



UNUSUAL OPPOSITION

The trail leading from the Fane of the Whispered Fang has grown cold, but you can still taste the machinations of the yuan-ti in Chult's humid, stagnant air. Because of this, you must venture deeper still into the jungle and petition the aid of an unlikely ally—the fabled Ramshackle King. His assistance is crucial to the effort to save Chult!

A Four-Hour Adventure for 11th-16th Level Characters



DAN DILLON
Author

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Development and Editing: Claire Hoffman, Travis Woodall

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Bill Benham, Alan Patrick, Travis Woodall, Lysa Chen, Claire Hoffman, Greg Marks

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INTRODUCTION

Welcome to *Unusual Opposition*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tomb of Annihilation™* storyline season.

The characters set out in search of the Ramshackle King far to the southeast of Port Nyanzaru, hoping to learn more of the yuan-ti plot simmering in the jungles of Chult. The path leads to the ruined coastal village of Ishau in Refuge Bay, where the characters pick up the trail to the Ramshackle King's court in the deep jungle east of Hisari.

This adventure is designed for **three to seven 11th-16th level characters** and is optimized for **five characters with an average party level (APL) of 13**. 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.

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 notecards, 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

Drink up, poppet, and all your worries are behind you. Well, right in front of you, but I'm sure everything will be fine.

– Grandmother Callendra Blackwater

ADVENTURE BACKGROUND

Though Chult has weathered the Soulmonger's threat, evil yet stirs in its darkest jungle hollows. The lich Rhaugilath seeks to throw off his oppressor's control, and moves Chult's yuan-ti as pawns to that end. Recently the snakefolks' trail has gone cold, and the mercenaries, investigators, and faction agents on the peninsula are running out of time.

The Harpers have learned of a strange individual deep in the jungle who might be able to shed light on the current situation—an enigmatic figure known as the Ramshackle King, who resides in a secret stronghold called the Ramshackle Court.

Unfortunately, the Ramshackle Court's history with piracy has come back to haunt them. One of the original wayward souls gathered into what would become the Court was Vartagan Blacktide, a notorious and bloodthirsty pirate captain who ran afoul of Alieria Dunveil, a Sembian pirate hunter. Dunveil hounded Blacktide all the way to Chult, where both ships were lost in a storm, battered to bits amidst Chultan shoals.

Alieria Dunveil perished with her ship, but a watery grave was not to be her end. Her obsession had long since turned to unholy hatred, and her soul refused to give up the chase. She rose from the depths as a **death knight**, and to this day hounds the descendants of Captain Blacktide, and the King who defends them.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Soggy Wren (REN). Wren is a Ffolk human who has lived in Chult many years. He has a great love of drink and merriment, and true to his nickname is almost never encountered sober. Wren is the leader of the Harpers in Port Nyanzaru, and spends most of his time in the Market Ward.

The Ramshackle Court. Fifty miles due east of the ruins of Hisari, the hulls of at least six ships hang in the thick jungle canopy. Here dwells the Ramshackle Court of the Ramshackle King.

Ishau. Once a prosperous fishing village in Refuge Bay it sank into the shallow waters and now rests a mile out from shore prowled by sharks, dinosaurs, and things much darker.

The Blackwater Three. A powerful sea hag coven that claimed the waters surrounding Ishau as their own. They

draw fragments of souls of drowned and slain travelers from the water, using them to steal forbidden secrets.

ADVENTURE OVERVIEW

The adventure is broken down into three parts:

Part 1. Soggy Wren contacts the characters about a possible lead to discover more about the yuan-ti's plans. The characters must travel to Refuge Bay, and seek out a hermit woman and her *blackwater elixir*, which can lead them to the Ramshackle King.

Part 2. Once at Refuge Bay, the characters find the hermit, and her two sisters, in the watery ruins of Ishau. The sisters, powerful sea hags, trade their *blackwater elixir* for a price. The characters must procure and drink the elixir, and weather the consequences of seeking forbidden knowledge.

Part 3. With the knowledge gained from the elixir, the characters can locate the Ramshackle Court. Once there, the Ramshackle King can tell them more of the yuan-ti's plans, but demands they perform a service for him first. The characters must find and destroy the death knight and its minions, ending his threat to the court once and for all.

ADVENTURE HOOKS

The characters have a reputation among the factions of Port Nyanzaru, whether or not any of them belong to the Harpers. Soggy Wren sends a messenger to catch the party at their lodgings, or when they arrive back in Port, who delivers an invitation to the Thundering Lizard Inn, in the Market Ward.

Dumb Luck. The characters with no pre-existing connections in Chult find themselves in the Thundering Lizard Inn to rest for the night. Soggy Wren notices the characters and waves them over, asking if they want to make some good, honest gold.

Harpers (Faction Assignment). A passerby accidentally bumps a Harper agent character. The stranger apologizes profusely while subtly revealing a Harper pin. The clumsy stranger directs them to the Thundering Lizard Inn in the Market Ward, where the stranger's friend (Soggy Wren) will buy them a meal.

Zhentarim (Secret Mission). A Zhentarim character notices a strange slip of parchment in a pocket. The note bears a Zhentarim mark and directs the character and companions to the Thundering Lizard inn, where one "Soggy Wren" seeks to hire adventurers. The note ends with promise of further instructions at a later date, and then disappears in a harmless burst of black flame.

PART 1. THE HUNT BEGINS

Estimated Duration: 60 minutes

Soggy Wren, the Harper faction contact in Port Nyanzaru, contacts the characters with an urgent summons. The Harpers have finally identified a possible source of information on the yuan-ti's mysterious dealings in Chult, but time is of the essence.

Wren has as side task for any Harper characters during their journey, and the Zhentarim haven't been idle. Pock-marked Poe has gotten wind of the deal, and wants to make sure any Zhentarim agents among the party seize this opportunity for their advantage.

A. SOGGY SUMMONS

By invitation or happenstance, the characters find themselves at the Thundering Lizard Inn. Soggy Wren is already well into his cups, and greets the characters as if they were old friends even if they've never met. Adjust the circumstances when describing the encounter to match the chosen adventure hook.

The Thundering Lizard is loud but inviting. Music, off-key singing, and laughter draw you into the cool shade and promise of some much-needed comfort from the Chultan heat.

A middle-aged human man dressed in stained, Chultan-style garb waves you over with a wide grin and slurred greeting. "Now there's some folks that need a drink if ever I've seen 'em!" He slaps the table, indicating that you should sit. "The first round's on me. But maybe I can do a bit more than that for you, eh friends?"

He glances about the room then leans in conspiratorially. "Unless I miss my guess, you folks can handle yourselves in a scrape, and I need some good people right now. All of Chult does, and maybe more besides. The yuan-ti are up to no good, I'm sure you know, but they've gone to ground. Turns out we might have a way to find them."

Soggy offers the following information:

- The Ramshackle King is a man who lives deep in the jungle with a group of followers.
- While the King doesn't seem to be in league with the yuan-ti, the scattered information the Harpers have suggests he at least has some contact or dealings with them.

- They've tried to track down the Ramshackle King with both spies and magic, to no avail. He must be well protected.
- An old hermit woman known as Grandmother Callendra has some means of finding protected secrets.
- She lives in or near the sunken ruins of Ishau in Refuge Bay. Ishau was once a Chultan settlement, but ever since the Spellplague it fell into ruin. Now it sits about a mile or so offshore, in the shallows of Refuge Bay.
- Callendra either makes or has access to a strange potion called *blackwater elixir*. Supposedly the elixir can unearth secrets that foil other means of magical divination. While most of Port Refuge is safe, Ishau itself is known to attract unsavory creatures, sharks, and even aquatic dinosaurs.
- As Refuge Bay is quite a distance from Port Nyanzaru, Soggy is willing to leverage his contacts in the Harbor Ward to arrange passage on a ship for the party.

DEVELOPMENT

If the characters agree to the job, Soggy promises them 1,000 gp each, paid on their return to Port with the Ramshackle King's whereabouts and hopefully information on the yuan-ti.

Wren also arranges for the characters to receive one week's worth of food supplies if they wish, and uses his contacts to charter a ship to take them to Refuge Bay and back.

HARPERS (FACTION ASSIGNMENT)

Soggy Wren invites Harper agents to remain for a nightcap before sending them to prepare for the voyage. He brings out a small stone carved in the likeness of a speaking face, and requests that they find a way to hide the stone within the Ramshackle King's private quarters, or in some other place where interesting conversation is likely to occur.

The Harpers don't like not knowing the major players in a region, and they want to learn as much about the King as they can when the opportunity arises.

ZHENTARIM (SECRET MISSION)

The Harpers aren't the only group with spies in Chult, and the Zhentarim aren't ones to let opportunity pass un-seized. Members of the Zhentarim (rank 2 or higher) are approached by woman in Pock-marked Poe's service—a ebon-skinned woman named Zansha. either late that night, or early before they leave the next day.

The Black Network has gotten wind of the *blackwater elixir*, and if the rumors are true they want that power for themselves. The woman (named Zansha) curtly instructs the characters to acquire a second sample of the elixir and to return it to him so Zhentarim alchemists can try to duplicate it. Zansha is intolerant of Poe's contemptuous underlings—no matter how slight their insult might be.

ROLEPLAYING THE FACTION LEADERS IN CHULT

Soggy Wren (REN) - Harpers. Soggy Wren is friendly almost to the point of being rude about it. He is astonishingly adept at gauging the level of intoxication the object of his attention is and more adept still at figuring out what they prefer to drink. In his youth, he was a talented sorcerer, but he has let his thirst for the drink take priority over his thirst for honing his magical talents.

That aside, he bears an intense hatred of “party-poopers” and bears little patience for people displaying evil-tendencies in his presence. His close “professional” relationships with most of the tavern owners in town means that those that cross him find themselves without a place to quench their thirst.

Quote: “Wushoomeanyouaren'thirssy? ::hiccup::”

Pock-marked Po (POE) - Zhentarim. The illness that nearly took Po's life ravaged his body. His face is heavily scarred, he is nearly blind in one eye, and he walks with a painful, stooped gait. His hands are gnarled and twisted and has difficulty with fine motor functions. Because of this, he has a small cadre of young Chultan women that tend to the physical aspects of his dealings: writing, fetching and stowing ledgers, and the like.

Despite his physical deformities, he is wickedly cunning and has a sharp, silver tongue. He displays the appropriate professional courtesies in discussion and even when angry, never loses his temper.

Quote: “What secrets do you hold dear? Wager that I know what they are?”

B. VOYAGE TO REFUGE BAY

Refuge Bay is a six-hundred-mile voyage by sea from Port Nyanzaru. Soggy Wren makes good on his promise to arrange passage on a ship to and from their destination, and sends the characters to the Harbor Ward to board their ship. Captain Vaelara Ruathal, a female high elf **bandit captain**, commands the sailing ship *Nathir* (Elvish for Ancient Protector).

The *Nathir* is crewed by thirty solid hands, mostly human and elvish men and women (all **bandit**), including the Captain's wife and first mate Ilenia (female high elf **scout**).

Captain Ruathal has already been paid up front for the voyage, and is impatient to get under way when the characters arrive. She's friendly enough, if a bit terse. She also has a fondness for gnomes, and might gravitate toward gnomish characters during the voyage.

GENERAL FEATURES

The voyage to Refuge Bay has the following features.

Terrain. Ocean, and ship's deck. The sea is mostly calm, but during rain the waves grow rough and are difficult terrain for creatures without a swim speed.

Weather. Weather and wind during the trip is in the characters' favor, though about half of the time it rains, during which the sea grows rough. During rough weather time spent above decks is wet and uncomfortable, and time below decks is miserable for anyone without sea legs and a strong stomach. At the end of each day of the journey, each character that fail a DC 13 Constitution saving throw are seasick (poisoned condition). Characters with the Sailor or similar background make this check with advantage. A character that fails more than three checks over the course of the thirteen-day journey gain a level of exhaustion which can't be removed until they complete a long rest on land.

Light. Lanterns provide light below decks, and on deck at night. During the day, rain lightly obscures the area.

Smells and Sounds. Snapping of sailcloth. The constant rush and crash of water against the hull. Creaking planks. Orders from the Captain and calls from the sailors. The smell of salt spray above deck, and faint sweat below decks.

The voyage takes a total of thirteen days, with the ship arriving in Refuge Bay in the late afternoon.

The crew uses an efficient shift rotation to sail around the clock. While some characters may have ships of their own or magical means to make the journey easier, ensure that they are able to accommodate the entire party or that they even know precisely where they're going.

B1. MATING SEASON

Late morning on the seventh day of land travel, the *Nathir* has a chance brush with a wondrous and perilous event.

The mountains on the northeastern most corner of Chult serve as the aerie of a **roc**. As fate would have it, the usually solitary creature has crossed paths with a female, and the two are engaged in an aerial courtship dance, darting up into and out of the low-hanging clouds. The enormous birds sport vibrant plumage of red, blue, green, and yellow.

As the ship sails, the male roc spies the ship's sails and colors, as well as the creatures scurrying about the deck and rigging, and seizes the opportunity to present offerings of bright baubles and food to its

would-be mate. With a piercing cry, both birds wheel and dive toward the ship.

ADJUSTING THIS ENCOUNTER

- **Very Weak.** Remove a **roc**.
- **Very Strong.** A **dragon turtle** is drawn to the sounds of combat.

TRICKS OF THE TRADE

The rocs dive toward the ship, intent on tearing the rigging down for bright nest material, and snatching sailors for food. If unmolested by the adventurers, the birds content themselves with destroying the rigging and devouring five sailors each, and carrying away another one each in their talons.

If assaulted, the rocs focus their attacks against their assailants. The birds attempt to flee with a snatched target if reduced to 50 hit points or fewer.

It should be obvious to the characters that the sailors have no hope of effectively fighting the creatures. Captain Ruathal does her best to keep her people safe, and begs the characters to intervene if they don't take the initiative.

DEVELOPMENT

The *Nathir* (AC 15; 300 hit points; damage threshold 15; immune to poison and psychic damage). The rigging can take a total of 100 damage before being destroyed, stranding the ship. At 50 damage, the ship can limp at half speed until repaired.

If crippled, the remaining trip takes twelve days instead of six (arriving at night), and the return trip from Refuge Bay to Port Nyanzaru takes nineteen days.

If the rigging is destroyed, the Captain sends her crew ashore in boats to gather lumber so they can conduct emergency repairs on the *Nathir*. After five days of work, the jury-rigged repairs allow the ship to limp as described above. Spells such as *fabricate* can speed this process immensely, or even repair the rigging completely.

If the rocs reduce the number of available crew to less than twenty, the ship likewise travels at half speed.

TREASURE

If slain, a roc's carcass floats on the ocean waves for 5 (2d4) minutes before it becomes waterlogged and sinks. Before it does, the characters can harvest pristine feathers from the exotic creatures.

A successful DC 14 Intelligence (Arcana or Nature) check reveals the value of roc feathers to collectors, alchemists, and spellcasters, or a character with a

passive Perception of 14 or higher overhears Ilenia musing about the potential value of such rare feathers. A single roc yields 25 pounds of vibrant feathers worth 500 gp.

PART 2. TRIALS AND TRAILS

Estimated Duration: 90 minutes

Having arrived at Refuge Bay, the *Nathir* drops anchor in safe waters and lends the characters a boat so they can row ashore. Or rather, as close to shore as Ishau actually is. The ship is prepared to await the party's return, or if they intend to use other means to return to Port Nyanzaru (such as *teleport*), Captain Ruathal bids them good luck, and farewell.

The characters must make their way to the flooded ruin and seek out **Grandmother Callendra** (and unbeknownst to them the other **grandmother sea hags**) and convince her to sell or trade some *blackwater elixir*.

Once they have the elixir, one of the characters must undertake the risk of drinking it to learn the location of the Ramshackle King. A harrowing battle for part of the character's soul takes place possibly resulting in lasting effects or worse.

Armed with knowledge stolen from the dead, the characters can trace the path through dense jungle to the Ramshackle Court.

ISHAU

GENERAL FEATURES

Ishau has the following features.

Terrain. Once a Chultan village, the town is now abandoned and ruined. It stands in shallow waters at the edge of Refuge Bay, about a mile from dry land. All of the area is difficult terrain due to the water, and there are occasional drop-offs and sinkholes.

The entire ruin of Ishau counts as the sea hags' lair.

Weather. Overcast and light wind.

Light. Gloomy bright light during the day. At night mostly dark, but there are occasional strange eerie blue or green glowing areas in the water that shed dim light out to 10 feet.

Smells and Sounds. Outside the ruins: the clean and invigorating smell of the sea. In Ishau: the smell turns acrid and stagnant. It coats the nose and tongue in an unpleasant way that lingers for a while even after leaving the area.

Dead Fish. Within the ruins, the waters are littered with dead, rotting fish. The hags know when any of the fish is handled or disturbed, and they can cause the fish to speak with their voice.

A. THE GRANDMOTHERS OF ISHAU

Fortunately, the objects of the characters' search aren't difficult to find. The Blackwater Three is a coven of grandmother sea hags who prowl the ruins of Ishau, and occasionally range farther out to pick through shipwrecks. The hags can snatch slivers of

souls of people who drowned or otherwise died in the sea, and they consume those fragments to produce their *blackwater elixir*.

The elixir allows a creature who drinks it to glean secret knowledge from the dead souls who gave up part of their essence to brew the vile stuff. The elixir has great potential, but its scope is limited. Only the soul fragments the hags glean impart their knowledge, so the topic sought must have some connection to the sea, or to souls who died in it.

Fortunately, one of the most prominent souls connected to the Ramshackle Court is that of Captain Blacktide (see Adventure Background)

While the ruins are home to **reef sharks** and **hunter sharks**, as well as the occasional **plesiosaur** and once-drowned undead, these stick to the deeper waters of the ruins for the most part (see the *Monster Manual* if necessary, as long as the characters stick to the shallows they can avoid these creatures).

ROLEPLAYING THE BLACKWATER THREE

The Blackwater coven are content to pick through the moldering remains of Ishau to glean secrets from the dead, even more so now that new souls can be claimed by the sea without the *Soulmonger* devouring them. They parley with any visitors to their territory, but can't contain their disgust and loathing if confronted with someone or something beautiful.

The hags present themselves in the guise of hideously ugly human crones, only revealing their true forms when they create *blackwater elixir*, or in battle.

When they speak, the hags often trade off which one of them speaks between sentences in the same thought, as if their minds are somehow one.

All of the hags share one physical similarity. Their eyes, noses, and mouths all constantly leak a salty, bitter black bile that stains their skin and clothes. A fresh rush of the disgusting fluid often dribbles down their chin when they speak. Even in their disguised form this black liquid and its stains show through.

They use many terms of endearment such as dear, darling, poppet, child, little one, little jellyfish, minnow, little clam, and other such nicknames one might give a child, often with an ocean-leaning theme.

Grandmother Callendra Blackwater. Callendra is the eldest of the coven, and its leader. She speaks in a high-pitched, cackling voice. In her true form, black-shelled mussels grow from her face, neck, arms, and probably elsewhere thankfully hidden by her salt-crusted, tattered robes.

Grandmother Omfalah Blackwater. Omfalah's voice is raspy and phlegmy. Her teeth and fingernails are made of gray, splintery driftwood that clacks when she talks.

Grandmother Dintessa Blackwater. Dintessa’s voice is a deep croak, and when she laughs her belching laugh, she sprays a fine spatter of black bile. Patches of her skin are covered in dry, flaking scales like those of a dead fish left for days under the sun.

When the characters first locate the hags in the heart of ruined Ishau, they see only Callendra, but her sisters soon appear.

After slogging through the slime-coated ruins, you see a hunched figure ahead. An ancient woman scoops handfuls of muck and bits of debris out of the water. She tucks one or two bits into a pocket and discards the rest.

She stops suddenly and turns toward you. Her wrinkled, hideous face bears black stains from the eyes, nose, and mouth that run down her skin. “Well hello there dears,” she calls in a shrieking voice. “Don’t stand so far apart, come closer. Sisters!” She calls out. “Come and see our visitors!”

Another crone wades out of a ruined building, her eyes dark and bulging, running with that same black liquid. “Truly?” she croaks, belching a fresh trickle of black fluid from her lips.

A third appears, rising out of the seawater without so much as a ripple. “Ah,” she rasps, “how exciting.”

The hags introduce themselves by name, and are delighted to converse with the characters, asking who they are and why they’ve come to Ishau. When it comes out that they’re in search of *blackwater elixir* the hags are forthcoming. Some answers they might give include:

- “*Oh yes, we can help you find that which is hidden. The sea contains so many dead, and the dead know so much. We know the right way to ask!*”
- “*The elixir taps the knowledge of the dead. So much better now that Acererak isn’t gobbling them all up! So greedy!*”
- “*The Ramshackle King’s name is known to us, the sea whispers it. More than that we can’t say, he keeps tightly to himself. The elixir could point the way!*”
- “*No, no. We don’t have any elixir right now, but we can brew some up in a flash. If we want to...*”

The exception to the hags’ congenial nature is if any characters or their things are particularly beautiful. Their disgust toward such characters is obvious, and they grow more and more agitated, eventually demanding that the offending beauty be marred, or at least covered in their presence.

DEVELOPMENT

When it comes time to acquire *blackwater elixir*, the hags demand payment in the form of beauty they can force the characters to destroy.

- An object of art or jewelry of great beauty and craftsmanship.
- A magic item of rare or higher rarity, though they accept a lesser item if it’s particularly beautiful (such as *mithral armor*).

DEATH BEFORE COLLUSION!

It’s possible the characters might refuse to deal with sea hags, and decide to attack the Blackwater Three instead. This would be a good time to remind any of the less rash characters that the hags are their only hope of locating the Ramshackle King. If they persist in attacking, the hags attempt to flee as outlined in Part B.

Under no circumstances do the hags give the elixir to a party that attacks them. They might be persuaded to trade the elixir for their lives, but they’ll insist on leaving the elixir for the party at a location of the hags’ own choosing, after they’re safely away.

If the party agrees, the hags withdraw into the ocean. At the following midnight, a **sea spawn** carries a dead fish into the party’s camp or ship. The fish perks up and speaks with Grandmother Callendra’s voice: “You’ll find your price at the eastern promontory, at the edge of Ishau. Take it and go, and never return!”

If the characters don’t relish the thought of destroying something precious, the hags settle for a character sacrificing their own beauty.

A character who chooses this option becomes hideously ugly in some way, and gain the **Blackwater Twist** story award. This usually manifests as a physical deformity or twist, but runs deeper and damages the character’s essential nature.

Once the price is paid, the hags gleefully create a dose of *blackwater elixir* for the party. Their disguises melt away, revealing their true forms. The three gather together and fish a barnacle-crusting human skull with the top of the cranium missing out of a robe. They each vomit black bile into the skull, and stir it around with a dead fish while cackling and chanting.

Grandmother Callendra then happily presents it to the character who paid the price.

“Here you are, poppet! Whoever drinks this will learn the secret you’re looking for.” She grins, revealing black-stained piranha-like teeth.

Dintessa speaks up in her guttural croak “Have a care, there’s a price to pay so keep your friends close. There is danger for whoever drinks it, but you’re strong. We’re sure you can save them.”

All three hags cackle madly and shuffle back a step, watching intently.

If questioned as to the danger or the price, the hags merely shrug, and say the price is different for everyone. They suspect, however, that the answer the characters seek will draw the dead out to try and take back what’s theirs.

SECRET MISSION: ZHENTARIM

To fulfil their secret mission, members of the Zhentarim must acquire a second dose of elixir. This comes across as greedy and irritates the hags, causing them to become less amiable. A successful DC 20 Charisma (Persuasion) check convinces them to create one (and only one) more dose of *blackwater elixir* which they give over in a moldering ceramic flask. If a Zhentarim member agrees to pay the hags’ price again, reduce the DC to 10.

If they do so, a minor curse settles over the Zhentarim members. The curse ends when the creatures are defeated. (see Tricks of the Trade, below).

B. THE HARROWING

Now that they have the *blackwater elixir*, the party is ready to take the next step of their journey. Drinking the elixir (which has an aura of necromancy magic) reveals the path to the Ramshackle Court, but it also draws out fiendish and undead creatures intent on taking back the stolen bits of soul, along with the character’s own as well!

When a character drinks the elixir:

The potion has a surprisingly mild taste, though it isn’t remotely pleasant. Your body goes cold, and images and whispers begin to float through your mind. Before you can make sense of the emerging knowledge, the area around you roils with shadows. A hulking, gaunt figure and undead shades emerge! The giant is nearly skeletal, with its ribcage exposed. Inside the cage of bone burns sickening green flame. Within the fire you can see a terrified humanoid figure, writhing and shrieking in agony!

A **devourer**, **three wraiths**, and **three ghosts** strike at the characters. The devourer has a dying **commoner** trapped in its rib cage.

ADJUSTING THIS ENCOUNTER

- **Very Weak.** Remove two **wraiths** and two **ghosts**. Remove the trapped **commoner**
- **Weak.** Remove one **wraith** and one **ghost**.
- **Strong.** Add a second **devourer**.
- **Very Strong.** Add a second **devourer** and a fourth **ghost**. Increase the save DC of the ghosts’ Possession action to 16.

TRICKS OF THE TRADE

Consider the following:

The devourer and undead are enraged by the *blackwater elixir*’s tampering with souls, and they focus their attacks on the character who drank the elixir if possible. This can get very dangerous very quickly, so the creatures’ focus is obvious to the party even before the creatures act.

The devourer and undead have advantage on initiative checks, and on attack rolls against the cursed characters. The cursed characters have a –1 penalty on saving throws made against the creatures.

The creatures are equally enraged at cursed Zhentarim. The ghosts spend their first turn attempting to possess cursed characters.

The devourer’s Large size allows it to ignore difficult terrain while wading.

DEVELOPMENT

When the party defeats the fiend and undead, the Blackwater Three congratulate the characters, and sincerely wish them luck in their search. Before the hags go about their business, assuming the characters let them go peacefully, they point out an old, but still watertight sea chest in a ruined building that might be of interest to them. The hags hope the characters take the treasure and be more inclined to leave them in peace. If the hags don’t point out the chest, the characters can discover it with a successful DC 20 Wisdom (Perception) check.

If the party insists on attacking the hags after acquiring the elixir, twelve **sea spawn** arise from the water to attack the characters, intent on grappling and impeding them so the hags can escape. The spawn are immune to the hags’ Horrific Appearance.

If the hags’ Horrific Appearance frightens any characters, they use Death Glare on those characters to try and slow the party down. Failing that, they cast *phantasmal killer* and *eyebite* to frighten two characters, and the final one uses her Death Glare before they all dive into the water and swim to safety.

TREASURE

The chest contains two *potions of greater healing*, along with 200 gp and several sets of Medium-sized

sets of sailor's outfits (traveler's clothes worth a total of 12 gp).

B1. DREAMS OF THE DEAD

A character who drinks the *blackwater elixir* notices strange thoughts floating through their mind.

Fragments of memories like a barely-remembered dream suggest fear, desperation, the crashing waves of the open sea in a storm, dark water and panic, but nothing more coherent. A successful DC 15 Wisdom (insight) check reveals the dreamlike connection of the memory fragments, suggesting that dreams may be the answer.

The next time the character sleeps, they have vivid nightmares reliving the harrowing experiences of the long-dead pirate captain Vartagan Blacktide (the character knows the name and general character of Blacktide as a result). The character experiences Blacktide's perspective as he desperately evades Alieria Dunveil the pirate hunter, flees to Chult, and narrowly escapes death when the ships sink. The image of Alieria Dunveil looms large as a mostly black silhouette wielding a blade of ice.

The final moments of the dream show Blacktide and a few bedraggled survivors of his crew stumbling through the jungle near death, until they find a strange human dressed in archaic Waterdhavian finery.

The character snaps awake, and from that point on knows the path to the Ramshackle Court through the jungle as if from a distant memory.

XP AWARD

For acquiring the *blackwater elixir* and discerning the location of the Ramshackle Court, award each character 1,000 XP.

PART 3. DEATHLESS VENDETTA IN THE RAMSHACKLE COURT

Estimated Duration: 90 minutes

The characters can now make their way through the jungle to the hidden Ramshackle Court thanks to the stolen memories of a long-dead pirate captain. Once there, they must take care to make a good impression on the **Ramshackle King** in the hopes that he'll reveal what he knows of the yuan-ti's dark plans.

Even if the characters impress him with their courtesy or bravado, his Majesty won't give up his secrets lightly. He demands a service in payment for his aid, in the form of ridding him of an annoyingly dangerous rival from years past. If the party agrees to rid him of his enemy, the Ramshackle King tells them what they wish to know.

The journey southeast from Ishau to the Ramshackle Court spans about 50 miles. At a normal pace, the trek takes 5 days. The character who drank the *blackwater elixir* sees vivid hallucinations on the way, as elements from the pirate captain's travels stand out, marking the path.

- Apparitions of dead pirates stare with blank eyes, silently watching the character pass.
- Phantom cries for help reach the character's ears if they become lost, the voices desperately screaming for help in echoes of their deaths decades prior.
- The character can't shake the feeling that they know each phantom personally.

GENERAL FEATURES

The jungle leading to and surrounding the Ramshackle Court has the following features.

Terrain. The jungle is dense and seemingly trackless. It is difficult terrain, and limits normal pace travel to 10 miles (or 1 hex) per day.

Weather. The weather continues to be half fair, half rain. The rain makes travel miserable, but affords plenty of opportunity to collect potable water. The heat is oppressive as usual, and characters must drink 2 gallons of water per day to stave off dehydration (see *Tomb of Annihilation* or the *Dungeon Master's Guide*).

Light. During the day dim light filters through the canopy, but the dense foliage limits visibility to 1d6 x 10 feet.

Smells and Sounds. The sounds of birds and other small animal life are constant. Patter or rush of rain on the foliage. The smell of wet earth and plant life. Distant cries of great jungle predators. The occasional stench of rot emanating from destroyed undead, some killed by weapons, others by teeth and claws.

A. THE RAMSHACKLE COURT

Fifty miles due east of the ruins of Hisari lies the Ramshackle Court. The Court is a strange sight indeed, composed of a half dozen or so shipwrecks suspended in the dense jungle canopy around a central galleon hulk. Shortly after the court's founding, a grateful tabaxi shaman wove a permanent *Mordenkainen's private sanctum* over the entire settlement after the Ramshackle King saved the tabaxi's tribe, so the area is impervious to divination, teleportation, and planar travel magic.

The blurring effect of the spell also makes it incredibly difficult for simple explorers to locate it, and the courtiers see to it that unwelcome visitors don't carry word of their home away into the world.

When the characters breach the boundaries of the Court, the sentries notice them immediately.

The dense foliage seems to almost actively resist your efforts to push ahead, and the undergrowth weaves and blurs together before you in a dizzying manner. With one last hack into the vines, you stumble into an area cleared of undergrowth.

While not a true clearing, the jungle floor is meticulously clear of large plant life, and lights draw your eyes up to the thick canopy. Ship hulls perch in the treetops, with suspended walkways, platforms, ladders, and staircases linking each to the others. Lights burn on the ships' decks and through portholes, and startled faces stare down at you from above.

A dozen more figures approach from behind the trees on the ground, leveling weapons at you. "Explain your presence here," demands a dark-eyed Chultan woman. The head of her mace erupts into purple flame.

The leader of the group facing the party is Azuil, one of three **warlocks of the fiend** who serve as the Ramshackle King's right hands and body guards. The rest of the welcome committee consists of a **gladiator**, five **spies**, and five **tribal warriors** (these stat blocks appear in the *Monster Manual*, it's unlikely the party ends up fighting them).

If the characters explain their presence without resorting to violence, Azuil grudgingly agrees to bring them to the Ramshackle King so he can decide their fate. If they decide to fight for some reason, the party may find themselves quickly facing down nearly one hundred Ramshackle Court combatants (more NPCs as described above, as well as **guards**, **veterans**, **acolytes**, and **priests**).

When convinced, Azuil brings the party to one of the outer trees supporting the ships above. She gives a terse word to one of her companions, who blows a short series of notes on a whistle. With a clattering from above, a wooden spiral staircase unfolds from the ship's hull and descends on an intricate network of ropes, allowing access to the suspected village.

Azuil leads the way to the largest ship in the center, the home of the Ramshackle King.

A1. THE RAMSHACKLE KING

The main hold of the galleon serves as the King's audience hall. The Ramshackle King is an eccentric creature. Though he looks and acts the part of a mad aristocrat, the truth is he is anything but.

The King is actually a rakshasa who revels in the adoration of his Court. The two Chultan women by the throne are Naboli and Zaidi, the remaining two warlocks.

Thick, exotic carpets soften the floor, and a large throne made of an amalgamation of ship lumber and jungle wood rests against the far wall. There sits the Ramshackle King himself. A middle-aged human man, he is clearly no native of Chult. His complexion and manner of dress mark him as hailing from the Sword Coast, perhaps from Waterdeep, though it's difficult to tell.

His attire was once rich and sumptuous, befitting nobility, but it is archaic in style and threadbare.

"Well, well!" he announces in a deep, almost musical voice. "It is not often that supplicants find their way to the Ramshackle Court! I am pleased to receive you. Or is it dismayed? Ah no matter, time will tell, wouldn't you say my dears?"

He addresses this question to two Chultan woman flanking the throne, both are dressed and armed similarly to the woman who led you up.

"So let us hurry time along. Who are you, and why have you come?"

The King can offer the following information:

- If asked about the yuan-ti: *"The snake people, yes. They slither through the shadows seeking to devour the light. I know them better than I care to."*
- Regarding the Blackwater Three: *"Hags you say? Intriguing. How very clever of them to suck the marrow from dead bones to find me. I should see to that someday."*
- Regarding Acererak or the Soulmonger: *"The deathly wasting caused quite a stir here. We lost several of our loved ones forever to the dark*

architect of that calamity. May he rot in the blackest of the Nine Hells."

ROLEPLAYING THE RAMSHACKLE KING

The fiend has built a dedicated community, more of a cult, around himself in his jungle fastness. What originally started off as a simple ploy for servants and power has grown into something more, and the Ramshackle King now believes his own fictions.

He styles himself as a gentleman pirate (a continuing legacy of the original members of his cult) crossed with an eccentric aristocrat. His speech is even and measured, and quite grandiose. At the same time, he often seems distracted, answering questions no one asked, and making comments that don't fit the flow of conversation.

He dresses in archaic finery: lace ruffs around his wrists and collar. His waistcoat has long tails, and though is made of fine silk, has become threadbare and stained. His black leather, high-heeled shoes and their silver buckles are polished, and his long, curly black hair tumbles from beneath a wide brimmed but battered hat, seated at a jaunty angle on his head. A colorful ostrich feather rises from the hat, bent at a sharp angle midway up.

The King has little fear of his true nature coming to light between his limited magic immunity and his **Mind Shielded** trait—which protects him from spells as well as effects that reveal his true nature, such as Divine Sense.

The sudden appearance of uninvited visitors intrigues the King, and rather than being upset when he discovers how the characters found his court, he is amused and congratulates their ingenuity. In truth, he now recognizes this opportunity and seeks to use the characters to further his own ends.

When the characters make their request for information of him, he pretends to consider for quite some time. Hemming and dramatically shifting his pose on the throne. A successful Wisdom (Insight) check opposed by the King's Charisma (Deception) reveals that he's only pretending to wrestle with the decision of whether or not to help.

The King sighs deeply. "Your plight has moved me, new friends, and I should dearly love to help. Alas, for the moment my attention must remain focused on a dire threat to my Court." He taps his chin thoughtfully.

"But perhaps we can help one another. Though for now I have been able to protect my people against this foul outsider, she has proven too powerful for me to vanquish, at least not without risking many lives in the process. You though," he narrows his eyes shrewdly.

“You are quite strong and resourceful. Undertake this task for me. Rid my Court of the abomination that haunts it, and I shall be in your debt, and promptly repay it with the secrets you seek”.

If questioned further about this thread, the King offers the following information:

- A powerful undead creature seeks to destroy the entire Ramshackle Court.
- The undead was a woman in life who pursued a vendetta against one of the first Courtiers.
- He can provide a basic overview from the history of Alera Dunveil and Captain Blacktide, all of which resonates with the character that drank the elixir.
- The undead Alera is a terrifying warrior in black armor with fell magics at her disposal, and she marshals lesser undead to her will.
- Alera lairs in an abandoned yuan-ti temple, about a day’s trek from the Ramshackle Court. He provides accurate directions.
- Any mention of Alera Dunveil fills the character who drank the *blackwater elixir* with dread.
- Characters who attempt to puzzle out Alera’s nature from the King’s descriptions can identify her as a **death knight** with a successful DC 18 Intelligence (Religion) check.

FACTION ASSIGNMENT: HARPERS

Members of the Harpers in the party have a secondary goal in the Court, and must find a way to plant the modified sending stone in the Ramshackle King’s personal chambers. A DC 16 Wisdom (Perception) or Intelligence (Investigation) check discerns the location of the King’s chambers adjoining the audience hall.

Silver-tongued characters can convince the King to speak with them in private with a successful Charisma (Persuasion) or (Deception) check opposed by the King’s Wisdom (Insight). Once in private, it’s a simple matter to slip the stone somewhere innocuous with a successful Dexterity (Sleight of Hand) check against the Ramshackle King’s passive Perception.

Alternatively, one character might occupy the court’s attention in some fashion, while the Harper tries to slip away briefly to plant the stone. Without a distraction of some kind, or magic, it’s not possible for a character to slip away unnoticed, but in the right circumstances (such as a bard or entertainer spinning a thrilling tale for the Court) the character can slip away long enough to plant the stone with a successful DC 15 Dexterity (Stealth) check.

DEVELOPMENT

If the characters agree to hunt down and destroy Dunveil, the Ramshackle King leaps up and thanks them in an almost too enthusiastic manner, shaking hands and clapping shoulders, and double cheek-kisses.

He promises not only the information they seek, but the Court’s full hospitality and a sumptuous feast upon their triumphant return.

B. THE ABANDONED TEMPLE

Once the party agrees to strike out against Alera Dunveil, their journey to the death knight’s lair takes a single day’s travel at a normal pace.

The sounds of jungle life die away as the hours pass, until finally the only sound is your own steps in the undergrowth. Soon you see signs of blight and death in all the plants around you, as if the jungle is struggling to survive.

Finally, you come to a crumbled stone structure, a small covered entry way sheltering stairs leading down into the earth. Two tumbled statues are now little more than rubble strewn before the doorway.

The crumbled status once depicted yuan-ti abominations. Worn relief carvings of snake people sacrificing Chultans to Dendar the Night Serpent adorn the walls of the stairwell leading down.

B1. CORRUPTED SANCTUM

The main sanctuary of the ancient temple.

The stairs lead twenty feet down, opening into a long temple sanctuary. The humid heat of the jungle freezes in the stairwell, and your breath fogs in the frigid air.

Shattered rubble is all that remains of the altar that once stood near the east wall. A low stone brazier sits in the center of the room, coals smolder in the bowl, shedding dim light.

To the north and south, intricate stone latticework carved to resemble writhing serpents section off narrow galleries.

Several iron torch sconces on the walls burn with low, green flames. In the dim light cast by these torches, a figure in black plate armor stands before the destroyed altar.

When you enter, it turns toward you, revealing a skeletal face overlaid with the phantom image of a pale woman. Her eye sockets burn with red pinpoints of light, and she draws a long thin blade made of steaming ice that glows blue.

“You,” Alera Dunveil’s hollow voice slices across the room. “I smell the stink of Blacktide on you. At last, death will have her due!”

Aliera Dunveil (a **death knight**) bides her time, waiting in the desecrated temple for her next foray against the Ramshackle Court. She is attended by a **corrupted yuan-ti archmage**.

The presence of Aliera's *frostbrand*, coupled with the unholy energy seeping into the temple ruin combine to create a frigid environment. The entire temple is wracked with biting cold; each creature that starts its turn within the abandoned temple must succeed on a DC 12 Constitution saving throw or gain 1 level of exhaustion. Constructs, undead, or creatures wearing cold weather clothing, or who are resistant or immune to cold damage are immune to this effect.

The temple is made of fitted stone with 15-foot-high ceilings. The area is dimly lit by the coals and ghostly *continual flame* torches.

B2. GALLERIES

These side galleries once held slaves awaiting the sacrificial knife. Two **bodaks** hide in the galleries, one in each. Aliera created the undead here by torturing and corrupting the last of the pureblood yuan-ti priests who once worshipped here.

The entrance to each gallery is a **secret door** in the stone lattice work. A DC 18 Wisdom (Perception) check reveals both the doorway, and the puzzle lock built into the carved snakes that opens the door. Operating the lock requires a DC 20 Intelligence (Investigation) check, or Dexterity check made in conjunction with a set of thieves' tools.

Most weapon attacks can't pass through the lattice. Arrows and other thin (less than 1 inch) piercing weapons can, but the lattice provides **three-quarters cover** against such attacks. A 5-foot section of lattice is AC 18, has 30 hit points, and is immune to poison and psychic damage if attacked directly.

ADJUSTING THIS ENCOUNTER

- **Very Weak.** Remove a **bodak** and the **corrupted yuan-ti archmage**; eliminate the exhaustion due to cold.
- **Weak.** Remove the **corrupted yuan-ti archmage**; eliminate the exhaustion due to cold.
- **Strong.** Increase the exhaustion's saving throw DC to 15.
- **Very Strong.** Increase the exhaustion's saving throw DC to 15; **Aliera's** hit points are increased to 250, and she has the benefit of a *foresight* spell.

TRICKS OF THE TRADE

Consider the following:

Aliera wastes no further words on these intruders, because she can feel the fragments of Vartagan Blacktide's soul residing within the character who drank the blackwater elixir.

The death knight opens with a Hellfire Orb if she can catch multiple characters in its area without hitting her bodak allies. She then casts *banishment* using a 5th level spell slot to take two characters out of the fight before she wades into melee, intent on killing everyone in sight.

She fights to the death and offers no quarter.

The archmage uses *counterspell* against any character that tries to counter one of its own or Aliera's spells (especially *banishment*), or to shut down any large damaging or debilitating spells.

The bodaks remain in the galleries, using their Aura of Annihilation, Death Gaze, and Withering Gaze to slay all intruders. Their abilities easily pass through the lattice work that sections the galleries off from the sanctum.

The character who drank the *blackwater elixir* knows Aliera Dunveil as if she'd hunted the character their entire life. The character is frightened of Aliera as long as she is within 60 feet. The shards of Captain Blacktide's soul within the character impart these feelings of dread.

TREASURE

Aliera carries *Bitter Wrath*. The bodak in the north gallery carries a forgotten *potion of speed* in a moldering pouch amidst its tattered priest vestments.

Scattered throughout the galleries and the rubble of the altar are gold and silver trappings of the ceremonies once held here (chalices, sacrificial knives, and tablets) worth a total of 4,000 gp.

CONCLUSION

With Aliera Dunveil destroyed, the characters can return to the Ramshackle King to claim their reward. True to his word, the King and his Court throw a lavish celebration and feast in honor of the party's deeds.

In payment for the tremendous service, the Ramshackle King reveals that the yuan-ti are moving to open the gates sealing away one of their fell gods, Dendar the Night Serpent. There is a place in Chult where fire splits the earth, and soot chokes the very sky. In the depths of that land of fire and ash lies the doorway to the Night Serpent's prison. Characters that succeed on a DC 11 Intelligence (History) check believe that the Ramshackle King is describing the Land of Ash and Fire—likely a good place to investigate. Characters that have a Chultan guide with them make this check with advantage. This information alludes to DDAL07-10 *Fire, Ash, and Ruin*, and later adventures as well.

If there are any Harper members in the party who still need to plant their *sending stone* to complete the

faction assignment, the party offers ample opportunity to slip away unnoticed with a successful DC 12 Dexterity (Stealth) check.

Once the characters have eaten their fill, celebrated their victory, and replenished their stores, they can set out for Port Nyanzaru via their own magical means, or by retracing their steps to the waiting *Nathir* anchored in Refuge Bay. Upon their return to Port, Soggy Wren gleefully pays them their promised price.

XP AWARD

If they successfully retrieve the Ramshackle King's information, award each character 1,500 XP.

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 (MIN/MAX XP: 10,125/13,500)

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
Bodak	2,300
Death Knight	18,000
Devourer	10,000
Ghost	1,100
Roc	7,200
Sea Spawn	200
Wraith	1,800

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Acquiring <i>blackwater elixir</i>	1,000
Retrieving the King's information	1,500

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
Roc Feathers	500 per roc
Sea chest	212
Temple Treasures	4,000
Upon Completion	1,000 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*.

BITTER WRATH (FROSTBRAND RAPIER)

Weapon (rapier), very rare (requires attunement)

This extraordinary weapon is crafted from a single piece of ice with a pommel wrapped in braided leaves. If wielded in temperatures in excess of 90 degrees, rivulets of water run down its blade—soaking the hand holding it. Despite this, it never melts away. This item can be found in **Player Handout 1**.

POTION OF GREATER HEALING

Potion, uncommon

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

POTION OF SPEED

Potion, very rare

This potion is contained in a wax-sealed stone vial carved with snake motifs. This item can be found in the *Dungeon Master's Guide*.

PLAYER REWARDS

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

Members of the Harpers that successfully plant the *sending stone* in the Ramshackle King's chambers earn **one additional renown point**.

Members of the Zhentarim (rank 2 or higher) that return a sample of *blackwater elixir* to Pock-marked Poe earn **one additional renown point** and mark the completion of a secret mission on their adventure logsheet.

STORY AWARD

The characters have the opportunity to earn the following story award:

Blackwater Twist. You bartered away your own beauty to the Blackwater Three in exchange for secret knowledge. Something about you, be it physical or spiritual, becomes twisted and hideous. This story award is described in Player Handout 2.

DM REWARDS

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:

Soggy Wren (REN). Wren is a Ffolk human who has lived in Chult many years. He has a great love of drink and merriment, and true to his nickname is almost never encountered sober. Wren is the leader of the Harpers in Port Nyanzaru, and spends most of his time in the Market Ward

Pock-marked Po (POE): Zhentarim. Po suffers the effects of the disease that almost killed him. His face is heavily scarred, he is blind in one eye and he walks with a stooped gait. He travels with a cadre of Chultan women that handle the dealings he can't because of his gnarled hands. He never loses his temper, is cunning, and has a silver tongue.

The Ramshackle King. An eccentric, and quite mad, rakshasa masquerading as a human aristocrat. He knows much despite his oddity, and can be either a powerful ally or a terrifying foe.

Aliera Dunveil (Ah-LEE-ra DUNN-vale). A death knight obsessed with the destruction of the Ramshackle King and all of his court. Dunveil lairs in a ruined yuan-ti temple near the Ramshackle Court, and has corrupted several of the snake people into undeath alongside her.

The Blackwater Three. A powerful sea hag coven that claimed the waters surrounding Ishau as their own. They draw fragments of souls of drowned and slain travelers from the water, using them to steal forbidden secrets.

APPENDIX. MONSTER/NPC STATISTICS

ALIERA DUNVEIL (DEATH KNIGHT)

Medium undead, chaotic evil

Armor Class 20 (plate, shield)

Hit Points 180 (19d8 + 95)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +6, Wis +9, Cha +10

Damage Immunities necrotic, poison

Damage Resistances fire

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Common

Challenge 17 (18,000 XP)

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

Marshal Undead. Unless Alieria is incapacitated, she and undead creatures of her choice within 50 feet of her have advantage on saving throws against features that turn undead.

Special Equipment. Alieria carries *Bitter Wrath*, a frostbrand rapier

Spellcasting. Alieria is a 19th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). She has the following paladin spells prepared:

1st level (4 slots): *command*, *compelled duel*, *searing smite*

2nd level (3 slots): *hold person*, *magic weapon*

3rd level (3 slots): *dispel magic*, *elemental weapon*

4th level (3 slots): *banishment*, *staggering smite*

5th level (2 slots): *destructive wave* (necrotic)

ACTIONS

Multiattack. Alieria makes three Bitter Wrath attacks.

Bitter Wrath (frostbrand rapier). *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 18 (4d8) necrotic damage and 3 (1d6) cold damage.

Hellfire Orb (1/day). Alieria hurls a magical ball of fire that explodes at a point she can see within 120 feet of her. Each creature in a 20-foot-radius sphere centered

on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Parry. Alieria adds 6 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

BODAK

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	7 (-2)	12 (+1)	12 (+1)

Skills Perception +4, Stealth +6

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

Damage Immunities lightning, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal, Common, Draconic

Challenge 6 (2,300 XP)

Aura of Annihilation. The bodak can activate or deactivate this feature as a bonus action. While active, the aura deal 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

Death Gaze. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 13 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, it must immediately make the saving throw.

Sunlight Hypersensitivity. The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Fist. Melee Weapon Attack: +5 to hit, reach 5 ft. one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 9 (2d8) necrotic damage.

Withering Gaze. One creature that the bodak can see within 60 feet of it must make a DC 13 Constitution saving throw, taking 22 (4d10) necrotic damage on a

failed save, or half as much damage on a successful one.

CORRUPTED YUAN-TI ARCHMAGE

Medium undead, chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	21 (+5)	15 (+2)	18 (+4)

Saving Throws Int +9, Wis +6

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Aarakocra, Common, Draconic, Dwarvish, Elvish

Challenge 12 (8,400 XP)

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

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

At will: *animal friendship* (snakes only), *poison spray*
1/day: *suggestion*

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *fire shield*, *greater invisibility*

5th level (3 slots): *cone of cold*, *scrying*, *wall of force*

6th level (1 slot): *circle of death*

7th level (1 slot): *finger of death*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

* The archmage starts with these spells cast on itself

ACTIONS

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

DEVOURER

Large fiend, chaotic evil

Armor Class 16 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	13 (+1)	10 (+0)	16 (+3)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, telepathy 120 ft.

Challenge 13 (10,000 XP)

ACTIONS

Multiattack. The devourer makes two claw attacks and can use either *Imprison Soul* or *Soul Rend*.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 21 (6d6) necrotic damage.

Imprison Soul. The devourer chooses a living humanoid with 0 hit point that it can see within 30 feet of it. That creature is teleported inside the devourer's ribcage and imprisoned there. A creature imprisoned in this manner has disadvantage on death saving throws. If it dies while imprisoned, the devourer regains 25 hit points, immediately recharged *Soul Rend*, and gains an additional action on its next turn. Additionally, at the start of its next turn, the devourer regurgitates the slain creature as a bonus action, and the creature becomes an undead. If the victim had 2 or fewer Hit Dice, it becomes a **zombie**. If it had 3 to 5 Hit Dice, it becomes a **ghoul**. Otherwise, it becomes a **wight**. A devourer can imprison only one creature at a time.

Soul Rend (Recharge 6). The devourer creates a vortex of life-draining energy in a 20-foot radius centered on itself. Each humanoid in that area must make a DC 18 Constitution saving throw, taking 44 (8d10) necrotic damage on a failed save, or half as much damage on a successful one. Increase the damage by 10 for each living humanoid with 0 hit points in that area.

DRAGON TURTLE

Gargantuan dragon, neutral

Armor Class 20 (natural armor)

Hit Points 341 (22d20 + 110)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +6, Con +11, Wis +7,

Senses Darkvision 120 ft., passive Perception 11

Languages Aquan, Draconic

Challenge 17 (18,000 XP)

Amphibious. The dragon turtle can breathe air and water.

ACTIONS

Multiattack. The dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 16 (2d8+7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.

Steam Breath (Recharge 5-6). The dragon turtle exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

GRANDMOTHER SEA HAG

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 142 (19d8 + 57)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	10 (+0)	18 (+4)	12 (+1)	18 (+4)

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

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common, Giant

Challenge 7 (2,900 XP)

Amphibious. The hag can breathe air and water.

Shared Spellcasting. While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

1st level (4 slots): *identify*, *ray of sickness*

2nd level (3 slots): *hold person*, *locate object*

3rd level (3 slots): *bestow curse*, *counterspell*, *lightning bolt*

4th level (3 slots): *phantasmal killer*, *polymorph*

5th level (2 slots): *contact other plane*, *scrying*

6th level (1 slot): *eyebite*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability (spell save DC 16, +8 to hit with spell attacks).

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 15 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Death Glare. The hag targets one frightened creature she can see within 30 feet of her. If the target can see the hag, it must succeed on a DC 15 Wisdom saving throw against this magic or drop to 0 hit points.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the hag can take a lair action to cause one of the following effects, but can't use the same effect two rounds in a row:

- Until initiative count 20 on the next round, the hag can pass through solid walls, doors, ceilings, and floors as if the surfaces weren't there.
- The hag targets any number of doors and windows that she can see, causing each one to either open or close as she wishes. Closed doors can be magically locked (requiring a successful DC 20 Strength check to force open) until she chooses to unlock them, or until she uses this lair action again to open them.
- The hag fills up to four 10-foot cubes of water with ink. The inky areas are heavily obscured for 1 minute, although a steady, strong underwater current dispersed the ink on initiative count 10. The hag ignores the obscuring effect of the ink.
- The hag chooses one humanoid within the lair and instantly creates a simulacrum of that creature (as if created with the *simulacrum* spell). This hideous simulacrum is formed out of seaweed, slime, half-eaten fish, and other garbage, but still generally resembles the creature it is imitating. The creature acts on initiative count 0 (losing ties). This simulacrum obeys the hag's commands and falls to pieces (and is destroyed) on initiative count 20 on the next round (losing ties).

GHOST

Medium undead, chaotic evil

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

RAMSHACKLE KING (RAKSHASA)

Medium fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	13 (+1)	16 (+3)	20 (+5)

Skills Deception +10, Insight +8

Damage Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 13 (10,000 XP)

Limited Magic Immunity. The Ramshackle King can't be affected or detected by spells of 6th level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. The Ramshackle King's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The Ramshackle King can innately cast the following spells, requiring no material components:

At will: *detect thoughts, disguise self, mage hand, minor illusion*

3/day each: *charm person, detect magic, invisibility, major image, suggestion*

1/day each: *dominate person, fly, plane shift, true seeing*

Mind Shielded. The Ramshackle King is immune to magic that allows other creatures to read his thoughts, determine whether he is lying, know his alignment, or know his creature type.

ACTIONS

Multiattack. The Ramshackle King makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Roc

Gargantuan monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 248 (16d20 + 80)

Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	9 (-1)

Saving Throws Dex +4, Con +9, Wis +4, Cha +3

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 11 (7,200 XP)

Keen Sight. The roc has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The roc makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage.

Talons. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target.

SEA SPAWN

Medium humanoid, neutral evil

Armor Class 11 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	8 (-1)

Senses darkvision 120 ft., passive Perception 10

Languages understands Aquan and Common but can't speak

Challenge 1 (200 XP)

Limited Amphibiousness. The sea spawn can breathe air and water, but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

ACTIONS

Multiattack. The sea spawn makes three attacks: two unarmed strikes and one with its tentacle.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12) if it is a Medium or smaller creature. Until this grapple ends, the sea spawn can't use this tentacle on another target.

WARLOCK OF THE FIEND

Medium humanoid (human), lawful neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +4, Deception +7, Persuasion +7, Religion +4

Damage Resistances slashing damage from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 7 (2,900 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma (spell save DC 15). The warlock can innately cast the following spells, requiring no material components:

At will: *alter self, false life, levitate (self only), mage armor (self only), silent image*

1/day each: *feeblemind, finger of death, forcecage*

Spellcasting. The warlock is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its spell slots when it finishes a short rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, fire bolt, friends, mage hand, minor illusion, prestidigitation, shocking grasp*
1st–5th level (4 5th-level slots): *banishment, burning hands, flame strike, hellish rebuke, magic circle, scorching ray, scrying, stinking cloud, suggestion, wall of fire*

Dark One's Own Luck (Recharges after a Short or Long Rest). When the warlock makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

ACTIONS

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 10 (3d6) fire damage.

WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+3)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

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

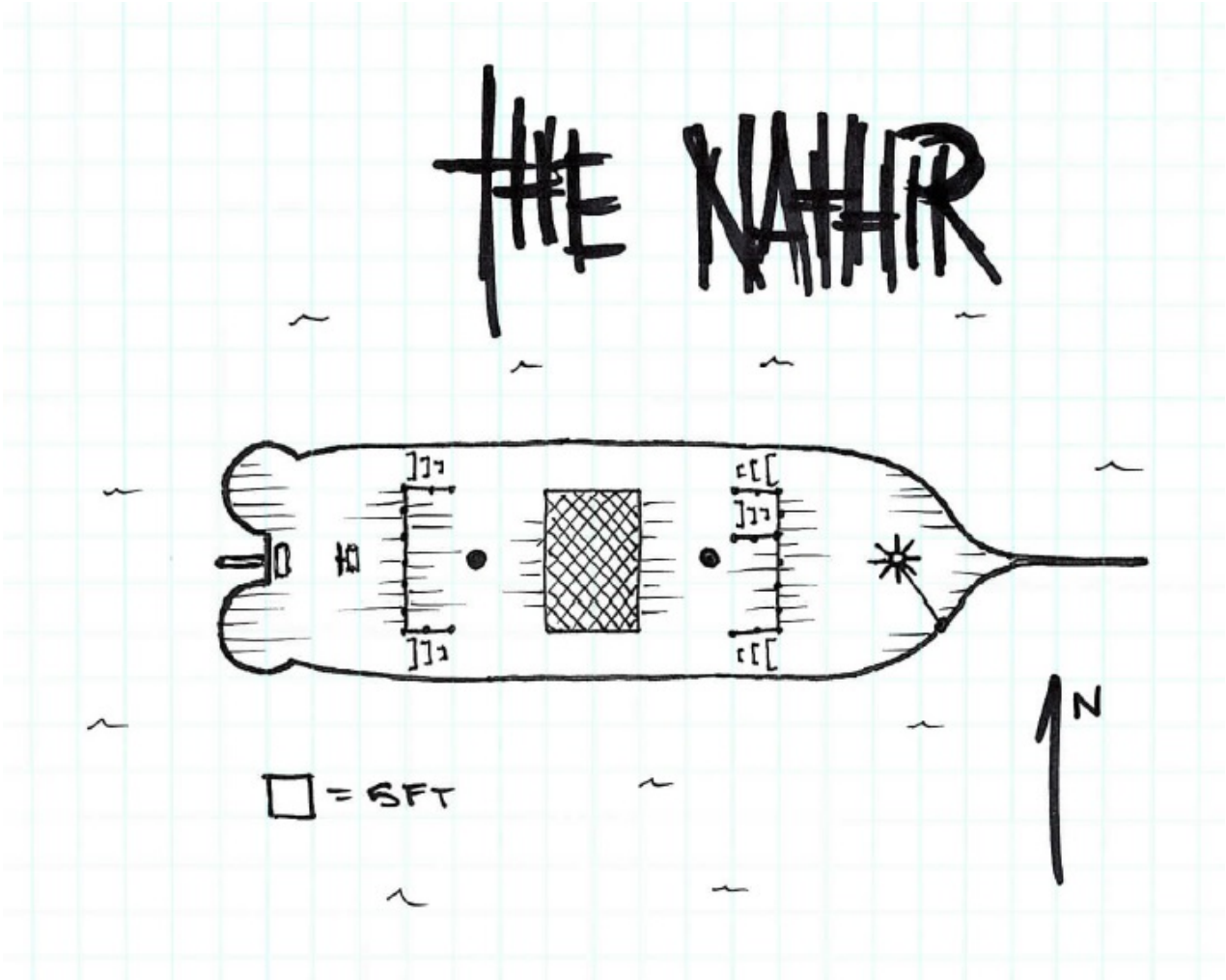
Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

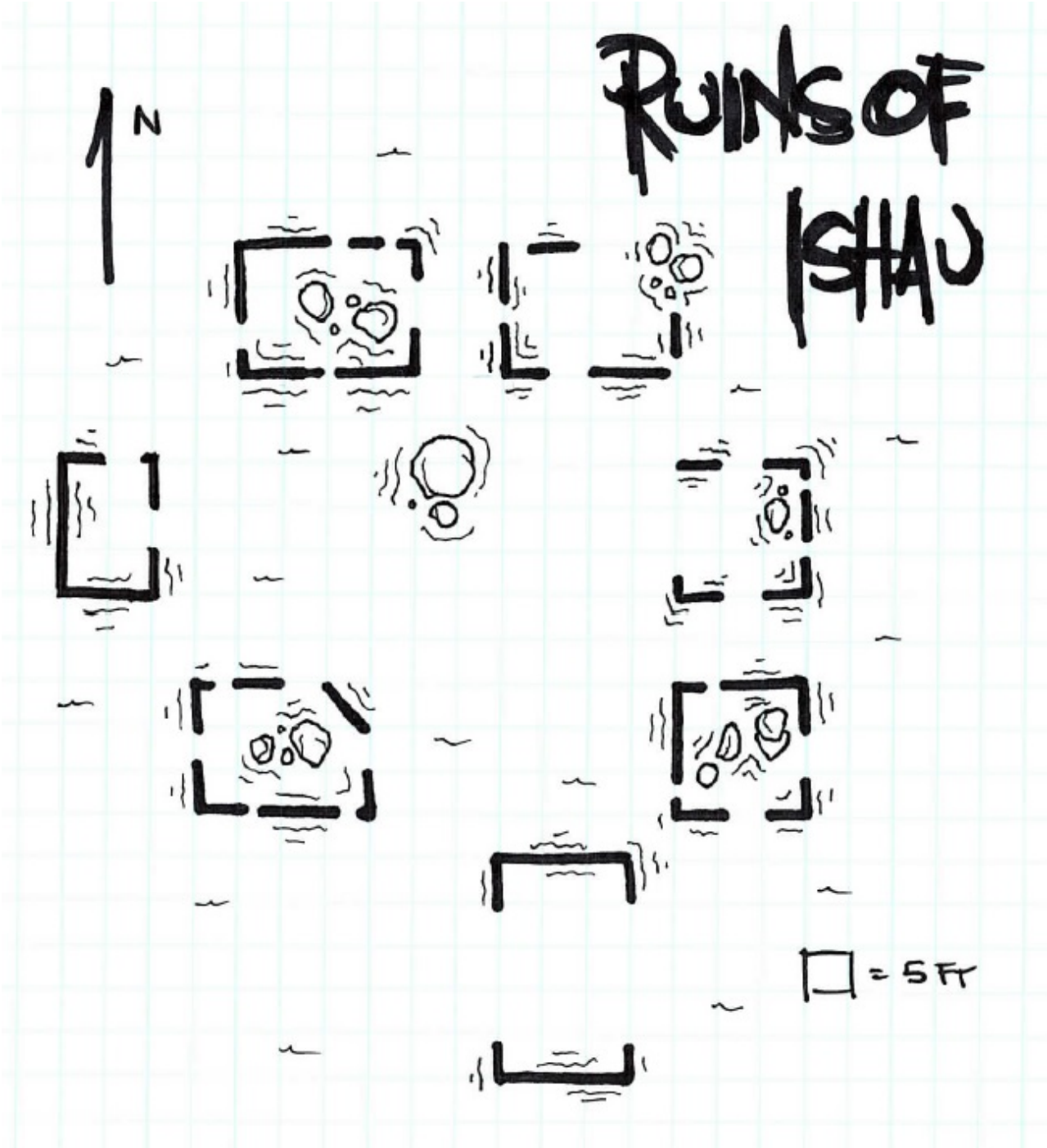
Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

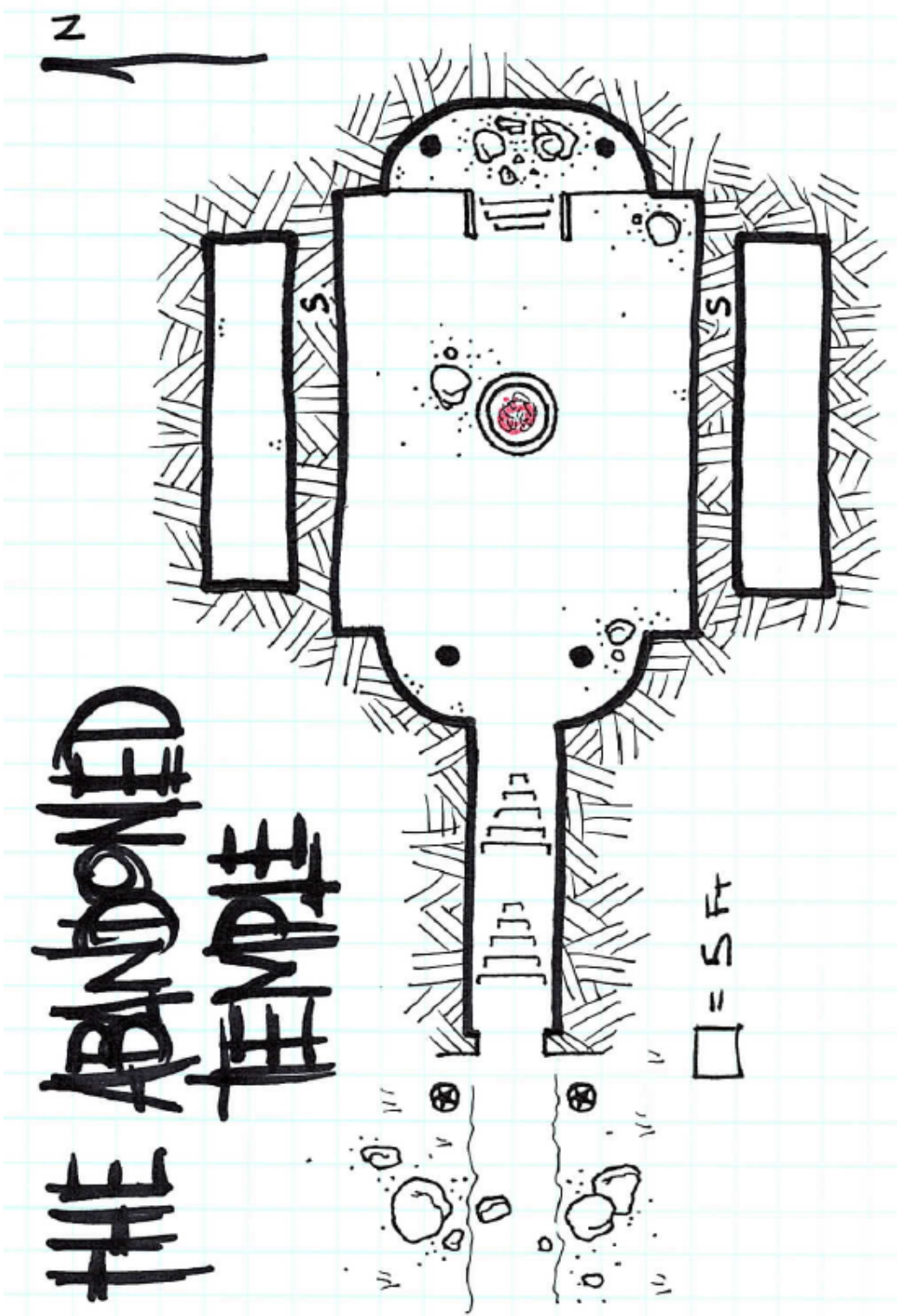
APPENDIX. SHIP DECK MAP



APPENDIX. RUINS OF ISHAU MAP



APPENDIX. ABANDONED TEMPLE MAP



PLAYER HANDOUT 1. MAGIC ITEM

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

BITTER WRATH (FROSTBRAND RAPIER)

Weapon (rapier), very rare (requires attunement)

When you hit with an attack using this magic sword, the target takes an extra 1d6 cold damage. In addition, while you hold the sword, you have resistance to fire damage.

In freezing temperatures, the blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of you. This property can be used no more than once per hour.

This extraordinary weapon is crafted from a single piece of ice with a pommel wrapped in braided leaves. If wielded in temperatures in excess of 90 degrees, rivulets of water run down its blade—soaking the hand holding it. Despite this, it never melts away. This item can be found in the *Dungeon Master's Guide*.

PLAYER HANDOUT 2. STORY AWARD

During the course of this adventure, the characters may earn the following story award:

BLACKWATER TWIST

You bartered away your own beauty to the Blackwater Three in exchange for secret knowledge. Something about you, be it physical or spiritual, becomes twisted and hideous.

For the remainder of this adventure, and for the next adventure in which your character participates, you have disadvantage on Charisma saving throws, and Charisma (Deception or Persuasion) checks.