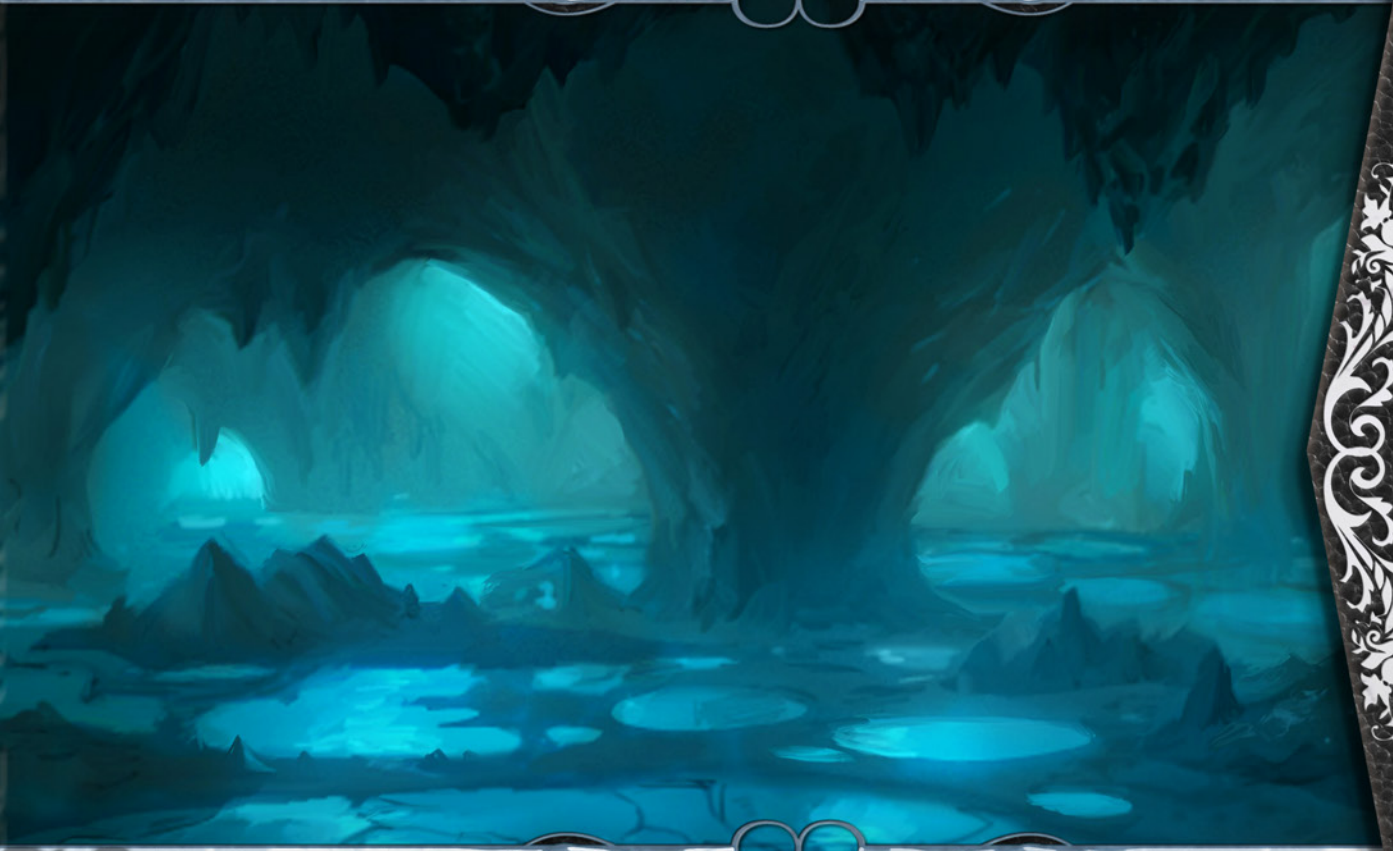


AMARUNE'S ADVENTURES



Book 2 of the Amarune's Adventures series

the Ghosts of the Glimmersea



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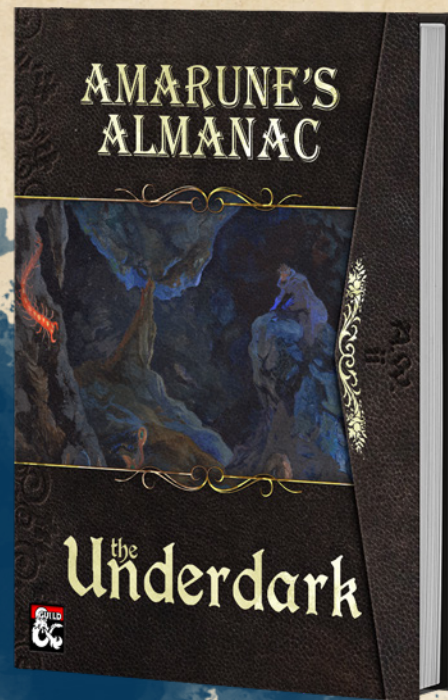
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The Underdark

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Amarune's Adventures | The Ghosts of the Glimmersea



The Ghosts of the Glimmersea

An expedition was lost in the Glimmersea. The famous explorers, the Loxers, abruptly stopped communicating, sparking concern in those familiar with them. Maer, the merchant who originally hired the expedition, has grown worried and decided to hire a group of adventurers to check on the Loxers.

This quest will be lonely and dangerous, the Glimmersea is known for that. Can the hired adventurers find out what happened to the Loxers? Can they avoid the same fate befalling them in this adventure for four 5th- to 10th- level characters?

Maer. As a merchant, Maer (LN, male elven **commoner**) (see appendix B) is known to have contacts all over the Forgotten Realms. Currently residing in Baldur's Gate, they sponsor a lot of expeditions to unknown places in the hopes of finding profitable regions not yet being exploited.

The Loxers. The Loxers were a mildly well-known group of adventurers composed of four people (see appendix D): **Gaul, Lukran, Vel, and Mitan.** They specialized in mapping out seas and groups of islands. Their most recent contract consisted of mapping out the sea near Ruknan and to specifically point out anything that could be of interest to Maer.

Adventure Hooks

The party receives a letter from Maer. The letter says the merchant has lost communication with an expedition in the Underdark beneath the Glimmersea. If the party is willing to help, Maer will give them 2,500 gp for information about the Loxers. For more information, the party should go to the little village of Ruknan and ask for Thous.

Part 1: Ruknan

Ruknan is a small duergar village right on the edge of the Glimmersea. As long as visitors keep to themselves, the inhabitants let them be.

Description of the village

Mirroring its inhabitants, Ruknan is a stock and blunt little village. The short and grey buildings meld well with the rocks they stand on. A breeze can be felt, coming somewhere from the Glimmersea and carrying a metallic smell with it.

If the party is clearly a group of foreigners (they don't look like duergar), Thous will approach them. Otherwise, they can ask around to find him with a successful **DC 13 Charisma (Persuasion) check**, or try to guess who he is with a successful **DC 18 Wisdom (Perception) check**.

ROLEPLAYING THOUS

Thous is a cranky old duergar hired by Maer years ago to facilitate business between the surface merchant and the duergar.

He doesn't agree that hiring surface dwellers is the best course of action (slaves would be cheaper and work harder), but he'll follow Maer's orders.

Ideals. The more money I can make without bloodshed the better

Bonds. I may seem rude and uncaring at first, but I'm quite fond of Maer; he trusted me when no surface dweller would.

Flaws. I let prejudice guide me more than I should.

Thous leads the party to his house, a respectable building by the sea, with a private dock. He gives the party all the information he has about the Loxers.

- They are a group of four stubborn people
- They know how to sail on the surface. He's unsure if those skills will be useful in the Glimmersea
- They were supposed to give him weekly reports through magical communication, but they stopped doing that several months ago.
- Thous pinpoints the area on a map where the Loxers were when they last spoke to him (location X on the map).

If the party agrees to help, Thous makes them sign a contract offering a 2,500 gp reward for information, but the party is forbidden from sharing that information with anyone besides Thous or Maer.

Thous advises the party to prepare well for the trip ahead. He will lend them his own boat, two *biolanterns* (see appendix A), and a small tank containing five *waterorbs* (see appendix C). Anything else the party needs, they should buy themselves in the village.

The village is small, so no magical items are for sale. Rations and nets are plentiful. For everything else, the party may need to haggle from the duergar.

THOUS'S BOAT

A small yet fast vessel, Thous's boat has one cargo haul, a small kitchen, and a room area with several hammocks. The boat has one big sail and four long paddles since the wind in the Glimmersea is unpredictable at best.

Part 2: Exploring the Sea

The party will have an idea where the expedition was lost due to Thous's help, they should try to travel toward that area, but it's up to the party the direction they are trying to take.

How to navigate the Glimmersea:

At the start of each day the characters must do the following:

- Make a navigation roll, a **DC 13 Wisdom (Survival) check** made by only one party member. If the party is situated in any blue cloud region, this is changed to **DC 16**. On a success, the party moves two tiles in their intended direction, on a failure the party will move one tile at random. If the party is backtracking, the character has advantage on the navigation roll.
- Each character must mark down one unit of rations. If they do not have enough rations, or choose not to eat, they will gain one level of exhaustion, cumulative for every day they don't eat. They will remove one level of exhaustion caused by hunger when they eat again.

The party can clearly see up to 3 tiles away from their current position, unless blocked by a pillar of stone or Blue Clouds.

BLUE CLOUDS

Caused by the release of spores by the local fauna, the Glimmersea is sometimes plagued by bright blue, cloud like, areas. These bright spores are so numerous they make orientation harder, even for creatures used to the underdark.

Actions

Every day, the party members may choose to do something to help the quest or themselves. Below are some suggestions:

Action: Fish. Make a **DC 17 Wisdom (Survival) check**. On a success, gain 3 rations.

Action: Clean the hull. Requires the boat to be stopped for a day, but the following 10 days, the boat will move one extra hex after every navigation roll.



MAP KEY

X - The location of the Loxers shipwreck

1 - Ruknan

2 - There are *torchstalks* (see appendix C) growing on the sides of this rock pillar. Players can spend a few hours collecting them without difficulty

3 - A small, floating chest is in the ocean. It requires a successful **DC 15 Dexterity check using thieves' tools**

unlock, or a successful **DC 20 Strength check** to be cracked open. It contains 20 rations.

4 - Deep dragon scales are all around these shallows

5 - A shipwreck, too old to belong to the Loxers, rests here. The party can spend one day looting it for a total of 1,300 gp and 3 items from the Magic Item table B of the *Dungeon Master's Guide*.

Events

There are 3 types of events the party may encounter.

- **Map related events.** When the party reaches an important tile, these are found in the map key.
- **Spirit related events.** When the DM wants to use one of the spirits to set back or help the party, these can happen anytime. Some suggestions are found in the spirits section.
- **Random events.** These happen every 3 days and are found on the Random Events table below.

RANDOM EVENTS

1d20 Event

- 1 The boat hits a shallow rock, flooding part of the storage. 5 rations are lost
- 2 The character with the lowest Constitution score gets seasick, suffering the poisoned condition for the day
- 3 The boat makes a nasty bump on some shallows. Characters that fail a **DC 13 Dexterity saving throw** are thrown overboard
- 4 2 **swarms of bloodbites** (see appendix B) descend upon the ship!
- 5 The character with the lowest Wisdom score starts getting nightmares. They gain a level of exhaustion until they find a solution for deep sleep, or get consoled by another party member
- 6 If a character succeeds in a **DC 16 Intelligence (History) check** they remember this area of the Glimmersea from an old story, gaining advantage on the next day's navigation roll
- 7 A strong wind is blowing today! The boat moves one extra tile.
- 8 Today there isn't even a small breeze, the characters must row to move the boat. The characters that are rowing must succeed on a **DC 13 Constitution saving throw** or gain one level of exhaustion the following day
- 9 The boat passes by 5 **waterorbs**.
- 10 The stones above are shining brightly today, almost looking like the stars on the surface
- 11 A carcass is floating nearby. The stench is experienced everywhere on the ship
- 12 The wind is too strong today. To successfully pull up the sails, the party must succeed on a **DC 15 Dexterity saving throw**. If more characters fail than succeed, the sails take 3 days to fix by hand
- 13 Something deeply underwater is releasing heat, causing a column of boiling water that reaches the surface and has a 30-foot radius

- 14 A raven from the surface finds the ship. It starts following the ship
- 15 An unconscious duergar is floating on a wooden board. They are a fisher from Ruknan whose boat was destroyed by slamming against rocks during bad weather, they just want to go back
- 16 A roar echoes on the ocean, it sounded like it came from a big creature, but the echoes came from very far away
- 17 A chest is floating towards the ship. It's a **mimic** (see appendix B)
- 18 During the night, several lights can be seen in the distance, almost like fireworks
- 19 Pick two party members at random. They get locked inside the kitchen.
- 20 The water is so still it mirrors the boat, almost like a perfect mirror

Part 3: Finding the Wreck

Upon arriving at the location of the Loxer's ship the party will immediately spot the ship intact and docked in the calm ocean.

As soon as they get closer, the Loxers' corpses can be seen on the deck. A successful **DC 12 Wisdom (Perception) check** is enough to see that these explorers were killed by each other.

The spirits now show themselves, if the party hasn't found them yet, and explain what happened. A small disagreement between Vel and Gaul, festering for weeks, turned into poisoning and backstabbing, literally.

The lonely and dark Glimmersea strikes again.

Gaul begs the party to lie about their fate and say they died in some glorious battle. He asks the party to keep the memory of the Loxers intact.

Mitan requests the opposite— she wants the world to know the truth.

If the party comes to a decision, the spirits finally die, otherwise they continue as spirits while the party journeys back.

Back in Ruknan

Once the party arrives back at the duergar village, Thous asks what happened to the Loxers. After the party successfully tells him what they want, the duergar will give them their payment.

Appendix A: Items

Biolantern

Wondrous item, uncommon

This rock has a large cluster of bioluminescent mushrooms and moss growing on it that act like a natural lantern. It has a chain bolted into the rock with a hoop fastened at the top so you can easily carry it.

This magical item has three charges and regains all expended charges each day at dawn if it is in darkness.

After one minute of being in darkness, the mushrooms begin to glow heavily, casting a bright light in a 30-foot radius and a dim light for an additional 30 feet.

Report spores. As a bonus action, you can pluck one of the mushrooms from the lantern, expending a charge. A 10-foot radius of spores extends from the lantern. These spores can go around corners and only affect creatures that have an Intelligence of 2 or higher and aren't immune to poison. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other for the next hour.

When you pluck a mushroom from this lantern, all myconids within 240 feet sense it.

Appendix B: Creatures

Commoner

Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage.

Mimic

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.

Spirit

Spirit

Medium undead, any alignment

Armor Class 10

Hit Points 13 (3d8)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	13 (+1)	13 (+1)

Skills Intimidation +3, Stealth +4

Damage Resistances acid, fire, lightning, thunder, cold

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses true sight 30 ft., passive Perception 11

Languages any languages it knew in life

Challenge 0 (10 XP)

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

Unresolved business. A spirit is tied to a place in the Material plane. When a Spirit dies they instead leave the material plane, unconscious. They return to the material plane after 1d4 days, with 1 Hit Point.

Incorporeal Movement. The spirit 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.

Not quite here. A spirit is a type of undead whose presence in the Material Plane is very faint. It can be seen but it cannot feel anything and it's touch is felt by living creatures as only a chill. It can grab and interact with items, and other spirits and creatures from the ethereal plane can grab the spirit.

Actions

Fade away. The spirit enters the Ethereal Plane from the Material Plane, or vice versa. It is invisible on the Material Plane while it is in the Border Ethereal. The spirit can see the plane it originated from, but everything is gray, it cannot interact with any objects, but anything the spirit says can be heard in the Material Plane.

Improvised Attack. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing, bludgeoning or slashing damage, depending on the weapon the Spirit picked up.



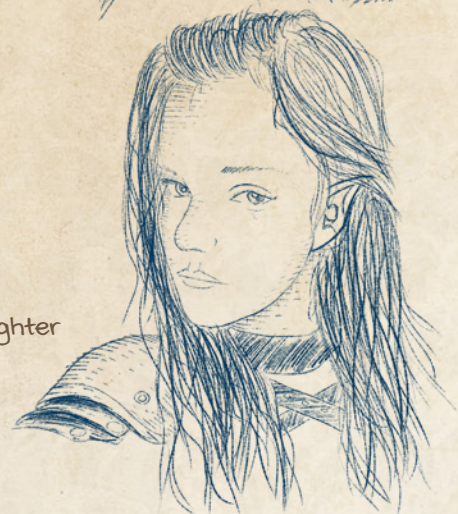
Gaul, the Captain



Lukran, the Cook



mitan, the Journalist



Vel, the Fighter

Swarm of Bloodbites

Swarm of Bloodbites

Large swarm of Tiny beasts, neutral evil

Armor Class 14 (natural armor)

Hit Points 78 (12d10 + 12)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	12 (+1)	2 (-4)	8 (-1)	2 (-4)

Skills Stealth +7

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 5 (1,800 XP)

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

King's Command. The swarm has a king at its core (AC 19; 10 hit points) that the swarm protects at all costs. The king can only be damaged by an attack that targets only one creature. While the king is alive,

the swarm has advantage on Dexterity saving throws and resistance to all damage. If the swarm dies, the king dies too.

Overwhelm. If the swarm makes an attack against a creature, that creature has disadvantage on opportunity attacks against the swarm for the rest of the turn.

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

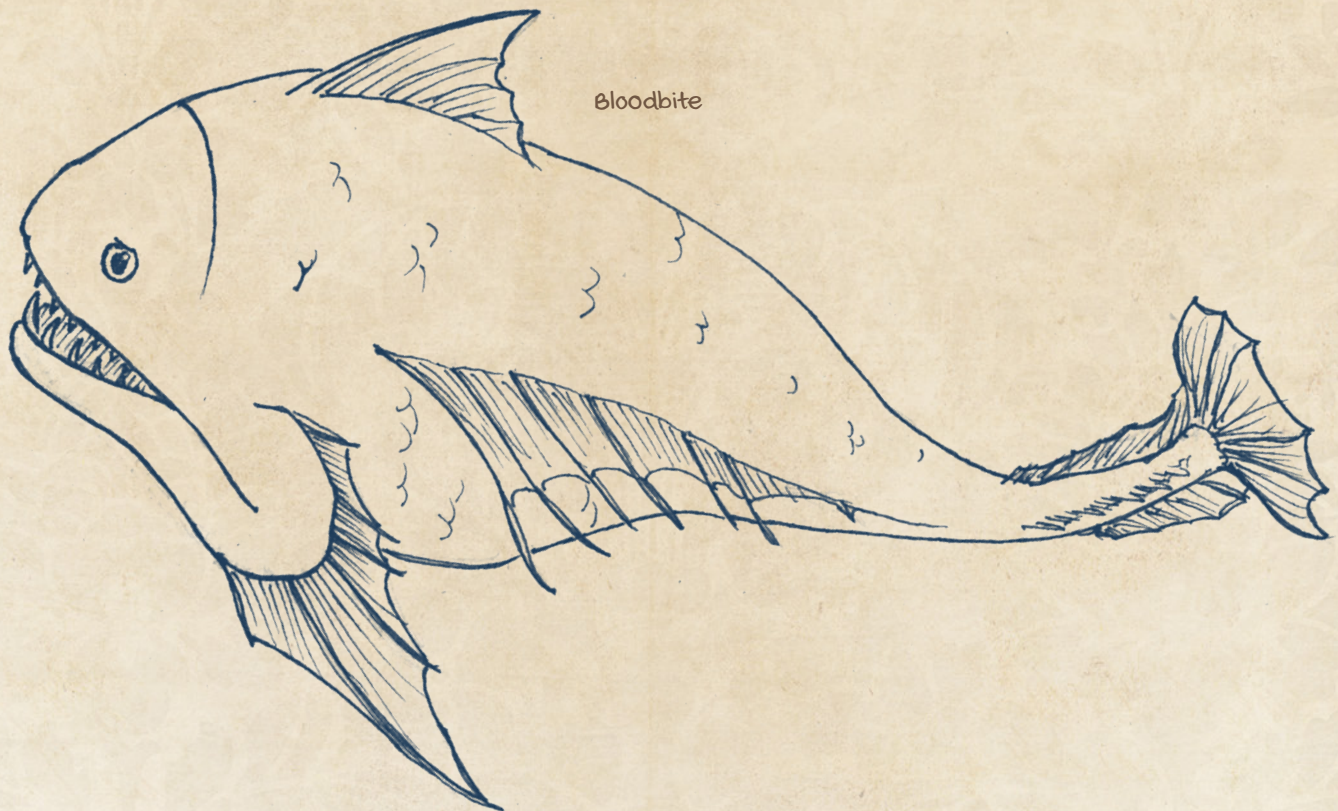
Actions

Multiattack. The swarm makes two bite attacks. It can't make both attacks against the same target.

Bites. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one target. *Hit:* 28 (8d6) piercing damage or 14 (4d6) piercing damage if the swarm has half of its hit points or fewer.

Reactions

Protect the King. When a creature targets the king with an attack, the swarm can block it, becoming the target instead.



Appendix C: Flora

Torchstalk

Torchstalks are black mushrooms that can grow up to two feet tall. Their bowl-shaped caps are combustible, and once lit, burn very cleanly for the next 24 hours. Actively carrying a light is seen as foolish by most underdark races, but these mushrooms do find use when starting cooking fires or scaring away unintelligent beasts.

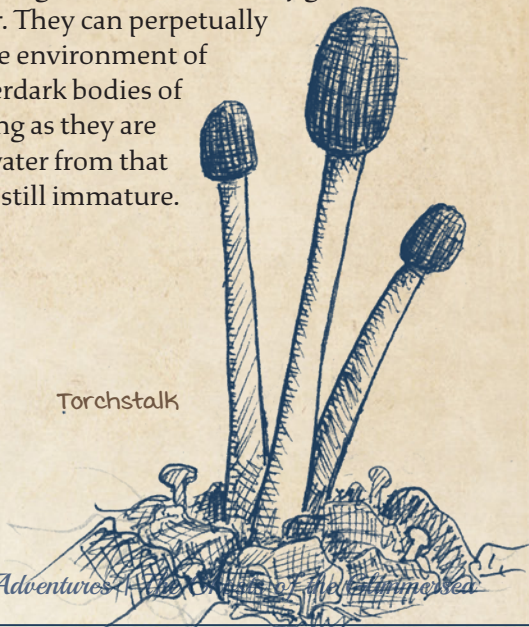
These useful mushrooms come with a drawback, however. Whenever one is burned, there is a 1-in-6 chance it explodes in a burst of ready spores, causing creatures within 10 feet of the stalk to take 1d6 fire damage. Some have alleged that the shield dwarves of the Silver Marches have been working on a war machine that makes use of this explosive property by stringing many torchstalks together, although there is no evidence of the claim.

Waterorb

This spherical dark-blue fungus grows in shallow waters, along the banks of where larger bodies tend to deposit their detritus. Water orbs are well known among travelers of the Underdark, as the average, mature orb can be squeezed like a sponge to produce 1 gallon of water and the remaining husk can be harvested for a pound of rubbery, tasteless food.

These fungi are perfectly mundane, but selective breeding by drow and duergar, as well as some contributions from the illithids, have created a domesticated species of waterorb that grows extremely large (up to 8 feet in diameter, a record held by Hunzrin drow). This species has see through skin and holds all of its water in a reservoir, rather than inside the skin. They are most often used as aquarium pieces and as containers to grow other plants and fungi that otherwise only grow underwater. They can perpetually replicate the environment of larger Underdark bodies of water, as long as they are bathed in water from that body while still immature.

Torchstalk



Appendix D: The Spirits

Each member of the Loxers is described below. They were seasoned adventurers, used to the surface seas. They banded together by necessity and nothing else. All of them use the stats of a **spirit** (appendix B). These spirits are bound to the Glimmersea and are unable to leave it or come closer than 150 feet to the shore.

Gaul doesn't want the party to find the ship and find the reason they died: they killed each other over different opinions. Lukran and Vel follow his lead. Mitan tries her best to help the party share what really happened, causing the other spirits to try and contain her to the ship.

The discussion that tore the Loxers apart started small, and years ago, on another expedition. Mitan didn't like what Gaul was willing to do to increase his influence. Vel and Lukran were usually in the middle of these small fights. Over time, this small argument kept building up until it exploded while the crew was isolated together for far too long.

Gaul, the Captain

A headstrong human, Gaul was ambitious since he was a young boy, determined to make his name last longer than the short human lifespan.

Ideals. My name will be remembered for generations

Bonds. I have deep care for my crew. I would be no one without them

Flaws. My reputation means everything to me

GAUL'S INTERACTIONS

1d4 Interaction

- 1 Gaul fades away and uses his invisibility to get closer to a party member and whisper all of his fears of mortality to them. A character that fails a **DC 13 Wisdom saving throw** gains one level of exhaustion, removable after a short rest.
- 2 Together with Vel, during the night, he will drag a character by their hammock and drop them on the sea.
- 3 He will find the map given by Thous and draw 2 X marks on it. A character must succeed on a **DC 15 Intelligence (Investigation) check** to remember which is the original X.
- 4 He appears before the party, asking them to turn back, but will not say what really happened to the Loxers.

Lukran, the Cook

A calm Orc, Lukran loved the sea. He wanted nothing more than to continue exploring its fascinating reaches, and come up with new fish recipes along the way!

Ideals. I will be the best sea chef there is.

Bonds. I go long times without seeing my family, but they mean the world to me and I'll always provide for them.

Flaws. I don't like fighting or confrontations, so I avoid it until it's too late.

LUKRAN'S INTERACTIONS

1d4 Interaction

- 1 The chef starts a fire in the boat's kitchen.
- 2 Lukran ruins 1d6 of the stored rations, making them uneatable.
- 3 Lukran mixes water with alcohol
- 4 Using whatever smelly food he can find, Lukran makes the clothes of a character stink. This character has disadvantage on all Charisma checks until they wash their clothes

Mitan, the Journalist

As a gnome, Mitan was incredibly excited about life, always running around with a big smile on her face. She doesn't do that anymore, and is incredibly sad that all her work cataloguing her journeys is now lost in the Glimmersea. This spirit will actually try and help the party on their quest, as long as no other spirit is preventing her.

Ideals. I will write about all corners of the world, and anyone will be able to read about them

Bonds. My journals are my life's work. I want nothing else but see them published

Flaws. I put my pursuit of knowledge above anything else

MITAN'S INTERACTIONS

1d4 Interaction

- 1 Mitan tries to use mirrors to create a guiding light for the players, granting them a +5 bonus on the Wisdom (Survival) check to navigate.
- 2 Mitan points the party to a small grouping of 5 *waterorbs* (see appendix C).
- 3 Mitan negates one trap set by another Loxer.
- 4 She screams ominously with the intention of making the party change course

Vel, the Fighter

This fairly young elf left their family to become a warrior, her family was too pacifist and snobbish for her liking. Vel prefers the roughness of exploration, the dangers that come with it, and especially the fights.

Ideals. I'm going to be such a great warrior that no creature shall pose a challenge to my strength

Bonds. I'm very proud of who I am

Flaws. I'm impulsive, aggressive, and I think those are good traits to have

VEL'S INTERACTIONS

1d4 Interaction

- 1 Vel steals a ration from the boat and tries to use it to draw 1d4 **swarms of bloodbites** (see appendix B) to the ship.
- 2 Vel breaks the boat's wheel. If a character wants to fix it by nonmagical means the boat will have to remain anchored for a full day.
- 3 She picks up any sharp weapon that is lying around and attacks a player character.
- 4 She pushes a character overboard

