



**THE LONELY SCROLL
ADVENTURE CONTEST**

SALTMARSH



**A collection of single-page adventures for
the world's greatest roleplaying game**

CURATED BY M.T. BLACK

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INTRODUCTION

Many people express a desire to write and publish adventures for DUNGEONS & DRAGONS, but only a few take the next step and put pen to paper. And of those who start, only a very few make it all the way to publication.

I'm not surprised. Writing an adventure is a huge undertaking, and self-publishing can be exhausting. I've now written and published a couple of dozen adventures, and I still feel apprehensive every time I start a new one.

A few months ago, I suggested on twitter that someone should run a one-page adventure competition focused on the DM's Guild. There are several such competitions running in other parts of the RPG industry presently. For newcomers, they provide an easy on-ramp to adventure design. More seasoned designers also enter these competitions, sometimes to publish an idea that they don't have time to fully develop, and other times simply for the fun of it.

People responded very warmly to my tweet about this proposed contest, and I received more than a few tweets asking when I would be accepting entries! Now, my original intention was for *someone else* to run the competition, but it became increasingly clear that this little baby was sitting on my doorstep. So be it!

I had the following goals for this contest:

1. To encourage people to create DUNGEONS & DRAGONS adventure content.
2. To explore ways in which adventure content can be presented concisely.
3. To provide an interesting collection of mini adventures.

As already mentioned, the first goal was key to the whole undertaking. Judged from that perspective, the project has been a resounding success. Many of the

entrants are first-time creators, and I'm confident this experience will help them out tremendously. And the positive feedback I've received from the entrants has been really gratifying. People have really enjoyed being part of this and are grateful for a little opportunity to express themselves in this way.

All entrants to this competition retain control of their intellectual property—it was important to me from the outset that I ensure this. I fully expect that some of the entrants will take their one-page adventures and develop them into something larger that can be sold as a stand-alone product. That would be a great outcome!

My second goal was to explore ways in which adventures can be presented concisely. With regards to size, the current standard practice in Adventurers League is about 2,500 written words for every hour of play. Following that pattern, D&D adventures are always going to be difficult to write and uneconomic in 99% of cases. It is also a lot of material for the time-strapped Dungeon Master to consume.

One-page adventures help challenge this status quo, and it's a discussion we need to have. I think you'll find some of the creators within have been very clever in using the available space.

My final goal was to provide the playing community with an interesting collection of adventures, and we have certainly succeeded there. I'm confident you will find within more than a few scenarios that you can use in your own games.

I want to thank everyone who has encouraged me on this journey. There have been a couple of critics, but the great majority of people have been very positive. And I want to thank the 50 or so people who entered the competition—thank you for coming on this journey with me and I look forward to seeing more of your work!

M. J. Black

JUDGE'S DECISION

THE JUDGING WAS PERFORMED BY BEST-SELLING ADVENTURE WRITER, TONY PETRECCA.

Judging this competition was a true privilege. It was a delight reading so many excellent solutions to the challenging one-page dungeon format. Forty-seven entrants utilized attractive layouts, concise and efficient language, great writing, and impressive maps to create exciting, intriguing, suspenseful and evocative single page adventures, and it was up to me to pick four category winners and an overall winner. Yes, it was as fun—and challenging—as it sounds.

The adventures were not submitted to a category upon entry, so I gave each submission a thorough read, and chose nominees for each category myself. I then gave further review to each nominee to choose each category winner.

As for the overall winner, to be frank I suspected that I had my overall winner chosen on first read through, and subsequent studies of all the nominees confirmed my suspicions. It was my privilege to read several dozen outstanding submissions, but one truly floated to the top. I'd reveal it now but that's not how this sort of thing works... If you want spoilers, skip to the end. If not, here were the nominees, my thoughts, and the winners of each category:

BEST DUNGEON ADVENTURE

- *A Silver Dark* by D Taylor
- *Golbuldoolpulg* by Jay Africa
- ***Like a Fish Out of Water* by Chris Cascioli**

A very tough call. *A Silver Dark* has an excellent layout, and *Golbuldoolpulg*'s amphibious environment is superb, but clever overall dungeon design propels *Like a Fish Out of Water* to the top of the category. Well-written with a classic hook, *Like a Fish Out of Water*'s multi room crystal puzzle and blue dragon sandbox grant it advantage. Besides, who doesn't like a kobold infested dungeon with a dragon at the end?

BEST WILDERNESS ADVENTURE

- *A Mariner's Island* by Bob the DM
- ***Eye of the Storm* by Justice Arman**
- *Ice in the Veins* by Clayton Notestine

A Mariner's Island features densely packed, suspenseful survival horror, while *Ice in the Veins* provides frigidly atmospheric paranoia undoubtedly inspired by *The Thing*, but it's *Eye of the Storm* that earns the central spot on the podium. An intriguing setup involving a mourning giant, a colorful NPC rival, a puzzling pufferfish and attractive hand drawn map make for *Eye of the Storm* the category winner.

BEST URBAN ADVENTURE

- *Doll's Eyes* by M.S. Murtagh
- *Massacre in the Mist* by S.T. Mannell
- ***Quite the Pickle* by Trevor Salla**

A very tough decision. *Doll's Eyes*' Jaws inspired set up and NPCs are a treat, and *Massacre in the Mist*'s excellent NPCs and plot make for an outstanding horror mystery, but *Quite the Pickle* gets the win. Featuring efficiently described NPCs that should be a cinch to run, *Quite the Pickle*'s entertaining setting, humorous mimic, mini game of darts, drowning victim to rescue, fun crew of pirates, and unique monsters set it apart for the win.

BEST NAUTICAL ADVENTURE

- ***Esmeralda's Floating Circus* by Chris Valentine**
- *Fire on the Water* by Darion Smith
- *Plight of the Navigator* by Richard Malena-Webber

The charm of *Plight of the Navigator*'s hand drawn layout can't be denied, and *Fire on the Water* supplies a suspenseful series of nautical rescues, but *Esmeralda's Floating Circus* wins the day. With its cleverly themed and easily navigated layout, concise informative writing, and interesting and amusing NPCs *Esmeralda's Floating Circus* gives DMs everything they need to run an entertaining murder mystery.

BEST OVERALL ADVENTURE

All of the above-mentioned adventures are excellent contenders for the crown, and they're certainly all worthy of a run at your table, but the Best Overall Adventure hasn't been mentioned yet.

While it's impossible to ignore the impressive professional production values and gorgeously charming map, they're not what make *The Dreams of Prince Papo* the best overall. Simply put, Prince Papo is a brilliant NPC. I love everything about him. Utterly delightful, you cannot help but want to join him on his quest. And what a quest!

Six beguiling settings reward exploration with charming role-play opportunities, while a challenging fight awaits PCs when the Scary Blue Monster on the Red Claw appear. And the quest's payoff is downright emotional. Featuring charm and wit, a beautiful map, attractive layout, an amazing NPC, the clever astral sleep sack, and a tearjerker ending, *The Dreams of Prince Papo* is an absolute treat. This Astral adventure tugs at the heart's Silver Cord.

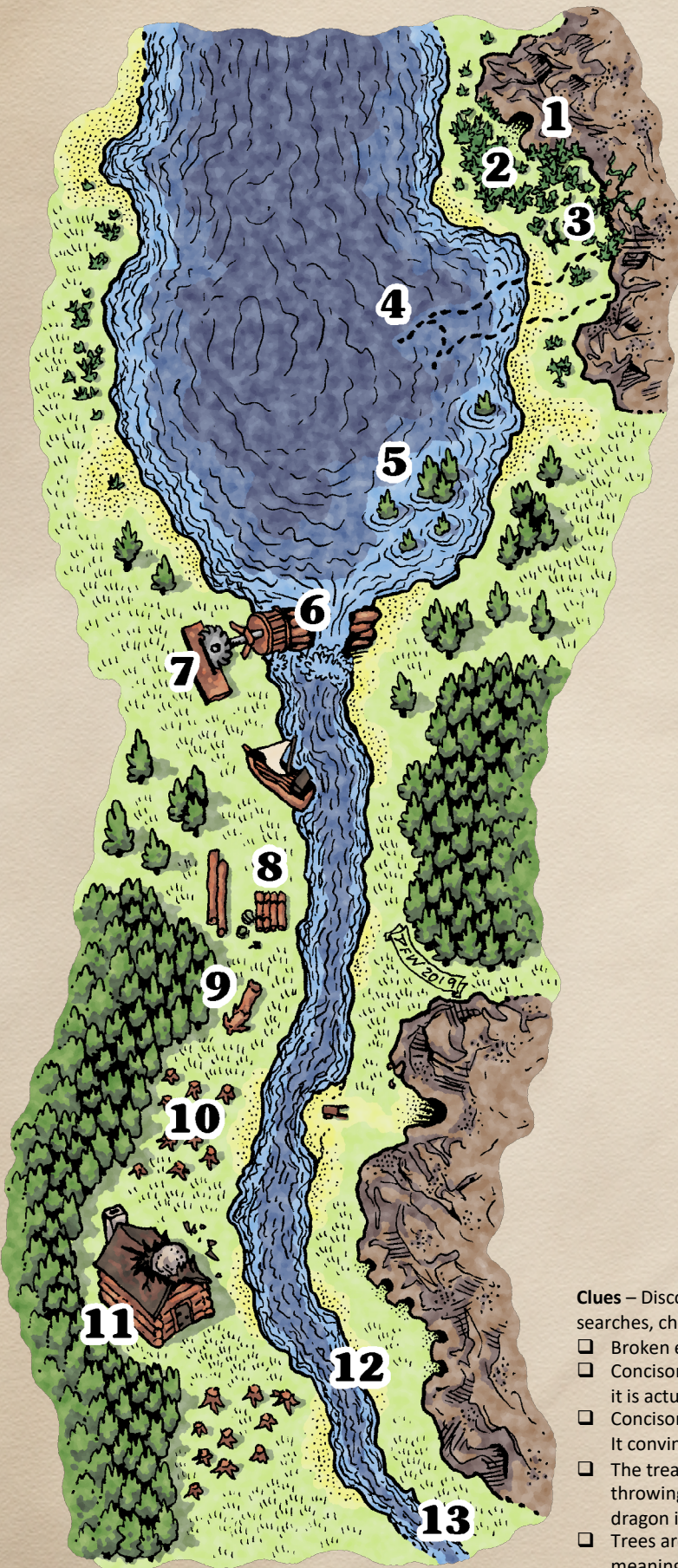
***The Dreams of Prince Papo* by Anthony Joyce is the overall winner of the Lonely Scroll Adventure Contest.**

At Loggerheads

by J. Alan Henning, @jalahenning

Map by Daniel F. Walthall. Used under license.

A Saltmarsh merchant says his woodcutter partner, Concisor Maplesky, hasn't been heard from in a month. The merchant needs the party to find out what happened to the woodcutter and to ship two masts down Kingfisher River. He'll pay 100 gp per player. He provides a boat to go upstream and a map showing which tributaries to traverse to reach the logging camp at Flicker Creek.



1. Narrow (5-foot wide) cavern into a dragon's lair. The dragon Psorsum (roleplay like Fagin from *Oliver Twist*) will focus attacks on elves; will retreat or parley if seriously wounded; will negotiate for help with the mine. Add a **kobold** for each player. Psorsum is a **green dragon** whose maturity and treasure depend on the average player level... 1-4: wyrmling; 5-6: young; 7-13: adult; 14+: ancient. Its hoard contains a *doss lute*, a panpipe that will play any bird's song, an emerald *elemental gem*, and possibly emeralds (1,000 gp apiece; level 1-5: 0; 6-7: 1; 8: 2; 9: 4; 10: 5; 11: 7; 12: 9; 13+: as many as average player level).
2. A maze of thickets guards the main cave entrance into a wooded hill and takes 3 rounds to cross: each round, must succeed at a DC 18 Dexterity saving throw to halve d12 piercing damage.
3. Camouflaged **vine blights**: 1 per player or average player level, whichever is lower.
4. An alternate cave entrance, submerged in the lake, visible on a passive Perception check of 18.
5. Drowned trees standing in the newest part of the lake.
6. A porous log dam with water flowing through the top and over it, but it channels water for the sawmill. DC 25 Dexterity to cross; DC 20 Strength to break the dam, which will stop the sawmill and drain the lake so the top of the cave entrance is visible - and swimmable.
7. A crude sawmill, consisting of a water wheel with a spinning blade on the other end of the axle. Win a Strength contest to push an opponent into the blade and inflict d10+10 piercing damage.
8. (*Left of river*) A bundle of logs along the shore being prepped into a raft. Two long logs are separate and suitable for masts. A sailboat is pulled ashore. (*Right of river*) Marsh with some trees.
9. (*Left of river*) A log that has been painstakingly carved into a masthead with a loggerhead turtle. (*Right of river*) Forest. Thistlebaum (roleplay like Peter Rabbit with a deep voice) is a **treant** corrupted by the dragon, but persuadable if the party promises to remove the woodcutters and destroy the dam.
10. (*Left of river*) A clearing (stumps). (*Right of river*) Tallest part of the hill, with a new mineshaft that only goes 10 feet in. See a woodcutter dumping dirt from a wheelbarrow into the stream. Concisor Maplesky (5 foot tall human, roleplay like he is Davy Crockett) and 2 woodcutters (treat each as a **bandit** with an axe) are convinced they can mine the hill for emeralds and that this will be more lucrative than lumber. Will sell the masts for 100 gp each and for any mining tools; will sell sailboat for 900 gp.
11. (*Left of river*) A large log cabin that has been partially collapsed by a boulder, still in the roof. (*Right of river*) Even more burrows; rocks will fly from holes (thrown by unseen **kobolds**) and sink the boat if navigator fails a DC 19 Dexterity saving throw.
12. (*Left of river*) Stumps. (*Right of river*) Hilly embankment, with a few holes for large burrows. Small and medium humanoids can crawl into them but must succeed at a DC 15 Constitution saving throw to halve d6 poison damage from an awful, all-encompassing smell. A giant, rotten egg is rigged to break over invaders, covering them in slime, halving movement speed, and doing a further d6 poison damage.
13. The tributary narrows and the area is shrouded in fog.

Clues – Discoverable through negotiation, searches, checks, or other creative means.

- Broken egg was an unfertilized dragon egg.
- Concisor thinks he found a large emerald but it is actually a tavorite.
- Concisor believes the dragon will serve him. It convinced him to mine for emeralds.
- The treant had attacked the woodcutters, throwing the boulder onto the cabin, but the dragon intervened and ended the fight.
- Trees are marked with an elvish rune meaning "FLEE".

As appropriate, foreshadow the dragon:

- No signs of boars or deer.
- The gnawed bones of a dead elf.
- In the brush, the glimpse of the face of a humanoid lizard.
- A shadow passes overhead.
- PC chokes in the fog, which is suddenly acrid.

Chalithra's Ashes

by Brian Durcan

Background

An ancient seafaring race, long since gone from Faerûn, relied on magical beacons for navigation. Mariners now know the ruined remains of these structures as **wayguards**. Many ships have some spinner of yarns aboard who claims to sense the guiding impulses of the wayguards, but in truth the magic of the time-worn network has faded.

In the past few months sailors passing Chalithra's Ashes have taken ill. Even at a day's travel from the islands some sailors experience powerful headaches which only abate when they change course.

The merchants' guild, ever concerned with the wellbeing of innocent seafarers (and incidentally with the profits that come with goods getting to their destinations on time) have tasked a wayguard scholar with traveling to Chalithra's Ashes and putting an end to the problem. She begins her mission in Saltmarsh, hiring a party to accompany her.

NPCs

Erin Thornfold: A halfling scholar, she is the foremost authority on the ancient wayguard network. More accustomed to dusty libraries than the high seas, she is apprehensive about her task. That said, she has read the memoirs of dozens of great adventurers and would secretly love to dispatch a few unsavoury creatures.

Captain Himo Ventiss: The elven captain of Kythorn Sigh is a pillar of honor in a profession full (to his mind anyway) of scoundrels. He is a devoted husband and father but when at sea he would not hesitate to lay down his life for his crew's welfare. When the party encounter Captain Ventiss, he is in a blind rage and cannot be reasoned with.

Locations

Chalithra's Ashes: The smallest of these islands are rocks, barely breaking the surface. They increase in size as one approaches the largest island, a steep horseshoe surrounding a sheltered cove. The water in the cove is warmer than the surrounding sea, and wisps of sulphurous gas bubble up through it. A successful DC 12 Intelligence (Nature) check reveals that the islands are volcanic.

The wreck of Kythorn Sigh: There is a shipwreck on one of the outcroppings close to the main island. A basic investigation shows that it has been here no more than a few weeks, and that it is a merchant ship called Kythorn Sigh. A more thorough search (DC 15 Investigation) leads to the discovery of hidden compartment in the captain's cabin. It contains an ornate compass worth 50gp, gemstones worth 80gp, a small portrait of a well dressed elven couple and their young child, and the captain's journal.



The Beach Undergrowth and Caves: The beach is bordered by trees and bushes, bolstered by the fertile soil and warmth of the cove. The undergrowth is dense enough to obscure objects within, even at a close distance.

There are three cave openings beyond the beach which lead a short distance into the rock wall.

The Staircase: A broken staircase is carved into the cliff face. It weaves back and forth to climb the steep incline up to the tower above.

The Wayguard Tower: The entire tower appears to have been made from a single huge gemstone. There is no visible door, but Erin can provide a rune which when traced on the surface causes an opening to form. The detect magic spell can aid her in finding the location to apply this, otherwise she will take several minutes of trial and error.

Inside the tower there is a six foot glowing purple crystal. The stone tripod which was previously supporting it has broken, the crystal has fallen awkwardly to the ground, and it is cracked. Some small fragments have fallen away from the body of the crystal.

Secrets and Clues

- The main island of Chalithra's Ashes is an active volcano. Recent tremors caused the tripod holding the crystal to break.
- The crystal, which was dormant for millenia, was damaged and has become unstable. The psychic energy emanating from it is affecting everyone who approaches it.
- Captain Ventiss tried to sail into the cove to protect his ship and crew from a storm. They were shipwrecked, and in the following weeks the cumulative effects of the crystal's power turned them into wild creatures.
- If the crystal can be mended somewhat (holding the shards together with the body) its affects are partially contained.
- The crystal can be destroyed by dropping it into the water, to sink into the volcano's crater.

Encounters and Obstacles:

- While searching the cramped confines of the wreck, the party may be set upon by one of the crazed sailors. Use the stat block of a **Pirate Bosun** with the additional abilities granted by the class feature **rage** of a level 2 **barbarian**.
- Captain Ventiss (**Pirate Captain**) and a number of additional crew members to suit the party's level (**Pirate First Mate, Pirate Bosun**) lie in wait in the undergrowth. They all have the **rage** feature. Although he seems insensible, a deep instinct within the captain urges him to remain hidden and wait for a chance to steal the party's ship.
- Once per hour, any creature in the vicinity of the island must succeed on a DC 15 Wisdom saving throw or gain one level of **exhaustion** due to the effects of the crystal. Touching the crystal triggers an instant saving throw of DC 18.

1. INTRODUCTION

For 4 PCs at APL3. A cove on Craggy Island offers shelter from the storm.

2. THE BEACH

A small boat can be safely landed here.

3. A CAVE

A chest with a packet of *dust of dryness*, and a journal inside, telling the story of Troilus a noble who eloped with Cressida on a ship on their way to Saltmarsh. The last words are crudely scrawled: "ONLY THE COWRIE SHELLS WILL SAVE HER". A successful DC 15 History check reveals the journal is many years old. If the journal is not returned to the chest, 1d4 skeletons/round emerge from the sand to attack but they don't chase beyond the cave.

4. SKELETON

A skeleton's right hand reaches out from the sand. Digging reveals the remains of a noble with a longsword and rusted chain mail. The left hand holds a cowrie shell. A swarm of crabs (**swarm of insects (beetles)**) attacks from beneath the skeleton.

5. ROCK STAIRS

Climbing up steep rocks leads up into the island. A **swarm of poisonous snakes** lie in ambush. Investigate DC 12 to find a cowrie shell.

10. THE GROTTO

A steep climb down into a watery underground chamber. A narrow cave leads out to the sea. On a 40' diameter raised rock a forlorn woman is chained to a rock. Six waist high small algae covered columns are arranged about her. The outer rim of the chamber sits at 5' lower level. The woman (**sea hag**) answers to Cressida, but she can only plead for help. If anyone comes within 5' she uses *death glare*. If cowrie shells are placed on each column (up to the number of PCs, an action each time), the Sea Hag is banished to the Feywild. Cressida calls out "Troilus, I love you" before her body decays. On initiative 20, the Sea Hag takes a Lair Action to draw in a great wave from the ocean which fills the cave to 5' deep, roll 1d10, on a 1 a **hunter shark**, on a 2 a **giant octopus**, on a 3 **reef sharks (2)** enter on the wave.

6. AT THE TOP

An area of flat rock overlooks a 60' cliff, ahead is a 40' tall rock spire. A swarm of sea birds (AC 12 100 hp) swoop down once to steal an item of 1lb or less (dagger or potion) from each PC (unless each PC makes a DC12 Dexterity saving throw) and then drops the item atop the spire. A successful DC 15 Athletics to climb the spire to retrieve the items and also find a cowrie shell.

7. ANGRY TORTLE

A female **turtle druid** named Teranda Tunb (LN) will hear any attacks on the birds and will angrily attack 1d4 rounds later. Otherwise Teranda attempts to hide. If discovered Teranda can be persuaded to assist the party to solve the mystery of the island by giving them a cowrie shell if they defeat the Sahuagin ahead.

8. SKULKING SAHUAGIN

An insane (Blood Frenzy always applies) **sahuagin champion** wearing a seaweed necklace with a cowrie shell looped in it hides in ambush on the rocks and will leap down to attack. If relieved of the cowrie shell, it will flee, otherwise it fights to the death.

9. BEACH SIREN

Descending the rocks to this beach, the haunting sound of a horn plays. Ceraphenous a male **triton bard** (LE, trident, net) sits on a rock across the shallow water playing on a conch shell. He beckons one PC to approach, and casts *charm person* (2nd level if more PCs approach), then cast *sleep* on the next round. If they don't advance he plays the shell, casting *taunt* and *vicious mockery*. He carries a cowrie shell.



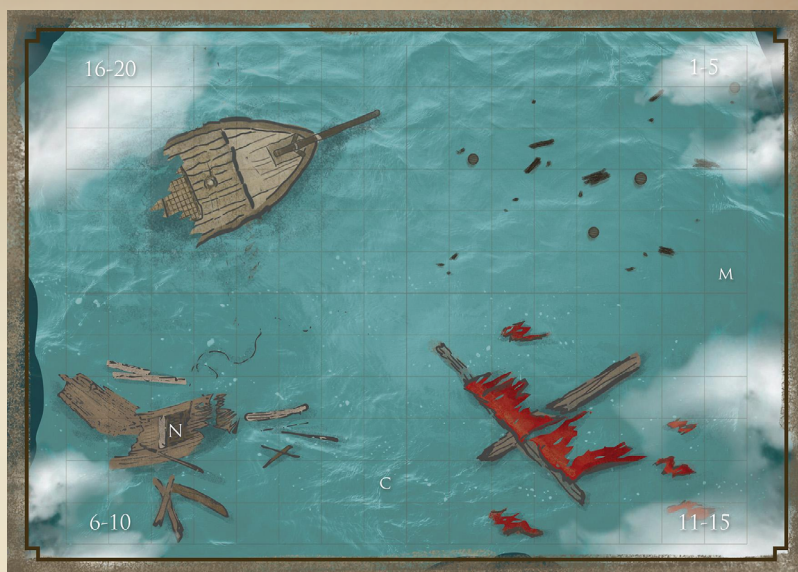
Crisis of the Calypso

Written by Atul Vidhata (@AY2EL) Map by Jenni Tsai

Crisis of the Calypso is a Fifth Edition Dungeons & Dragons adventure designed to provide a tough challenge for four to five 5th level characters.

Summary: The wiley water-dwelling cyclops (MM p.45) **Karcharias (Kah-KAR-Ree-Us)** is using an attractive ship and terrified hostages to lure other sailors to their doom.

1. While sailing near the coasts of Saltmarsh, the party encounters the **Calypso**, a 60ft ornate red-sailed pleasure schooner. From a distance, a **DC 10 Perception** check will reveal that the unmoving vessel is in decent, if neglected, condition. A small figure can be seen on deck waving his hands and shouting.
2. On the ship's deck is **Nils**, a severely distressed portly young half-elf noble (MM p.348) in fine but disheveled clothes. Nils will try to get as many of the party onto the Calypso as he can by claiming numerous problems that play to their strengths and promising handsome rewards. A **DC 10 Insight** check will show his distress is real but that he keeps glancing at the water. A **DC 12 Perception** check will only spot Karcharias' two large Hunter Sharks (MM p.330), **Crunch** and **Munch**, who will disappear if attacked. They reappear shortly, eagerly circling the ship.
3. The Calypso's deck has luxurious fittings including a palanquin with fine cushions, empty golden plates and a beautiful mandolin which Nils may admit he doesn't play. A **DC 12 Investigation** check will reveal there recently used to be much more food on the ship, large red wine stains on the far edge of the deck, a discreet label in Elvish on the mandolin marked "Property of Iryna Sunheart", fingernail drag marks and rough gashes on the deck clumsily covered by ornate rugs, and that, despite the boat not moving, the anchor is raised. The ship's stylish smaller interior is largely untouched except for an empty simple weapon rack. Anyone looking over the far side of the Calypso will see several floating damaged wine barrels and a pair of upturned lifeboats. Karcharias is hiding under one and may be spotted by a **DC 18 perception** check. If spotted Karcharias will immediately attack (**Go to 5**).
4. If Nils is pressured repeatedly, Iryna is mentioned, or once he has as many people on board as he can, he will tearfully apologise and immediately start stomping on the deck while yelling for Karcharias. The cyclops will burst violently from the sea with a thunderous roar and bring his greatclub down onto the Calypso, decimating it into splinters. A **DC acrobatics or athletics** check determines where on the map (in white) the adventurers land with **odd numbers in the water** and **even numbers on or near wreckage**. Nils falls where marked "N". Crunch and Munch will reappear at "C" and "M" respectively and attack those in or near the water. Karcharias starts at the centre of the map, rises 15ft out of the water and his movement speed isn't affected.



5. Karcharias is a gargantuan figure, towering as high as a warship's mast and as broad as one's deck. Saltwater cascades from the tangled kelp in his grimy hair down across the barnacles that dot his briny grey-blue skin. His single man-sized eye, a baleful pink due to the salt water, has sharp veiny capillaries that ring his pitiless dark pupil like jagged streaks of crimson lightning. A harpoon from the Calypso is embedded in his right shoulder, a torn piece of 10ft rope trails loosely from it. In one hand he carries a greatclub made from a ship's keel snapped in half, topped with a unicorn figurehead. His only adornments are the upturned lifeboat that he wears as a hat, a loincloth and small bag on his hip fashioned from ship sails and a sailing rope necklace stringing together a collection of shells and a *Trident of Fish Command*.

Because of the cyclops trait **Poor Depth Perception**; when attacked from more than 30ft away, Karcharias will use a reaction to reach for the Trident around his neck and command Crunch and Munch to go for those in the water that he has trouble seeing. Any ranged attack on the necklace takes a **-5 attack penalty** but 5 damage is enough to break it and drop the Trident into the water.

He loudly and smugly mocks the "stupid food" for falling into his trap. He aims to knock as many adventurers unconscious as he can in order to take them back to his nearby lair to eat alive. If his pets are killed and he is reduced to less than 40HP, he will attempt to run, taking the nearest unconscious adventurer with him.

Nils will loudly beg for Iryna's life for having done what Karcharias forced him to but will be treated the same as the party. If the party rescues Nils, he will direct them to Karcharias' nearby lair where he will be reunited with Iryna and the party can plunder Karcharias' treasure trove.

Deadwater Hideout by Josiah Erekson

About this Adventure: Deadwater Hideout is a one-shot, single page adventure. This is meant for a group of 3-5 players in D&D 5E of levels 3-5. This adventure will test your players in their ability to rush against time, and successfully escape with the treasure, and without dying or becoming possessed.

Introduction: "An eerie feeling falls on your group as the ship finally arrives at the location. The tip you had gotten in Saltmarsh proved to be exactly as promised. The cave of the fabled 'Deadwater Hideout' was within sight, and all that was left was to enter and plunder the treasures found inside. You approach the cave mouth, which looks as though weathering has caused the entrance to become flimsy, and unstable. From inside, you can hear the moans of something, or someone? There is no turning back now, especially since you're not the only ones who have obtained the location of this treasure trove. You are the first ones here, and nothing will stop you from getting your prize."

For the DM: As soon as all the players enter the cave, the entrance will collapse. Players will be able to tell that the mouth will not hold for too much longer with a successful perception DC of 20. They will not be able to tell how long exactly though, and this will be their only chance to plunder this place before someone else gets there.

Room 1: "The smell of rotting flesh overpowers your nostrils as you enter the entrance chamber. The stalactites above you seem to form sharp jaws as if this place wishes to consume your entirety. A large double-wide caged door stands before you, and through it you can vaguely see a statue, tall and looming."

When the players all have entered the cave, read: "You hear the sound of crumbling rocks, and the entrance collapses into a pile of rubble! You are trapped! Water starts to build up on the floor slowly, and you realize that it is only a matter of time before the entire cave fills with water. You will need to find another way out."

Room 2: "As you enter this room, your eyes behold a large statue of a beautiful mermaid, still pristine to behold. Sitting near the statue is a well, large enough for a human to fit. Lovely singing can be heard throughout the chamber, originating from the well."

For the DM: A siren (see Monster Manual) is in the well, who has drowned various sea men, sings and waits for the adventurers to approach before attempting to drown them. She begins trying to charm the adventurers, and upon success they must use all of the movement speed to walk toward the well.

Room 3: "A broken bookshelf and an old salt crusted wardrobe sits in this otherwise empty room."

For the DM: A single zombie (see Monster Manual) is found in the wardrobe and will attack which ever player is closest upon opening it.

Room 4: "The smell of vinegar pours through this room belonging to the wine turned to vinegar in the barrels. There is nothing else of interest."

Room 5: "The stench of death is almost overpowering here. Various beds and bunks are found in here, along with old remains. The water

is up to your ankles now and continuing to rise. You see 6 shambling bodies, covered in sand and decayed clothing wearing various seafarer's garb. They sniff the air and grunt as they all turn toward you!"

For the DM: There are 6 zombies in this room. They will attack the closest players to their positions. Nothing of value is found in the beds.

Room 6: "A single skeleton is found here, covered in sand and old bloody bandages. Rotten clothing covers him. Behind him sits a chest."

For the DM: The skeleton is lifeless and contains 20 gold pieces. The chest is empty.

Room 7: "As you enter this room, you see a table and five chairs all rotting from decay and salty air. Various items still are strewn about on the table, and 4 bodies lie on the floor. To your left you can see a closed privy nearby, and a door at the far corner."

For the DM: The 4 bodies are 1 Ghoul and 3 zombies (see monster manual). They will rise slowly and attack the players when they approach, though their slow reaction will give the players advantage on initiative. If the players inspect the table, they will find an old empty rum bottle, two silver goblets (worth 5 gold each), and a coin purse with 50 gold inside. If the players try to open the privy door, it is locked, and a man is inside who speaks to them through the door,

"Hello? Zombies? Ha! Zombies can't get me in here! No, no you can't get to me! I'll stay in here until you all rot away! Hahahahaha! I'm safe..."

The lock requires a lockpick DC of 15 or higher to open. The man has bandit stats (see monster manual) and will immediately try to run away back to the entrance. If the siren is still alive, it will call to him and drown him. Once at the entrance, he will refuse to leave that place, no matter how convincing the players are. He will eventually offer the players a key to room 10 if they promise to leave him alone.

Room 8: "You find a small empty room, with nothing but a hallway to your immediate right, and a door in front of you to the south. The water is up to the middle of your calves."

For the DM: The door to the south leads to room 10, and requires a lockpick DC of 20 or higher, unless they have the key from the crazy bandit.

Room 9: "This hallway is dark and stretches forward for 40 feet until a lone door is seen at the end."

Room 10: "You have successfully gotten inside and found a chest! What wonders does it hold?"

For the DM: This chest is not trapped and contains 6 gems worth 50 gold each.

Room 11: "The pungent smell of chemicals fills your nostrils as you enter this old workshop. 3 large bookcases stand upright against the eastern wall, and desk with a strange bottle of fluorescent blue liquid sit at the northern end. To the west you see another desk, with a journal, its pages old and

worn. In the chair behind it sits an old skeleton, wearing scholar's attire. On your left you see another door. The water is now up to your knees, time is running out!"

For the DM: The bottle is an old potion that has lost its effects due to age. If a player drinks it, they will glow in the dark for 1D6 hours and have disadvantage on stealth checks relying on sight until then. The skeleton is lifeless and harmless. The journal has only one readable page left, and the reading is as follows:

"I cannot believe that my captain commanded me to shut him away in that sarcophagus! The plague had begun to take him too, and his dying wish was to be locked away with his greatest treasure. I am not certain why he was so taken with that old trinket, but I shall honor his wish..."

Room 12: This door is unlocked, and is the armory, containing a chest and weapon rack that has one of every basic melee weapon (see PHB).

Room 13: "A lone sarcophagus with six blue lit candles lies in this room, an empty portal at the end, inactive. The lid to the sarcophagus flies open, and an undead pirate captain emerges to protect his treasure!"

For the DM: This is the pirate captain, and uses Swashbuckler stats (see monster manual), and has undead and is vulnerable to radiant damage in addition to its stats. It will address the players in a gruff voice:

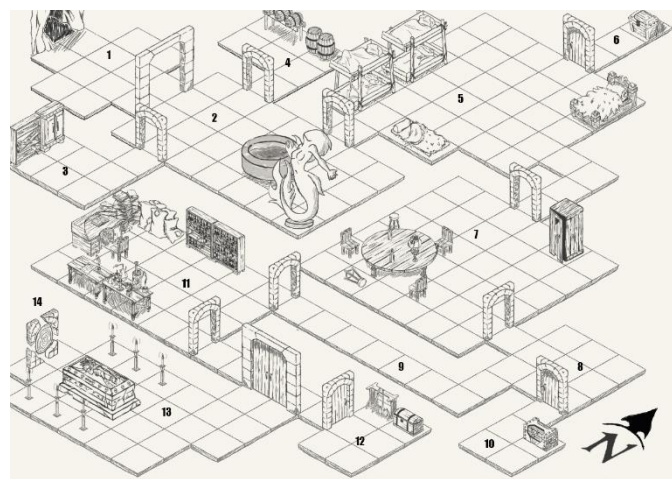
"You dare come in here to take my treasure?! I may be long dead, but I will take you to the underdepths myself!"

He will not listen to reason and will attack the players until he is killed.

Inside the sarcophagus are 10 gems worth 100 gold each, and a single old wooden box with strange runes on it. If the players hold it up to the inactive portal, it will light up and the portal will reactivate. If they reactivate the portal, read item 14.

Item 14: "The portal ignites, and you can see the faint shimmer of another location through it. You've found the way out! But where does it lead to?"

For the DM: Congratulations! Your players have beaten this adventure, and you get to decide where the portal leads. The default area is in the town square of Saltmarsh.



Doll's Eyes or A Stormy Evening at The Empty Net

SUMMARY

A storm rages above Saltmarsh as *The Empty Net* opens its doors for another night in the notorious smuggler's haunt. Two events will collide tonight with disastrous results:

1) Proprietor *Kreb Shenker* is expecting a last minute but very valuable smuggled cargo containing an *Onyx Shark's Eye*, a potent magical artefact. This is to arrive by means of the submarine *Dogfish* at nightfall. The *Dogfish* is a piece of ancient *Aventi* technology recently repurposed for smuggling by *Kreb* and *Gellan Primewater*. It has proved ideal as a way of getting illicit goods in and out of the tavern without anyone the wiser. The building overhangs the water of the harbour and a simple cage system has been installed to transfer goods and people from the submersible directly into the cellar of the pub.

2) Simultaneously, *The Ancient & Esoteric Order of Saltmarsh* is holding their usual monthly meeting in the upper room of the tavern, one of their ancient magical artefacts, *Sekolah's Anchor*, contains another *Onyx Shark's Eye*.

The two eyes were previously owned by a large shark which served as an avatar of the shark god *Sekolah*. When brought into proximity the two eyes become a powerful enough lure to summon their previous owner, the ghostly, undead and furious blind *Onyx Ghost Shark Hookjaw* who has been cursed to an undeath roaming the plains looking for them.

The eyes were created by the *Aventi*, an advanced civilisation that sank beneath the waves. Many *Saltmarshers* proudly proclaim *Aventi* heritage, not least the members of the *Order*.

MAGICAL ITEMS

The Eyes of the Onyx Shark

wondrous item, uncommon
Each eye appears to be a small, deep black pearl. While carrying the eye you are immune to being frightened or charmed. You also gain truesight. *Hookjaw* will always know where the *PC* possessing an *Onyx Eye* is located and will prioritise those targets.

At the *DM's* discretion while the eyes are nearby each other the holder of the eyes falling a *DC 10* *Wisdom* saving throw will endure the following effects:

Onyx Eyes: the *PC's* eyes will turn a deep black
Blood Frenzy: the *PC* will become hypersensitive to blood and the electric fields that living creatures create, if there is any blood in the area there will be an overwhelming urge to attack and feed...

The eyes are difficult to destroy - a large heat source such as the reactor of the *Dogfish* may be the only resource in the vicinity that can do it.

Sekolah's Anchor

wondrous item, uncommon
A small religious symbol in the form of an anchor with an *Onyx Eye* embedded in the centre

DRAMATIS PERSONAE

THE EMPTY NET

Kreb Shenker - Proprietor - NE thug (See *GoS*)
Gellan Primewater (see *GoS*)

THE REGULARS:

Ray Scheider - IG Guard local harbour watch Captain
Knows large shark has been terrorising local beaches
Bartholomew Shaw - TN Scout shark hunter and military vet
Knows a great deal about sharks and Sekolah
Forester Gruiform - TN Commoner local doctor and snob
Knows about Aventi magical artefacts

THE ANCIENT & ESOTERIC ORDER OF SALTMARSH

Technically dedicated to the overthrow of the surface world by *Sekolah* and the drowning of the town by his seaborne legions, over many years, the *Order* has become much more of a social club with few true believers. Many members can draw their bloodlines back to the *Aventi* refugees who settled in the town. 10 or so overall, including:

Zadok Wrench - Cult Fanatic, true believer, mad eyes, wispy beard
Knows the cult legends, carries Sekolah's Anchor
Bobbi Holmstead - Acolyte, young academic, has *Aventi* heritage
Aventi technology expert, can breathe underwater
Obed Mire - Cultist, middle aged fisherman, father of *Bobbi*
Not a true believer but respects the 'old ways'

KELLINGIN'S SMUGGLERS

A motley crew used by *Kreb* for many murky deeds, called in tonight to dive to the *Dogfish* and retrieve the cargo. Will prove to not be up to the task.

Candida Kellingin - LE Bandit Captain
previously served on the Dogfish
+ 3 crewmen (Bandits) *Russell, Nick & Jarvis*

CREW OF THE DOGFISH

Captain Calagione - LE Bandit Captain, bearded and wild eyed.

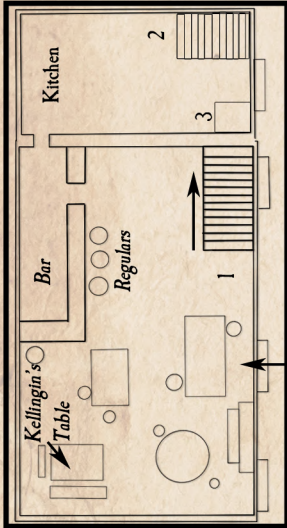
Calagione discovered the second *Eye* in a shipwreck not too far out of the harbour. It has quickly driven him both mad and murderous and the other two crew members were dead by the time the submarine reached the *Empty Net*.

He now awaits the *Ghost Shark* he has seen in his dreams.

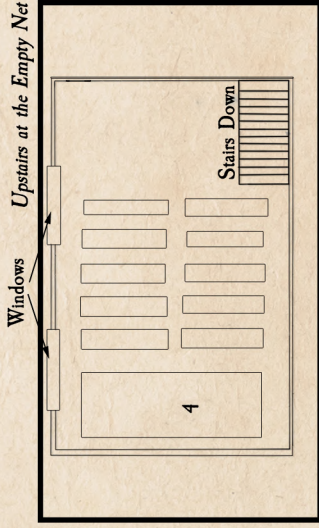
LOCATIONS

- 1) There is large flight of stairs up to the function room A sign reads 'TAEOS - Private'
- 2) The beer cellar of the *Empty Net* has a hidden trapdoor that leads directly into the water. A winch and a chain pull up a cage (room for 4 PCs) which can descend to the seabed where the submarine has anchored itself to an old wreck
- 3) The *Dogfish* airlock is unlocked with an ornate key *Kreb* keeps in the safe in the kitchen of the *Empty Net*
- 4) The upstairs room has an elevated stage from which *Zadok Wrench* gives impassioned sermons about *Sekolah's* mighty wrath

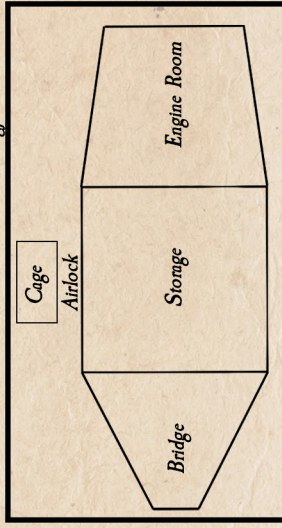
The Empty Net Ground Floor



Entrance from Saltmarsh



The Dogfish (on seabed)



THE DOGFISH

Though an impressive piece of technology the *Dogfish* has seen better days. It has clearly not been maintained well and the underlying technology is clearly not understood by the crew.

Bridge - It seems fairly easy to pilot the *Dogfish* - complicated controls are covered in helpful notes on their usage

Storage - When the party enters the storage area is a mess, there are two dead crewmembers and a trail leading to the engine room

Engine Room powered by a sparking magical device that is looking increasingly unstable. *Calagione* is here with the second *Eye*

CHRONOLOGY

5:00pm - bar opens, THE REGULARS arrive and take up their wellworn stools in front of the bar.

5:15 - *Gellan Primewater* (see *GoS*) walks in and talks to *Kreb Shenker*, "emergency drop at nightfall" "The Eye" has been found" *KS* will say there are men in town who can do the job.

6:00pm - *KELLINGIN'S SMUGGLERS* arrive.

Will talk to *Kreb* and then sit in a corner table
Clearly already drunk. Start drinking heavily and playing pub games. Arm wrestling contests begin. There will be at least one barfight.

Kreb will try and get them to stop but they will take little notice

6:30pm - THE ANCIENT & ESOTERIC ORDER OF SALTMARSH come in one by one and head upstairs. Hooded and mysterious - Dinner is sent up to them.

6:45pm - chanting heard upstairs "Pay no heed, just old *Zadok* going on about the sea"

Nightfall

7:30 pm - THE DOGFISH arrives. *Kreb* obviously worried (he cannot contact the crew by sending stone as normal)

7:45 Screams heard from upstairs - if the party does not investigate a panicked *Kreb* will ask *Kellingin's* crew to investigate and if they refuse explore the party to investigate.

Upstairs - the cult will be fighting each other. Half have black sharks eyes. Anyone with in depth knowledge of *Sekolah* or *Aventi* history will be able to explain that the two eyes together has caused the madness but that it is only a precursor to the arrival of their owner - the great *Ghost Shark Hookjaw*. The eyes must be destroyed to end the curse forever.

After this *Hookjaw* may appear at any time that is dramatically interesting.

8:00 a visually distressed *Kreb* will enlist the party's help in investigating the state of the submarine and will show them the route down, issuing them with *Rings of Water Breathing* if necessary.

The party make their way down to find most of the crew dead and the shark closing in...

Hookjaw, Blinded Onyx Ghost Shark

Huge Beast, Unaligned

AC 13 HP 80 | Sp 0 | Fly: 50ft | Swim: 50ft

S20 (+4) | D10 | C20 (+4) | I5 (-2) | W10 | C5 (-2)

Bite Attack +6 to hit 2D10+5 Piercing + D4 Necrotic damage

Immunities - Charmed, Frightened, Grappled, Prone, Restrained

Blood Frenzy - ADV on melee against creatures not on full HP

Incorporeal - Moves through creatures/objects as difficult terrain

Scurry - creatures within 50ft DC 12 W save or frightened for 1 min

Indomitable - While the two Eyes exist, when reduced to 0 HP

Hookjaw will fade away to the etheral plain, only destroying the

Eyes can banish the beast forever

THE DREAMS OF PRINCE PAPO

A TWO-HOUR PLANAR ADVENTURE
FOR 8TH LEVEL CHARACTERS



CONTENT WARNING: CHILD LOSS

OPENING SCENE

This adventure takes place in any location of your choosing and begins when a three-year-old boy who calls himself Prince Papo (CG male human **commoner**) approaches the characters. Prince Papo speaks rapidly and loudly when he talks due to his energetic personality.

“Ohhhh, what’s your name? I am ... PRINCE PAPO!” shouts a small boy no older than three years old. He is wearing an ill-fitting wooden crown atop his head and an oversized weathered red woolen cape. With a loud “thump,” he drops a packed hemp sack and excitedly waves at you with both hands.

Prince Papo claims he is the “Prince of Saltmarsh,” and says he is looking for brave heroes to go with him on an adventure to save his sibling from a “scary blue monster” flying about in a “big, big, big red hand.” He has toys in his hemp sack so he can play with his sibling once the scary blue monster is defeated.

If the characters offer to help Prince Papo, he takes them to a location of your choosing to conduct a ritual he calls, “night-night routine.” He says this ritual will allow them to go on their adventure! In actuality, this ritual sends the characters to the Astral Plane.

TRAVELING TO THE ASTRAL PLANE VIA THE “NIGHT-NIGHT ROUTINE”

To travel to the Astral Plane, Prince Papo begins the “night-night routine.” He pulls a silk **astral sleep sack** out of his hemp sack, steps into the sack, pulls it up to his chin and gently ties it shut with a purple silk cord. His hands pop out of two small holes in the side as he hops around to move. The **astral sleep sack** is a very rare magic item only usable by humanoid toddlers. If they sing a lullaby while wearing the **astral sleep sack**, it casts **astral projection** on the toddler and up to eight other creatures they are holding hands with.

When he is ready, Prince Papo asks the characters to hold hands with him as begins to sing a lullaby. The lullaby activates the astral sleep sack and projects the characters’ astral bodies to the Astral Plane.

THE ASTRAL PLANE

While characters are in the Astral Plane they can move in any direction by force of will. Their movement equals three times their Intelligence score. Roll 1d6 to determine what location the characters appear at. Location D7 appears when you are ready for the characters to confront the “scary blue monster.”

D1. The Forgotten Deity. A collection of calcified bones from a deity long forgotten.

D2. Githyanki Village. A quaint githyanki village is full of cheerful villagers eager to help the characters and Prince Papo.

D3. The Dragon Tree. This is home to Blipsie (CG young copper dragon), a silly dragon that wears an orange beret and spectacles.

D4. Treetop Village. Beautiful bears, lions, elephants, and parrots live in huts atop a large tree. These animals talk and invite the characters to a feast.

They say a “Red Claw” has been terrorizing them lately.

D5. Dinosaur Island.

Dinosaurs of your choosing occupy this island. Unless attacked, all the dinosaurs are friendly towards the characters and the Prince.

D6. Liliith’s Oasis. Liliith (CG female **night hag**) sulks about her oasis as she dreams of raising and loving a child since she’s never had any of her own.

D7. Red Claw and Githyanki Pirate Ships. The **Scary Blue Monster** (CE male **oni**) travels about the Astral Plane on a large

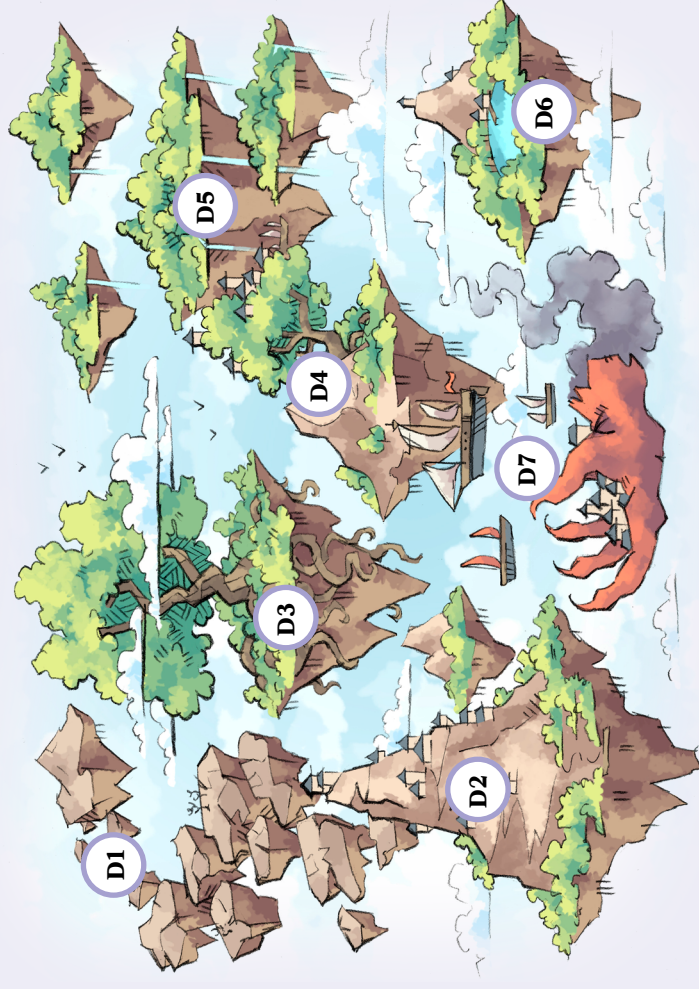
red claw made of flesh. He keeps Prince Papo’s sibling in a black leather backpack he wears on his back. The Scary Blue Monster hired three Githyanki Pirates ships to escort him throughout the Astral Plane. Each ship is operated by psionically powered machines and manned by a single **githyanki warrior**.

CONCLUSION

The adventure ends when the characters save Prince Papo’s sibling. When the sibling reveals itself from the black leather backpack, it is obvious that this child is the soul of a child lost all too young. Prince Papo pulls some toys out of his hemp sack and begins to happily play with his sibling. After some time, Prince Papo gets sad and sheds a tear as he knows he must return home soon. He gently kisses his sibling goodbye and says he will return soon with some new toys for them to play with. Liliith appears and offers to take care of Prince Papo’s sibling until he returns. With that, the astral projection ends and the characters wake up with Prince Papo back in their original location.

Dedicated in loving memory to Prince Papo’s sibling.

MAP OF THE ASTRAL PLANE



Dumplings & Dragons

Sengerus [SEN-GEER-US], a **young black dragon** (MM), has requested (under pain of *geas* or death) that the adventurers find him special mushrooms for a dumpling recipe he wants to try out. The scuttlebutt in Saltmarsh has it that a series of ancient crypts controlled by an insane alchemist named Milo has the special properties that allow the mushrooms to grow in thick patches. The party heads to Milo's crypts and makes a terrifying discovery.

An adventure for four to six characters of level 4

by Matthew Bannock | [@proudgamer](#)

Map & Art by Wizards of the Coast via DMs Guild Creator Resources

Harvesting Mushrooms

The party needs at least 20 mushrooms for the recipe. For each patch they find, they can harvest 1d4 mushrooms with a successful DC 15 Wisdom (Nature) check over the course of 1 minute.

THE BRAIN CRYPTS!

1. There are 2 **stone cursed** (MTF) at the top of the stairs, and 2 more near the first intersection.

2. This alchemy lab includes basilisk and cockatrice body parts, plus a special poison (see *Poison the Dragon*). There are 6 already-harvested mushrooms on a counter. Door is locked (DC 14 to pick, DC 18 to burst open).

3. **10 foot slide trap**: passive Wisdom (Perception) 12+ to notice; DC 16 Dexterity saving throw; no damage but DC 16 Strength (Athletics) to climb out (advantage if you have climbing gear). 4 **cockatrices** (MM) reside in the pit where there are 4 mushroom patches.

4. In a sarcophagus is 1 **vampire spawn** (MM). In the fresh dirt inside there are 3 mushroom patches.

5. 1 alchemist's supplies worth of equipment litter this laboratory.

6. There are 3 **ghouls** (MM) near crypts built into the walls: one in each alcove. There is 1 mushroom patch in a randomly determined alcove.

7. Milo, the **brain in a jar** (*Lost Laboratory of Kwalish*), conducts experiments here with 2 **skeleton** (MM).

8. **20 foot hidden pit trap** (DMG). 2 **basilisks** (MM) and 4 mushroom patches reside in the pit.

9. At each intersection, roll 1d10:

1 - 1 **swarm of cranium rats** (VGM).

2 - 1d4 **ghouls** (MM).

3 - 2d4 **skeletons** (MM).

4 - 1d4 **swarms of rats** (MM).

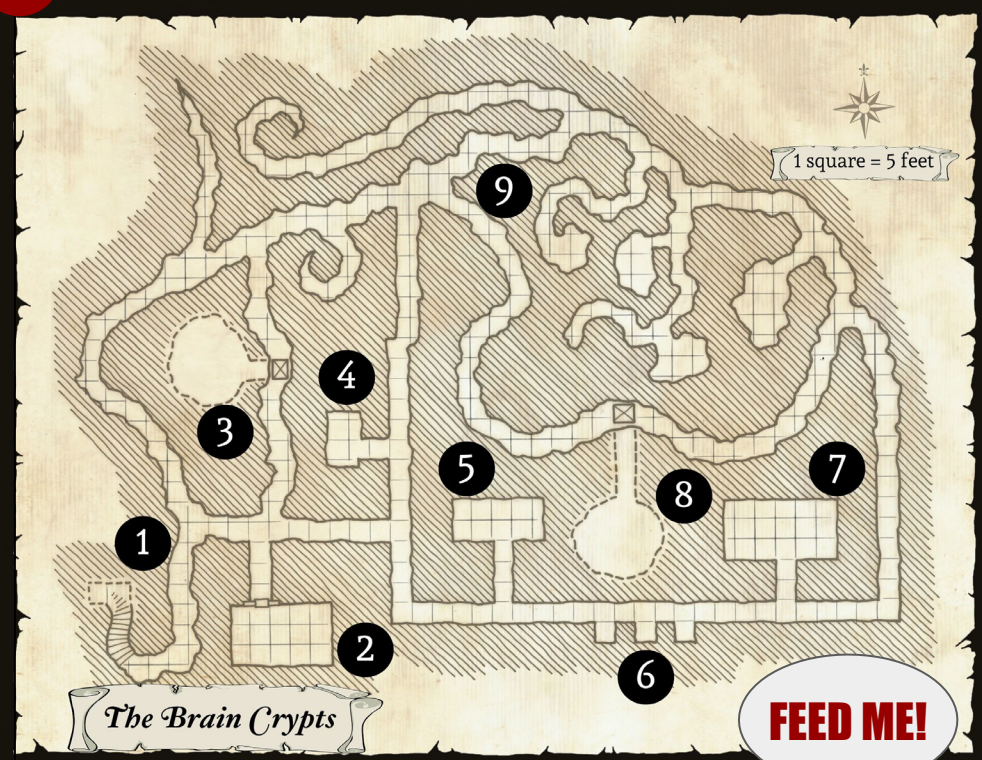
5 - 1d4 **giant spiders** (MM).

6-7 - No encounter.

8-9 - 1d4 mushroom patches

10 - Roll twice and combine the results.

1



PLEASE THE DRAGON...

If the party attempts to please the dragon with their findings, they need 6 successes before 3 failures on the following checks. Failure = fight!

1. **Mix flour**: DC 12 Intelligence (Nature)
2. **Knead dough**: DC 14 Strength (Athletics)
3. **Mix mushroom and meat filling**: DC 14 Intelligence (Nature)
4. **Cut and fill dough**: Weapon attack with slashing weapon against AC 12 (advantage if a second character helps)
5. **Fold dough**: DC 16 Dexterity saving throw
6. **Heat dumplings**: DC 12 Wisdom (Survival)
7. **Serve**: DC 14 Charisma (Persuasion or Performance)



or...

...or POISON THE DRAGON!

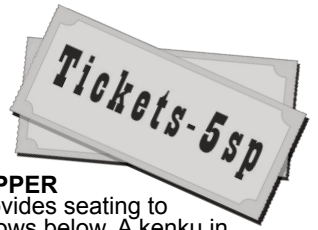
At any point, the party can sneak the special poison (Area 2 of *The Brain Crypts*) into the mix with a successful DC 16 Dexterity (Sleight of Hand or Stealth) check. They have advantage if a distraction is created, likely requiring a contested check (such as Deception or Performance) against Sengerus' Intelligence (+1).

The special poison causes Sengerus to lose half his hit points, he loses the ability to use his breath weapon, and he suffers the poisoned condition. All of these effects last until he takes a long rest.



ESMERALDA'S FLOATING CIRCUS

BY CHRIS VALENTINE



Hook

A floating circus has arrived. Rumor is vile creatures hide among the carnies & are responsible for deaths & missing people.

Story

Werewolves (Saban, Esmeralda, Walter, Ricardo, Pinky, Larry, Felicity, Caesar) aboard are quite good-natured but secretive. *ONE* of them has fouled & the others are unaware. Walter is tired of not being the pack leader & wants his own pack. Trying to recruit a new member, disaster struck. He fed the body to the bears & cleaned up the crew quarters as best he could. He attacks if confronted.

A 200' long by 40' wide miracle barge floats before you. A giant, thick mast & sail on the forward deck rise 80 feet into the air. Painted & stylized letters across the sail read "Esmeralda's Floating Circus" & a smaller subtext declares "Let us captivate you for an evening." The roof of the upper deck has a platform for 360 degree viewing of the water & landscape.

1. This fancy **ENTRYWAY** has large double doors leading inside. The barker, Saban, is here. Picks the most gullible PC & gives them a rose pin for their shirt. They are now the ship's mark for scams.

2. Baroque & elegant **GRAND ENTRANCE**. Shops here, as well as stairs up & down. Far end leads to double doors to the arena. Side passages toward the aft are roped off to visitors just as they are on the deck above.

3. Always a show here at **THE ARENA**. Bleachers & seats fill the room save for the middle & rear where the show goes on & entertainers enter. Current Show (d6 | Beast Taming (Ricardo), Strongman (Walter), Acrobatics (Pinky), Opera (Peach), Magician (Esmeralda), Tightrope (Saban)). Performers not in the arena are in dressing rooms or roam the ship showing up at an opportune time.

4. **DRESSING ROOMS**, group & private. *Healing potion* in a drawer.

5. Straw filled **ANIMAL PENS**, some partitioned with ropes, some with barred gates. Trap: Rake under the straw. Dex-15 or 1d4 bludgeoning to the face. Two aggressive **polar bears** could attack if provoked. Bones in a stall here. DC13 Medicine determines they are human.

6. **AFT DECK** for loading & unloading supplies or beasts by the crew.

7. **OBSERVATION ROOM** has glass walls on both sides & a glass floor allowing for viewing of the water life & landscape below water level. Random sea creature swims outside.

8. A grumpy **ENGINEER'S ROOM**. He lives and works here. This water genasi (**veteran** AC11/shortsword only) will not tolerate trespassing or too much poking around. He will attack if needed to keep the elemental a secret. An embedded *sending stone* sits in the wall.

9. This **ENGINE ROOM** contains an imprisoned **water elemental** that powers the ship.

10. This **GALLEY** has food stores & a kitchen for preparing crew meals. Larry is currently cooking (d6 | Stew, Soup, Gumbo, Ribs, Alligator, Pot Pie).

11. This **CREW QUARTERS** has several bunks & hammocks fitting into every nook and cranny. DC15 Investigation finds remnants of human blood mopped up.

12. The **2ND CREW QUARTERS** is just as cramped as the first. An angry crew member is here doesn't like folks snooping around. Surrenders easily if attacked, will reveal he saw Walter take someone to the other crew area that he hadn't seen before.

13. **TINY CLOSET** used to store cleaning supplies can also be used to hide in. DC13 Investigation: Mop has dried blood on it. A slightly hidden *scroll of prestidigitation* is here.

14. Small **PRIVATE QUARTERS** for senior crew.

15. Private **GUEST QUARTERS**. A nice bed, wardrobe, & writing desk. Monesta Rorex, a long term guest, is walking the halls. One room has many valuables hidden in the wardrobe (4d6 gp and an art object).

16. The **UPPER ARENA** provides seating to view the shows below. A kenku in a jester's hat sits watching the show.

17. This **MUSEUM OF ODDITIES** houses many strange & unusual trinkets some with minor magical properties. Current centerpiece (d6 | Idol, statue, tiny head, timepiece, ring, gem | if stolen item is cursed and has minor magical property)

18. **ESMERALDA'S QUARTERS** is as lavish as could be. High value furniture fills the room, as well as art that depicts the moon in various stages. The door is trapped & the trap is not detectable from the outside. It opens into the room & hits a bell as well as triggers a glyph that shoots the opener with a 2nd level magic missile if they are not Esmeralda. In her desk is her magic *wand of smiles*.

19. The ship is piloted here in the **NAVIGATOR'S ROOM**. Embedded *sending stone* connects to the engineer's room. He communicates where to go & the engineer makes it happen. The sail on the front is mostly for advertising. If sending stones removed, they break. Killian & Miles are here.

20. The **CAPTAIN'S CHAMBERS** is large, but not overly ornate. He is rarely in here as he is usually tending to the ship's crew. His captain certificate on the wall is a forgery.

Shops

- Regina Toughstubble a dwarf manages the **APOTHECARY**.
- Madame Felicity Baker the **FORTUNE TELLER** cons people into hearing their fortunes. Hides a *potion of mind reading*.
- **SOUVENIRS** are overseen by the gnome Ginko Crankhandle. To purchase roll Trinket table for 2d4 sp.
- **PORTRAITS** by Caesar Moore
- **SNOW CONES** are made by a water genasi Alta, her brother is the engineer.
- A happy goblin makes **SWEET BREAD** out of his love for the art.

Rumors

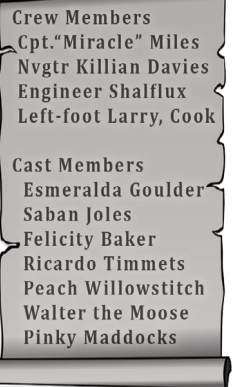
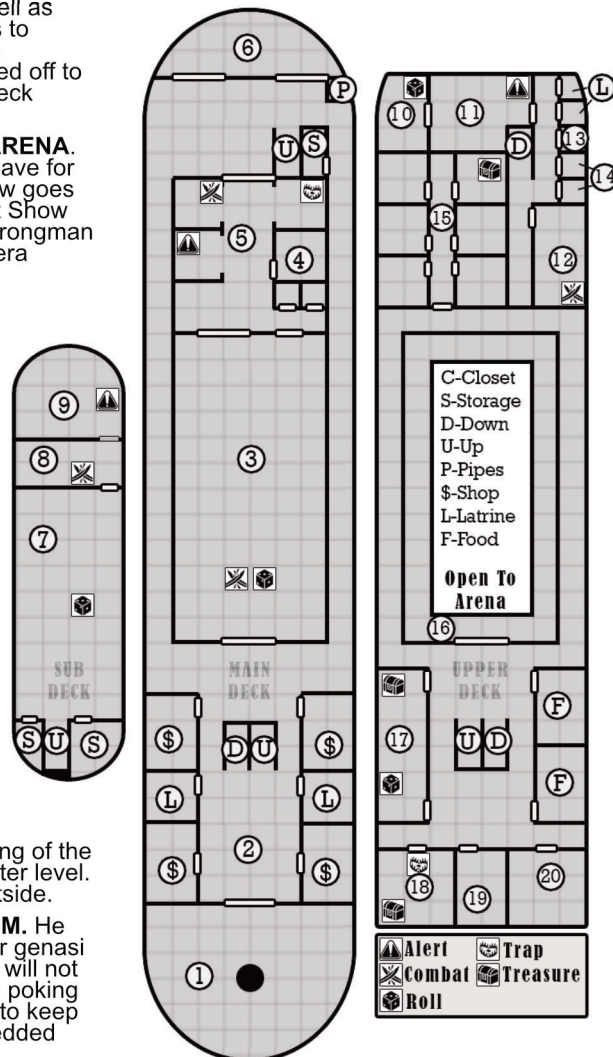
- T-Miracle he hasn't crashed the ship.
- T-Walter wishes he was in charge
- T-Felicity can't really tell the future
- T-Even the food inspector got sick
- F-Pinky uses magic to be that good
- F-Tickets are way over priced
- F-Regina sells fake herbs

Notes

People are **commoners** unless specified.

Missing person was tall blonde human male wearing a long red coat.

Walter wears circus themed *gauntlets of ogre power*.



BACKGROUND

Bold text refers to a page in Ghosts of Saltmarsh

The legend goes that Fehr, an Iuz missionary, met with a member of a cult devoted to Tharizdun near the Styes. Fehr befriended the cultist and learned of his ways and god. After being shown The Essence of Tharizdun, an artifact with demonic powers of the sea, he deceived the cultist and stole the artifact. He later hid the Essence in a secret chamber on Isle of Ausia near Saltmarsh, in care of an aberration guardian he created.

A while ago, a traveler and scoundrel named Sylvester "Sylos" Tubble (C.N Halfling) cheated his way into possession of the key to Fehr's chamber. Oblivious of the danger, he talked a fishing boat crew into following him. They reached the artefact and removed it from the island. Since they took the artefact without the permission of it's guardian, it remained bound to him in the Border Ethereal plane (a ghostly, parallel plane to the Material plane in which he resides). As Sylos and the crew were closing in on Saltmarsh they all planeshifted into the Border Ethereal plane. But the empty vessel kept going...

PART ONE – SALTMARSH

The silent, mirror blank surface of the bay is only broken by the bow a slow-moving fishing vessel, heading towards the harbour. It's sails are down and the oars are still as it glides through the mist. With a dull thump, it hits the wooden dock.

After a while, a crowd gathers at the crewless boat. Two of which are the loudest:

- **Eda Oweland (7)**, a traditionalist and the owner of the boat, will blame the loyalists for the missing crew. *"If they didn't bother with the Sea Princes, they would not bother us like this"*. She will lend the boat to a rescuing party and reward whomever saves her crew with 200 gold.
- **Eliander Fireborn (9)**, a loyalist who is in charge of security, will blame the traditionalists for being too soft on the Sea Princes and demand a full investigation. He will pay 200 gold to whomever brings the crew members to him, dead or alive, as proof of increased pirate activity.

As you go through the interior of the sea and fish reeking vessel, you get a hair-raising feeling that you are not alone on the boat. Something is amiss.

The only thing on the boat which draws any attention is a golden dubloon which is in a food supply box in the haul below deck. It is 2 inch wide with a grinning skull on one side and six thick lines, spreading like a sun feather on the other. A successful DC 10 Religion or History check will reveal that the grinning skull is the symbol of the deity Iuz.

The party can also ask the locals about the symbols:

- Any fisherman will recognize the thick lines as a stone formation on the Isle of Ausia. *"There is a reef there, with good fishing in the springtime."*
- *"That there skull looks foreign, perhaps the visiting priest could identify it. We sell a lot of dried fish to her, although I heard she frequently speaks of demons and death."*

Captain Xendros (14), faithful quartermaster and priest of Iuz knows the following:

- The legend of Fehr and the Essence of Tharizdun. (See Background)
- If the crew stole the Essence without the permission of it's guardian, they and the essence are banished to the Border Ethereal plane. Slaying the guardian will break the link and bring them back.

ESSENCE OF THARIZDUN

- *"Bring me the artefact, and I will reward you greatly!"*
- *"You must light 7 candles in the corners of the heptagon around the altar to summon the guardian. Grant his permission to release the artefact, or destroy him!"*

PART TWO – ISLE OF AUSIA

The small island with sand shores distinguish itself with a large, circular stone formation in the center, visible from afar.

Six oblong stones, each 60 feet long are leaning on each other in the center. Beneath the stones is nothing but warm sand.

One of the stones has a round, two inch cavity with a grinning skull at the back. Putting the doubloon in the cavity will open the entrance:

Once the dubloon locks into place, the sand beneath the stones abruptly swirls at high speed. After a few seconds, the sand is gone and a round pond of clear water has emerged.

A. The corridor is magically enchanted to repel water, a spell put there by Fehr to keep his guardian in place. In the back corner is a dead fisherman, killed by the Giant Sea Eel in the water above him (See B). He is missing an arm and is covered in bite marks.

The air is so dry it burns to keep your eyes open. The sparsely light that comes through the pond shows nothing but sand and debris at the bottom, and a dark stone corridor, 15 feet wide and high going west.

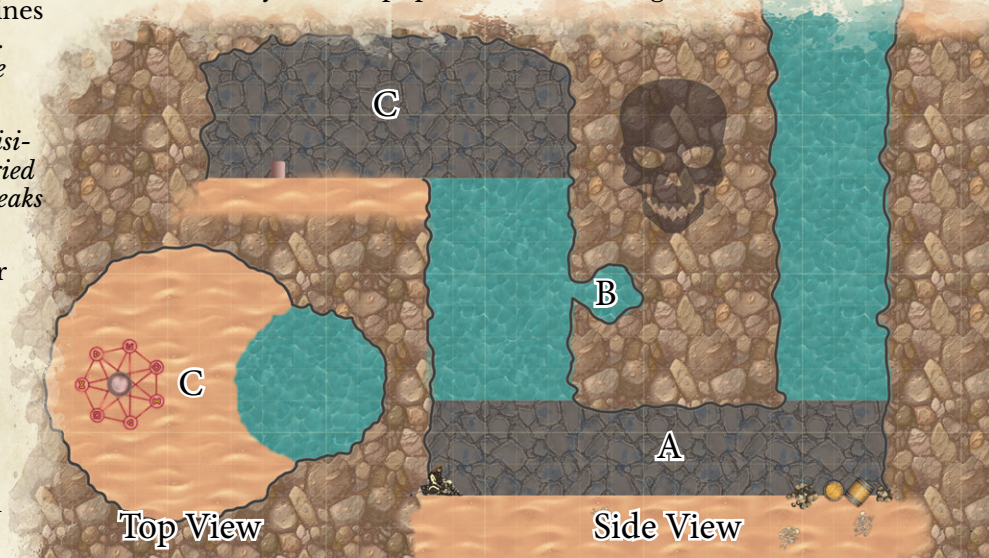
B. Kelp Cave. Six **Giant Sea Eel (237)** dwell here. They will emerge through the kelp and attack anyone who passes by.

C. Ritual room. Upon lighting the candles and waiting 20 seconds, Fehr's guardian (**Skum 254**) will emerge from the water. He says in common: *"Ooh, a second visit in such short time? Exciting. Will you join your friends in the plane beneath?"*

The Skum has one demand to willingly release the Essence of Tharizdun and the crew from the Border Ethereal plane. The players can show themselves worthy of the artifact by sacrificing one in the group on the altar, as a gift to Iuz.

Should the party give way to the guardian's demand or slay it, the artifact, the fishermen and Sylos will planeshift back to the material plane wherever the fishing boat is. However, while in the Border Ethereal plane, the fishermen were slain and reanimated as 3 **Drowned Blades (235)**. Sylos is hiding in the supply box where the dubloon was found. He has the Essence of Tharizdun hidden in a pocket.

The Essence of Tharizdun is a four inch diameter fisheye which stares at the one closest to it with an eerie intensity. Should one spend 10 minutes of eye contact with the essence, one gains the powers of a Skum for 24 hours (Amphibious, Psychic Conditioning, Water Dependency and Mind-Breaking Touch). Also, the skin is temporarily scaly and the pupils widens resulting in -4 in Charisma.



Top View

Side View

Evil Clutches

Designed for Four 2nd Level Characters

By Jeremy BSeh

Map generously made available by @DysonloSOS

A. Entrance. Natural light extends 20 ft. into the cave before fading into darkness. The air has a thick, salty smell and dampness can be seen on the walls and felt on the skin after only a short time. Tiny starfish-shaped creatures of various colors move along the floors and walls

C. Study room. Door is open. Desk, chair, and shelves filled with assorted samples of eggs. Succeed on a DC 12 Nature check to identify they are reptile eggs. Book on desk *Ectothermic Tetrapods*. Corpse on floor (matches description of missing local guide if PCs asked in Saltmarsh.) **Maggots** (two **swarms of rot grubs**) under bed attack PCs

D. Green slime. Drops from ceiling

H. Corpse of a lizardfolk with no pigmentation. Acid burns cover its face (from green slime)

I. Prisoners. Three **gnolls** and **Aerdeth Korfel (commoner)** are tied to pillars. One gnoll and Korfel are alive but badly injured. Modifications have been made to all four: crab claw, gills, carapace, tentacles. If questioned, Korfel will relate the tale of his capture and that a powerful lizardfolk named Jhaulash tortured him for his knowledge and is experimenting with lizardfolk eggs and making alterations to creatures. If the encounter becomes too long or noisy it draws the attention of hatchlings from **area J** and then Jhaulash.

J. Jhaulash (lizardfolk with Int 10, Cha 17, and eye of frost action) and four **mutated hatchlings** (use **the wretched**). Shrine to Semuanya and various experimental equipment on benches. **Eye of Frost.** Jhaulash casts *ray of frost* (+5 to hit) from his eye. If it hits, the target is also restrained. A target restrained in this way can end the condition by using an action and succeeding on a DC 13 Strength check.

Q. End of dungeon? Can be expanded to additional levels here

Sightings of strange sea creatures and beasts with odd shapes have recently began to circulate in Saltmarsh. Witnesses agree that the activity is centered around an area about 9 miles from the fishing village; an area where a local guide and Aerdeth Korfel, a visiting elven natural philosopher, went missing a few months back. Korfel's family has offered a reward for information or his return.

B. Three bloated, dwarven corpses covered by thick clouds of flies (use **nupperibo** with darkvision 60 ft.) lie on the ground. They wait until the entire party is close before attacking

E. Unstable ledge. Collapses from weight if two or more PCs approach. Succeed on a DC 15

Acrobatics check to avoid fall or suffer 1d6 bludgeoning damage and land in **area F**

F. Three Crocodiles in shallow water

G. Two oblex spawn hide among debris near overturned rowboat. A **choker** watches from the ceiling and attacks when the party is engaged in combat

K. Two lizard-headed vargouille hide near the ceiling

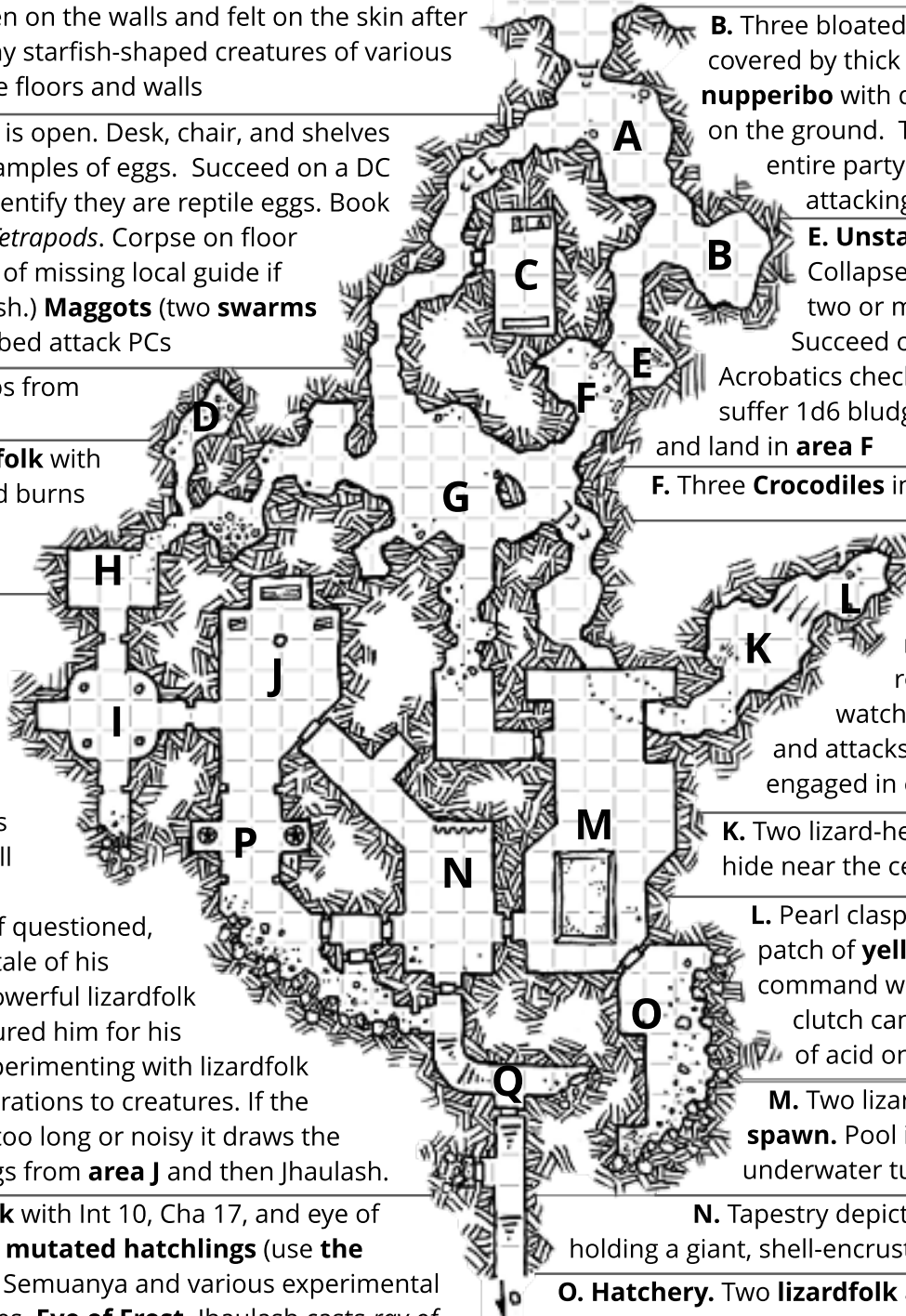
L. Pearl clasp clutch lies on a patch of **yellow mold**. When command word is spoken the clutch can be used as a vial of acid once per long rest

M. Two lizard-shaped sea spawn. Pool in room has long underwater tunnel out to sea

N. Tapestry depicting Semuanya holding a giant, shell-encrusted club

O. Hatchery. Two **lizardfolk** and clutches of eggs in various materials. Scattered notes describe the porous nature of lizardfolk egg shells and the effects of nesting material on hatchlings

P. Two stone cursed. Cryptic whispers will reveal details about Saltwater and new adventure seeds



STORM

INTRODUCTION

Most sailors around here know of Olin the Slick. The one-eyed dwarf pilfered the pockets of every noble west of Stratford, thanks to the loyalty of his crew and the swiftness of his puffer fish themed ship, *The Bossington*. In an attempt to shake off a modest armada Olin set course for Razor Point Reef, a bounty of aquatic life that rests beneath a treacherous series of pointed rocks. Nimble as it was, *The Bossington* succumbed to a watery grave and took all Olin's treasures with it.

Six years later, Razor Point Reef has become the site of mourning for a **storm giant quintessent** (VGM) named Ostla. The grief of losing her sibling has caused a maelstrom so profound that *The Bossington's* booty currently rest upon dry land...that is, until the giant cheers up.

HOOK

A fisherman clings to a chunk of driftwood. His humble fishing boat was lost to a tumultuous storm. Before abandoning ship, he witnessed the sea pull away from Razor Point Reef, revealing the shipwrecks below.

RIVAL PIRATE

Lucinda the Splendid (**veteran**) has also come to plunder Olin's ship. The rum-loving, tropical Aarakocra is as colorful as her feathers, but she doesn't plan to get rich by splitting her treasure with strangers. Lucinda has flying speed of 30ft. A yellow **imp** sits on her shoulder and makes quips at her enemies.

Lucinda's Location.

Roll a d6 to determine where Lucinda is when the party arrives. If Lucinda is on *The Bossington*, she brings two thugs with her. She abandons her crew if she thinks she will lose.

d6 Result

- Razor Point Reef - After a random encounter
- The Bossington* (Lower Deck)
- The Bossington* (Main Deck)

RAZOR POINT REEF FEATURES

- Storm** - Howling winds carry debris and the deep sobbs of a giant. Frequent flashes of lightning.
- Water Wall** - The sea rises around Razor Point Reef, driven back by the storm giant's magic.
- Coral** - Vibrant, slippery coral. Loses some of its vibrance under the black clouds above.
- Sea life** - Flopping fish, retracted anemones, and limp, deep-green vegetation writhing in the rain.

THE BOSSINGTON - UPPER DECK

Port - Two ballistae (B) platforms forming *The Bossington's* "eyes."

Main Deck - An ecosystem of starfish, barnacles, and budding coral on weather deck. 1d4 **octopus** and a **giant crab** defend their home if it is threatened, but they don't mind visitors.

Starboard - Beside the helm is a mounted telescope. A character can use it to make a Perception check with advantage to see Ostla crying a top a tall, central rock. The door to the Captain's Quarters is below.

Captain's Quarters - The door to Olin's quarters is blocked by magical tentacles emerging from its frame. In the center of the door lies a porthole that displays a talking pufferfish named Tony. To make the tentacles retract, the party must make Tony puff up through laughter, fear, surprise, or something else. Tony has been around for quite a while; it's not as easy as one would think.

When the door is opened, a deluge of seawater carries the room's contents out onto the Main Deck. The bloated, bluish corpse of a one-eyed dwarf clutches a small scarlet chest with gold accents. It contains *oil of sharpness*, 41 platinum pieces, and a ruby worth 250gp. In Olin's scabbard is a *weapon of warning* (*rapier*).

THE BOSSINGTON - LOWER DECK

Crew Quarters - Various sleeping quarters beneath a bowed ceiling. A hole (H) exposes the lower deck to Razor Point Reef. In room (A), a **sea hag** reads an unfinished love letter by one of Olin's crew. There was treasure here once, but the few remaining chests are rotted and hold but 38 gp.

Storage Room - The door to this room is ajar. A **chull** has come here to feast on spoiled provisions which float in the flooded room.

Engine Room - A large cast iron pot houses a severely-agitated **fire elemental** that was used to rapidly generate steam for the ship's defense mechanism.

1 A school of seahorses move on the other side of the water wall, reminiscent of an aquarium.

2 1d4+1 **dolphins** pull a chariot with a **merrow** who has come to investigate the disturbance.

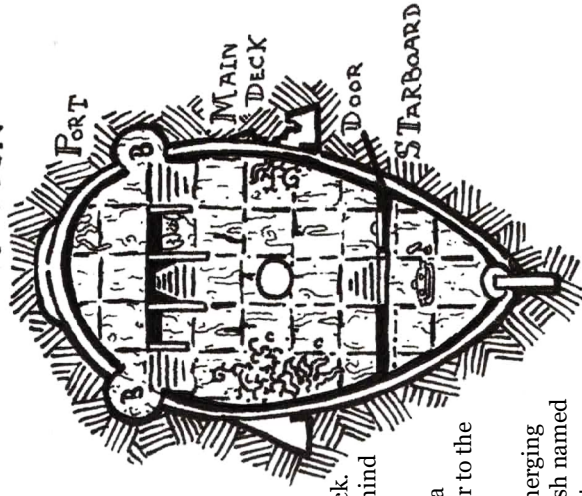
3 Flying wreckage. Characters must succeed on a DC 15 Dexterity saving throw or be struck for 2d8 bludgeoning damage on failed save, or half as much damage on a successful one.

4 Lucinda's crew scours Razor Point Reef for treasure. 1d6+1 **thugs**.

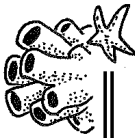
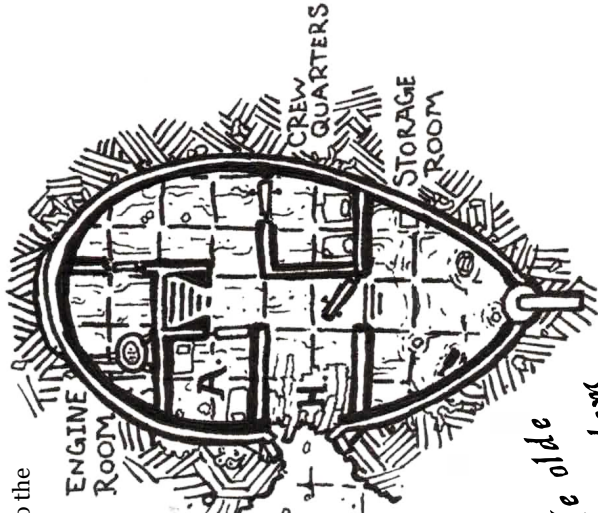
5 Lightning strikes the reef. Characters must succeed on a DC 15 Dexterity saving throw or take 2d8 lightning damage on failed save, or half as much damage on a successful one.

6 The glint of a giant clam with a pearl in its mouth. A successful DC 15 Athletics check will pry it open. On a failed check the creature becomes restrained and takes 2d8 bludgeoning damage.

UPPER DECK



LOWER DECK



FAMILIES' HEIRLOOM

A group of thieves just made off with a precious trinket from my employer's manse not ten minutes ago. If you can find the thieves and return the trinket before it is liquidated, you will be well rewarded.

—Mr. Porter

"Families' Heirloom" is a 2-3 hour adventure meant for adventurers of 3rd to 5th level.

What's the Job

The woman hiring the characters is a gruff, stocky woman calling herself "Mr. Porter". She will readily negotiate price with any bargainers but warns them that betrayal will result in severe consequences.

The Payout

Mr. Porter offers the characters 200 gp for the retrieval of the heirloom. A character that succeeds on a DC 14 Charisma (Persuasion) check can increase the reward to 250 gp.

The Layout

As far as Mr. Porter knows, the thieves worked as a group to defeat the mansion's security and flee out of town to the woodlands in the north. She suggests the characters make haste before the trail goes cold.

A character that spends a minute and succeeds on a DC 14 Intelligence or Charisma (Investigation) check can learn that the thieves did not look like humans and did not speak Common.

Obstacles

Following the trail requires the characters to succeed three DC16 group Intelligence (Investigation) or Wisdom (Survival) checks. Each failed check delays the characters by 1 minute. Succeeding at all 3 checks reveals that the tracks were made by kobolds.

The trail ends at a half-sunken tower in the middle of a fetid lake deep in a boggy woodland. Flickering lights and squeaky-

voiced chanting from inside the tower indicate that a ritual of some sort is underway.

Traversing the bog requires either specialized equipment or for the characters to succeed a DC 14 Wisdom (Survival) check. Failing the check delays the characters by an additional 1 minute.

Twists & Turns

Characters who do not succeed (or attempt) a DC 12 Dexterity (Stealth) check on the approach to the tower attract the attention of the tower inhabitants: a tribe of 12 (5d4) **kobolds**. For every 5 kobolds, there is an additional **winged kobold**.

The kobolds are in the middle of their ritual to summon their master, the **young black dragon** Blestigraxx. Characters that speak Draconic can hear that they have returned to the tower with the skull of Blestigraxx's long-dead sibling, slain by a treacherous knight.

The tower itself is hollow, collapsed floors replaced with ramshackle scaffolding and hammocks where the kobolds live. In the center of the tower is a fetid pool, the bottom of which is lost to swirling murk.

The Escape

Once the characters arrive, the ritual will end in 5 rounds. Every minute the characters were delayed removes 1 round from the ritual count. If the characters were delayed 5 times, the dragon surfaces the round after they arrive.

Blestigraxx normally waits for the ritual to complete before surfacing, but will join in the fight if it spills into the tower. If all the kobolds die or it takes more than 50 points of damage, the dragon flees using its submarine tunnels.

Mr. Porter is more than happy to pay the characters the agreed-upon price for the safe return of the trinket: the skull of a black dragon wyrmling decorated with precious stones and worth approximately 500gp.

FIRE AND DIPLOMACY

by Jacob Gobar (@goatmealery on twitter)

Using this Adventure. This mini-adventure is designed to accompany those found in *Ghosts of Saltmarsh*. It should fit between Chapter 3, *Danger at Dunwater* and Chapter 6, *The Final Enemy*. It is suitable for 4-6 level 5 characters.

Aggrieved Ambassadors. The lizardfolk ambassadors have arrived in Saltmarsh to discuss an alliance to defeat a group of sahuagin planning to attack the area. However they are soon angered to see miners ruining a cliff face their people view as sacred. They will refuse to discuss the alliance unless this operation is moved to a different location. If pressed for information, they will lie about the sahuagin location. (perhaps prompting Chapter 5, *Isle of the Abbey*.)

Conciliatory Council. If the characters stand with the lizardfolk, the council will be convinced that it is worth asking the miners to move. Eda will pay them 250 gp if they convince the miners. Double this reward if they succeed on a DC 15 Charisma (Persuasion) check.

Morose Miners. If there is pressure for the miners to change their location, Manistrad will secretly confide in the characters that they had another location they were previously mining but a xorn had taken over the area. If they can kill the xorn or convince it to move on elsewhere, she will continue the mining operation at this other location instead.

Entering the Mines. The alternate mine location is across the river from Seaton. Although there are no additional encounters

provided here, feel free to add other dangers as you see fit.

Fire in the Hole. When the characters reach the **xorn** they find that it is in fact inconsolable and attacks them on sight. The xorn has swallowed some elemental gems which have severely affected its mood, as it now has a fire elemental in its stomach! With a passive perception of 12, the characters will notice that this xorn is larger than normal and radiates heat. It has the following additional abilities:

- Although its starting hp don't change, its maximum hp are 98.
- If it would take cold damage, it is instead healed that many hp.
- As a reaction to taking 10 hp or more damage from a single attack it may belch out a **mud mephit**. It may use this reaction up to five times throughout the encounter.

When the xorn is slain, any remaining mud mephits instantly shoot out of the xorn's mouth and attack the characters. (There are 5 mud mephits altogether, subtract from this the number that the xorn had already belched out.)

The xorn will continue to sputter and spit globs of hot mud out of itself until the start of its next turn, at which point a **fire elemental** shoots out of its mouth and attacks the characters.

Examining the xorn will reveal a broken red corundum worth 25 gp as well as an elemental gem of your choice.

FIRE ON THE WATER



Saltmarsh is a town of many mysteries and secrets, and the most lucrative of those is its various smuggling operations. Gellan Primewater (as described in *Ghosts of Saltmarsh*) leads the largest operation in town. His support of the elimination of the smugglers in the Haunted House and the capture of *Sea Ghost* has brought him to the attention of their more

powerful friends far away.

Directions and map numbers referenced in the adventure will refer to the map of Saltmarsh provided in *Ghosts of Saltmarsh*. Ships and other craft should use the stat blocks in that book as well. Monsters referenced from either the *Monster Manual* or *Volo's Guide to Monsters*.

THE SITUATION

The adventurers are relaxing less than an hour after darkness falls on the town of Saltmarsh, in their preferred establishment, when shouts from outside draw their attention. Four fires have appeared on the water at the entrance to Saltmarsh's harbor. By the time the party is able to arrive in a position to see clearly (at the docks near Primewater Mansion - **Location 16**), they have 2 minutes (20 rounds) to prevent the coming disaster.

Four point sources of fire light up the water between the fishmongery houses and Standing Stone island. Jolly boats, sails raised and filled, their prows loaded down with a roaring bonfire, cut swiftly through the lapping evening waves. They are headed straight for the Western docks!

The *Night Shark*, a smuggler warship, lies just offshore of Standing Stone island (**Location 30**), hidden from view of the town behind its bulk and the cover of darkness. They have launched 4 jolly boats with a single **experienced sailor** (see Sidebar) and 2 **magmin** on each, as well as two rowboats each crewed by 2 **bandits**. The two rowboats lie in wait in the small channel between Standing Stone island and the mainland, while the jolly boats approach their targets from around the other side of the island. Each jolly boat is also loaded with flammable materials in the prow of the boat which the magmin have gleefully lit.

The jolly boats each have a target vessel to ram with their burning cargo. Three of them are targeting Primewater's vessels and one is targeting the captured *Sea Ghost*. Each sailor on a jolly boat is equipped with a *potion of water breathing* to make good their escape.

The three Primewater vessels are all armed sailing ships, but currently lack the crew to fire their weapons, much less move out of the way. The three vessels are tied up at the piers to either side of Primewater Mansion, while the *Sea Ghost* is at the public pier at **Location 15**.

Additionally, there are plenty of small craft all over the docks. Borrowing a small craft without permission to intercept the attack requires a DC 13 group Dexterity (Stealth) check. Failure requires a DC 15 Charisma (Intimidation or Persuasion) check to not have the guards called on the adventurers. Alternatively, the Charisma check can be made in advance to gain permission to borrow the craft. It takes 2 rounds to get such a craft in the water, assuming the adventurers are able to lift it. If not, it will take 4 rounds to get in the water, ready to use.

DEVELOPMENT

If a jolly boat reaches a vessel, target or not, and remains in contact with it for two rounds, the adjacent sections of the target's hull also ignite. Once ignited, the hull begins to take 18 (4d8) fire damage each round. The impact causes the flammable debris to spread all over the jolly boats, causing them to take 22 (5d8) fire damage each round. The magmin board the target at the impact and proceed to light anything they can find on fire, while the sailor drinks the *potion* and jumps overboard to swim to the waiting rowboats as soon as the hull ignites. Putting out the fires requires an area of effect of cold damage as large as the fire or at least 5 cubic feet of water per 5-foot section of ship on fire.

REWARDS

If the adventurers manage to save all three of Primewater's ships, Gellan offers to pay for one of the following upgrades to the *Sea Ghost* (or any other vessel the adventurers own): Reinforced Hull, Ever-Full Sails, or a Smuggler's Banner. If the adventures do not own a ship, Gellan instead offers the adventurers their own keelboat. If only some of the ships are saved, Gellan instead owes the adventurers a favor for each ship. Captured jolly boats and rowboats can be sold for 100 gp and 25 gp respectively, discounted for damage.

FOLLOW-UP

The *Night Shark* is a fully crewed warship with a mostly human crew of 15 **experienced sailors**, 20 **bandits**, and the following officers: Captain Darvin Slaughterkeel (half-black dragon human **warlord**), First Officer Mayhem (tiefling **swashbuckler**), Bosun Amadre Floweringtree (wood elf **assassin**), Quartermaster Jen Heward (human **diviner**), Ship's Surgeon Hela Frost (human **cult fanatic**). The adventurers may be able to overcome the crew quickly, or it may take some time before they are ready. If the initial attack on Saltmarsh fails, the *Night Shark* retreats to make a new plan and acquire additional small craft. The *Night Shark's* base and ultimate master are up to you to decide.

EXPERIENCED SAILOR

Uses the *thug* stat block with modifications

Add the following special abilities:

Seen It All. An experienced sailor has advantage on saving throws against being charmed or frightened.

Sea Legs. An experienced sailor has advantage on ability checks and saving throws against effects that would push it, pull it, or knock it prone.

Replace the *Mace* attack with:

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

CREDITS

Story By: [Darion Smith](#)

Format By: [The Homebrewery](#)

Flagitious Ascension

By Conrad Audette

THE RISE OF THE NEFARIOUS DUKE SHELSNOB.

A Sahuagin born with a rare sensory processing disorder, Shelsnob has an intense hatred of feeling wet. The irony of course is Sahuagin must be submerged every four hours to avoid suffocation. This mental illness made him particularly vicious, even by their standards, and somewhat of a loner where he preferred dry land to the sea.

He proved himself as a valued scout by exploring dry caves whereas others only did so when necessary. During one such patrol, he stumbled upon a spyglass imbued with powerful divination magic, allowing him to peer across space/time to an unknown land. There he saw a human man dawned with a long flowing white wig with the curls and extravagance of an elven beauty. He sat upon a golden throne fluffed with velvet cushion and wore a lace-trimmed silk jerkin covered with an apron of beautifully colored flowers, a white flared starched ruff round his neck, doe-skin leggings with bowties at the ankles, and silverbuckled shoes.

Shelsnob then saw the powerful navy at this being's command - mighty ships and tactics unlike any the world had seen. He became obsessed, bringing the designs and plans to the Sahuagin to construct both the attire and the vessels.

Soon after, he was able to slaughter any opposition, be it enemy ship or sea monster. He enslaved aquatic elves en masse and heavily taxed any who dared reside close to his realm. He further utilized these funds to magically imbue his garb, preventing any wetness to occur and design an apparatus that would allow him to breathe comfortably on land.

The tyrant grows more insane by the day and will conquer all the Azure sea if left unchecked.

Players begin the adventure aboard a merchant vessel, which is decimated by one of Shelsnob's dreadnoughts. PC's barely cling to life as they're rescued by a passing pirate ship called **The Menagerie**. The captain is notorious *Rocky Mountain Oysters*, a (chaotic) minotaur who values freedom above all else. His crew consists of sentient animals and animal-like humanoids who seek to liberate the slaves in the area. (Though if they're able to also "liberate" Shelsnob's treasury, that would be a bonus.) The captain is **huge**, even by minotaur standards, exposing a bulky chest beneath a trench coat with his massive biceps testing the tensile strength. He wears a white speedo and his hat sits upon his curved horns about a foot above his head. He's so strong that he wields an oversized maul with one hand. The journey to Chateau Roi, Shelsnob's stronghold, takes a couple days. This is a great opportunity to build rapport with the crew while denouncing the horrible actions of the Sahuagin warlord.

Pirate Savior

Every player, regardless of alignment, should have some motivation to infiltrate Shelsnob's castle. It could be debt for saving their lives, the nobility of the cause, the promise of riches once he's defeated, or simply the intimidation factor of the behemoth minotaur. Rocky's goal for this quest is simply to retrieve documents from the "War Room" detailing

blueprints for the lair, the number and locations of slaves, and any information pertaining to the mighty fleet.

The captain summons three underlings he states are his best scouts. *Poopdeck* covers the skies as a seagull wearing a black skull bandana with a booming bass voice, who also defecates uncontrollably. *Scratch'n'sniff* is a dog who can walk upright as well as on all fours as the land scout; he wears two eye patches and relies on his powerful snout. Finally, *Otto Rivers* is an otter dressed in a striped diving suit, dual-wielding small rapiers. The land and sky scouts will keep watch around the area as backup while the party follows Otto to an underwater entrance at nightfall. Adding anyone else to the party is out of the question in order to maintain stealth.

Chateau Roi

As the sun sets, the players enter a small row vessel just large enough to hold the party. Otto dives into water to lead them with only his eyes visible. After rowing a quarter mile, Otto suddenly attempts to capsize the boat. Players who trust him can simply jump in; otherwise roll a **saving throw** to stay aboard (DC12). A lighthouse beacon appears, aimed at the vessel. Those who trusted him now safely hold their breath while swimming after the otter. Those who attempted to stay aboard but fell in can only hold their breath for 30 seconds. Those who successfully stayed on the boat must make a stealth check (DC15) to avoid the light. If one person is seen by the light, three sahuagin soldiers will be waiting for the players where they enter. Poopdeck disposes of the sentry shining the light from atop the castle.

The castle itself is two stories above water and five stories beneath. There are circular openings to swim through in order to access inside. Otto motions to an opening, where crossing the threshold creates a jet effect propelling people inside swiftly. At the end of the waterway is another circle that magically keeps water from flowing into the dry interior.

If players were not seen by the light, a single sahuagin soldier sleeps in a chair holding a trident. The room contains a large desk with stacks of paper that presumably hold the information Rocky seeks. The paper is magically waterproof, which anybody able to *read arcane glyphs* or *detect magic* will know. Otherwise players will find out upon exiting. Every minute they wait, roll a d4 to see how many guards pass by. Stealth difficulty is determined by security alertness.

At your discretion Otto will hurry players to the waterway and flip a switch to reverse the flow, propelling them out. When they surface, Otto is not with them. The Menagerie moves up to PCs hastily, with animals pulling them onto the ship. A thick fog abruptly appears. A single dreadnought comes into view with Shelsnob himself aboard, holding Otto for all to see. The tyrant theatrically slits his throat and tosses the body into the sea. An enraged Rocky hops onto a mounted harpoon, then fires it at the enemy ship. He single-handedly begins to battle the troops there, quickly overpowering a dozen Sahuagin soldiers. However, Shelsnob keeps many magic scrolls on his person and uses one to paralyze Rocky. Upon the Menagerie, a **giant crocodile** emerges at the dictator's behest. Shelsnob then winks and uses another scroll to teleport away with Rocky his prisoner. The dreadnought vanishes back into the fog. The crocodile meanwhile fights the party alongside a couple animal pirates. Victory ends the session while the crew looks to the PCs about what to do next.

FORBIDDEN COVE

A Dungeons and dragons adventure for Tier Two characters

Dungeon Master, This single page is the foundation of your adventure. What you do is present the players with the right side, a journal page found on a body that washed ashore in Saltmarsh.

The PC's then read aloud the adventure to you and you take the descriptions to build the same challenge and combat. Assume all difficulty checks are 15, adjusting up or down by five if you feel they are more or less difficult.

The players will read aloud the monsters found in Volo's guide to monsters. The challenge rating (CR) is given, consult the table to add monsters for combat, one monster per appropriate level of PC.

Monster CR	2	2	3	3	3	3
PC level	5	6	7	8	9	10

Adventure background: The townfolk of Saltmarsh recently have been having nightmares, visions of a tentacled menace in the deep dark, three glowing eyes unblinking. They occasionally awake waist deep in the coming tide.

A band of travelers known as "The Thorns" sought fame and fortune. What they found was a cult led by a **Sea Hag CR2** who wears a Ring of Free Action. The cult now does the bidding of an **Aboleth** (not in this adventure) who plans to extend its influence across the town by means of **Deep Scions CR3**. During the fight with the **Sea Hag** the Caves fill to the top with tide water in four turns.

The southern part of the caves can be searched for a secret exit to escape the rising waters.

Returning to town the nightmares end, for now. Rejoice! reward your players based on current season, and thank you for playing!

Our big break! The locals claim to be having nightmares and visions of evil in the deeps. We just have to find the source. Our ranger suggests we follow the coastline. We will search the coastline and investigate clues

Strange markings in the sand, Astrid the ranger is going to try to follow the trail.

Fools, i tried to tell them the cliffs overlooking the cove were bound to be an ambush, what were they? Men? Monsters? They pushed rocks down on top of us. Our ranger is dead, but the Cleric and warrior brothers are stout enough. Still though, that our ranger couldn't evade that rockslide.

Aha! The cove hides a cave only visible during low tide. its cut right into the coral. Dargul and Modni can see well enough but I'll need some sort of light. looks like we will have to trudge through mud, going to be difficult terrain here on out.

A side passage holds a tide pool, two trapped shark in the deeps. a statuette at the bottom, cant risk it. must be worth at least 200 gold.

Chanting, this is it! Those creatures again, they havnt noticed us. might be able to sneak up on them.

Too many. A Hag. she flooded the cavern to the top. they came from the side. Dargul and Modni slain. swam down the southern tunnel, led out. My gods, where is this blood coming from? Don't think I'm going



GOLBULDPOOLPULG

Monsters and magic items in this adventure are found in the *Monster Manual* & *Dungeon Master's Guide*.

An adventure for 5th-level characters by Jay Africa

BACKGROUND. A **kuo-toa** tribe in the Underdark found a near-dead **aboleth** in their subterranean travels and began worshipping it as a deity, naming it **Golbuldoolpulg**. In the kuo-toas' care, Golbuldoolpulg grew strong enough to enact its evil desires, leading the kuo-toa to the surface and lairing near the town of **Saltmarsh**. There, Golbuldoolpulg put its followers to work, kidnapping townsfolk to create an army of thralls.

SETUP. The adventurers have been hired by the mayor of Saltmarsh to find 6 townsfolk kidnapped by kuo-toa. A tracker traced the abductors to a series of rocky columns along the coast nearby. It is dusk and the characters have just arrived at the lair when the adventure starts.

Part 1: The Surface (map to the right)

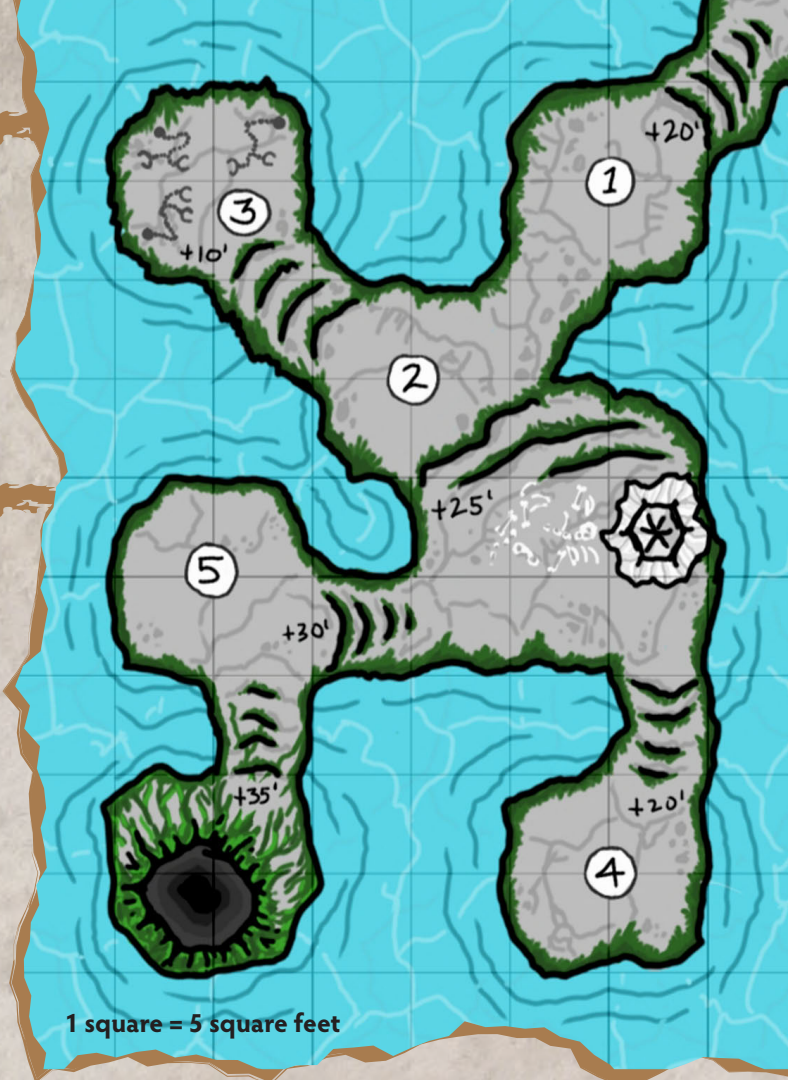
The kuo-toa lair is a series of rock columns rising out of the sea. A rock bridge juts southwest off the coast, rising 20 ft. to **Area 1**. Elevations on the map indicate each column's height above the sea level below.

AREA 1. This is the only column accessible by land. The water around the lair is 40 ft. deep. 24 non-combatant **kuo-toa** dwell in the waters beneath (families, children, the elderly). However, 2 **hunter sharks** and 4 **reef sharks** stalk the waters, attacking adventurers that attempt to swim.

AREA 2. A **kuo-toa monitor**, a **kuo-toa whip**, and 3 **kuo-toa** dance madly around a 10 ft. **salt obelisk**. The obelisk emanates aberrant energy: a non-kuo-toa creature starting its turn within 10 ft. of it must succeed in a DC 14 Constitution saving throw or be poisoned until its next turn.

AREA 3. A **kuo-toa whip** taunts 3 townsfolk (**commoners**) who are dangling over the edge of the column via iron manacles hammered into the rock. If combat begins in **Area 2**, the whip runs up to join the fight.

AREA 4. A **kuo-toa archpriest** meditates here, facing the sea and chanting a loud, guttural prayer. It is so focused on its prayers that noise from **Area 2** doesn't disturb it. If the monsters in **Area 2** are reduced to 2 or 3 in number, the archpriest snaps out of its mediation and joins the fight.



AREA 5. A large hole in this area drops into a pool of water 35 ft. below into **Area 6**.

Part 2: The Depths (map to the left)

Golbuldoolpulg lairs in this water-filled cavern. Coral eerily glowing with blue and purple bioluminescence illuminate the cavern with dim light. Elevations on the map indicate the cavern floors' depth below sea level.

AREA 6. The hole in **Area 5** drops down into this cavern. The cavern ceiling rises 25 ft. above the floor.

AREA 7. 3 dire eels (use the **giant constrictor snake** stat block) hide in natural vents in this area, springing out to attack characters that enter their territory. The ceiling rises 20 ft. above the floor.

AREA 8. 3 townsfolk (**commoners**) float lazily in this area. These townsfolk have been afflicted by the aboleth's **disease** and **enslaved**. When the adventurers enter this area, they flee to their master in **Area 9**. The ceiling rises 30 ft. above the floor.

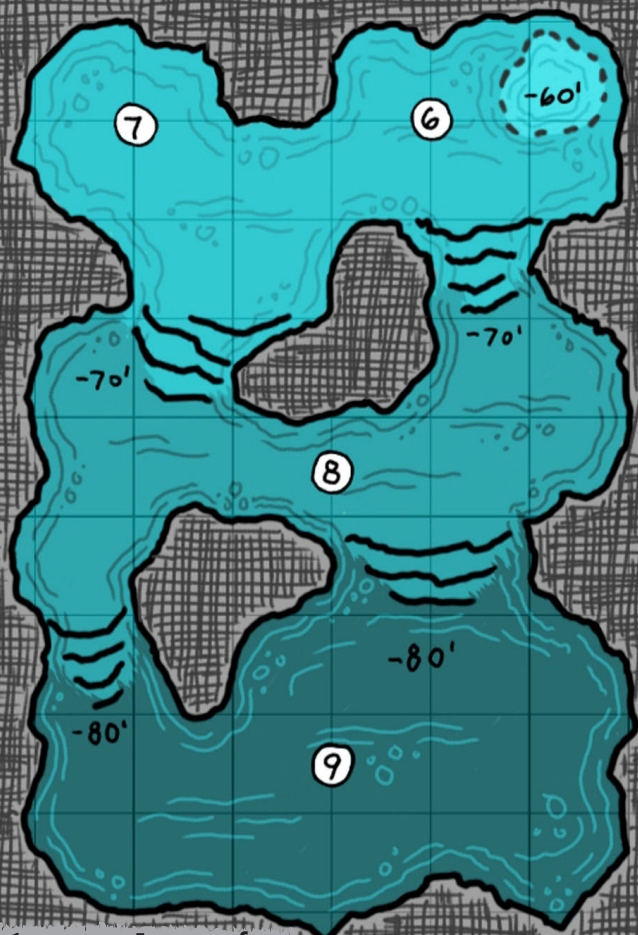
AREA 9. Golbuldoolpulg, the **aboleth**, dwells in this cavern. It is hostile towards creatures that invade its lair and moves to attack the adventurers once they enter **Area 8**. The aboleth is not yet at full strength, unable to take its **Legendary Actions** or **Lair Actions**. Furthermore, it expended all uses of its **Enslave** action to dominate the 3 townsfolk in **Area 8**. Though Golbuldoolpulg is a large creature, it can move through **Area 6** through **Area 9** without squeezing.

Adjusting the Adventure

To raise the challenge, have kuo-toa climb out of the sea (in part 1) and have more dire eels appear (in part 2) to increase their numbers.

Concluding the Adventure

If the adventurers successfully rescue the townsfolk, the mayor of Saltmarsh is grateful and rewards them with **1,200 gp** and **2 potions of greater healing**. The mayor also rewards them with one of Saltmarsh's prized relics, a **+1 trident**. If the adventurers failed to defeat Golbuldoolpulg or the kuo-toa, they may return in a future adventure to seek revenge.



1 square = 5 square feet

THE HEART OF GOODHOLLOW

The Heart of Goodhollow is an atmospheric exploration adventure about uncovering a recently-ruined village. Because it has been designed to fit on a single (admittedly very dense!) side of A4, there is a lot of scope for you to add description and flavor, and you will need to add thematically-appropriate treasure in sensible places. Some possible plot hooks include benign or nefarious spellcasters who have magically detected the Heart of the Swamp and want it retrieved, and nearby settlements placing a bounty on the bullywugs who have been conducting raids. We have roughly balanced the adventure for a party of four fifth-level characters, but you can obviously adjust it as you see fit. We hope you and your players enjoy it!

– Colin and Harald, July 2019

HISTORY & GEOGRAPHY

Thousands of years ago, a kraken died in the area that became Goodhollow. Its magical essence coalesced into its heart, which became a powerful artifact. Much later, humans founded Goodhollow. Its coastal location provided abundant fish, and oyster beds were discovered.

Seventy years ago, when Goodhollow's population was around 500 people, the night hag Wilthulia came. She took the form of a dryad, bewitched the villagers and seized the heart of the kraken, which she used to turn the village into swamp. Most of the villagers fled; the rest, she turned into ettercaps, which have since raised giant spiders.

Now, Goodhollow is treacherous marshland. Gnarled trees grow from soggy earth. Ponds and streams are hidden by moss and leaves. An unnatural mist drifts across the surface of the swamp. Remains of farmhouses litter the countryside, collapsed and reclaimed by nature. Everything in the swamp is rotten, and consumed by mold.

Goodhollow must be approached by water. As it first emerges from the fog, players will be able to make out the temple and mansion at the center of the village, and, about 1000 feet to the east, the three trees formed into the bullywug palace. The water level becomes low enough for the players to walk about 600 feet from the outskirts.

VILLAGE SQUARE

The town square is mostly submerged in calf-deep water. Only two buildings remain upright: the temple to Chauntea and the mansion of the former mayor.

YONNE WEAVER: The last mayor of Goodhollow, has (ironically) been transformed into a hideous fusion of man and spider, almost but not entirely like the ettercaps of Goodhollow. He has the **mage** statistics, speaks Common, and has a climb speed of 30 feet and the traits of an ettercap. Yonne can be found in either the temple to Chauntea or his mansion, at your discretion. While Yonne is friendly to the players, no ettercaps or spiders will attack them, though they appear visibly agitated in their presence.

TEMPLE: Yonne preaches a sermon of peace, unaware that his audience is five **ettercaps**. At the end of his sermon he says, "let us pray", and the ettercaps ritualistically devour a **bullywug**.

MANSION: Yonne greets the players in his office, mechanically shuffling rotting papers. He behaves otherwise like a regular town leader, offering a reward if the bandits attacking from the southeast are dealt with, and telling the players about a wise spirit in a cave to the northeast who offers magical gifts. If attacked, he calls for his two **ettercap** 'bodyguards', and his four **giant wolf spider** 'dogs'.

BULLYWUG VILLAGE

The bullywugs have built a village in a rough 500-foot-radius circle 1000 feet east of Goodhollow square. If the bullywugs think they might lose a fight, one croaks a loud alarm, causing them all to flee to the palace, for a total of 5d8 (23) bullywug non-combatants, 7d8 (32) **bullywugs**, 2d4 **muckers** (5) each riding a **giant toad**, and 1 **mud lord**. Bullywugs are amphibious, so their dwellings are for shelter from the sun and are built above water and accessed by a water-filled tunnel.

GORAK'S PALACE: The bullywugs have stretched hides and thatch between the trunks of three trees whose tops have grown together, creating a pyramid-like structure 40 feet to a side. Inside, the floor is submerged tangled roots. The chieftain sits on a knobly growth on one of the trees. High outcroppings, reachable by the bullywugs' standing leap, contain his guards. A large pile of offerings sits on a dais in front of Gorak, mostly consisting of worthless trinkets, but also some worthwhile treasure of your choice.

Gorak is a bullywug **mud lord**. He is accompanied by his mate Iccir-ick (**bullywug**), and approximately half the population of the village, as above. He wants to clear the village of spiders so his clan can inhabit

Heart of the Swamp: *Wondrous Item, legendary (requires attunement by a non-good aligned spellcaster).* The Heart has 4 charges, and regains 1d4 charges at midnight. While holding it, you can use it to cast *create water* (1 charge), creating fetid water; *control weather* (4 charges), changing the weather one step towards overcast (ground fog), warm, and calm winds; or *control water* (3 charges), "flood" only.

it, and thinks that killing Yonne Weaver will achieve this. He also has found out about the *Heart of the Swamp*, and claims it is an unjustly-taken heirloom of his people that he wants returned. He will tell the party whatever lies he thinks will get them to do these tasks, then attempt to kill them after they do. If the party refuse, he will dispatch spies to follow them.

FOSSILIZED KRAKEN – HAG LAIR

The hill around the fossilized kraken is about a mile northeast of the village center, and has been dug away to reveal its skull.

ENTRANCE: A locked wooden door is set in the kraken's gullet, decorated with images of faeries and fawns. A character who is blind or has their eyes closed can open it easily, otherwise it requires a DC 25 Dexterity check using thieves' tools to open. The spell *knock* suppresses the lock for 10 minutes, but attracts **giant spiders**. A lit torch on a bamboo stick bound-about with a leather strap covered with burned-in runes is wedged into the ground. Holding the torch grants the effects of the *comprehend languages* spell. Removing it from its socket disturbs four **swarms of insects**. Three verses in Primordial are written on the skull: "Leviathans battle under starless sky; oceans burn, deserts drown. / Tentacles rip city; river rushes in. / Dead-eyed sea-spawn scurry over Tyrant; feed with their flesh." A character who reads and understands one of these must succeed on a DC 14 Wisdom saving throw or suffer a temporary form of madness as described in chapter 8 of the *Dungeon Master's Guide*. Another verse in Sylvan has been added: "Peasants beg supernatural gifts. They pay with their eyes."

CAVERN: Past the door lies a stairway blocked by thick webbing, as described in the giant spider stat block. Past that is the hollowed-out chest of the kraken. The floor slopes downwards towards a pool of foul water, and is covered by a dense roiling fog. A large red gemstone, the *Heart of Swamp*, hangs suspended from silken strands in the center of the cavern, glowing with a pulsing red light. An **ettercap** is crouched near the heart, and two **giant spiders** are hidden in the fog. They attack anyone who touches the heart. Wilthulia the **night hag** sits by the pool in her dryad form, her **mud mephit** hidden nearby. She claims she has just found the artifact and tries to get the players to save it from the ettercap, hoping they will die. If her ruse fails, she turns ethereal and jumps into the pool, ready to drown any who follow. If the party take the heart without killing her, she will summon six further **mud mephits** to retrieve it. The muddy water in the pool reduces visibility to 2 feet. The pool is actually a passage that leads 10 feet down, and then back up into Wilthulia's den.

WILTHULIA'S DEN: Bones of giant spiders litter this pitch-black room. A tarantula-sized spider lies twitching on a wooden board, pinned down by sharpened, ripped-out fingernails. Freeing or killing it removes Yonne's misconception about his physical appearance, but he will be horrified, possibly to the point of madness by what he has become. Only a *remove curse* spell or similar magic restores his physical form. Wilthulia's possessions include a jar of 2d6 eyeballs, which can be consumed to receive advantage on the next Wisdom check, and various other appropriate items.

SAMPLE ENCOUNTERS & CUSTOM NPCs

Village encounters consist of **ettercaps** and **giant spiders**. From a distance, ettercaps and giant spiders may resemble farmers and cattle marching through the fog. Ettercaps may use mostly-intact buildings as nesting grounds for giant-spider eggs, which hatch into 4d6 spiderlings (**giant wolf spiders**) when attacked.

Custom bullywugs: a **mucker** uses the thug statistics, a **mud lord** the cult fanatic statistics. Both have the bullywug traits. Muckers have a very limited grasp of Common. Bullywug encounters may involve **muckers** riding **giant toads**. The players may encounter combat between **bullywugs** and **spiders**, or their recent remains.

The Heart of the Serpent

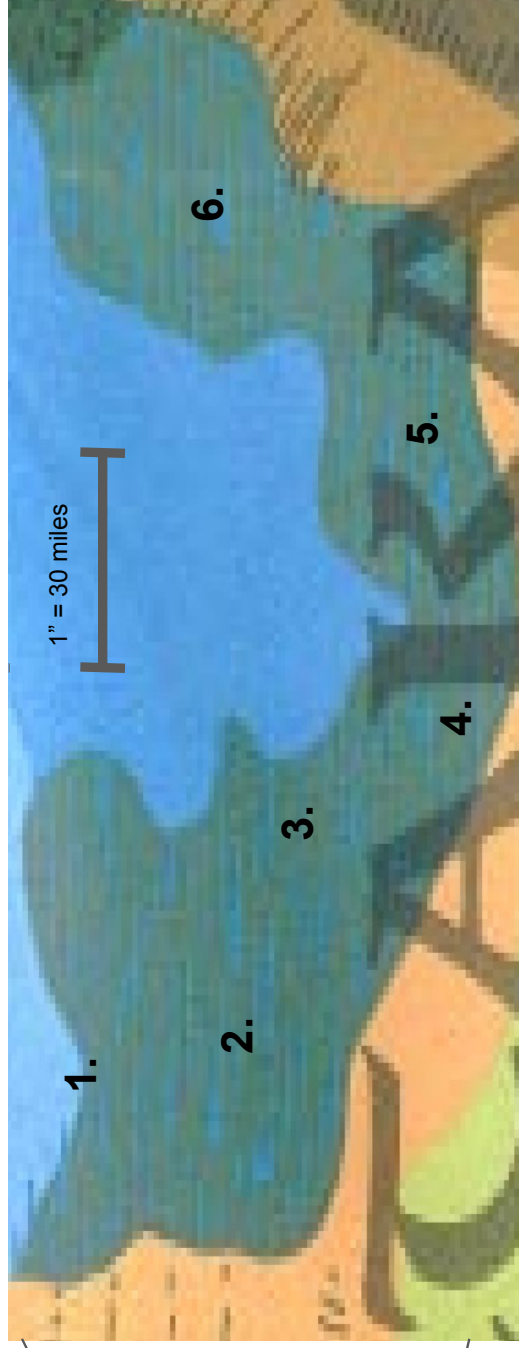
D&D 5e adventure for 4-6 characters levels 3-5
Written by James Page



The adventure is set in the **Maztica** campaign setting of **Forgotten Realms**. The adventure begins with the PC's already being kidnapped by slavers in the city of New Waterdeep. From there the PC's are to be sold then hunted and possibly sacrificed by a renegade group of local natives of Kultaka known as the Cult of Zal.

At the start of the adventure the PC's are stripped of their belongings, shackled and loaded onto a small slave ship to make the short journey across the inlet to the salt marshes of Kultaka. There they are sold to Necacatl, an exiled Kultakan priest of Zaltec, and some of his cult followers. The kidnapping, sea voyage, and beach landing should be narrated by the DM.

Necacatl plans to allow his warriors to hunt and capture the PC's for the purpose of sacrificing them to his god, Zaltec. The salt marshes of Kultaka are used as a proving ground for young Kultakan warriors. It is a swampy harsh environment filled with many deadly monsters. After the PC's are sold off on the beach Necacatl and his many warriors give every PC one weapon each (DM's choice) and an one hour head start into the marsh to attempt their escape. The hunt begins!



- 1. Beach Landing** - This location is where the slavers sell the PC's to the Cult of Zal and where the PC's receive their weapons and begin their escape. 12 warriors are always on the trail of the party until the PC's defeat them. See **Tribal Warrior(12) (MM p. 350)**
- 2. Large crocodile (1) (MM p. 320)** - A large saltwater crocodile is hiding in a deep water channel in the swamp. It will ambush the party in this area.
- 3. Old Boat** - *Leather armor +1, P. Greater of Healing*
- 4. Kultaken Warrior Camp One- Tribal Warrior(15) (MM p. 350)** - One of two main camps of Cult of Zal. Reed huts are built on stilts above ground. 6 warriors are always on guard surrounding the camp.
- Mahuizoh - Sub Chief (5th Lvl Barbarian) - padded armor +1, spear +1**
- 5. Kultaken Warrior Camp Two - Tribal Warrior (10) (MM p. 350)**. The smaller of the two main camps of the Cult of Zal. Like the camp at location 4 reed huts are built on stilts above ground. 4 warriors are always on guard surrounding the camp.
- Tapayaxi - Sub Chief (4th Lvl Barbarian) - axe +1**

- 6. Shrine of Zaltec** - This is the home of Necacatl. The shrine is an ancient ruin to some long forgotten idol that Necacatl has claimed for his human sacrifices.
- Flying Snakes(4) (MM p.322)** - Necacatl has trained a nest of flying snakes that he uses as spies and messengers that will attack and defend him if ordered.
- Necacatl's Zombies(8) (MM p.316)**- Necacatl has several zombies (sacrificial victims) he controls that he will use to attack intruders and defend him.
- Necacatl (7th Lvl Cleric- Zaltec/Trickery)** - To his tribe he is known as Qoatl Whisperer, the serpent whisperer. He wears long braids with multi-color feathers woven in his hair that form a headdress. Facial tattoos and tribal markings cover his body. His teeth are filed to sharp points. He is equipped with rainbow scaled hide armor and wields a staff with ornate etchings along the shaft. *Hide armor +2, Staff of Charming, axe(tornahawk)+2.* If the PC's defeat Necacatl and search his shrine they find all their items in a chest that were taken in New Waterdeep. The slavers sold their items to Necacatl for extra gold. Also inside is *2,500 gp, 10 gems, 4 potions*

MM = 5e Monster Manual, # appearing in parenthesis

A HEART OF STONE

BY KERRY JORDAN

This DUNGEONS & DRAGONS adventure is designed for **four to six 1st-3rd level characters** (optimized for **five 1st level characters**). It is set in the Saltmarsh village area described in *Ghosts of Saltmarsh*. All referenced monsters are found in the *Monster Manual*. Consult chapter 5 of the *Dungeon Master's Guide* and chapter 9 of the *Player's Handbook* for rules concerning underwater environments.

BACKGROUND

Over twenty years ago, a reclusive alchemist accidentally brought a statue to life. The wizard named the new man **Slate**, but soon enough lost interest and focused on other experiments. Slate left to learn more of the world and found his way to Saltmarsh. Thanks to a stolen formula for *potions of water breathing*, Slate became a respected fisherman. He even married and fathered children, never revealing the details of his past.

DUST TO DUST

Late at night in a lonely location in or around Saltmarsh, **Slate** (a **commoner**), dressed in a tattered red cloak and hood, limps up to the party. In a raspy voice, he explains his life is ending and he needs the help of stalwart adventurers. The alchemist's transmutation magic is fading and as a last act, Slate wants to help his family financially.

Several weeks ago, he discovered the wreck of the *Moon*; a ship with a cargo of silver lost to pirates years ago. Aggressive sharks prevented Slate from exploring the wreck, but rumors persist that the ship went down before the pirates finished unloading the silver. In exchange for a share of the treasure, Slate offers to take the party to the *Moon*.

AND A DASH OF...

Slate explains that he is missing one ingredient to finish brewing enough *potions of water breathing* for the group: the ink of a giant octopus.

Fortunately, Slate knows a maimed octopus called One-Eyed-Sally with a fondness for spicy fish head stew lairs just off the coast. A local tavern, The Snapping Line, sells a pot of the stew for 5 gp.

Developments. Dumping the stew attracts the **giant octopus**. (Add a giant octopus if the characters are above 1st level.)

DEEP DIVE

Slate completes the potions in a day. The group sail for the wreck in Slate's fishing boat early the next morning. The *Moon* broke up while sinking, leaving the last 40 feet of the stern embedded vertically in the silt. It sits near a coral reef and drop-off to deep water. The top of the wreck is only 55 feet below the surface.

Developments. Two **reef sharks** swim near the sea bed 95 feet below. (Add a reef shark for each character level above 1st.) They are affected by the wreck's ghosts and attack anyone diving deeper than 30 feet.

THE SILVER OF THE MOON

Numerous hull breaches allow access to the remnants of the *Moon's* lower deck and hold. From a swimmer's perspective, the angled decks are 20 foot x 8 foot with large open areas above. Stairs, now sideways, connect the decks. The guest cabins and brig at the top of the lower deck hold nothing of interest.

Locked doors (AC 15, 18 hit points) block access to the upper 20 feet of the hold. The doors may be picked with a successful DC 15 Dexterity check made using thieves' tools or forced open with a successful DC 20 Strength (Athletics) check.

The room beyond the doors is lightly obscured with a cloud of decay. Along the floor is the skeletal remains of three trapped pirates. The interior of the doors is marred from scimitar cuts. A single wooden chest hangs from ropes at the top of the room. Another skeleton lies atop the chest.

Developments. If the chest is opened or moved, the doors slam shut and two **shadows** (the spirits of dead pirates) slither forth. (Add a shadow for each character level above 1st.) Only the destruction of the shadows or a successful DC 20 Strength (Athletics) check opens the doors.

Treasure. The chest holds silver ingots worth 50 gp + 50 gp per character. The chest weighs 75 lbs.

CONCLUSION

When the characters return to the surface, they find Slate completely turned to stone. The party must decide if they keep their word to the poor fisherman or if greed wins out.

ICE IN THE VEINS

BY CLAYTON NOTESTINE @CLAYNOTESTINE

THE STORM LEVELS

- Light snow
L. Obscuration
Low Light
- Heavy snow
H. Obscuration
Darkness
- Heavy snow
H. Obscuration
Darkness
Exhaustion/hr.
- Heavy snow
H. Obscuration
Darkness
Exhaustion/hr.
1d4 cold/round

The Halloweer. The Shell-maker. It has many names, many borrowed, like “friend” or “stranger.” It writhes beneath the surface. If you look closely, you can see it. It’s inside. Where a person used to be.

This 3-hour adventure has been designed to give a deadly challenge to four 3rd level characters. During it, characters take shelter in the wreck of The Telchur, an ink-dark ironclad. Stuck in the ice, outside Saltmarsh, it’s the only shelter for days. But something blood-chilling is also here. Hidden among them and other travelers is a monster. Let the nightmare begin.

To play this adventure, use the **characters** below and the **timeline** like your traditional adventure map. This adventure is about time. The characters must survive the night. Five hours. Five scenes. Cut from scene to scene as you hit dramatic beats. Increasing tension each time. Adapt as necessary.

THE TELCHUR

Labyrinthian. The cluttered cabin and icy hold are all that remain above the ice. A silver greatsword, caked in blood, hangs over the fireplace. The iron door to the outside batters and heaves against the storm. Deeper inside, 20 barrels of oil rest with the frostbitten crew. Long dead.

ZASH ZAREN

(“Male Calishite Human. Bard. CG.”)
Naive. Pedantic storyteller. Harpers brooch. Laughs at every joke. Eyes like pitch. Stares at hands when alone. **The monster.**
Goal. To keep the blood on his vest secret. To sneak back to civilization. To consume.

FYVE “NO NAME”

(Doppelganger. Scout. NG.)
Assumed identity of dead elf. Innocent. Mute. Childlike. Hides the metal collar it couldn’t break. Twitching eyes. **Scapegoat.**
Goal. To find someone they trust. To show the body of the real Zash found in the snow.

DERA AMBERHILT

(Female Illuskan Human. Knight. I.G.)
Cut from steel. Stoops in doorways. Stares into your soul. Feared monster slayer. Refuses to die. Incorruptible. **Inevitable.**
Goal. To hunt down the “survivor” she’s been tracking and slay the monster inside.

“MAD LASS” CADE

(Female Lightfoot Halfling. Spy. NE.)
Clinks with thief’s tools. Likes people like cats like mice. Loves to stir the pot. Cackles. Just finished a big score. **Wild card.**
Goal. To get out and cash in. To rely on the people she trusts: “me, myself, and I.”

“OLD MAN” MELBURN

(Trans Male Iron Dwarf. Priest. CG.)
Braids copper coins into beard. Deflects with maxims. The grandpa you never had. Mentoring. Killed his god. Broken. **Martyr.**
Goal: To redeem himself. To save the younger version of him he sees in another.

“One time my buddy Dasselhand and I...” -Zash “Doubt makes death of us all,” draws weapon, “step aside.” -Dera “You shoulda seen the look on their face.” -Cade “stares awkwardly” -Fyve “Some fear fire. Others become it.” -Melburn

ADVENTURE TIMELINE

The Zero Hour 00

- Storm level 1
- Player characters arrive
- Zash & Fyve greet them
- Stress claustrophobic ship
- Stress danger of storm
- Stress the need for a fire

The First Hour 01

- Storm level 2
- Melburn then Cade arrive
- Imprint on a PC as Fyve
- Mentor a PC as Melburn
- Rile a PC as Cade
- Befriend a PC as Zash

The Second Hour 02

- Storm level 3
- Dera arrives
- Intimidate as Dera
- Fidget as Fyve
- Ingratiate as Zash
- Reason as Melburn

The Third Hour 03

- Storm level 4
- NPCs split up
- Pull PCs aside as NPCs
- Ask PCs hard questions
- Reveal Zash is the monster

The Fourth Hour 04

- Storm level 3
- Someone else is infected
- Stress the storm will end
- Panic and freak as Cade
- Transform another NPC

The Fifth Hour 05

- Storm level 1
- The sun rises
- Stress the need to leave
- Hurt monster with sunlight
- Make one last attack

THE HALLOWER

Tiny - large aberration, chaotic evil
Its mind twists in Escher-like plots. It’s flesh slithers. If harmed, it’ll rip apart into a Cronenberg horror of alien designs.

ACTIONS

Bite. Hook. Tear. Rip. Melee weapon attack: +8 to hit, reach 5 ft, three targets. Hit: 7 (1d8 + 3) slashing/piercing damage.

AC 12 HP 50 see *legendary reaction*

STR 18 +3 DEX 18 +3 CON 18 +3
INT 10 +0 WIS 18 +3 CHA 10 +0

Condition Immunities everything.
Damage Immunities poison, cold, necrotic, and bludgeoning, piercing, and slashing from non-silvered/magical attacks.

Abomination form. Can assume the form of anyone alive or dead. Impossible to detect with magic. It’s a perfect copy down to the atom and memory. Automatically changes to true form if subjected to fire, radiant, or damage from silvered weapons.

“What is that thing!?” The first time it changes into its true form, everyone must succeed on a DC 15 Wisdom/Intelligence/Charisma saving throw (whichever is lowest) or be frightened for 24 hours.

Sunlight. When exposed to non-magical sunlight. Take: 18 (6d6) fire/radiant damage.

Dera’s guide to spotting The Halloweer. First, it doesn’t feel pain from normal injuries. Second, it has no sense of taste. Third, it cannot feel cold (but it knows it should). Fourth, its eyes are... strange.

CHARACTERS

Melburn’s vague maxims. “Empathy is your sharpest blade.” “Slay the monsters inside. Not outside.” “Fear the dark? Fear the things that need it.” “Everything is love. Except skeletons. I hate skeletons.”

The Isle of Greed

Background. Trading vessels in the Azure Sea are disappearing. Complaints are amassing and the local merchants have put up a large reward (1000 gp) to solve the issue. A few fishing vessels have reported seeing a mysterious new landmass about 5 miles off the coast of Saltmarsh.

Level. This adventure is for parties of level 10-12.

Island. A verdant, crescent-shaped isle has appeared in the Azure Sea. A small, pearlescent mountain emerges through the tropical forest, on which sits a temple dedicated to the **morkoth**. A village is nestled along the crescent-shaped cove. There are approximately 50 inhabitants (**githyanki, humans, hobgoblins, elves, aarakocra, lizardfolk, triton**).

- The **triton** (2) and **lizardfolk** (2) are new captives and will give assistance with the promise of freedom. The tritons know of the underwater entrances to the **morkoth's** lair, and can warn about the sharks. The lizardfolk can offer info regarding the mountain temple, its secret entrance, and its two guards (**Champion and Diviner**).
- The rest of the inhabitants are committed to their god, the **morkoth**. If they learn the party's real motivation, they will try to sabotage the party's efforts.

Morkoth's Lair. These tunnels are all under water (15-20'), aside from the treasure areas. The **morkoth** lairs here with all of its treasure. It will not part with any of its treasures willingly and will not stop obtaining new treasures (objects and creatures). It will use all of its tricks and lair actions to confuse and confound the adventurers.

Treasure. 17,000gp, 2,700pp, 16x1,000gp gems, *Spell Scroll (Shapechange)*, *Staff of Striking*, *Figurine of Wondrous Power (Obsidian Steed)*, *Iron Stone of Intellect*, *Belt of Frost Giant Strength*

Underwater Entrance #1.
3 **Giant Sharks** guard this cove entrance. They will attack any intruders, although they can't fit into the tunnel.

1 **Hulking Crab** lairs here. It is feeding on a treasure seeker's body.
Treasure. *Cap of Water Breathing*, 53gp.

3 **Deep Scions** guard this area. They will attack any intruders.

Mountain Temple. A **Champion** and a **Diviner** guard this shrine dedicated to the **Morkoth**. Their allegiance is to their 'god' and they will try to determine the purpose of the adventurers' visit. The **Diviner** will use *Detect Thoughts* and can tell if they lie with their *Ring of Truth Telling*. There is a secret door leading to the **Morkoth's** lair. Perception Check DC 15.
Treasure. *Greatsword +1, Adamantine Plate, Ring of Truth Telling, Wand of Binding*

Underwater Entrance #2

Temple Lair Entrance. Hidden behind a secret door. Narrow tunnel leads downwards to stairs disappearing into dark water.

Underwater Entrance #3

3 **Deep Scions** are guarding here. They will attack any intruders.

3 **Hunter Sharks** patrol these rooms. They will attack any intruders or will join the fight with the **Deep Scions** if party is wounded.

1 square = 5'

5 **Shell Sharks** patrol this area. They will attack any intruders.

DM Note: Read up on **Morkoths**. They have many interesting and useful lair actions and regional effects.

Written and Illustrated by
K.A. Bryan

IT'S ELEMENTEMPLE, DEAR TRAVELER

2 Old Guys Games is Christophor Rick & Michael Spredemann

Map textures used with permission of Frank Turfler Jr.

Plot Hook

Any old trope will do to drop this into your campaign as a side quest, or as a quick travel option. Have PCs fall into or wake in the central chamber of the temple.

Read

The chamber walls radiate a swirling pattern that makes you feel uneasy if you look too long. Each wall has an opening in it. Four shimmer while the fifth completely absorbs light. Left to right (facing up on the map), a constant susurrus of moving air, a curtain of falling dust and rocks, a steady torrent of water, and a vertical sheet of flames. You cannot see through them. There is no heat, nor cold present.

Perception DC 13 hears a voice coming from the chamber's center. As PCs come closer, the voice gets louder. The first sentence heard is: **Explorers Activate Further Ways**. Then:

Embarrassed Angels Fancied Whisky, Explosive Aggrieved Fathers Wagered, Emus Assailed Fallen Warriors, Elegant Agrarians Farmed Wickedly, Exotic Antelopes Floated Willfully, Eerie Ants Fidgeted Wantonly, Effeminate Affectionate Fairies Wagered, Evil Abraham Fasted Wildly, Elegantly Armored Fairies Waved

The pattern then repeats. This is the clue to the order in which the rooms must be cleared, **Earth, Air, Fire, Water**.

When an incorrect door is entered, a PC takes 1d4 dmg (E/W = Bludgeoning, A = cold, F = fire) and is pushed back to the center. Entering Earth begins the puzzle. Nothing can be thrown through. Only living creatures and their possessions may pass. When each room is cleared in order, a colored gem (brown, white, red, blue) is embedded in the black door. After the last room, the black door becomes a portal.

Earth - Read

You step into a triangular room. Along the walls are five hoppers of materials - a dark gray stone, a pink speckled stone, a black chunky powder with hints of red, lava, and sand. In the middle of the room is a hollow cone with horizontal lines on it.

PCs must fill the cone in this sequence - iron (chunky), lava, basalt (gray), granite (pink), sand - as in the layers of the planet. **DC 12 STR/DEX** to move. The problem is, how do they transport the materials? Each incorrect material causes a quake that cracks the floor raising the DC +2 each time. After 4 mistakes, the floor crumbles away. PCs take 1d6 falling dmg and end up in central chamber.

Air - Read

A 5' walkway crosses a 60' pit that drops to an unknown depth. On the far side is a stone door. The walls are completely smooth. Wind blows downward at a fast pace.

When a PC reaches halfway, read: *The door seals & the floor crumbles. You fall toward a floor of metal spikes.*

There is a metallic band in the wall halfway to the floor. **DC 12 Insight** finds a repeating pattern of symbols in the band (W, A, E, F). Touching one requires **DC 14 DEX** each

pass. Completing the puzzle disables the portal and PCs fall through the illusory spike trap into the central room. Failing by 5+ resets the puzzle due to hitting a wrong symbol & does 1d4 dmg to each PC. The party continually falls toward the spikes, just before impact there is a flash of light and they are again falling from the top of the pit. Give 10 falls before dumping them into the central chamber with 1d6 falling dmg. Must restart. See puzzle solution order & symbols to the right.



Fire - Read

This square chamber holds an altar with a sun carved into it. Atop the altar rests a scroll. All of the walls are sheets of flame but you feel no heat from them.

The puzzle begins when the scroll is unrolled. The 1st time, the bottom of the scroll begins turning to ash. Each subsequent time, another edge of the scroll begins to burn. The PC holding it needs **DC 14 DEX** to not take 1d6 fire dmg. The scroll reads, "Read aloud, commit to memory, act as ordered" then a series of tasks. It takes 15 seconds for the scroll to completely turn to ash. After 4 failures, the PCs are blinded by raging flames, they take 1d6 fire dmg, and are returned to the central chamber. Choose 5 random activities for the players to act out and change the order each time the scroll is recreated to keep them from memorizing the order.

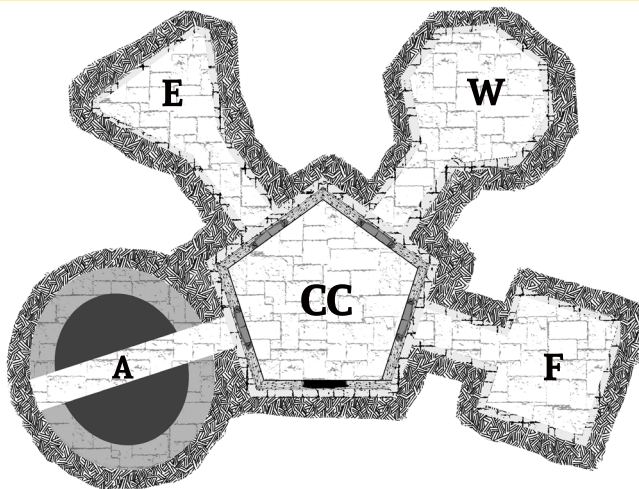
Water - Read

This octagonal room has a fountain with water in the basin and three fish on the rim, but no water flows. There is a lever on the walls to the left, ahead and to the right.

This puzzle requires the PCs to move the levers to activate the fish spouts. 1st lever (left) activates left fish, and reverses middle fish (on/off). 2nd (center) activates middle, reverses left and right. 3rd (right) lever activates right fish, reverses middle. Solution: L, R, C, L R.

Stepping through final portal - Read

As you step out of the darkness and into a dimly lit shop full of strange doors, a shopkeeper says, "Good day to you, travelers! Welcome to The Portal Store at Saltmarsh!"



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LIKE A FISH OUT OF WATER

An adventure for 4-5 fifth level characters.

Designed by Chris Cascioli. Cartography by Dyson Logos.

BACKGROUND

Severe thunderstorms batter the coasts near Saltmarsh. Rumors swirl of the nearby Cerulean Strand being completely devoid of sand. Four days ago, Ferrin Kastilar (NG male halfling **druid**) set out from town to investigate. Worried for Ferrin's safety, and suspicious of a threat more sinister than storms, the town council is offering 250gp for his return.

THE CERULEAN STRAND

Rain-battered beaches stretch for miles in the shade of tall cliffs, save for an expanse wholly lacking sand. A **dust devil** (an **air elemental** that can't fly, has a speed of 50 feet, and has Int. and Cha. scores of 1) wanders through the wet clay and muck that remain.

Anyone at the cliff base notices the partially-buried, unlocked stone door to area 1. A successful DC 16 Intelligence (Investigation) check reveals prints of small, clawed feet leading to a burrow (area 5).

DRIFTING DRAGON'S SANCTUM

Non-cave areas are illuminated by torches. Ceilings are 12 feet high unless otherwise noted. Sand gathers in every corner and crevasse.

Kobolds found here have blue and gray striped scales. They are not fond of the cultists, but have orders from Rytheria (area 8) to get along.

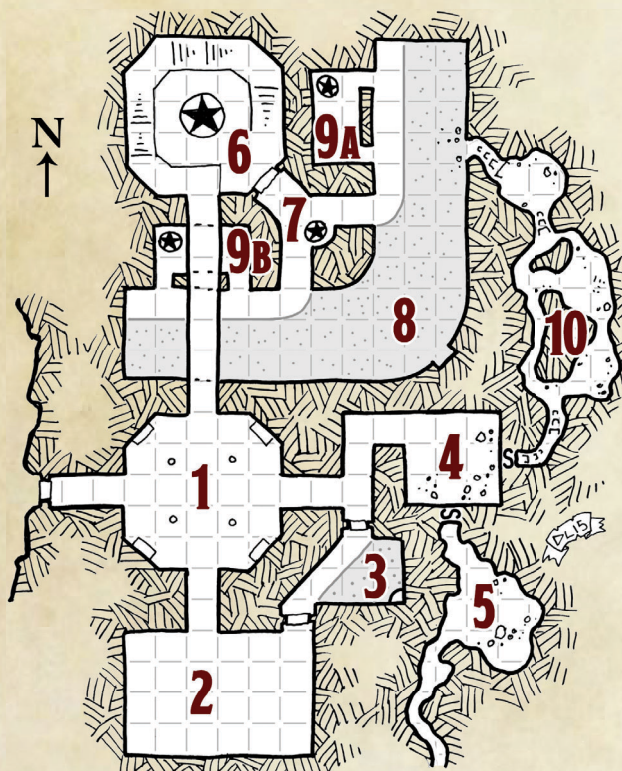
1. VESTIBULE

A 20-foot-high ceiling is supported by tall pillars. Four wardrobes line the walls, two of which are empty. The others each contain two sets of dark blue robes and pointy metallic masks resembling bolts of lightning.

Falling Net. A hidden net on the ceiling is connected to trip wires across the bases of the pillars. See the "Falling Net" trap in the Basic Rules for details. Springing the trap causes kobolds in area 2 to cackle.

2. MUSHROOM GARDEN

This 15-foot-tall muck-ridden chamber is used as a makeshift mushroom garden. Four **winged kobolds** tend to the fungi. Their leader, Conk (a **kobold inventor** with 21 hit points) patrols atop a **blue guard drake**. The kobolds ignore creatures wearing cultist robes and masks.



3. REPURPOSED SINKHOLE

Unlocked wooden doors bookend a path through this sandy room. A large pearl sits atop a bright red pillow on a pedestal in the far corner.

Hidden Spiked Pit. The sand hides the cover of a 20-foot spiked pit, originally formed by a sinkhole. See the "Hidden Pit" and "Spiked Pit" traps in the Basic Rules. Kobolds in area 2 investigate commotion here.

Treasure. The pearl on the pillow is a *pearl of power*.

4. KOBOLD QUARTERS

The floor is covered with refuse, debris, excrement and makeshift beds of hay and leathers. Shovels and carts haphazardly line the walls.

A successful DC 12 Intelligence (Investigation) checks reveals a hole that leads to area 5 under a bed. On a result of 16 or higher, a character also notices the entrance to area 10 behind a large stone slab.

5. EXIT TUNNEL

Four lightning-resistant **kobold dragonshields** rest in this sandy cave.

6. DRAGON STATUE

Stairs descend 40 feet around a towering dragon statue with five differently-colored heads: white, blue, black, red and green. Two **cultists** kneel at the statue's base. Three **blue guard drakes** rest under the stairs.

Dragon Statue. Touching the blue head magically locks or unlocks the door to area 7. Touching any other head causes lightning to arc around the chamber. Each creature here must make a DC 12 Dexterity saving throw, taking 3d6 lightning damage on a failed save, and half as much damage on a successful one.

Door. The large iron door can only be unlocked as stated above. It can be forced open with a successful DC 25 Strength (Athletics) check.

7. CRYSTAL CORRIDOR

An 8-foot-tall, dull blue crystal sits in the alcove here. Two **cult fanatics** face the crystal, kneeling in silence.

Crystals. It takes an action to activate a crystal, causing it to glow and invigorating the dragon in area 8. Destroying an active crystal (AC 13, 11 hit points, vulnerable to bludgeoning and thunder damage, immune to psychic and poison damage) devitalizes the dragon.

Cult Fanatics. If combat begins, a fanatic exclaims, "No! She is still weak!", uses an action to activate the crystal and runs toward area 9a.

8. RYTHERIA'S DEN

This massive room has a 30-foot-high ceiling and a 30-foot-deep trench filled with sand. Ferrin is chained to the wall in the southeast corner. A **young blue dragon** named Rytheria, enticed to the coast by her cult, rests under the sand's surface. She emerges after one fanatic is killed.

Crystal Revitalization. Rytheria has been donating her scales to the cult for rituals, leaving her weakened. Adjust her statistics accordingly:

Active Crystals	AC	Max HP	Speed	Strength	Breath Damage
0	15	123 (13d10 + 52)	75%	18 (+4)	38 (7d10)
1	16	133 (14d10 + 56)	75%	19 (+4)	44 (8d10)
2	17	142 (15d10 + 60)	100%	20 (+5)	49 (9d10)
3	18	152 (16d10 + 64)	100%	21 (+5)	55 (10d10)

Rytheria's Demise. Dust devils dissipate as regional storms subside.

Treasure. 500gp worth of gems are heaped under Ferrin. Buried nearby are an *elemental gem* (blue sapphire) and a *dagger of venom*.

9. HATCHERIES

These alcoves each contain an 8-foot crystal (see area 7), as well large iron cauldrons from which blue-scaled eggs protrude. If left undisturbed, the **blue guard drakes** inside the eggs hatch within a few days.

10. SORCERY CAVES

Sloping passages, lined with coins, cutlery, chalices and other shiny miscellany, descend a total of 40 feet. Three **kobold scale sorcerers** practice spells in peace here, unless Rytheria calls upon them.

Treasure. 800cp, 200sp, 75gp and a *horn of silent alarm*.

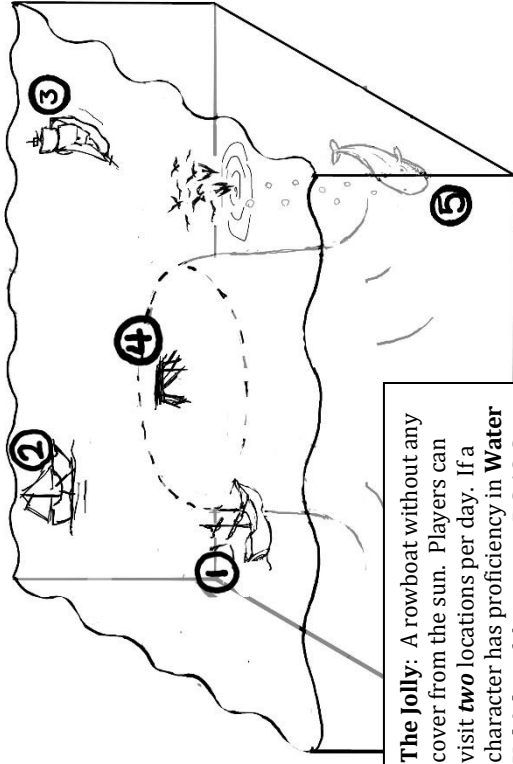
A Mariner's Island (Tier 1) – By [BobTheDM](#) – [Inspiration](#) – This was supposed to be a short trip south from Saltmarsh. A few days at most. But then the pirates appeared from the fog. **Master Rist** led us out to deep sea, where the Keolish Navy roam and we were thankfully spotted. Then, the wind died. It has been **2 weeks**, the **heat** beating down, and nobody has moved. Those damn **birds** keep circling, sailors talk about the foul creatures' blackened wings. **Death** is coming... All players gain 1 level of [exhaustion](#) from heat stroke. This cannot be recovered until the winds blow. Player's start in **N'Busa's Vault**. Every ship is surrounded by birds. Attacking one triggers **The Birds**.

N'Busa's Vault (1) – Crew(80 Sailors)
A trade vessel sitting low in the water. A **Burial at Sea** is happening. **Saltmarsh Crew** solemnly watch. **Spices** fill the air. **Master Rist** is performing the eulogy, their voice **soft** and **parched**. Without water, soon more will die. **Coffins, crackling fire, hammering, Jolly Boat**, if investigated, *Half Finished Coffins, Frying Food, Barrels of Limes, Barrels of Spice*.

Screamers' Gull (2) – Crew(100 Pirates)
A pirate ship with a **broken mast**. Top Deck is desolate, devoid of people. **Moaning** can be heard below deck. **Screamers' Crew** is sick below deck. **Red-Eye** has sealed himself in the captain's quarters. **Legends of the Sea** are inscribed in the interior hull. **Sickly-Sweet Air, Human Offal everywhere**, if investigated, *Barrels of Hard Tack, Barrels of Fresh Water, Trapdoor to Bilge, If searched, trigger The Ghouls. Hidden in the Bilge: #players +2 Potions of Water Breathing*.

Keoland's Fortune (3) – Crew(120 Scouts)
A massive **Warship** equipped with **smokepowder cannons**. Its **sails** are blindingly white. **Fortunate Crew** are furiously cleaning the deck. **Captain Nehelli** monitors from the helm. **Fresh Water** pours over the side. **Barrels, Puddles, Lyme, Bleach**, if investigated *Armory, Empty Stores, Portholes Nailed Shut*, if searched thoroughly, *Dead Birds in a Pot*.

Time Runs Out – The Disease: Whenever the **Pair of Dice** are tossed, consult **The Dice** for each ship. If the crew has consumed **Limes** in the past 24 hours, ignore **The Ghouls**. If **Limes** are given to a ghouls, the ghouls is cured. **Pair of Dice** lose this power when not on **Sandbar**.
The Clock: On noon of day 5, or when *Total of All Crew* drops to 200, **Death Comes**. A ship of **Gnashing Ghouls** approaches the player location. A **Skeleton in Black Robes**, throws **dice**, with a **beautiful noble woman**. When the **dice** are cast, the **woman** turns and smiles. **200 NPC's drop dead silently**. The **wind** returns. The ship sails away.



The Jolly: A rowboat without any cover from the sun. Players can visit **two** locations per day. If a character has proficiency in **Water Vehicles**, if they pass a **DC 18 Con** check to visit a third location.



Salty Maude's (5)

Seagulls circle and rest in the ocean. If player's dive, **Trigger Random Encounter**.
A **Whale Corpse** rests at the bottom. A **Bubble** is stuck in the whale's mouth. Inside is a **Clam**, its **Rotting Heart** is visible, **Cormorants (Bloodhawks)** feast on marrow from **Exposed Ribs**. **Salty Maude (sea hag)** stares into the clam. **Trigger Salty Maude** if investigated, *albatross feathers, swatches of blonde hair*.

Triggered Encounters

The Birds: 4 Swarms of Seagulls ([Ravens](#)), 2 Albatross ([Giant Vulture](#), Sized Medium)
The Ghouls: 1d4+2 Crew become **Ghouls**, 5 Crew die during battle.
Salty Maude: [Sea Hag](#) (has +1 [Net](#) made of seaweed), 2 [Cormorants \(Bloodhawks\)](#), [Sea Spawn](#) (emerges from Clam)
Random Encounter:
4 [Terlens \(Reef Shark w/ Fly speed of 30\)](#) and:
1. [Shell Shark](#)
2. [Hunter Shark \(w/ Fly speed\)](#)
3. [Drowned Blade](#)
4. [Skeletal Swarm](#)

The Dice

Roll 2d6	Result
2, 3, 12	20% of the ship's crew die instantly
4, 5, 6, 8, 9, 10	Trigger The Ghouls
7, 11	A Quiet Moment

Important Characters

Fortunate Crew – Well trained, but clearly hungry. Knows their captain has killed an albatross to try and feed them. They have all refused to eat since then.

Want: To replace their captain with a proper sailor
Does Not Want: Anyone to find out the captain has cursed the crew by killing an albatross

Captain Nehelli – Standing over 6 feet tall, impeccably dressed with a gilded breastplate, a rough, hewn patch of hair has clearly been pulled from her head. Commanding and bull-headed.

Want: To feed her soldiers bellies.

Does Not Want: To feed her crews idle fantasies and superstitions.

Saltmarsh Crew – A rather eclectic bunch of races and homelands, many are former fishermen talking advantage of the Crowns tax break to break into trading.

Want: To always make a profit

Does Not Want: Any harm to come to passengers or crew. Something to drink.

Master Rist – A former pirate, the Captain was kidnapped young, has taught themselves to read, learned sailing from Saltmarsh's finest, and maintains a positive outlook even now.

Want: Self-preservation at any cost, even the detriment of the crew.

Does Not Want: To lose even a single gold coin.

Screamers' Crew – Beaten and bloodied, the crew has suffered for a long time and are quite desperate. The crew decided to document every myth and legend of the sea on the hull of their ship.

Want: To save their brothers lives.

Does Not Want: to be cheated, ticked, cajoled, or betrayed

Red-Eye – Blotched skin, and a gummy smile, the disease has clearly ravaged his body. He boasts that his other ships will rescue him, if he could only get a message out.

Want: A cure for his condition

Does Not Want: Keoland's Fortune to set sail again. He will be rewarded with another ship in his fleet.

Salty Maude – [Source](#): A fearsome sea hag that resembles a bird, she has stabbed many bird feathers into her flesh.

Want: To see Captain Nehelli suffer and die for killing her prized albatross.

Does Not Want: To be near the island on moon of the fifth day. She flees as soon as the ghost ship appears.

MASSACRE IN THE MIST

After Duke Langcaster requested young Lady Cantrelle's hand in marriage, her brother, Count Cantrelle, agreed without asking her. When she found out, their fight ended in her murder.

Count Cantrelle covered up his sorricide with the help of his knights, who also served as officers in the Turnfog Militia. One of his knights - Sir Clark - refused to help, and was executed, then dumped in full armor into the ocean.

Sir Clark rose again from the bay as a **revenant**, and has been murdering those who carried out the plot, planning ultimate vengeance against the Count himself.

Hook

The Saltmarsh-region town of Turnfog has suffered a string of murders, all seeming to target law-enforcement. The Count calls for backup, and the players respond.

NPCs

The Drowned Knight. The **revenant** of Sir Clark. He stalks the misty streets of Turnfog at night, briny water leaking from the joints of his squealing, rusted platemail. The Drowned Knight is a **revenant**, with an Armor Class of 20, and wielding a greatsword. **Count Cantrelle.** A slight man with a black widow's peak. Count Cantrelle is a **noble**. **Sir Galbraithe.** The Count's lieutenant, driven half-mad by guilt. Currently in charge of the Turnfog militia. Sir Galbraithe is a **veteran**.

Location

Turnfog. A town in the Saltmarsh region (wherever that may be in your game). Turnfog is only a seat of local power due to tradition. The fishing town is perpetually swallowed by patchy mist, and all outdoor locations are **lightly obscured** by it.

Opening Encounter

Sir Galbraithe is in charge of the inquiry into the recent killings, and the players are asked by the Count to meet him at the Argall Brewery Alehouse.

Rain patters against the windows behind the stubbled man, lit blue by the bazy moonlight.

The guilty knight is drinking heavily to forget what he's done. He's smart enough to already know that the murder is what links the victims together, but he won't tell the players easily. If they start to get close to making him talk, he clams up, **frightened** by the sound of rasping armor growing near outside...

At a dramatic moment, the Drowned Knight enters to kill him. If the players slay the Drowned Knight, the **revenant's** body disappears the second they are not looking at it.

The Plot Thickens

If Galbraithe survived, he tells them they can find the truth at Cantrelle Manor. If he died, they can find a letter on his body from Count Cantrelle, thanking him for his discretion, with a deed to a plot of land enclosed as payment for his silence.

Written by S. T. Mannell (@crypticparlour)

Map made with assets from: <https://openbkgos.blog/maps/commercial-maps/>

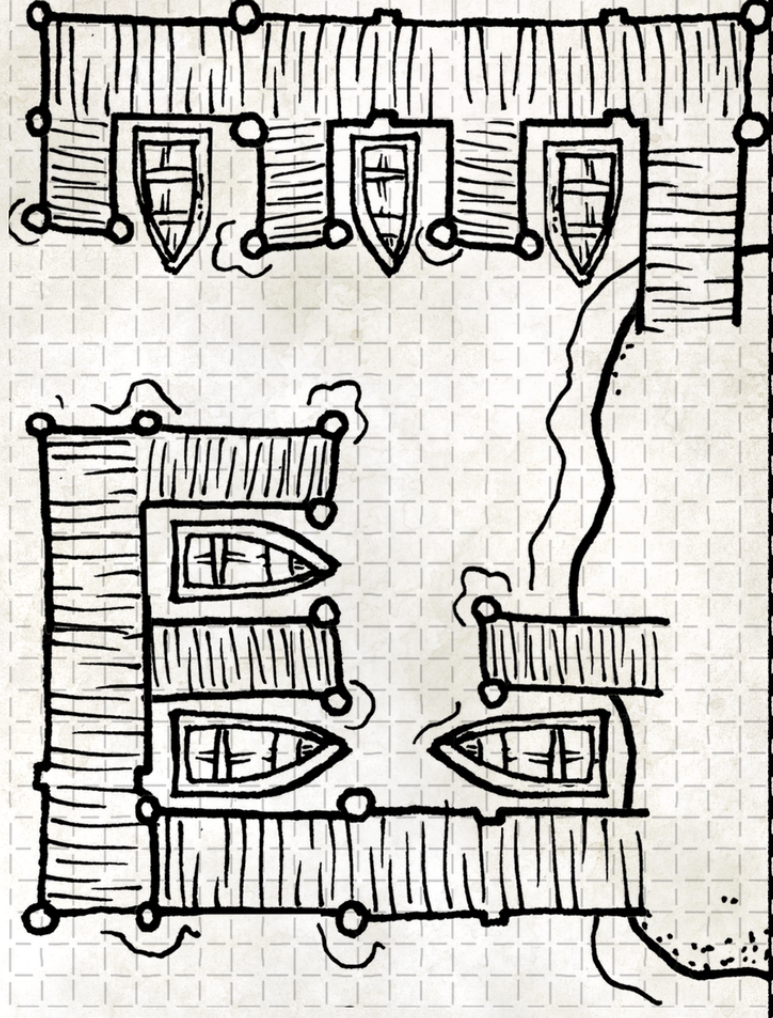
Players might also deduce the connection between Galbraithe's breastplate and the armor of the Drowned Knight, which both bear the Cantrelle crest; a black crab.

Once the players investigate Cantrelle Manor, either by force, stealth, or diplomacy, they can find a number of clues to uncover the truth. The Count himself is nowhere to be found.

Battle at the Turnfog Marina

After the truth is uncovered, the players can follow the sound of the **revenant's** armor to the nearby Turnfog Marina, where the Count is trying to escape to sea!

The Count has 2d4+2 **guards** covering his retreat, armed with heavy crossbows, hiding in the moored boats. Crouching inside a moored boat confers half-cover.



Clues

Letter. The letter proposing marriage from Duke Langcaster. Located in the Count's desk drawer. **Letter-opener.** The murder weapon, found under a creaky floorboard in the Count's study.

Bloodied deeds. Found in a locked chest in the Count's study; a number of deeds to land, just like the one Sir Galbraithe has. They bear the names of all the victims. Galbraithe has been retrieving them from the bodies for the Count.

Tamwyn Toll. Lady Cantrelle's maid. Tamwyn is aware of the proposal, and heard the murder actually occur. The Count has made no effort to silence her, as he believes her too stupid to know anything. Given the chance, she will gladly speak against the Count.

MEMORIES OF SALTMARSH

BY H.H. CARLAN & CORRY ROGERSON

*A 3-4 hour adventure for five
5th level characters*

BACKGROUND

Gellan Primewater (GoS 8) has hired the party to search for and retrieve beautiful and unique stones from the seas of Saltmarsh. The party will be paid based on the value garnered from the stones; however, they must survive to be paid.

Encounters

After the party meets Gellan, they are to go out and seek these stones from whatever port or body of water they wish. When actively searching, they will roll to determine what kind of stones they find. When the party starts to collect the stones, they are transported to a different time and place. When a player attunes to the stone, every person within thirty feet is transported to the Locale or Plane. Once travel has commenced, they are immediately in initiative. If successful in combat, then the party is brought back to their original time and place. The memory is retained within the stone, and the party retains their memories of the fight. Gellan will reward them with both gold and loot (Treasure Hoard CR 5-10: *DMG* 137). If they are defeated, then they are absorbed by the gemstone and their memories overwrite the the current memory.

History of the Memory Stones

Centuries ago, a new kraken came to the deep sea of Saltmarsh. She fought Vaalaastroth until the cultists of Vaalaastroth banished her and removed her memories so she would never return. However, the memories extracted are also the memories of the individuals she has killed over the years. Now, Gellan Primewater wants to collect the kraken's memories and use them to recount Saltmarsh's history.

When the players find a stone, roll a d6. There are six Gemstone tables (*DMG* 134), on which the players will roll to determine type of gem recovered. Players roll again based on the corresponding table (1 = 10 GP, 2 = 50 GP, etc). If they rolled 4 or higher, then the gemstone is considered "rare."

Note: the DM will need to weave together the narrative of why the enemy is in that location.

Encounter for Common Gemstones:

Party Lands In:
d6: Locale

1	Saltmarsh
2	Neverwinter
3	Menzoberranzan
4	Waterdeep
5	Free City of Greyhawk
6	Baldur's Gate

To Fight:
d6: Enemies

1	Mindflayer (MM 222)
2	Drow Priestess (MM 129)
3	Stone Giant (MM 156)
4	Pack of Mezzoloths (MM 313)
5	Young Green Dragon (MM 94)
6	Invisible Stalker (MM 192)

Additional Flavor:

1	Encounter w/ Kraken (MM 197)
2	Gellan's niece is w/ the PCs
3	PCs encounter dead NPC in locale
4	PCs are gifted a boat for travel
5	A local uprising closes ports
6	The winds are not sea-faring
7	One PC is unable to swim
8	Encounter w/ treasure hunters
9	PCs encounter a lost celestial
10	Find a bag of holding
11	Pursued by Sea Hags (MM 179)
12	Disease besets Saltmarsh
13	Meets ghosts of adventurers
14	Gellan is reported missing
15	Tavern has 2-for-1 Ale Night
16	PC gains a familiar
17	Deed to a small keep in Saltmarsh
18	Mysterious patron
19	Gemstone is a mimic (MM 220)
20	PCs discover buried treasure

Encounter for Rare Gemstones:

Party Lands In:

d6: Plane

1	Sigil
2	Abyss
3	Mount Celestia
4	Shadowfell
5	Barovia
6	Feywild

To Fight:

d6: Enemies

1	Pack of Chimeras (MM 39)
2	Medusa (MM 214)
3	Grick Alpha (MM 173)
4	Hydra (MM 190)
5	Spirit Naga (MM 234)
6	Cloaker (MM 41)

While these encounters are intended to be random, it is at the DM's discretion to alter the composition of the encounter to suit party needs. Additional enemies can be added for balance as well.

Oceans of Potions

by Cheyanne Lovellette

Creatures: *Gelatinous Cube and Kuo-Toa* | **Characters:** 4-5 | **Level:** 5



Adventure Hook

Brandy Harper, an up-and-coming entrepreneur in Saltmarsh, seeks to corner the market on providing tonics that offer sailors a different type of liquid courage. You've been asked to procure curious ingredients for a newly developed Potion of Water Breathing that Brandy ensures will "take your breath away! And then, you know, give it back. Sort of. I think!" Collect the ingredients and learn the secrets of potion brewing in this *Ghosts of Saltmarsh* adventure.

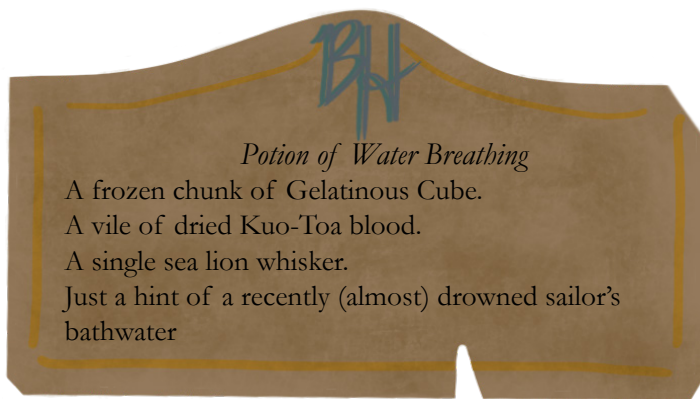
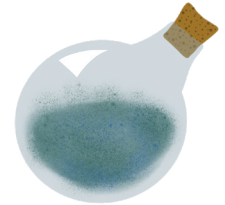
Crew of Characters

Brandy Harper: A gnome with wild hair that holds her goggles and other tidbits she might require.

LubLub: A locathah child who wears a tiny vest and dreams of joining the Kelp Rangers.

Old Odle: A turtle merchant known for his curious collections and swindling sales.

Felina Trapinoc: A tabaxi sailor with a salty attitude and a tale to tell.



Beginning The Adventure

Brandy suggests characters visit Old Odle near the Empty Nest Tavern to gather information. He will attempt to sell a collection of vintage fishhooks but eventually tells the party about seeing a group of **kuo-toa** skulking under the docks. Once characters enter the water, 6-8 kuo-toa attack. If a character bought the fishhooks the kuo-toa revere the hooks as a deity. The tangle of hooks become Awakened and uses the **crawling claw** boosted to 30 hit points.

- To find the **gelatinous cube**, the party overhears a fisher telling folk about the strange slime that their recent catch was coated in. They direct you to a sea cave on the east coast of Saltmarsh just past Crabber's Cove. Inside the cave lurks a bioluminescent gelatinous cube. If a character comes into contact with the monster, that part of their body becomes affected by the Light spell for 1d4 hours.

- By asking around, the party can learn of the recent battle with a kraken and the sailor that nearly drowned. Felina Trapinoc can be found carousing in the second Saltmarsh tavern the party investigates. She uses the *pipe of remembrance* to tell her tale.

- The party hears the whimper of a small child. LubLub has lost their sea lion companion, Glub. The pup was last seen fetching fish bones under the Sharkfin Bridge. The pup can be found tangled in a net along the shore. The party can roll a Persuasion check DC 10 to try to persuade LubLub to give one of Glub's whiskers in gratitude and/or Glub can be tamed with an Animal Handling check with a DC 15.

Potion Brewing

When the party returns to Brandy's home, they find the eccentric alchemist gone and a note on her brewing stand reads, "Gone fishing for empty bottles! Make yourselves useful and get brewing. You know my secret technique of course. Just remember the shanty, *'Well there once was a captain named Belle / who knew these waters quite well / her compass spun west / and the wind did the rest / so her voyage was always deemed swell.'*"

Answer – Party should stir the potion counter-clockwise and blow on it to achieve the perfect brew.

Conclusions

If the party is able to brew the potion successfully, they are rewarded with 100 gp each and the lucky chance to try the potion out on their next adventure. There's a promise of more gold if they return with detailed notes on its effects.

If the party fail the brewing test, the brewing stand explodes causing everyone in the room to take 1d8 fire damage. Each member of the party must make a Dexterity save DC 20. On a fail, they are covered in a sickly slime that causes a fish scale rash to form on their exposed skin for a 1d4 days.

PLIGHT OF THE NAVIGATOR

A D&D ADVENTURE FOR A PARTY OF FOURTH LEVEL HEROES

ADVENTURE SUMMARY

On a stormy voyage across the dark sea, the hardy Navigator is breached by nerfolk marauders! Can our heroes save the sinking ship?

THE NAVIGATOR

The ship runs 120 feet long and is generally 25 feet wide.

ORLOP DECK (4)

The boss's parrot squawks and flies through an open breach in the hull. The fist of a water elemental (MM) narrowly misses the bird before turning on the heroes. The bilger notes that this breach is above the waterline and they should search the trapdoor leading to the Hold just past the Armory...

THE BREACH!

SEALING THE BREACH
The hold is rapidly flooding, beginning at 3 1/2 feet deep and flooding half a foot each round. To apply the sealant, two people must wrap an oilskin over the entire breach and then speak the incantation. The bilger automatically succeeds, but this takes a hero two actions and a successful DC 14 Intelligence (Arcana) check.

BARON TRIMAXION AND PUCKMAREN!

WA-WA-WA-WATER ELEMENTAL?!

SABUWGIN BOARDERS!

DEEP SCIIONS!

GALLERY (2)

Once the Deep Sciions have fallen, the Captain shouts to the heroes. "Protect my bilge crews!" As the heroes descend, they hear a shout for help...

LOWER DECK (3)

A lightning strike reveals two Deep Sciions (MM) on deck!
THE ARMORY
• 2 Battleaxes +1
• Sentinel shield
• 2 potions of greater healing

MAIN DECK (1)

All hands on the Navigator burn against the rough ropes holding the ship aloft against the fierce storm. A loud crack sends a tremor through the ship. Bilge crews to the hold!
A lightning strike reveals two Deep Sciions (MM) on deck!

A strike team of five sabuwigin (MM) and a sabuwigin priestess (MM) attacked the bilge crew and locked them in a cabin. Only one is still alive and will need one hero to help them use the magic sealant on the hull.

EPILOGUE (6)

If the heroes successfully repel the boarders and seal the breach, the Navigator is saved. The Captain is overjoyed and allows the heroes to keep one item from the Armory, plus 400 gold for each hero. Are the sabuwigin nations preparing for war against the surface world?!

by **RICHARD MALENA-WEBBER**
@rmatena 5/16/19



PICKLE PIER is the new nickname for the dock directly in front of the Snapping Line, a popular Saltmarsh inn and tavern. It was coined with the introduction of “spiked pickles” (alcoholic pickles on large toothpicks), an innovation credited to the Argentaxe brothers, Frummel (N male dwarf **knight**) and Hurch (N male dwarf, secretly a saltwater **werecrocodile***). Young tavern owner Hanna Rist (NG female human **commoner**) originally hired these two as muscle, but quickly learned to appreciate their entrepreneurial spirit. Besides keeping the peace, the boys distill a popular whiskey (used to create their pickles), dive for shellfish, unload ships, and organize special events for the tavern.

The Argentaxe brothers are easy to spot. Cheeky Frummel wears his plate armor at all times. His thick black hair and beard are both cropped severely at shoulder length (to keep them dry under his custom helmet when he dives). Comically deadpan Hurch is bald and usually shirtless, with a thin, stringy beard that resembles brown seaweed. Both rascals know thieves’ cant and might use it to cheat at cards—or to identify and shutdown troublesome customers.

Known only to the brothers, the tavern also houses a **mimic** they call Lumberlee. A jug of whisky was spilled on “her” when she first posed as an extra table, and now she behaves as long as she is periodically given drink and food. She has even learned to communicate using the sign-language portion of thieves’ cant; she does *not* know Common. If discovered, she will flee through a crevice in the floor.

Dart Game: “Sea Legs”

Turn order. Each player makes one attack roll with a normal dart instead of their normal initiative roll.

Play. Each character playing begins with 3 “legs”. On their turn they throw 3 darts (make 3 attack rolls) and note the score of each (equal to the attack total). Write them down from lowest to highest. Compare the scores for this turn with those of the previous player’s turn (if any)... look at the two worst scores, the two second-best scores, and the two best scores. If the current player did not match or exceed the previous player’s score in at least two of those pairings, they lose a leg... *unless* they rolled at least one critical hit, in which case they are automatically safe for that turn. Play then passes to the next player.

Winning. Lose all 3 legs and you are out of the game. Last remaining player wins. *Magic is cheating (if caught)!*

MOONSHINE (First night) – The adventurers are made to feel welcome at the Snapping Line, with their first spiked pickle free. It is busy. There is a big darts contest with champions from various taverns competing for a trophy made of silver from a nearby mine. Lumberlee is disguised as a podium, from which Frummel commentates on the games or introduces any performing bards. PCs can participate in the contest, but first must pledge allegiance to a local tavern that will house the trophy should they win—hopefully the Line, as its last champ left on a long voyage. Wagers are encouraged. Dart to-hit modifiers of sample opponents: Enger: +6, Judine: +5, Ol’ Quipper: +4.

Hurch leaves for the night at dusk. (It’s the last night of the full moon. Frummel knows his brother’s secret and covers for him.)

Rumor: An all-female band of pirates is rumored to be pillaging the area—carousing, threatening, and robbing in scandalous fashion but avoiding lethal force if treated in kind.

LADIES’ NIGHT (Second night) – There is a gambling night (with cheating assists from the mimic, shaped like a card table). The pirates crash it, demanding half of all winnings. Frummel flirts with the leader, even when fighting her, while Hurch sneaks out the back (to avoid transforming from the excitement). As the conflict wraps, there is a boom outside. Someone (Hurch) has fired a cannon at the pirates’ sailing ship from the pier (and then hidden in the water underneath). The girls flee if they are able in order to repair their ship before it sinks. Brass Belle is the **pirate captain**** (or **bandit captain**). Her crew includes Woe Nelly, a halfling **pirate first mate**** (or a **bandit captain** with 40 hp and without multiattack), Stiletto Sal the lookout (**spy**), and twice as many pirates (**bandits**) as PCs.

IN DEEP (Third day or night) – A panting, armored Frummel is running to the side of the pier with a diving helmet under each arm. His panicked eyes search the clear, but kelp-filled depths as he shouts for the adventurers. A large pickle barrel (Lumberlee) and an empty rowboat bob at the surface. Frummel yells that his brother is trapped on the sea bed! Carrying the barrel to the rowboat, Hurch had tripped and grabbed the cannon for support, somehow pulling it on top of himself as he fell in. He is now pinned by the cannon 20 ft. down on the sea floor somewhere in the kelp. The only reason he is still alive is because he is an amateur druid, and had the sense to shapechange into a large crocodile. But even so, he probably only has another 5 minutes of breath! Help?!

Frummel explains a *necklace of adaptation* lines the inside neck area of each helmet. If worn as a whole, attunement is instantaneous.

To complicate matters, 3 **hunter sharks** and 5 **reef sharks** are circling closer, attracted by the injured croc’s blood. Plus the croc might lash out if not handled carefully (with disadvantage while restrained). If the adventurers refuse to help, a desperate Frummel may take someone hostage with his sword or shove them in the water. If he goes into the water alone, he signs to the mimic for help and then futilely tries to shift the cannon off by himself before the sharks close in. In this case, to everyone’s surprise, the mimic releases her load of spiked pickles and becomes a huge anchor, helping to pry up the cannon . . . and soon she, Frummel, and the enraged werecrocodile surface to attack the PCs.

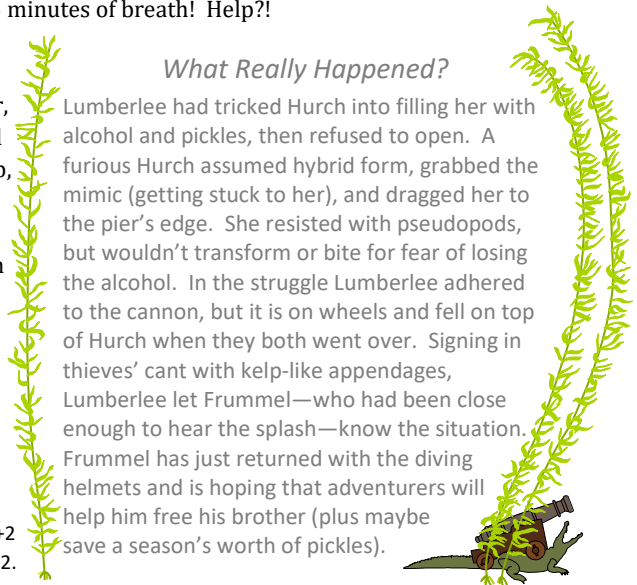
Alternatively, if the PCs help, the sharks attack during the rescue. Once freed, the oxygen-starved croc will surface and crawl up the bank under the pier to recover, while the “barrel” extrudes appendages and paddles to shore. The heroes are awarded a diving helmet, gold, and a bucket of spiked pickles!

What Really Happened?

Lumberlee had tricked Hurch into filling her with alcohol and pickles, then refused to open. A furious Hurch assumed hybrid form, grabbed the mimic (getting stuck to her), and dragged her to the pier’s edge. She resisted with pseudopods, but wouldn’t transform or bite for fear of losing the alcohol. In the struggle Lumberlee adhered to the cannon, but it is on wheels and fell on top of Hurch when they both went over. Signing in thieves’ cant with kelp-like appendages, Lumberlee let Frummel—who had been close enough to hear the splash—know the situation. Frummel has just returned with the diving helmets and is hoping that adventurers will help him free his brother (plus maybe save a season’s worth of pickles).

***Werecrocodile** - Use **wereboar** statistics replacing boar form, Charge, Tusks, and Perception +2 with large crocodile form and a **crocodile**’s AC 12, Swim 30 ft., Hold Breath, Bite, and Stealth +2.

**Pirate stats: *GoS* pp. 247-248 • The Snapping Line: *GoS* p. 16 • Gambling: *XGE* p. 130 • Knocking a Creature Out: *PHB* p. 198 • Underwater Visibility: *DMG* p. 117
Kelp Forests: *GoS* p. 204 • Underwater Combat: *PHB* p. 198 • Suffocating: *PHB* p. 183 • Cannon: *DMG* p. 255 • Ships & Maps: *GoS* pp. 190-193 / *DMG* pp. 119, 314



The Ruinous Islands

Saltmarsh's Mariner's Guildhall (location 21, *Ghosts of Saltmarsh* ch. 1) is abuzz with reports of the secretive Captain Martell's up-till-now lost treasure.

Setting sail with their own boat or hiring one out from the locals, the party discovered three keys (which are themselves magical treasures) are needed to unlock the undersea vault where Captain Martell buried his treasure. But each key has been hidden away separately, protected by guardians and traps aplenty!

(The final treasure is left to the DM's devising.)

An adventure for four to six characters
of levels 7-9 by Tim Bannock

Map by Tim Bannock using Hexographer. Hexographer is ©Inkwell Ideas.
Art by Wizards of the Coast via DMs Guild Creator Resources.

HAZARDS AT SEA

See *Ghosts of Saltmarsh* Appendix A for info.

- ❖ **Whirlpools.** Roll 1d4 to determine the rank.
- ❖ **Coral reefs.**
- ❖ **Deepwater areas.** Each time your ship enters a deepwater area from the coastal waters, roll 1d4: 1-2) nothing bad happens; 3) random **blue hole** encounter; 4) random **eldritch mist**.

The Ruinous Islands



KEY #1

This swamp was created by unnatural flooding. The ruins of a temple are sunk into the bog nearly to the roof.

Exploration Encounters (Roll 1d4)

- 2 **water elemental myrmidons** (*Mordenkainen's Tome of Foes*)
- 2 **water elementals** and 4 **mud mephits**
- Coven of 1 **night hag** astride a **nightmare** and 2 **sea hags**
- 1 **chasme** and 1 **rock**

Temple Ruins

- ❖ 1 **marid** bound to the ruins and cannot cast *plane shift*.
- ❖ **Treasure.** *Cubic gate*

Getting the Key (Skill Challenge; see [Skill Challenges in 5e](#) by RP Davis).

Banish the marid: 4 successes before 3 failures; Typical DCs 12-18. Characters must light the censers (Athletics or ranged attacks with flaming items), align them properly (Strength and Perception), and decipher the temple's glyphs (History or Arcana). Once banished, the *cubic gate* appears.

KEY #2

A pristine granite platform featuring thirteen marble columns stands at the edge of the jungle.

Exploration Encounters

- 1 **tyrannosaurus rex**
- 1 **giant ape**
- 1 **mammoth**, 1 **triceratops**
- 1 **clay golem**
- 1 **stone golem**
- 1 **young green dragon**
- Roll 1d6 above to get a monster and add 3d6 **tribal warriors** hunting the creature
- Roll 1d6 twice on the above list to get two monsters and use both of them

The Summoning Stand

- ❖ 1 **roc**
- ❖ **Treasure.** *Cube of force*

Getting the Key. Only when the roc is defeated do the columns glow, opening a portal to an extradimensional space in which the *cube of force* is held in stasis.

KEY #3

The jungle here is teeming with life despite being battered by rain and shrouded in mist.

Exploration Encounters (Roll 1d4)

- 1 **mind flayer arcanist**
- 1 **mind flayer**, 1 **umber hulk**
- 1 **balhannoth** (*Mordenkainen's Tome of Foes*)
- 1d4+2 **skum** (*Ghosts of Saltmarsh*)

Cave Beneath the Fallen Tree's Roots

- ❖ 1 **elder brain** (*Volo's Guide to Monsters*) and 2 **umber hulks**
- ❖ **Treasure.** *Well of Many Worlds*

Getting the Key. The elder brain seeks revenge on the **alhoon** (*Volo's Guide to Monsters*) that broke the elder brain's colony and caused it to be abandoned. The party can convince the brain they will help it get revenge, or they can subject themselves to a psychic suggestion (a *geas*, only be removed by a *wish*) compelling them to do so. It gifts them the *well of many worlds*.

Saltmarsh Night: Terrors by Johnny Houstiano

This adventure is intended to be Hard/Deadly for a party of 3-4 level 5 players.

Overview

Earlier today a lifeboat washed ashore north of the port of Saltmarsh. Within it were three sailors all dead no more than a day or two. Each member had a look of sheer terror frozen upon their face. According to the town watch, there were no signs of struggle or wounds of any note to be found. Painted on the lifeboat was the name of a merchant ship: the SS Medan.

The Port's records indicate that the Medan was due to arrive in Saltmarsh yesterday. It has not. However, earlier this evening the port watch received word from the locals of a large ship drifting along the northern coast with no sign of a crew. Based on its description from the locals, the watch believes this ship to be the Medan.

The ship is just over a half day by sea away from the port. To make matters worse there is an ugly storm coming in quickly. The watch wants someone out there to investigate as soon as possible which means whoever goes must travel tonight...

Travel by Sea

The sea is rough tonight as a storm is coming in and expected to last the next couple days. The watch will provide the party with a schooner and captain, but they must assist him in sailing.

It will take a special kind of sailor to brave these waters on any night let alone in the coming storm. Luckily the schooner will be captained by Elroy Seetail, a middleaged, one eyed rock gnome who is as boisterous as he is short.

The schooner is an older sailboat with no lower level. It is approximately 15x20 feet. Elroy will man the helm while the party assists.

Skill Challenge – Brave the Storm

The waters are rough, and the rain and wind constant. Lightning cracks and flashes in the distance. It is loud and wet and dark while the boat rocks violently. Hunter Sharks follow the ship constantly.

Have each party member make a DC12 Strength or Dexterity Check to assist in sailing the schooner through the storm. Make three successes before two failures to proceed. Anyone with the Sailor background may add their proficiency

bonus to the check.

First Failure – the failing party member falls overboard and must make a DC12 Strength Athletics check to get back on board. A Sea Hag is waiting in the water to attack the player who falls overboard. She will retreat if the player does not become frightened when they spot her. This is meant to be for foreshadowing.

Second Failure –4 Harpies approach the ship, attempting to lure out and drown the party. The Harpies will retreat if they lose more than half their hp.

Most Grand Extravagant Shah of the Sea

An amused Marid watches from the distance as the party braves the storm. The storm will die down momentarily at the Marid's command, and he will approach, walking on the water. Eagerly, the Marid will tell a story about three beautiful sisters... who turned out to be Hags. T

he Marid was called to this plane by three sisters in a dream. Charmed by their beauty, he gifted the sisters with a magic jewel that would always keep their bond strong.

After waking up from the dream and seeing through their illusion though, he has decided that he wants his jewel back.

The Marid is furious at being deceived by hags but not foolish enough to risk his own life against a coven. He is willing to reward each party member with a pearl worth 300gp. To aid in the task he will also provide two potions of water breathing, and then guide the party to the coven's newly acquired ship. He will not assist further than showing the party where to go as it is beneath him.

Jewel's Effects– The Marid's Jewel has blessed the Hags by extending their Coven's range to anywhere within 30 feet of the Medan itself. The power from the jewel also ensures that any Hag within range maintains the benefits of the coven even if one or two members die. If a coven member dies, the coven benefits will only last until the next dawn.

Haggard Ship

The Medan is a larger ship. The deck runs 80x20 feet and sports two sails. There is one lower level. (refer to the ship map from DM/G p314) Too Close – As the schooner pulls to the side of the Medan, 2 Sahuagin and 1 Sea Hag will jump

from its deck, land aboard the schooner, and attack the party.

1d4 Reef Sharks circle the area waiting for anyone to fall into the water. The Sea Hag will retreat if dropped to half of her hit points.

The Deck - The sails have been torn loose and hang lazily from the mast. There is blood stained on the deck. Near the helm is a Sahuagin Baron and another Sea Hag. The Baron will pull down the sails over top of the deck. Everyone on board must succeed a DC12 Strength Saving throw or be knocked prone. The Sea Hag will target the party with Ray of Sickness. She will retreat overboard into the water if her hp is dropped to below half. The Baron carries a Hag Eye (MM p176) and will fight to the death.

The Lower Level – The interior of the ship has been redecorated with the desecrated remains of the crew. Bones hang from the ceilings as the walls and floors are stained red with blood. The third Hag is here. She is a Night Hag. She wears the skins of dead sailors as well as a magnificent ruby necklace.

The third Hag will welcome the party. She knows why they are here and will offer them 1000gp if they join her new crew and kill the treacherous Marid. If the party agrees to this impossible task, she will permit them to take a short rest on board first. The Marid will be waiting near the ship on the open water to meet with the party. If the party takes a short rest, then the two other Hags (if alive) will return to the coven and they will attack the party.

Fight the Coven – The third Sea Hag will rely on coven spells such as Lightning Bolt and Hold Person during the fight. Any other Hags present will cast Polymorph, turning into Giant Constrictor Snakes (or similar restraining threat within their Coven raised Challenge Rating). The Hags will not retreat from this fight. Once they are slain, the Marid will enter the ship ready to honor his end of the bargain.

Ship Treasure

The ship's trade goods are spoiled but in the captain's quarters there are two chests containing 500gp, 1 Cap of Water Breathing, 1 suit of Mariner's Armor, and 1 Rod of the Pact Keeper (+1).

Creature references: Harpy MM p181, Hunter Shark MM p330, Marid MM p146, Night Hag MM p178, Reef Shark MM p336, Sahuagin MM p263, Sahuagin Baron MM p264, Sahuagin Priestess MM p264, Sea Hag MM p179, NPCs – Use the Bandit Captain (MM p344) stat block for Elroy Seetail

Treasure references: Cap of Water Breathing DMG p157, Mariner's Armor DMG p181, Rod of the Pact Keeper DMG p197

Adjustments to reduce difficulty: The Skill Challenge can have the second failure removed. The Baron can be replaced with a Sahuagin Priestess or 2 regular Sahuagin. The Night Hag can be replaced with another Sea Hag

SEEKING THE WANDERING ISLE

A nautical, infinitely replayable treasure hunt for parties of any level.
Written by **Audrin and Nate Thorn**. Art is public domain.

INTRODUCTION

The captain's quarters are lit by a single candle. Her clothes are soaked through, hair matted to the sides of her haggard face. She raises her right hand, revealing a black spot—the same as has appeared on the hands of everyone in Saltmarsh, including your own.

"Alright, I'll tell you what happened to my crew," she rasps, "and about the curse we brought upon Saltmarsh." She tosses a dark glimmering jewel on the wooden table. "The Black Amethyst. We stole it from the Wandering Isle. You must take my ship, The Ravenwyrm, and return this stone. I warn you: the isle is difficult to find. You will know it by its veil of eternal fog, visible from miles away. You have one month... before..." She gurgles these words before doubling over and explosively turning into foul-smelling seawater.

The party has 30 days to return the Black Amethyst to The Wandering Isle before they too succumb to the curse. Keep track of how many days remain.

GENERATING THE ARCHIPELAGO

This adventure takes place on a 6 x 6 grid. Number the rows and columns. Generate the positions of 6 numbered islands by rolling 2d6, using one die for the row and the other for the column. Reroll duplicates. Keep the map hidden, but the players should keep a grid of their own. Inform them that Saltmarsh is at (1, 1).

Squares beyond the edge of the map are either land (along the top) or open ocean (in any other direction). Inform the players if they ever attempt to sail off the edge of the map. Also inform them whenever they enter a square that contains an island.

SAILING THE RAVENWYRM

At the start of each day, each player chooses a different role from the list below and makes a DC 12 check as indicated:

Captain. Cha (Persuasion). On a success, move the ship one square in a direction of your choice (including diagonals). On a failure, the DM chooses the direction at random.

Navigator. Wis (Survival). On a success, learn your current coordinates.

First Mate. Wis (Insight). On a success, move the ship an extra square.

Lookout. Wis (Perception). On a success, learn the location of any islands in adjacent squares.

Shanty Singer. Cha (Performance). On a success, choose another player to gain advantage on today's roll.

Doctor. Wis (Medicine). On a success, the party gains an extra day before they succumb to the curse.

The Wandering Isle begins in (6,6). At the end of each day, it moves 1 square. It will alternate between visiting islands 1 and 6.

VISITING AN ISLAND

Roll on the Feature, Inhabitants, Treasure, and Clue tables to determine the contents of each island. The inhabitants live in or near the feature and own the treasure.

The clue can be found with a successful DC 14 check of the DM's choosing. Run each encounter differently—combat, diplomacy, barter, impressive displays, bribes, and intimidation are all possible encounters the players may have with the island inhabitants.

When in doubt, think of something that the island inhabitants might want that the party could provide, and what the inhabitants would be willing to do in order to obtain it.

ISLAND CLUE TABLE

d10 Clue

- 1-3 A journal describing the feature, inhabitants, treasure, and location of a random island (roll 1d6)
- 4 The inhabitants have seen The Wandering Isle near island 6
- 5 A map depicts a fog bank near island 1, giving its coordinates
- 6 Ancient paintings depict a dragon turtle and its cyclical path between two islands
- 7 A message in a bottle tells a tale of being marooned on The Wandering Isle, and gives its current location
- 8 A magical compass that always points towards The Wandering Isle
- 9 A parrot tells you how many days' journey away The Wandering Isle is
- 10 A waterlogged grimoire describes a ritual in which you sacrifice something of great worth to attract The Wandering Isle

ISLAND FEATURE TABLE

d10 Feature

- 1 An eternal thunderstorm
- 2 Covered in **spiked pit traps**
- 3 A long-forgotten cemetery
- 4 A basalt monolith on a plateau
- 5 A smoldering volcano
- 6 A cove with a perpetual whirlpool
- 7 A ship graveyard
- 8 Beautiful but dangerous coral reefs
- 9 A series of underwater caves
- 10 A barren desert made of salt

ISLAND INHABITANTS TABLE

d10 Inhabitants

- 1 A marooned sailor
- 2 3 **merfolk** witches in a coven (**hags**)
- 3 An impulsive **young blue dragon**
- 4 An encampment of 2d20 **sahuagin**
- 5 A retired pirate **storm giant**
- 6 A company of 1d100 **pirates** and their ship, *The Drunken Minnow*
- 7 A **ghost** with unfinished business
- 8 A colony of 1d12 awakened **giant octopuses** (with Int 16)
- 9 4 **bone naga**, locked in eternal conflict with one another
- 10 A troupe of 1d20 mischievous **apes** and their **giant ape** mother

ISLAND TREASURE TABLE

d10 Treasure

- 1 An abandoned cache of rum
- 2 A cursed chest of 5000sp, DC 12
- 3 Con save or contract **lycanthropy**
- 4 A **wand of wonder**
- 5 A scroll of **legend lore**
- 6 A **crystal ball**
- 7 A chest of ribs with a crystal heart
- 8 A rare rainbow fish worth 100gp
- 9 A **crawling claw** wielding a +1 **maul**
- 10 A **mimic** shaped like a chest
- 10 A chest containing 400gp of rubies

THE WANDERING ISLE

The Wandering Isle is the back of an impossibly large **dragon turtle** named Iozu. Its steaming breath warms the water around it to near-boiling and causes it to always be wreathed in fog.

On Iozu's back is a ruined temple, in which squats a hideous statue of a toad-shaped god. Its right eye is an empty socket while its left eye is a twin of the Black Amethyst. Returning the stone to the statue's empty socket lifts the curse.

A deep voice booms in your minds. "You have done well to return the Black Amethyst; its dark curse would have spread throughout land and sea. I will not allow it to fall into mortal hands again."

After speaking these words, Iozu begins to submerge, forcing everyone to flee the sinking island to escape with their lives.

THE SHIP'S CARGO

Background. A sailing ship has appeared off the coast of Saltmarsh, circling endless. The adventurers have been hired by Eda Oweland to investigate, board, and bring the ship towards a dock. Eda suspects foul play. In truth, a group of doppelgangers are attempting to assume control of the ship. Capturing the officers and slowly reading thoughts until they can successfully pretend to be them. All sailors aboard are unaware of the doppelgangers.

Level. This adventure is for parties of 3rd to 4th-level.

3. Captains Quarters
The desk looks out of place. On a closer inspection, there are clear signs of a recent scuffle. *Treasure.* A diary from Captain Cudworth, recently expressing concern over crew acting differently. Coin pouch of 14 gp and 13 sp.

4. Captain's Room
A **doppelganger** disguised as Captain Cudworth has locked (DC 15) herself inside. The doppelganger has a *Scroll of Invisibility*, which it would use to sneak away. *Treasure.* Under the bed, there is a locked chest (DC 13) containing 1d4 *Potions of Water Breathing*.

5. Quarter Deck
At the ship's wheel, a **doppelganger** as First Mate Felstead keeps the ship steady and in a loop. On guard to interfere if characters enter (3) or (4).

8. Kitchen
A **doppelganger** is acting as Cook Vicount, trying to hide the fact he is cutting up crew member's bodies for disposal into a barrel.

10. Cargo Hold
Hidden behind cargo are three cells containing: Captain Cudworth (**bandit captain**), Cook Vicount (**noble**), and First Mate Felstead (**guard**). They are chained and weak, trapped for three days. *Treasure.* The cargo consists of 10 barrels of differing spices, each costing 360 gp.

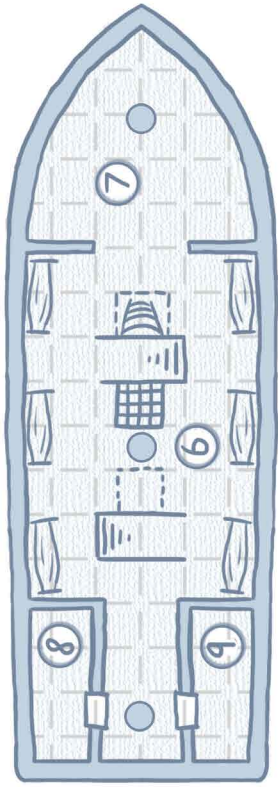
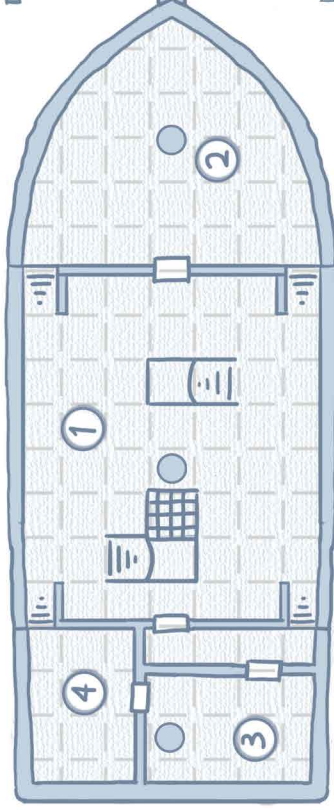
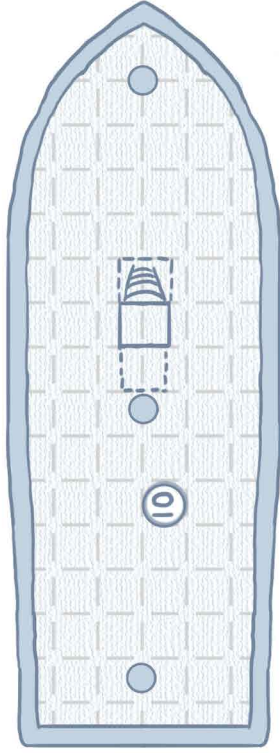
1. Main Deck
A lone sailor (**commoner**) swabs the deck. She'll say that the Captain is refusing anyone trying to board. If approached she would proceed to (6) and warn the remaining crew but is easily persuaded/intimidated not to.

2. Navigation Room
Quartermaster Ridley (**guard**) is pacing around the table. He seems thankful to see the adventurers, telling them of the weird behavior of the other officers. *Treasure.* There are 2 pairs of *Gloves of Mending*, allowing the *mending* spell to be cast once per short rest.

6. Crew's Hold
5 of the hammocks are filled, on closer inspection the people inside are dead. Snapped necks or stab wounds. *Treasure.* In the crew's personal bags there would be a total of 15 gp, 30 sp, and 63 cp.

7. Bar
Sat around a circular table, 3 sailors (**commoners**) and 2 **doppelgangers** are playing liar's dice. If warned, they would attack on sight.

9. Privy
A scared deckhand (**commoner**) has locked himself in the privy, having witnessed the doppelgangers attack. He would whisper "Occupied!" if anyone attempts to force down the door.



THE SHAPESHIFTERS' PRISON

Beneath the Sawyer's Guildhall in the town of Saltmarsh, a hidden temple of Saint Eadrine has long stood. Three years ago, it became an impromptu prison for captured doppelgangers. Those shapeshifters rose up in violence, and almost every priestess and doppelganger were killed in the attempt. Only one person survived...

Religion (DC 12). In her life, Eadrine was a priestess of a mysterious moon deity. She dedicated her life to the hunting of evil shapeshifters – lycanthropes, vampires, rakshasa, and more. Upon her death, she was canonized as Saint Eadrine and a holy order carried on her work. However, the *Order of Eadrine* was a zealous one, and hunted the selfish (but not necessarily evil) doppelgangers in its many pogroms.

The Hook

Sarra, a former priestess, was one of the guards at this hidden shrine. She barely survived with her life, and no longer follows Eadrine. The scars – both mental and physical – still show on her nervous frame.

She knows of a score of platinum pieces secreted away in the shrine, and wishes to split this wealth with the PCs. She shares what she knows if asked (but is often hazy on details).

Sarra, Priestess of Eadrine

Actually a **doppelganger** named Feign, "Sarra" seeks a new life away from Saltmarsh, which she believes is cursed.

Feign took Sarra's form to escape the jail, and the stress of escaping has caused her to believe that she is Sarra. The real Sarra died in the jailbreak.

Sarra knows only basic details on Eadrine, which might tip off canny PCs.

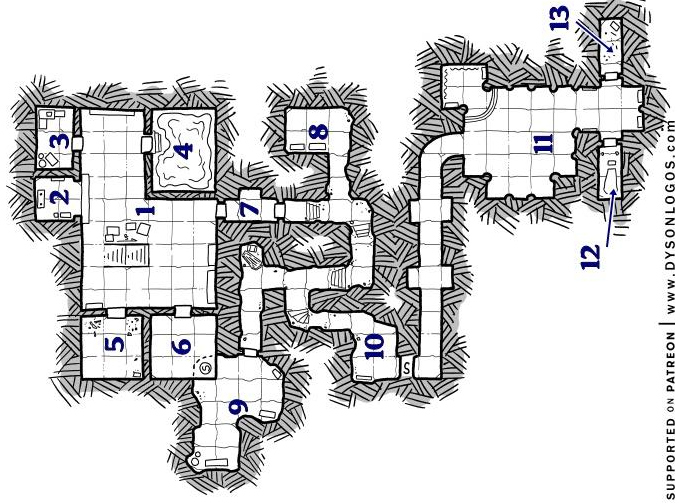
Personality: "I get excited and flustered easily."

Ideal: "What I did as a priestess of Eadrine was wrong."

Bond: "I know a few smugglers from Saltmarsh who will help me start a new life."

Flaw: "When things get stressful, my first instinct is to run."

Dungeon adventure for 3rd-4th level PCs



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Dungeon Key

- 1. Entry Hall.** There's a strong smell of mold on the walls. A few crates are stacked against the stair wall, riddled with vermin. A search yields 18 electrum pieces.
- 2. Shrine of Eadrine.** On a low altar is a marble bust of Saint Eadrine – a stern, militant woman. Touching the statue forces a Wisdom saving throw (DC 14) – failure *polymorphs* the victim into a likeness of Saint Eadrine (stats as **Thug**, but deals +2d6 radiant damage on all melee attacks against *polymorphed* creatures or those with the shapechanger subtype) for one hour. If multiple characters touch the statue, they will fight each other until only one "Eadrine" remains.
- 3. Empty Office.** A desk and a few old wooden chairs.
- 4. Cistern.** Fresh water, 3' deep. An *elemental gem (water)* is hidden at bottom of water, found with a Wisdom (perception) check at DC 16. A (harmless) layer of green slime floats atop the water.
- 5. Barracks.** The door to this room has been kicked in. Two rotting priestesses are in this room, obviously bludgeoned to death. There is also the body of a slain doppelganger. Each priestess has a silver holy symbol worth 25 gp.

6. Storage Room. Rivulets of water run down the southern wall. There are many crates and barrels within. Beneath an old desk in the southwest corner is a secret door that leads to a cavern below (Perception DC 13 to find).

7. Mud Room. Shoes and robes are set in the small alcove to the east. A **Choker** is propped up on a rack of shelving, ambushing the first person to step into the room. One pair of shoes are quite nice, and would sell for 50 gold pieces.

8. Reliquary. Two chests are in this room. One is a **mimic** and attacks any non-*polymorphed* or shapechanged target that touches it. The other chest is locked (Dexterity check DC 15 with thieves' tools to open), and contains holy books and religious jewelry worth 750 gold pieces.

9. Ritual Cavern. The site of a battle between doppelgangers and priestesses. Lots of damaged gear and rotten bodies. There are 15 **fire beetles** in this room, lighting wet walls with scintillating colours. The beetles flee if attacked.

10. Guard Room. There are two chairs and a rotten bookshelf in this room. A scone on the wall is pulled to reveal a secret door (DC 14 perception to find). Sarra knows of this door, but begins to act erratically from here on out (she's recalling her escape).

11. Converted Church. This was once a church to Eadrine, with religious iconography tied to moons and twin forms. It was converted into a jail – there are many iron cages, not all of which are empty. Decaying bodies of priestesses and doppelgangers abound. Sarra is stressed while in this room, as she recalls the battle. A minute after entering, two **wraiths** materialize – one a priestess, one a doppelganger. They focus attacks on Sarra, and then each other, unless PCs intervene. Canny PCs could try to talk to these vengeful spirits – the doppelganger seeks revenge, while the priestess wishes only to continue on with her "holy" mission. Both wraiths see Sarra/Feign as a "traitor", and call her such during any negotiations/battle.

12. Storage Room. In this cramped room is the body of the real Sarra. While long dead, her facial features are still identifiable – and "Sarra" finally remembers her past. How this is resolved depends on the DM's own dramatic pacing.

13. Treasury. There are three chests in here, containing eight vials of *holy water*, 3 *potions of greater healing*, a +1 *mace*, and the 250 platinum pieces Sarra searches for (she still wishes her share of 125 platinum).

Scene 1- The wreckers' trap: While sailing along the coast, the player characters notice the lights of a settlement on the shore, roughly where Saltmarsh would be. As their ship gets closer, the lights appear strange, smaller than they should be. Then the wind turn abruptly bringing the sound of waves on breakers very, very close ahead. The characters must succeed **DC 15** strength or Dexterity (ship handling) check to avoid hitting the rocks. On a failed check, the hull touches the rocks and the characters must frantically bail out the ship until it can reach a safe haven, in this case, they must all make 3 successive constitution check (**DC 12**) suffering a level of exhaustion for each failed check.

Scene 2- Back in Saltmarsh: The characters learn that several other inhabitants have noticed the lights and some council member (for example, **Anders Solomor**) can be convinced to hire the adventurers to investigate and put a term to the wreckers' activity.

Scene 3- The wrecker's demise: It takes a few hours to find the small cove where the wreckers had set up shop. The path to the cove is still guarded by three large guard dogs (use the stat block from **dire wolf**). They try to guard the path has ordered but, without their masters to goad them on, retreat once the first of their number has been killed.

In the cove below, several lanterns and burned-out torches confirm that it is the correct place. Beyond that, the cove is an intriguing site. With the low tide, a clean half-circular shape is clearly visible on the pebbles that constitute the bottom of the cove where the habitual lichens and algae appear to have been cleaned away. Two skeletons lie within this area, sign that the wreckers attracted the attention of a prey they couldn't handle. The skeleton appeared bleached clean and of their gear, only some pitted metal pieces remain. As the characters investigate, they can catch the whiff of some acrid chemical smell.

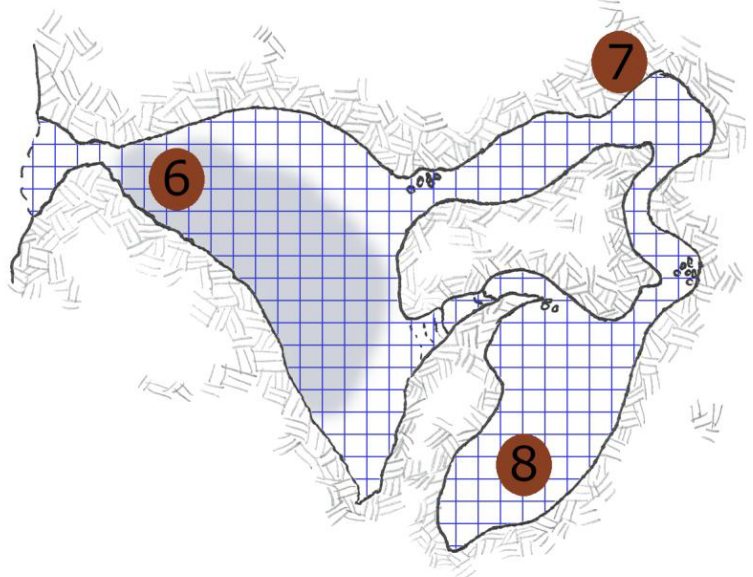
Scene 4- Encounter in the mist: The next time that the characters sail along the coast, they encounter the drifting remnants of a fishing boat. Again; several skeletons lie in the wreck, most fibres and organic materials have disappeared and the metal is strangely pitted, as if by an acid. The same acrid chemical smell is omnipresent.

Scene 5- Ghost ship: The next encounter between the characters and the creature appears in a mist covered sea. Suddenly, a strangely eerie ship emerges from the mist and heads straight to the characters. It takes a heartbeat for the character to notices how the sails of the **mimic ship** (see below) appear full, even as it sails against the weak winds. The shapes of the crews seem strangely immobile, revealing themselves as skeletons, remnants of previous harvests, when the ships get closer. The now familiar chemical smell becomes unmistakable and the **mimic ship** attacks the players' ship, seeking easy fodder. However, it is not used to prey fighting back and will submerge itself and flee under water if it takes more than 20 points of damage. However, its thick oily blood will sips from its wounds and floats to the surface in shimmering poodles, allowing the characters to track it to its lair.

Scene 6- Cave Entrance: The caves are connected to the sea beyond at high tide, however when the characters arrive, the entrance lay a few feet above the sea level. A clear trail of dark oily blood on the rocks shows that the **mimic ship** crawled its way to the caves. On the Northeast corner of the cave, corroded metal pipes jut out from the ceiling. The rocks below are stained and melted from the accumulation of many years of residues from the alchemical lab above that might have played a role in granting this mimic its unusual size and strength.

Scene 7- The doubloon pile: Empty crab shells litter this side cave, snapping under the characters' feet and a pile of doubloons glisten softly in a corner. In reality, this is a clutch of mimic's eggs that has just hatched and hunger for badly needed food. This **swarm of mimic doubloons** (see below) instinctively lay unmoving, waiting for their prey. However, if the characters wait too much, the hatchlings quickly get impatient and attempt to swarm the closest character.

Scene 8- The final encounter: The wounded **mimic ship** has retreated to this large cave. It is hanging from the ceiling 20 feet above, half hidden in the shadows. Its shape has twisted and it looks more like a spider of wood and chitin than a ship now, with its masts scrapping on the rocks like insectoid legs. The wounded **mimic ship** is desperate and fight to death.



MIMIC SHIP						
<i>Gargantuan monstrosity (shapechanger), neutral</i>						
Armor Class: 14 (natural armor)						
Hit Points: 116 (8d20+32)						
Speed: 20 ft., swim 40 ft.						
STR	DEX	CON	INT	WIS	CHA	
18 (+4)	10 (+0)	18 (+4)	6 (-2)	13 (+1)	8 (-1)	
Saving Throws: Str +4, Dex -2, Con +5, Int -4, Wis -3, Cha -4						
Conditions immunities: poison, psychic						
Conditions immunities: prone						
Senses: darkvision 60 ft., passive perception 11						
Languages: -						
Challenge: 5 (1,800 XP)						
Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.						
False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.						
Grappler. The mimic has advantage on attack rolls against any creature grappled by it.						
Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.						
ACTIONS						
Multiattack. The mimic makes three attacks: one with its bite and two with its pseudopods.						
Pseudopod. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d12+4) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.						
Bite. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d8+3) piercing damage plus 4 (1d8) acid damage.						

SWARM OF MIMIC DOUBLOONS						
<i>Medium monstrosity (shapechanger), neutral</i>						
Armor Class: 12 (natural armor)						
Hit Points: 36 (8d8)						
Speed: 25 ft.						
STR	DEX	CON	INT	WIS	CHA	
18 (+4)	11 (+0)	10 (+0)	4 (-3)	12 (+1)	9 (-1)	
Conditions immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned						
Senses: darkvision 40 ft., passive perception 11						
Languages: -						
Challenge: 3 (700 XP)						
Adhesive (Object Form Only). The mimic swarm adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.						
False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.						
Grappler. The mimic has advantage on attack rolls against any creature grappled by it.						
Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.						
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.						
ACTIONS						
Bites. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d10+2) piercing damage plus 2 (1d4) acid damage.						

A SHIP ON THE HORIZON

The dawn mists betray your eyes for a moment; is that a ship? Tattered sails billow in the breeze, yet the listing vessel makes no sound, other than the unsettling creaking of old timber straining against rusty fittings.

For low-level characters.

The Fourth Daughter

Once a merchant supply vessel that plied the waters of the Azure Sea, the ship belonged to Vortimus Jessimer, who named it after his daughter; she died alongside her mother in childbirth.

Jessimer was rumoured to be wealthy, but his ship never seemed to return laden with riches of any kind. The lack of any visible crew also caused rumours to abound; some believed it cursed. The ship has been missing for some time; soon after Jessimer's death, it was washed out of port during a storm when its mooring broke.

THE ENCOUNTER

The ship lies on the horizon, with a drifting lifeboat nearby. Once aboard, PCs will notice how unsteady it feels. The old wood creaks and groans, making silent movement almost impossible. Being exposed to the elements and battered without control has left it in a fragile state.

- **Any significant damage** could place the entire vessel closer to sinking. Anyone aboard risks being trapped below the water or set adrift in the Azure Sea.



1. THE MAIN DECK

The deck is quite damaged. Heavy characters will need successful Dexterity checks to avoid crashing through weak points into the hold below (and taking 1d6 fall damage).

2. CAPTAIN'S QUARTERS

The door is locked. Inside is a **skeleton** wearing a pirate hat. He appears slumped at the captain's table, but will attack any who come too close, wielding a rusty sabre. A locked draw contains regional maps, a bag of 35 gold and a journal with pages torn out (*The Jessimer Diary*).

3. THE GALLEY

Contains a long table. The floor is littered with broken plates and food scraps, where two **giant centipedes** lurk.

4. THE CREW QUARTERS

This room holds a dozen hammock beds strung across the walls and ceiling. Some belongings, mostly bedding and clothing are strewn around the floor. Mould has begun growing at various points around the room. A torn-out page of the journal is pinned to the wall.

5. THE HOLD

Accessed via a ladder that is both slippery and weak (heavy characters or multiple users will cause it to break), the main hold is dark and damp. Much of the space is taken up by refuse and rotten timber, making movement difficult. Water is pooled in some areas. Three **skeletons** wander the room and will attack. Among the mess is a scroll cylinder, containing two rolled-up pages of the journal.

6. FORWARD HULL

The door to this room has become stuck as the wood has moved and will require a strength check to open. There are boxes of rotting food here, the stench is almost overpowering. Pinned beneath a fallen box is the **skeleton** of a sailor. If the box is moved, he will animate and attack with a +1 dagger. In his mouldy pouch, a folded journal page can be found, along with a small gem.

7. STOREROOM

The door to this room is jammed shut, PCs will feel as if it is being held shut from the inside. A Strength check will not work, it must be broken to enter. Breaking the door will unleash a torrent of water into the hold, which will cause the ship to list further (all aboard must make a Dexterity check to avoid falling). Little remains inside the room, although more water seeps into the ship here.

- Once the storeroom has been opened, the ship will become increasingly unstable. It will tremble in parts as the old wood strains and more water seeps into the hold via the storeroom. Players will have just **fifteen minutes** to get off the ship before it begins to sink.

The Jessimer Diary

Full of notes, maps and sketches, it tells of the travels of Jessimer. If the players have acquired all the torn out pages, they will be able to deduce the location of a hidden grotto, where a secret hoard was kept to avoid the watchful eyes of tax collectors and port officials...



THE SIDEWINDERS BY JUSTIN COLE

This is a One-Shot Adventure that has been optimized for four characters of Level 4 and should take about 4-6 hours to complete. It is set in and around Saltmarsh, along the coastal areas.

ADVENTURE BACKSTORY

The Sidewinders have been taking the coast by storm! For the past three months, this new and exciting troupe of musicians have been earning favor and stardom with their wonderful performances and moving songs. Gaining popularity, they have been steadily moving up into the larger towns and taverns all along the coast and are performing steadily every two to three nights.

The band is standoffish and does not congregate with their fans and crowds, but this only adds to their popularity. Lately, around Saltmarsh and surrounding towns, several young adults have gone missing. These can all be linked to The Sidewinders shows as they were all fans and had attended a concert the night they disappeared.

The Sidewinders appear to be human, but alas, they are not. Yuan-Ti in disguise as humans, the band have been using their powerful mind magic to open suggestions to specific fans during choice performances and "persuading" them to join in on the Yuan-Ti's obsession with bringing their Snake God, Sseth, back to the Prime Material Plane. This particular group has come into ownership of a silver mine north of Saltmarsh, but needed workers to mine for them.

Other races can voluntarily join the Yuan-Ti and undergo a transformative process to become Tainted Ones. Sseth does not allow other races to be forced into servitude, but this particular group of Yuan-Ti have discovered that the combination of music, their mind magic, and several origination points lead the subject to appear as a willing volunteer. They have been using shows to scope out possibilities and during the show, each member will focus on the individual chosen for a short period of time, casting Suggestion, very lightly. The culmination of the many steps leads the entranced to head to the farmhouse "lair" of the Yuan-Ti and "volunteer" to become part of the Yuan-Ti society. They are basically enslaved to work in the silver mine and undergo the process to become a Tainted One, which can take many weeks to complete.

The job of the party is to discover the nature of the band members, find their hideout, clear the farmhouse of all Yuan-Ti, and to free the volunteers before they completely turn into Tainted Ones.

CHARACTER HOOKS

- The characters have been approached by a local merchant to discover the whereabouts of his nephew, Randall. The merchant can provide an address for Randall's residence and that he has had a recent fascination with a group of musicians known as The Sidewinders and has been to several of their performances around the coast over the past couple of months.
- While perusing a notice board, the characters seem to notice several "Missing Person" declarations and that they all seem to be young adults from different parts of the coastal lands surrounding Saltmarsh.
- The local constabulary have contracted out to discover the whereabouts of several reportedly missing youths. They do not have the time or resources to look into these "minor" issues as there is currently a high state of alert in the area due to other reasons.

VARIOUS WAYS TO INVESTIGATE

- The characters can follow the band after they depart the venue for the night. This will require a Stealth Check (DC15) to avoid being spotted. If the characters are spotted (on a failure), the band heads for an Inn and stays the night there, instead of returning to the farmhouse.
- The characters, with certain skills, can try to become an opening act for The Sidewinders, which might give them access to a "backstage" area at a specific venue, or even several.
- The party can attempt to figure out which audience member (if any, remember that not all performances result in a disappearance) is being subverted and follow this person. This would require an Investigation Roll or Perception (DC15) roll.
- Question audience members to determine any clues as to the whereabouts or identities of missing people. Insight or Investigation (DC15) to uncover clues, as determined by the DM.
- Attempt to track the band's progress through the city from a greater distance. Survival check (DC20).

MONSTERS

- Use Yuan-Ti Broodguards as guards.
- Use Yuan-Ti Malisons for band members.
- Use Yuan-Ti Nightmare Speaker or Mind Whisperer to represent the leader (Band Manager).
- Use modified Yuan-Ti Purebloods to represent Tainted Ones.

A SILVER DARK

An adventure for characters of 1st to 2nd level
written by D Taylor

Manistrad Copperlocks, the leader of the newly established dwarven mining operation in Saltmarsh, hires the adventurers to check on a survey team that has failed to check in with their findings on another potential silver mine. Pressing matters regarding the established mine prevent her from sending a party from the Copperlocks clan.

The new potential mine has been overrun by kobolds searching for a safe place to keep a precious black dragon egg in their care. Except for two prisoners that are being kept to feed the black dragon once it hatches after being incubated in acid, all of the miners have been slain.

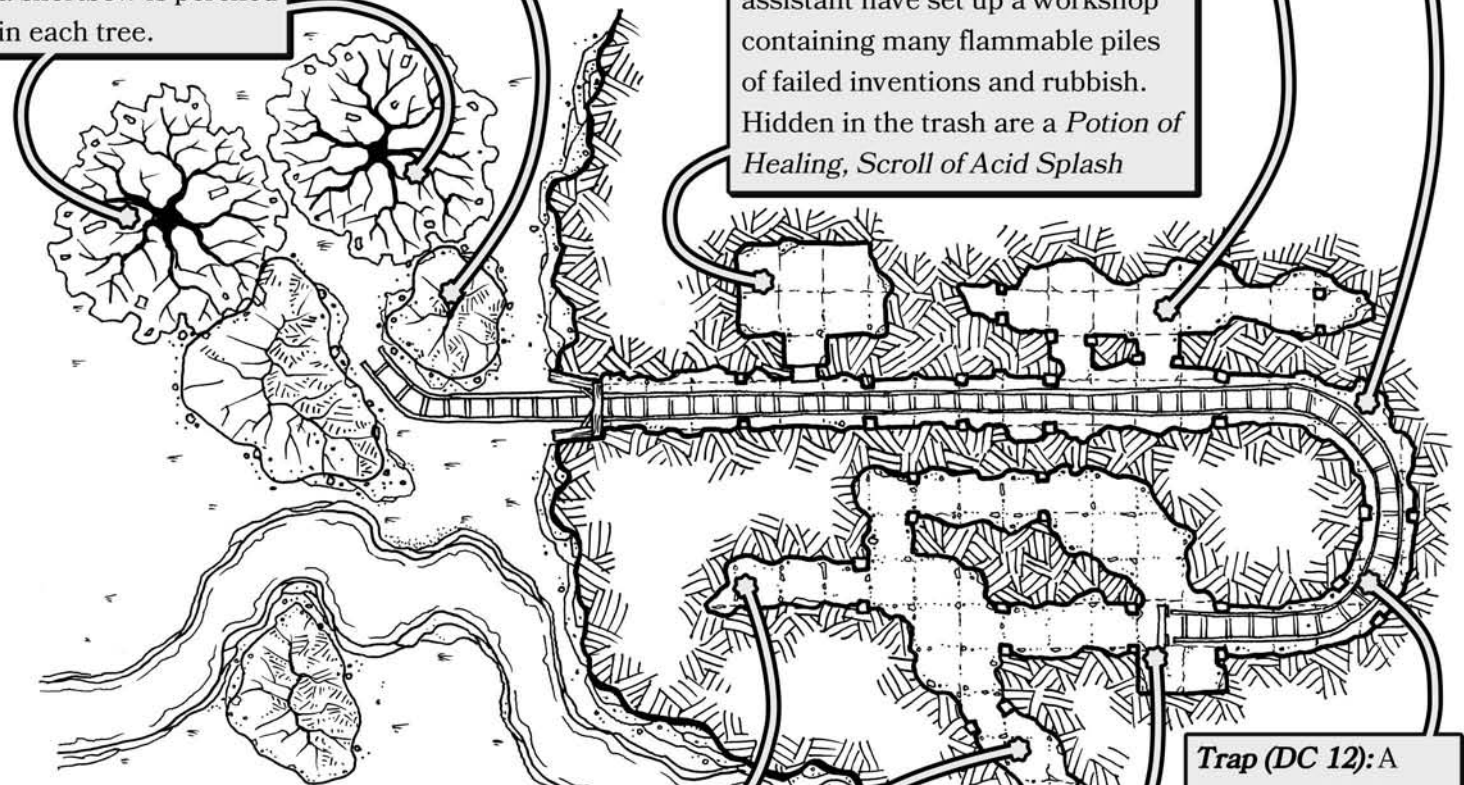
A **Kobold** sniper with a shortbow is perched in each tree.

A **Winged Kobold** hidden in a crevice atop the boulder will sound an alarm (a loud cow bell) before attacking the party.

2 **Kobold** sentries guard 2 **Dwarf** prisoners chained at either end of this long chamber. The captives are weak with hunger (HP 1) and covered with centipede bites.

A **Kobold Inventor** and a **Kobold** assistant have set up a workshop containing many flammable piles of failed inventions and rubbish. Hidden in the trash are a *Potion of Healing*, *Scroll of Acid Splash*

Trap (DC 15): A **Swarm of Rats** emerge from a recess in the wall if anyone other than a kobold passes by.



Random Treasure

In any given chamber, 4d4 scattered silver ore chips (1sp each) may be found.

Beneath a pile of corroded silver ore (35gp) and 6 blue quartz gemstones (10gp each) a **Gray Ooze** waits for its next victim(s).

2 **Kobolds** with 2 leashed **Giant Weasles** are waiting here for the intruders.

Trap (DC 12): A minecart blocks the way. If moved or climbed over, a **Swarm of Insects (Centipedes)** will spill out of the minecart.

A **Kobold Dragonshield** and a **Kobold Scale Sorcerer** guard a black dragon egg nestled in a shallow cauldron filled with acid (1d4 damage per round) on a bed of pelts, a *Cloak of Protection +1*, and a small pile of 120gp, as an offering from the kobolds for its first treasure hoard. The egg can be damaged if struck.

Black Dragon Egg: Tiny, AC 12 HP 10

Upon completing the job and returning to Manistrad Copperlocks with word regarding the potential silver mine, the adventurers will be rewarded accordingly...

- ▶ Information about the kobold infestation, 300gp
- ▶ Rescuing and returning dwarf miners, extra 400gp
- ▶ Clearing mine of all threats, extra 975gp
- ▶ Turning over the black dragon egg, extra 450gp



@dTAYLORrpg

THE SINGING CAVES

A short adventure for five 3rd-level characters by Ben Sandfelder

@BenSandfelder

www.games-ink.com

Introduction: Damon E. Linder, a Luskan merchant (and Zhentarim agent) with impeccable taste, is looking for adventurers to recover a pirate treasure hidden on a rocky coastline near Saltmarsh. Zhent "naval security" found a map, and Damon has a very reliable copy. The "naval security" went after the treasure, but never returned. Damon offers each adventurer no more than 20 gold pieces upfront to find out what happened to his agents, and 10% of any treasure they find. The merchant is a frugal man and a shrewd negotiator. If the party haggles, the most he will give them is 15% each.

1. CAVE ENTRANCE

Following the map isn't hard, but finding the cave entrance - hidden just above the water level - requires a DC13 Intelligence (Investigation) or Wisdom (Perception) check.

The 30ft deep water hides two **sirens** and a kelp forest 10 feet above the bottom. The kelp is difficult terrain, and creatures that move through the kelp or start their turn in it must make a DC13 Dexterity saving throw or become restrained. A restrained creature can use its action to attempt a Strength or Dexterity check to untangle itself.

The sirens are immune to the kelp's effect, and use it to trap their prey.

SIRENS

Sirens use the stats for **harpies** with the following adjustments:

- They have a swim speed instead of a flying speed.
- They have the following trait:

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

5. BURIED TREASURE

The skeletal corpse of a pirate captain, Connie the Vulture, is slumped over a treasure chest in this alcove. The captain's **ghost** appears if the treasure is disturbed. She will try to scare off the party, but can be convinced to surrender the treasure (and find her rest in the process) if they convince her they are worthy pirates. Doing so requires a group DC 15 Charisma check. Evidence such as pirate-y accents or the party's treasure map can give advantage on these checks. Connie's treasure consists of 200 gold pieces in assorted coins and gemstones, 2 *potions of water breathing*, and old, used earplugs.

CONCLUSION

It's up to the party whether or not they report back to Damon with their discoveries - they can keep the treasure for themselves, but the Zhents can be a dangerous enemy.

If the party does return to the merchant, he upholds his end of their agreement.

1

2. FORKED TUNNEL

At Initiative 20 each round, a wave surges through the cave. Each creature in the tunnel must make a DC13 Strength saving throw. On a failure, it takes 5 (2d4) bludgeoning damage and is moved 10 feet towards Area 4.

3. HIGH CAVE

This dry corridor slopes upward to a chamber with 3 dead pirates. Their gear is melted by the **black pudding** hiding in this room. One of the pirates clutches a filthy *luckstone*.

2

3

4. SIREN'S NEST

A 20ft waterfall drops into this flooded cave, which contains 5 **sirens**. At Initiative 10, each creature within 10 feet of the waterfall must make a DC15 Strength saving throw, or be knocked prone and pushed 10 feet underwater. The sirens will grapple underwater opponents, and drag them to the bottom of the pool. The sirens each have 5 gold pieces in jewelry and trinkets taken from their victims.


4

5

REWARDS

The party gains the following rewards from this adventure:

- Experience Points:** Each character gets 720 XP for completing the adventure.
- Gold:** Each character gets Damon's advance (20gp) + 22.5 gp (a 10% cut) or 33.75 gp (a 15% cut) each, or 45 gp each if they keep it all for themselves.
- Magic Items:** 2 *potions of waterbreathing*, and the *luckstone*. Damon has no interest in these items.

Adventure background: 

Long ago a pirate named Drazen became famous the world over for his lust for violence and treasure. He ruled the seas for over ten years, but one of his men killed the wrong woman: the daughter of a witch, who cursed the pirate lord to die within a year. He spent the better part of his last days looking for a way to break this curse but without success. Before he died Drazen hid his treasure and gave his four favorite crewmen a part of a map that would allow them to find it. They could have recovered it, but alas the four did not trust one another and refused to work together, so they went their separate ways. One of the four named Unris recently heard tales of a beautiful siren whose song could melt any heart. Unris recently lost the love of his life and longed for affection more than any treasure. Unfortunately for him this siren turned out to be a harpy who had anything but love to offer.

This adventure is broken up into four episodes numbered for convenience:

- Episode 1: In Medias Risk: The adventurers help fend off a sea monster attack on the way to Saltmarsh.
- Episode 2: The One-Armed Ogre: The adventurers meet an old crew member of Drazen's who helps give them a clue.
- Episode 3: Shell Shocked: The adventurers must fight crabs on their way to the harpy's lair.
- Episode 4: A Shrill Note: The adventurers find the harpy and must defeat her in combat.





The Siren's Song


A one-hour adventure for 5 1st level adventurers
Module designer: John "Henry" Hussman

Note: This adventure is intended to be one part of a five-part series of one-hour adventures titled "The Pirate's Plunder." In the first four modules adventurers find a different piece of a map, which when completed will lead them

Hooks:

 For money-grubbing adventurers, the pirate's hoard supposedly holds great wealth.

 Temples dedicated to Lathander and Umberlee were infamously sacked by the dread pirate lord. Religious artifacts might be mixed in with the other treasure and can be recovered.

 The pirates destroyed a library dedicated to magical theory. Adventurers might be able to reclaim books or scrolls otherwise lost forever.

Episode 1: In Medias Risk

The adventurers are heading to Saltmarsh after their contacts located one of Drazen's old crew, a half-elf named Clargy. The journey there aboard *The Sea Dragon* is uneventful until the morning of the last day, when a sea monster attacks, which causes a fire! Have each player say what they want to do to help the ship (attack the monster, put out the fire, etc.) and resolve their actions with the most logical checks. At the end of one round, each adventurer must make a DC 13 Dexterity check to avoid the creature's tentacles (1d6 damage on a fail) and a DC 12 Constitution check to see if they inhaled too much smoke (1d4 damage on a fail). Each adventurer that fails both gains one level of exhaustion.




Episode 2: The One-Armed Ogre

This seedy tavern has even seedier people inside and a musty smell of fish heads and cabbage. Clargy is easily spotted with his eye patch and scars all over his neck and face (from a shark attack many years ago). He describes Unris as a wayward soul, given to whims and romance. He will also give you directions to the cave where Unris went to find his "love," but only if players beat him at his game (best 2 out of 3). The DM and one player (a different one each time) must spin a 1d20, and whoever can keep their die spinning the longest wins.



Episode 3: Shell Shocked

It's a gorgeous, windswept day on your three-hour journey following the sandy shoreline to the cave. About half an hour before you arrive though you are attacked by 2 **Giant Crabs** (Monster Manual 324). One of them has an earring clutched in one of its claws. For adventurers wearing heavy armor, the sand serves as difficult terrain.

Episode 4: A Shrill Note

The grotto lies just at the edge of the shore and is picturesque with seaweed hanging over the entrance. 5 feet inside is a tripwire made from shells. It can be discovered with a DC 15 Perception check. If set off, Rishazen the **Harpy** (Monster Manual 181) is able to hide herself and get a surprise round. She attempts to charm adventurers and fights to the death. Once defeated the adventurers find the body of Unris with a look of ecstasy on his face along with a bottle, inside of which is love letter written on the back of a torn part of a map, which can be combined with the pieces found in the other mini adventures to find Drazen's hoard. They also find a Potion of Climbing. 

For completing this adventure, players receive:

-  1 Advancement Checkpoint
-  1 Treasure Point

Consumable Item: Potion of Climbing

THE SMELL OF THE SEA

A D&D 5E ADVENTURE FOR LEVEL 1 - 4

The Smell of the Sea is small town mystery, set in the coastal village of Mournstead, inspired by classic British television mysteries.

Mournstead

The small ocean village of Mournstead has always struggled to survive on the untamed coast. Recently an elderly druid moved in and their luck started to turn. Since the druid, who goes by Alaghash, took up residence in the village's sacred cave they have had plenty of food and protection from dangerous ocean beasts. Sure several villagers have gone missing since this began, and everyone has lost their sense of individual purpose, but at least everyone is happy. Isn't that what matters most?

The small village sits at the base of a towering cliff and is made up of tiny wooden and thatch huts. The beaches around the village are full of bright and colorful vegetation that springs forth with new life. From the village, there is a mess of precarious scaffolding and pulleys that lead up 100 ft. on the cliff face to the entrance of the sacred cave. Since this hardy group of people settled down here they have been taking a part of their ocean catch into the cave as an offering to the regional storm and sea gods.

Alaghash's home

Alaghash's has made his home in the sacred cave. When he arrived he promised a more bountiful lifestyle for the villagers since he himself could communicate with their gods.

As soon as he suspected that he could sway the villagers with his mind-altering incense he moved into the revered hall and claimed it as his own. There is only a single round door that leads inside to the cave. At the cave entrance are heaps of burning incense giving the whole village a strange but not unpleasant odor.

Fisherman's Cottage

The fisherman's cottage is not in the main part of the village but sits away off. The small abode is a stone structure and it appears far more sturdy than the huts in the village. There are skeletons of sea creatures set up everywhere bleaching in the sun.

The savory aroma of smoking fish can be smelled from around the home and lingering amounts of smoke drifts from the chimney. A short stocky woman is outside mending nets while her large **Mastiff** lays in the shade next to her.

Elder's Hut

The Elder's hut serves as both the village community house and the leader's home. The structure is slightly larger than the other homes, but it still retains the squalid and simple nature as the rest. The interior is simple but welcoming and full of paintings of the Elder's family including a painting of his daughter who has now been missing for weeks.

The village elder can be found here most of the time when he is not happily doing Alaghash's bidding.

Sweet Aromas

The smell of the burning incense can be smelled as soon as one is within 1/2 mile of the village, but its effects don't start to take hold until one has spent a significant amount of time in the village proper.

If the PCs take a long rest in the village they must succeed on a DC 13 Constitution saving throw or be charmed by Alaghash's spell. A charmed PC is now in the thrall of the druid. To break the charm effect, outside of traditional methods, requires a long rest outside of the village.

Rumors

- Since the Druid moved in and started burning his incense all has been well.
- The fisherman who lives on the outskirts of town used to provide food for the village but she has since stopped doing so.
- The village elder's daughter was the first person to disappear. When it happened he was distraught, but now he is content with the new peace in the village.
- Every full moon at midnight the Druid lights new incense. The new incense never stops burning.
- When the Druid first arrived he was an old man but now he is young. The refreshing ocean air must be very healthy.

Important Characters

Alaghash. Alaghash is (was?) an elderly **Druid** who recently stumbled upon the means to regain his youth. Alaghash believes the greater good of the sea is what is important, and he thinks he is the greater good. If some lives must be spent to achieve this good then the price is worth it.

Alaghash burns a combination of shells, seaweed, and human ashes on every full moon. This combination of ingredients allows him to complete the life-giving ritual and keep the villagers under his control. As well as the rejuvenating properties of the sacrifice Alaghash also sees this as an opportunity to cull the population of fishermen who he believes decimate sea.

Cynthia Elsgreave. Cynthia is the local **Ranger** who has provided for the village for years. The village was primarily made up of inexperienced fishermen so Cynthia took it upon herself to train others and offer guidance when it comes to living off the sea. For this reason, Cynthia was not very happy when the villagers discounted her overnight for the snake-oil Alaghash was offering.

Cynthia is very bitter and has refused to help the village even though she knows something is going on. If they don't want her help than she won't offer it. She is more than content with the peaceful life she has made with her loyal mastiff.

The Sacred Cave

The Sacred Cave has always served as a place of worship for the villagers since it first sheltered them from the treacherous summer hurricanes. In normal circumstances, it would be a grave offense for someone to take up residence in their temple. Alaghash has skirted these social normalities though with his promise of an easier life, and his mind-altering incense of course.

The cave is made up of a single large rotunda that vaults 100 ft. up and has a diameter of 150 ft. Holes in the cave wall filter in natural light and cool sea air. The alters and reliquaries have been tossed aside for Alaghash's many work tables and general messy lifestyle. For the most part, Alaghash stays within the cave and has the villagers bring him everything he needs.

Alaghash's only companion is his pet **Flail Snail**, Gary. The snail is treated better than most of the villagers now under Alaghash's control and the druid views Gary as his only ally. Gary is given free rein of the caves large interior and loves hanging from the cave ceiling.

Created By - Tom Cantwell
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The Song of Saltmarsh

Hook

The Thieves Guild has learned that **Mardor Jale** (Mage) has acquired the Song of Saltmarsh. No one knows exactly what the song is other than "You'll know it when you hear it," but **Farcan Windbender** (Noble) has a standing 1000 gp reward for its acquisition. Farcan can also become a strong ally...or a powerful enemy.

Tomorrow, Mardor will be out of his townhouse for two hours at a time when his servant is at the market. This gives the party an opportune time to find the Song of Saltmarsh.

Truth

The Song of Saltmarsh is actually Farcan's half-sister, **Katharina** (Commoner), who has a wonderful voice and hasn't been seen in years. Mardor, who has known and loved Katharina since she was a child, has rescued Katharina from an elderly noble who has lost his hearing and no longer needs Katharina. Katharina despises her brother, Mardor, for marrying her off to the noble who used the dowry to become a noble.

Mardor's Townhouse

A four-story building, the only entrances are the front door (DC20 DEX to pick lock; each failure has a 10% chance of drawing two of the town's **guards**; DC18 STR to break door; each failure a 20% chance of drawing the **guards**) or the back door (guarded by a **blink dog**).

A spiral staircase in the middle of the townhouse leads to a landing on each floor. The entire townhouse is lit with torches in each room.

Level 1

Foyer: A **rug of smothering** covers the area in front of the fireplace. Above the mantle is a painting titled "Song of Saltmarsh" of a woman on a beach holding a conch shell up to her ear. Any attempt to remove the painting causes a **flying sword** to attack. On the mantle is the conch shown in the painting. A character who holds the conch to its ear takes 1d4 psychic damage as a horrible noise emerges. Make a DC13 CON save or become deafened for one hour.

Kitchen: A **duodrone** is supervising four **monodrones** cleaning the kitchen. A dumbwaiter in the corner leads to the upper floors. Only a small creature can fit in this space. A door leads to a privy.

Pantry: Filled with dry goods and foodstuffs.

Level 2

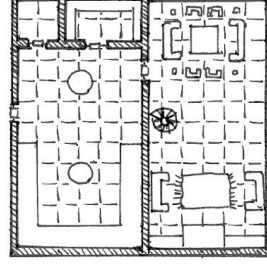
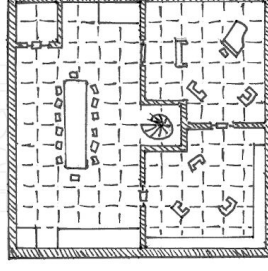
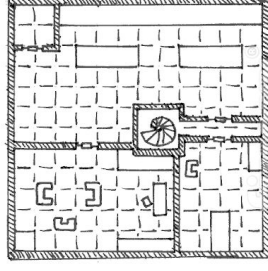
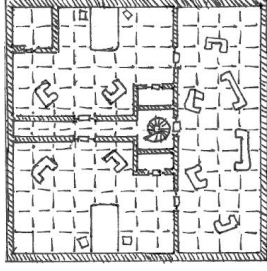
Dining Room: This large room has seating for eighteen. A **cat** is lounging on top of one of two cabinets in the room. The dumbwaiter in the corner. A door leads to a privy.

Library: A **pseudodragon familiar** hides on a shelf and telepathically warns the first person in the room to leave. If the character does not, it warns Mardor telepathically and attacks. Mardor appears in one hour.

Music Room: A grand piano is the focal point of this room. On the stand is a piece of music entitled "Song of Saltmarsh." If a character picks it up, it bursts into flame causing 1d10 fire damage. A **dispel magic** spell disables the trap. A bard (or other musically-inclined character) can play the music on the piano. Anyone hearing the music must make a DC13 Wisdom save or fall asleep for one hour.

Wrapup: The DM should use discretion in how to roleplay the end of the scenario. If forced to leave, Katharina resists. If she senses the situation is hopeless, she'll attempt to cut her vocal cords to prevent her brother from marrying her off again. When Mardor shows up, he'll try to protect her, but will not use any spells that damage his townhouse. If the characters leave Katharina but tell Farcan where she is, the next day the townhouse is stormed by a company of guards, Katharina is taken, and Mardor is accused and jailed on kidnapping charges.

Townhouse Levels 1 (bottom) to 4



An adventure for low-level characters

Level 3

Laboratory: A **potion of healing** and a **scroll of flying** are on a shelf in this room. A **quasit** is trapped in a cage. It begs to be freed but immediately attacks if released. A door leads to a privy.

Servant's Room: This sparse room has a simple bed, chair, and a wardrobe, which hides a small chest. The locked chest contains 25 sp and 5 gp and a letter to the servant's father to use the money to save the family farm from a wealthy landowner.

Study: On the desk is a small music box decorated with a similar scene as the painting in the foyer. An engraving reads "The Song of Saltmarsh." It is armed with a poison needle trap (DC20 INT (Investigation) to detect; DC15 Dexterity to disarm) 2d10 poison (DC15 CON or poisoned for 1 hour).

Level 4

Lord's Bedroom: A well-appointed master bedroom. A book entitled "The Song of Saltmarsh" is on a nightstand. It is inscribed with a **glyph of warding** (DC15 Investigation to discover) of a second-level magic missile spell. A door leads to a privy.

Lady's Bedroom: A well-appointed bedroom for a lady. The bed is unmade. Jewelry worth 100 gp is on a nightstand.

Sitting Room: Sitting in a chair singing the most beautiful tune the characters have ever heard is **Katharina**. If asked what the Song of Saltmarsh is, she'll admit that is her nickname. She will not want to be taken to Farcan and can't be convinced to leave.

THROUGH THE KRAKEN REEF

"I know you think the waters are dangerous with all the attacks but it use to be worse if you can believe it. Centuries ago there was a great and terrible kraken by the name of Naralam. She ruled the Azure Sea and demanded tribute every full moon or ships would never make it to port. King Tavish the I, the cowardly bastard was willing to bleed the kingdom dry rather than try and send others out to deal with her. A group of adventurers known as the Iron Fist eventually put a stop to her at great cost to themselves."

- *Hanna Rist, patron of the Snapping Line.*

One night when a storm is raging outside and the players are inside the Snapping Line drinking the tavern door swings open an in walks a drenched rust colored dragonborn. They look around and then make a beeline for the player's table.

"My name is Captain Ghevroth Crrorhil, I have been looking for you all for an hour. I have heard your deeds and knew you would be perfect for what I need. My ship, the Misty Tide, was destroyed in a storm like this one a few days ago. Most of the cargo was recovered but six chest containing the ship's treasury sunk to the bottom of the ocean. Find me the location and retrieve what you can and I will do whatever is in my power to repay you."

This is an adventure for 4 players of level 6 - 7.¹

1. Savage Sahuagin

As the players enter the reef they hear muffled cries and harsh gurgling laughter. There are nine sahuagin tormenting four bound and gagged merfolk while a fifth lies motionless with bite marks on parts of their body.

If freed they give their gratitude in aquan, take their fallen companion and flee.

Searching around the chamber yields a handful of discarded spears and pieces of partially eaten fish.

3. A Collection of Trinkets

When the players enter this room the entrance is covered with coral and the players are sealed in.² Three separate voices ring in all of the players' heads.

Voice 1 (Ethel): you want to steal our treasure?
Voice 2 (Zilla): you can make a deal for it
Voice 3 (Lynne): or die trying.

This room contains the six chests and three dozen shelves carved out of coral filled with random trinkets. Some notable ones are:

- an ivory knitting needle
- tiny silver icon of a raven
- a dragon's bony talon hanging from a plain leather necklace

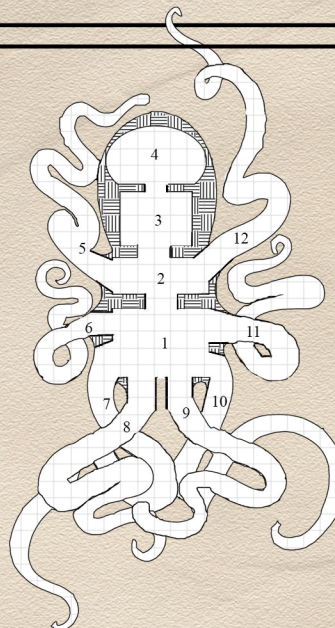
If detect magic is used all the trinkets give off an aura of enchantment magic. In conjunction with detect magic, a DC 18 Religion or Arcana check reveals to the player that a number of creatures collect trinkets when they make deals with humanoids. Hags (fey/fiend) (Arcana), Cambions (fiend) (both), Pit Fiends (devil) (both), Gabrezus (demon) (both) and Arcanaloths (demon) (both).

5. - 12. Tentacled Tunnels

Most of these tunnels are filled with random piles of bones and skeletons of different creatures. Four of the tunnels contain either a crude mural of a prophecy detailing the end of the world by a kraken, the corpses of kuo-toa coming out of the wall, a half-dead **sahuagin baron**, or the hilt of a sword when drawn and identified is the longsword Sun Blade.

1. This adventure assumes the players have magical items. If that is not the case have one or more of the trinkets be a magic item of uncommon power.
2. The coral door has an AC of 15 and 45 hit points. If the players make a deal. Ragged Lynne removes the barrier. If the players fight and defeat Ragged Lynne and company the AC and HP can be hand waved.
3. If the sea elf is saved her name is Leinran. She speaks elvish and aquan with commoner stats. She will try to reveal she made a deal with Ragged Lynne to save her underwater village from a diaster and couldn't pay the bargain. She will request the players destroy her trinket (a tarnished pearl) to release her from the deal. If the players do Ragged Lynne seeks retribution if they weren't killed.

*Visit <http://bit.ly/throughthereefbestiary> for custom monster stats.



*each square is 20 feet.

* tunnels in between rooms take 5 -10 minutes to walk through.

* tentacles take 15 - 20 minutes to fully explore.

2. Coral Ambush

This chamber is filled with jagged multicolored coral. The players must move at half speed or take 2d6 piecing damage for every 5 feet they move. Hiding in the coral is a young adult coral dragon.*

A DC 19 Perception check is needed to discover the creature otherwise it gets a surprise round.

A DC 15 Investigation check of the coral yields 250 gold worth of yellow, blue and pink gems (aragonite).

4. Lair of Ragged Lynne

As the players enter the next room they see a hulking water logged creature covered in quills, a sea elf³ bound and gagged in the corner, more shelves carved out of coral, a patch of seaweed in the back of the chamber and a mind flayer standing over a cauldron grinning at the players.

Ragged Lynne is a mind flayer that ate a sea hag coven (Lynne, Zilla and Ethel) and has been overcome by the force of their personalities and is now a Coven in One. They speak exclusively telepathically and are constantly arguing with each other inside the players' minds. Lynne is the loudest and most vicious.

Ragged Lynne will try to bargain with the players for whatever they are seeking. If a bargain is struck they will ask for an item that has meaning to the players like a trinket. They will then shrink the six chest down so they can fit in the player's pockets. The chests resize with a command word.

If the players choose to fight they have to contend with Ragged Lynne*, the sea troll*, and sea hag lair actions found in *Volo's Guide to Monsters*.

If Ragged Lynne drops below 45 hit points they'll flee into a clump of seaweed in the back of the room, which teleports them away. If players try to follow they are teleported 1d4 miles away from the reef.

By Vic Harris
Follow me @victthe

TIDE AND SEEK

An adventure for four 3rd level characters
Written by Geas Games

Pirates new to the ship, the Blackened Blister, must prove their skill and loyalty to their halfling captain, Roldo "Savage" Savirin. A raid on dwarven mines in Saltmarsh has netted fifty 1 lb. silver ingots (5 gp each) that the Captain wants hidden until the heat dies down. With a map won at cards from the ship's halfling chef, Cookie, the Captain has set sail for a location named Trove Rock. After senior crew go ashore to celebrate, the swabs must navigate sea caves with an old rowboat and the mysterious map, racing the rising tide to hide the treasure. However, Cookie (the captain's secret daughter), has her own plans for the wanna-be pirates, and mutiny on her mind.

Trove Rock lies mostly underwater at high tide, seeming little different from innumerable rocky shoals surrounding the granite cliffs of the Isle of the Abbey's western edge. Only at low tide is the Rock's true extent revealed as a flat, 75' long peninsula. Even then, the Rock's pinnacle is only twenty feet above the water and regularly washed by large waves. Its northern side hides its secret – an entrance to sea caves revealed only at low tide.

After receiving the map and instructions from the Captain, the PCs are lowered into the rowboat. They may choose to allocate themselves roles: helmsman, rowers, and lookout. Getting to the entrance is easy in fine weather, an hour's row from the ship's anchorage. Safely entering the caves, however, takes skill (three DC 10 Strength (Water Vehicles) checks). Each failure results in the boat hitting the rocks and taking 1d4 damage (the old rowboat has 27 hp and AC 11).

The map shows a (not to scale) cave system and has a doggerel rhyme scribbled upon it. There are clear fold lines (as marked) and the solution to the rhyme is to use only the top and bottom quarters of the map and to deposit the treasure in the chamber holding the five calcified pirate remains. PCs that initially fail at solving the map's riddle will quickly discover that the full map does not align with the geography of the caves. Keep track of the directions the PCs choose to take and describe what they encounter based upon the true map as revealed by the rhyme.

Locations in the second and third quarter of the map are false. Only the locations provided below exist and have keyed events in them.

♠ - Crab Fork. Two albino crab swarms rush from the dead-end cave in response to light or splashing, climbing into the rowboat (treat as two swarms of insects, MM, with swim 20 ft. movement and amphibious trait).

℞ - Nets. Heavy fishing nets are strung underwater across this passage. Unless successfully spotted (DC 15 Perception), these tangle the boat and oars and cause metal bars rigged along the wall to bang together, alerting the denizens in area ☼. Freeing the rowboat takes ten minutes with one PC overboard cutting lines or five minutes with two or more PCs in the water.

☼ - Locathah Cave. This smelly cave is scattered with rotting fish chunks and has a deep, underwater exit to the sea. It is inhabited by a **locathah** (MM) and a **locathah hunter** (GS) adorned in luminescent blue and green coral (20 gp).

? - Eel Cave. The water in this large, shallow cavern is thick with seaweed and home to a breeding tangle of 3 **giant sea eels** (GS). They aggressively attack anything that enters the cavern.

☾ - Treasure Cave. This cavern has a dry, 30'-long, 10'-wide shelf just above the high tide mark on its far side. The calcified remains of five pirates crucified on tridents to Procan jut like stalagmites on the shelf, along with an unlit rusted lantern, and an empty sea chest. Cookie (halfling **cult fanatic**, MM) and second mate Skufnor (human **bandit captain**, MM) wait in a small cave behind an outcropping having arrived on Cookie's now hidden **folding row boat** (as **folding boat** with only the boat form). Cookie reveals herself after the PCs make landfall (whilst Skufnor remains hidden) and makes her case for her father's stupidity and weakness (keeping her in the kitchens!) and the riches and power that followers of her warlock patron, the Drowned Maiden, can achieve. If they refuse, Skufnor will attack from hiding. If any agree, (really or as a ruse) the mutiny rouses the ire of Procan and five barnacle suffused **specters** (MM) rise out of the water and attack everyone in the cavern.

If the PCs chose to mutiny and survived the wrath of Procan, Cookie (if she lived) gifts them the silver ingots and promises them positions of importance once they take care of her father (while the senior crew are on shore leave).

If the PCs chose to stay loyal to Captain Savage and defeated Cookie, they may return to the ship and inform him of his daughter's treachery. After a long rest filled with visions sacred to Procan, the god bestows upon each loyal PC a magical trident tattoo. As an action, the tattoo can be activated bestowing the benefits of a *potion of water breathing*. Once used, the tattoo's magic fades away.

Sea Caves

The sea caves extend under the peninsula and beneath the Isle. Part of the entrance is visible for around five hours per day and navigable by rowboat for three of those. Inside, the caves vary between 5' and 15' wide and high. Water levels also vary, with sections filled to near the roof and others covered by less than a foot of water at low tide. The water depth is between 3 and 5 deep in the passages and 15' in the caverns. There is no natural light in the cave system

Low ceiling. At high tide, the entrance and the marked areas within the caves are completely submerged while the remainder trap pockets of air that could support a handful of creatures for hours or even days. At low tide, these areas are navigable so long as PCs are prone.

Shallow. The shallow sections require a rower to succeed on a DC 12 Strength (Water Vehicles) check to avoid damaging the keel of the boat (1d4 damage) during low tide.

Currents. The flow of water through the cave system creates strong currents. At any fork in the cave, a DC 11 Dexterity (Water Vehicles) check is required. On a failed check, the helmsman can choose to: allow the boat to be swept into the other fork and spend 5 minutes to turn around to try again; or enter the correct fork but take 1d4 damage to the boat. PCs must succeed on a DC 8 Dexterity saving throw to avoid falling overboard.

Anyone swimming must succeed on a DC 11 Strength (Athletics) check to take the desired fork or be swept down the wrong path and take 1d4 damage. PCs with a swim speed make this roll with advantage.

Overboard. The water in the caves is cold and fast-moving and anyone falling in or swimming needs to make a successful DC 10 Constitution saving throw every 5 minutes or take one level of exhaustion. PCs with a swim speed make this roll with advantage. Retrieving overboard companions takes five minutes due to the currents and difficulty in manoeuvring the rowboat.

Time and tides. The Treasure and Locathah Cave are thirty minutes from the entrance – assuming no errors, exploration or delays. The journey from the entrance to the Eel Cave is twenty minutes. If the PCs get lost or need to rest, it is possible that they will miss their three hour window and have to stay in the caves until the next tide. So long as the boat is not in a low-ceilinged area, and no cave denizen happens upon them, this is inconvenient rather than dangerous. If they have not returned by the end of the second day, Captain Savage will sail away.



UNDER COVER OF DARKNESS

A tier two adventure for four level 7 characters, requires *Volo's Guide to Monsters*

THE TROUT

The first drops of coming rain fall upon the parchment you hold in your hand, a missive requesting your presence. No courier nor explanation, left mysteriously amid your belongings the prior night. As you trudge up the gravel path to the small cottage; you take notice of the flickering of candlelight from the modest dwelling silhouetting a humanoid from within. The door opens slowly and out steps a man with a grizzled beard; he appears to be sweating heavily despite the chill of wind and encroaching night.

Reginald, "The Trout". CN Genasi Male **Swashbuckler** (VGtM)

What he knows: Alistar the Wizeden, A Hermit on occasion visits to the town of Saltmarsh to sell flotsam and jetsam. It was two tenday ago Reginald overheard Alistar exchange words with a hooded figure behind "The Snapping Line," Saltmarsh's inn, about sending new arrivals to help with more rituals. That help is due to arrive this very night. Since that time people have gone missing only to wash ashore days later, alive but no memory. Reginald fears Alistar is behind this and has plans to come for Reginald next. He asks you to please look into it.

THE AMBUSH

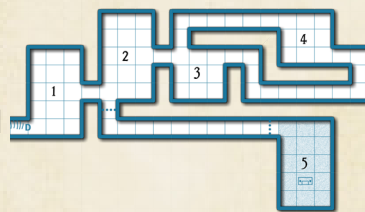
Players can spot the cultists during the night. They use a lantern and pose as druids of the sea on their way to make an offering to Umberlee the sea goddess. Cultists are composed of one **Druid** for every character between levels 6 and 7 or **Veterans** for levels 8 through 10. Dressed as travelers, they have purple robes and perverse ritual components in their bags. When exposed as a cult they will fight to the death. One carries a tentacle amulet with an inscription, "The mariners beacon watches over the deeps. Yet when pale luster is lost, the mariners soul shall be reaped" The Rhyme is about an old lighthouse an hour away, and also a pass-phrase for Alistar.

THE TEMPLE

Alistar (**Cult Fanatic**) welcomes anyone into the lighthouse cellar (1) who speaks the pass-phrase. Should players instead attack the cult retreats to room (5) and hides beneath the murky water to ambush the party. Bioluminescent dim purple light reveals the cultists (a **Deep Scion** in human form for every additional

party member beyond three) preparing for ritual. Prayers to the Deep Dark (2)

preparations of components (3) and three bound **Commoners** being anointed in preparation for ritual (4). The party should participate if posing as cultists going round the table ask each character how they help. If the player has trouble suggest leading prayer (*religion*), craft reagents (*Arcana*), speak in tongues (*performance* or *deception*). skill checks are 15. Inspiration for creative ideas. The party succeeds if at least half of them pass the skill check, otherwise Alister grows more suspicious.



THE REVEAL

When ready, Alistar unlocks the gates leading to (5) a pool of cloudy waist deep water. A **Kraken Priest** (VGtM) wielding a *Tentacle Rod* awaits the **Commoners** to transform them into **Deep Scion** (VGtM) same as the other cultists. If players passed three skill challenges they get a surprise round. If they failed three, monsters have advantage on initiative. All remaining **Deep Scion** and Alistar are here as well.

With the defeat of the **Kraken Priest** players are able to report back to Reginald "The Trout." He should thank them for their service, but mention, "best we keep an ear to the surf, might not have heard the last of them." Reward them with downtime, treasure points, and advancement points