

Quests of Doom 4

Fishers of Men

By Tom Knauss



FROG GOD
GAMES

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Fishers of Men

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 Rappan Athuk Expansions Vol. I^{PF, S&W}
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 Fields of Blood^{PF}
 Mountains of Madness^{PF}
 Marshes of Malice^{PF}

* (forthcoming from **Frog God Games**)

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Fishers of Men

Why would someone pry open an animal that looks like a grotesque, filthy stone and devour the slimy, amorphous goo inside the misshapen carapace? I cannot give a reason, but I only regret that I cannot personally thank that courageous gastronomical explorer for bestowing the world's most heavenly culinary delight to its appreciative admirers.

— *Irvin Latali, head chef at The Proud Snail Eatery in Endhome*

Fishers of Men is a 6th-level adventure that takes 4 to 6 characters into the Dragonmarsh Lowlands, a forsaken land blighted by the vile demon lord Tsathogga and countless foul denizens. When Quaywright Fishery inexplicably falls silent, it takes those of stout heart to determine what dire fate befell the former inhabitants and what monstrosity now lords in their place. The grisly carnage leaves even the most seasoned adventurers shaken to the core, as they witness firsthand and may personally experience what it feels like when the tables turn against humanity.

Adventure Background

Fishermen are a breed apart from most people. Their craft is an art rather than a staid profession. For them, success depends upon the angler's mastery of subtleties. Timing and location are everything in this challenging business. Knowing where and when to drop one's hook into the murky depths are what separate the experts from the amateurs. Nonetheless, no one can control the type of fish and animals that inhabit a particular area. The average fisherman cannot afford the luxury of being finicky when it comes to selecting what particular species of fish or marine animal lands on the dinner plate. However, some wealthy individuals can afford to forego the ordinary and instead indulge their refined palates. These elite connoisseurs gladly pay any sum to dine on the finest delicacies the seas can produce, and one enterprising man eagerly caters to their every whim.

Born into extreme privilege, Oliver Quaywright, a renowned food critic and gourmet chef from Endhome, saw an opportunity to fill an underserved niche. Blessed with astounding culinary abilities, the demanding Oliver serves only the best ingredients in his kitchen, a trait he shares with other gastronomists. His eclectic pantry teems with rare meats and exotic spices, but one fare tops all others — mollusks. The simple animals' succulent meat captures his imagination. Indeed, during his youth he remembered a tantalizing flavor above all others, a particular species of oyster culled from the backchannels of the Dragonmarsh Lowlands along the northern branch of the Canyon River in Eastreach Province. From the moment he tasted the delicious delight, he vowed one day to return to the dangerous locale, where he would harvest and sell this remarkable gift to those who appreciated such marvels. When he inherited his father's vast fortune at the age of 33, Oliver's dream became reality. Alongside a retinue of men-at-arms, engineers, fishermen, and laborers, the aristocrat leveled the unkempt wetland and then constructed a fishery atop a slightly elevated mound along the marsh's fertile banks. Within a year's time, the Oliver was exporting his product throughout the region. Profits quickly soared, and many took notice of his success. They called him a visionary in some circles and a mad prophet in others. Yet one detractor viewed him in an entirely different light.

Oliver built his fishery, but an undying evil permeates the black earth throughout the Dragonmarsh Lowlands. Although his temple may lie miles away from here, the dark god Tsathogga's cloister bathes this domain in a veil of depravity. His mindless hatred held sway in the heart of Quattu, a chuul who acquired an unusual spherical scarlet-and-blue stone along with one of Oliver's shipping labels from an unfortunate victim. The bauble instantly floated around its head, expanding its warped mind. A deluge of malevolent thoughts flooded its brain. The sudden surge of intelligence led it to the epiphany that the shipping label would lead him to the site

where humans had infiltrated the swamp, defiling it with their structures. Over the course of the next several months, Quattu rallied others to its side, including a clan of crabmen and a coven of sea hags.

With its followers in place, the chuul set its plan into motion. On that fateful night ten weeks ago, Quattu and its loyal supporters systematically overran the facility's defenses, confirming the aberration's uncanny intelligence. Yet its tactical prowess belied its barbarism. Quattu and its minions tore through the fishery and savagely filleted its overmatched humanoid defenders, turning the once vibrant men and women into listless slabs of bloody, boneless flesh, and rotting organs they lustily devoured. Naturally, Quattu saved his *pièce de résistance* for Oliver Quaywright. Quattu gutted the businessman with its serrated claws and dropped his nearly lifeless body into a pool of boiling water to finish the deed.

Pleased by its display of butchery, the new master of Quaywright Fishery now takes great delight converting the mollusk fishery into a humanoid slaughterhouse. Its allies frequently patrol the neighboring branch of the Canyon River and the surrounding marshlands for fresh victims. The aquatic predators capsize passing vessels and drag their unfortunate crews ashore to face a miserable fate. Quattu's debauchery whets the voracious appetite of the twisted land's vile divine patron, Tsathogga, who sent several of his minions to aid the chuul. For the time being, Quattu's autonomy remains intact, as it entertains the demon lord's persistent overtures. Still, it is only a matter of time before Quattu falls under the Frog God's spell and ratchets up the violence.

Adventure Synopsis

Being that the Dragonmarsh Lowlands are virtually uninhabited by civilized folk, the adventure likely begins in a more populated area somewhere else in the Lost Lands, such as Zelkor's Ferry, Rendsby further upriver, or one of the larger towns or cities in a coastal region, including Eastgate or Endhome. The characters may be drawn into investigating the events at Quaywright Fishery either traveling to or from another destination, with the fabled dungeons of Rappan Athuk or Barakus being the most noteworthy venues. Alternatively, a concerned third party contacts them for assistance regarding the controversy surrounding the distant facility. The almost-certainly lengthy trek to the isolated locale gives the characters an ideal opportunity to gather information about their remote destination and engage in several encounters with fellow travelers and the region's monstrous denizens along the way.

When the adventurers finally reach the Dragonmarsh Lowlands, they face several choices. Those who opt to sail directly toward Quaywright Fishery via the Canyon River must brave a mischievous pack of gremlins and their sea hag mistresses who attempt to flip their vessel and butcher the craft's occupants. Alternatively, the characters may forgo the straightforward route and steer a wide berth away from the scene of the carnage, beaching their boat farther inland or upriver. From there, they must make an overland approach, contending with the indigenous beasts and monsters who inhabit the desolate tidal marshes as well as the natural hazards blocking their path to Quattu's newly established base of operations.

With their goal now in sight, the characters first lay eyes upon the aftermath of the chuul's rampage. Humanoid ribcages, vertebrae, and long bones bake in the sun alongside scraps of discarded offal the voracious eaters tossed aside during their rampage. Meanwhile, Quattu's minions roam the grounds in search of more victims and leftover scraps from the eviscerated carcasses strewn about the area. The characters who step onto this macabre stage realize the butchery is more than a spontaneous, animalistic feast. They discover the aberration converted Oliver's fishery into an open-air humanoid slaughterhouse. The sickening sights and overwhelming stench of rotting men being gutted, filleted, shucked, smoked, and brined like oysters, mussels, and fish revolts even the

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hardest stomachs.

Despite the pervasive odor of death, the characters must press onward into the fishery proper where it becomes obvious Quattu stamped its imprint upon this hellish place. Still, the Frog God's corruptive whispers resonate within its heart as it dabbles in the deranged deity's forbidden rites. The characters must overcome the chuul's servants, who are aided by the demon lord's reinforcements, before they can directly confront the monster responsible for unleashing the maelstrom of violence. In this final climactic battle, the adventurers must defeat Quattu and prevent Tsathogga's influence from spreading throughout the region.

Starting the Adventure

Unless the characters concluded their previous adventure within the unfriendly confines of the Dragonmarsh Lowlands, they first become involved in the events at Quaywright Fishery while at another location, such as the village of Zelkor's Ferry or the distant town of Rendersby. It is also possible the heroes are en route to one of the preceding locales via the Canyon River when fate intervenes and steers them toward the wetlands' unwelcoming banks. Naturally, the preceding comments apply to adventures taking place in the **Lost Lands** campaign world from **Frog God Games**. With just some minor alternations, you can set the story in her own campaign setting. In this case, the opening segment can take place anywhere, though the bulk of the action is intended to unfold in the Dragonmarsh Lowlands or any other suitable wetlands' locale of your choice. However, the adventure focuses on the events at Quaywright Fishery and its environs rather than recount the details of a long sea voyage or overland march.

Hooks

The characters can be drawn into the action in one of several ways. For adventurers not ready to tackle the rigors of Rappan Athuk, this adventure offers an opportunity for them to hone their skills before delving into the massive dungeon. In a similar vein, characters traveling to or from one of the settlements along the Canyon River may find themselves suddenly embroiled in the unsettling incidents taking place at the Quaywright Fishery while making their way down the waterway. In the case of characters farther afield, a worried third party actively seeks the assistance of adventurers to find out why shipments from Quaywright Fishery suddenly stopped. As an alternative to offering the characters payment in exchange for their assistance, one of the characters may have a close personal relationship with an interested party that spurs their involvement. You are free to use one or more of the following hooks or create her own in order to get the adventure's action underway.

Dragonmarsh Lowlands' Encounters

Deadly encounters abound within the marsh, regardless of the terrain features found in a particular area. Mosquitoes and midges are everywhere in this damp, grassy environment. You should consult **Tables 1** and **3** in **Appendix B** at dawn and dusk, instead of daily, to determine if the characters encounter either or both of these annoying pests at some point during the day. In addition to these more mundane dangers, on a roll of 1 or 2 on 1d6 the characters cross paths with at least one hostile denizen for each hour spent moving through these wetlands. You may use any of the following encounters. Alternatively, use the encounter tables that appear in the "Dragonmarsh Lowlands" section found in the Wilderness Areas chapter of *Rappan Athuk* by **Frog God Games**, or create new ones.

Frog God's Disciples

Clad in distinctive green and violet robes, the vile god's followers slog through the region to spread their deity's influence throughout the region. This particular band includes 6 acolytes of Tsathogga (CE male human

thugs) and 2 Tsathoggan under-priests (CE male human **cult fanatics**) who have waded into the marsh to also look into the strange occurrences at Quaywright Fishery.

They claim to be pilgrims traveling to the site of a purported miracle. They profess no allegiance to any specific deity or dogma, declaring that they are "lumps of clay waiting to be shaped into something divine." It is their contention that the wondrous marvel — which they describe as a newly formed sinkhole filled with pristine water and heavenly spirits — has the power to bestow immortality to any pure-hearted creature who drinks even a single drop of the liquid. Observant adventurers who succeed on a DC 10 Intelligence (Religion) check correctly associate their garb and mannerisms with the demon lord Tsathogga.

After telling their tale, the clerics expect the characters to reciprocate and tell them the reason for their trek into the Dragonmarsh Lowlands. If the characters mention the fishery, it takes a successful DC 15 Wisdom (Insight) check to notice that the topic piques their interest. They casually try to inquire further about the locale, but their clumsy efforts at subtlety are virtually transparent. They grasp at straws trying to keep the conversation moving forward, only to grow increasingly flustered by their obvious lack of success. In the end, Tsathogga's violent devotees cannot suppress their true nature indefinitely. When the characters catch them in a lie or utterly fluster them, the cultists launch a wild assault. The acolytes swarm their foes, while the priests turn the battlefield into a foggy haze.

Development: The Frog God's disciples fight to the death, revealing nothing unless forcibly compelled to speak against their will. In that case, the worshipper grudgingly admits they were on their way to the fishery to convert the current occupants to their faith. They have no knowledge about the events at the fishery. If the characters attempt to force them to accompany the heroes to the fishery or fight alongside them, the distraught worshippers flee into the marsh at the first opportunity. Disciples who cannot retreat commit suicide, praising their deranged demon lord with their dying breath.

Treasure: The Frog God's minions possess in total 2 *potions of gaseous form* and 6 symbols of Tsathogga (25 gp each).

Marsh Patrol

Despite their hulking size, these 3 swamp **trolls** are remarkably nimble and stealthy predators. The giants use their coloration and moss-like skin texture to blend into their surroundings, allowing them to sneak up on game and humanoids. The nomadic monsters typically loiter in areas animals and humanoids regularly frequent such as fresh streams and tall patches of grass that grant them concealment. When the brutes' sensitive noses pick up another creature's scent, the cunning hunters gingerly step through the fetid water and mud until they can run up and attack their victim in a single round.

Though the hungry predators can regenerate like their more common cousins, self-preservation tops their list of priorities. The giants retreat deeper into the marsh when faced with superior opposition unless they cannot safely retreat. In their haste to get away, the massive creatures drop their leather sacks of goods and flee as fast they can. The dimwitted humanoids know nothing about Quaywright Fishery or the disappearances.

Treasure: Each swamp troll's sack contains six chunks of gold they took from a prospector panning for the precious metal from a nearby stream. Each large nugget is worth 2d6 x 10 gp.

Pluff the Dragonmarsh Hazard Lurks by the Sea

As the characters make their way through the tidal marsh, they may encounter several natural occurrences of quicksand — also known as pluff mud. A character moving at a normal pace spots the quicksand with a successful DC 10 Wisdom (Survival) check or with a passive Wisdom (Perception) score of 10 or higher. Those traveling at a faster speed walk right into it. **Appendix B** provides more details about this strange hazard and its actual effects.

Snake and Shake

When the characters run afoul of the land's indigenous snakes, you may consult **Table 4** in **Appendix B** to determine the species of snake the

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characters encounter and the effect of the snake's venom on any that are bitten. In general, the adventurers face off against 1d6+2 **poisonous snakes**, though in the case of the tiger snake, the number is reduced to 1d4 **poisonous snakes**.

If the characters complete the last mile of their trip to Quaywright Fishery by trudging through the marsh proper, then you can skip the following **Three if by Sea** encounter and proceed directly to the next section. On the other hand, characters who opt for a water route up the fishery's wharf over that final mile face Quattu's underwater guardians.

Three if by Sea

Quattu's water guards consist of 3 **sea hags** who formed a coven. They attack the crews of passing ships and 8 **fuath gremlins** (see **Appendix A**) retrieve the dead and comatose victims of the hags' attacks to lug them ashore and then scuttle the vessel. These two groups constantly patrol the waters within 1 mile of the fishery's central dock, staying within several hundred feet of each other at all times. There is a 40% chance of encountering either group for each 1,000 feet traveled within the monsters' territorial waters. The two groups alert one another whenever one of them detects an oncoming vessel. They then take up positions around the craft, being careful to remain more than 60 feet away from each other. The sea hags begin the assault, while the gremlins lag a safe distance behind them. When this occurs, you may read or paraphrase the following description.

The surrounding waters momentarily churn as three hideous crones with grotesquely wrinkled faces, stringy, kelp-like hair, and bulging, hate-filled eyes emerge from the river. Sickly green skin sags off the creatures' emaciated frames.

The sea hags surround the vessel or swimmers, causing everyone within 60 feet of a hag to immediately resist their horrific appearance ability. They next direct their evil eye curse against a suitable, visible target. The creatures stay mostly submerged within the river, giving them advantage on Dexterity (Stealth) checks against land-based opponents. If they frighten (**Horrific Appearance**) at least half of the characters, they finally board the ship and engage their remaining opponents in melee combat. Otherwise, they continue to rely on their **Death Glare** from the comparative safety of their aquatic surroundings. Meanwhile, the gremlins keep their distance from the battle as they wait for the sea hags to disable the crew.

If the sea hags fail to incapacitate the characters with their special abilities, the trio gathers and uses their cooperative coven powers by

Hag Covens

Hags, despite their selfish nature, will form covens to strengthen their magical ability. These covens can include any type of hag, all of whom are equal in standing within the coven. Covens must be of an odd number of hags, usually there are three, but covens of five, seven, and even eleven have been rumored to exist — and feared — but often descends into chaos and infighting.

The primary benefit of a hag coven is the ability for the hags to channel their arcane powers in unison as a group, greatly increasing the potency of their magic. As long as all members of the coven are within 30 feet of each other, they can cast the following spells, sharing the spell slots among each member:

- 1st level (4 slots): *hideous laughter*, *identify*
- 2nd level (3 slots): *hold person*, *locate object*
- 3rd level (3 slots): *bestow curse*, *counterspell*, *lightning bolt*
- 4th level (3 slots): *phantasmal killer*, *polymorph*
- 5th level (2 slots): *contact other plane*, *scrying*
- 6th level (1 slot): *eyebite*

Treat the hags each as a 12th-level spellcaster using Intelligence as their spellcasting ability. Each spell will have a spell save DC of 12 + the Intelligence modifier of the hags, with a spell attack bonus of 4 + the hag's Intelligence modifier.

casting *hold person* on the group's mightiest martial characters. From there, they single out obvious non-spellcasters with *bestow curse*, *eyebite*, *hideous laughter*, and *phantasmal killer* spells. The hags retreat only when the characters slay or incapacitate a member of the trio. When this occurs, the survivors attempt to flee underwater and regroup in another stretch of the river where they await an opportunity for revenge. The fuath gremlins trail behind the ship and sabotage it when the characters disembark. Otherwise, the fuath gremlins attack while the characters are onboard if they kill all three sea hags and fight to the death. They currently reside in a small, underwater cave near Quaywright Fishery's dock with their monstrous leaders. It takes a DC 12 Wisdom (Perception) check to spot the partially concealed entrance to their crowded alcove.

Quaywright Fishery

After a grueling land or sea voyage, the characters finally reach their intended destination of Oliver's overrun fishery. Characters who overcame Quattu's underwater guardians enjoy an unobstructed view of the immense facility. Those who opted for the land route see nothing unless they climb over or can otherwise look past the 10-foot-high wooden barrier protecting the perimeter. Regardless of their vantage point, you may read or paraphrase the following description of the enormous compound.

An immense complex consisting of a massive wharf, fishponds, conveyer belts, a processing house, and living quarters sprawls across several acres of reclaimed marshland. A 10-foot-high wooden fence protects the compound. The seaside portion includes several lines of wooden cages floating atop the surface adjacent to numerous inverted poles running from the water's surface to the riverbed. Mooring ropes lie unattended atop three wooden piers positioned at the far ends of the facility. Even in the brackish water, the exposed ribs of several capsized boats can be seen below the murky depths. Two massive wooden conveyer belts, each powered by a wheelhouse, connect the riverside part of the facility to its dry land counterpart to haul harvested fish to a large central building standing atop an elevated mound farther inland. A main door occupies the wall between the two conveyer belts. Signs of an intense and violent struggle are visible everywhere as decaying, dismembered bodies, pools of dried blood, and scattered weapons litter the entire area. Six decapitated skeletons serve to warn trespassers of the fate awaiting them.

No impediments stand in the way of seafaring adventurers, though characters who opted for the land route must overcome the wooden barrier that surrounds the entire complex with a successful DC 8 Strength (Athletics) check.

Arriving at Quaywright Fishery

When the heroes make landfall on the wharf or set foot on the grounds proper, the characters must contend with the locale's living guardians. The 4 **retch hounds** who continuously roam the grounds act as the facility's first line of defense. These beasts benefit from extremely keen senses that allow them to see well at night and also detect the scents of unwanted intruders. It takes a successful DC 17 Dexterity (Stealth) check to slip past them unnoticed, though even a successful skill check does not negate their keen smell ability. When one of them spots a trespasser, the beast barks loudly, alerting the other pack members along with their current masters, a team of 6 **crabmen** who supervise their activities. These slower, larger monstrous humanoids lag behind, preferring to leave the fighting to their trained dogs. When this occurs, you may read or paraphrase the following description.

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Four oversized, muscular dogs with matted and torn brownish-yellow fur rush forward. Sickening pus oozes from countless sores and abscesses covering their grotesque skin, while pointed yellow teeth, many of which are broken and serrated, fill its mouth. Four bulging, yellow eyes are spread evenly across its canine forehead. Meanwhile, six large bipedal humanoids with crab-like heads, splayed feet, and hands that end in vicious pincers accompany the vicious beasts. Like ordinary crustaceans, a reddish-brown exoskeleton protects their bodies. Two smaller humanoid arms protrude from their upper torso below their armored set of limbs.

It is important to note that these creatures are spread out across an extremely large area, so it may take as long as 1 minute for all of them to finally arrive on the scene. The aggressive retch hounds first engage their enemies with their breath weapon, blasting their opponents with sickening acid before lunging at them with their jaws. Whenever possible, the pack hunters surround and simultaneously attack a single foe. The crabmen attack with their claws, attempting to grab and constrict their enemies. Oddly, neither unit feels any compulsion to call for reinforcements or otherwise alert the facility about the presence of intruders. If the battle turns against them, the crabmen flee back to the river, leaving the retch hounds to fight to the bitter end. Captured crabmen compelled to speak against their will with a successful DC 10 Charisma (Intimidation) check or magical intervention reveal only that Quattu, the great crustacean lord, vowed to slaughter as many “soft skins” as possible. They can provide no details about the main building or Quattu’s ultimate plans.

Treasure: The retch hounds carry nothing, but the crabmen keep a total of four conch shells worth 25 gp each with them at all times and a bag containing 45 seashells worth 1d4 gp each.

Quaywright Fishery (CR varies)

After dealing with the complex’s outer defenses and inhabitants, the characters are free to explore the grounds, provided of course that they do so in an expeditious manner. Every 10 minutes thereafter, there is a 25% chance that 2d4 **crabmen** or 1d8 **fuath gremlins** emerge from the waters to feast on scraps of dead humanoids. Likewise, for each hour spent exploring the area, there is a 40% chance 1d3 **fey giant toads** leap over the fence or make their way out of the main building in search of intruders. The large map of Quaywright Fishery details the complex’s seaside and outdoor areas, while more-descriptive maps outline the features of areas **G**, **L** and **Q**. Although not listed on the map, the ground slopes at a gentle 10-degree angle from the shoreline to area **Q**. Overgrown rushes and grasses dominate the landscape. Nonetheless, the fishery’s extensive dredging operations and drainage capacity allow the characters to treat all of the squares on its grounds as dry land rather than difficult terrain. The following section describes the outdoor areas in greater detail.

Fr: Riverbank

Muddy water laps against the shore. The waterlogged frames of sunken vessels along with the skeletal remains of their crews litter the riverbed.

Characters exploring the riverbed discover the remnants of five different ships, including all three of Oliver’s transport ships (the *Smug Snail*, the *Brawny Mussel*, and the *Oyster’s Shell*), a small rowboat with no identification, and the *Flighty Amalie*, a missing fishing vessel out of the Amrin Estuary. Spotting the names of the vessels on the waterlogged wrecks requires a successful DC 10 Wisdom (Perception) check, while correctly associating the names with Quaywright Fishery’s operations or a local fishing enterprise demands a successful DC 20 Intelligence check.

Unfortunately, the horrible circumstances surrounding the deaths of these ships’ sailors left some of them hungry for revenge. Tyler Ebbensflow, a **draugr captain** with his remaining crewmembers serving as his 2 **draugr** mates hide within the wreckage of the *Flighty Amalie*, emerging to attack encroaching humanoids. The trio focuses their attacks on one or two individuals. They try to keep their opponents underwater, but if the characters move onshore, the undead monstrosities follow. On dry land, the captain uses his *fog cloud* spell-like ability to disorient the characters.

Treasure: Tyler and his crew wear leather armor and carry short swords. In addition, Tyler has a diamond pendant worth 500 gp. Searching the wrecks of the five ships yields 2d4 x 10 gp of salvageable sundry items per vessel. Finding these objects requires a successful DC 10 Wisdom (Perception) check.

F2: Oyster Farm

Hundreds of bone cages attached to enormously long wooden poles float atop the water’s surface. The containers’ doors were forcibly opened, and their former contents removed.

Quattu and its crabmen followers placed some of their victims’ skulls within the oyster cages. It takes a successful DC 10 Wisdom (Perception) check to spot one of these gruesome surprises. The character finds an additional skull for every point by which the Perception check result exceeds 10, up to a maximum of 12. If the characters examine the skulls, a successful DC 15 Wisdom (Medicine) check confirms the remains are human and the victims suffered severe head injuries before death, most likely from a powerful, serrated pincer or bite wounds.

More importantly, if the characters wade into the waters searching for clues, there is a 10% chance each minute the commotion attracts the interest of either the sea hags or the fuath gremlins from the **Three if by Sea** encounter above, if the characters avoided these combatants earlier. The sea hags approach first, resorting to the same tactics they use against those encountered aboard a vessel. The monstrous humanoids continue to chase after their enemies when they retreat farther inland, keeping their gremlin allies at a safe distance throughout the combat.

F3: Mussel Farm

Vertical wooden poles attached to stabilizing horizontal poles rise out of the riverbed. They stretch from the shoreline up to 120 feet into the river. Clusters of mussels cling to isolated portions of the structures that resemble a stair’s banisters.

Oliver’s mussel farm consists of interconnected wooden poles the mussels use to attach themselves to a stable structure. The mussels are an extremely rare variety native to this part of Akados. A successful DC 20 Intelligence (Nature) check identifies them as a species that connoisseurs refer to as “blue magic.” They are renowned for their sweet taste, firm texture, and remarkable juiciness. As in the case of area **F2**, spending more than 1 minute underwater attracts the hags from **Three if by Sea**.

F4: Wharf

Coils of thin rope and a gangplank sit atop a wooden pier that juts out into the river. Massive pylons presumably pounded deep into the riverbed support the sturdy platform. Congealed pieces of baked flesh, skeletal appendages, broken shields, chitinous plates, scraps of armor, and bloodstains mar the dock’s surface and confirm that a ferocious battle raged across the wharf.



Quattu’s crabmen allies attacked the fishery from the water, where they met and ultimately defeated Oliver’s outnumbered men-at-arms. The remnants of the clash lie strewn about the pier, as silent testimony to the brave souls who lost their lives defending the fishery against the chuul and its minions.

Treasure: The two mooring ropes on each dock are 50-foot lengths of silk rope.

F5: Staging Area

Wooden decking covers the ground connecting the wharf and pools with the conveyer belts. Two well-made, unattended longswords rest atop the bloodstained planks clustered near the central wharf. A barely visible message written in dried blood covers several large planks.

Oliver’s employees used this expansive, alder wood deck as a staging area, where they gathered oysters and mussels from the farm and loaded them onto the conveyer belts. They also transported shipping crates from the main facility to the ships for transport to various ports throughout the region. The fishery’s guards made their last major stand against the invaders here. When the struggle ended, Quattu used the blood of its enemies to scrawl its dire message on the wooden surface. Written in Common, it reads, “Manlings shall be meat!”

Treasure: The garrison’s commanders fought to the bitter end. Quattu cared little for their manling equipment and left their two +1 *longswords* where they fell.

F6: Fish Ponds

Twelve pools of water teeming with different fish species flank the conveyer belts.

Quaywright Fishery specialized in shellfish delicacies, yet Oliver raised fish as well. The water is remarkably clean, and observers can peer down to the bottoms of these 15-foot-deep reservoirs during the daylight hours. Each pond is segregated by species allocated in accordance with popularity. There are three pools each of salmon and trout, two pools each of catfish and bass, and one pool of pike and another of perch.

The pool filled with pike also contains the earthly remains of the scuttled rowboat’s only occupant, William the Mad Crawdad — a notorious saboteur, sailor and murderer on the run from distant Endhome. Confident he shook his dogged pursuers, the fugitive blissfully set sail for the shores of the Dragonmarsh Lowlands only to come face to face with a greater horror than a hangman’s noose. The scoundrel ran afoul of the disgusting sea hags, but even their revolting appearance and dread curse could not overcome his evil. He swam toward the wharf and climbed onto dry land, where he outran his enemies straight into Quattu’s waiting tentacles. The aberration and its allies finally meted out justice to William, but even death could not suppress his despicable spirit. The lifelong mariner longed to be buried at sea, a fate the chuul foolishly denied him. Instead, the despicable William’s spirit rose from the grave as a **duppy**.

Sunlight renders the undead monstrosity powerless, meaning the characters encounter him only at night. Oddly, the miserable sailor harbors no ill will toward Quattu and the crabmen who killed him. Nonetheless, they steer a wide berth around his fishy grave during the overnight hours. Instead, he directs his ire toward other humans. The vengeful spirit calls upon his legion of spectral hounds to harass his enemies. Meanwhile, he taps into his connection to the netherworld to deal negative energy

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damage to his foes, while draining them of their Strength. If the characters vanquish William and search the pike pool, they spot his skeletal remains at the bottom of the pool with a successful DC 16 Perception check.

Treasure: Despite being submerged beneath the water for 5 weeks, William's mortal body still has a *ring of protection* on his left hand, a +1 *chain shirt*, and a greataxe that has not yet rusted.

F7: Conveyer Belt

Powered by a wooden wheel large enough to accommodate two men, this simple contraption made from wood and rope spans a distance of 300 feet, connecting the riverbank to the complex's main building. The device's massive belt consists of wooden boards with attached baskets that are held together by strands of rope wrapped around two pulleys positioned at opposite ends of the belt. The belt's northern section opens into a hole built into the south face of the main building on each side of the structure's main door.

Oliver's employees used the massive conveyor belt to move oysters and mussels from the wharf into the processing house. Likewise, the engineering marvels can be reversed, allowing them to also move packaged products from the facility to the wharf for transport onto the fishery's fleet of vessels. The conveyor belt consists of 20-foot-wide and 6-inch-long planks with a basket attached to the bottom of each unit. They are held together by thin strands of rope, allowing the beveled and grooved edges to flip over smoothly when they reach the end of the device. In addition to the support structures on both ends, support posts and rods are also positioned at 20-foot intervals along the way.

The conveyor belt ascends from the wharf at a gradual 10-degree angle. The wheelhouse has an open design, so a humanoid can easily step into the wheel and start the conveyor belt simply by walking. Of course, starting the conveyor belt immediately attracts the interest of Quattu's minions inside area Q1, causing them to react to the unexpected event as described in that area. In a similar vein, the characters may also attempt to enter area Q1 through the openings in the main building's south wall. However, these openings were built to allow the mussel- and oyster-carrying baskets to pass through the barrier rather than passengers. The tight space is 20 feet wide, but only 18 inches high. Therefore, any creature of Small or Medium size must crawl through the opening on his or her belly to get inside the building. Creatures of Tiny size can walk into area Q1 with no difficulty, while creatures of Large size and larger are too big to squeeze through the opening.

F8: Fishery Grounds

Overgrown grasses and rushes dominate the grounds, though a few well-worn paths connect the outer buildings to the central building and the riverbank. The soil here is comparatively drier than the saturated earth outside the fence. There is a gradual but noticeable incline from the riverbank to the northern fence. Six inverted humanoid skeletons planted into the ground deliver an ominous warning to unwelcome guests.

The crabmen pounded the vertebrae into the ground like sinking a pylon for a pier. The neck bones function as the base, while the limbs dangle like tree branches in the breeze. The exact cause of death cannot be determined from the skeletal remains. However, a successful DC 10 Wisdom (Medicine) check confirms they are human.

The ground's overgrown and unkempt state has no effect on movement through the area, but the lack of proper maintenance let an invasive fungus, *purple rot* (see **Appendix B**), and mosquito swarms take root in the area; the fishery's dry conditions aid in the fungus's reproductive cycle. Characters wandering the grounds have a cumulative 10% chance

of encountering this hazard for every 10 minutes spent wandering the grounds.

In addition to this hazard, colonies of mosquitoes also inhabit the area. For every 10 minutes spent in this area, there is a 20% chance of encountering 1d3 **swarms of insects** (mosquitos).

Area G: Garrison

Oliver constructed this wooden, one-story structure to provide comfortable housing and living space for the resident wizard and his security detail of 10 men-at-arms including the unit's two commanders. Most of the fishery's defenders died on the wharf in a futile effort to fend off Quattu's attack. However, a handful of the guards and the hired spellcaster, made their last stand within the garrison.

Built for durability and functionality, this one-story wooden building has two entrances on both the east and the west walls, although all four wooden doors are currently ajar. A stale, musty odor emanates from inside the structure.

The ceilings are 10 feet high throughout the building. The walls, floor, and ceiling are made from wood. There is no illumination inside other than natural sunlight peeking through the open doors on the eastern and western face. Lamp sconces built into the walls at 10-foot intervals are either unlit or unoccupied. The portals are strong wooden doors that are currently ajar.

Free access into the building has allowed unwanted pests and scavengers to take up residence within the now-abandoned structure. While moving through the garrison, there is a 25% chance the characters encounter one of the following creatures scavenging on carrion or rotting leftovers.

Haunting: Eaten Alive

Huge haunting (20 ft. x 10 ft. chamber), *chaotic evil*

Trigger proximity

Reset 1 hour

Emanation. All humanoids that enter the room with the haunting are plagued by a sickening feeling in the pit of their stomachs. Humanoids with a passive Wisdom (Perception) of 8 or higher realize the feeling is not natural.

Challenge 5 (1,800 XP)

This haunting affects only humanoid creatures. When this haunting is triggered, its victims experience ghastly visions of bloody meat and incessant chewing that arouse the sensation that insect-like mandibles and vicious hounds are tearing at the subject's flesh. The psychosomatic effects of this haunting cause the subject to freeze in place as if they were restrained and to tear at its exposed skin, inflicting 10 (3d6) slashing damage, unless they make a successful DC 15 Wisdom saving throw. This effect lasts for 1 minute and the subject can repeat the saving throw at the end of each of its turns, ending the effect on a success. If they fail the saving throw by 5 or more, the self-inflicted damage is to the face and eyes, causing blindness. The trauma to the eyes can only be healed by magical means.

Destruction A successful DC 15 Wisdom (Perception) check reveals a knuckle bone from the wizard under the wardrobe. A *calm emotions* spell cast upon the bone allows the tormented spirit to rest at ease.

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Check once every 10 minutes that they remain in the building.

Table II-1: Garrison Wandering Monsters

1d3	Result
1	1d3 swarms of rats
2	2d3 giant flies (see Appendix A)
3	1d3 swarms of insects (roaches)

G1: Armory/Training Room

Dozens of splintered spears and javelins are strewn about the floor around two weapons racks closest to the entrance. Conversely, ten longswords and eight chain shirts remain in their slots and on their hangers on the next weapons rack. Two wooden swords lie in front of two badly damaged wooden combat dummies.

Oliver's troops trained in this chamber, using the wooden weapons to strike their wooden targets in combat drills. While Quattu and its minions destroyed the spears and javelins, they oddly spared the practice weapons and left the metal weapons and armor intact.

Treasure: Quaywright Fishery's armory has 10 longswords. Likewise, there are 8 chain shirts.

G2: Wizard's Quarters and Laboratory (CR 6)

Spattered blood coats large portions of the far wall along with an adjacent bed, ransacked wooden dresser and sundered iron chest. The fully stocked bookshelf and a crowded cabinet filled with beakers, vials, and jars on the near walls as well as a small workbench and hearth in the near corner escaped the struggle unscathed.

The physical evidence confirms Oliver's hired wizard fought to the bitter end within the cramped confines of his quarters. Despite the copious amounts of blood in the confined chamber, the body is nowhere to be found. After the battle ended, Quattu took the wizard's corpse to the processing house, while its minions looted his personal belongings. They neglected to pilfer his extensive supply of spell components and books, most notably his spellbook, which remains on the shelf. The clothing and undergarments spilling out of the drawers are stained with blood and riddled with holes from the colony of moths feeding on them.

Although the wizard's body is no longer here, his horrific demise left its lasting impression on his quarters, giving rise to a sinister haunting. The haunting terrorizes the entire chamber; characters attempting to recover the spellbook, laboratory equipment, or magical supplies must withstand the frightening encounter with the traumatized soul.

Treasure: The collection of spell components and equipment functions as an alchemist's laboratory. In addition, four potions — *fly*, *gaseous form*, *giant's strength (hill giant)*, and *resistance (poison)* — are also on the cabinet. The wizard's library contains an eclectic collection of works from diverse fields of study. There are 16 books worth an average of 2d4 gp each, plus the spellbook, which contains the following spells:

Cantrips: *acid splash*, *fire bolt*, *message*, *prestidigitation*
1st level: *alarm*, *color spray*, *false life*, *fog cloud*, *mage armor*, *shield*, *silent image*, *unseen servant*

2nd level: *acid arrow*, *ray of enfeeblement*, *web*

3rd level: *dispel magic*, *fly*, *phantom steed*, *sleet storm*

G3: Barracks

Two beds with ripped sheets and pillows rest against the far wall, while an overturned wooden footlocker lies on the floor at the foot of each bed. The contents of two dressers, including their broken drawers, litter much of the floor.

Two men-at-arms shared each of these rooms. Quattu and the crabmen searched their quarters for valuables, leaving the battered rooms in shambles after their departure. Worthless clothes and sundry items are all that remain in their aftermath.

G4: Commander's Quarters

This bedchamber appears to have once been as luxurious as any found in a country estate. An upholstered chair and candle stand upon a soft carpet that covers much of the floor. A wooden dresser with its two drawers removed stands against the opposite wall. Clothing and other personal effects are strewn about.

Oliver spoiled his commanders with accommodations fit for nobility, though the angry chuul ruined much of the furnishings. Neither commander was present to witness Quattu's rampage, as both died fighting on the wharf in a heroic defense of Oliver and his terrified employees.

Treasure: The gold candle stand, upholstered chair, and carpet are worth 50 gp, 75 gp, and 100 gp respectively.

G5: Common Room

Four painted wooden columns support the ceiling of a large common room. Two tapestries depicting epic sea battles cover the entirety of the far wall and one of the near walls, while another tapestry lies in a heap against the other wall. Two long wooden, overturned tables are positioned between the rear columns. Shards of broken glass and pottery litter the area along with several stray cutlery pieces, gnawed fish bones, and empty mussel shells. The remnants of broken javelins and spears, as well as copious pools of dried blood and several decomposing fingers confirm a desperate battle took place here. An extensive bar on the near wall between two archways still contains an impressive collection of wines and spirits.

The last three surviving guards and a handful of fishery workers waged a furious combat here in a failed effort to beat back Quattu's forces. In a last gamble, they turned the tables on their sides and hurled their remaining ammunition at their armored foes to no avail. Though they ultimately lost the battle, they took consolation in slaying four crabmen. As in previous instances, the enemy removed the corpses from the scene and hauled them to the processing plant.

The characters' more immediate concern is the **ochre jelly** that now lives beneath the tapestry that fell from the wall. The monster moved in shortly after the fishery's demise and subsists on a steady diet of vermin, rodents, and scavengers who wander into its lair. Using its blindsight, the mindless ooze waits for a target to approach within 10 feet of its hiding spot before it emerges from underneath the heavy cloth and lashes out with its pseudopods. The monster fights until

Treasure: There are 4 bottles of gin, 3 bottles of absinthe, 2 bottles of brandy and 25 bottles of wine behind the bar with a total value of 450 gp. The tapestry that spans the length of the far wall measures almost 40 feet in length and weighs 350 pounds, and is worth 250 gp. The smaller tapestry is half that size and weight. It is worth 100 gp.

G6: Kitchen

Scraps of rotting food, dust, and rust cover a charcoal-filled grill with iron grating and a hardwood cutting surface that also doubles as a storage cabinet for utensils, cookery, crockery, and glassware. Congealed oil and globules of decaying meat float atop the stagnant water in a sink stuffed with unwashed dishes and cutlery. A rusty iron kettle hangs over a stone hearth.

At the height of the fishery's operations, three cooks prepared meals here. The dinnerware, cooking equipment and drinking vessels stored in the island are functional but worthless.

G7: Pantry

Swollen oak barrels and crates line the walls and most of the floor. The reek of rancid fish bombards the senses as entrails and oils ooze from them onto the floor. More disturbing, however, is the presence of a scrawled word written in blood on the wall.

Quattu's unwelcome intrusion prevented the cooking staff from timely preparing the day's catch from the fishpond, thus accounting for the horrible odor wafting out of the barrels. A successful DC 15 Strength check can smash apart or open the barrels and crates (AC 15, hit points 10). Inside are hundreds of smoked, brined, and salted fish products, along with wilted grains and vegetables.

After slaughtering Oliver's defense force, Quattu himself used human blood to write the word "murderers" in Common on the wall to indicate its displeasure with the fishery operation. A successful DC 10 Wisdom (Perception) check also notices deep scratches in the wall's surface beneath the bloody etching, indicating that the author used a claw or similar instrument to pen the macabre message.

Area L: Living Quarters

These accommodations include comfortable personal quarters in addition to a lounge, dining hall, and a common room.

The two wooden doors on the building's western face are smashed open, allowing some sunlight to pierce the shadows within. The one-story building is made entirely from wood. Its most distinctive feature is a hemispherical addition that extends from the east wall.

The one-story building is made entirely from cypress. The ceilings are 10 feet high. Oil lamp niches appear at 10-foot intervals and within each room, but they are all unlit. The assailants smashed every good wooden door in the complex; almost all of the doors, including the two front portals, are ajar. The only exceptions are the two doors leading into area L4.

As is the case of the garrison, intrusive vermin and rodents moved into the unsecured living quarters searching for scraps of food and refuse. While moving through the living quarters, there is a 20% chance the characters encounter one of the following creatures during the course of their exploration. Check once every 10 minutes for encounters.

Table 11-2: Living Quarters Wandering Monsters

1d3	Result
1	1d3 swarms of rats
2	2d3 giant flies
3	1d3 swarms of insects (roaches)

L1: Employee Quarters

The wooden door tenaciously clings to its bent hinges. An overturned dresser with its drawers removed and contents spilt onto the floor rests on the floor adjacent to a ransacked bed stripped of its sheets and nearly reduced to splinters.

During the attack, many of Oliver's workers tried to barricade their doors in a futile attempt to keep the intruders at bay. Their efforts failed. When the characters explore these rooms, there is a 35% chance the occupant died in the room with the attendant blood stains to show it.

Quattu and its minions removed the mangled corpses and the unfortunate soul's valuables from every chamber, but they occasionally missed a personal memento or a hidden object. There is a 40% chance the occupant left behind one of the items from the following table in his or her personal quarters. (Reroll any result the characters have already encountered.) However, it still takes a successful DC 12 Wisdom (Perception) check to actually find it.

Table 11-3: Living Quarters Contents

1d20	Item Found
1	A leather pouch hidden under a loose floorboard contains a pearl worth 100 gp. A stylus and scrap of parchment stuffed inside a loose sock contains a message written in Common that states, "The walking crabs are here! Their monstrous leader calls us murderers! Why? Gods preserve us."
2	The words "Employee of the Month" written in Common are etched across the face of a meticulously polished and flattened oyster shell.
3	A hollow bedpost conceals a small jar that contains <i>unguent of timelessness</i> (see Appendix C).
4	Spotches of glue carefully placed on each of a sheet of vellum's four corners attach it to the bottom of a dresser drawer. This oyster recipe, written in Common, is one of Oliver's proprietary signature dishes and a well-kept secret in gastronomic circles. It is worth 250 gp in a major city.
5	Tucked among worthless scraps of clothing is a silk bodice worth 10 gp.
6	The attackers failed to recognize the value of a gambler's kit (see Appendix C) left out in the open.
7	Some creature scrawled a phrase in Crabman on the far wall. Written in blood, the ominous warning proclaims, "Death to men for slaughtering our brothers."
8	

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1d20	Item Found
9	The glint of gold emanates from a small nugget forcibly inserted between two knots in adjacent floorboards. The gold nugget is worth 75 gp.
10	The faint scent of perfume gently floats in the air. The smell's source is not apparent.
11	The upper appendage of a large pincer lies beneath the bed sheets. A successful DC 10 Intelligence (Nature) check identifies the source as a crabman. Someone scratched a message onto the wall with a sharp object. Written in Common, the statement reads, "They came from the water. There were so many of them. I know death draws near, but I lived a good life. Tell my wife Janie and my children that I love them." If the characters successfully use magic to identify the author, they learn that he is Alpheus Clutterbuck, a human laborer from Zelkor's Ferry.
13	Two empty halves of a human skull rest atop the bed with some pieces of blood and tissue still attached. The jaw and teeth are missing.
14	The wooden door lies in splinters on the floor. A wooden spear protrudes through a putrid crustacean-like arm. The weapon is firmly embedded into the wall. The appendage belonged to a crabman killed during the fight.
15	When a human enters this room, a mouth suddenly appears on the far wall. The booming voice says, "Beware of the crabmen's monstrous leader! Flee here before you face him. The Frog God controls him!" The effect is a <i>magic mouth</i> spell cast by the room's novice bard who died during the struggle.
16	This clever occupant removed the lower part of one bedpost and replaced it with a sturdy ceramic vial that closely resembles a piece of wood. The vial is actually a <i>potion of resistance (lightning)</i> . It takes a successful DC 10 Dexterity check to remove the vial without breaking the container and spilling the magical contents onto the floor.
17	Dried blood smeared on the wall vaguely resembles a bloated frog. This represents a crabman's feeble attempt to depict Tsathogga.
18	A valiant defender filled a bedsheet with small sundry objects to create a makeshift sap. The jury-rigged weapon lies on the floor.
19	Quattu and the crabmen tortured and brutalized Oliver's devoted foreman, Thalius Degeneres. The agonizing ordeal transformed the formerly genial man into a seething pulp filled with hatred. When he finally succumbed, the vengeful spirit arose as a specter that still haunts his bedchamber (see Spectral Spectacle below for more details).
20	After witnessing the carnage around them, Joy Montez and her sister Lily decided it would be better to take their own lives than face a gruesome demise. The act caused their souls to linger in this place as 2 allips (see Suicide Solution below for more details).

Spectral Spectacle

The ghostly, translucent outline of a badly beaten, burly man suddenly materializes from the furniture. His swollen face is twisted into a grotesque visage burning with unbridled wrath.

Thalius, the **specter**, may converse with the characters if they ask him about the circumstances surrounding his murder. Though he continues his attack, he tells the characters that crabmen and a much-larger lobster-like creature with writhing tentacles on its face killed him. He describes the latter as the group's leader. Thalius's description of Quattu is vague. Therefore, it takes a successful DC 17 Intelligence (Arcana) check to identify Quattu as a chuul solely based upon the specter's ambiguous details. The specter has nothing else of value other than his important clue.

Suicide Solution

Two wisps of roiling shadows emerge from the darkness. Gibbering words drip from them as sinister claws manifest from pure nothingness.

Consumed with madness, the 2 **allips** (see **Appendix A**) babble incessantly throughout the combat, attacking the nearest creature. Unlike Thalius, the insane sisters are too deranged to convey any details about their deaths or the fishery's final moments. The vengeful spirits continue to fight until destroyed.

L2: Lounge

Splintered barstools and broken bottles litter the floor. Two wooden bars span roughly half the length of the near walls, while the six seats that surrounded each lie in ruins. Two overturned upholstered chairs and a sofa arranged in a defensive posture occupy the far end of the chamber. Only a single bottle rests within the slots of an expansive wine rack adjacent to the far wall. Pools of dried blood and shards of broken glass almost completely cover the entire floor.

Those who fled from their rooms attempted to rally in the lounge, where they hurled bottles and furniture at their attackers. In the aftermath of the battle, the sharp, jagged glass strewn throughout the room makes it difficult to walk through here, duplicating the effects of caltrops, and requiring a successful DC 15 Dexterity saving throw or the character stops moving and takes 1 piercing damage, and their walking speed is reduced to 10 feet until they regain at least 1 hit point.

A character who succeeds on a DC 12 Wisdom (Perception) check notices that marks on the floor indicate at least some of the victims were dragged into the adjoining chamber. The wooden door connecting this room to area **L4** is jammed shut from this side.

Treasure: The lone bottle of red wine on the rack is worth 5 gp.

L3: Mess Hall

Plates, utensils, crockery, and ceramic drinking vessels cover two tables surrounded by ten chairs apiece. Mussel and oyster shells along with fruit rinds and bowls of water sit upon another table at the far end of the dining hall. In contrast to the rest of the building, the furniture here is remarkably undisturbed.

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Because the mess hall served meals at scheduled times throughout the day, no one was here or fell back to this location when the attack occurred. Since the assault 10 weeks ago, the food already on the table in preparation for the workers' arrival has spoiled or fallen prey to the numerous scavengers roaming through the building. Likewise, the dinnerware on the tables shows signs of extensive use and marginal cleaning, rendering it worthless. The fact that someone jammed shut the door to the adjoining room is the only indication anyone set foot in the room since the carnage began.

L4: Common Room

The doors to this room have been jammed shut.

Good Wooden Door: AC 15; 18 hit points; DC 12 Strength check

The overpowering stench of decay saturates the stale air. The sickening odor comes from three heaps of festering entrails and decomposing flesh. A nearly intact humanoid skeleton accompanies each of these ghastly piles of rotting organs and offal. The bodily materials' apparent sources are three shambling humanoid abominations molded from muscle, sinew and loose patches of excess skin. The crushed and nearly pulverized remains of four crustacean-like humanoids lie propped up against the curving far wall, which also supports an extensive library of books resting upon two sets of shelves. A pair of easels stands between the shelves, while two thin palettes covered in dried paint sit upon a pedestal between the two wooden frames. Chess pieces carved from stone and bone are scattered about the floor near two tables whose surfaces bear black-and-white chess boards along with two small chairs tucked neatly beneath them. Six chairs surround two wooden tables in the near corners.

Quattu and the crabmen deliberately jammed the doors in order to prevent the 3 **human meat puppets** (see **Appendix A**) they inadvertently created from escaping their confines. During the struggle, Quattu ordered the crabmen to subject three of the facility's fish processors to the horrific fate of being gutted and filleted alive. Unbeknownst to the chuul, the revelry of carnage infused the boneless corpses with the necromantic energy that suffuses the marshlands here and animated them as revolting undead creatures. Every time the crabmen beat the monsters into submission, they mysteriously regenerated and continued the fight anew. The now-fearful chuul hastily jammed the doors shut, leaving four of its minions alone with the relentless killers.

Treasure: The common room's two handcrafted chess sets feature pieces carved from onyx and bone. Though it takes some searching to find all the pieces for each set (successful DC 12 Intelligence (Investigation) check), each set is worth 150 gp. The palettes, paints, art equipment, and easels are worth a total of 50 gp. The library's books include a wide range of topics ranging from the fantastical to the mundane. Of the 108 books in the collection, only 4 are worth much. These include *A History of Tsar*, *Marvels of Akados*, *Tales of Broadaxe the Adventurer*, and the extremely rare poetry work *Woes of Suqri*. The preceding books are worth 25 gp, 35 gp, 5 gp, and 300 gp respectively. The remaining books each have a value of 1d4+2 sp.

Area Q: Quaywright Processing House

In the aftermath of the epic struggle, the chuul quickly set about the task of transforming the shellfish processing plant into a humanoid slaughterhouse.

Stone walls rise from the marsh, giving shape to an immense structure. Two conveyor belts stretching from the river to the south wall grant entry to the building. These crawlspaces flank a large wooden door in the center of the building's south face. A stone plaque hung above the door bore the inscription, "Quaywright Fishery." However, deep gouges and scratches have nearly removed the word "Fishery," while adding the word "Mannery" beside the original moniker. The building consists of two stories, though the upper floor appears to be substantially smaller than the lower floor. In addition, large portions of the first floor's roof are shaped like giant cisterns. A chimney built into the roof still belches out foul-smelling smoke.

The obvious entrances into the processing house are the front door and the two conveyor belts, which are described in area **F7**. It is impossible for any creature larger than a Diminutive one to shimmy down the 3-inch-diameter chimney on the first-floor roof that opens into area **Q2**. Likewise, trying to access the main processing building through the plumbing pipes connecting the rooftop cisterns filled with water in addition to circumventing the watertight shutoff valves inside the piping.

Quattu's lackeys toiling inside the building do not lock or otherwise secure the 10-foot-wide front door, though the weather conditions and humidity frequently cause the door to swell. It takes some effort to force the portal open. Doors encountered in the first floor's interior share the same statistics as the front door, though they are only 5 feet wide rather than 10 feet wide.

Masonry Walls: AC 17; 90 hit points; DC 25 Strength check
Good Wooden Door: AC 15; 18 hit points; DC 12 Strength check

Quaywright Fishery differs from the outlying buildings in several important aspects. The ceilings here are 15 feet high on the first floor, and 10 feet high on the second floor. Likewise, torch sconces embedded into the walls are unused or unlit. Open flames are the only light sources within the structure. The processing plant emphasizes efficiency and ease of access; hence, most chambers connect to adjoining rooms and corridors through archways rather than doors. This open design allows creatures from adjacent and nearby chambers to hear and possibly even see a commotion taking place near their location. Therefore, a small combat can escalate into a wild melee within the span of a few rounds as reinforcements steadily join the fray. It is crucial that you become familiar with the first-floor layout in order to determine how the chuul's defenders react to the characters' intrusion into Quattu's stronghold. Most creatures simply wade into battle alongside their counterparts, but a few clever adversaries may attempt to gather allies and muster a sizable force to fight back against the trespassers. On the other hand, the organized activity within the building coupled with the lack of easily accessible entrances keeps vermin and rodents at bay.

Q1: Processing Room

The powerful smell of shellfish instantly bombards the senses. The two gaps in the wall adjacent to the conveyor belts spill into a roughly triangular-shaped receptacle in close proximity to several long, metallic workstations. Two stations parallel the west wall. Scrubbing implements rest atop one station, while water slowly drips onto its surface from eight overhanging brass pipes attached to the ceiling before disappearing beneath metallic mesh built into the surface. Two large, bipedal humanoids with crab-like heads labor at the task of scrubbing flesh and hair from four humanoid skulls. The neighboring workstation also has the same overhead brass pipes and mesh surface, but it has flat, stubby knives sitting on it instead of scrubbing implements. In addition, the workstation slopes from south to north at a 10-degree angle. The workstations on the opposite side of the chamber mirror these with the scrubbing station positioned closest to the south wall and its counterpart 10 feet away from it. A lengthy utility station is also near the entrance, and another station farther away is covered with discarded, oval black shells. Two enormous toads rest in two of the three 4-wheeled carts scattered throughout the area. Their membranous wings, mauve skin and bright, shining eyes immediately reveal that these are not ordinary animals.

Oysters traveled up the western conveyor belt, where they were collected and first deposited on the scrubbing station. There, employees cleaned their shells and passed them on to the next station where expert workers carefully shucked the delicate animal. Mussels rolled up the eastern conveyor belt where they underwent a similar cleaning and shelling procedure. Employees then used the handcarts to move the product to the next stage of processing. Rainwater from the roof cisterns provides the water needed to clean and rinse the shells of any unwanted debris. The water then drains through the metallic mesh and into the ground beneath the floor. Rotating a small nozzle at the end of the tube in a counterclockwise direction opens the spigot, and twisting it in a clockwise direction cuts off the water supply. A successful DC 5 Dexterity check or good old-fashioned trial and error reveals how to operate the brass pipes.

Quattu shut down the fishery and converted it to a humanoid abattoir as evidenced by the 2 **crabmen** scrubbing flesh and hair from the heads of four men their colleagues captured from a foolhardy hunting expedition several days earlier. It takes a successful DC 10 Wisdom (Medicine) check to identify the skulls as human. When the crabmen notice the intrusion, they immediately drop the skulls and rush into combat, rousing the 2 **fey giant toads** from their catnaps. Before wading into melee, the oversized toads cast *blindness* at as many characters as possible. Despite their remarkable nature, these fey creatures lack any intelligence, so they do not run for help or make a deliberate attempt to alert the rest of the facility. A combat that lasts 2 rounds or less does not attract any attention from nearby colleagues as they attribute the ruckus to the crabmen's clumsiness. However, if the combat continues or spills into a neighboring chamber, the occupants therein react accordingly.

Q2: Smoking/Brining Room

Aromatic smoke rises from three stone pits filled with smoldering wood. The smoke rises into a pyramid-shaped hood and then departs the room through a tiny vent in the ceiling. An iron grillwork is positioned several feet above the smoldering wood, supported in place by four 5-foot stone columns. Fat periodically sizzles and drips from four hunks of meat slowly cooking atop the grill. Several large planks of wood piled into the far corner are next to another mound of smaller wood chips. Something bobs and floats near the watery surface of two wide, oak barrels against the near wall.

In order to facilitate the smoking process, the crabmen keep the door closed at all times. The smoke is not dense enough to impair breathing or vision, but it is warm enough to increase the temperature within the chamber to just under 140° F, making a prolonged stay here very uncomfortable. In addition, the hot stone surface deals 1d4 points of fire damage each round to anyone touching it. The slabs of meat cooking atop this material are deboned and strange to look upon. A successful DC 10 Wisdom (Medicine) check confirms the obvious — they are the torsos of four human males. Likewise, the deboned limbs of these same four individuals soak in the brine barrels.

Q3: Workshop

Dozens of tools of varying shapes, sizes, and conditions rest upon the shelves lining the walls. A pair of workbenches that also double as sawhorses represents the only freestanding pieces of equipment here.

The workshop boasts a complete selection of tools for a variety of trades. Oliver's workers used these objects to repair the fishery buildings, build barrels and packing crates, create shipping labels, and perform countless other functions throughout the facility.

Treasure: In all, the characters find 32 sets of common artisan's tools (of various trades).

Q4: Salt Depository

A mound of salt that reaches a maximum height of 8 feet almost entirely fills this oddly shaped niche.

Oliver's workers piled salt into this closet for later usage in the brining process. It has no special properties and its exposure to air and moisture has made it worthless as a commodity.

Q5: Boiling Room

Steam pours out of two of three 6-foot-high metal vats. Two iron ladders are built into the opposing sides of each vat. Two bulbous, massive frogs with blackish-green skin bask in the warmth generated by the bubbling cauldrons. The 12-foot-long beasts constantly ooze milky-white slime from their skin, while a spark of intelligence glistens in their glowing red eyes. A vent opens into the ceiling.

The fishery's architects used buried coal ovens to fuel these enormous cooking vats. The vent pipe does not lead outside. Oliver's engineers used the escaping steam and heat to warm the water stores upstairs.

When the fishery was operational, workers used these enormous vats to boil spare oysters and mussels for broths and stews. Quattu and its minions use the scalding water to strip the flesh from humanoid ribcages and vertebrae, as demonstrated by the fact that two sets of human remains roil in each of the boiling baths. The temperature in the remaining vat is uncomfortable, but not hot enough to inflict damage. This balmy bath makes for a refreshing bath for the 2 **crabmen** asleep inside it. Meanwhile outside, 2 **giant dire abyssal frogs** (see **Appendix A**) soak in the invigorating vapors. Quattu's grudging allegiance to Tsathogga inspired the extraplanar pair to partake in the ghastly festivities as well.

They immediately react to the sight of intruders by attempting to knock over at least one of the vats and deluge their enemies with boiling water. It takes a successful DC 15 Strength check to tip the enormous container onto its side, spilling out the contents in a 30-foot cone. The water deals 3d6 points of fire damage to any creature or object in its path. A successful DC 13 Dexterity saving throw halves the damage.

Q6: Mussel Packaging Room

Four long, metal workstations are scattered throughout a spacious area. Eight scales rest upon the benches, along with spools of twine and hempen bags. There is a 4-wheeled handcart between two of the workstations.

The fishery's workers measured and weighed the mussels on the scales before packing them into bags and sealing them with the twine. The packaging room is otherwise empty.

Q7: Fish Processing Center

An immense wood-burning oven behind a carving station stands cold and idle. An opening in the ceiling above the oven vents excess heat out of the room.

There 4 **crabmen** working at the station remove the entrails from the unfortunate victims their tribe captured a few days earlier. They immediately react to any intrusion or the telltale sights and sounds of a scuffle in an adjacent chamber. They drop their small filleting knives and race to the scene to aid their brethren.

The grates at the foot of the filleting station open into a narrow sluice that the fishery's engineers designed for the purpose of flushing unwanted garbage out of the facility. The vent above the oven connects with the pipe from area **Q5**, where the heat warms the water supply on the second-story roof.

Q8: Metal Shop

Soot stains the far wall and ceiling in close proximity to a small cast iron forge and anvil that are next to a tool bench covered with metalworking equipment. Several stacks of pig iron rest upon the floor near the anvil.

The fishery's ironworkers and carpenters made wooden crates, barrels, and tools. There are 504 pounds of pig iron on the floor.

Q9: Packing Room

There are ten large, wooden shipping crates spread throughout the room in five rows of two apiece. Unsettling thumping sounds emanate from inside at least two of the packing containers. Nine of the crates are tightly closed, but one is a battered skeleton of its former self as large parts of it were reduced to splinters. In addition, four of the crates have a tube connected to a water bottle delicately threaded through the crate's lid. Four small frogs with sharp claws scurry about the room. Two sets of steep stairs ascend to a landing on the second floor.

The chuul subjected the five plumpest human captives to the horrific fate of sealing them alive within the packing crates. Much to Quattu's chagrin and the crabmen's terror, the first crate unsealed three days ago created a frightful ghast who slew a crabman before the disappointed aberration personally destroyed it. Unnerved by the unexpected outcome, the crabmen refused to stay in the room, and instead delegated the frightening assignment to the oblivious 4 **killer frogs** that now dwell here. Though the animals lack sentience, their instincts and keen sense of smell tell them to steer clear of the two crates closest to the southeast

corner of the room. The foul stench and thumping sounds emanating from inside these containers are telltale signs the two former occupants also underwent the hideous transformation into 2 **ghasts**. They ferociously pound on the shipping crates (AC 15, 15 hit points) in a desperate bid to escape. Alternatively, the ghasts may burst out of the crate with a successful DC 12 Strength check. When freed, they immediately attack the closest humanoid and continue fighting until they slay every humanoid in sight or the characters destroy them.

Meanwhile, two emaciated, nearly catatonic men reside within the two crates closest to the northern wall. If the characters liberate them, the weak and traumatized victim greets the characters with a vacant stare. Scabrous wounds and bloody ooze cover their biceps and forearms, as the starving humans literally ate their own flesh to stay alive. The harried victims, Abraham Tapol (CG male human **commoner**) and Simon Thalgrond (N male human **commoner**) suffer from filth fever (see the 5th level spell *contagion* for more information) and require extensive rest and a *lesser restoration* spell or similar magic to bring them back to responsiveness. Still, the ordeal's effect on their minds is so potent that both victims remember nothing about the initial attack or the complex itself. They can only confirm that a hideous lobster-man imprisoned them within the crates.

The stairs against the north wall lead to the second-floor landing designated as area **Q11** on the map of that particular floor.

Q10: Cold Storage

Billowing clouds of chilly condensation instantly pour out of the door when it opens. Strangely, ice and frost coat the surfaces of eleven neatly arranged and closed shipping crates. In an even odder twist, three men dressed in loose-fitting skins and furs are chained to separate walls. Each wears a leather patch over one eye and has stringy, filthy hair.

The 3 **frost men** (see **Appendix A**) shackled to the walls account for the storage room's unnaturally cold climate. The arctic-dwelling humanoids emit an aura of cold out to 30 feet, thus Oliver positioned each of his unwilling slaves at precise locations, so they could keep the entire room at a constant temperature of just above freezing. He purchased these creatures from the slave pens of the north so they would radiate cold to preserve his food products.

Despite its hatred of humanoids, Quattu spared the frost men's lives. Indeed, Quattu even directs its crabmen underlings to provide food and water regularly to the prisoners while deliberating its ultimate plans regarding the cold-storage room. Meanwhile, the bitter captives long for the chance to return home to the mountains of the Northlands. Naturally, they hold a deep-seated grudge against the people who initially captured and restrained them, so they treat humans and their kind with great disdain. Still, they harbor no love for the chuul and its minions either. For their part, the frost men demand the characters immediately free them, though they can offer the adventurers nothing in return. They refuse to fight against the aberration and its cronies, and they can offer no useful information about Quattu or the complex in general. The unarmed humanoids' only bargaining chip is their ability to generate an ice blast that deals cold damage. If the characters ignore their pleas, the closest frost man unleashes an ice blast at the ceiling as a warning. Characters who opt to free them must overcome their manacles, which can be picked with a successful DC 15 Dexterity check with thieves' tools. Alternatively, an exceptional feat of strength, such as a successful DC 25 Strength check, can also free the slaves from their manacles. In this case, the ungrateful frost men hastily leave the complex on their quest back to the Northlands. Characters who do not heed the frost men's warning discover that their bark is worse than their bite. They realize they cannot escape without outside intervention, so killing their only hope for freedom is intrinsically counterproductive. Rather than fight, they resort to begging and pleading for their lives.

Quattu's uncertainty regarding the cold-storage room's fate becomes readily apparent if the characters unseal the packing crates, which have the same game statistics as those encountered in area **Q9**. Instead of finding

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chilled oysters, mussels and fish fillets, the heroes discover refrigerated and raw humanoid ears, noses, feet, and hands inside of four shipping containers. The other seven containers are empty.

Q11: Landing Corridor

The landing opens into a 25-foot-long corridor. Five wooden doors line the entire length of the east wall as opposed to the lone door on the west wall.

The simple wooden doors on the east wall open into the privies (area Q12), while the good wooden door on the west wall leads into Oliver's old meeting room (area Q13).

Q12: Privy

A tiny stool rests in front of an elevated seat with a hole cut into the center of it. A copper pipe built into the opposite wall swivels so it can be positioned against the wall or directly over the cavity in the seat.

These privies are akin to a modern water closet. Water collected in roof cisterns flows through the pipe to flush any refuse down a drain through the floor and out to the exterior wall.

Q13: Converted Shrine

A child-like scrawl clearly written in blood covers most of the entire far wall, presumably replacing a crumpled, stained tapestry that now rests on the floor in the far corner. The other artworks scattered throughout the room fared no better as two exquisite oil paintings of marsh landscapes and a bronze statue of a beautiful woman emerging from a clamshell appear to have been deliberately damaged. Twelve glass bottles are visible inside a liquor cabinet in the near corner. A sofa, two chairs, and an upholstered divan placed atop a thick carpet around a carven oval table. The revolting sight and smell of a partially mummified and vivisectioned human corpse lying upon the table overshadows everything else in the room. To make matters worse, two clouds of sickly, green mist contort into demonic faces that hover above the grisly scene.

Quattu and the crabmen transformed Oliver's former meeting room into a gruesome display worthy of Tsathogga. The chuul's depraved acts captured the attention of at least one of the Abyss's malevolent denizens, as the wicked entity dispatched 2 **demonic mists** (see **Appendix A**) and 2 **abrikandilu demons** (see **Appendix A**) to the site of the brutal crimes. When living creatures first encounter the outsiders, they attempt to batter the mind of a non-spellcaster foe with their psychic crush ability. The monsters also take fiendish delight draining opponents, especially spellcasters, of their life energy and vigor with their *ray of enfeeblement* and *vampiric touch* innate spells. The intelligent demonic mists communicate telepathically with their enemies throughout the combat. They bombard them with messages about Tsathogga's thirst for carnage and Quattu's hatred for humanity. When faced with imminent defeat, the creatures slip through the western door and join Quattu in area Q16.

The poor soul literally laid bare on what is now an examining table is none other than Oliver Quaywright. Unfortunately, the Quattu decapitated the renowned chef and removed most of his internal organs, making it impossible to identify his decaying, mangled remains. Furthermore, the removal of his head also negates the possibility of speaking with him via *Speak with Dead* or similar magic. However, the eviscerated body is

not the only disturbing image in the meeting room. The graphic, bloody message covering the entirety of the western wall is written in Inexpert Common. Quattu wrote the rambling message within hours of its violent takeover. It reads as follows:

"Manling meat for harvesting. Vengeance is ours. Death to humans!"

Treasure: During his eventful lifetime, Oliver Quaywright amassed a collection of artistic pieces that the envious abrikandilu demons intentionally destroyed including the two oil paintings and tapestry. The bronze statue depicts Freya, the goddess of love and fertility. Identifying her as the sculpture's subject requires a successful DC 10 Intelligence (Religion) check. It is now worth only 10 gp for scrap metal. Blood now stains the once-grand carpet, slashing its worth to 25 gp from 150 gp. The large furnishings, including the sofa, divan, and two chairs, are worth 150 gp, 250 gp and 50 gp each. The last treasure trove is Oliver's personal collection of fine liquors. In all, the twelve bottles of spirits are worth 150 gp.

Q14: Quaywright's Office

Two bookshelves nearly span the entire length of two walls in this spacious office. A massive, cypress desk adorned with carvings of mussels, oysters and fish occupies the center of the room. Two golden candleholders shaped into the likeness of a ship's mast flank the oversized desk. An upholstered wooden chair with arms resembling writhing eels faces two smaller, less-exceptional chairs on the opposite side. Two large, crab-like humanoids sharing a pair of spectacles stand over the desk and pour through weathered ledger pages in two enormous journals.

With Quaywright Fishery firmly under its control, Quattu now considers also taking out its revenge against Oliver's largest shipping clients. The 2 **crabmen** thumbing through the fishery's financial records meticulously search for the names and locations of the individuals and businesses that made bulk purchases. The two monstrous humanoids use magical eyeglasses to read the otherwise incomprehensible text. Eager to prove their worth to their chuul overlord, the two brutes charge headlong into battle. As noted in area Q13, the demonic mists completely bypass the crabmen and pass through the secret entrance into Quattu's personal abode.

A cursory review of the books and records on the desk confirm they detail the fishery's financial transactions since its inception several years earlier. A successful DC 10 Intelligence check or other appropriate skill check verifies Oliver made a fortune with his specialty seafood trade. The desk has a single drawer containing parchment, quills, and vials of ink. Unlike the two ledgers on the desk, the tomes and volumes occupying the bookshelves contain no accounting entries or other business-related information. Instead, they proudly display Oliver's eclectic tastes in fiction, knowledge, and the culinary arts. One particular book stands out from all others. The unique work titled *Recipes* contains all of Oliver's trademark cooking techniques, making it extremely valuable in the culinary world.

Oliver concealed the entrance to his private chambers behind the western bookshelf. In classic fashion, the secret door opens when someone pushes a specific book, *Folklore of Akados*, into the back wall. Locating the door itself is much easier than finding the mechanism to open it. While it takes a DC 17 Wisdom (Perception) check to spot the outline of the hidden portal, locating the exact means of opening it takes a successful DC 20 Intelligence (Investigation) check or 10 minutes of searching in that localized area of the bookshelf.

Secret Door: AC 15; 20 hit points; DC 20 Strength check; DC 17 Wisdom (Perception)**Treasure:** The crabmen carry four pearls worth 100 gp each. In addition, they use *spectacles of understanding* (see **Appendix C**) to read the ledger book. There are 128 books on the shelves worth a total of 500 gp. The unique work *Recipes* is worth 2,500 gp.

Q15: Guest Quarters

This roughly oblong bedchamber contains a luxurious four-poster bed against the far wall, a dresser, a shattered silver mirror and marble bathing vessel.

Oliver's guest quarters are the envy of any renowned inn. Originally built to serve as his personal quarters, the chef later decided to reserve this room for guests and also to give would-be thieves the impression they found his personal quarters. To further this ruse, he stuffed the dresser's two drawers with magnificent clothing articles. Otherwise, nothing significant is in this bedchamber.

Treasure: The dresser contains the equivalent of three noble's outfits and one royal outfit. The bed's luxurious linen sheets are worth 10 gp. The broken silver mirror, smashed by the two demons, weighs 30 pounds and is worth 2 gp for scrap metal. Likewise, the extremely heavy marble bathing vessel weighs 200 pounds, and is worth 250 gp.

Q16: Quattu's Quarters

A singular flame dancing in the near corner's hearth illuminates the room in light and shadow. Two upholstered chairs, placed at the edge of a massive fur rug covering most of the floor, face each other in front of the stone fireplace. A bronze standing mirror facing backward occupies the opposing near corner next to a cypress armoire. The walls are undecorated save for a shredded oil painting of a vast marsh bathed in the sun's dying rays. The breathtaking scene fails to match the wonder of an extraordinary alabaster bathtub shaped into the likeness of an oyster shell. A valve built into the ceiling above the receptacle presumably provides its water supply. In similar fashion, the neighboring bed resembles a mussel shell with luxurious pillows and silk sheets. A pile of items in the far corner includes a sword, shield, and crown, along with an assortment of coins and other small objects. An iron chest a few feet away from the treasures is left out in the open.

If **Quattu** (see **Appendix A**) expects the characters' arrival, the outraged chuul is awkwardly relaxing in the alabaster tub, while the 2 **abrikandilu demons** (see **Appendix A**) stand near the entrance, vigorously debating their shared dislike of art. Any demonic mist that retreated here from area **Q13** currently hides underneath the rug, waiting to emerge when the characters make their entrance. Quattu takes advantage of Oliver's

Azure Lily Pollen Trap

Hidden in the frame of the secret door is a wicked trap that is activated by either of two switches that are located across the room from the door. When one of the switches is flipped, a burst of pollen from the azure lily is expelled from tiny holes around the door frame.

The trap cannot be disarmed at the door frame, however, a character that succeeds on a DC 15 Wisdom (Perception) check will notice the minute holes in the frame that release the poison gas. Flipping the switch into the off position stops the release of gas.

When the switch is flipped all creatures within 10 feet of the secret door must make a successful DC 13 Constitution saving throw or be poisoned for 1 minute. If the creature fails the saving throw by 5 or more, they are paralyzed for 1 minute as well. The saving throw can be repeated at the end of each of the creature's turns, negating the effect on a success.

Ether Trap

Within the lid of the iron chest is a small vial containing poison gas. Opening the chest without the correct key or without adequate precaution causes the vial to break and the poison gas to be expelled from a minute nozzle expertly worked into the iron bands of the chest.

When the trap is triggered, all creatures within 20 feet of the chest need to succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. The poisoned creature is unconscious but will wake up if it takes damage or if another creature attempts to wake.

A successful DC 20 Intelligence (Investigation) check when examining the chest reveals the trap and mechanism that triggers it. A successful DC 15 Dexterity check with thieves' tools disarms the trap, removing the threat of expelled gas.

mistrust of others with a wicked trap installed in the frame of the secret door that can be activated by a conspicuous switch on the wall just behind the bathtub or one behind his bed. When the characters enter the room, Quattu flips this switch to trigger the trap (see "Azure Lily Pollen Trap").

The alabaster tub is an artistic wonder. The valve built into the ceiling above it connects to the roof cistern above the privy that provides its water supply. The escaped heat from areas **Q5** and **Q7** warm the bathwater. If the characters examine the oyster-shaped tub, they find a drain on the bottom that connects to the privy pipes from area **Q12**. More distressingly, they discover a glass bowl filled with brine that contains a severed human head. A successful DC 12 Intelligence check identifies the victim as Oliver Quaywright, thus confirming his tragic fate. A *continual flame* spell cast upon the hearth lights part of the room, though the magical fire emits no heat.

The wily and slightly paranoid Oliver built the iron chest as a decoy to slay unwelcome intruders. He actually used the unlocked chest as a stepping stool to reach his hidden treasure vault concealed within the ceiling. Locating the sliding, secret panel directly above the chest requires a successful DC 19 Wisdom (Perception) check or spending 30 minutes examining the area. A character who attempts to flip open the iron chest encounters a nasty surprise.

Tactics: The demons attempt to summon more of their kin. If their reinforcements fail to appear, they try to fight in the doorway. The destructive outsiders deliberately shattered the mirror and positioned it so the reflective surface faces the corner. The vandals also shredded the painting, but Quattu forbade them from damaging the alabaster tub. If the characters confront them with any object that captures their reflection, the impulsive demons feel an irresistible compulsion to destroy the mirror above all else.

Throughout the battle, the loathsome aberration taunts the characters in its odd, burbling dialect of Common. It boasts about killing manlings. Despite its intelligence and ego, Quattu never retreats or surrenders. It dies content in the knowledge it took far more humanoids with him into death. For their part, the demonic mist and the demons flee in the hopes of seeking revenge at a later time if Quattu falls.

Treasure: There are 6 noble's outfits and 2 royal outfits in the armoire. The bearskin carpet covering the floor is worth 150 gp, though it also weighs 200 pounds. The oil painting depicting the sun setting over the Dragonmarsh Lowlands is a rare work worth a remarkable 50 gp in its mutilated state or 500 gp if it is somehow restored. The greedy chuul then piled up all of the treasures it stole from the fishery's defenders and others in the corner. These items include 654 gp, 4 rubies worth 250 gp each, 6 pearls worth 100 gp each, and 22 agates worth 10 gp each. There are also a +1 *longsword*, a +1 *shield*, a *crown of swords* (see **Appendix C**), a *wand of web* and 6 *scrolls* (*arcane eye*, *clairvoyance*, *conjure animals*, *knock*, *ice storm*, and *ray of enfeeblement*).

Oliver's personal cache hidden in the small secret niche within the ceiling holds a locked iron coffer that contains 2,609 gp. There are also 4 *scrolls* (*lesser restoration* (x2), *remove curse*, *greater restoration*) that Oliver, a novice druid, kept in the event of a dire emergency. In addition, he kept a *ring of spell storing*.

Concluding the Adventure Crabman

With Oliver Quaywright permanently out of the picture, the fishery bearing his name falls into ruin as the creeping vegetation and wildlife surrounding it steadily reclaim the territory it ceded to the ambitious chef. Of course, if someone steps into his place, the formerly thriving business can be made operational once more with committed restoration. Nonetheless, several threats still loom on the horizon. Tsathogga's cultists still control their forsaken cloister no more than a day's travel from the fishery. Deprived of an excellent opportunity to spread their influence throughout the region, the god's mad devotees may seek vengeance at a later time. Likewise, other savage monsters may also set their sights on the humanoid enclave, though likely for different, more banal reasons than the demented chuul who inflicted so much carnage over the area.

This giant-sized creature is a bipedal humanoid with a crab-like head, large hands that end in powerful pincers, feet that are splayed. It is covered with chitinous plates, reddish-brown in color. Two smaller humanoid arms protrude below its pincers.

Appendix A: New Creatures and NPCs

Allip

This malignant cloud of shadows boils in the air; its skeletal maw eerily babbling as the creature's claws manifest from the darkness.

Allip

Medium undead, chaotic evil
Armor Class 11
Hit Points 33 (6d8 + 6)
Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	13 (+1)	11 (+0)	11 (+0)	16 (+3)

Skills Perception +3, Stealth +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Deep Speech
Challenge 2 (450 XP)

Babble. The allip incoherently mutters to itself, creating a hypnotic effect. All creatures within 30 ft. that aren't incapacitated must succeed on a DC 11 Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Madness. Anyone targeting an allip with a spell or effect that would make direct contact with its tortured mind must succeed on a DC 11 Wisdom saving throw or take 7 (2d6) points of psychic damage.

Actions

Touch of Insanity. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) psychic damage.

Crabman

Large monstrosity, neutral
Armor Class 13 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	10 (+0)	10 (+0)	8 (-1)

Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Crabman, some speak Common
Challenge 2 (450 XP)

Amphibious. The crabman can breathe air and water.

Actions

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

Demon, Abrikandilu

This deformed, horned, hunchbacked humanoid has a forked, ratlike tail and two thumbs on each taloned hand.

Abrikandilu Demon

Medium fiend (demon), chaotic evil
Armor Class 12 (natural armor)
Hit Points 49 (9d8 + 9)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	12 (+1)	6 (-2)	10 (+0)	13 (+1)

Damage Resistances acid, cold, fire
Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 10
Languages Abyssal, telepathy 120 ft.
Challenge 3 (700 XP)

Hatred of Mirrors. The abrikandilu hates the sight of its own reflection. While in the presence of a mirror that it can see its own reflection in, an abrikandilu has disadvantage on attack rolls.

Improved Critical. The abrikandilu scores a critical hit on a roll of 19 or 20.

Innate Spellcasting. The abrikandilu's spellcasting ability is Charisma (spell save DC 13), and requires no material components for the following spells:

3/day each: *fear*, *shatter*
 1/day each: *hideous laughter*

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

Actions

Multiattack. The abrikandilu demon makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Demonic Mist

Demonic Mist

Medium fiend (demon), chaotic evil

Armor Class 16

Hit Points 85 (10d8 + 40)

Speed fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	18 (+4)	8 (-1)	13 (+1)	16 (+3)

Saving Throws Dex +7, Con +7

Skills Perception +4, Stealth +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Telepathy 120 ft.

Challenge 7 (2,900 XP)

Incorporeal Movement. The demonic mist 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. A demonic mist's spellcasting ability is Charisma (spell save DC 15), and requires no material components for the following spells:

At will: *detect magic*

3/day each: *ray of enfeeblement*, *vampiric touch*

1/day each: *confusion*, *fear*

Vulnerability to Wind. The demonic mist has disadvantage on saving throws against wind and wind-like effects (*gust of wind*, etc.).

Actions

Demonic Touch. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 25 (6d6 + 4) necrotic damage.

Psychic Crush (Recharge 5-6). The demonic mist attempts to crush the mind of a single creature it can see within 30 feet. The target must make a successful DC 15 Wisdom saving throw or take 14 (4d6) points of psychic damage and be frightened for 1 minute.

Draugr

This barnacle-encrusted walking corpse looks like a zombie, but is dripping with water and gives off a nauseating stench.

Draugr

Medium undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	13 (+1)	8 (-1)	10 (+0)	13 (+1)

Damage Resistances fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Actions

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage.

Draugr Captain

This barnacle-encrusted walking corpse has malevolent, burning red eyes. Its dripping and tattered clothing appears to have at one time been of high quality.

Draugr Captain

Medium undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	13 (+1)

Saving Throws Str +7, Con +4

Damage Resistances fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Innate Spellcasting. A draugr captain's spellcasting ability is Charisma (spell save DC 14), and requires no material components for the following spells:
3/day: *fog cloud*

Sneak Attack (1/Turn). The draugr captain deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the draugr captain that isn't incapacitated and the draugr captain doesn't have advantage on the attack roll.

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Actions

Greataxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage.

Duppy

This floating, ghostly humanoid's face is a blend of human and beast. Canine shapes twine around the creature's legs.

Duppy

Medium undead, chaotic evil

Armor Class 15

Hit Points 78 (12d8 + 24)

Speed fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	15 (+2)	13 (+1)	15 (+2)	18 (+4)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages any languages it knew in life

Challenge 6 (2,300 XP)

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

Sunlight Sensitivity. While in sunlight, the duppy has disadvantage on attack rolls.

Actions

Incorporeal Touch. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (3d8 + 4) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the duppy's control, unless the humanoid is restored to life or its body is destroyed. The duppy can have no more than six zombies under its control at one time.

Ravenous Hounds (1/day). The duppy summons forth a 1d4 incorporeal hounds (use the **wolf** stat block with the **Incorporeal Movement** trait). The called creatures arrive in 1d4 rounds, acting as allies of the duppy and obeying its spoken commands. The hounds remain for 1 hour, until the duppy dies, or until the duppy dismisses them as a bonus action.

Fly, Giant

Bristling with coarse hairs, this enormous fly's legs twitch just before it launches into the air on buzzing wings.

Giant Fly

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 30 ft., fly 60 ft.

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

Skills Perception +4

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1 (200 XP)

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

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature it must succeed on a DC 13 Constitution saving throw or be diseased (poisoned) for until the condition is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Frog, Giant Dire Abyssal

This frog appears to be about 12 feet long. Its skin is blackish-green and constantly oozes a milky slime from its body.

Giant Dire Abyssal Frog

Large elemental, chaotic evil

Armor Class 16 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	5 (-3)	10 (+0)	10 (+0)

Saving Throws Dex +7, Con +8

Skills Stealth +3, Perception +5

Damage Resistances acid, cold; 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 15

Languages —

Challenge 6 (2,300 XP)

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

Poison Hide. A creature that touches the giant dire abyssal frog or hits it with an unarmed or natural weapon attack

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takes 10 (3d6) poison damage from the milky, poisonous slime that oozes from its hide.

Actions

Multiaction. The giant dire abyssal frog makes three attacks: one with its bite, one with its claws, and one with its tongue.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage, and the target is grappled (escape DC 16).

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Tongue. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage, and the target must succeed on a DC 16 Strength saving throw or be pulled up to 10 feet toward the giant dire abyssal frog.

Swallow. The giant dire abyssal frog makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the giant dire abyssal frog, and it takes 14 (4d6) acid damage at the start of each of the giant dire abyssal frog's turns. The fey giant toad can only swallow one target at a time. If the giant dire abyssal frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Frog, Killer

This frog stands partially erect and has dark green skin fading to light on its underbelly.

Killer Frog

Small beast, unaligned

Armor Class 12 (natural armor)

Hit Points 11 (2d6 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	2 (-4)	9 (-1)	6 (-2)

Senses passive Perception 12

Languages —

Challenge 1/4 (50 XP)

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

Actions

Multiaction. The killer frog makes two attacks: one with its bite and one with its claws.

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

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

Frost Man

This creature appears to be a human dressed in loosely fitting animal skins and furs. It wears a patch over one eye and its hair is long and unkempt. A short, rough beard of dark hair covers its jaw.

Frost Man

Medium elemental, lawful evil

Armor Class 13 (studded leather)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Skills Survival +2

Damage Vulnerabilities fire

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 10

Languages Common, Nørsk

Challenge 1/2 (100 XP)

Actions

<RULE>

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

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Ice Blast (3/day). As a bonus action, the frost man can use its action to remove his eye patch, blasting everything in a 30-foot cone with a freezing mist. All creatures in the area of the cone must make a DC 13 Dexterity saving throw, taking 14 (4d6) cold damage on a failed save, or half as much on a successful save.

Gremlin, Fuath

This waterlogged gremlin has lobster claws for hands and an almost canine face with webbed ears.

Fuath Gremlin

Small fey, chaotic evil

Armor Class 13 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 20 ft., climb 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	14 (+2)	10 (+0)	13 (+1)	8 (-1)

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 11

Languages Aquan

Challenge 1/2 (100 XP)

Water Breathing. The fuath gremlin can only breathe underwater.

Actions

Multiaction. The fuath gremlin makes two melee attacks.

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

Dart. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

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Meat Puppet, Human

Meat puppets are boneless, skinless corpses reanimated after being exposed to necromantic energies.

Human Meat Puppet

Medium undead, neutral evil

Armor Class 13

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages –

Challenge 2 (450 XP)

Actions

Multiattack. The meat puppet makes two melee attacks.

Crush. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 10 (2d6 + 3) bludgeoning damage. The target is grappled (escape DC 13) if the meat puppet isn't already grappling another creature. Until this grapple ends, the target is restrained and takes 12 (2d8 + 3) bludgeoning damage at the start of each of its turns.

Quattu

This lobster-like creature has a thick armored shell. A pair of tiny eyes gleams above a mouth full of writhing tentacles.

Quattu

Large aberration (chuul), chaotic evil

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	10 (+0)	14 (+2)	5 (-3)

Skills Perception +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Aquan, Deep Speech

Challenge 7 (2,900 XP)

Amphibious. Quattu can breathe air and water.

Scarlet and Blue Ioun Stone. Quattu has a scarlet and blue ioun stone orbiting its head, granting it improved intellect and the ability to speak and understand Aquan and Deep Speech.

Sense Magic. Quattu senses magic within 120 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

Actions

Multiattack. Quattu makes two pincer attacks. If it is grappling a creature, Quattu can also use its tentacles once.

Pincer. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 5) bludgeoning damage. The target is grappled (escape DC 15) if it is a Large or smaller creature and Quattu doesn't have two other creatures grappled.

Tentacles. One creature grappled by Quattu must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Retch Hound

This large, muscular dog has sickly brownish-yellow fur, matted or torn in places. Small sores cover its body, each oozing a thick, yellowish-green liquid. Its mouth is filled with long pointed yellow teeth, some broken off on the ends. Most disturbingly, it has four large yellow eyes evenly aligned across its canine head.

Retch Hound

Medium monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	15 (+2)	5 (-3)	12 (+1)	4 (-3)

Skills Perception +5

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 3 (700 XP)

Keen Senses. The retch hound has advantage on Wisdom (Perception) checks that rely on hearing, sight, or smell.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage plus 7 (2d6) acid damage. **Retch (Recharge 5-6).** The retch hound exhales acidic bile in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much on a successful one.

Toad, Fey Giant

Little about this enormous toad is ordinary, from its graceful wings to its colorful purple and pink skin to its bright, shining eyes.

Fey Giant Toad

Large fey, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 30 ft., fly 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	3 (-4)	10 (+0)	12 (+1)

Skills Perception +3

Senses passive Perception 13

Languages Sylvan

Challenge 2 (450 XP)

Innate Spellcasting. A demonic mist's spellcasting ability is Charisma (spell save DC 13), and requires no material components for the following spells:

3/day each: *dancing lights*

1/day each: *entangle*, *faerie fire*

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

Poison Hide. A creature that touches the fey giant toad or hits it with an unarmed or natural weapon attack takes 3 (1d6) poison damage from the toad's poisonous hide.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target is grappled (escape DC 13).

Swallow. The fey giant toad makes one bite attack against a medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the fey giant toad, and it takes 3 (1d6) acid damage at the start of each of the fey giant toad's turns. The fey giant toad can only swallow one target at a time.

If the fey giant toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Appendix B: Encounters, Diseases, Hazards, and Poisons

Encounters

Table 1: Daily Percent Chance of Encountering Disease-Carrying Mosquito

	Spring	Summer	Autumn	Winter
Swamp	01-10	01-15	01-08	01-04
Marsh	01-08	01-12	01-06	01-03
Bog	01-02	01-03	01	—
Fen	01-06	01-10	01-04	01

Table 2: Disease Transmitted by Mosquito

	Dengue Fever	Encephalitis	Filariasis	Malaria	Yellow Fever
Bog	—	01-90	91-95	96-00	—
Fen	01-05	06-70	71-90	91-00	—
Marsh	01-10	11-15	16-25	26-70	71-00
Swamp	01-10	11-20	21-25	26-60	61-00

Table 3: Daily Percent Chance of Encountering Midges

	Spring	Summer	Autumn	Winter
Bog	01-02	01	—	—
Fen	01-04	01-02	01	—
Marsh	01-08	01-04	01-02	01
Swamp	01-06	01-03	01	—

Table 4: Marsh Snakes

Snake Type	Encounter Chance
Cobra, Water	01-10
Copperhead	11-30
Coral Snake	31-35
Cottonmouth	36-60
Rattlesnake, Diamondback	61-80
Sea Snake, Beaked	81-85
Tiger Snake¹	86-95
Viper, Sharp-Nosed	96-00

¹ Add +1 to the creature's base Challenge.

Mosquito and Tick-borne Diseases

Dengue Fever

When a humanoid is bitten by a mosquito carrying the virus, the creature must succeed on a DC 12 Constitution saving throw or become

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infected with the disease. Symptoms include severe flu-like symptoms including severe headache, very high fever, muscle, bone and joint pain, nausea, vomiting, swollen glands, and rash, and will manifest 1d8 + 2 days after infection.

The infected character suffers one level of exhaustion and regains only one quarter the normal number of hit points from spending Hit Dice and 0 hit points from finishing a long rest. At the end of each long rest, an infected creature must make a DC 12 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

Encephalitis

A humanoid that is exposed to encephalitis, either from the bite of a mosquito, a tick, or other viral transmission, the creature must succeed on a DC 14 Constitution saving throw or become infected with the disease, suffering one level of exhaustion and 2 Intelligence and 2 Wisdom damage. Symptoms can include, but are not limited to, the following: headache, high fever, aches in muscles and joints, fatigue, confusion, hallucinations, seizures, partial paralysis, impaired speech or hearing, sensitivity to light, and loss of consciousness. The most common symptoms are flu-like and manifest within 1d4 + 3 days.

At the end of each long rest, an infected character must make a DC 14 Constitution saving throw. On a failed save, the character gains one level of exhaustion and takes an additional 2 Intelligence and 2 Wisdom damage. On a successful save, the character's exhaustion level decreases by one level. If the character's Wisdom or Intelligence drops to 0, the character dies.

If a successful saving throw reduces the infected character's level of exhaustion below 1, the character recovers from the disease. Any damage can then be recovered after completing a long rest.

Filariasis

When a humanoid is bitten by a mosquito carrying the parasite that causes filariasis, the creature must succeed on a DC 11 Constitution saving throw or become infected with the disease. The incubation period is 1d8 + 6 days for the parasite, after which, symptoms will begin to manifest in the infected creature. These will include severe swelling of the lower extremities, thickening of the skin and tissue resulting in extreme deformation, and intense pain.

Every three days, the infected character must make a successful DC 11 Constitution saving throw or suffer the effects of severe swelling and tissue thickening in the legs and feet, resulting in the loss of 2 points of Charisma and 2 points of Dexterity that can't be healed by any means (other than a *wish* spell) while the character remains infected. If the character makes five successful saving throws, the effect ends and the lost Charisma and Dexterity are recovered after completing a long rest.

If the character's Charisma or Dexterity is reduced to 0, the character dies.

Malaria

Malaria is another mosquito-borne infectious disease that affects humanoids and beasts. When bitten by a mosquito carrying the parasites that cause Malaria, the creature must make a successful DC 13 Constitution saving throw or become infected with the disease. Symptoms will begin to manifest 1d10 + 6 days after infection and include fever, fatigue, vomiting, and headaches.

Once symptoms manifest, the infected creature suffers one level of exhaustion. At the end of each long rest, an infected creature must make a DC 12 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

Yellow Fever

When a humanoid is bitten by a mosquito carrying the virus, the creature must succeed on a DC 13 Constitution saving throw or become infected with the disease. Symptoms include severe flu-like symptoms including headache, high fever, general body aches, weakness, nausea, vomiting, and fatigue, and will manifest 1d4 + 2 days after infection.

The infected character suffers one level of exhaustion and loses 2 points of Strength. At the end of each long rest, an infected creature must make a DC 13 Constitution saving throw. On a failed save, the character gains one level of exhaustion and loses an additional 2 points of Strength. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease. The lost Strength is regained once a long rest is completed.

If the character's Strength is reduced to 0, the character dies.

Hazards

Pluff Mud (Quicksand)

Pluff mud is naturally occurring quicksand and usually appears in marshes near rivers, lakes and other bodies of water. This variety of quicksand is known as wet quicksand. Because deserts lack wet quicksand's primary component, water, it is rarely found in arid regions. Instead, its counterpart, dry quicksand, is the substance generally seen in works of fiction. To date, there are no known natural instances of dry quicksand, though it has been successfully replicated in a laboratory under highly controlled conditions. However, in the wetlands where water is in great abundance, dry quicksand is just a part of pulp fiction.

Quicksand is an imperfect amalgamation of water and sand. It forms when fine, granular particles such as sand or silt become overly saturated by a swell of groundwater, which remains hidden below a layer of sand. Whenever a creature steps onto the surface and exerts enough pressure on the unstable soil, the loose grains of sand and water quickly separate and transform the mess into a soupy liquid. In short, falling into quicksand is more akin to stumbling into a previously hidden pool of water than plummeting through a crack in the earth. Experienced wetlands' travelers are adept at spotting the telltale signs of this lurking danger.

Characters moving at their normal movement speed notice quicksand with a successful DC 10 Wisdom (Survival) check or with a passive Wisdom (Perception) of 10 or higher. For those traveling faster than their normal movement speed barrel right into the quicksand and sink 1d4 + 1 feet into the quicksand. At the beginning of each turn after sinking into quicksand, the creature will sink another 1d4 feet. Provided the creature is not completely submerged, they can escape from the quicksand on a successful Strength check. The Strength check has a base DC of 10, then increases by one for each foot the creature has sunk. If the creature has sunk 5 feet, the DC of the Strength check would be 15.

If another creature is assisting the creature out of the quicksand, the base DC for the Strength check is 5 and increases in the same manner mentioned previously – for each foot sunk, the DC increases by 1.

Purple Rot

The fungus, known as "purple rot," affects the respiratory tracts of humanoid creatures only. Despite its colorful moniker, the parasitic species actually looks like a gooey, brown slime. Indeed, the name actually comes from its ability to cause hypoxia, which turns the victim's skin blue or purplish in extreme cases. It releases its destructive spores throughout the day and night. Though a prolific reproducer, the fungus quickly dies when exposed to too much water. Characters can identify the odd fungus with a successful DC 15 Intelligence (Nature) check, which also reveals its harmful properties to humanoids.

The fungus constantly releases minute spores that are invisible to the naked eye into the air in a 60-foot radius around it. When a creature moves within this area for the first time or starts its turn there, it must succeed on a DC 13 Constitution saving throw or take 13 (3d8) poison damage and become poisoned for 1 minute. While poisoned in this manner, the

creature takes 4 (1d8) poison damage at the start of each of its turns. The creature can repeat its saving throw at the end of each of its turns, nullifying the poisoned effect on a successful save.

Poisons

Beaked Sea Snake Venom (Injury). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or take 1d4 Strength damage and become poisoned. While poisoned in this way, the creature takes 1d4 Strength damage at the start of each of its turns. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself after two successful saving throws. The creature dies if this effect reduces its Strength to 0.

The effect can be removed by a *greater restoration* or *heal* spell.

Copperhead Venom (Injury). A creature subjected to this hemotoxic poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Coral Snake Venom (Injury). A creature subjected to this hemotoxic poison must succeed on a DC 18 Constitution saving throw or become poisoned. While poisoned in this way, the creature takes 5 (1d10) poison damage at the start of each of its turns and its hit point maximum is reduced by an amount equal to the damage taken. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself after three successful saving throws. The creature dies if this effect reduces its hit points to 0.

The effect can be removed by two *lesser restoration* spells or a *greater restoration* or *heal* spell.

Cottonmouth Venom (Injury). A creature that is subjected to the hemotoxic venom of a cottonmouth must make a DC 12 Constitution saving throw or take 14 (4d6) poison damage and become poisoned. The creature must repeat the saving throw every 4 hours, taking an additional 14 (4d6) poison damage on a failure. The effect ends after three successful saving throws.

A successful DC 14 Wisdom (Medicine) check can slow the effects of the venom, reducing the frequency that the saving throw must be repeated to 8 hours.

The effect can be removed by two *lesser restoration* spells or a single *greater restoration* or *heal* spell.

Diamondback Rattlesnake Venom. A creature subjected to this hemotoxic poison must succeed on a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Tiger Snake Venom (Injury). A creature that is subjected to this extremely potent poison must make a DC 17 Constitution saving throw or take 17 (5d6) poison damage and become poisoned. The poisoned creature must repeat the saving throw every 10 minutes, taking 17 (5d6) poison damage on a failed save. Until the poison ends, the damage the poison deals can't be healed by any means. After five successful saving throws, the effect ends and the creature can heal normally. The creature dies if the poison reduces its hit points to 0.

A successful DC 20 Wisdom (Medicine) check can slow the effects of the venom, reducing the frequency that the saving throw must be repeated to an hour.

Water Cobra Venom (Injury). A creature that is subjected to this very potent neurotoxic poison must succeed on a DC 15 Constitution saving throw or suffer 1d4 points of Strength damage and become poisoned. The poisoned creature must repeat the saving throw every hour, taking 1d4 Strength damage on a failed save. Until the poison ends, the damage the poison deals can't be healed by any means. After seven successful saving throws, the effect ends and the creature can heal normally. The creature dies if this effect reduces its Strength to 0.

A successful DC 17 Wisdom (Medicine) check can slow the effects of the venom, reducing the frequency that the saving throw must be repeated to 2 hours.

Appendix C: New Equipment and Magic Items

Equipment

Tools

Item	Cost	Weight
Gambler's Kit	75 gp	5 lb.
Duplicitious Gambler's Kit	300 gp	5 lb.

Gambler's Kit. This small, tightly packed suitcase holds decks of cards, a betting wheel, numbered cloths, colored wooden chips, and a wide variety of other sorts of specialized equipment necessary for many different games of chance. If you are proficient with a gambling kit, you can add your proficiency bonus to ability checks you make to gamble with that set.

Duplicitious Gambler's Kit. This small, tightly packed suitcase holds decks of cards, a betting wheel, numbered cloths, colored wooden chips, and a wide variety of other sorts of specialized equipment necessary for many different games of chance. The difference between this kit and the common gambler's kit is its cards are marked and its games are rigged. Using this kit grants advantage on ability checks to successfully cheat in games of chance.

Requires proficiency with a gambler's kit to use.

Magic Items

Crown of Swords

Wondrous item, very rare (requires attunement by a cleric)

This helm has 3 charges. While wearing it, you can use an action and expend 1 charge to cast the *spiritual weapon* spell from it. The helm regains 1d3 expended charges daily at dawn.

Spectacles of Understanding

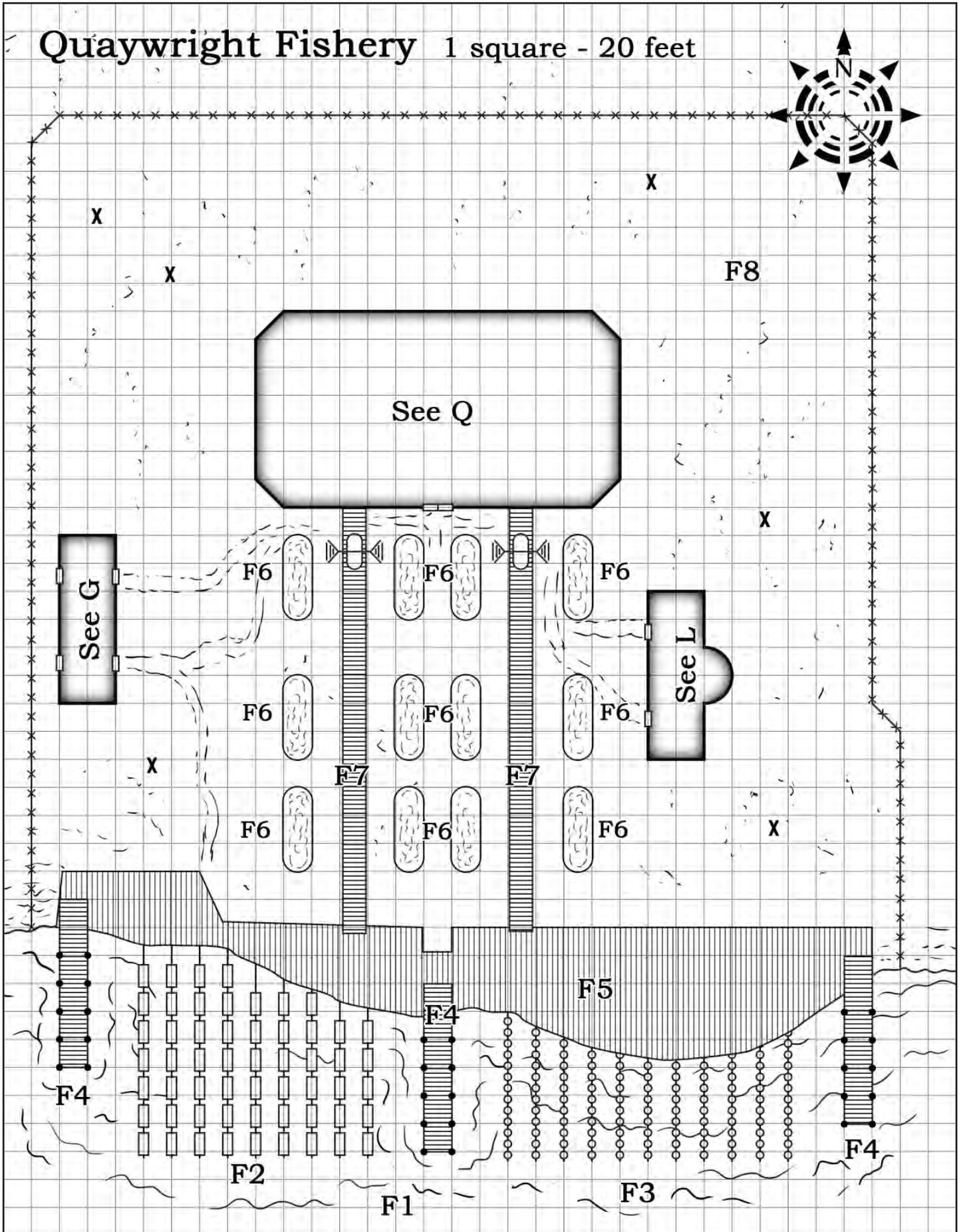
Wondrous item, very rare (requires attunement)

While wearing these spectacles you can read all writing. The glasses are also good at detecting falsified documents, giving the wearer advantage on checks to identify forged and counterfeit items.

Unguent of Timelessness

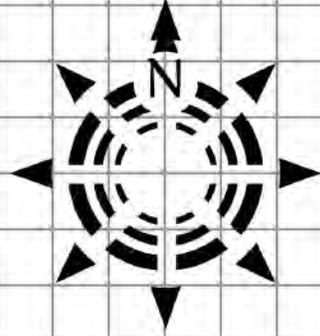
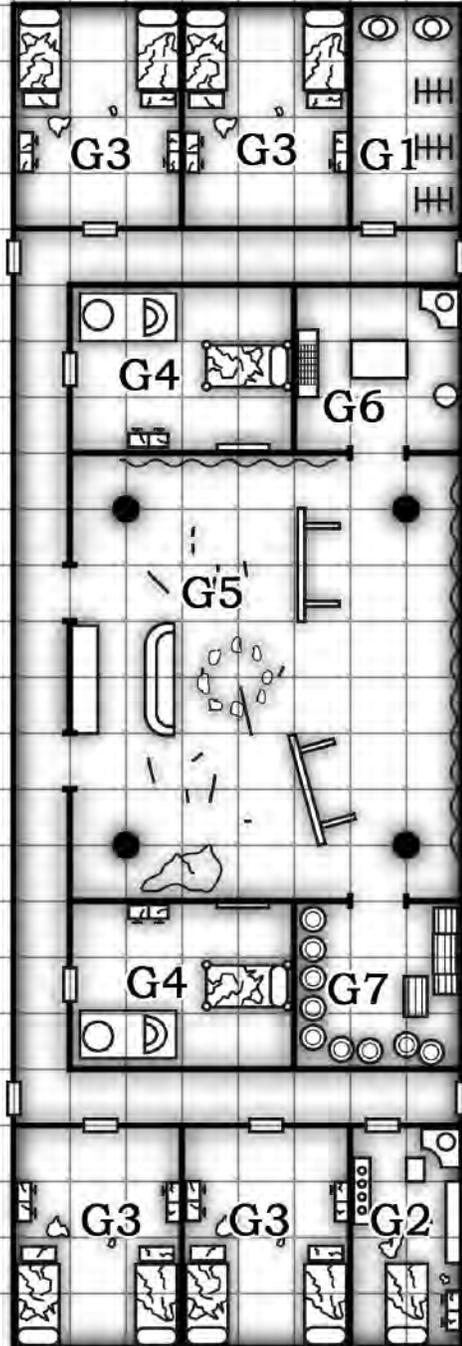
Wondrous item, rare This small, dark glass jar contains 2d4 + 4 applications of thin, oily substance that smells faintly of well-oiled leather. A single application is enough material to coat a Small object. Two applications would be required to coat a Medium object, three applications for a Large object, and so on.

When applied to something that was once living, such as a body, wood, or paper, allows the matter to resist the passage of time. Each year of actual time has the effect as if only a single day had passed. The coated object has advantage on all saving throws, and the unguent never wears off unless magically removed by a spell such as *dispel magic*.



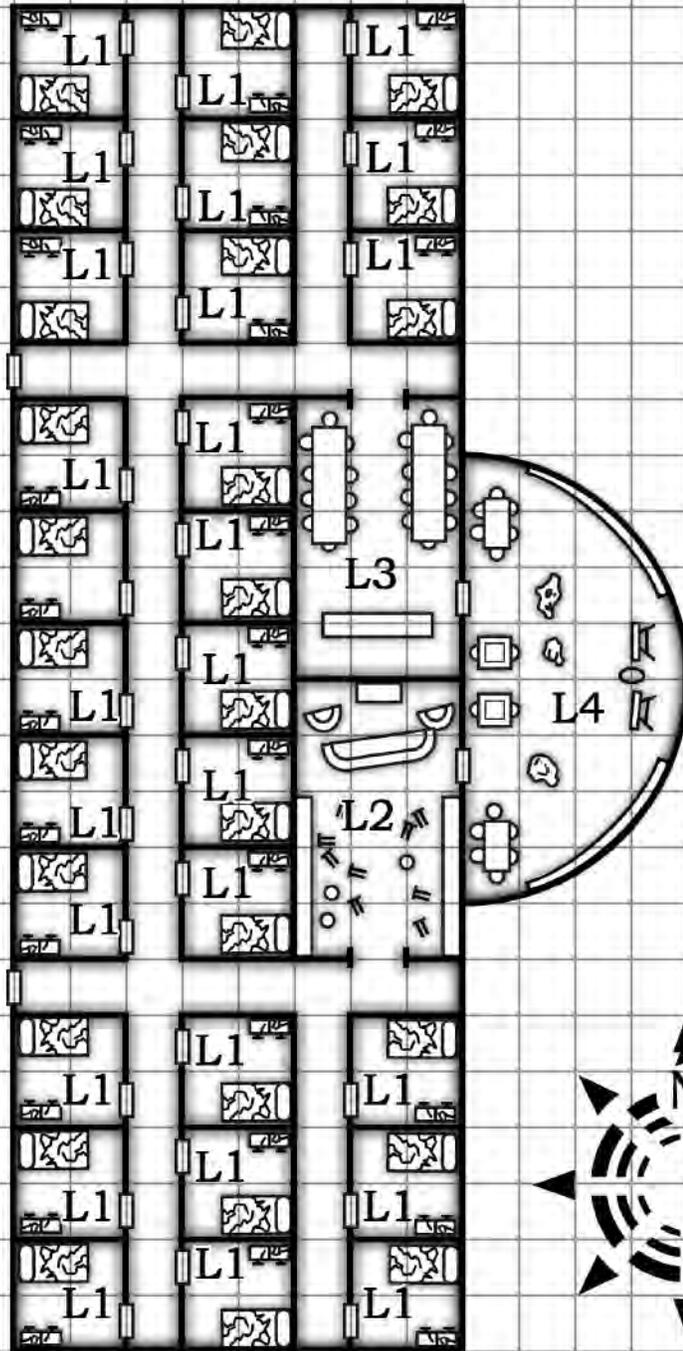
Garrison

1 square - 5 feet



Living Quarters

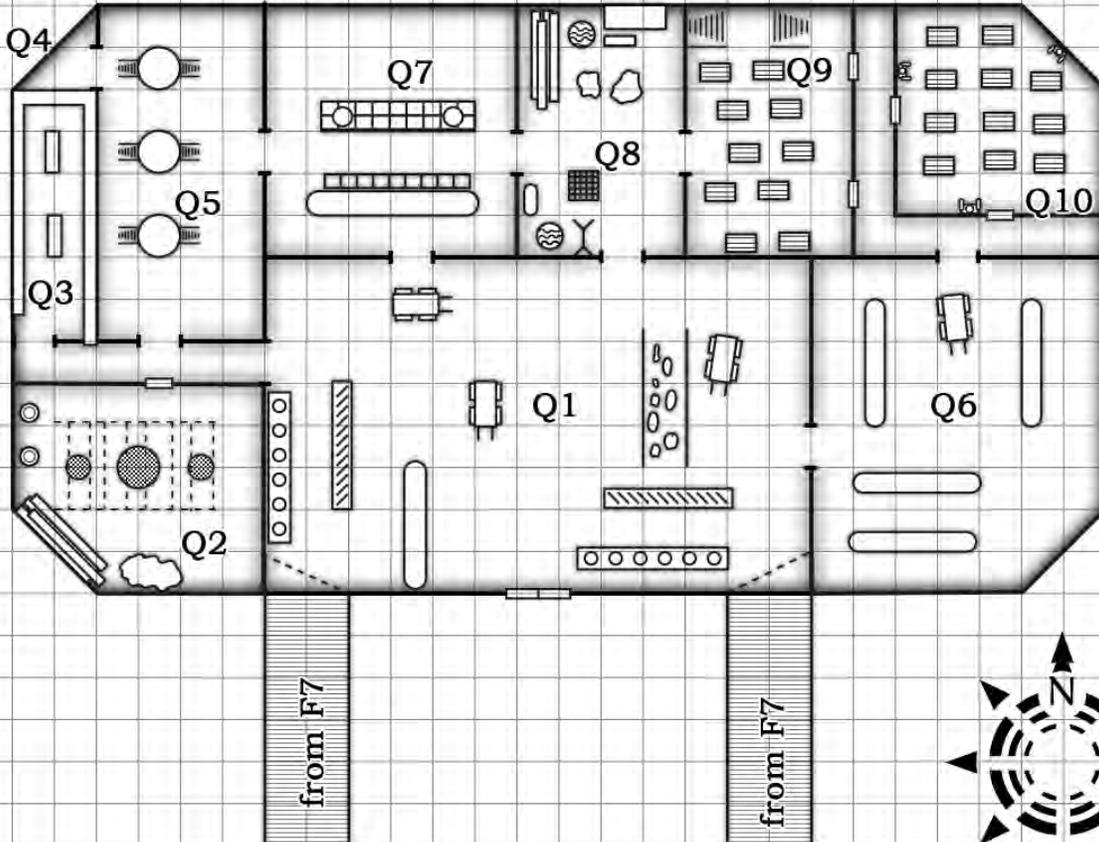
1 square - 5 feet



Quaywright Fishery Processing Plant

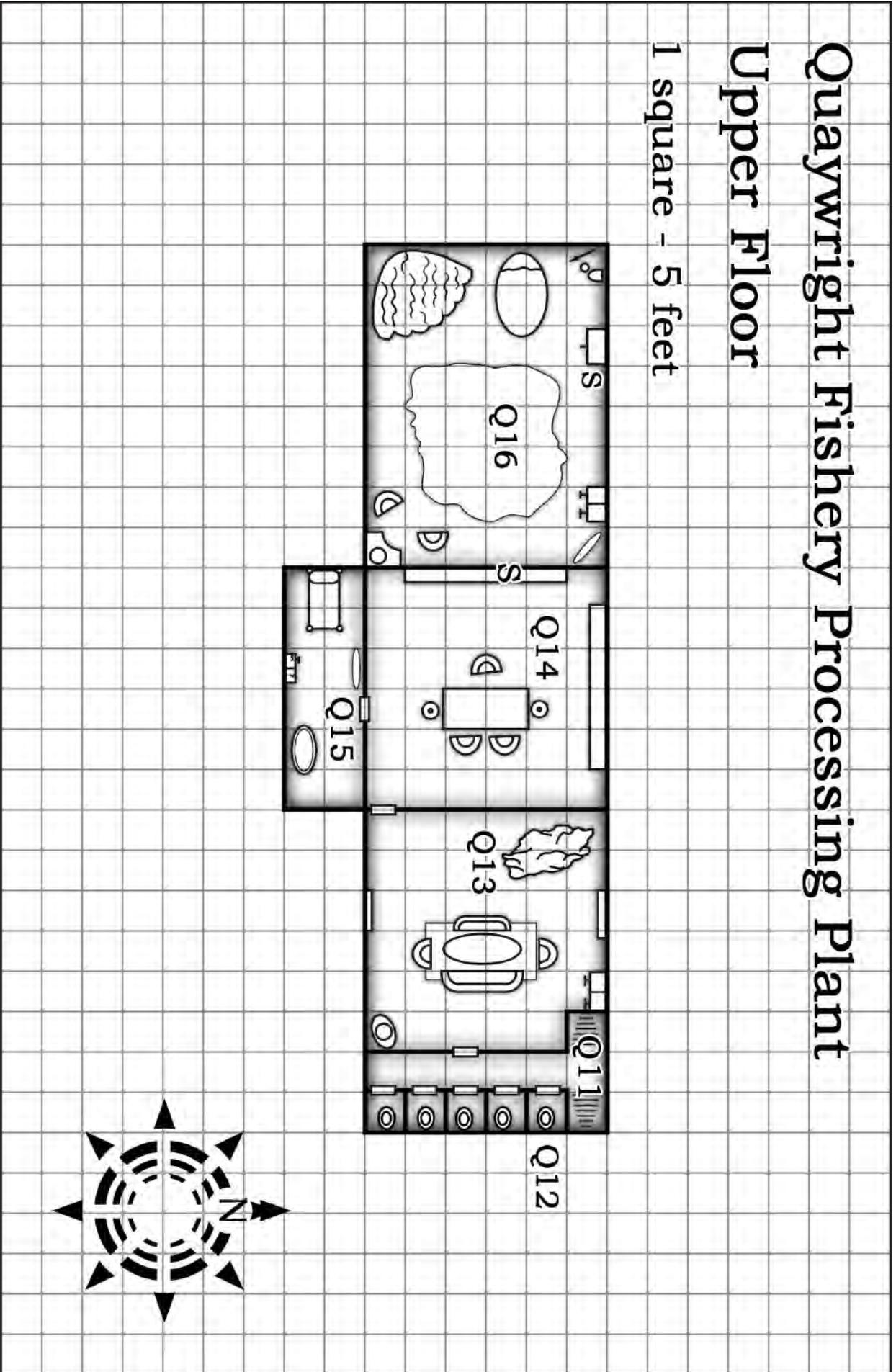
Main Floor

1 square - 10 feet



Quaywright Fishery Processing Plant Upper Floor

1 square - 5 feet



FISHERS OF MEN

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QoD4e

Quests of Doom 4

Fishers of Men

Fishers of Men is a 6th-level adventure that takes the characters into the Dragonmarsh Lowlands, a forsaken land blighted by the vile demon lord Tsathogga and countless foul denizens. When Quaywright Fishery inexplicably falls silent, it takes those of stout heart to determine what dire fate befell the former inhabitants and what monstrosity now lords in their place. The grisly carnage leaves even the most seasoned adventurers shaken to the core, as they witness firsthand and may personally experience what it feels like when the tables turn against humanity.



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