

THE CORRUPTION OF SKYHORN LIGHTHOUSE

The Corruption of Skyhorn Lighthouse is a Dungeons & Dragons adventure for four or five players of 8th-level characters.

This adventure can be used as a standalone or as a continuation of the events in [The Secrets of Skyhorn Lighthouse](#), a 5th-level adventure available for free on the DMs Guild.

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SPECIAL THANKS TO BRANDISH GILHELM AND JESSEE EGAN



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SYNOPSIS

- At the start of the adventure, the characters see a triton leap from the sea just ahead of the chuuls attacking him. Talking to him reveals that Lucien Skyhorn, the keeper of Skyhorn Lighthouse, has been arrested by triton soldiers for summoning the monsters.
- The triton, Argos, doubts that Lucien summoned the chuuls. He urges the group to discover the true source of the aberrations.
- The characters travel to the lighthouse, avoiding dangers, and go far underwater to the coral caves beneath it.
- Inside the coral caves, the party learns a deranged sea captain, Haddad, summoned an aboleth, who is the true cause of the chuul infestation. By defeating the aboleth, the characters can exonerate Lucien.

BACKGROUND

- Skyhorn Lighthouse is home to a *bowl of commanding water elementals* that its keeper, Lucien, uses to help troubled ships. The source of the bowl's power lies inside coral caves deep beneath the lighthouse.
- Captain Haddad, a sailor who lost his wife in an elemental storm at sea, learned of the bowl's wellspring. He believed he could use it to bring his wife back from the land of dead sailors.
- Haddad snuck into the coral caves beneath the lighthouse in an *apparatus of Kwalish* and tried to summon his wife into the Wellspring. Instead, he brought forth the aboleth who had been impersonating her.
- The aboleth enslaved Haddad and his sailors, corrupted the Wellspring, and began spewing chuuls out of the tainted *bowl of commanding water elementals*. The chuuls spread into the sea around the lighthouse.
- A nearby garrison of tritons encountered the deadly chuuls. The tritons believed Lucien, the lighthouse keeper, corrupted the *bowl of commanding water elementals* and summoned the chuuls. They arrested him and now hold him for trial.

A WORD TO THE DM

This adventure is meant to be run at a glance with **minimal preparation** and a **natural delivery**. This required re-thinking the normal adventure presentation a bit. Here's what you'll find included:

- Each encounter contained on one page.
- Bulleted lists. **Bolded** keywords.
- Hyperlinks to monsters and rules online for quick reference.
- Printable cards for each monster and PC so you can run encounters using a card stack. A short video walkthrough of this method can be found [here](#).
- Printable cards for special treasure handouts.
- Short room and area descriptions. No paragraphs of droning flavor text — set the scene naturally and embellish as desired.
- Briefly explained non-encounter rooms. Again, embellish as desired!
- DM maps and player-safe digital maps for use with virtual tabletops.
- A short video walkthrough of the adventure that can be found [here](#).

PACING/TRANSITIONS

A dramatic question is presented with most scenes. Once that question has been answered, the tension of the scene is resolved. That's your cue to work toward the **transition** provided at the end the scene — even if that means summarizing the end of a clearly decided combat, or in the case of clever players, skipping combat altogether. Keep the game moving toward the next challenge!

Room descriptions that are usually long blocks of literary read-aloud text have been left short and informational in this adventure. Many Dungeon Masters prefer to paraphrase read-aloud text and set the scene based on what tone and level of detail his or her group finds engaging. Anything listed before a **Development** section is safe to share however you prefer to do so.

ABOMINATIONS ATTACK

The characters start in any area near the sea, such as on docks, a ship, or in a seaside tavern.

Determine where the characters are located, and then introduce the following encounter. The encounter begins within 40 feet of one of the characters.

THE TRITON AND THE CHUULS

- A frantic **triton** dripping with seawater crashes into view, followed by the screams of bystanders.
- Twenty feet behind, two huge, lobster-like **monstrosities** lunge after him. Their brown chitin glistens with seawater and fresh blood.

DEVELOPMENT

- The two **chuuls** chasing the triton, Argos, will catch and kill him in **three rounds** if nobody intervenes. They've already slain two bystanders while in pursuit of him.

Argos Pentath, LG triton **veteran**

"Justice is owed to all good folk."

- **Appearance.** Helmet with fin-shaped plume. Silver scale armor with opalescent gems.
- **Does.** Stands at sharp attention at all times.
- **Secret.** Is considering taking the paladin's oath in service to the goddess of the sea.

DRAMATIC QUESTION

Can the characters defeat the chuuls and save Argos?

COMBAT

- Argos throws himself in harm's way to **protect** innocent bystanders from the **chuuls'** attacks.
- Every 1d4 rounds, the chuuls attack random **bystanders** to draw Argos toward them.

TRANSITION

After the chuul attack ends, go to *Triton's Plea*.



TRITON'S PLEA

TALKING TO ARGOS

Argos uses his dying breaths, if necessary, to tell the characters the following:

- The chuuls pursued him all the way from the ocean floor below **Skyhorn Lighthouse**.
- The lighthouse's keeper, Lucien, has been **arrested** by the tritons for summoning chuuls from a corrupted *bowl of commanding water elementals* hidden in his lighthouse.
- The bowl's waters have turned murky black, and **chuuls** still emerge from it.
- Lucien is in a triton prison awaiting **trial** in two days. It could result in a death sentence.
- Argos doesn't believe Lucien is responsible for the chuul infestation. He was hunting for clues to exonerate the keeper near **a sunken ship** at the base of the lighthouse. The chuuls who pursued him came out of the ship.

Sidebar: Lucien's Apprentice

- If Lucien Skyhorn didn't survive the events of *The Secrets of Skyhorn Lighthouse*, his nephew, Rigo Vallard, became the keeper and the tritons' criminal suspect. Rigo is a shy, twenty-year-old neutral good human **guard**.

Use any of the following hooks to introduce the characters to the adventure:

APPEAL TO REWARD

Argos doesn't have anything valuable to offer the characters, but his people honor heroics in the name of justice. Argos is certain the triton synod will reward the PCs if they sort out whether Lucien is guilty of corrupting the bowl and summing the chuuls.

APPEAL TO HEROISM

Argos believes Lucien has been wrongly accused, but he's not influential enough to change Lucien's fate. He implores the PCs to uncover the truth about what's causing the infestation and save Lucien, if he's innocent.

APPEAL TO DISCOVERY

The corrupted *bowl of commanding water elementals* could be the start of serious trouble. What sinister event caused it to happen?

TRANSITION

Argos tells the group how to find the sunken ship on the ocean floor of Skyhorn Lighthouse. It's a few miles out to sea. If the characters need transport, go to *The Red Rook*. Otherwise, go to *Out To Sea*.



THE RED ROOK

The Red Rook tavern is where **captains** looking for hire congregate. Each captain claims to be the best individual for the job. They argue and barter to win the PCs' business.

THE RED ROOK TAVERN

- The tavern bristles with **sailors** of all stripes singing shanties, dancing, and guzzling ale.
- Several **captains** sit at round tables slinging black tar dice and Three-Dragon Ante cards. A handful of their crew surround them, cheering and bellowing at each play.

DRAMATIC QUESTION

Will the group find passage on a ship?

CAPTAIN THELONIUS BRAK

- Thelonus offers to transport the PCs to the lighthouse in his underwater submersible ship (treat as underwater, five-passenger **keelboat**), *Sea Stinger*, for 100 gp each.
- He has a crew of 3 **goblins**. The cramped ship has no firepower aboard (except Thelonus).

Thelonus Brak, LN goblin **mage**

"We're stealthy, not sturdy. If you can patch the occasional leak, we'll get you there on the sly."

- **Appearance.** Oversized skull. Fur-lined tunic. Belt full of tools and bottles.
- **Does.** Plays Three-Dragon Ante against Rimsham Zurr, his intellectual rival.
- **Secret.** An aboleth enslaved his pregnant mother, granting him uncanny intelligence.



CAPTAIN RIMSHAM ZURR

- Rimsham will transport the PCs to the lighthouse for 50 gp each on its giant, rotting **warship**, *Stalagmite*.
- Rimsham has 40 chattering **ettercaps** and 40 loutish **bugbears** in its monstrous crew. They hate each other, but fear Rimsham more.

Rimsham Zurr, NE **darkmantle**

"I don't take foolish risks. Seafaring is a game of strategy I'll never lose."

- **Appearance.** Wears a **headband of intellect** that awoke its higher consciousness.
- **Does.** Rides on the head of its "steed," a dim, half-orc **gladiator** called Sixteen. Sixteen usually speaks on Rimsham's behalf.
- **Secret.** Is terrified of losing its **headband of intellect** and believes Thelonus plans to steal it.

CAPTAIN ANNABEL LEE

- Annabel Lee can transport the PCs to the lighthouse for 70 gp each aboard her **longship**, *Queen of the Black Coast*.
- Her crew is 40 fanatically loyal **berserkers**.

Annabel Lee, CN human **bandit captain**

"Danger? Pah! We're too fast to get caught."

- **Appearance.** Long, black hair and red armor. Thin, gold rings on each finger.
 - **Does.** Sets her infamous scimitar, *Bloodletter*, on the table to intimidate other sailors.
 - **Secret.** She is too proud to cooperate with Captain Sheila Coppertree, her greatest love and rival, and remains fiercely competitive with her in smuggling and piracy operations.

TRANSITION

When the group is ready to travel to the lighthouse, go to *Out To Sea*.

OUT TO SEA

THE OCEAN

- The **sea** on the way to Skyhorn Lighthouse roils with dark muck and ragged jellyfish.

DEVELOPMENT

- During the journey to Skyhorn Lighthouse, roll on the tables according to which captain the characters chose. If they secured other transport, roll three times on the **Ocean Encounters** table.
- It takes three hours to reach the lighthouse.

DRAMATIC QUESTION

Can the group get to Skyhorn Lighthouse?

CAPTAIN THELONIUS BRAK

- Roll three **Ocean Encounters**.
- If the characters wish to avoid an encounter, they can go undetected by passing a group DC 16 Dexterity (Stealth) check.
- Roll two **Ship Malfunctions**. Characters can prevent the effects by passing three DC 16 checks of relevant types in time. Combine with an ocean encounter for extra danger.

SHIP MALFUNCTIONS

D4	Detail
1	Leak: Ship sinks in 1d6 rounds
2	Siren: Roll an encounter in 1d4 rounds
3	Spark: Take 6d6 fire damage in 6 turns
4	Pressure spike: Take 6d6 bludgeoning damage in 4 turns

CAPTAIN RIMSHAM ZURR

- Roll three **Ocean Encounters** with disadvantage.
- Roll two **Ship Filth** events. PCs can pass DC 16 Constitution saves to avoid the effects.

SHIP FILTH

D4	Detail
1	Rats: Contract cackle fever
2	Fumes: Suffer blindness for 1d4 hours
3	Webs: Speed is halved for 1d4 hours
4	Rust and rot: Lose one random item

CAPTAIN ANNABEL LEE

- Roll two **Ocean Encounters** with advantage.

OCEAN ENCOUNTERS

D12	Detail
1	A distant, triumphant conch blast gives the PCs advantage on their next rolls
2	A sentient ocean current answers one question as per the legend lore spell
3	A dead manta ray floats by the ship. It's actually a cloak of the manta ray
4	A passing storm giant will trade potions of greater healing for trinkets or stories
5	Five curious merfolk try to loot the ship's hull for parts
6	A young bronze dragon helps the PCs with one task if given a sparkly gift
7	3d8 sahuagin raiders attack in waves
8	3 hostile chuuls try to board the ship
9	A young green dragon demands fealty and offerings or it tries to sink the ship
10	An invisible stalker attacks the captain
11	A passing kraken must be convinced to leave or it uses Lightning Storm once
12	A furious corrupted water elemental covered in black muck assails the ship

TRANSITION

Go to *Murky Deep* when the ship arrives.

MURKY DEEP

SKYHORN LIGHTHOUSE

- **Skyhorn Lighthouse** looms out of the sea on small, a rocky island. Its light is extinguished and front door boarded up.
- The **water** around the lighthouse is shot through with a black, tarry sludge.
- The **ship** pulls around the island to where Argos said to dive down to the ocean floor.

DEVELOPMENT

- The ship Argos mentioned is 600 feet **underwater** below the lighthouse. PCs must be able to survive underwater to reach it.
- **Thelonius** will rent the characters clumsy magical helmets for 100 gp each that fill with breathable air but cause disadvantage on Wisdom (Perception) checks. **Annabel Lee** employs a shaman who casts *water breathing* for a 300 gp fee. **Rimsham Zurr** reveals Sixteen's trove of 12 *potions of water breathing*, which he sells for 80 gp each.
- On the way down to the ship, the PCs must pass **triton guards** who work to contain the chuuls and secure evidence for Lucien's trial.

Sidebar: Inside The Lighthouse

- This adventure takes place outside Skyhorn Lighthouse, but maps of the lighthouse and connected areas are available in the free adventure *The Secrets of Skyhorn Lighthouse*.
- For each hour the PCs spend in the lighthouse areas, 1d4 **chuuls** attack them.

TRITON GUARD SQUAD

- A squad of six **tritons** swim in the murky sea fifty feet below the ship. They're patrolling the area, attention focused downward.

DRAMATIC QUESTION

Can the characters pass the triton guards and reach the sunken ship?

TALK TO THE TRITONS

The tritons allow the characters to pass if the conflict score reaches **0**. Go to the combat section if it reaches **6**.

- The tritons begin with a conflict score of 3.
- Mentioning **Argos** reduces their score by 1 (once only). They ask about his safety.
- **Bribes** and failed Charisma (**Deception**) checks increase their conflict score by 2.
- A successful DC 16 **Charisma** skill check reduces their score by 1. A failed check increases their score by 1.
- If the PCs offer to hunt out **chuuls**, reduce the tritons' score by 1 (once only).
- If the PCs offer to help collect **evidence**, reduce the tritons' score by 1 (once only).
- Wisdom (**Insight**) DC 16 reveals one of the above details or their current conflict score.

SNEAK BY THE TRITONS

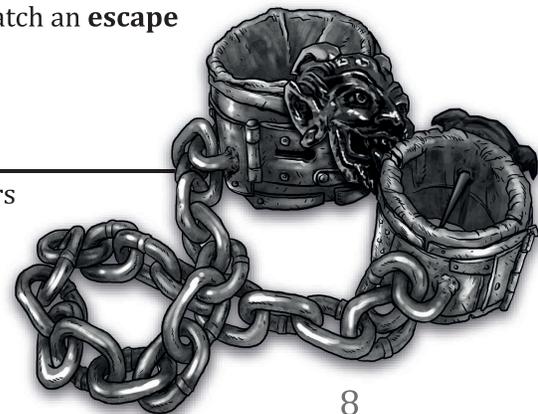
- If the characters succeed on a DC 18 group Dexterity (Stealth) check, they can pass the tritons undetected. If the guards **notice** them, go to Talk To The Tritons.

COMBAT

- The tritons are lawful good **veterans** who wield tridents instead of swords.
- They blow conchs during combat to **summon** a squad of six tritons in 1d4 rounds. There are two other squads nearby.
- The tritons do not try to **kill** the PCs unless they have no choice.
- If the tritons **capture** the PCs, they put them in manacles and under watch for a few hours while waiting for further orders. The PCs could hatch an **escape** during this time.

TRANSITION

Once the characters pass the tritons, go to *Sunken Ship*.



SUNKEN SHIP

AREA 1: WRECK OF THE ARGENT BLADE

- A sunken **ship** rests on the seafloor, its deck and starboard hull ground to splinters against the jagged coral of Skyhorn Lighthouse's island.
- Seaweed and algae cover the ship. Silver-leaf lettering reveals its **name**, *The Argent Blade*.
- The bottom of the ship's cracked hull has a wide **gap** leading inside the vessel.

DEVELOPMENT

- Characters who **inspect** the ship note that the ocean debris covering it has been placed there to make the ship appear as if it sank a long time ago. PCs who pass a DC 15 Intelligence (Investigation) check determine the ship has been underwater less than a week.
- PCs with knowledge of local sailing lore recognize the ship's name. It belongs to the tempestuous **Captain Haddad**, who recently lost his wife at sea.
- An **apparatus of Kwalish** lurks inside the ship's lower deck. If any PCs enter Area 1, two pale, glassy-eyed **humans** inside the **apparatus** open its forward window shutters and turn on its eyestalk light fixtures.
- The humans were once sailors in Captain Haddad's crew. Now, they're translucent-skinned **aboleth thralls** to the aboleth in Area 9. They've been ordered to guard the cave entrance to Area 2.

COMBAT

- The **apparatus of Kwalish** is damaged and flooded inside, having only 50 HP left.
- The **aboleth thralls** attack the characters with the **apparatus's** claws. They exit to attack if the **apparatus** becomes inoperable.

DRAMATIC QUESTION

Can the characters defeat the thralls?

Treasure

A master artificer could repair the **apparatus of Kwalish** for 3,000 gp and one month of labor. If the PCs look through the **ship**, all the supplies and valuables are gone. However, in the collapsing captain's chambers, they find a waterlogged **diary** with most of its vellum pages ripped out. There are odd geometric symbols and notes on the remaining scraps:



"..She calls to me from beyond! She's trapped in the Fiddler's Green, but I'll rescue her, bring her back... I hear her voice even now, telling me to look far beneath the lighthouse..."

"The strange genie permitted us to pass... better that he does not interfere with Dagon's will!"

"...It won't be long until Iona is finally in my arms again. The sigils are working! The barrier is almost weak enough for her to cross through. The waters turn black and foul, as she said they would..."

TRANSITION

A hole in *The Argent Blade's* shattered hull reveals a tunnel leading into the base of the island. If the PCs follow it, go to *Coral Caves*.

CORAL CAVES

Sidebar: Inside the Caves

- The coral walls are jagged and 15 feet high.
- Bioluminescent algae in the walls provides **dim light** at all times.
- Tarry **filth** chokes the water. Constitution saves vs. poison have disadvantage.
- Combat and movement use the **underwater** rules. **Suffocation** rules might also apply.

AREA 2: BRANCHING PATH

- Two wide **tunnels** lead to the east and west. Distant voices echo from the eastern path.



AREA 3: REFUSE ROOM

- A rank, undulating grove of **kelp** sprouts from the floor and reaches to the ceiling in the northern tunnel.
- Heaps of **refuse** fill the floor. Three dead sailors with translucent skin lie in the muck. Miniature, blind crabs scuttle over the piles.

DEVELOPMENT

- The **kelp** limits visibility to 5 feet. Creatures who touch it must make a DC 18 Constitution saving throw every round of contact. On a failure, all of their magic items and any spells affecting them are suppressed for 1d20 minutes (this is a non-cumulative effect).
- A merfolk named **Silvara** sneaked into the caves looking for treasure. She's hiding in the refuse. PCs can find her with a successful DC 18 Wisdom (Perception) check.
- If the PCs are **hostile** toward Silvara, she flees at her first opportunity. If they **help** her sneak out, she warns them about the anti-magic kelp and the black cloud in Area 5.
- Characters who inspect the **dead sailors** and pass a DC 20 Wisdom (Medicine) check determine they died from psychic attacks. They have no valuable possessions.

Silvara, N merfolk **scout**

"No chance o' pearls or gold was worth coming to these blighted waters."

- **Appearance.** Fishbone crossbow. Arm tattoo of an orca, her totem animal.
- **Does.** Echolocates with tongue clicks (she has 10 ft. blindsight when she does so).
- **Secret.** Is dodging a deep gambling debt owed to Captain Annabel Lee.

TRANSITION

The characters can go to Area 1 in *Sunken Ship* or head north to Area 4 in *The Thralls*.

THE THRALLS

AREA 4: STORAGE AREA

- Five shambling, ragged **sailors** with translucent skin stack barrels and boxes around the room.

DEVELOPMENT

- The five **aboeth thralls** sort supplies taken off *The Argent Blade*. They are single-minded about their task and have disadvantage on Wisdom (Perception) checks.
- If they detect intruders, they groggily draw their weapons and attack.
- The sealed **barrels** contain rations, fresh drinking water, and rum. The boxes have mundane sailing equipment and waterlogged personal trinkets belonging to the sailors.
- If **Haddad** in Area 5 hears combat in this area, the thrall he is turning into a chuul has only one round left before it transforms when the PCs arrive.

Treasure

A tattered set of playing cards inside one of the boxes is actually a *deck of many things*. It has 13 remaining cards.

DRAMATIC QUESTION

Can the group get past the thralls?

COMBAT

- A combatant can tip stacks of boxes and barrels over with a successful DC 15 Strength check. Anyone caught in the path must pass a DC 15 Dexterity saving throw or take 7 (2d6) bludgeoning damage (half on a success) and fall prone.

TRANSITION

The PCs can move to Area 5 in *Black Waters* or to Areas 2 or 3 in *Coral Caves*.



BLACK WATERS

AREA 5: THE CHUUL POOL

- A grey-bearded, hunched **sailor** in a stained oilskin jacket faces a writhing **cloud** of black muck that fills the back half of the cavern.
- Next to the sailor, an insectile **monstrosity** stands with its claws thrust into the muck. Something struggles in its grasp.
- Oily, rotting **kelp** fronds wave in the currents on the west side of the cave.
- A **tunnel** in the ceiling leads up.

DEVELOPMENT

- The **pool** is a concentration of the corruption caused by the aboleth. Humanoids submerged in it must pass a DC 16 Charisma saving throw each round or take 11 (2d10) psychic damage (half on a success). Humanoids who remain submerged for three unbroken rounds and survive turn into **chuuls** loyal to the aboleth. A *remove curse* spell can restore them to their original form.
- The sailor, **Captain Haddad**, is enslaved by the aboleth and believes the aboleth is his wife Iona returned from the dead.
- The chuul next to Haddad holds a grappled **aboleth thrall** inside the pool. The thrall turns into a chuul in three rounds.
- A second **chuul** hides in the kelp.
- The **kelp** functions as in [Area 3](#).



DRAMATIC QUESTION

Can the characters defeat Captain Haddad?

Captain Haddad, NE human

"I stole her back from death itself!"

- *Appearance.* Old oilskin jacket. Grey beard and hunched shoulders. The mark of Dagon on his forehead.
- *Does.* Refers to the chuuls as "his children."
- *Secret.* Swore patronage to the dark god Dagon when he lost his wife at sea.

COMBAT

- The **hiding chuul** springs from the kelp and tries to grapple a PC radiating magic. It drags any grappled PCs into the kelp.
- If the other chuul loses its hold on the aboleth thrall, it attempts to **grapple** a PC to hold in the black cloud for three rounds.
- Only the aboleth's death can break **Captain Haddad's** enslavement to it. He stays at range and fights from behind the chuuls. If a character says the name "Iona" to him, he must pass a DC 18 Charisma saving throw or lose 1d4 rounds of actions (once only).

WHAT CAPTAIN HADDAD KNOWS

If the PCs capture Haddad, he remains hostile but shares the following with them:

- His wife will destroy them. She can't be stopped. She controls the Wellspring now.
- His wife made him sink their **ship** here to hide the cave entrance.
- The **lighthouse keeper**? He's a fool. He doesn't know about this place. His little magic bowl is just another window for the children to crawl through, now.

TRANSITION

PCs can return to Areas 3 or 4, or they can follow the tunnel to Area 6 in *Halls of the Marid*. The tunnel is lined with white marble.

HALLS OF THE MARID

Sidebar: Inside the Halls

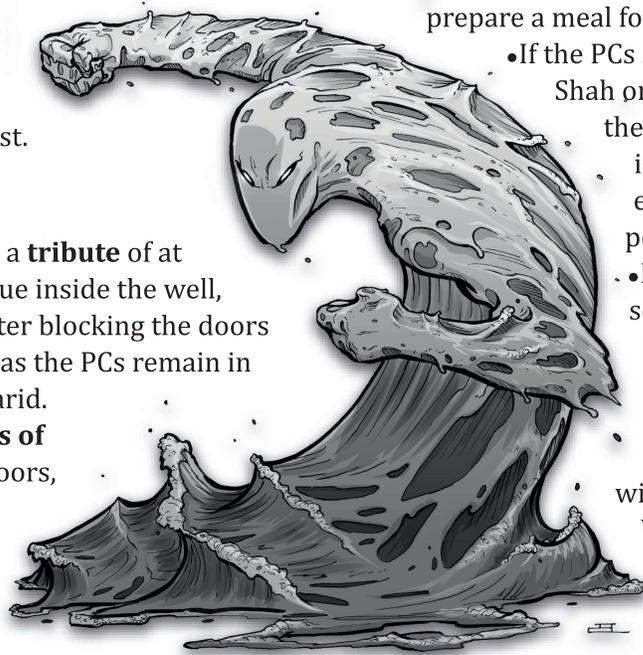
- The **walls** are white marble inlaid with shimmering mother of pearl designs.
- Ceilings are 30 feet high.
- Shoals of multicolored, glowing **minnows** provide dim light. The minnows cannot attack and each have 10 AC and 1 HP.
- Tarry **filth** chokes the water. Constitution saves vs. poison have disadvantage.
- Combat and movement use the **underwater** rules. **Suffocation** rules might also apply.

AREA 6: TRIBUTE WELL

- An ornately carved **well** sits at the back of this white marble room. It is filled to the brim with platinum coins, gems, and jewelry.
- An **inscription** on the well reads, "Pay tribute to your master, Shah Javad Khorasani, Eye of the Tempest and Lord of the Thousand and One Bright Pearls."
- Two curtains of roiling **water** block two passages leading to the east and west.

DEVELOPMENT

- If characters leave a **tribute** of at least 500 gp in value inside the well, the curtains of water blocking the doors recede for as long as the PCs remain in the Halls of the Marid.
- While the **curtains of water** block the doors, any creature that touches them must pass a DC 16 Strength saving throw or be pulled inside and grappled (escape DC 16). Until the grapple ends, the creature is restrained and takes 11 (2d10)



- bludgeoning damage each round. A creature within 5 feet of the curtain can pull a target out with a successful DC 16 Strength check.
- PCs who take any of the 5,000 gp of valuables in the well cause a **corrupted water elemental** whirling with coins to rise out of it. It attacks for three rounds or until the item is returned. Then, it sinks back into the well.

DRAMATIC QUESTION

Can the PCs get past the curtains of water?

AREA 7: SERVANTS' HALL

- Jars and kitchen implements line the walls.
- Three **humanoids** in hoods bustle around the chamber. They wear white tabards emblazoned with the Skyhorn family symbol, a blue seashell. One of them is searing a pair of large lobster tails on a red-hot rock.

DEVELOPMENT

- The **humanoids** are permanent **unseen servant** spells. They can't speak and have no faces. They shoo meddlers aside as they prepare a meal for Emir Farzad.
 - If the PCs say they are **guests** of the Shah or Emir, the servants cook them a gourmet seafood meal in 2d10 minutes that heals each of them 8d4 + 8 hit points (once per day).
- If the PCs **attack** the servants, they disincorporate in a puff of bubbles and reform after 1d4 hours.
 - PCs can find a **secret door** on the eastern wall with a successful DC 20 Wisdom (Perception) check. It leads to Area 8.

TRANSITION

If the characters go to Area 8, go to *The Emir's Chambers*. If they return to the caves below, go to *Black Waters*.

THE EMIR'S CHAMBERS

AREA 8: LOCATION

- The water in this ornate chamber is free of the tarry filth found everywhere else.
- Giant-sized bookshelves, a desk, and a plush **bed** with a gauzy canopy fill the space.
- There is a **door** on the northern wall.
- A sonorous **voice** inside the bed canopy says to leave the lobster on the desk and begone.

DEVELOPMENT

- The voice belongs to **Emir Farzad the Most Pearlescent and Opulent**, a marid of no importance who is serving a 100-year stint in isolation here as punishment for granting a *wish* to a mortal.
- Emir Farzad is irritated at the presence of the thralls and Captain Haddad, but thinks stopping them would be even more annoying. He gladly “chit-chats” with the PCs.
- Two **secret doors** built into the bookshelves can be discovered with successful DC 20 Wisdom (Perception) checks. The southern door hides a chamber with 100 platinum coins and Farzad’s pet starfish grove inside it.

Emir Farzad, CN marid

“Oh! Those annoying, slimy sailors. I loathe letting them float through here.”

- *Appearance.* Silk pantaloons with a wave pattern. A luxurious vest woven with pearls, sapphires, and gold thread.
- *Does.* Says that everything is either boring, annoying, or both.
- *Secret.* Is nurturing his prized starfish in a secret chamber and has named each one.

DRAMATIC QUESTION

Can the group get any useful information out of Emir Farzad?

COMBAT

- If the characters **attack** Farzad, he uses *plane shift* to escape to the Elemental Plane of Water. Failing that, he retreats to Area 6 and awakens the *corrupted water elemental*, which obeys his commands.

TALKING WITH EMIR FARZAD

Farzad tells the PCs what he knows if the conflict score reaches 0. He refuses to cooperate with them if the score reaches 6.

- Farzad begins with a conflict score of 3.
- Giving him or his starfish an **over-the-top compliment** reduces his score by 1.
- Giving him or his starfish a **boring compliment** increases his score by 1.
- Expediting his **lobster tail** delivery from Area 7 reduces his score by 1.
- Asking him to help **cleanse** this place annoys him and increases his score by 1.
- **Threatening or intimidating** him or his starfish increases his score by 1.
- Wisdom (**Insight**) DC 18 reveals one of the above details or his current conflict score.

WHAT EMIR FARZAD KNOWS

- The Emir is a member of the **court** of Shah Javad Khorasani, a marid lord. Shah Javad created this place long ago for his daughter, a water genasi, to ensure her dominance over the sea. She married the first Skyhorn.
- The **Wellspring** is a source of magical power. It fuels the *bowl of commanding water elementals* inside Skyhorn Lighthouse.
- Captain Haddad summoned a fishlike **abomination** into the Wellspring. The creature makes mindless servants out of humans and calls chuuls to its side.
- The abomination is fearful of **silver**.

TRANSITION

If the PCs go through the unlocked door to the north, go to *The Wellspring*. If they return to Area 6, go to *Halls of the Marid*.

THE WELLSPRING

AREA 9: THE WELLSPRING

- A narrow chamber opens into a wide **hall**. A mural of a vibrant coral reef fills the ceiling. Statues of regal mermaids and sea nymphs holding tridents line room.
- The water is streaked with muck. Fronds of rotting **kelp** sway in the currents.
- A concentrated whirlpool of filth spins slowly at the rear of the chamber. Within it, a slimy, tentacled **fish-beast** with red eyes floats.
- Four translucent **thralls** standing before the whirlpool turn at the same time to face you.

DEVELOPMENT

- The fish-beast inside the Wellspring is an **illusory aboleth** the aboleth has made using its regional effect. The real aboleth hides inside the kelp to the east of the Wellspring. As long as the aboleth concentrates, the illusion persists. The aboleth can cast spells and use lair actions from the position of the illusion. The illusion (AC 17) disappears if it takes damage. Characters who inspect the illusion and pass a DC 14 Wisdom saving throw discern its true nature.
- The aboleth telepathically connects with the characters to learn their **greatest desires**. It promises those things (and might even be able to grant them, if it benefits the aboleth) in exchange for their cooperation.
- The **kelp** functions as in [Area 3](#).

DRAMATIC QUESTION

Can the group defeat the aboleth?

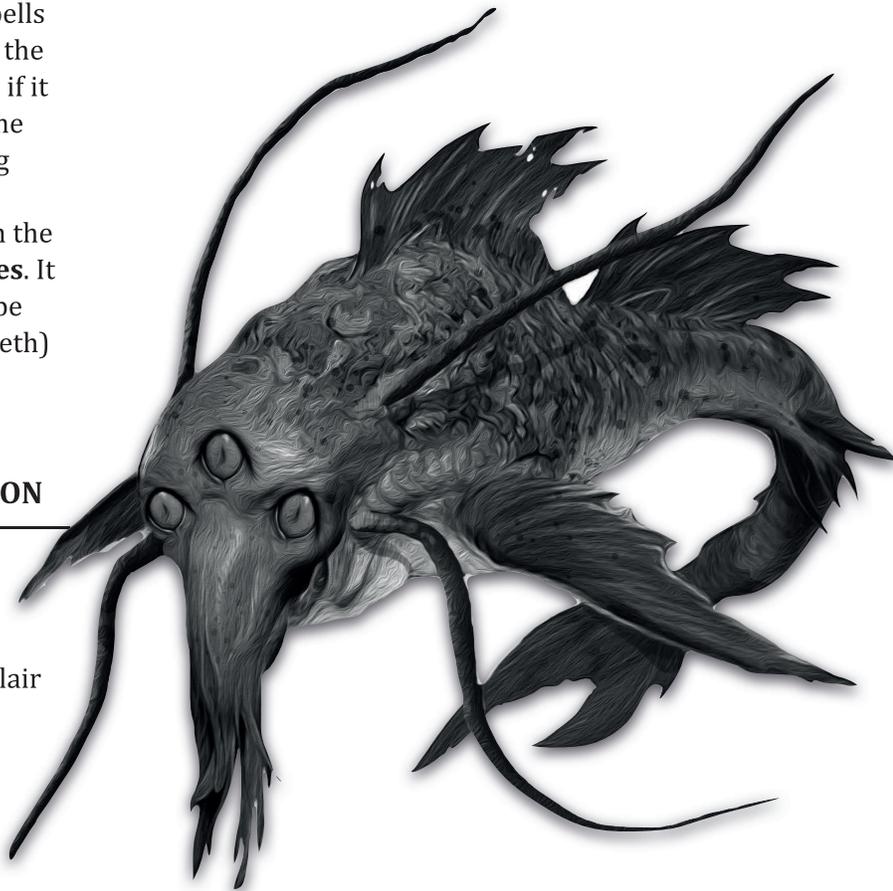
COMBAT

- The aboleth first uses its **Rage Conduit** lair action from the position of the illusory aboleth. Then, it tries to **Enslave** a PC granting magical buffs, water-breathing, or swim speeds to allies. It commands that PC to end the effects.

- The aboleth uses its 40-foot swim speed to move out of the reach of melee combatants. It employs its thralls as a physical buffer while using its 10-foot reach to attack past them.
- The aboleth uses its **Psychic Drain** legendary action on thralls or enslaved PCs when its own hit points are below half their total.
- The four **aboleth thralls** try to swarm enemy spellcasters or block melee combatants from reaching their master. They attempt to grapple and drag characters into the **kelp** to suppress potent magical effects.
- The aboleth has a stronger ability to enslave thralls at a price; the touch of **silver** breaks the bonds. Each time the aboleth is damaged by silver, it must end its enslavement of one creature within 90 feet of it.

TRANSITION

Once the battle against the aboleth is decided, go to *Aftermath*.



AFTERMATH

THE ABOLETH WINS?

- If the aboleth defeats the group, it keep the characters alive in order to **enslave** them.
- The aboleth continues to summon forth and create new chuuls, terrorizing an ever-growing area around Skyhorn Lighthouse.
- One of the PCs becomes the aboleth's new **favoured servant** in place of Captain Haddad.

THE ABOLETH LOSES?

- If the aboleth dies on the Material Plane, its life force returns to a cold, lightless trench deep inside the Elemental Plane of Water. It reforms over a century, brooding about how to take vengeance.
- The **Wellspring** and the *bowl of commanding water elementals* flicker and eject all the black muck inside them, returning to normal. Chuuls and other abominations can no longer pass through them.
- Any corrupted water elementals and the fouled water in the area around the lighthouse return to their original states.
- Any surviving **thralls** or enslaved creatures are freed and regain their senses (although not necessarily their morals).

THE TRIAL

- If the group brings **evidence** of the true cause of the chuul infestation to the tritons, Lucien is exonerated. If the group is unable to bring evidence, the tritons **convict** Lucien of negligent and abusive use of magic and sentence him to 20 years of imprisonment.
- Lucien truthfully claims that he didn't know about the Wellspring beneath the lighthouse. He is **distressed** to learn of the Skyhorn family's ancient connection to marids and their dangerous magics.

REWARDS

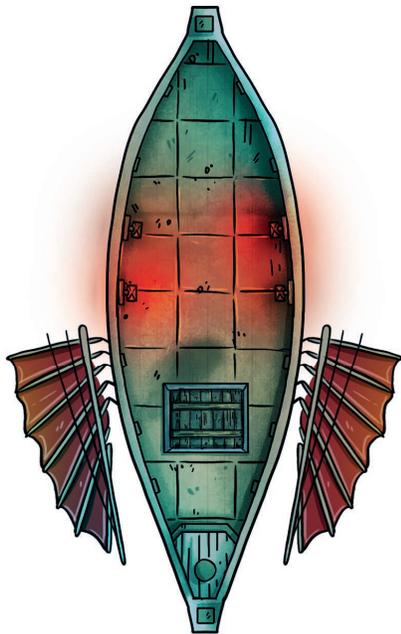
- If the group shows the tritons evidence of **destroying** any chuuls, they give the PCs 10 platinum coins per defeated abomination.
- If Argos is alive, he tells the triton synod how the characters helped him. The synod awards the group a *trident of fish command* in gratitude for saving one of their own.
- If the characters successfully exonerate Lucien, the tritons grant them each the title of **Inquisitor Captain**, along with a silver trident brooch. The PCs have **advantage** on all Charisma-based ability checks to influence tritons when displaying the badge and while in good standing with the triton community.

FUTURE ADVENTURE HOOKS

- If the PCs were not able to successfully exonerate Lucien but are convinced of his innocence, they could try to break him out of the carefully guarded triton **prison**.
- Lucien asks the characters to help him **destroy** the *bowl of commanding water elementals* and the Wellspring below the lighthouse. They have proven to be too dangerous and uncontrollable. In order to do so, the PCs will need to convince the unpredictable marid lord, Shah Javad Khorasani, to seal the Wellspring off forever.
- Many **chuuls** escaped into the Material Plane while the aboleth had control of the Wellspring. The tritons need help hunting down and destroying particularly nasty specimens.
- **Emir Farzad** asks the characters to help him curry favor with Shah Javad Khorasani so he can return to the court of the marids sooner.

APPENDIX A: MAPS

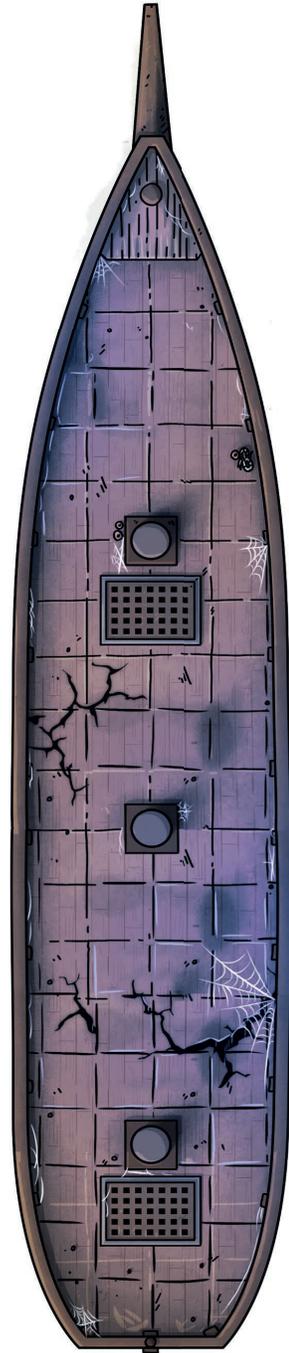
THE SHIPS



SEA STINGER



QUEEN OF THE
BLACK COAST

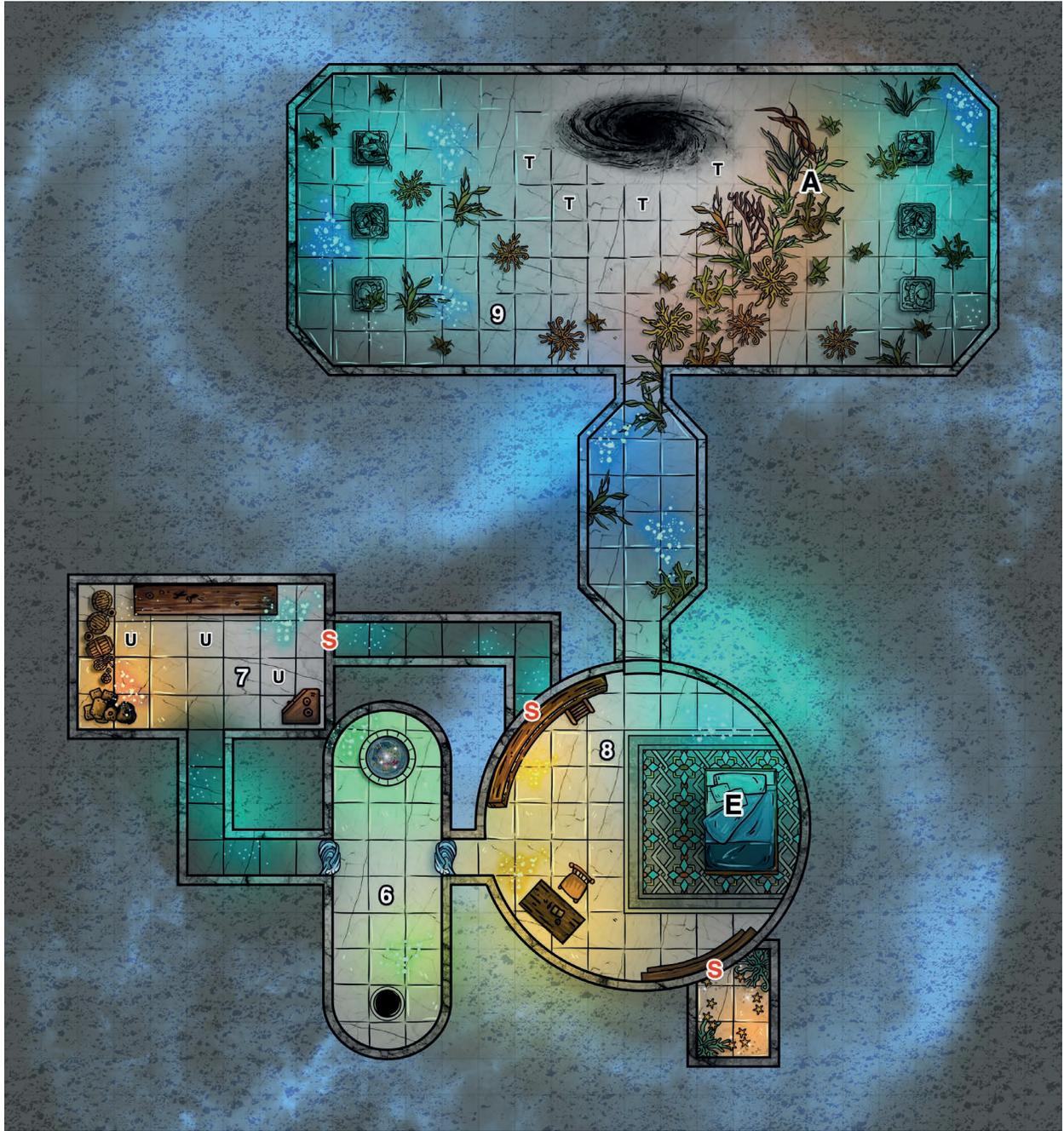


STALAGMITE

THE CORAL CAVES



HALLS OF THE MARID



APPENDIX B: NEW MONSTERS

Corrupted Water Elemental

A churning wave of dark seawater and black sludge rears above you. It crashes down with a deafening, primal roar, and the world goes black.

Toxic. A water elemental that has been polluted and twisted by the presence of a foul abomination becomes a wave of poisonous sludge. No longer a neutral force of nature, it turns malicious, tainted by the greed and rage.

CORRUPTED WATER ELEMENTAL

Large elemental, neutral evil

Armor Class 17 (natural armor)

Hit Points 190 (20d10 + 80)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

20 (+5)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)
---------	---------	---------	--------	---------	--------

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 11 (7,200 XP)

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

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

ACTIONS

Multiattack. The elemental makes three slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage and 3 (1d6) poison damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 17 Strength saving throw. On a failure, a target takes 14 (2d8 + 5) bludgeoning damage and 3 (1d6) poison damage. If it is Large or smaller, it is also grappled (escape DC 17). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. On a success, the target is pushed out of the elemental's space. The elemental can grapple one

Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 14 (2d8 + 5) bludgeoning damage and 3 (1d6) poison damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 17 Strength and succeeding.

Aboleth Thrall

A slack-jawed humanoid lopes toward you. Blue veins twist beneath its translucent skin, and ragged gills flap along its neck. It slashes at you with its blackened claws and jagged cutlass.

Enslaved. Aboleth thralls have spent too long in the presence of a particularly vile aboleth. They've given up struggling for their freedom and have embraced a cold hatred that cements their bond with the abomination who created them.

ABOLETH THRALL

Medium humanoid (any race), chaotic evil

Armor Class 13 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

16 (+3)	12 (+1)	16 (+3)	9 (-1)	10 (+0)	7 (-2)
---------	---------	---------	--------	---------	--------

Damage Immunities acid, poison

Senses darkvision 60 ft., passive Perception 10

Languages Any one language (usually Common)

Challenge 3 (700 XP)

Water Breathing. The aboleth thrall can breathe only underwater.

Corruption. The aboleth thrall can take reactions while under the effects of an aboleth's Enslave ability. It may not make a Wisdom saving throw to end the effects of an aboleth's Enslave ability when it takes damage.

ACTIONS

Multiattack. The aboleth thrall makes two attacks: one with its claws and one with its cutlass.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage and 3 (1d6) poison damage. The target must succeed on a DC 13 Constitution save or be poisoned for 1 minute.

Cutlass. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage and 3 (1d6) poison damage.

Captain Haddad

A grizzled sailor in a tattered, oilskin coat stares at you with the piercing confidence of the mad. He lifts his hand, and the symbol of Dagon on his forehead flares with a sickening light.

Dagon's Faithful. Captain Haddad swore a vengeful oath to Dagon the Deep One after the benevolent gods of the ocean ignored his pleas to spare his wife during a violent storm at sea. He spiraled into madness, becoming an ally of the vile abominations who lurk in dark places and watch humanity with hateful, opaque eyes.

CAPTAIN HADDAD

Medium humanoid (human), neutral evil

Armor Class 12

Hit Points 88 (16d8 + 16)

Speed 30 ft., swim 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

10 (+0) 14 (+2) 12 (+1) 14 (+2) 12 (+1) 18 (+4)

Skills Arcana +4

Damage Immunities acid, poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Deep Speech

Challenge 4 (1,100 XP)

Amphibious. Captain Haddad can breathe air and water.

Corruption. Captain Haddad can take reactions while under the effects of an aboleth's Enslave ability. He may not make a Wisdom saving throw to end the effects of an aboleth's Enslave ability when he takes damage.

Innate Spellcasting. Captain Haddad's innate spellcasting ability is Charisma. He can innately cast the following spells as a 5th-level caster (spell save DC 14, +6 to hit with spell attacks), requiring no material components:

At will: *arms of hadar*, *eldritch blast*, *hellish rebuke* (deals acid damage instead of fire damage), *mage hand*, *shield*

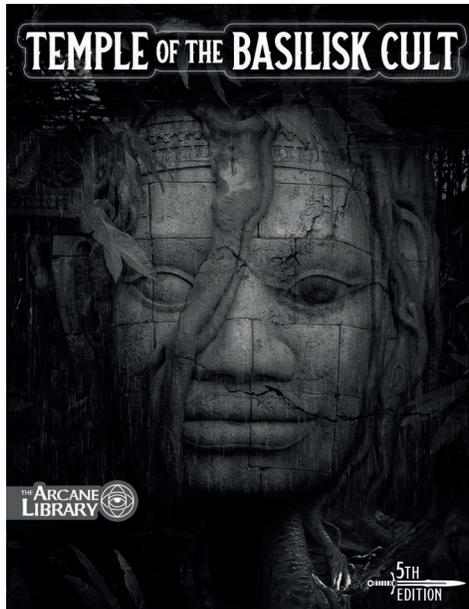
1/day each: *crown of madness*, *hunger of hadar*

ACTIONS

Cutlass. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage and 3 (1d6) poison damage.

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This adventure is dedicated to my nephews. We're so lucky to have you in our lives, boys!

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