honor.

Flaw: My pride will be my destruction.

TIDES OF FATE

When the session begins read the following to the players:

The journey from Luskan to Baldur's Gate should have taken a tenday, maybe two, but a storm blew the ship far off course. By best estimations you are several hundred miles west, lost somewhere in the Trackless Sea. You had been at sea for some time and supplies were starting to run low, that's when the shark-people appeared. They attacked in the night, slaughtering half the crew before anyone realized they were even aboard. Amidst the chaos and panic the captain ordered an abandon ship. You were lucky, and made it aboard one of the remaining life-boats. That might have been the end, but the shark-people gave chase. Just when escape seemed impossible, you suddenly ran aground on a small island covered in dense tropical forest. You are not sure where the island came from. Furthermore, you are certain it was not there a moment ago. However, you are now stuck half way up a sandy beach. The shark-people that had been chasing you have run aground as well. Their strange vessel is quickly washed back into the ocean, and sinks beneath the waves.

The characters have washed up on the sandy beach (area 1 on the map). Give the players a brief moment to collect themselves. When any of the characters get out of the lifeboat read the following:

As you survey your surroundings you notice that rising from the center of the island is a white and gold palace topped with hovering blue gems. The only visible gate appears to be accessible via a sandy path that twists and turns down the mountain, ending just at the top of the beach where you have landed. Suddenly, two shark-people crawl out of the choppy surf and charge across the beach towards you.

Creatures. Two **sahuagin** emerge from the waves and immediately attack the characters. They have been ordered to capture all of the Undaunted's surviving crew. They will attempt to render the characters unconscious rather than killing them outright.

Development. Immediately after the first two sahuagin are dead, two more **sahuagin** can be seen emerging from the waves further down the beach. They are 400 feet away from the characters and will arrive in ten rounds. As they charge across the open beach both sahuagin take the dodge action each round. The characters will have to decide if they will fight the sahuagin or flee inland to try and escape.

Victory or Escape. If the characters flee into the islands interior, the sahuagin do not pursue them. When the characters defeat all four sahuagin on the beach, or if the characters flee further inland to escape, read the following:

The island is covered in dense alien forests that resemble seaweed, sponges, and rainforest plants unlike anything you have ever seen before. Your nose is alive with scents that are intoxicatingly pleasant. Directly ahead of you is a wide sandy path that cuts into the lush tropical interior. The path appears to twist and turn as it runs up hill to the gate of the palace.

The characters may choose to proceed down the path or to attempt to cross through the strange oceanic forest.

Gathering Information. The characters will likely try to gather information about the island before making a decision. The characters may uncover the following information about the island by succeeding on skill checks.

- Wisdom (Animal Handling) check DC 15 will reveal that there are no birds at all on this island.
- Intelligence (History) check DC 12 will confirm that this island is not on any map.
- Intelligence (Nature) check DC 13 reveals many of the plants here cannot survive long outside of water.
- Intelligence (Investigation) or Wisdom (Perception) check DC 13 reveals that all the trees and plants here are dripping with water and there are countless pools and puddles visible further inland.
- Wisdom (Survival) check DC 11 reveals that the terrain here shows signs of nearly constant flooding.

Survivors of *The Undaunted*

It is possible if the player characters deal with the sahuagin that they may want to search the beach for survivors of the Undaunted crew.

Finding Survivors. If the characters spend one hour searching the beach they can locate 1d4 survivors of the Undaunted. Use the statistics for a **commoner** for any survivors the characters find. The survivors are all merchants many of whom have never used a sword and will avoid combat at all cost.

Player Characters as Survivors. If a player character dies early in the session, consider letting that player create a new character and put them back into the game as an additional guard from the Undaunted. This guard narrowly escaped, and survived on their own until suddenly encountering the other player characters.

Flora and Fauna. All over the island, strange and wonderful sea life are scattered about. Characters who search extensively can locate any manner of ocean life you, the DM, can imagine. Among the sea plants of the forest are mundane sea sponges, anemones, corals and perhaps bizarre plants from the elemental plane of water. Fish swim in many of the small pools on the island, or flop helplessly on land. Starfish are stuck to large trees resembling palms and many small snails cling to the underside of wet leaves.

Locations on Eorvu Island

The following describes locations found on the map in appendix B.

1. White Sand Beach

The island is bordered by a pristine beach that runs anywhere from 50 feet to 300 feet from the water to the tree line.

1a. The Sandy Path

The sandy path is the safest and most direct route to the palace gate. A character who follows the winding path from area 1 ends up at area 2 on the map.

1b. The Aquatic Forest

Traveling in the aquatic forest is considered difficult terrain.

Creatures. Immediately after a creature enters the forest, and for every 5 (2d4) minutes they spend in the forest thereafter, a **swarm of crabs** will rise from tiny holes in the ground nearby. The crabs are hostile and immediately attack any creature not native to the island. Many of the plants in the forest are **awakened sea plants** that are hostile unless a creature can speak to them.

Development. The sea plants know they are vital to Eorvu. If they can communicate with the characters they will plead for them to stay out of the forest.

Climbing. By moving through the forest and back onto the path it is possible to bypass area 2. Other parts of the path however, are at too high of an elevation to reach safely.

A creature can attempt to climb the steep mountain to area 3 with a Strength (Athletics) check DC 15. Climbing to area 4 is possible if a creature can succeed on a Strength (Athletics) check DC 20, a creature who fails the check by 5 or more falls down the side of the cliff taking 7 (2d6) bludgeoning damage.

Climbing to area 5 is possible if a character can succeed on a Strength (Athletics) check DC 25, a creature who fails the check by 5 or more falls down the side of the cliff taking 14 (4d6) bludgeoning damage.

2. The Mud Flats

When the characters enter the mud flats for the first time read the following:

This area is flooded by a small waterfall on the far side and has become entirely enveloped in thick muck. Algae grows over the top of the mud and jagged rocks stick out here and there. On the other side of the mud-flat the sandy path continues.

This entire area is covered in mud that is at most one foot deep. The muddy area is considered difficult terrain, and any area beneath the mud is heavily obscured. When a creature attempts to move through the mud for the first time on a turn it must succeed on a DC 10 Strength (Athletics) check or have their movement speed become 0 for the rest of the turn.

Creatures. One **sea slime** hides on the mud waiting to ambush its next meal. It will attack the first creature to enter the mud, attempting to surprise them. Sea slimes are adjusted to living in the mud flats and can ignore the difficult terrain, additionally they do not need to succeed on a check to move normally.

Stepping Stones. A character who looks for a way across will discover a make-shift path along a series of muddy rocks. Characters who attempt to travel across the stepping stone path must make a successful Dexterity saving throw DC 12 or fall prone into the mud.

Continuing along the path. After the characters successfully cross the mud flats they can continue up the sandy path which leads them to area 3: The Azure Lake.

3. The Azure Lake

When the characters enter the azure lake for the first time read the following:

Several small waterfalls run down the hill forming a glistening pool in this large clearing. The surface is clouded with seaweed that prevents you from seeing the bottom.

This entire lake is 30 feet deep. The lake is being fed by salt-water streams running off of the islands central mountain. The water is calm and a creature can swim across at half their movement speed without needing to make any check.

Creatures. Hiding in the water is a **giant octopus** that will attack creatures in the water attempting to pull them to the bottom of the lake.

Treasure. Characters who search underwater in the lake will discover an algae covered chest at the bottom. The chest is locked but can be opened with a successful DC 15 Dexterity (Thieves Tools) check or DC 15 Strength (Athletics). The chest weighs twenty five pounds empty or fifty pounds with all its contents. The chest contains the following items. A shield, two daggers, two handaxes, a steel club, a whip, and three nets.

Continuing along the path. After the characters successfully cross the azure pools they can continue up the sandy path which leads them to area 4: The Conch Long House.

4. The Conch Long House

When the characters enter the clearing for the first time read the following:

As you enter this small clearing a huge conch shell lies before you. It takes up a large part of the clearing, and you would guess it is at least twenty feet long. A beautiful sad song can be heard echoing out of the open end of the shell. Across the clearing the sandy path continues.

The giant conch shell is twenty feet wide and one hundred feet long. It has a single opening at one end and no windows. A character who understands the aquan language can determine the song is a sorrowful lament to lost friends, a sort of funeral song.

4a. Inside the Conch Long House

If the characters enter or look into the conch read the following:

The conch shell is a simple living quarters consisting of several kelp-beds with colorful clamshell chests at the foot. Nets on the ceiling hold bundles of personal belongings tight.

Creatures. The shell is a living quarters for the Rajas merfolk followers. Inside the shell are three **merfolk** with skin that is covered in painful looking barnacles.

Development. The merfolk are singing a sad song in honor of their companions who have gone on an errand for the Raja and not returned. The merfolk are cautious of strangers but friendly and willing to talk. If the characters appear helpful and nonthreatening the merfolk will become more outgoing, sharing additional information. The merfolk believe they are suffering from a curse, the same curse afflicting Raja Ranbir. They know the island is on the back of Eorvu the giant sea turtle and can share this with the characters. The merfolk encourage the characters to seek shelter in the palace and ask that they try to help Raja Ranbir. If the characters agree to try and help the Raja, the merfolk will give the characters the items hidden among their belongings (see treasure).

Treasure. Hidden among the belongings in the shell are the following items: A conch shell horn (musical instrument), a healers kit, a whaleskin blanket; three of the clamshell chests contain one healing potion each.

Continuing Up the Sandy Path. After the characters cross the clearing they can continue up the sandy path which leads them to area 5: The Flower Garden.

Sinking the Island

If you are running Tides of Fate as a single session adventure you may want to take extra steps to ensure its completion in a single session. If the player characters are not progressing quickly through the encounters leading up to the Rajas palace, begin to have the whole party feel harmless tremors periodically. At the half way point of your gaming session, you can describe that the island slowly begins sinking back into the ocean. This should create a sense of urgency for the player characters that they need to seek high ground as quickly as possible. If the characters do not reach Raja Ranbir's palace by the end of your gaming session, the island sinks beneath the waves completely, leaving the characters hopelessly stranded in the middle of the ocean.

5. The Flower Garden

When the characters enter the flower garden for the first time read the following:

This pristine garden contains many aquatic plants and algae that you have never seen before. Although they are beautiful, you sense from the wild colors that many of them may be dangerous and it would be best to keep your distance. On the other side of the garden is a golden gate decorated with an intricate mermaid motif. Beyond the bars of the gate you see hundreds of marble white steps leading up to the palace. In front of the gate stands a knight clad head to toe in white and gold armor. The once pristine armor is tainted by barnacles and draped with wet seaweed. His hands rest upon his longsword's hilt, the blade's tip balanced on the stone.

Creatures. The knight is an **animated armor** who wields a **flying sword**. Both constructs serve as automated guardians for the palace gate and will immediately attack any creature within 20 feet of the palace gate. The guardians do not respond when spoken to. The knight simply stands with his hands on his blade, staring forward. If attacked or provoked from beyond 20 feet both constructs immediately becomes hostile. In the first round of combat, the sword behaves as an ordinary long sword, wielded by the armor.

Development. The guardians do not pursue creatures who leave the flower garden, instead it returns to its original location, near the palace gate. Only Raja Ranbir can open the palace gate without defeating the gate guardian. The powerful abjuration magic that holds the gate closed responds only to the touch of the great genie himself.

Harvesting Plants. The plants in this garden are rare and beautiful plants, many of which are only found on the elemental planes. At the DMs discretion, the characters can attempt to harvest some of the plants for alchemy, poison making, or as material components for spells. A character who intentionally touches the plants or who fails a DC 10 Dexterity (Herbalism Kit) check to harvest them makes a Constitution saving throw taking 7 (2d6) poison damage on a failed save or half as much damage on a success.

Through the Gates. After these guardians are defeated the palace gates swing open and the characters may begin to climb the palace steps to area 6: The Palace.

6. The Palace

When the characters begin to climb the steps of the palace read the following:

The palace contains a countless number of pristine white steps that lead to the top. As you ascend the stairs the cool sea air kisses your face, and for a moment the breeze draws your attention to the vast expanse of water around you. Beyond the island, glimmering blue and white ocean extends as far as you can see in every direction.

When the characters are ready to continue up the staircase read the following:

As you reach the top of the grand staircase, you step through a twenty foot tall marble archway into an exquisitely decadent open-air palace. Along the walls sapphire waterfalls cascade from ceiling to floor. Luminescent blue orbs float in mid-air bathing the palace in a cool light. Immediately you are greeted by a human dressed in the fine cloths of nobility. The man wears striking blue robes and a turban bejeweled with emeralds. He bows respectfully before you and says, "Greetings honored guests and welcome to Raja Ranbir's Roaming Palace. I am Godfrey, trusted advisor to the Raja. Raja Ranbir hopes you will accept his hospitality, he would very much like to speak with you."

Development. Godfrey will openly answer any questions the characters have about the island and the palace. If the characters have not discovered all the details about Eorvu island, such as the fact that it is the back of a giant sea turtle, Godfrey openly fills in the blanks. When the characters are satisfied Godfrey can offer to introduce them to the Raja himself.

Meeting the Raja

When the characters go to meet Raja Ranbir, read the following:

The servant leads you through the glimmering halls, to a large chamber decorated by a grand pool. The pool is a sight to behold, it is fed by several large waterfalls that flow furiously into the pools placid surface. Suddenly, a swirling vortex forms at the surface of the waters edge. It churns and spins up into a water spout before solidifying into a blue-green skinned humanoid figure, nearly twenty feet tall and partially covered with barnacles. The figure wears loose fitting pants of fine silk tied with a golden sash at the waist. "Greetings mortals! As you have no doubt guessed, I am the Raja Ranbir. I welcome you into my palace and guarantee your safety while you are my guests. Please, rest and eat. In time, there is much we can discuss. As a final token of my good will please accept this humble gift." Servants of various races then enter the room and kneel before each of you, presenting on a velvet pillow a set of golden garments in exactly your size.

Development. The Raja welcomes the characters to stay in the safety of his palace and to wander the rooms and halls as they see fit. His servants lead the characters through the sprawling palace to magnificent guest rooms, complete with delicious meals on silver trays. This ends the adventure (see conclusion).

Treasure. The Raja offers each character a set of cloth-of-gold vestments, in exactly the right size, (worth 25 gp).

Character Advancement. After successfully reaching the palace and meeting with Raja Ranbir the characters advance to 2nd level.

CONCLUSION

The survivors of the Undaunted have reached the water genies palace and received the promise of shelter and security. In this decadent palace the characters needs are met instantly by numerous servants. Not only are the characters safe they are surrounded by luxury beyond any mortal kings wildest imagination.

Continuing the Adventure

If the characters enjoyed *Tides of Fate* the story continues in the next adventure *Curse of the Sea Witch*. The only way to save Raja Ranbir from the curse afflicting him and his people will be for the characters to dive into the ocean and explore a reef tainted with foul magic. Will the players be able to stop the curse before it's too late?

Ending the Adventure

If you are running this adventure as a one-shot, talk to your players about what their characters do next. Do they accept an offer from Raja Ranbir to return to the Sword Coast? Perhaps the characters decide they would like to stay in the palace and sail the Elemental Plane of Water. If you are not going to play again, work with each player to come up with a memorable ending for their character.

Appendix A: Monsters

Animated Armor

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8+6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages -

Challenge 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The armor makes two melee attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Awakened Sea Plant

Small plant, unaligned

Armor Class 9

Hit Points 10 (3d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	8 (-1)	11 (+0)	10 (+0)	10 (+0)	6 (-2)

Damage Vulnerabilities lightning

Damage Resistances piercing

Senses passive Perception 10

Languages Aquan

Challenge 0 (10 XP)

False Appearance. The awakened sea plant can breathe both air and water.

False Appearance. While the sea plant remains motionless, it is indistinguishable from a normal shrub.

Actions

Rake. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. Hit: 1 (1d4 - 1) slashing damage.

Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 0 (10 XP)

Actions

Club. *Melee Attack:* +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

Flying Sword

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 17 (5d6)

Speed fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages -

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The sword is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the sword remains motionless, it is indistinguishable from a normal sword.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage.

Giant Octopus

Large beast, unaligned

Armor Class 11

Hit Points 52 (8d10+8)

Speed 10 ft., swim 60 ft.

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

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages -

Challenge 1 (200 XP)

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

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

Water Breathing. The octopus can breathe only underwater.

Actions

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a short or long rest). A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as bonus action.

Giant Sea Turtle

Gargantuan beast, unaligned

Armor Class 26 (natural armor)

Hit Points 700 (40d20+280)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	25 (+7)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +18, Con +16

Skills Athletics +18

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks.

Damage Immunities poison, cold, necrotic

Condition Immunities frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Aquan

Challenge 27 (105,000 XP)

Legendary Resistance (3/Day). If the giant sea turtle fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. The giant sea turtle is immune to spells of 5th level or lower unless it wishes to be affected. It has advantage on saving throws against all other spells and magical effects.

Limited Immortality. As long as any awakened sea plants are alive on its shell, the giant sea turtle cannot be killed by age, disease or poison.

Siege Monster. The giant sea turtle deals double damage to objects and structures.

Hold Breath. The giant sea turtle can hold its breath for one year.

Actions

Bite. Melee Attack: +18 to hit, reach 10 ft., one target. Hit: 35 (4d12 + 9) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the giant sea turtle can't bite another target.

Swallow. The giant sea turtle makes one bite attack against a huge or smaller creature it is grappling. If the attack hits, the creature is blinded and restrained, it has total cover against attacks and other effects outside of the giant sea turtle, and it takes 56 (16d6) acid damage at the start of each of the giant sea turtles turns.

If the giant sea turtle takes 70 damage or more on a single turn from a creature inside it, the giant sea turtle must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the giant sea turtle. If the giant sea turtle dies, a swallowed creature is no longer restrained by it and can escape from a corpse by using 60 feet of movement, exiting prone.

Legendary Actions

The giant sea turtle 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. The giant sea turtle regains spent legendary actions at the start of its turn.

Move. The giant sea turtle moves up to half its speed.

Chomp (Costs 2 Actions). The giant sea turtle makes one bite attack or uses its swallow.

Marid

Large elemental, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 229 (17d10+136)

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

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

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

Damage Resistances acid, cold, lightning

Senses blindsight 30 ft., passive Perception 13

Languages Aquan

Challenge 11 (7,200 XP)

Amphibious. The marid can breathe air and water.

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

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

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

Actions

Multiattack. The marid makes two trident attacks.

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

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

Merfolk

Medium humanoid (merfolk), neutral

Armor Class 11

Hit Points 11 (2d8+2)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2

Senses passive Perception 12

Languages Aquan, Common

Challenge 1/8 (25 XP)

Amphibious. The merfolk can breathe air and water.

Actions

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

Sahuagin

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 22 (4d8+4)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 1/2 (100 XP)

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

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

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

Actions

Multiattack. The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

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

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

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Sea Slime

Medium ooze, unaligned

Armor Class 8

Hit Points 22 (3d8+9)

Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

Skills Stealth +2

Damage Resistances cold, fire

Damage Immunity poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft., passive Perception 8

Languages -

Challenge 1 (200 XP)

Amphibious. The ooze can breathe air and water.

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the ooze remains motionless, it is indistinguishable from a mossy pool or an algae covered rock.

Actions

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned this way.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the slime if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink the slime can use the attack action as a bonus action.

Swarm of Crabs

Medium swarm of Tiny beasts, unaligned

Armor Class 13 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., swim 20 ft.

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

Damage Resistances piercing, slashing

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

Senses blindsight 10 ft., passive Perception 6

Languages -

Challenge 1/2 (100 XP)

Amphibious. The swarm can breathe air and water.

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

Actions

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

Water Elemental

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10+48)

Speed 30 ft., swim 90 ft.

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

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

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

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

Actions

Multiattack. The elemental makes two slam attacks.

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

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

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

Appendix B: Map



