

DEAD MEN'S TREASURE

Part Two of the Dead Men Series

A map with an “X marking the spot” has been found in a recently uncovered tomb located in the small fishing village of Abigail’s Cove. The village’s mayor has sent out a secret call to trusted adventurers; offering a split of whatever treasure they can recover. Success means fortune for Abigail’s Cove, its villagers, and the adventurers.

A Four-Hour Adventure for 5th–10th Level Characters



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INTRODUCTION

Welcome to *Dead Men's Treasure*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and The Role Initiative's *Dead Men* series.

The adventure begins in a fishing village just south of Hulburg named Abigail's Cove. From there, the adventurers travel across the Moonsea to a location marked on a treasure map.

This adventure is designed for **three to seven 5th–10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

Party Composition Party	Strength
3–4 characters, APL less than	Very weak
3–4 characters, APL equivalent	Weak
3–4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6–7 characters, APL less than	Average
6–7 characters, APL equivalent	Strong
6–7 characters, APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Party Strength: Deadly. Many Adventurers League groups turn out to be stronger than the Party Strength listed above would suggest. In such a case, the DM and players should feel empowered to raise the difficulty. To that end, a new party strength of "Deadly" has been added to the final encounter for Very Strong parties whose players would like an additional challenge.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure—such as note cards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

ADVENTURE PRIMER

“Yet it isn’t the gold that I’m wanting, so much as just finding the gold.”

—Robert W. Service

ADVENTURE BACKGROUND

Dead Men’s Treasure begins in the small fishing village of Abigail’s Cove, where *Dead Men’s Tales* previously occurred.

In *Dead Men’s Tales*, a tomb was found and the bones of Abigail were returned to her pirate lover, named Dread Red. Within that tomb, a pirate map was discovered that leads to a treasure Dreadarious Redvane left for his beloved Abigail; a tribute to both her and his love for her.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Locations

Abigail’s Cove. A small fishing village just south of Hulburg.

Abigail’s Cave. A small cave that held the remains of Abigail (from *Dead Men’s Tales*).

NPCs

Bigby Soths. A teenage human boy, son of Clarence Soths, and friends with Angst and Liam Kribs.

Beatrice Bandi. A dwarf fisherwoman with a small knowledge of arcane magic, and mayor of the village.

Angst and Liam Kribs. Twin brothers and friends with Bigby Soths.

Delphina Soths. Owner of Delphina’s Bakery and mother to Bigby.

Ike the Blacksmith. Hill-dwarf blacksmith.

Jesper. Gnome fisherman found at the docks.

Jimbo Teether. Gnome owner of the general store.

Old Fish Eye. An old fisherman with information to share.

Angry Adrik. A mean-looking pirate captain who happens to be very friendly and jovial. He wears a constant snarl due to a fishing accident.

Pip Sterling. A debonair pirate who considers himself more of a merchant.

Kiya “Spider of the Sea”. A pirate captain who will do whatever she must to get what she wants. Her ship and crew are the most important things to her.

Other NPCs are listed in “The Crew,” page 10.

ADVENTURE OVERVIEW

A map leads to a treasure hidden in a small cave on the east banks of the Moonsea. Several pirate captains have learned of this map and have offered their crew and ship for a share of the treasure.

The first half of the adventure is role play heavy and it would be best if you read the entirety of the adventure before running it at a table.

The last half of the adventure is a dungeon-crawl through a cave system and does not require as much preparation as it is mostly linear. There is the possibility the party may become split.

The adventure is broken down into five parts:

Part 1. The adventurers enter Abigail’s Cove, speak with a villager or two, and then meet with Beatrice Bandi—the village’s mayor. Beatrice explains the situation and has the adventurers sign contracts before the adventure proceeds further.

Part 2. The adventurers meet the pirate captains and their crew, who happen to be relaxing in a large tent set up along the shoreline of Abigail’s Cove. During part 2, the adventurers can participate in pirate games and choose which captain will take them across the Moonsea.

Part 3. Having chosen their captain, the adventurers interact with the crew and perform special duties when asked.

Part 4. Having reached their destination, the adventurers must trek through a hazardous cave system to reach the guarded pirate treasure.

Part 5. After completing their quest, the party returns to Abigail’s Cove and splits the treasure with the village.

ADVENTURE HOOKS

Story Hook. Beatrice Bandi is trying to keep the treasure map a secret. She has sent messengers to several trusted adventurers who she knows from *Dead Men’s Tales*, or those whose factions have suggested as trusted members.

All Factions (Faction Assignment). Beatrice Bandi, the mayor of the small fishing village known as Abigail’s Cove, has asked us for the name of a trusted member or two. Your name was one of the first I thought of when asked. I don’t know the specifics of the mission, but it should prove fruitful for you.

Participants of Dead Men’s Tales. Greetings! Your courage and professionalism were noted when you saved our fishing village, Abigail’s Cove. Something special has come up and I’d like to meet with you there. I can’t give you the specifics, but let’s just say it will be an adventure.

Beatrice Bandi

PART 1. ABIGAIL'S COVE

Estimated Duration: 15 minutes

The adventure begins with the party entering Abigail's Cove. They've each received a summons of some sort and travel together. Have characters do introductions as their party moves toward the cove.

GENERAL FEATURES

Abigail's Cove is made up of several small houses and buildings, and it has these general features.

Terrain. The village lies on a hill that gently slopes down to the waterfront. Though the village terrain is mostly dirt, the shoreline is a grainy sand.

Weather. Cold, but bearable without extra garments. Though heavy clouds can be seen hanging over the Moonsea, sunlight beams down on the village.

Light. Brightly lit. Ample sunlight breaks through during the day.

Smells and Sounds. A slight breeze from the sea carries with it the smells of moss, fish, and damp air.

Residences. Unless otherwise noted, the homes in Abigail's Cove have three rooms—two bedrooms and a living area/kitchen with a stone fireplace. In addition, each home has an outhouse in the backyard.

ENTERING ABIGAIL'S COVE

Consult the "Abigail's Cove Map" for locations in the village. As the adventurers enter Abigail's Cove, read or summarize:

A cool breeze from the Moonsea slips up and over the small hillside you've been traveling along. The road makes a slight bend, taking you to the top of the hill. From here you take in quite a view.

A quaint fishing village, complete with several mediocre fishing boats attached to small docks, rests along the hillside. The road continues down the hill, dividing the hamlet into two halves: a bevy of small houses to the west and a few larger establishments and dwellings to the east.

The village appears bustling yet peaceful. All would appear to be quite normal indeed, save that there appears to be three pirate ships anchored outside the cove.

RESOURCES IN ABIGAIL'S COVE

There are several locations in Abigail's Cove where additional items may be procured. The party may also wish to speak with the proprietor.

Jimbo's Store. Jimbo Teether runs this general store. Characters may find items in the *Player's Handbook* valued at 4 gp or less available for purchase here. Jimbo also has three *potions of healing* on hand which he will sell for the price of 75 gp each.

Ike the Blacksmith. Ike has on hand all mundane weapons found in the *Player's Handbook* valued at 25 gp or less. Ike can also silver a weapon for the price of 125 gp. In addition, he has enough silver on hand to silver two weapons or 20 pieces of ammunition.

Delphina's Bakery. A small but quaint bakery run by Delphina Soths, where one can get a Goopy Roll and a hot drink for 5 cp.

RESIDENTS OF ABIGAIL'S COVE

The residents of Abigail's Cove appear very happy and excited. They do not seem worried in the least about the three pirate ships resting outside the cove. The village is bustling with activity, as if a celebration is about to be had.

If spoken to, any resident of Abigail's Cove has the following information to share:

- "It's quite exciting, isn't it? The possibility of a lost treasure! Oops . . . I shouldn't have said that . . ."
- "The pirate ships are magnificent, but the crews are a bit odd."
- "The ship captains are very intriguing."
 - "There's a dwarf and two human pirate captains!"
 - "The dwarf is a bit mean-looking."
 - "The human woman . . . she's just beautiful."
 - "The man . . . he's rather handsome," said with a giggle.
- "Are you the adventurers Beatrice Bandi sent for?"

DEVELOPMENTS

After a few NPCs are spoken to, have one of them escort the party to Beatrice Bandi's home.

MEETING BEATRICE BANDI

Beatrice Bandi, the dwarf mayor of Abigail's Cove and the individual who summoned the adventurers, is found in her home. When the party meets Beatrice Bandi, read or summarize:

In the center of a living room, an older dwarf leans over a table covered in scrolls, parchments, and maps. She dips the tip of a quill into a small pot of ink, writes something on a piece of parchment, and then stands up while looking satisfied with her work.

"Oh," she says when she notices you. "You've arrived just in time. Here, sign these contracts." She hands you each a piece of parchment. "Once you do, we can get down to business!"

Beatrice has been hard at work preparing contracts for both the adventurers and the pirate captains. The adventurers must sign the contracts before they are allowed to hear anything more.

THE ADVENTURER'S CONTRACT

The Adventurer's Contract has only a few clauses. Give the player's **Player Handout 1** and allow them to review it and sign it "in character". The players may keep the contract if they wish. The important things of note in the contract are:

- If you die, you are dead. Resurrection services are at your own expense and will not be covered by your employer.
- You are to respect your ship's crew and captain. Disrespect will not be tolerated, and the ship's captain has the right to deal with you as if you were a normal crew member.
- Your payment depends on your success, and you will be given a share of all recovered treasure.
- The share breakdown is as follows:
 - 20% goes to the village of Abigail's Cove.
 - 30% goes to the ship's captain and its crew.
 - 50% goes to those who sign the Adventurer's Contract, to be divided however they wish between all survivors.
- If for some reason you exit the adventure or are unsuccessful in finding the treasure, all information you have gathered from our discussions is considered confidential.
- It is in your best interest to be honest about all found treasure. Any discovered thievery of coin, gems, or items will be dealt with posthaste.

NEGOTIATIONS

The characters may have a few questions about the contract. Use the below information to answer questions and negotiate if needed:

- **Why does Abigail's Cove receive 20% of the treasure?** It's our map! 10% of that amount is being divided between the families of Abigail's Cove, with the other 10% going to the village coffers to pay for village upgrades, repairs, and celebrations.
- **Who are the ship captains?** You'll meet them shortly. Unfortunately, even secrets aren't secret these days. It appears we couldn't keep loose mouths away from listening ears, and word of our map spread. The ships arrived a few days ago and the captains have offered their services for the adventure.
- **Which captain/ship will we use?** Oh! You get to choose that. You'll have the opportunity to interview each captain and then choose who will steer you on this adventure. Each has already signed a contract which states they understand they may not be chosen.
- **Why do we have to respect the captain and crew?** Because it's their ship and their home! I for one would not want to be in the middle of the Moonsea when I upset a ship's crew.

- **How far away is the treasure?** You'll leave tomorrow morning. I'm told you should reach the site sometime during your second day at sea.

CONTRACTS SIGNED

Once signed, Beatrice Bandi takes the contracts, rolls them up, ties them with a small ribbon, and then places them on the table. She then shows the party to the map and pendant that were found.

"Good! Good!" says the dwarf as she places the contracts together, rolls them up, and ties them with a red ribbon. "Now . . . let me show you what was found!"

She lifts a leather scroll case from the table, opens it, and withdraws a map and a small ruby which has been cut in the shape of a heart.

"These were found in the old tomb of Abigail. It clearly looks like a treasure map to me," she says with a hint of excitement in her voice. "Some of the villagers wanted to sell the ruby but I thought it might have some hidden meaning since it was found with the map."

She then places the map and ruby back in the scroll case and hands it to you. "Here, these are yours now. Give the map to the captain you choose. They don't know the exact location marked on there, probably because I only told them the general area."

She smacks your shoulder with a wink. "Come on now, let's go!"

HEART-SHAPED RUBY

The heart-shaped ruby can be used to open the door of the vault at the end of the adventure.

DEVELOPMENTS

Beatrice Bandi shows the party to the door and tells them to go to the tent and choose their captain. She doesn't want to interfere with their decision.

PART 2. PIRATES IN THE COVE

Estimated Duration: 45 minutes

The adventurers have the opportunity to interact with some of the pirates, play some games, and meet the captains of the ships. They must choose a captain to take them across the Moonsea.

A TENT FULL OF PIRATES

Location “PT” on the “Abigail’s Cove Map” represents a large shelter that has been constructed to appease the pirates. It provides a place for them to rest, relax, and mingle in Abigail’s Cove while they wait to hear if their captain has been chosen to lead the expedition.

The pirates have found several ways to entertain themselves. Although gambling is not permitted in Abigail’s Cove, some of the pirates are secretly placing wagers during activities and events. Others participate just for the fun of it.

As the party approaches or enters the large pirate tent, read or summarize:

A giant tent, constructed from what must be a sail, held up by several fresh timbers, stands along the shoreline of the cove. Two sides of the tent are closed as the white canvas spills over the standing “poles.” The other sides of the tent are open, allowing the occupants a view of the cove, their ships, and the village’s main street.

Inside, a multitude of humanoids laugh and cheer while standing around large wooden tables. There seems to be several events taking place in the tent.

PIRATE EVENTS

The pirates are competing against one another in several events, with each ship’s crew having one reigning champion in each event.

GAMBLING

Although gambling isn’t permitted in Abigail’s Cove, the pirates have found a way around this. They use thieves’ cant to place their wagers with one another. A creature with a passive Perception (Wisdom) of 13 or higher notices several of the pirates making hand gestures and speaking strange-sounding sentences. Examples include:

- I’d like an egg yolk in the morning... say around 5 am before I go fishing.
(Translation: *I’ll bet 5 gold on the underdog.*)
- I’ll take the same and add a side of ham.
(Translation: *I raise you 5 gold.*)
- It’ll be a cold day on the Moonsea when I give up my sword.
(Translation: *Deal!*)

- I’m sleeping in tomorrow.
(Translation: *I’ll not take that wager.*)

If an adventurer partakes in one of the games, the pirates begin betting:

- I saw a big fish in the cove this morning.
(Translation: *This one’s an easy target.*)
- Think it weighed around 10 pounds?
(Translation: *I bet 10 gold against the new guy.*)
- 10? Nah, more like 20!
(Translation: *I’ll raise you to 20 gold!*)
- That fish sounds like a lunker!
(Translation: *I’m betting on the new guy!*)

If a player understands thieves’ cant, they may partake in the betting. They may also win or lose their gold pieces if they wager.

ARM WRESTLING

The event involves contested Strength (Athletics) checks. Three successful contested checks in a row results in a win, with the third check having advantage due to the position of the arms.

Example:

- Check one, player wins (1 success)
- Check two, player loses (restart win tracking)
- Check three, player wins (1 success)
- Check four, player wins (2 successes)
- Check five (rolled with Advantage), player wins—WINNER!

The current champion is Big’Ox, a brawny female minotaur (Strength 18, +6 Athletics).

DAGGER THROWING

A participant gets three daggers, throwing each dagger at a target (the skull of a mind flayer). After all daggers have been thrown, the participant who stuck a dagger between the eyes of the skull is deemed the winner. If both players accomplished this, then the result is a tie and there is no winner. If the participants stuck many daggers between the eyes, then the participant with the most daggers in that area wins the match.

THROWN DAGGER RESULT

Attack Roll	Effect
1–8	Miss (describe as you wish)
9–10	Hits between the eyes, but the hilt hits and the dagger doesn’t stick
11–13	Hits left of face, and dagger sticks
14–16	Hits right of face, and dagger sticks
17–18	Hits the forehead, and dagger sticks
19+	Hits between the eyes, and dagger sticks

The current champion is Two Fingers of Rum, a slender male tabaxi who is quite sure of himself (Dexterity 16, +5 to hit).

BEADWORK

Either because they've developed a skill for knitting while mending sails or clothing, or because they merely prefer the quiet of knitting and beading, several crew members sit at a table with needles, threads, and a bowl of beads made from shells, small stones, bits of bone, dried fruits, and seeds. They work quietly while enjoying their mugs of ale and listening to the entertainment.

An adventurer may attempt to create their own beadwork art piece. Successfully creating a beadwork item requires a DC 15 Intelligence (Insight) check. The character may describe the colors and beads they would like to use, many different colors are available, and each item created has a value of 6 sp. The item options include:

- A necklace
- A bracelet
- A hatpin

ENTERTAINMENT

One young pirate has been assigned the task of entertaining the crowd. He (Bibby, teenage human) plays a fife while standing on a crate in the center of the tent, but the notes are often off key and the fife squeaks when he changes notes. The pirates endure the squeaks, but often cry out if Bibby hits a wrong note, sometimes throwing what is close to hand at him (piece of bread, empty mug).

BIBBY'S SONGS (WHICH HE SINGS OFF KEY):

1. It's a pirate's life for me oh boy,
It's a pirate's life for me.
By golly, by Jilly, By Jenny, By Jen,
It's a pirate's life for me ...
2. There was once a man who tried to walk on
water,
Sported a pipe and a hat with three corners.
Took a wager that he prove what he'd been
boastin',
Now his name's spoken whenever we be toastin'.
3. The Moonsea is my home,
The Moonsea is my life,
I don't need nothin' more,
Not even a wife.

An adventurer may attempt to entertain the crowd. If they do, use Performance (Charisma) checks to determine how well they entertain the jovial, yet hard-to-please, pirates.

PERFORMANCE CRITIQUE

Result	Crowd Reaction
1–10	"You get paid for this?"
12–13	Golf claps—several pirates tap their feet, softly clap, and smile
14–16	Very nice—character receives a solid round of applause
17–19	Impressive performance—character receives a solid round of applause and 2d6 silver pieces are tossed from the crowd
20+	Character receives a standing ovation, 4d6 silver pieces tossed from the crowd, an shouts of "Encore! Encore!" from the crowd. If an encore is performed, reward an additional 2d6 silver pieces, with no additional roll.

CAPTAINS IN THE TENT

The captains of the three ships all sit around a table in the center of the tent. They are each in the running for the job, and each has promised to be civil to one another while they await the decision of who is to be the captain of the adventure.

Each captain has its own write up and brief history located at the end of this adventure. In addition, each captain has its own supplemental encounter found on that sheet.

ANGRY ADRIK

Dwarf swashbuckler, lawful neutral

Ship: *Blue Fin*

Demeanor: Happy and Jovial. Ready to set sail!

Quote: "I don't go on many dates; there's too many fish in the sea!"



Adrik isn't really angry; he just had a freak accident while fishing one day. The line snapped, came across his face, severed some muscles and nerves, and left him with a constant snarl.

PIP STERLING

Human swashbuckler, chaotic good

Ship: *Silver Corsair*

Demeanor: Confident, Charismatic, a Charmer

Quote: “Hello there lass! Aren’t you just prettier than a Chultan diamond.”



Pip Sterling has always fancied himself a pirate. Ever since he was kidnapped to work as a swabby for Captain Lorne Muldune, Pip has sworn to recruit his own crew in order to get revenge on Captain Muldune and his ship the *Bloody Dagger*.

KIYA—THE SPIDER OF THE SEA

Human swashbuckler, chaotic neutral

Ship: *Recluse*

Demeanor: Pompous, Arrogant, yet flirty

Quote: “I’ll flirt with anyone to get my way, then I’ll walk away.”



Kiya, also known as the “Spider of the Sea,” is the daughter of a pirate. Kiya’s mother passed during childbirth, leaving Kiya’s father to raise her on the Moonsea. She learned how to handle the crew members quickly, giving orders—correct orders at that—and setting the crew straight when necessary.

A CAPTAIN IS CHOSEN

Once a captain is chosen, take a moment to review their history. The crew members may be asked questions about the captain during the voyage and this may help with the roleplay.

PREPARING FOR SEA

After the captain is chosen, the remaining captains and their crews board their ships and set sail, there’s no reason for them to stay in Abigail’s cove any longer. They each understood that they may not be selected, and although sad that they weren’t, there’s no ill will. They do have a parting word for the adventurers.

Pip Sterling. “Good luck on your voyage. May your Moonsea travels be fruitful!”

Angry Adrik. “Aarr . . . I’d have been the better choice, but you’re in good hands.”

Kiya. “I’m not sure what to make of your decision. I’m certain you’ll realize it wasn’t the best choice later.”

DEVELOPMENTS

After the captain is selected, the following events occur:

- The chosen captain gathers their crew, who then begin prepping the ship for the journey.
- Beatrice Bandi offers the adventurers shelter in her home. It’s a small house, but the party may camp out in her living room.
- The merchants stay open for one hour after the captain is selected, allowing the adventurers time to purchase any supplies they might need.
- The expedition begins at sunrise the next day. Beatrice gives them each a Gooley Roll from Delphina’s Bakery and then pushes them out the door.

PART 3. A PIRATE'S LIFE FOR ME!

Estimated Duration: 60 minutes

The adventurers have chosen their captain and ship and will now travel on the Moonsea for two days, reaching their destination at the end of the second day. Note that each captain has an optional encounter during the voyage—be sure to include it at the right time!

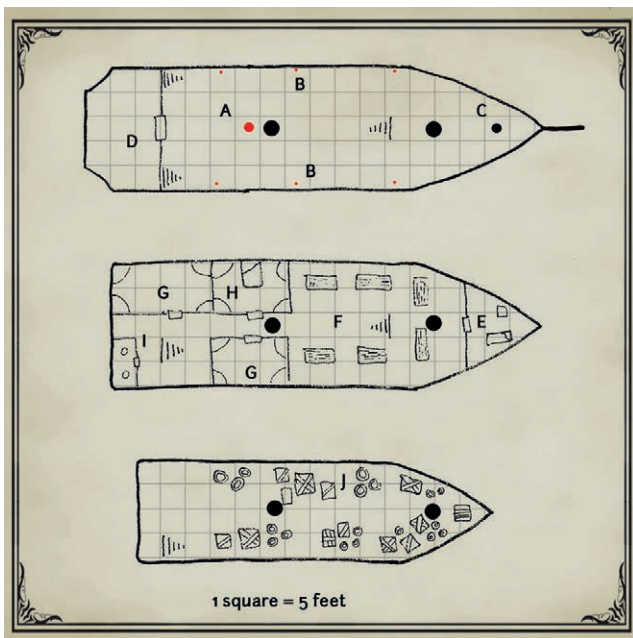
SEA LEGS

After a few hours of sailing on the Moonsea, there's the possibility of the adventurers getting seasick. Each character must pass a DC 15 Constitution saving throw or be poisoned. Symptoms include a churning stomach, cold sweats, and vomiting. Characters with a seamanship background or history (i.e., pirate, fisherman) or one proficient in sea vessels are immune to seasickness.

A character can repeat the saving throw after a long or short rest, with a success causing them to be immune to the effects of the rolling sea for the duration of the adventure. Casting *lesser restoration* or a similar spell on the afflicted creature cures it of its sickness until the end of the adventure.

PIECES AND PARTS OF THE SHIP

To make DMing easier, the following locations are found on each of the ships:



GENERAL FEATURES OF THE SHIP

Terrain. Wooden planks, steps, and doors.

Weather. Damp and cool.

Light. Ample light comes in through porthole windows in each of the rooms. The lowest deck has no windows and is considered dark.

Smells and Sounds. A slight breeze from the sea carries with it the smells of moss, fish, and damp air.

THE MAIN DECK

The crew is generally found here during the day tending to sails, cleaning the deck, checking the rigging, and keeping watch.

A. MAIN DECK BELL

A medium-sized brass bell with a ringer hangs on a pole near the center of the ship. The bell is used to warn the crew of immediate danger. Whenever the bell is rung the crew rush to the deck, make their way to the railing, and ready their weapons.

B. MAIN DECK RAILING

Fastened to each side of the railing are unloaded heavy crossbows with a quarrel of 3 bolts for each which may be removed and used for ranged attacks in the event of a battle at sea.

C. TOP DECK HARPOON GUN

A harpoon gun (use **ballista** statistics) is attached to the top deck and has the ability to pivot 180 degrees side-to-side and 80 degrees vertically, covering the front of the ship.

Three creatures can man the harpoon gun, with each using their action to accomplish one of the above required actions. If an adventurer mans the harpoon gun, two of the ship's crew assist in the loading and aiming, but they do not grant advantage on attack rolls for assisting.

D. CAPTAIN'S QUARTERS

A small bed and desk adorn this room. Although the captains often eat with the crew, there are times when they want a little peace and quiet, or to dine with a few guests for an evening. In this case, the bed is leaned against the wall, the desk is moved further back and a table is brought in to accommodate up to six guests.

Treasure. Searching the desk reveals a few notebooks filled with nautical terms, a skeleton key (which has no use), a quill, an ink pot, and a pearl necklace worth 50 gp.

BELOW DECK

The below deck features:

E. COOK'S QUARTERS

A small room containing a straw bed and a table. Searching the table reveals a quill, a pot of ink, and a small diary filled with different recipes. The first page of the diary reads, "Whipping and Cooking with Whisk."

F. GALLEY

A small galley where the crew eat and entertain themselves with games, songs, and whatever else they can think of.

G. CREW QUARTERS

A small living quarters for the crew made up of swinging hammocks.

H. GUEST QUARTERS

A guest quarters featuring a small feather bed and four swinging hammocks

I. THE HEAD

Because the weather isn't always nice enough to relieve oneself above deck, an interior watershed has been added to the ship, complete with two buckets, each possessing a lid with a 10-inch round hole.

THE LOWER DECK

The lower deck is used to secure cargo, extra weapons, freight, and extra food. This area is searched once a day for rats and other vermin. The exception would be the encounter "Stowaway." The first time this area is entered, choose one of the following for the adventurers to encounter.

- Four **swarms of rats**
- One **mimic** has snuck onto the ship and is hiding in this area. It's hungry and needs to eat. It attacks the first creature that comes within range (place the mimic wherever you like).
- Whisk's shipment has gotten loose and now roams this area. Four **constrictor snakes** are hiding within the barrels and crates, each in separate locations placed as the DM wishes. If the snakes aren't found and dealt with, they appear in area H, "Guest Quarters" later that night.

J. WHISK'S HIDING SPOT

The cook, Whisk, has uses the large crate in this area as a place to hide, smuggle, and transport precious cargo. He has his own side business, which may be encountered later.

THE CREW

To make DMing easier, the following crew members are found on each of the ships:

THE CAPTAIN

Refer to the appropriate summary sheet for the captain whom the adventurers have chosen.

THE FIRST MATE—JIMJIM

JimJim is a young human who appears very anxious. He's new to his post, but not to the ship. He's been appointed to fill the recent vacancy created when a wyvern snatched the previous first mate from the ship. If you use the wyvern attack, JimJim drops to the deck, covers his head with his hands, and whimpers when the wyvern is spotted. JimJim could also be the crewmember snatched up by the wyvern,

in which case, JimJim screams and cries, flailing his arms and legs wildly while being clutched by the wyvern.

THE BOSUN—BIG'OX

Big'Ox is a female minotaur who has traveled the Moonsea and other waterways since she was just a calf. She has a strikingly tough build, sports battle scars across her face and shoulders, and is missing the pinkie and thumb of her left hand, which were lost during a battle with some pesky deep scion several years ago.

THE COOK—WHISK

Whisk is a middle-aged male halfling who acts as the ships cook. He's not very handy with a weapon, but he wields his cooking utensils beautifully—tossing and flipping them in air then catching them behind his back or between his teeth.

Sometimes, his creations are not to the crew's liking as they are a "beef and potatoes" people, and Whisk prefers to cook obscure roots, vegetables, and meats, often adding foreign and exotic spices.

Whisk also has a side-scheme going—he has a secret area in the lower deck which he uses to smuggle items and people.

THE RED SHIRTS

The remainder of the crew consist of several average pirates. They perform the necessary duties on the ship and hope to someday be promoted. You may improvise crew as needed, or use the following suggestions:

Eve. A human woman with a quick wit. She does what she's told and is often found helping Bub.

Two Fingers of Rum. A tabaxi woman who is in charge of maintaining the sails and rigging. She checks it several times throughout the day, quickly climbing the masts and beams and swinging effortlessly from the ropes.

Bub. A half-orc in charge of cleaning the deck and maintaining the anchor. Bub doesn't speak much, offering only grunts, shoulder shrugs, and hand gestures as responses to questions.

SAILING ENCOUNTERS

Depending on the time your players spend role playing with the crew and areas of the ship, you may wish to add one or two of the following encounters.

WYVERN ATTACK (COMBAT)

Estimated Duration: 20 minutes

A **wyvern** swoops down using the cover of the blinding sun and grabs a crew person. To begin the encounter, have a crew member ring the warning bell while yelling "Wyvern!"

If the adventurers are below deck (either level) it takes them one round to reach the main deck. They

may then attack with ranged weapons, man the harpoon gun, attack with spells, or grab a crossbow from the railing.

The Wyvern. The wyvern has a fly speed of 80 feet and will be out of range of the harpoon gun in 6 rounds. If the adventurers are below deck when the bell is rung, the wyvern is 20 feet above the water and 60 feet away from the ship.

Saving the Pirate. If the wyvern is reduced to one half its original hit points before it is out of range, it drops its prey and flies off. The ship then turns to rescue the pirate from the sea.

The pirate is severely wounded, his or her skin punctured from the wyvern's talons. He or she has 3 hit points remaining, and the wounds continue to bleed. Unless tended to, the pirate dies in two hours. The pirate may be healed with a *cure wounds* spell, a *potion of healing*, a DC 15 Wisdom (Medicine) check, or similar action.

Lost Pirate. If the wyvern flies out of range, it is quickly out of sight and the pirate is lost. At dinner, the crew give a toast to the lost crew member and then return to their normal activities. After all, life on the Moonsea is dangerous.

SETTING UP THE ENCOUNTER

Very Weak

- **Wyvern:** AC 13, 95 hp, Init +0

Weak

- **Wyvern:** AC 13, 105 hp, Init +0

Average & Strong

- **Wyvern:** AC 13, 130 hp, Init +0

Very Strong

- **Wyvern:** AC 13, 169 hp, Init +0

STOWAWAY (ROLE PLAY)

Estimated Duration: 20 minutes

A young halfling girl is hiding in the lowest deck of the ship and may be noticed if the party help hunt for vermin. The girl's name is Eileen and she is being helped by the cook named Whisk who has created a side business of transporting goods and people unnoticed across the Moonsea.

While the party is hunting for vermin, they find the girl hiding behind a pile of crates, one of which has a false panel which allows Eileen to easily stay hidden from the crew. Currently, the panel is stuck, and poor Eileen is visible.

If a crew member is with the party when Eileen is found, and if the crew member sees Eileen, he or she states the captain must be informed. Successful DC 12 Charisma (Intimidation or Persuasion) checks are required to keep the pirate from telling the captain about the stowaway. A bribe of 10 gold pieces will do the trick, too.

Eileen has paid Whisk 50 gold pieces to transport her to Abigail's Cove. Unfortunately, Whisk was unable to find the opportunity to secretly move Eileen from her hiding place before they set out on this journey.

Eileen prefers to stay hidden in the hull, but will accept help from the adventurers if they promise they can help her quietly leave the ship when they return to Abigail's Cove.

Eileen prefers not to talk about her reasons for being a stowaway. She's leaving some troubles behind and wishes to start a new life without anyone knowing her sad history.

Treasure. If the party is successful in helping Eileen exit the ship, she gives them each a peck on the cheek and a warm thank you.

SHIP WITH NO CREW (COMBAT)

Estimated Duration: 20 minutes

A medium-sized fishing boat, complete with a large, sealed cabin area on the top deck, floats on the Moonsea. No crew is present on the top deck and, if the adventurers or crew members hail the ship, no answer is received.

The captain suggests the party stretch their legs, board the ship, and investigate.

The ship was attacked by **vargouilles** in the middle of the night. The creatures flew in through the open cabin door while the crew of six were playing cards around a small table. During the attack, one of the crew members attempted to flee but was unsuccessful. His mal-efforts locked himself and the crew in the cabin with the vargouilles, which attacked and turned the crew members into vargouilles also.

Vargouilles are locked in the cabin. They cling to the walls near the cabin door, waiting for someone to enter.

Treasure. If the ship is searched, the party finds 50 gp worth of coin in a small, unlocked wooden chest.

SETTING UP THE ENCOUNTER

Very Weak

- **Vargouille (4):** AC 12, 13 hp, Init +2

Weak

- **Vargouille (5):** AC 12, 13 hp, Init +2

Average & Strong

- **Vargouille (8):** AC 12, 18 hp, Init +2

Very Strong

- **Vargouille (8):** AC 12, 18 hp, Init +2
Add Pack Tactics

Pack Tactics. The vargouille has advantage on attack rolls against a creature if at least one of the vargouille's allies is within 5 feet of the creature and the ally isn't incapacitated.

PART 4. “X MARKS THE SPOT”

Estimated Duration: 90 minutes

The adventurers have located the entrance to the cave holding the presumed lost treasure. From here, they must enter by rowboat and journey through a series of caves and caverns filled with puzzles, traps, and creatures.

GENERAL FEATURES

The general features of the cave are as follows:

Terrain. Cave-like tunnels ranging from 5-feet to 10-feet wide.

Weather. Cold and damp.

Light. Unless otherwise noted, all areas of the cave are dark.

Smells and Sounds. A fast-moving stream and a few waterfalls are found in this cave system, which create a soft “roar” as the sound of the falls echo throughout the tunnels.

CLIMBING, SWIMMING, AND CRAWLING

While climbing, swimming, or crawling, each foot of movement costs 1 extra foot, unless a creature has a climbing or swimming speed. Each foot of movement across difficult terrain costs an extra 2 feet. —*Player’s Handbook*, page 182

SPLIT THE PARTY

During the course of this part of the adventure, it is possible members of the party become swept away by the stream hazard, finding themselves in another area and engaged in combat. If this occurs, try to give ample time to each of the groups by allowing each group one or two turns between one another.

A. ENTERING THE CAVE

The cave is located along a short cliff in water too shallow for the large ship, with only a small opening at the waterline—just large enough for a single rowboat to enter. It must be accessed by one of the ship’s rowboats which are large enough to carry 8 medium-sized humanoids.

The cave entrance is 10 feet wide and 3 feet tall. These dimensions continue for 25 feet before the tunnel opens to a large cavern.

As the adventurers enter the cave, read or summarize:

Two pirates expertly steer the rowboat as it dances on the waves of the Moonsea, carrying you closer to the entrance. Before too long, the rowboat reaches the entrance, slips into the tight cave, and slowly carries you into the darkness.

B. THE CAVERNS

After traveling 25 feet into the main entrance, the narrow cave opens to a large cavern with a shoreline. The adventurers must land their rowboat(s) and trek further into the cave by foot. The pirates have been instructed to stay by the rowboats. The adventurers were hired for this part of the mission, so the pirates are not to assume any additional risk.

The narrow cave opens to an enormous cavern with moisture glistening on the walls and high, vaulted ceiling. A small shoreline, just large enough to land four rowboats, appears to allow access deeper into the caves and caverns.

A skeleton wearing a black eyepatch sits and leans against a sign attached to a post. The sign reads ‘Only Dead Men Leave.’

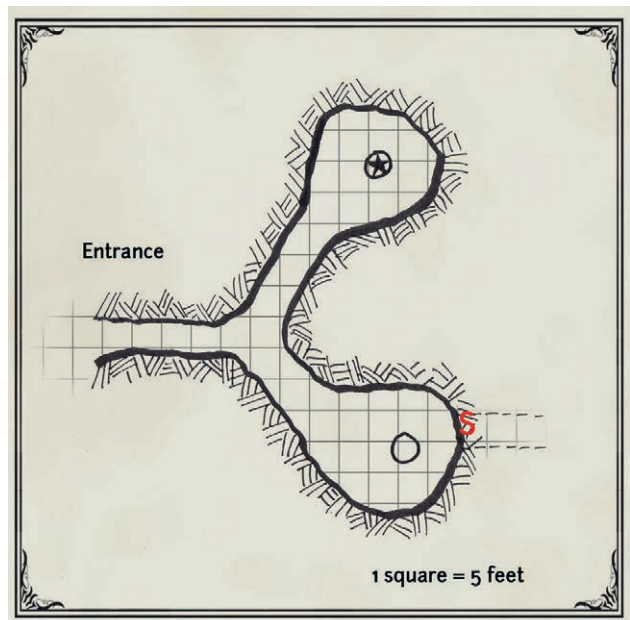
TREASURE

There is nothing special about the skeleton, though treasure is found behind his eye patch. An emerald worth 50 gp is tucked behind the skeleton’s eye patch.

C. MEETING JOLLY JIM

The cave continues 150 feet before it reaches a “Y.” Each of the tunnels ends at a circular room: one with an empty pedestal and one with a statue of a pirate.

After a few minutes of travel, the cave splits into two new tunnels.



THE LEFT TUNNEL

The left tunnel leads to the circular room containing the statue of Jolly Jim (Star)—a prankster in real life who often tried to scare his fellow shipmates.

The tunnel opens to a circular-shaped room. In the center of the room, standing on a pedestal, is a statue of a man wearing a leather three-cornered hat. The statue is carved with a dagger held between his teeth, his hands resting on his hips, and his chest puffed confidently. He is posed with the right foot resting atop a humanoid body which lays at his feet.

THE RIGHT TUNNEL

The right tunnel leads to the circular room containing an empty pedestal. When this room is entered, read or summarize:

The tunnel opens to a circular-shaped room with an empty 5-foot-diameter, 5-inch-tall round pedestal in the center.

THE THREE-CORNERED HAT

The three-cornered hat does not belong here. It was added as a prank by one of the pirates who helped construct this vault. Jolly Jim hated hats.

SOLVING THE PUZZLE

To solve the puzzle and open the secret door, one adventurer must recreate the pose and appearance of Jolly Jim. The below is required to successfully recreate the pose:

- A dagger held between the teeth.
- Hands on hips.
- Chest puffed out.
- Right foot raised (preferably resting on a companion who volunteers to lie on the ground).
- No hat. Jolly Jim does not like hats!

MIRROR IMAGE

If the adventurers return to the statue of Jolly Jim and have removed the three-cornered hat, read or summarize the following:

You see a statue of a man wearing holding a dagger between his teeth. His hands rest on his hips and his chest is puffed triumphantly as his right foot rests on the body of a fallen enemy whose face has not been carved.

If the adventurers return to the statue of Jolly Jim and have NOT removed the three-cornered hat, read or summarize the following:

Standing in the room is a statue of a man holding a dagger between his teeth. His hands rest on his hips and his chest is puffed triumphantly as his right foot rests on the body of a fallen enemy whose face has not been carved. The statue is topped with a brown leather three-cornered hat.

TIPS AND TRICKS

The majority of this puzzle should be easy, but if the players get stumped, and the hat is the issue, you may allow DC 12 Intelligence (Investigation) checks to help the player discern the hat appears to be the issue—it's the only real object.

THE SECRET PASSAGE

A secret passage has been constructed in the room with the empty pedestal. Successfully reenacting the statue of Jolly Jim causes the rock and stone concealing the passage to crumble away, revealing a tunnel that continues deeper into the cave system.

The passage can be found with a successful DC 18 Intelligence (Investigation) check. This check also reveals that the opening is somehow linked to the empty pedestal. If attacked, the secret entrance has AC 15 and 80 hit points.

D. THE BUCKET ROOM

The tunnel continues for 200 feet before it opens to a small room with a fast-moving stream. When the party enters this room, read or summarize:

The tunnel opens to a small room. A fast-moving stream flows from the north, spans the far wall, and the continues through a small opening at the south.

A small waterfall spills from an opening 30-feet above the stream on the far wall. The waterfall fills a bucket attached to an angled beam set to a post in the middle of the stream. As the bucket fills, it lowers the beam on its end, but raises the beam in front of you.

The bucket empties just before it touches the stream, causing the beam to return to its first position, restarting the process.

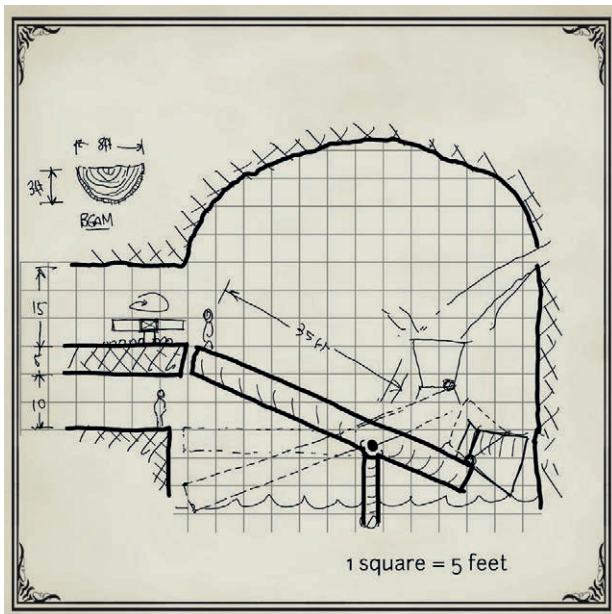
THE BUCKET BEAM

A thick timber stands in the middle of the stream. Attached to it is a 45-foot-long beam which teeters up and down as the bucket fills with water. The bucket takes 3 rounds to fill:

Round 1. The beam is angled at 15 feet below the edge of the shore.

Round 2. The beam raises 15 feet and is flush with the shore.

Round 3. The beam raises an additional 15 feet, revealing a dark (*darkness* spell) open section of cave above the entrance (see area E).



To access the second level of the cave (area E), a creature must use its reaction to jump from the beam before the bucket empties.

If a creature is on the beam when the bucket empties at the end of its third round, the beam quickly drops and the creature on the beam must succeed on a DC 15 Dexterity saving throw or fall into the water. If this occurs, roll 1d8 to determine where the creature lands, with 1 being the tip of the beam. If a creature fails its check and lands on the beam, it receives 3 (1d6) bludgeoning damage from the impact and falls prone.

PERCEPTION CHECKS

While in this room, when the bucket empties and the beam returns to position 1, have the characters make DC 15 Wisdom (Perception) checks. On a success, they hear a 'whoosh' from somewhere overhead.

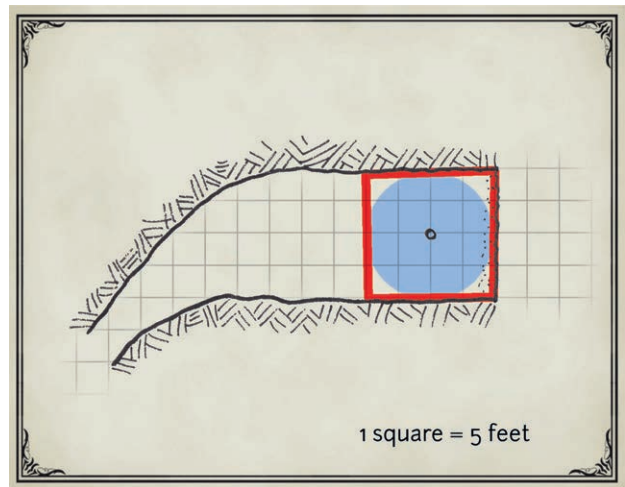
FALLING INTO THE STREAM

If a creature falls into the stream, the current pushes it downstream and into the underground portion of the stream, dumping it into area G. A successful DC 15 Strength (Athletics) check is required to swim to shore before it is swept away.

E. THE WHOOSH ROOM

This room is 45 feet deep and 20 feet wide. The radius of the swinging timber trap takes up the width of the room, preventing safe passage unless the adventurer can time their movement. The swinging timber is two feet off the ground, so it is possible that a smaller creature, or one crawling, might be able to navigate the room.

A *darkness* spell, created as a 20-foot cube and enhanced to last indefinitely until targeted by a *dispel magic* spell, has been cast in this area,



concealing the rotating timber that may strike a character. Until the spell is negated, all checks and saving throws in this room are made with disadvantage.

This area is pitch black, as if a wall of darkness has been created.

SWINGING TIMBER TRAP

Simple trap (level 5–10, moderate threat)

A thick wooden beam attached to a metal pole in the center rotates in a 180 degree arc with a 10-foot radius every three rounds.

Trigger. When the bucket beam in area D resets every three rounds, the timber quickly rotates 180 degrees.

Effect. A creature within the trap area must succeed on a DC 15 Dexterity saving throw or take 5 (1d10) bludgeoning damage and be pushed 15 feet away. On a successful save, the creature takes no damage and is not pushed.

Countermeasures. A creature passing a DC 15 Intelligence (Investigation) check while inspecting the base of the metal pole believes they can disarm the mechanism. To do so, they must also succeed on a DC 15 Dexterity (Thieves' Tools) check using thieves' tools. Once disabled, the mechanism does not work until it has been repaired.

DEVELOPMENT

A tunnel in the far wall continues further into the cave system.

If a player is knocked backwards into the water and swept downstream, they are directed to area G by a series of tunnels, much like a waterslide at an amusement park. They are in no danger of drowning until they reach area G.

F. THE CROSSING

When a creature enters this room, read or summarize:

The tight tunnel opens to a larger room. The rushing water of a waterfall has cut a 20-foot deep swath into the stone; in which runs a fast-moving stream.

Three stone pedestals stand in the stream, creating steppingstone-like platforms which might be used to cross to the other side. The pedestals stand at a height equal to that of the ledge on which you stand.

THE PEDESTALS

The pedestals are connected to pressure plates under the stream. Stepping on a pedestal activates the pressure plate and causes panels to cover sections of the waterfall, creating a powerful jet of water that may knock a creature from its perch.

A distance of 5 feet is between each of the pedestals and the shorelines, meaning the total distance between the shorelines is 35 feet.

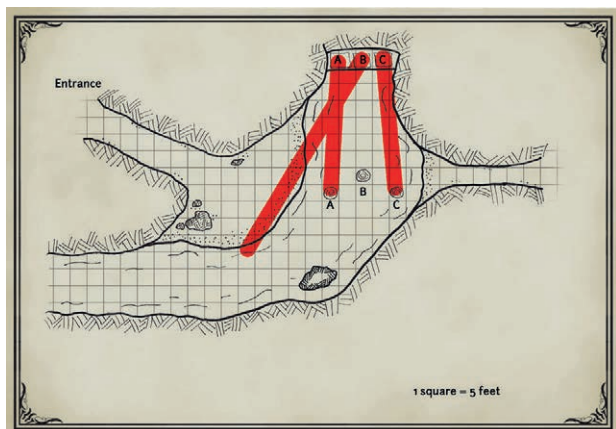
STEPPING ON THE PEDESTALS

When the pedestals are stepped on, panels are activated.

A—panels cover sections 2 and 3 of the waterfall, creating a jet of water that streams directly at A.
B—panels cover sections 1 and 3, creating a jet of water that streams across the front of the shoreline.
C—panels cover sections 1 and 2, creating a jet of water that streams directly at C.

HIT WITH WATER!

A creature hit by a jet of water must succeed on a DC 18 Strength saving throw or be pushed 10 feet and knocked prone. Creatures finding themselves in the water must immediately succeed on a DC 18 Strength (Athletics) check or be swept downstream, finding themselves in Area G. A success means the creature was able to swim to the shoreline closest to the pedestal it was knocked from.



DEVELOPMENT

A tunnel on the other side of the stream continues further into the cave system.

Once the party leaves area F, it takes three rounds for them to reach area G using normal walking speed. After the first round of travel, they are within hearing distance of activity occurring in area G. Describe the events the best you can, but don't give away too much detail. Suggestions include:

- Loud shouts from the characters in area G
- Splashing sounds
- Sounds of combat

If a player was swept downstream, they are directed to area G by a series of tunnels, much like a waterslide at an amusement park. They are in no danger of drowning until they reach area G.

G. THE UNDERWATER DEAD

This room is either accessed by the main tunnel or by the stream from area D or F.

ENTRANCE FROM THE WATERSLIDES

When a creature enters this room via the waterslides, read or summarize:

Your body tumbles and jerks through a series of dark, underwater tunnels for what seems an eternity. Suddenly, the bottom of the tunnel opens underneath you and you find yourself falling. You watch as a wooden hatch closes above you, its shape becoming smaller as you plummet.

Your body smacks against a cool surface and you find yourself underwater again. This time, however, the water is still.

Creatures entering the pool via the waterslides draw the attention of the zombie reef sharks in the water.

DMs Note: If a creature entered via the waterslides, that creature does not know which side of the pool is the correct exit. Be sure to ask to which side they swim toward so you know where they are when the remaining party members arrive.

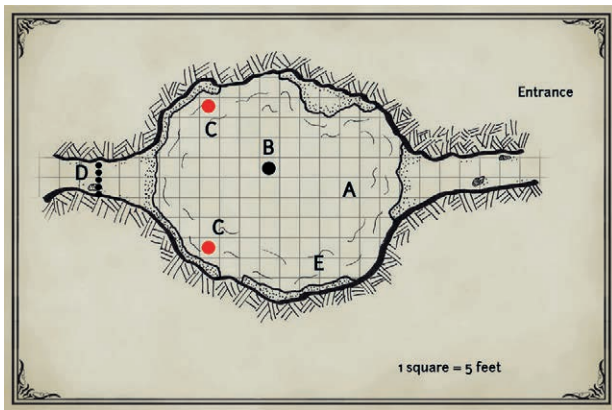
ENTRANCE FROM THE MAIN TUNNEL

When a creature enters this room via the main tunnel, read or summarize:

The tunnel opens to a large room, but further progress is blocked by a wide pool of water.

A. THE POOL

The edges of the shore and ledges extend 1 foot above a 15-foot-deep pool which must be crossed if the party wishes to continue.



ZOMBIE PATROL

Zombie reef sharks (use **reef shark** statistics and add Undead Fortitude) patrol the dark waters of the pool, attacking whatever enters it or travels across it.

WATER WALK

Zombie reef sharks attack anyone attempting to walk on the water's surface. The zombie beholders notice creatures using *water walk* to cross the water.

B. THE PEDESTAL

A thin stone pedestal rises 4 inches out of the water, atop which protrudes a 1-foot-long brass lever. The lever is not trapped, but a successful DC 13 Intelligence (Investigation) check reveals it is some type of mechanism.

When the lever is pulled, the sound of clanking metal and clanging chains is heard throughout the cave as the mechanism causes the gate (D) to slowly open.

Pulling the lever also releases the **zombie beholders** that are currently trapped under wooden boxes (C) safely under the water.

C. HIDDEN GUARDIANS

Zombie beholders also guard this room, secured under by wooden crates which are lifted as the lever is pulled, releasing the zombie beholders.

When the zombie beholders are released, read or summarize:

Strange-looking round objects float to the surface, bobbing up and down and creating ripples across the pond. Then, they rise from the water, hovering 20 feet about the surface, while bizarre snake-like tendrils flop around a large eye.

D. THE GATE

A rusty, iron gate blocks further access. There is no lock on the gate, nor is there a handle. Several gears and pulleys are attached to chains which lead into the cave wall. A creature which succeeds on a DC

12 Intelligence (Investigation) check believes the gate is opened when the chains cause the pulleys and gears to move. The gate has an AC 20 and 25 hit points.

E. THE LEDGES

A three-foot wide ledge, broken in several sections, lines the wall of the cavern. The ledge, covered in smooth, damp pebbles, is considered difficult terrain and any creature jumping from one section of the ledge to another must make a DC 15 Strength (Athletics) check. On a failure, the creature slips, falls 5 feet in a random direction determined by a d8, and lands prone. A creature landing in the water draws the attention of the undead creatures.

UNDERWATER COMBAT

Underwater, the following rules apply.

Melee Weapon Attacks. If the creature doesn't have a swim speed, attack rolls are made with disadvantage unless the weapon is a dagger, javelin, shortsword, spear, or trident.

Ranged Weapon Attacks. Ranged weapon attacks automatically miss a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a thrown weapon (javelin, spear, trident, or dart).

Creatures that are fully immersed in water have resistance to fire damage. —*Player's Handbook*, page 198

Each foot of movement costs 1 extra foot, unless the creature has a swim speed.

SETTING UP THE ENCOUNTER

Very Weak & Weak

- **Reef Shark (2):** AC 12, 22 hp, Init +1
- **Spectator:** AC 14, 39 hp, Init +2
Undead Fortitude

Average

- **Reef Shark (3):** AC 12, 22 hp, Init +1
Undead Fortitude
- **Zombie Beholder (2):** AC 15, 80 hp, Init –1

Strong

- **Reef Shark (4):** AC 12, 22 hp, Init +1
Undead Fortitude
- **Zombie Beholder (2):** AC 15, 90 hp, Init –1

Very Strong

- **Reef Shark (6):** AC 12, 22 hp, Init +1
Undead Fortitude
- **Zombie Beholder (2):** AC 15, 115 hp, Init –1

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

DEVELOPMENT

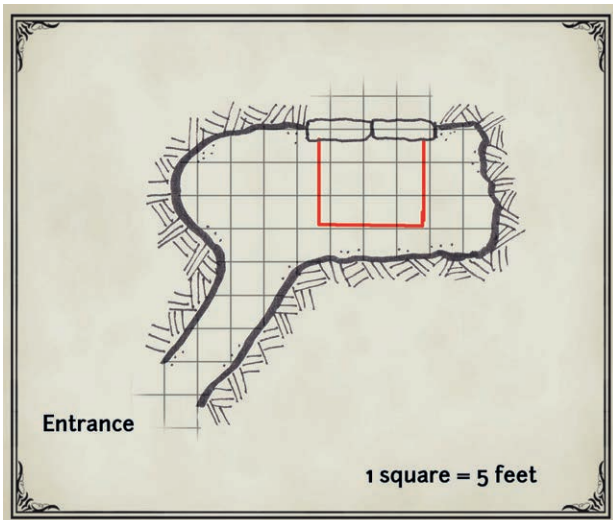
A tunnel on the opposing side continues deeper into the cave system and leads to area H.

H. THE VAULT DOOR

When a creature enters this room, read or summarize:

The tunnel opens to yet another room. A set of large, reinforced wooden doors with no visible handles is built into the far wall. There is writing ornately inscribed across the front of the doors.

Give them **Player Handout 3**.



THE DOOR

The door is magically trapped. A small heart is engraved in the door next to the name Dreararius. Placing the heart-shaped ruby in the door, which was found with the map, opens the door and negates the magical trap.

- The doors have no handles. To open them, a creature simply needs to push them open.
- A creature attempting to open the door without using the heart-shaped ruby activates the magical trap.

The door and trap won't be a challenge for a party who carry and use the heart-shaped ruby. The real challenge is the next room.

THUNDER DOOR

Simple trap (level 5–10, moderate threat)

The door is magically trapped.

Trigger. A living creature attempting to open the door without first placing the heart-shaped ruby in the door.

Effect. A creature within the trap area must succeed on a DC 16 Constitution saving throw or take 22 (4d8) thunder damage and be pushed 10

feet away. On a successful save, the creature takes half as much damage and is not pushed.

Countermeasures. A creature using its action to make a successful DC 18 Intelligence (Arcana) check notices the magical trap and reveals its effects. A *dispel magic* (DC 15) or similar magic disables the trap for 24 hours.

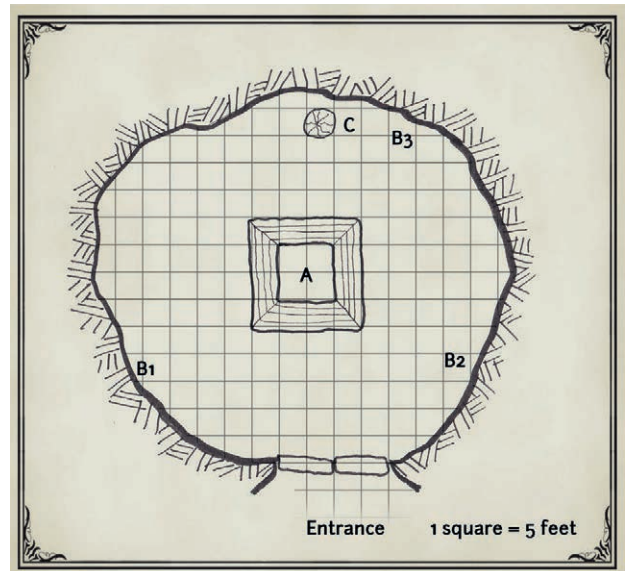
DEVELOPMENT

Opening the door grants access to area I, “The Treasure Room.”

I. THE TREASURE ROOM

When a creature enters this room, read or summarize:

The reinforced doors open, revealing a large room illuminated by a magical light source 30 feet overhead. Near the center of the room, steps lead up to a wide pedestal. Chests and crates filled with glistening treasure surround a golden lyre.



A. THE TREASURE

In total, the treasure hoard contains:

- *cli lyre*
- 2,000 gp worth of gems and coin
- *potion of superior healing*
- *potion of climbing*
- *spell scroll of stinking cloud*

B. THE GUARDIANS

The room is guarded by rare shield guardians, which have been created to mimic the stone in the room, giving them camouflage. Each guardian rests in an alcove created to fit its form. The first guardian (location B1) doesn't activate until the lyre on the pedestal is touched.

Once activated, the shield guardian initiates combat, possibly gaining surprise. On its first turn, if it has the *haste* spell stored, it casts it on itself. The guardian's amulet is not in this room, but rests at the bottom of the Moonsea, still intact, around the neck of its dead owner who yet may rise another day.

Depending on party strength, additional shield guardians are hidden in the room, marked as B2 and B3. They remain hidden until activated. The activation trigger occurs when the prior shield guardian is reduced to half its hit points, or if it is removed from the current plane of existence.

SETTING UP THE ENCOUNTER

Very Weak

- **Shield Guardian:** AC 17, 130 hp, Init -1
Shield Guardian has no stored spell.

Weak

- **Shield Guardian:** AC 17, 142 hp, Init -1
Shield Guardian has *spirit guardians* stored.

Average

- **Shield Guardian:** AC 17/19*, 142 hp, Init -1
Shield Guardian has *haste** spell stored.
- **Shield Guardian B2:** AC 17, 130 hp, Init -1

Strong

- **Shield Guardian:** AC 19*, 172 hp, Init -1
Shield Guardian has *haste** spell stored.
Shield Guardian has Magic Resistance.
- **Shield Guardian B2:** AC 17 130 hp, Init -1
Shield Guardian has *slow* spell stored.

Very Strong

- **Shield Guardian:** AC 17/19*, 210 hp, Init -1
Shield Guardian has *haste** spell stored.
Shield Guardian has Magic Resistance and Spell Reflection
- **Shield Guardian B2:** AC 17 150 hp, Init -1
Shield Guardian has *slow* spell stored.

Deadly

- **Shield Guardian:** AC 19*, 210 hp, Init -1
Shield Guardian has *haste** spell stored.
- **Shield Guardian B2:** AC 17 170 hp, Init -1
Shield Guardian has *fireball* spell stored.
Shield Guardian has Magic Resistance and Spell Reflection
- **Shield Guardian B3:** AC 17 130 hp, Init -1
Shield Guardian has *slow* spell stored.

SPELL ADJUSTMENTS

A DM may choose to change the Shield Guardian's stored 4th level or lower spell.

Suggestions include:

- **Banishment.** Concentration up to 1 minute, Charisma save DC 15.
- **Fireball.** Centered on itself, 20-foot radius, Dexterity save DC 15, 8d6 fire damage.
- **Fire shield.** Chill shield, resistance to fire damage, 2d8 cold damage from melee hit.
- **Haste.** Cast on itself, Concentration up to 1 minute, speed 60 ft., AC 19, advantage on Dexterity saving throws, additional action each turn (one weapon attack, Dash, Disengage, Hide, Use an Object).
- **Slow.** Cast on a creature which damaged it. Concentration up to 1 minute, Wisdom save DC 15.
- **Spirit guardians (4th level).** Concentration up to 10 minutes, 15-foot radius, Wisdom save DC 15, 4d8 radiant damage.

ADDITIONAL SPECIAL TRAITS

Some of the shield guardians have one or more of these traits, as specified in the Setting up the Encounter sidebar:

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

Spell Reflection. If the shield guardian makes a successful saving throw against a spell, or a spell attack misses it, the shield guardian can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the shield guardian. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

C. THE EXIT

A teleportation circle, which is activated by the words "Dead Men," is located along the far wall. A creature standing on the circle and saying "Dead Men" out loud is transported to the entrance, in an empty square and next to the sign that reads "Only Dead Men Leave."

Arcane runes are inscribed along the teleportation circle which leave a clue for those who wish to use it. A creature succeeding on a DC 15 Intelligence (Arcana) check translates the runes to "Only We May Leave." This clue refers to the sign at the opening of the cave which reads "Only Dead Men Leave."

DEVELOPMENTS

If the adventurers don't figure out the teleportation circle, they must trek back through the cave system. If this occurs, you may hand wave most of the rooms, assuming the characters' knowledge helps them navigate their return without incident.

PART 5. RETURNING TO ABIGAIL'S COVE

Estimated Duration: 30 minutes

After an uneventful return trip across the Moonsea, the adventurers arrive in Abigail's Cove with the treasure.

DMs Note: If you find you have reached this section and still have an ample amount of game session time, feel free to add an encounter from "Sailing Encounters," page 10, to the return trip.

A HERO'S WELCOME

As the ship anchors outside Abigail's Cove, read or summarize:

The villagers stand along the shoreline, cheering for your return and yelling your names. They wave makeshift flags in the air and jump with joy.

THE ARRIVAL

As the party reaches the shoreline, the crowd begins to chant, "SHOW US! SHOW US!" They want to see the riches the adventurers returned with. Refer to "Mission Successful" or "Mission Unsuccessful" to determine what the crowd does from this point.

MISSION SUCCESSFUL

If the crowd is shown a piece of treasure, they cheer loudly! A number of the villagers gather around the heroes, jumping up and down while clapping. They also escort the adventurers to the mayor's home, where Beatrice Bandi awaits.

Beatrice Bandi. The mayor waits for the adventurers in her home. When they enter, she assumes they have been successful in their quest, read or summarize:

The excitement of the villagers continues as you approach the mayor's home. The mayor opens the door, claps her hands together, and says, "Praise Tymora! You've returned! And it sounds like you've been successful. Come inside and show me what you've brought back. We'll divvy up the shares right away!"

MISSION UNSUCCESSFUL

If the party was unsuccessful with their mission, once the party arrives on land, and once the villagers learn of the failure, the crowd begins to disperse, whispering under their breath.

- "I didn't think they looked smart enough."
- "I'm stronger than the fighter type."
- "Heroes? Ha!"
- "Beatrice got some bad information."
- "I hope they never come back here."

Beatrice Bandi. The mayor waits for the adventurers in her home. When they enter, she is unsure if the party have been successful in their quest, read or summarize:

The crowd continues to dissipate, the villagers pay you no mind as they pass you. Some continue to whisper slight jabs as they glare in your direction.

The dwarf opens the door as you approach her home. She folds her hands together and says, "Praise Tymora you have returned; although, based on the reaction of the villagers, I assume you were unsuccessful in your mission.

"Come inside. Tell me of your journey and what went wrong."

CONCLUSION

The treasure is divided per the signed contract. The players' share is listed below and is to be split per their discretion.

The party is allowed to keep any magical items they collected. These are not included in the total below. The village and pirates are only concerned with the coin and gems.

Party share of gold and gems: The party's share of the treasure is 2,000 gp, which has already been calculated in the Rewards Section. All treasure accumulated from the adventure is not included in the 50% share and may be kept by the adventurers.

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Swarm of rats	50
Constrictor snake	50
Mimic	450
Wyvern	2,300
Vargouille	200
Reef shark	100
Spectator	700
Beholder zombie	1,800
Shield guardian	2,900
Sea lion	1,800
Kraken priest	1,800
Malformed kraken	5,900
Sahuagin	100

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Helping Eileen	200

The **minimum** total award for each character participating in this adventure is **4,500 experience points**.

The **maximum** total award for each character participating in this adventure is **6,000 experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Emerald behind eyepatch	50
Five pink pearls (Kiya, 100 gp each)	500
One white & one pink pearl (Adrik)	100 each
Two coral gemstones (Adrik)	100 each
50% of Gold & Gems in Treasure Room	
1,000 gold pieces	1,000
2 large diamonds	100 each
2 bags of powdered diamond	100 each
3 jade gemstones	100 each
3 amethyst gemstones	100 each

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the D&D Adventurers League Dungeon Master's Guide.

CLI LYRE

Wondrous item, rare

An expertly crafted lyre embossed with dark mother-of-pearl stingrays.

This item can be found in **Player Handout 4**.

POTION OF SUPERIOR HEALING

Potion, rare

This item can be found in the *Dungeon Master's Guide*.

POTION OF CLIMBING

Potion, common

This item can be found in the *Dungeon Master's Guide*.

SPELL SCROLL OF STINKING CLOUD

Scroll, uncommon

This item can be found in the *Dungeon Master's Guide*.

RENOWN

Each character receives **one renown** at the conclusion of this adventure.

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

VILLAGERS

Bigby Soths. A teenage human boy, son of Clarence Soths, and friends with Angst and Liam Kribs.

Beatrice Bandi. Dwarf fisherwoman with a small knowledge of arcane magic, and mayor of the village.

Angst and Liam Kribs. Twin brothers and friends with Bigby Soths.

Delphina Soths. Owner of Delphina's Bakery and mother to Bigby.

Ike the Blacksmith. Hill dwarf blacksmith.

Jesper. Gnome fisherman found at the docks.

Jimbo Teether. Gnome owner of the general store.

Old Fish Eye. An old fisherman with a little information to share.

SHIP CAPTAINS

Angry Adrik. A mean-looking pirate captain who happens to be very friendly and jovial. He wears a constant snarl due to a fishing accident.

Pip Sterling. A debonair pirate who considers himself more of a merchant.

Kiya 'Spider of the Sea'. A pirate captain who will do whatever she must to get what she wants. Her ship and crew are the most important things to her.

SHIP'S CREW

The First Mate—JimJim. A young human who appears very anxious. He's new to his post, but not to the ship. He's been appointed to fill the recent vacancy created when a wyvern snatched the previous first mate from the ship. If you use the wyvern attack, JimJim drops to the deck, covers his head with his hands, and whimpers when the wyvern is spotted. JimJim could also be the crew member snatched up by the wyvern, in which case, JimJim screams and cries, flailing his arms and legs wildly while being clutched by the wyvern.

The Bosun—Big'Ox. A woman minotaur who has traveled the Moonsea and other waterways since she was just a minotaur calf. She has a strikingly tough build, sports battle scars across her face and shoulders, and is missing the pinkie and thumb of her left hand, which were lost during a battle with some pesky deep scion several years ago.

The Cook—Whisk. A middle-aged male halfling who acts as the ship's cook. He's not very handy with a weapon, but he wields his cooking utensils beautifully—tossing and flipping them in air then catching them behind his back or between his teeth.

Sometimes, his creations are not to the crew's liking as they are a "beef and potatoes" people, and Whisk prefers to cook obscure roots, vegetables, and meats, often adding foreign and exotic spices.

Whisk also has a side-scheme going—he has a secret area in the lower deck which he uses to smuggle items and people.

THE RED SHIRTS

The remainder of the crew consists of several average pirates. They perform the necessary duties on the ship and hope to someday be promoted. You may improvise crew as needed, or use the below suggestions:

Eve. A human woman with a quick wit. She does what she's told and is often helping Bub.

Two Fingers of Rum. A tabaxi woman who is in charge of maintaining the sails and rigging. She checks it several times throughout the day, quickly climbing the masts and beams and swinging effortlessly from ropes.

Bub. A half-orc in charge of cleaning the deck and maintaining the anchor. Bub doesn't speak much, offering only grunts, shoulder shrugs, and hand gestures as responses to questions.

APPENDIX. MONSTER/NPC STATISTICS

SWARM OF RATS

Medium swarm of Tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8 – 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	11 (+0)	9 (–1)	2 (–4)	10 (+0)	3 (–4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

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

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 rat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

CONSTRUCTOR SNAKE

Large beast, unaligned

Armor Class 12

Hit Points 13 (2d10 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (–5)	10 (+0)	3 (–4)

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

MIMIC

Medium monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (–3)	13 (+1)	8 (–1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

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.

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.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

BALLISTA

Large Object

Armor Class 15

Hit Points 50

Damage Immunities poison, psychic

A ballista is a massive crossbow that fires heavy bolts. Before it can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Source: *Dungeon Master's Guide*

WYVERN

Large dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

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

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

VARGOUILLE

Tiny fiend, chaotic evil

Armor Class 12

Hit Points 13 (3d4 + 6)

Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	4 (-3)	7 (-2)	2 (-4)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Abyssal, Infernal, and any languages it knew before becoming a vargouille but can't speak

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 10 (3d6) poison damage.

Kiss. The vargouille kisses one incapacitated humanoid within 5 feet of it. The target must succeed on a DC 12 Charisma saving throw or become cursed. The cursed target loses 1 point of Charisma after each hour, as its head takes on fiendish aspects. The curse doesn't advance while the target is in sunlight or the area of a *daylight* spell; don't count that time. When the cursed target's Charisma becomes 2, it dies, and its head tears from its body and becomes a new vargouille. Casting *remove curse*, *greater restoration*, or a similar spell on the target before the transformation is complete can end the curse. Doing so undoes the changes made to the target by the curse.

Stunning Shriek. The vargouille shrieks. Each humanoid and beast within 30 feet of the vargouille and able to hear it must succeed on a DC 12 Wisdom saving throw or be frightened until the end of the vargouille's next turn. While frightened in this way, a target is stunned. If a target's saving throw is successful or the effect ends for it, the target is immune to the Stunning Shriek of all vargouilles for 1 hour.

Source: *Volo's Guide to Monsters*

ZOMBIE BEHOLDER

Large undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	8 (-1)	5 (-3)

Saving Throws Wis +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Deep Speech and

Undercommon but can't speak

Challenge 5 (1,800 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Ray. The zombie uses a random magical eye ray, choosing a target that it can see within 60 feet of it.

1. **Paralyzing Ray.** The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

2. **Fear Ray.** The targeted creature must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. **Enervation Ray.** The targeted creature must make a DC 14 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

4. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 14 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger nonmagical object or creation of magical force, this ray disintegrates a 10-foot cube of it.

SPECTATOR

Medium aberration, lawful neutral

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	11 (+0)

Skills Perception +6

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 3 (700 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) piercing damage.

Eye Rays. The spectator shoots up to two of the following magical eye rays at one or two creatures it can see within 90 feet of it. It can use each ray only once on a turn.

1. *Confusion Ray.* The target must succeed on a DC 13 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.

2. *Paralyzing Ray.* The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. *Fear Ray.* The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator is visible to the target, ending the effect on itself on a success.

4. *Wounding Ray.* The target must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

Create Food and Water. The spectator magically creates enough food and water to sustain itself for 24 hours.

REACTIONS

Spell Reflection. If the spectator makes a successful saving throw against a spell, or a spell attack misses it, the spectator can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the spectator.

If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

REEF SHARK

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages —

Challenge 1/2 (100 XP)

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

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SHIELD GUARDIAN

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Languages understands commands given in any language but can't speak

Challenge 7 (2,900 XP)

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

ACTIONS

Multiattack. The guardian makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

SEA LION

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +4, Stealth +5

Senses passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Amphibious. The sea lion can breathe air and water.

Keen Smell. The sea lion has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The sea lion has advantage on an attack roll against a creature if at least one of the sea lion's allies is within 5 feet of the creature and the ally isn't incapacitated.

Swimming Leap. With a 10-foot swimming start, the sea lion can long jump out of or across the water up to 25 feet.

ACTIONS

Multiattack. The sea lion makes three attacks: one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Source: *Tales from the Yawning Portal*

KRAKEN PRIEST

Medium humanoid, any alignment

Armor Class 10

Hit Points 75 (10d8 + 30)

Speed 30 ft. (swim 30 ft.)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	14 (+2)

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 15

Languages any two languages

Challenge 5 (1,800 XP)

Amphibious. The priest can breathe air and water.

Innate Spellcasting. The priest's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *command*, *create or destroy water*

3/day each: *control water*, *darkness*, *water breathing*, *water walk*

1/day each: *call lightning*, *Evard's black tentacles*

ACTIONS

Thunderous Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 27 (5d10) thunder damage.

Voice of the Kraken (Recharges after a Short or Long Rest). A kraken speaks through the priest with a thunderous voice audible within 300 feet. Creatures of the priest's choice that can hear the kraken's words (which are spoken in Abyssal, Infernal, or Primordial) must succeed on a DC 14 Charisma saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Source: *Volo's Guide to Monsters*

MALFORMED KRAKEN

Huge monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	20 (+5)	11 (+0)	15 (+2)	15 (+2)

Saving Throws Str +11, Con +9, Int +4, Wis +6, Cha +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Condition Immunities frightened, paralyzed

Senses truesight 60 ft., passive Perception 12

Languages understands Common but can't speak; telepathy 60 ft.

Challenge 10 (5,900 XP)

Amphibious. The kraken can breathe air and water.

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

ACTIONS

Multiattack. The kraken makes three tentacle attack. One of them can be replaced with a bite attack, and any of them can be replaced with Fling.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

Tentacle. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target.

Fling. One Medium or smaller object held or creature grappled by the kraken's tentacles is thrown up to 60 feet in a random direction, and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

Lightning Storm. The kraken creates three bolts of lightning, each of which can strike a target the kraken can see within 150 feet of it. A target must make a DC 16 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

Source: *Tales from the Yawning Portal*

SAHUAGIN

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 40 ft.

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

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 1/2 (100 XP)

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

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

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

ACTIONS

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

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

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

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

APPENDIX. ENCOUNTER SETUP

WYVERN ATTACK

VERY WEAK PARTY STRENGTH (2,300 XP)

- **Wyvern:** AC 13, 90 hp, Init +0

WEAK PARTY STRENGTH (2,300 XP)

- **Wyvern:** AC 13, 105 hp, Init +0

AVERAGE & STRONG PARTY STRENGTH (2,300 XP)

- **Wyvern:** AC 13, 130 hp, Init +0

VERY STRONG PARTY STRENGTH (2,300 XP)

- **Wyvern:** AC 13, 169 hp, Init +0

SHIP WITH NO CREW

VERY WEAK PARTY STRENGTH (800 XP)

- **Vargouille (4):** AC 12, 13 hp, Init +2

WEAK PARTY STRENGTH (1,000 XP)

- **Vargouille (5):** AC 12, 13 hp, Init +2

AVERAGE & STRONG PARTY STRENGTH (1,600 XP)

- **Vargouille (8):** AC 12, 18 hp, Init +2

VERY STRONG PARTY STRENGTH (1,600 XP)

- **Vargouille (8):** AC 12, 18 hp, Init +2
Add Pack Tactics

VARGOUILLE PACK (OPTIONAL)

- Add:
Pack Tactics. The vargouille has advantage on attack rolls against a creature if at least one of the vargouille's allies is within 5 feet of the creature and the ally isn't incapacitated.

THE UNDERWATER DEAD

VERY WEAK & WEAK PARTY STRENGTH (900 XP)

- **Reef Shark (2):** AC 12, 22 hp, Init +1
- **Zombie Spectator:** AC 14, 39 hp, Init +2
Each have Undead Fortitude

AVERAGE PARTY STRENGTH (3,900 XP)

- **Reef Shark (3):** AC 12, 22 hp, Init +1
Each have Undead Fortitude
- **Zombie Beholder (2):** AC 15, 80 hp, Init –1

STRONG PARTY STRENGTH (4,000 XP)

- **Reef Shark (4):** AC 12, 22 hp, Init +1
Each have Undead Fortitude
- **Zombie Beholder (2):** AC 15, 90 hp, Init –1

VERY STRONG PARTY STRENGTH (4,200 XP)

- **Reef Shark (6):** AC 12, 22 hp, Init +1
Each have Undead Fortitude
- **Zombie Beholder (2):** AC 15, 115 hp, Init –1

ZOMBIE REEF SHARK (REEF SHARK)

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

ZOMBIE SPECTATOR (SPECTATOR)

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

THE TREASURE ROOM

VERY WEAK PARTY STRENGTH (2,900 XP)

- **Shield Guardian:** AC 17, 130 hp, Init –1
Shield Guardian has no stored spell.

WEAK PARTY STRENGTH (2,900 XP)

- **Shield Guardian:** AC 17, 142 hp, Init –1
Shield Guardian has *spirit guardians* stored.

AVERAGE PARTY STRENGTH (5,800 XP)

- **Shield Guardian:** AC 17/19*, 142 hp, Init –1
Shield Guardian has *haste** spell stored.
- **Shield Guardian B2:** AC 17, 130 hp, Init –1

STRONG PARTY STRENGTH (5,800 XP)

- **Shield Guardian:** AC 19*, 172 hp, Init –1
Shield Guardian has *haste** spell stored.
Shield Guardian has Magic Resistance.
- **Shield Guardian B2:** AC 17 130 hp, Init –1
Shield Guardian has *slow* spell stored.

VERY STRONG PARTY STRENGTH (5,800 XP)

- **Shield Guardian:** AC 17/19*, 210 hp, Init –1
Shield Guardian has *haste** spell stored.
Shield Guardian has Magic Resistance and Spell Reflection
- **Shield Guardian B2:** AC 17 150 hp, Init –1
Shield Guardian has *slow* spell stored.

DEADLY PARTY STRENGTH (8,700XP)

- **Shield Guardian:** AC 19*, 210 hp, Init –1
Shield Guardian has *haste** spell stored.
- **Shield Guardian B2:** AC 17 170 hp, Init –1
Shield Guardian has *fireball* spell stored.
Shield Guardian has Magic Resistance and Spell Reflection
- **Shield Guardian B3:** AC 17 130 hp, Init –1
Shield Guardian has *slow* spell stored.

SPELL ADJUSTMENTS

A DM may choose to change the Shield Guardian's stored 4th level or lower spell.

Suggestions include:

- *Banishment.* Concentration up to 1 minute, Charisma save DC 15.
- *Fireball.* Centered on itself, 20-foot radius, Dexterity save DC 15, 8d6 fire damage.
- *Fire shield.* Chill shield, resistance to fire damage, 2d8 cold damage from melee hit.
- *Haste.* Cast on itself, Concentration up to 1 minute, speed 60 ft., AC 19, advantage on Dexterity saving throws, additional action each turn (one weapon attack, Dash, Disengage, Hide, Use an Object).
- *Slow.* Cast on a creature which damaged it. Concentration up to 1 minute, Wisdom save DC 15.
- *Spirit guardians* (4th level). Concentration up to 10 minutes, 15-foot radius, Wisdom save DC 15, 4d8 radiant damage.

ADDITIONAL SPECIAL TRAITS

Some of the shield guardians have one or more of these traits, as specified in the Setting up the Encounter sidebar:

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

Spell Reflection. If the shield guardian makes a successful saving throw against a spell, or a spell attack misses it, the shield guardian can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the shield guardian. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

ANGRY ADRIK—SEA LIONS

VERY WEAK & WEAK PARTY STRENGTH (1,800 XP)

- **Sea Lion:** AC 15, 130 hp, Init +2

AVERAGE PARTY STRENGTH(3,600 XP)

- **Sea Lion (2):** AC 15, 120 hp, Init +2

STRONG & VERY STRONG PARTY STRENGTH (3,600 XP)

- **Sea Lion (2):** AC 15, 144 hp, Init +2

PIP STERLING—HANK, THE KRAKEN PRIEST

VERY WEAK & WEAK PARTY STRENGTH (7,700 XP)

- **Kraken Priest:** AC 10, 75 hp, Init +0
Swims away the first round of combat
- **Malformed Kraken:** AC 17, 115 hp, Init +0

AVERAGE (7,700 XP)

- **Kraken Priest:** AC 10, 75 hp, Init +0
Swims away the second round of combat
- **Malformed Kraken:** AC 17, 140 hp, Init +0

STRONG & VERY STRONG PARTY STRENGTH (7,700 XP)

- **Kraken Priest:** AC 10, 75 hp, Init +0
- **Malformed Kraken:** AC 17, 172 hp, Init +0

KIYA—SAH-OOLIGANS

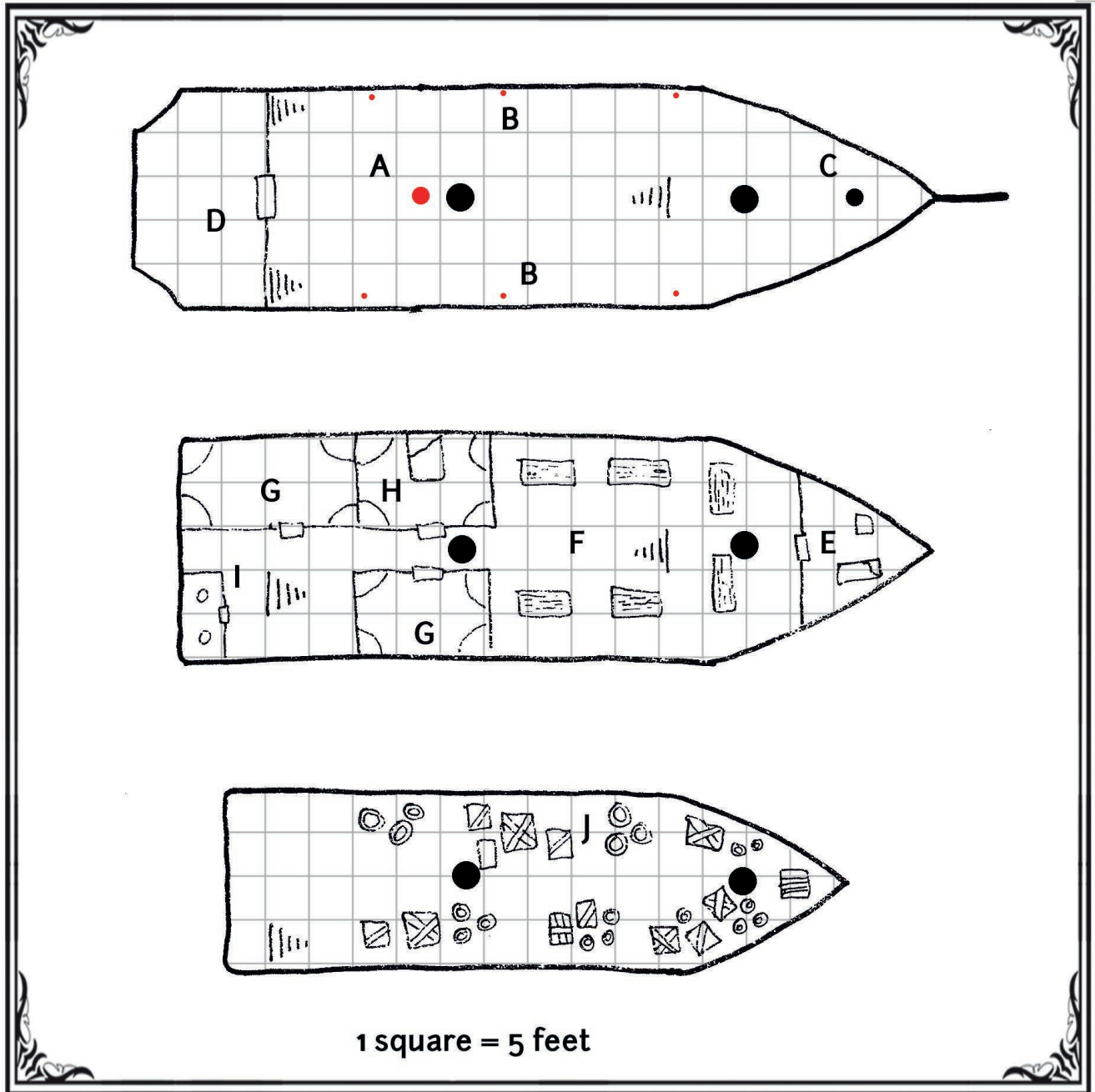
ALL PARTY STRENGTH (600 XP EACH)

- **Sahuagin (6):** AC 12, 22 hp, Init +0

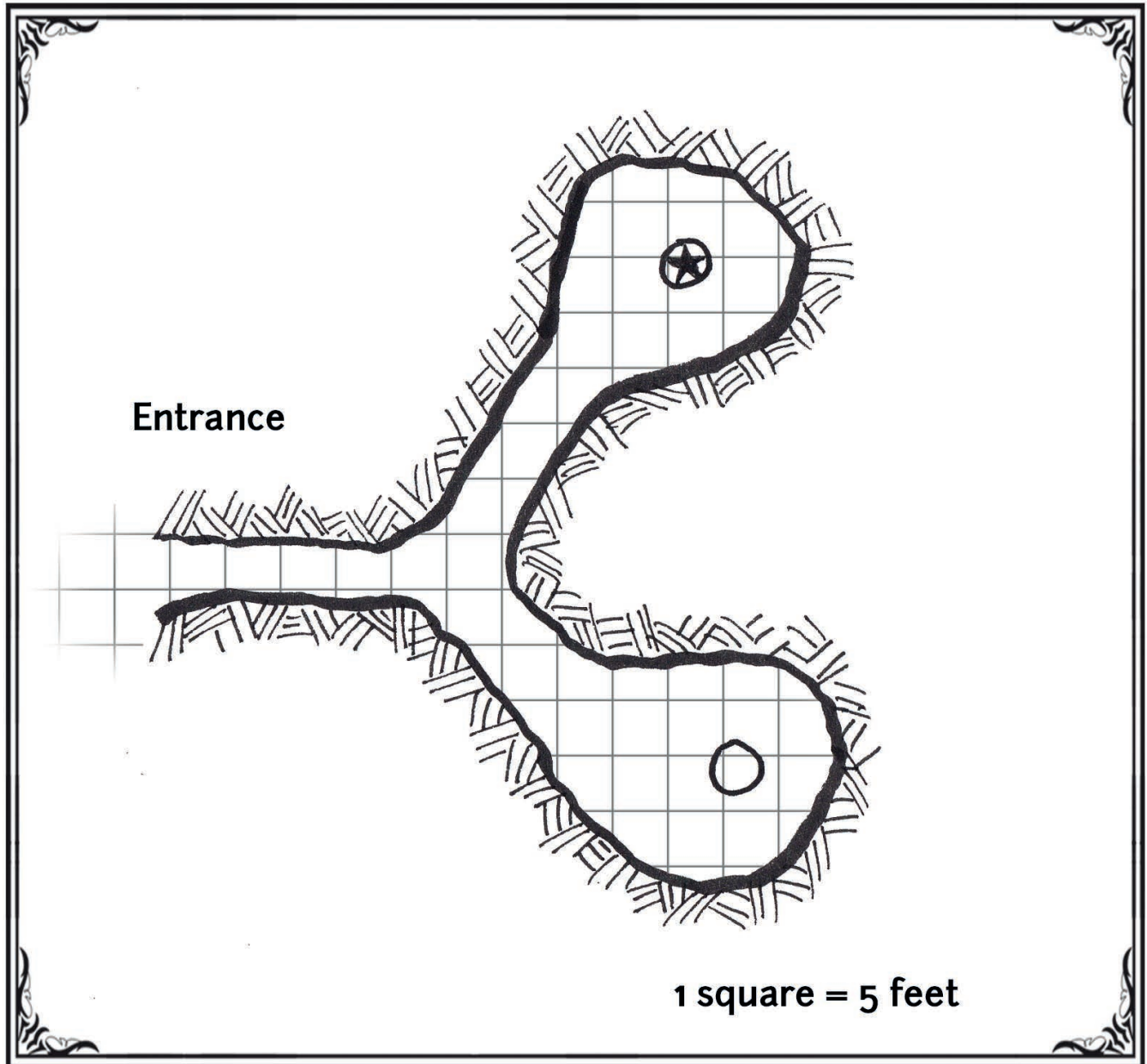
APPENDIX. ABIGAIL'S COVE MAP



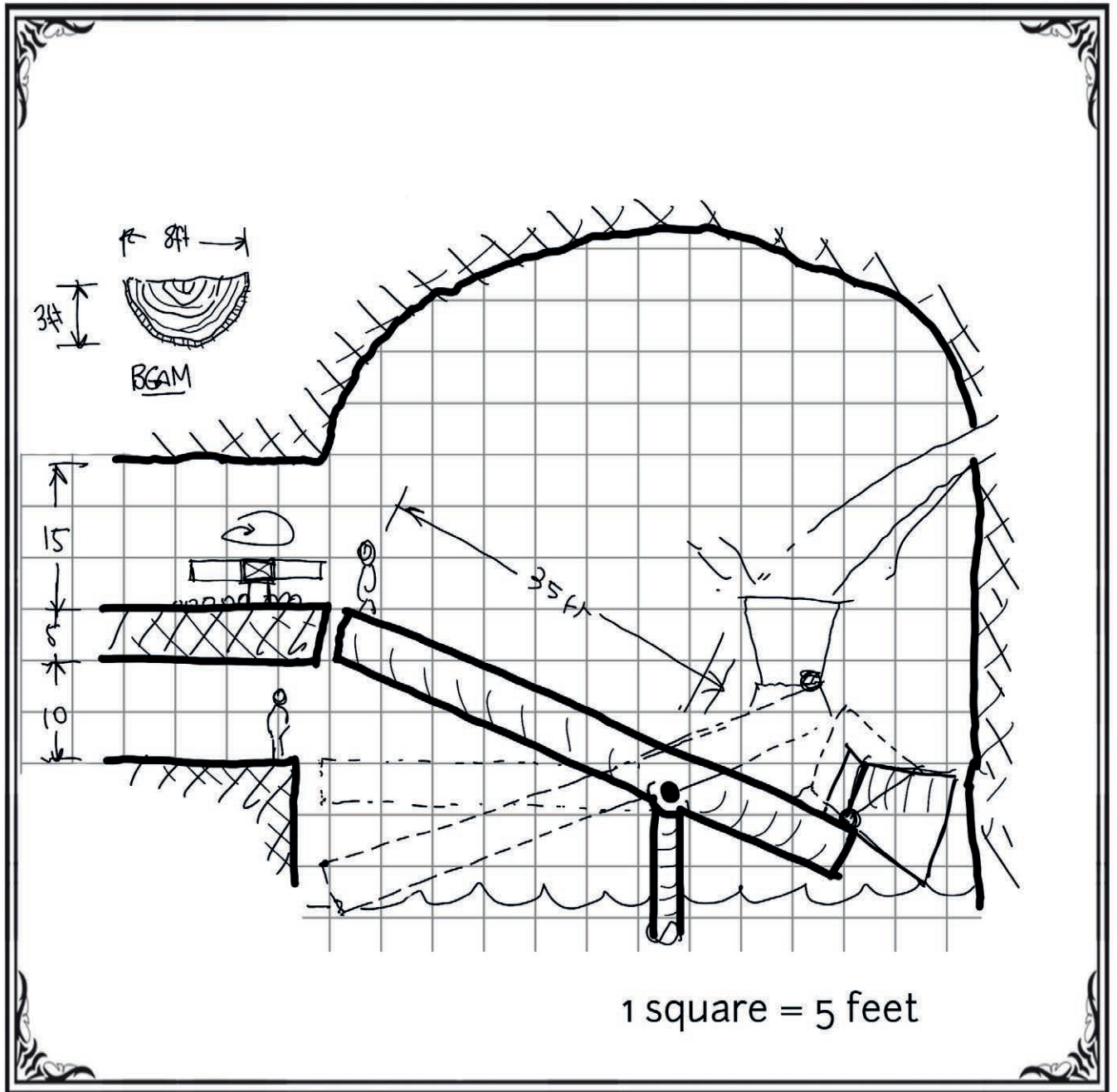
APPENDIX. SHIP MAP



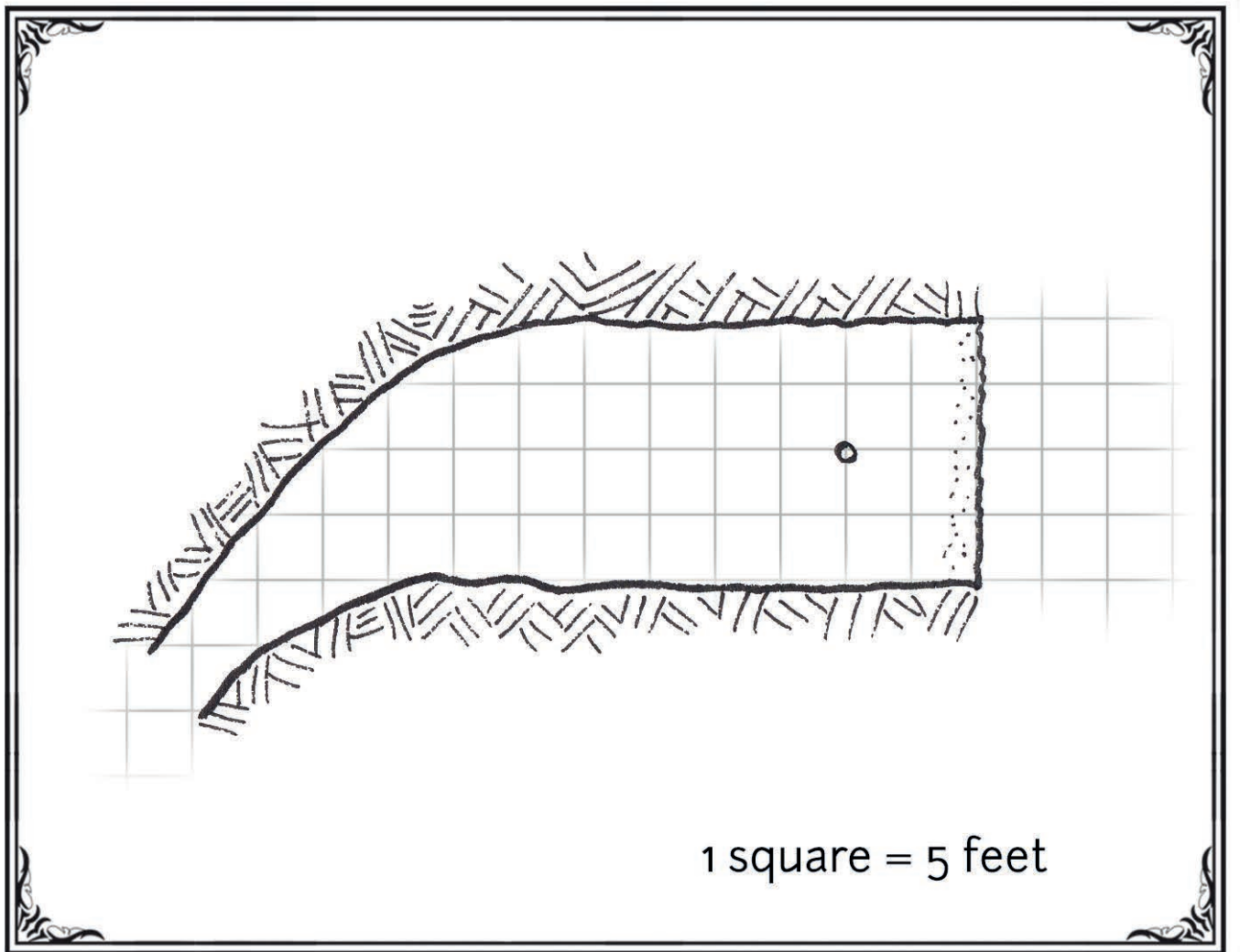
APPENDIX. JOLLY JIM MAP



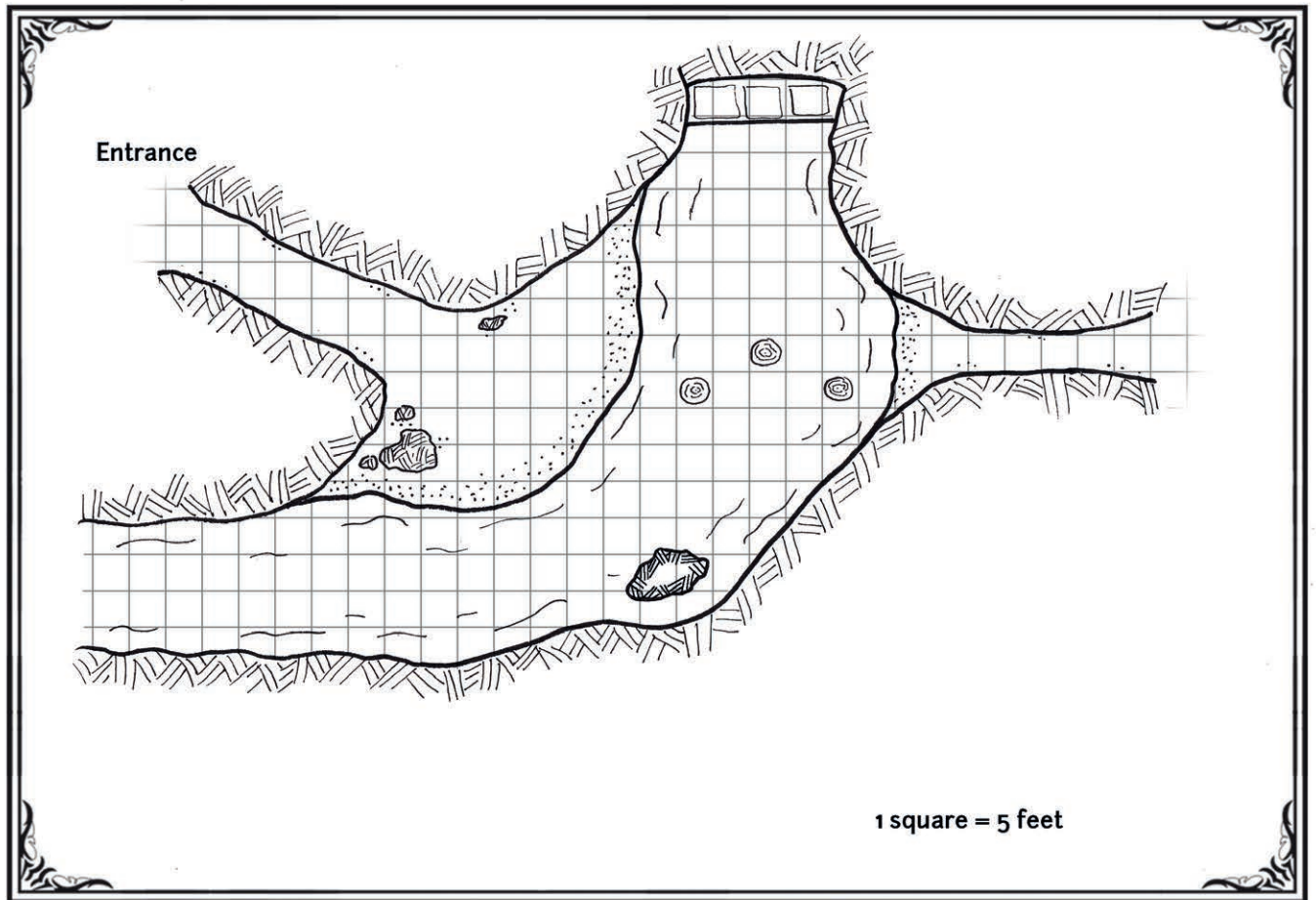
APPENDIX. THE BUCKET ROOM MAP



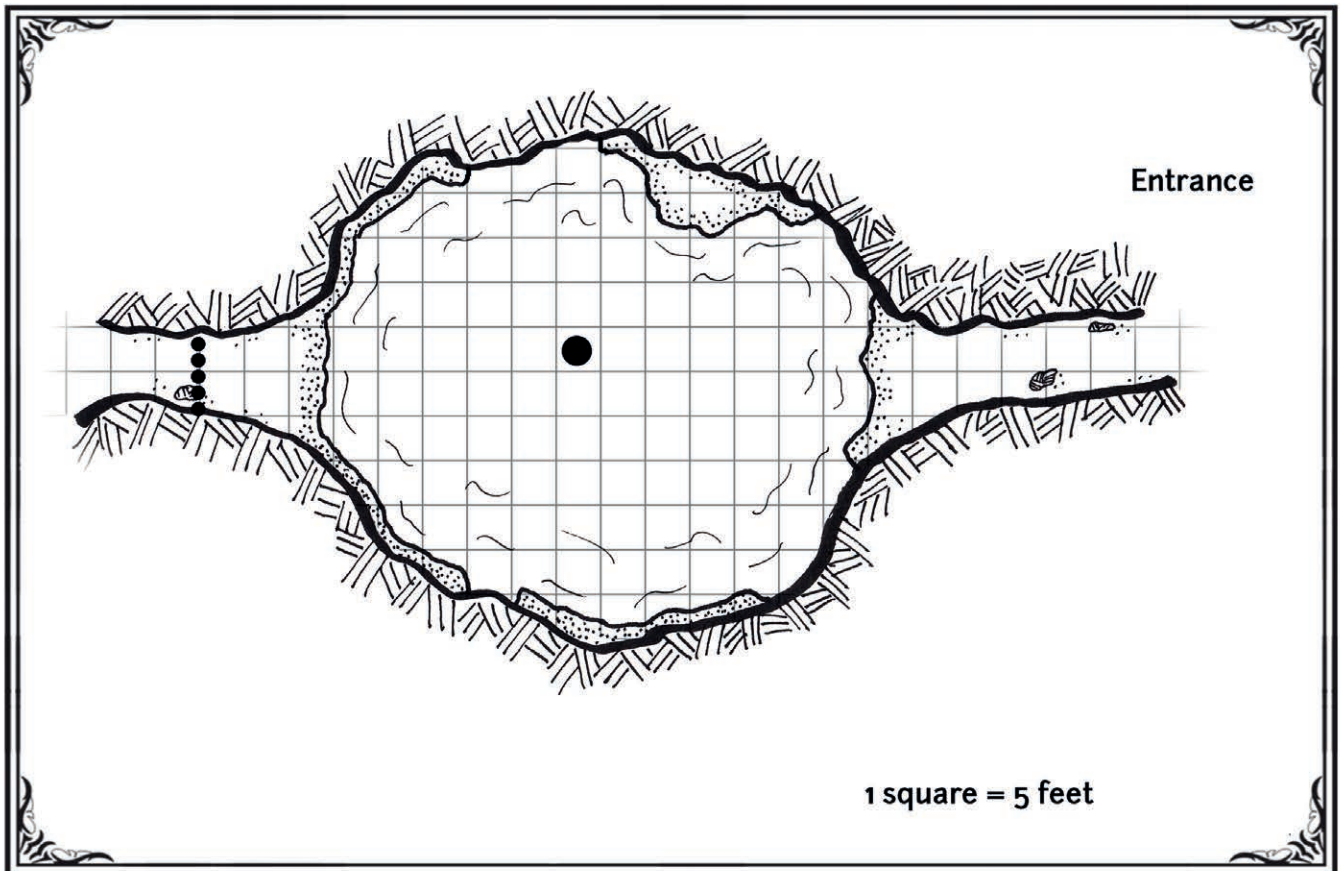
APPENDIX. WHOOSH ROOM MAP



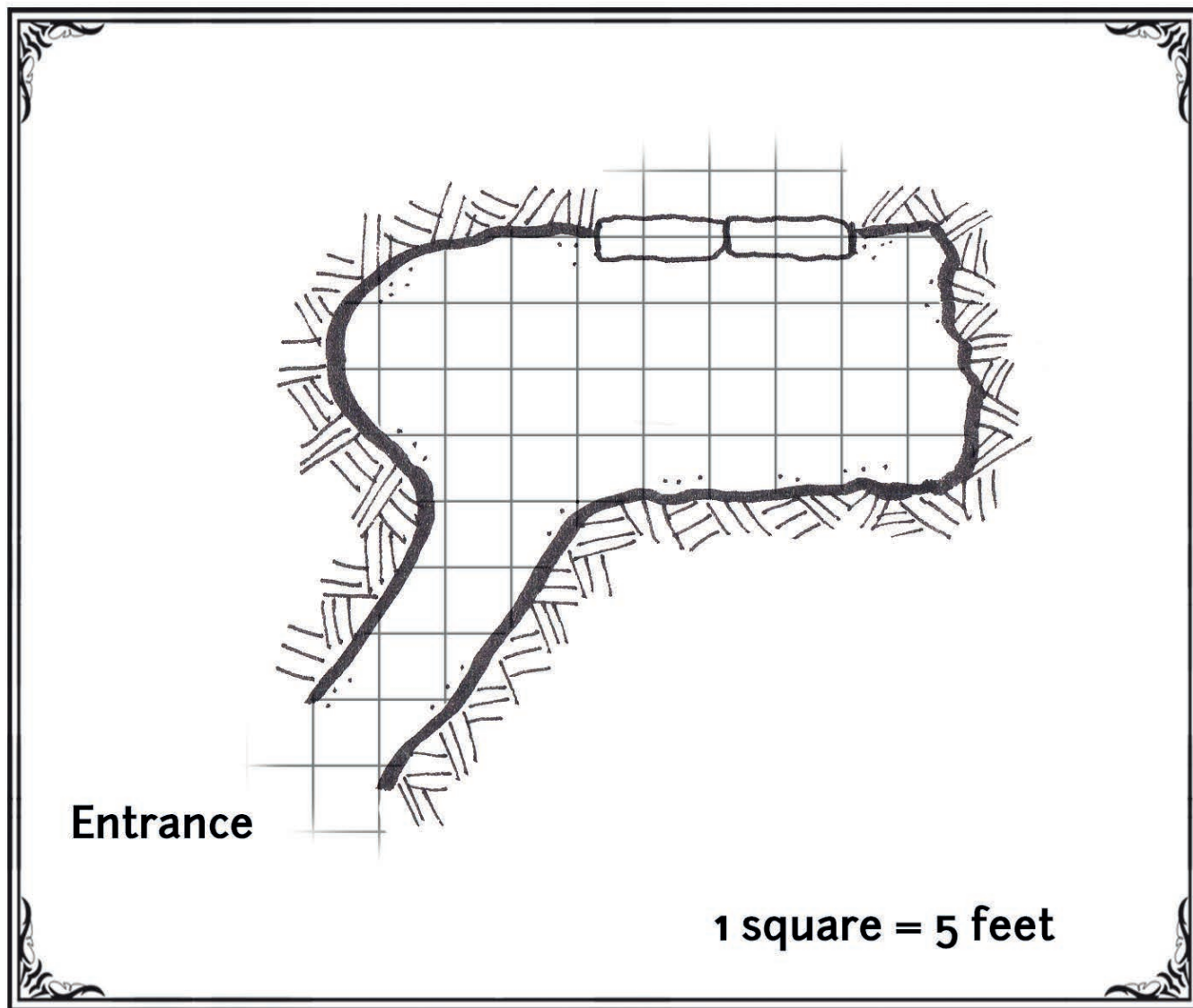
APPENDIX. PEDESTAL MAP



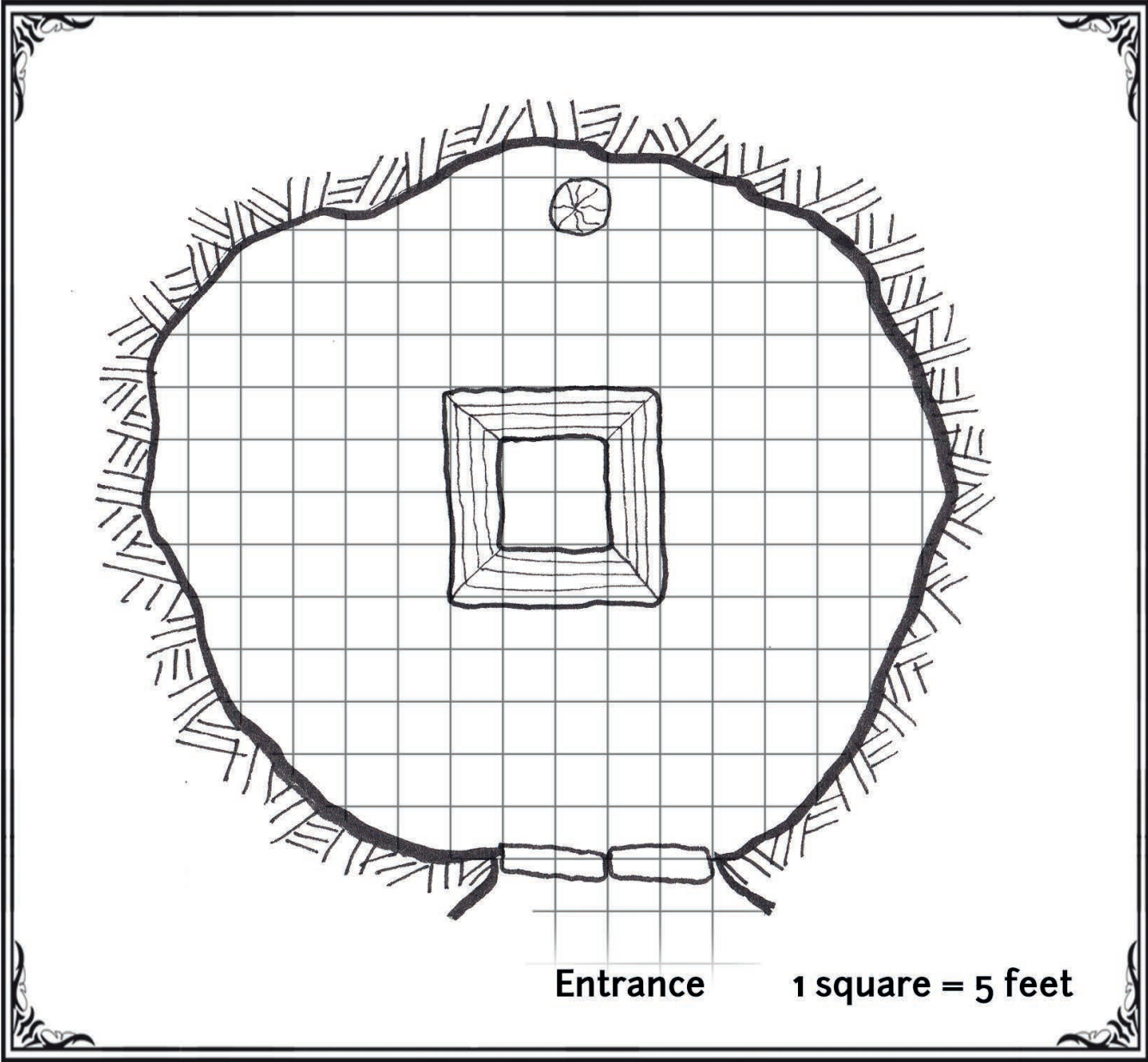
APPENDIX. UNDERWATER DEAD MAP



APPENDIX. VAULT DOOR MAP



APPENDIX. TREASURE ROOM MAP



ANGRY ADRIK

Dwarf Swahsbuckler, lawful neutral

Ship: *Blue Fin*

Poor Adrik is seldom angry. He loves the sea and fishing, but it was the latter that created his infamous snarl when a large fish jumped from the Moonsea and threw the line and lure which impaled Adrik in the face.

Magic could correct the issue, but he wears the snarl like a badge of honor, a constant reminder of the *big one that got away*.

ANGRY ADRIK

Personality Trait. There's never a bad day for fishing.

Ideal. I believe in supporting the little people in the world. I share my treasure when I can.

Bond. I owe everything to the sea and my crew. I'd die protecting them.

Flaw. I can't go a day without fishing.

Famous Quotes. Adrik often adds 'Hook, line, and sinker' to the end of a sentence, even if it doesn't make sense to do so.

HOOK, LINE, AND SINKER

While passengers on Angry Adrik's ship (*Blue Fin*), the adventurers have to opportunity to go fishing!

The grinning Angry Adrik walks up to you and says, "Hey, who here wants to go fishin'?"

Adrik is fishing with or without the adventurers; it's part of his daily routine. The encounter continues if he fishes alone, with the **sea lions** leaping from the sea and landing on the deck. If the adventurers are below deck, one of the crew rings the warning bell when the predators board the ship.

If the adventurers accept the offer, Adrik takes them to the back of the ship, to the deck above his quarters. Here he's constructed a large fishing pole that rests in a cradle and is attached to a wench. The line on the pole is nearly as thick as a normal rope.

THE BAIT

Adrik uses a custom-made lure he calls *The Flash* which is fashioned with two large hooks and attached to three 6-inch silver leaves which catch the sunlight and flash as they swivel and rotate in the water.

FISHIN' TIME

After a bit of role play, as Adrik tells the adventurers a fishing story or answers questions, a fish strikes the lure. If none of the adventurers offer to help, Adrik selects one, telling her to grab on and start cranking!



After a short time, the fish is hauled up. It's a grand fish and will make a fine dinner for the party and Adrik.

THE PREDATORS

A pair of sea lions, which were chasing the very same fish, take the opportunity to jump on to the ship, leaping out of the water only a couple of rounds after the fish is hauled in.

One sea lion lands on the top deck, where the fishing has taken place. The other lands on the main deck and attacks Bub as he cleans the deck of the ship.

SEA LIONS RETREAT

Should one of the sea lions die, the other disengages and heads for the ship's railing, attempting to return to the Moonsea.

SETTING UP THE ENCOUNTER

Very Weak & Weak

- **Sea Lion:** AC:15, 130 hp, Int +2

Average

- **Sea Lion (2):** AC 15, 120 hp, Int +2

Strong & Very Strong

- **Sea Lion (2):** AC 15, 144 hp, Int +2

TREASURE

Each of the bellies of the sea lions contains a dissolving body of a sahuagin (cannot be raised or healed) and a leather pouch. The first pouch contains one pink and one white pearl worth 100 gp each. The other pouch contains two pieces of coral worth 100 gp each.

PIP STERLING

Human Swashbuckler, chaotic good

Ship: *Silver Corsair*

Pip Sterling has always fancied himself a pirate. Ever since he was kidnapped as a swabby for Captain Lorne Muldune, Pip has sworn to recruit his own crew to get revenge on Captain Muldune and his ship, the *Bloody Dagger*.

Using what he learned aboard the *Bloody Dagger*, Pip has now become a confident and intelligent ship captain. Pip is extremely prideful and fun and hopes that by treating others as friends, they will help him someday in killing Captain Muldune and scuttling his ship.

PIP STERLING

Personality Trait. I trust anyone as a friend until they cross me.

Ideal. I believe that having their name etched into the history books is the greatest accomplishment a person can achieve.

Bond. I will get my revenge on Captain Muldune.

Flaw. My pride will lead to my undoing.

Famous Quotes. "Heeeyyy paaaaaal, looking for some adventure?"

AN OLD "FRIEND"

While passengers on Pip Sterling's ship (*Silver Corsair*), the adventurers have the opportunity for the following encounter.

The high sun beats on your skin as your captain skillfully navigates the *Silver Corsair* across the Moonsea. The jovial man often rushes about offering to teach you what the different ropes do or even how to steer the ship.

A few hours into your trip, Pip shouts to you, "We should be there soon, the sea is the calmest I've seen it in a long time!"

Anyone who is on watch at the bow of the boat or in the crow's nest can attempt a DC 13 Intelligence (Investigation) check. If they succeed, they notice what looks like a patch of ice about 300 yards away. Closer inspection with a spyglass reveals that the ice looks grainy and the small mass has a spire in its center. It looks as though a man is sitting atop the spire.

Pip starts darting about trying to maneuver the sails to try to avoid the ice mass. He shouts to you, "Everyone help with the lines!"

Oddly, with the sails fully extended, the ship's speed starts to decrease. Even more curious, the heading won't change. "Drop the anchors!" Pip yells at you as he is clearly panicked and confused.



The *Silver Corsair* has two anchors, one on the port bow and the other on the starboard bow. Dropping the anchors requires a DC 12 Strength (Athletics) check. If this isn't completed in 1 round, the ship crashes into the ice pack. If this happens, each player must succeed on a DC 14 Dexterity (Acrobatics) check or be flung 15 feet toward the bow. Characters at the anchors will be flung over the bow and take 10 (3d6) falling damage before landing prone.

Dropping the anchors slows the ship down enough so that it stops just before the ice pack. After the ship has stopped or run aground, read the following:

Pip asks for help pushing a large wooden plank down to the ground. As you descend to the pack, you realize that this substance isn't like any snow you've seen before. In fact, you realize that the pack is made completely out of salt.

At this point the party should want to check out the spire towards the center of the salt pack. If someone noticed a person using a spyglass, Pip almost runs in that direction.

Sitting atop a mound of salt is a man with tentacles growing from atop his head. Pip turns to you and says, "Wow! It's my old friend Hank, don't worry, I got this!" Pip turns to Hank, "Heeey paaal how ya been?" Upon finishing his sentence, salt erupts from the pack, completely enveloping Pip. Hank looks at you and says, "What fools are stupid enough to travel with this scoundrel?"

Allow the party to introduce themselves if they wish. If the party wishes to ask questions, they may. Here are some common questions and responses.

Did you cause the ship to run aground?

Yes, yes I did. I believe that Pip's Silver Corsair owes me a toll. Perhaps you would like to pay it for him?

What do you have against Pip?

You see, I used to be a crewman aboard the *Silver Corsair*, not this one of course, lord knows how many Pip has gone through. Anyway, I heard a voice that revealed itself as a Kraken. When I told Captain Sterling he scoffed at me like I was joking. I became the laughing stock of the ship. The men treated me like garbage, so I left.

You heard a Kraken speaking to you?

Yes, and since then it has given me fantastic powers. I guess Pip is the laughing stock now, huh?

Allow the party to go back and forth with Hank and if they wish to attempt a DC 15 Wisdom (Insight) check they may. No matter what they roll, the party feels he is telling the truth, but a success also reveals he isn't telling the party everything. A DC 20 Charisma (Persuasion) check causes Hank to reveal that he tried to mutiny aboard the *Silver Corsair* and was made to walk to the plank, at which point the Kraken saved him.

So then, shall we settle this? It is clear that you want your captain back, though I'm not sure why. Let us work out a trade. I'll accept payment in gold or brawn. It's easy, you give me three thousand gold or a fight worthy of our ancestors. Well, which do you choose?

GOLD

If the party decides to pay Hank, the salt disintegrates, and the party falls into the Moonsea. Hank escapes and swims away. The party must succeed on DC 15 Strength (Athletics) checks to climb back onto the *Silver Corsair*.

PARLEY

If the party wishes to try and talk their way out of this, they may try though it is quite challenging as Hank's need for revenge is strong. They can attempt a DC 20 Charisma (Persuasion) check. Feel free to offer advantage for clever roleplaying or an interesting argument. If the party fails, Hank will still take the gold to leave or will attack them if he has been angered.

COMBAT

The salt island dissolves with the exception of the pile Pip is encased in. The party is then attacked by a **malformed kraken** and **Hank the Kraken Priest**. After casting a spell the first round of combat, Hank swims away from the battle and can't be found.

Once the malformed kraken is defeated, Pip's salty tomb dissolves and he is unharmed.

SETTING UP THE ENCOUNTER

Very Weak & Weak

- **Kraken Priest:** AC:10, 75 hp, Int +0
Swims away the first round of combat.
- **Malformed Kraken:** AC 17, 115 hp, Int +0

Average

- **Kraken Priest:** AC:10, 75 hp, Int +0
Swims away the second round of combat.
- **Malformed Kraken:** AC 17, 140 hp, Int +0

Strong & Very Strong

- **Kraken Priest:** AC:10, 75 hp, Int +0
- **Malformed Kraken:** AC 17, 172 hp, Int +0

CONCLUSION

Once the party has completed this task, read the following:

Pip looks at you and says, "Well, didn't think we'd be having that kind of fun today huh? I truly don't know what happened to Hank, he used be such a great guy. Anyway, I promise there will be no more distractions. That is unless you'd like me to find some for us?"

KIYA ‘SPIDER OF THE SEA’

Human Swashbuckler, chaotic neutral

Ship: *Recluse*

Kiya, also known as the “Spider of the Sea,” is the daughter of a pirate. Kiya’s mother passed during childbirth, leaving Kiya’s father to raise her on the Moonsea. She learned how to handle the crew members quickly, giving orders—correct orders at that—and setting the crew straight when necessary.

Her father passed away several years ago, shortly after Kiya turned 23. A rival crew boarded the *Recluse* at night in an attempt to take over the ship. A battle broke out, with the *Recluse* floating and the rival ship sunk, but leaving Kiya’s father dead.

Kiya stepped into her father’s role with ease; she’d been training for it all her life. The crew knew her and respected her, but they noticed a change in her. Gone was the kind and caring Kiya—replaced by a woman who loved her crew yet despised the vicious and treacherous acts of others.

KIYA

Personality Trait. I speak slowly when talking to idiots.

Ideal. The path to power is through deceit and manipulation.

Bond. It is my duty to protect myself and my crew, no matter what obstacle we face.

Flaw. I’ll flirt with anything if I think it will help my cause.

Famous Quotes. “Hello gorgeous!”, “My, my”, “Let’s put a pin in that”.

SAH-OOLIGANS

While passengers on Kiya’s ship the *Recluse*, the adventurers have to opportunity for the following encounter, which occurs while the party is eating dinner with Kiya in her stateroom.

While you sit around the table enjoying the last bits of your meal, the warning bell rings once.

“That’s odd,” says Kiya with a raised eyebrow.
“Perhaps it was just the wind. _____, would you be a dear and take a quick peek outside?”

OUTSIDE

The first adventurer to look outside sees a young **sahuagin** holding a hand over Eve’s mouth. Eve was on watch and was trying to ring the warning bell when the sahuagin grappled her.

WHAT’S GOING ON?

A group of teenage sahuagin have accepted a dare from a rival clan—*deface a ship that sails the Moonsea!*



THE SAHUAGIN

A total of six sahuagin are on the main deck of the ship.

- Three are at the front of the ship, using daggers to carve their names into the deck.
- One has climbed the main mast and is splashing the sail with octopus ink.
- One is relieving itself all over the Harpoon gun.
- One has Eve grappled and is covering her mouth. This juvenile speaks broken common and attempts to communicate with the party.

A successful DC 12 Intelligence (Insight) or Perception (Wisdom) check reveals the Sahuagin appear to be young and in their teens. They don’t carry spears as they are known to do.

SAHUAGIN EXPLANATION

Glick’Glak—the juvenile holding Eve—tries to explain why they are on board the ship.

The young Sahuagin looks nervous and frightened but continues to hold the crew member hostage. “Only yolk. No pain,” it says as its eyes dart around.

Glick’Glak is trying to say ‘Only joke. No harm meant’, but sadly his vocabulary isn’t very large. If the adventurers use magic to communicate with Glick’Glak, he explains why they were on the ship and that he realizes it was a mistake.

PEACEFUL RESOLUTION?

The juveniles know they are in trouble, but they are scared. Those at the front of the ship leap from the deck and into the Moonsea, where they watch from a distance to see what happens to their companions.

If the party agrees to let them go, the juveniles release Eve, run to the ship's rail, and jump into the Moonsea.

COMBAT

If attacked, the remaining juveniles defend themselves, but take every opportunity to jump from the ship.

SETTING UP THE ENCOUNTER

All

- **Sahuagin (6):** AC:12, 22 hp, Int +0

KIYA AND EVE

Both ladies want the sahuagin punished. Eve constantly spits on the deck, she's disgusted that the creature covered her mouth with its nasty, fishy hand.

Kiya is infuriated that the creatures have defaced her ship. She demands they be punished, and she suggests they be killed.

The party may attempt to persuade Kiya and Eve to release the juveniles. Three successful DC 15 Persuasion (Charisma) checks before three failures convinces Kiya and Eve to release the sahuagin. Feel free to grant advantage for good role play or intriguing arguments.

CONCLUSION

If the result is peaceful, with the juveniles being released unharmed, a small pouch containing five pink pearls is found on the ship's deck the next morning, which is the juveniles attempt at an apology.

If the confrontation results in combat, no reward is found in the morning.

TREASURE

A leather pouch containing five pink pearls worth 100 gp each.

PLAYER HANDOUT 1. CONTRACT

Abigail's Cove Adventurer Contract

This is a legal and binding contract between the two signed parties. No modifications may be made to this contract after it has been signed, unless both parties agree to the modifications and acknowledge the listed modifications by initialing next to said modification.

The village of Abigail's Cove hereby employs the undersigned to perform the following task: recover and return any treasure found using the recently procured treasure map.

If you die, you are dead. Resurrection services are at your own expense and will not be covered by your employer.

You are to respect your ship's crew and captain. Disrespect will not be tolerated, and the ship's captain has the right to deal with you as if you were a normal crew member.

Your payment depends on your success, and you will be given a share of all recovered treasure.

The share breakdown is as follows:

20% goes to the village of Abigail's Cove.

30% goes to the ship's captain and its crew.

50% goes to those who sign The Adventurer's Contract, to be divided however they wish between all survivors.

If for some reason you exit the adventure or are unsuccessful in finding the treasure, all information you have gathered from our discussions is considered confidential.

It is in your best interest to be honest about all found treasure. Any discovered thievery of coin, gems, or items will be dealt with posthaste.

Signed:

Signed:

Beatrice Bandi

PLAYER HANDOUT 2. THE SHIP CAPTAINS

ANGRY ADRIK

Ship: *Blue Fin*



PIP STERLING

Ship: *Silver Corsair*



KIYA 'SPIDER OF THE SEA'

Ship: *Recluse*



PLAYER HANDOUT 3. THE WRITING ON THE DOOR

My dearest Abigail,

This was to be our fortune, our future, a means
for us to be together.

Fate took you from me but, as a symbol of my
love, the treasure remains yours, safely kept
within this room.

Perhaps someday the gods will find a way to
restore us to this realm. If we should be so lucky,
we have the means to build a fantastic life.

I miss you and will always love you,

Dreadarious

PLAYER HANDOUT 4. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

CLI LYRE

Wondrous item, rare

A *cli lyre* is an exquisite example of its kind, superior to any ordinary lyre in every way. A creature that attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage.

You can use an action to play the instrument and cast one of its spells. Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC.

When you use the instrument to cast a spell that causes targets to become charmed on a failed save, the targets have disadvantage on the saving throw. This effect applies whether you are using the instrument as the source of the spell or as a spellcasting focus.

The lyre can cast each of the following spells once per day: *fly*, *invisibility*, *levitate*, *protection from evil and good*, *stone shape*, *wall of fire*, *wind wall*.

An expertly crafted lyre embossed with dark mother-of-pearl stingrays.

This item can be found in the *Dungeon Master's Guide*.

