

BREAKING WAVES

AN ADVENTURE MODULE FROM THE GM'S SECRET STASH

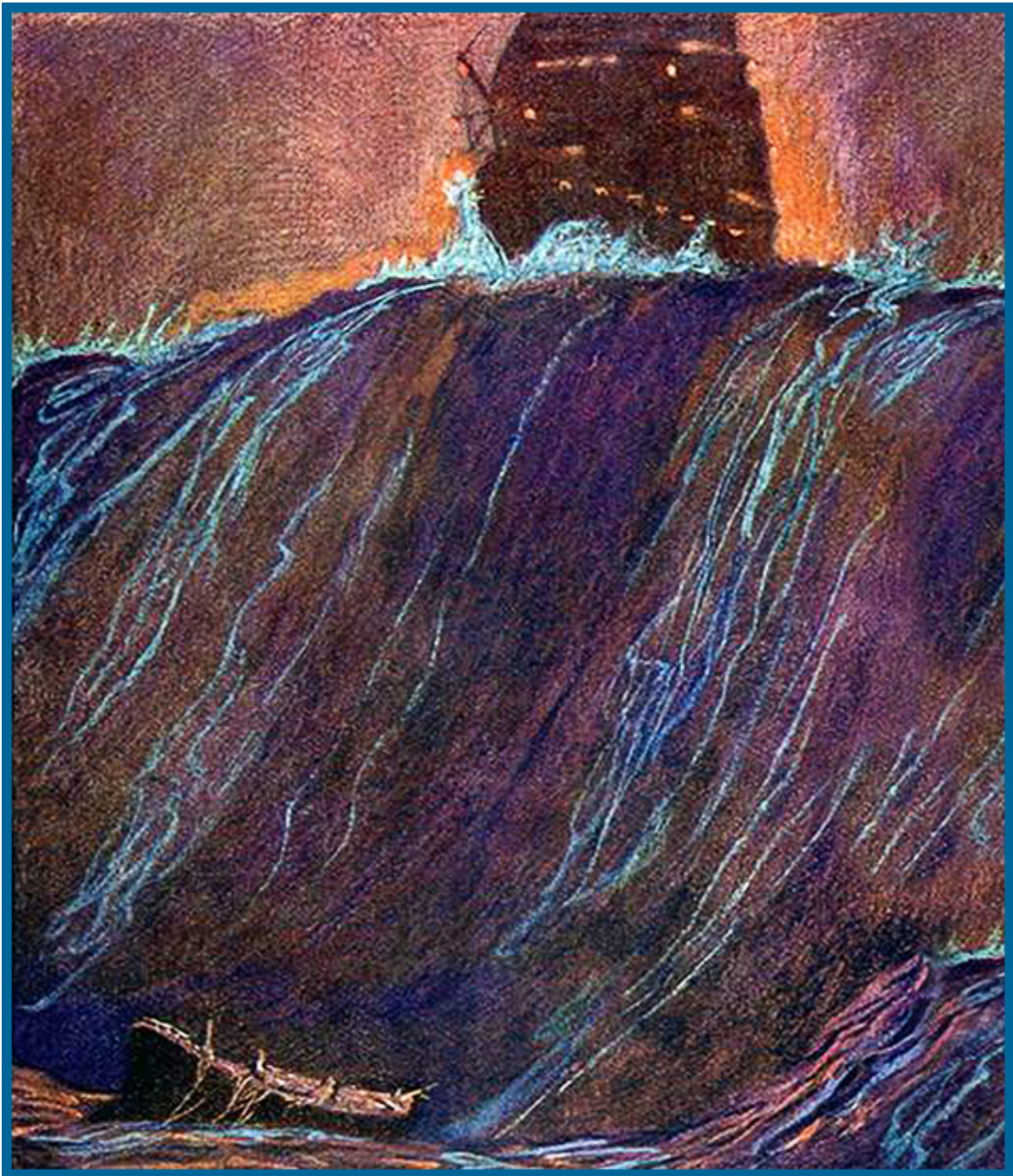
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An Adventure Module from the GM's Secret Stash



Presented by Quickphix

Breaking Waves

A 2 - 5 Hour Introductory Adventure for 3rd to 4th Level Characters

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“Out of the depths broke an enormous wave, yet no cry escaped the captain’s lip. Because upon the very verge of the precipitous descent hovered a gigantic ship. Then he knew; they’ll never reach their destined port, see their homes no more, it is apparent: they who see the Sherden Galleon – never, never reach the shore!”

– *The Sea People’s Galleon, Sea-Shanty*

Summary

The self-proclaimed Captain Thakore Bhatt raised more than a few eyebrows when he showed up in port Marit. His weird ship – proudly wearing the name “Selandia” on its bow – was mastless and manned by a crew of about 25 people. Yet, it appeared to have no trouble navigating the harbour. All this strangeness could have been overlooked, had Capt. Bhatt not started dramatically underbidding the fares of other passenger ships. He was able to take twice the number of passengers for half what they would have paid on other vessels. They all reached their destination safely on time. The only catch appeared to be, that no-one apart from its crew was allowed on Selandia’s deck after dark. The sailors’ guild tried to investigate the matter, but Capt. Bhatt kicked all their spies of his ship. As a result, he was barred from docking the Selandia in their harbours. Since then, Capt. Bhatt was forced to establish his own network of harbours for his lucrative venture. However, the expulsion from the sailors’ guild meant his clientele grew ever seedier. Additionally, rumours spread by the guild, that Captain Bhatt was pursued by the cursed Sherden Galleon deterred all but the most desperate passengers from travelling on the Selandia.

In this 2 – 5 hour introductory adventure, a party of 3rd to 4th level characters will board the Selandia for a two-day journey. However, all goes awry in the second night and they find themselves trapped on the lower deck with no crewmembers left in sight. The screams piercing the ship’s planks suggest, that the Selandia has been boarded. Can the players fight their way out or will they be crushed by the “Breaking Waves”?

In your Campaign:

This adventure relies on a variant of the Hag found in D&D 5e and takes place in a part of the world, where magic is known but not common. The difficulty of the adventure can be scaled by using water hags as minibosses.

Premise

This one-shot is meant as an introduction for players who’ve either been out of the loop for a while or have played RPGs before, but never D&D 5e. As such, it can be used as either the start of a campaign, with the players meeting for the first time or as one a shot. In the latter case, the GM might dictate the relationship between their characters as well as their mission for convenience’s sake. Either way, the adventure starts with the players enjoying dinner on their second night of their voyage. From there, the encounters serve as tutorials for the three encounter types in D&D: social encounters, combat and exploration.

Off to the Sea

In their one and a half days aboard the Selandia, the players have learned five things:

1. Despite the cheap price and suspicious clientele, the ship is well maintained and their cabins surprisingly spacious.
2. The Selandia “sails” about as fast as any other ship but appears to have about the twice the space and half the crew of any guild ship.
3. There are no sails, and no one is manning ores. The Selandia appears to be propelled by some magical means, hidden just behind the rudder. Looking out from the deck, a glistening brown smear can be seen mixed in the ship’s wake. Most passengers speculate it to be the ship’s source of propulsion.

4. The mysterious crew is friendly, disciplined and well-trained. They especially take fire-safety extremely seriously and have made sure each passenger knows where the fire-suppressing sand and water barrels are stashed (see Appendix I).
5. The crew and their captain are iron-willed in allowing no passenger on deck after dark: “for safety reasons”. Any passenger caught outside after dark gets escorted back and locked in their cabin – with force, if necessary.

Interrupted Chowder Dinner

Like the evening before, the party has gathered for dinner on the mess deck (see Appendix I & II). However, they are interrupted by almost half of Selandia’s crew informing the passengers, that they are required to immediately gather and stay below deck. A glance out of the window shows that the sun is still well above the horizon and the skies are clear. A successful insight check (DC 14) will reveal, that the crew is successfully masking fear with their disciplined appearance – but the younger crewmembers are twitchy and seem to be ready to draw their weapons at the drop of a needle. The other passengers follow the order and start disappearing below deck accompanied by the younger crewmen. Should the players try to question them, they’ll give a non-committal answer about an expected violent storm. If the players continue to refuse, they’ll be informed that under maritime law the crew are allowed to use (lethal) force to back their order (although they’d like to avoid such an outcome). Should the players continue to refuse, a short battle with twice as many seamen as players (see Appendix V) will be used to restrain them.

Free Mead in the Meeting Hall

All the passengers are crammed into the meeting hall below deck (see Appendix IV). The doors are closed, locked and two Seamen (see Appendix V) are stationed to guard the door. They are to wait until the door is opened again. To “apologize for the inconvenience” the Captain has provided as much free mead and beer as

the passengers are able to drink. Just five minutes later, most of the passengers have forgotten their unusual circumstances in a happy drunken stupor. Asking around, the players are able to learn the following information from the passengers or their guards:

- Some of the passengers have experienced this before – they were let out 2h later as if nothing had happened (true).
- It is said Capt. Bhatt is taking these precautions during a storm, because as a non-member of the guild he can’t risk the reputational damage (false – the Capt. Doesn’t much care about his reputation).
- Some of the passenger swear to have seen a giant cloud approaching the ship from starboard (true – but misleading. It was a giant wave on the otherwise smooth sea)
- Some speculate, that this weird containment has something to do with the mysterious propulsion of the ship (false) – because now the ship appears to be just floating on the waves (true)

Cries and Mayhem

Not soon after, the Selandia is shaken by a massive wave. A heavy rain is heard beating upon the planks, with the wind howling eerily throughout the ship. Through the creaking of the wood and the storm, the players are certain to have heard the sounds of a battle. The two Seamen at the door seem alarmed, although they haven’t budged from their station. Most other passengers either haven’t heard anything or are too drunk to care. The only exception: an old halfling woman in a sailor suit is trying to convince the guards to let them out – with little success. She pleads, that she’s certain to have heard the clashing of swords and the screams of dying men. With her tirade falling on deaf ears, she resolutely turns around and stroms towards the to the players. After a brief and sarcastic curtsy, she introduces herself as Arbina Yarry. “We are all in mortal danger – I know the howling of this storm! It signals the arrival of the Sherden Galleon. Its Ghouls will leave no soul alive aboard the Selandia!”

Arbina Yarry (small halfling)

An old halfling woman with a weathered and sun-scorched face. This is obviously not her first time on a ship. Her positively ancient sailor-suit and crooked back suggest that she is a long-retired seafarer.

Ability Scores

AC: 9 / HP: 21 / Speed 30 /

STR: 10 (+0) / DEX: 8 (-1) / CON: 12 (+1)

INT: 12 (+1) / WIS: 18 (+4) / CHA: 13 (+1)

Traits

Old & Cranky. Arbina has no patience for flowery language. She has advantage against any verbal intimidation, deception or persuasion checks.

Married to the Sea. Arbina has travelled across this world – all of it aboard a ship. She can answer almost any maritime question posed to her.

Sealegs. While on a ship or boat, Arbina may ignore any difficult terrain and has advantage on saving throws to avoid knocking her prone. While onboard a ship, she may use her bonus action to dash, disengage or hide.

Actions

Advanced Dodging. Arbina focuses entirely on avoiding attacks. She gains plus 3 AC until the start of her next turn and any Attack roll made against her has disadvantage if she can see the attacker, and she makes Dexterity Saving Throws with advantage. She loses this benefit if she is incapacitated or if her speed drops to 0.

How to use Arbina

Arbina is the GM's tutorial voice. She can be used to give the players combat tips, warn them from imminent danger or stabilize fallen members. She is brave enough to suggest to the party to e.g. use her as bait or a distraction, as she is confident in her ability to slip out of any danger.

Social Encounter: Let us out!

Arbina has noticed the players staring and asks them to help her convince the guards to let them all out, as she

fears for everyone's life staying here. She warns the players, that a physical confrontation with their guards would be unlikely to work, as most of the passengers are very well disposed towards the crew and would probably step in, if they aren't properly convinced first. From here the players are free to find a way to open the doors. Only one of the guards has the key for both doors. They won't step away from the door easily and ask for help from the passengers should the players become violent to soon. Some exemplary approaches to succeed are listed below:

- **Convincing the Guards:** The two seamen are loyal and disciplined. Simple persuasions, like having to use the restroom or playing sick won't sway them. Intimidation most likely has the opposite of the intended effect. However, if the players are able to convince them, that it would be to the benefit of the crew to let them out, they are more likely to listen.
- **Convincing the passengers:** Most of them are happily drunk by now. The others are either playing cards or are too scared to do something. The players have to convince them, that they are in immediate danger – which might prove difficult, as the sounds of battle have stopped. If they are being intimidated, they might turn on the players.
- **Subterfuge:** An eagle-eyed player might spot which of the guardsmen has the key. With a distraction and a sufficiently high pickpocketing skill, they might be able to snatch the key or pick the lock open, before anyone notices.
- **Violence:** An all out attack on the guards won't work. However, inciting a brawl amongst the passengers and using the chaos to slip away might be a crude but effective method.

Should the players take too long to open the door or fail completely (e.g. by being restrained), the door will eventually be shattered by a huge harpoon being thrown through it and piercing one of the guards to the opposite wall. However, after looking out through the door, no enemy can be seen. In the ensuing panic, the players are free to leave.

Exploration: Enemy on Board!

No matter how the door is opened, the players are now able to explore the ship. All the oil-lamps have gone out and the lower decks have been thrown into darkness. The two seamen guards still refuse to leave their post and agree to guard the passengers. However, Arbina insists on going with the players. The players leave the meeting hall and hear the door being closed behind them.

Their first task is to find a way on to the main deck. The crew and passenger stairs as well as the propulsion room door have been locked (see Appendix IV) and the two guardsmen don't have any additional keys. The keys can be found on the corpse of a Midshipman in the storage room near the stern (see point 20 in Appendix I). In the following are some suggested encounters the GM can use at their discretion to lengthen the adventure. Only "The Fight in the Storage Room" is necessary to progress the story.

Ship Rats!

As the players near the head (see Appendix IV) or one of the smaller storage rooms, they'll hear a lot of tiny, clawed feet rushing towards them. A swarm of giant rats (twice the number of players) from the Selandia's bowels are bearing down on them. The way they directly target the players suggests, that they aren't behaving normally. There might be some wicked magic at play.

Ability Scores

AC: 12 / HP: 12 / Speed 30 / Challenge: 1/4

STR: 7 (-2) / DEX: 16 (+3) / CON: 11 (+0)

INT: 2 (-4) / WIS: 10 (+0) / CHA: 4 (-3)

Traits

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

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

Oily. As long as the Ship Rat is moving across a smooth (or wet) surface, it doesn't provoke opportunity attacks when it moves out of an enemy's reach and can attempt a free hide action.

Actions

Bite. (+4 to hit), melee attack, reach 5ft., one target. 1d4+3 piercing damage.

How to run this encounter

The Ship Rats will move as a pack to gain advantage on attacks targeting a single player. They'll use the narrow corridors of the ship to their advantage, slipping into combat, attack and then attempt to hide in a nearby cabin. In the second round of the fight, the GM might have Arbina advise the players, to throw down sand, to restrict the Ship Rats' movement and make it harder for them to hide after their attack. The encounter only ends, once all the rats have been killed. Should the players try to flee, the Ship Rats' will pursue them.

Light in the Cabin

One of the cabins the players walk past has some light streaming out of it. In it, the players discover the corpse of one of the passengers. He apparently attempted to hide under his bunk bed, when as strike with something heavy broke his neck. A successful investigation check (DC12) will reveal, that he has been clutching a small golden box to his chest. It is locked by a 6-digit number lock. A carving on the box's backside shows a short riddle in gnomish (Arbina speaks it if no player does):

The king invited his servants to court:

First the gnomish knight, his steed just as short.

Second the admiral with his eyepatch

Third the three cadets, still without a scratch

Fourth the blind scout, eagle on his shoulder

Finally came a terrible Beholder!

They now guard the king's riches with pride

Each seeing a part, their eyes open wide.

Many a thief has tried to get inside

Yet the many eyes make it hard to hide.

The players must solve the riddle to open the box. Arbina can be used to give hints. The solution is to count

the number of eyes “guarding” the box. The numbers are:

1. Knight and steed – each with two eyes: 4
2. Admiral with eyepatch – one eye: 1
3. Three cadets – each with two eyes: 6
4. Scout (no eyes) and eagle (two): 2
5. Beholder with ten eyes: 10

Therefore, the 6-digit code is 416210. Opening the box rewards the players with a pair of Sending Stones (able to cast the Sending spell between themselves) and five silver.

Child’s Voice

As the players are about to turn a corner, they’ll hear a girl’s voice crying for help. They are just fast enough to see small girl in a yellow dress being dragged into a side passage, followed by further screaming and sudden silence. Should the players rush to the girl’s aid, they’ll be ambushed by getting two barrels of water thrown at them as soon as they round the corner (Dexterity Saving throw DC 16 - DC12 if they were cautious). The girl has vanished, and in the now drenched corridor stand two giant creatures – roll for initiative.

Sherden Merrow (large monstrosity)

These hulking creatures are the descendant of an unfortunate tribe of Merfolk, who were subjugated and twisted by the Sherden hag coven. Now they serve as the crew of the Sherden Galleon on the behest of the hag Nanna Ink.

Ability Scores

AC: 13 / HP: 24 / Speed 20, Swim 40 / Challenge: 1

STR: 18 (+4) / DEX: 10 (+0) / CON: 12 (+1)

INT: 11 (+0) / WIS: 10 (+0) / CHA: 12 (+1)

Traits

Amphibious. The Sherden Merrow can breathe air and water

Slippery. While they are standing in water or swimming, they can use their reaction to gain +2 on their AC.

Spellbound. The Sherden Merrow are bound to Nanna Ink’s will, forced to obey her commands even if it would result in their death.

Actions

Harpoon. (+6 to hit), melee attack, reach 5ft. or range 20/60ft., one target. 1d4+4 piercing damage. If the target is a huge or smaller creature, it must succeed on a Strength contest against the Sherden merrow or be pulled up to 20 feet toward it.

How to run this encounter

The Sherden Merrow know, that they fight more effectively near water, as they can use even a light coating of water to move in an unpredictable and slippery manner. They have been ordered to kill all the passengers they come across. Hence, their usual tactic is to drag their victims towards them (into water) using their barbed and heavy harpoons. If Arbina is present during the fight, she’ll instruct the players to ready an action to strike just as they try to use their reaction (therefore circumventing their Slippery trait with the second attack). Alternatively, she could suggest using the sand barrels to limit the Sherden Merrows movement.

Pierced and betrayed

Near the stairs to the main deck, the players find a dead crewmember. An investigation check (DC 10) will reveal, that he was clearly killed by his own rapier. The weapon in question is still stuck in his chest. Closer inspection reveals that it was pierced through a ghoulish pendant shaped like a human eye. In his coat, there are two small bottles: one containing a hastily scribbled note on a scroll and the other a stinking piece of parchment with red lettering. The former, apparently written by the crewmember himself, reads:

Nanna – your only chance is just before dawn. Use the fog and ignore the passengers, like you promised. The Capt. and his mates will be locked into the bridge. I don’t want any further bloodshed!

The uncanny message written with a blood red ink reads:

Your sisters for Bhatt and his brothers. Disarm his crude trap and my crew won't dine on your sisters' feverish pale flesh anytime soon.

It appears the crew of the Selandia was betrayed by this ransomed young crewman – it didn't end well for him.

The Fight in the Storage Room

The sound of fighting can be heard from inside the storage room. A troop of Sherden Merrow (same number as party members) has apparently cornered two of Selandia's crew. Just as the players open (or peak into) the storage room, they'll witness their demise. The Merrow then pick through the corpses' belongings and produce a keyring. The solution is apparent: if the players want to leave the lower deck, they'll have to fight these Merrow. The Keyring holds all the keys to the stairs, but unfortunately not to the propulsion room. Apparently, the only way out is to keep going up (see Appendix VI).

Main Deck at Last

The first thing the players notice, is the roaring rain-storm. Although the rain itself is just a drizzle, it is whipped up by the howling winds. The already darkened main deck is covered with fog – even indoors – making the already bad visibility worse. However, a crack of lightning reveals that what the players previously thought to be a storm cloud on the horizon, is a giant wave held magically stationary next to the Selandia. On its very top, the players can just make out the form of an ancient Galleon. Arbina draws in a sharp breath and explains "The cursed Sherden Galleon! I knew it!".

Exploring the Top Deck

From here on out, the players must break into the bridge to find the leftover crew of the Selandia. Although visibility is bad, the players notice quickly the patrolling

Sherden Merrow (see Appendix VI). Additionally, there's a large group of Merrow (1.5 times the number of players) on the Mess deck. They are trying to get into the locked navigation station and galley.

Exploration and looting

When creeping through the main deck, the players are free to rummage through any cabin they come across. The GM can use the loot-table in Appendix VII to create appropriate rewards.

Stealth vs. Swashbuckling

Arbina will warn the players, that directly engaging all the patrolling Merrow is a bad idea, seeing as they don't know if there are still reinforcements on the Galleon or below deck. However, if the players want to, they can try to take the patrols on one by one (see Appendix VI). A killed patrol won't respawn until the bridge has been opened.

Freeing the Cook and his Mates

If the players are able to distract the Sherden Merrow away from the mess deck or outright kill them all, then the cook, who has barricaded himself inside the Galley, will open the door to them. With his key, the players are able to get into the navigation station and free Selandia's first and second mate locked in there. Depending on the time and the behaviour of the players, they can finally get some insights into their current information:

The Selandia's Story before tonight:

- The Selandia and its crew exist as a trap to attract and kill the hags of the Sherden Coven plaguing this part of the sea.
- The Sherden Coven is an organization of powerful hags, controlling this part of the sea. They raid ships to gain ingredients and trinkets to fuel their never-ending quest for more power.

- Captain Bhatt and his Mates were captured as kids by the coven. Through the hags' cruel experiments, they learned a lot about the coven – enough to flee and dedicate their life to hunting them down.
- The Selandia's unusual design and propulsion were Capt. Bhatt's idea. The ship uses a potent hag's brew in combination with the mates' magical abilities to propel the ship. Essentially, they are pumping the hag's brew into the sea to propel the ship forward.
- The brew is a vile mix of three things: Mud from a graveyard, excrement of the sick and blood of slaughtered animals. The hags use it to calm the waters and control their Mellow slaves. The Selandia pumps it into the water for smooth sailing, but also because it makes it impossible for the Sherden Mellow to sabotage the ship from below, as it interferes with their magical bond to the coven.
- The large number of passengers is meant to attract the hags and goad them into attacking their ship. The hags' usual approach is to polymorph into a little girl and gain the attention of a ship's crew, while the mellow sink the boat from below. When the hag notices that her plan has failed, it is usually too late, and she gets taken down by Selandia's trained crew.
- Apparently, the crew has already taken down three hags of the Sherden coven this way.
- Afterwards, everything happened fast. The Captain disappeared somewhere into the propulsion room to distribute the hags brew to fend the Sherden Mellow off. Meanwhile, the enemy overran the main deck under the cover of fog and aided by Nanna Ink's magical Galleon, which rides atop a magical wave.

The Second Wave

After the players are all caught up on the events of the night, they hear a terrible roar coming from the Galleon perched atop the giant wave. Through the fog, the players can see shadows jumping off the Galleon and swimming down to the Selandia. The Mates ready their weapon and hand the players the keys to the propulsion room. They want to buy the players some time to find Captain Bhatt and Nanna Ink – which they presume are both in the propulsion room. They are certain: once Nanna Ink has been killed, both the Galleon and the Sherden Mellow won't be able to keep up the fight.

The Propulsion Room

In the propulsion room the party is greeted by a peculiar sight and a horrible stench. An elaborate system of leather tubes stretches across the entire room, feeding into large metal troughs. Capt. Bhatt and one of his first Mate are standing in the back on an elevated platform. They are desperately using the "Shape Water" cantrip, trying to hit the six encroaching Mellow with the hag's brew coursing through the pipe system. A giggling young girl is standing on top of the metal frame of the tube system, water spraying in large fountains from her palms and raining down throughout the engine room.

A Hag's Proposition

The little girl (Nanna Ink in disguise) and the Captain notice the players as soon as they enter the room. The Captain tells the players to kill the girl before it is too late. She just laughs, and then asks the players with a magically booming voice, whether they'd like to strike a

Tonight's attack:

- Capt. Bhatt noticed a suspicious ship on the horizon. Thinking them to be raiders (maybe under the influence or contract of the hags), the order was given to bring the passengers below deck.
- Soon after, it was discovered, that one of the younger crewmembers had been spying on the Selandia on behest of Nanna Ink, an especially powerful and clever hag. He also locked the Mates in on the bridge and allowed some of the Sherden Mellow to approach the Selandia by boat.

bargain. If they help her to capture the Captain, she'll reward them with a powerful magical artefact and will allow the passengers to leave on the lifeboats. If they decide to fight her, they'd only have a short time before her Galleon would sink the Selandia and kill anyone inside it unable to breath underwater.

An insight check (DC12) will reveal, that Nanna Ink is both speaking the truth and making a genuine offer. In her arrogance, she doesn't think the players stand a chance against her, but she'd relish the chance to see the Capt. perish at the hands of his own passengers. A Nature, Arcana or History check (DC14) will reveal, that Hags love to form binding contracts and usually abide by them once they are made.

"Make your choice landrats", the Hag proclaims sweetly, "it might be your last!"

Nanna Ink the Sherden Hag (medium fey)

Cruel, ancient and extremely cunning: Nanna Ink is one of the last survivors of the sea faring Sherden coven. Her ship is the famous Sherden Galleon, terrorizing the seas with her crew of Merrow crewmen. Her true form is that of a slimy and scale covered monstrosity with long claws. However, she usually polymorphs into a young girl to lure sailors to their doom.

Ability Scores

AC: 14 / HP: 62 / Speed 30, swim 40 / Challenge: 3

STR: 17 (+3) / DEX: 12 (+1) / CON: 16 (+3)

INT: 12 (+1) / WIS: 15 (+3) / CHA: 10 (+0)

Traits

Amphibious. Nanna Ink can breathe air and water

Innate Spellcasting. Nanna Ink's innate spellcasting ability is Wisdom (spell save DC 13). She can innately cast the following spells, requiring no material components:

- At will: minor illusion, vicious mockery, shape water, thaumaturgy, chill touch
- 1st level (3 slots): create or destroy water, fog cloud, ice knife

Change Shape. Nanna Ink can magically polymorph into a Small or Medium female humanoid (usually a young girl), or back into her true form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Mimicry. Nanna Ink can mimic female humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 insight check.

Bound Captain: Nanna Ink commands the magical Sherden Galleon. A curse by her coven sisters keeps her bound to the ship – meaning she can't spend more than a few hours outside of it. However, due to this connection, she can shape the water around it, giving it advanced manoeuvrability.

Actions

Claws (+5 to hit), melee attack, reach 5ft., one target. 2d6+3 slashing damage.

Watershield (3/Day): If Nanna Ink is standing in water, she can use her reaction to create a barrier of water to protect her. Until the start of her next turn, she has a +3 bonus to AC, including against the triggering attack, and she takes no fire damage.

Evil Eye Charm (1/Day). The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success

How to run this encounter

If the players choose to aid Capt. Bhatt, he and his first Mate will take on a number of Sherden Merrow up to the GM's discretion. The rest attack the players together with Nanna Ink (recommended is one Merrow per player for a meaty challenge, one less for an easier battle). The Merrow will use their harpoons to keep the players away from Nanna Ink, while she at first keeps her distance, firing off all her spells.

If the players agree to Nanna Ink's proposition, she'll withdraw her Merrow to secure all the exits. She'll keep her distance and lets the players do her dirty work. She

warns the players that there is no turning back now: Due to the magical nature of their contract, the players will suffer severe consequence for breaking it (e.g. losing half their HP, gaining two levels of exhaustion, etc.). Capt. Bhatt and his first Mate won't hesitate to kill the players once they agree to Nanna Ink's terms. They'll try to first attack any spellcasters in the party and then move on towards other members. Nanna Ink won't interfere, even if the players start dying. At this point, she's already certain to have won.

An End to the Scheming

No matter who the players supported in the final fight, the remaining Sherden Merrow and the Galleon will withdraw. However, by now the Merrow had had ample opportunity to damage the ship's hull from below, causing it to slowly sink into the freezing waters. From atop a lifeboat, the players are left to face the sunrise over the smooth sea to ponder their choices.

Reward

The rewards depend on whom the players decided to aid in the final confrontation:

- If the players helped Nanna Ink, she keeps her end of the contract and lets them take the lifeboats and gifts them her Evil Eye Charm (pendant). When attuned to this item, the user may target one creature they can see. The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Unbeknownst to the players, the charm is a so-called Hag Eye: a magical item which allows all hags of the Sherden Coven to see through it. It appears, she still has further use for the party.
- If the players help Capt. Bhatt, he'll swear a life-debt to them – meaning they'll always have a well-connected captain at their disposal should they need one. Unfortunately, most of his worldly possessions now lie at the bottom of the sea, together with the Selandia.

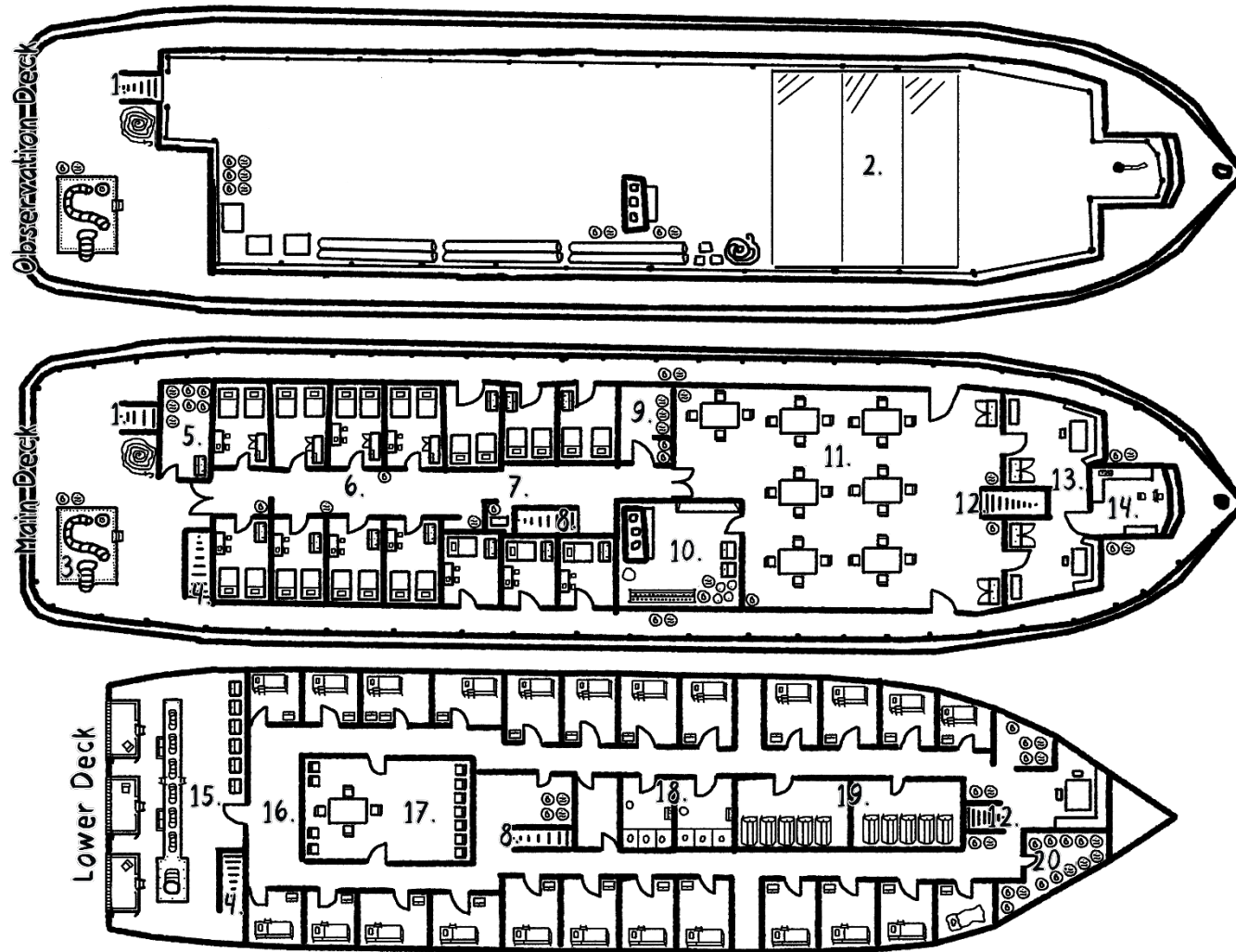
What's next?

The players might have left Nanna Ink and her Sherden Galleon behind, but the Coven has surely taken notice of them – and it likes what it has seen from the players. They reason, that such a resourceful and fierce party would make a nice addition to their next ritual. Whether it be as underlings or as ingredients.

That morning, a maniacal cackling was heard by fishermen and sailors across the coast. It appeared to be coming from the breaking waves themselves. The elders amongst them shudder, knowing that the Sherden have just called for their kin to gather. They all offer a short prayer to their Gods – because only the divine could protect them from the wrath of the dreadful Sherden hags.



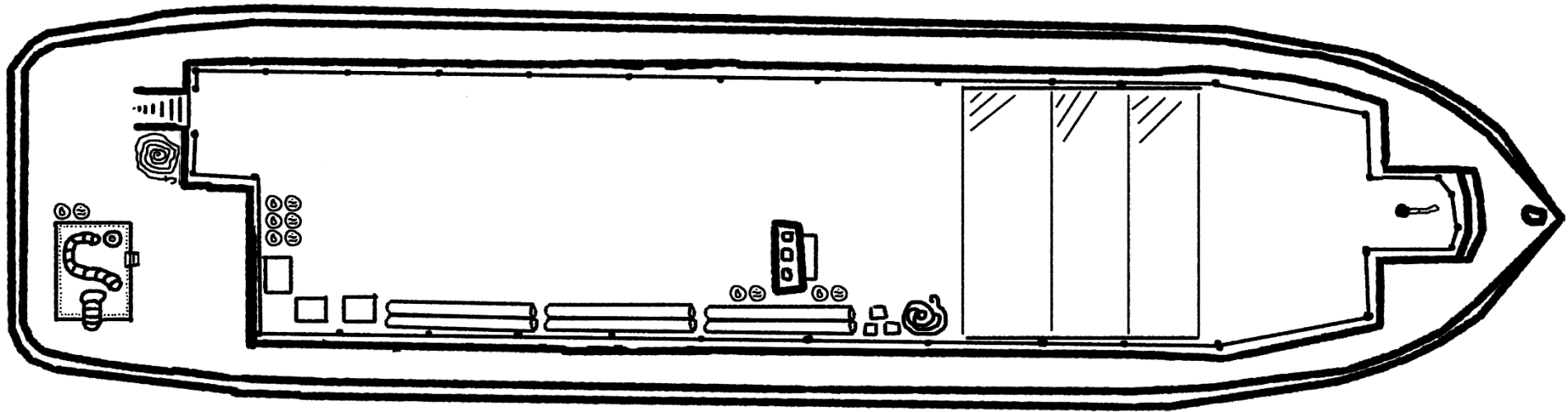
Appendix I – The Selandia



Legend

1. Stairs to the observation deck
 2. Glassy panels above the mess deck
 3. Loading contraption for the propulsion room.
 4. Stairs to the propulsion room (locked)
 5. Storage room – contains sand & water barrels
 6. Luxury cabins (closed doors)
 7. Crew cabins (outside access)
 8. Passenger stairs to lower deck (banded door)
 9. Small storage room (closed door)
 10. Galley & dry food storage (closed door)
 11. Mess deck (open door)
 12. Crew stairs to lower deck (banded door)
 13. Navigation station (locked)
 14. Bridge (locked)
 15. Propulsion room (locked)
 16. Normal cabins (crew & passengers)
 17. Meeting hall
 18. Head (Washroom & Toilet)
 19. Cargo deck
 20. Storage room
- ⊕ = Sand barrels
 ⊙ = Water barrels

Appendix II – Observation Deck

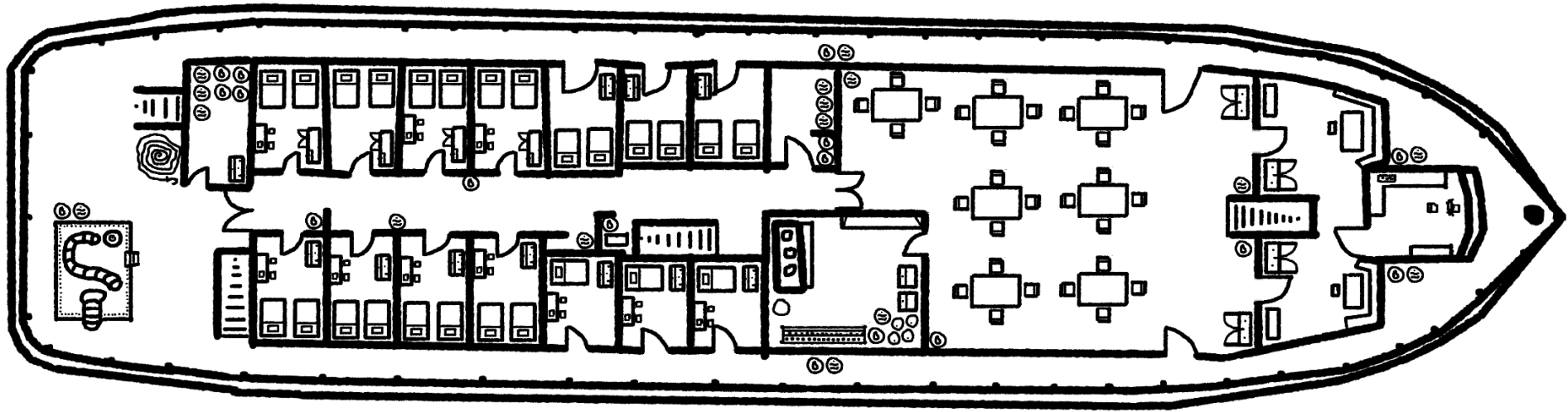


Additional information

During the day, the passengers are allowed to enjoy the view from Selandia's unusual observation deck. The observation deck is surrounded by a 3ft. railing and is about 6.5ft elevated above the rest of the weather deck. It doesn't feature anything passengers would expect from a ship this size: there are only a few lifeboats and no cargo-hatch. Weak emergency masts with fitting sails are strapped to the deck, but otherwise it has been kept empty for the passengers. A large part of the observation deck – the part directly above the mess deck – is covered with colourful glassy panels, which look like fused-together bottle bottoms. They let the light through, but highly distort the view.

Finally, there's the peculiar contraption near the ship's stern. It is an 8ft. iron box. Thick and weather-worn leather tubes lead into it and below deck. Eagle-eyed passengers might have spotted the crew emptying the contents of several mysterious barrels into it before the Selandia left port.

Appendix III – Main Deck

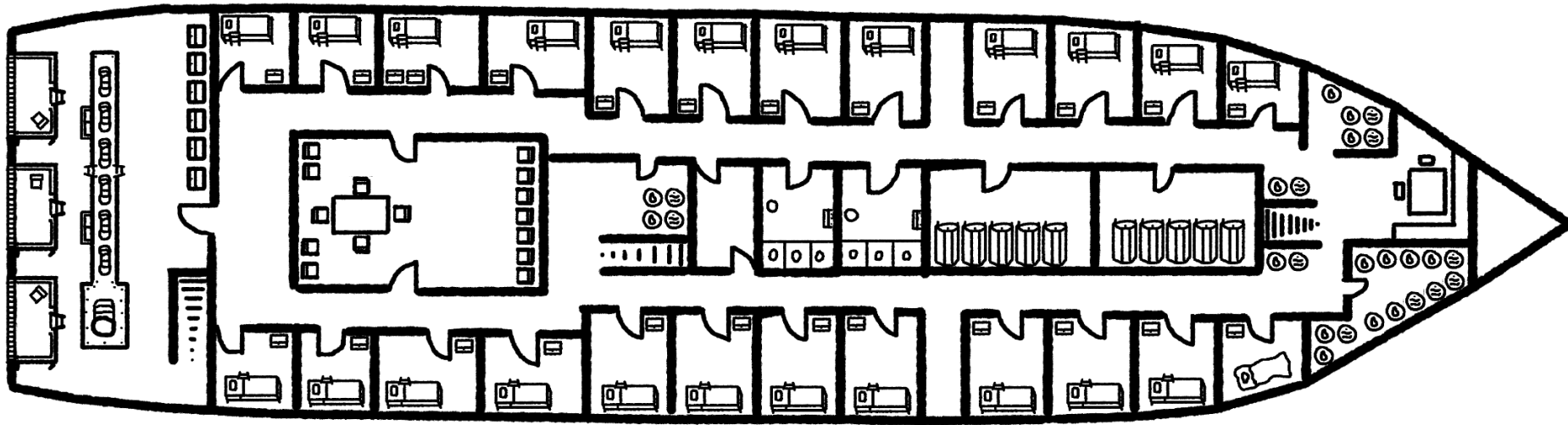


Additional information

The bridge, the navigation station and the stairs down to the propulsion room always remain locked behind heavy iron doors (lock picking 25, break down strength DC 30). All other doors are iron banded and can be closed by the inhabitants of the room (lock picking DC15, break down strength DC 20). The doors to the two storage rooms usually remain open, as they contain little apart from sand, water and other necessary supplies such as ropes and carpenter tools. The crew cabins open out directly onto the weather deck. The peculiar passenger cabins let in no daylight and contain neither a porthole nor any other kind of window. They all contain at least one bed, a large trunk and a writing desk – all bolted to the floor.

The mess deck is bathed in dazzling light during the day, owed to the colourful glass panels installed in its roof.

Appendix IV – Lower Deck



Additional information

The numerous cabins are almost identical in appearance and have been optimized to store a lot of passengers. Each contains a bunk bed and a trunk. They are dark and have no portholes. Their doors are made from simple wood and are locked by a sliding bolt (lock picking DC5, break down strength DC 15).

The propulsion room is locked behind a massive iron door (lock picking DC25, break down strength DC 30). Near the propulsion room is a suspiciously spacious meeting hall – which contains little apart from some moveable chairs and a large table. Its doors are iron banded (lock picking DC15, break down strength DC 20). The washroom and head (toilet), which in most other ships are just two holes above the sea located near the stern, are in the middle of the Selandia. The awful smell of the two rooms suggest, that the “contents” of both toilets are collected below them instead of just being dumped.

Finally, there are two cargo holds which remain locked behind two banded doors (lock picking DC15, break down strength DC 20). They contain more expensive foodstuffs (such as liquor and meat) as well as a small armoury.

Appendix V – Sailor Statblocks

Seamen (medium human)

The youngest crewmembers of the Selandia. They might lack the experience and determination of their superiors, but they partially make up for it with discipline and enthusiasm. They are as convinced of their Captain's mission as the rest of the crew – although they might not be willing to die for it.

Ability Scores

AC: 14 / HP: 32 / Speed 30 / Challenge Rating: 1

STR: 12 (+1) / DEX: 16 (+3) / CON: 12 (+1)

INT: 10 (+0) / WIS: 12 (+1) / CHA: 13 (+1)

Traits

United we stand. The Seaman is used to operate and fight within a unit. They have advantage on attack rolls against an enemy if at least one of its allies is within 5 feet of the enemy and the ally isn't incapacitated.

Sea legs. A few years as a seaman will improve your reflexes above those of a land rat. While onboard a ship, they may use their bonus action to dash, disengage or hide.

Actions

Multiattack. The Seaman makes two weapon melee attacks with their rapier.

Rapier. (+5 to hit), melee attack, reach 5ft., one target. 1d8+3 piercing damage.

Restrain (Recharge 5-6). (+3 to hit), melee attack, range 10ft., one target. The Seaman uses the rocking of the ship to find an opening to throw a target up to one size bigger than him off balance. On a successful hit, the target is grappled, prone and restrained with a thick rope (AC12, HP 5).

Midshipmen & Stewards (medium human)

The bulk of the Selandia's crew has been manning it since it was built. They know each other well and believe firmly in their Captain's plan.

Ability Scores

AC: 15 / HP: 52 / Speed 30 / Challenge Rating: 2

STR: 15 (+2) / DEX: 18 (+4) / CON: 14 (+2)

INT: 10 (+0) / WIS: 13 (+1) / CHA: 10 (+0)

Traits

United we stand. The Midshipman is used to operate and fight within a unit. They have advantage on attack rolls against an enemy if at least one of its allies is within 5 feet of the enemy and the ally isn't incapacitated.

Sure-footed. On the Selandia, the Midshipmen may ignore any difficult terrain and have advantage on saving throws to avoid knocking them prone. While onboard a ship, they may use their bonus action to dash, disengage or hide.

Immunities. Frightened

Actions

Multiattack. The Midshipman makes two weapon melee attacks with their rapier.

Rapier. (+6 to hit), melee attack, reach 5ft., one target. 1d8+4 piercing damage.

Restrain (Recharge 5-6). (+4 to hit), melee attack, range 10ft., one target. The Midshipman uses the rocking of the ship to find an opening to throw a target up to one size bigger than them off balance. On a successful hit, the target is grappled, prone and restrained with a thick rope (AC12, HP 5).

Mates and Captain Bhatt (medium human)

The 4 highest-ranking members (Captain and his three Mates) of Selandia's crew are as mysterious as their ship. They usually don't show themselves to the passengers and spend most of their time in the navigation station, the bridge or the propulsion room. However, everybody knows, that they are both the brains and the brawn behind this operation.

Ability Scores

AC: 16 / HP: 68 / Speed 30 / Challenge Rating: 3

STR: 12 (+1) / DEX: 20 (+5) / CON: 14 (+2)

INT: 12 (+1) / WIS: 14 (+2) / CHA: 12 (+1)

Traits

United we stand. The Mate is used to operate and fight within a unit. They have advantage on attack rolls against an enemy if at least one of its allies is within 5 feet of the enemy and the ally isn't incapacitated.

Sure-footed. On the Selandia, the Mate may ignore any difficult terrain and have advantage on saving throws to avoid knocking them prone. While onboard a ship, they may use their bonus action to dash, disengage or hide.

Orphaned by the Coven. The highest-ranking members of the Selandia have all at one point been prisoners of the Sherden coven as kids. Through the hags' cruel experiments, they have picked up some limited magical abilities they know use to propel the Selandia. They can cast the following spells:

- At will: Mold Earth, Shape Water, Ray of Frost
- 1st level (4 times): Create or Destroy Water, Fog Cloud, Shield

Immunities. Frightened, charmed

Actions

Multiattack. The Mates makes two weapon melee attacks with their rapier.

Rapier. (+7 to hit), melee attack, reach 5ft., one target. 1d8+5 piercing damage.

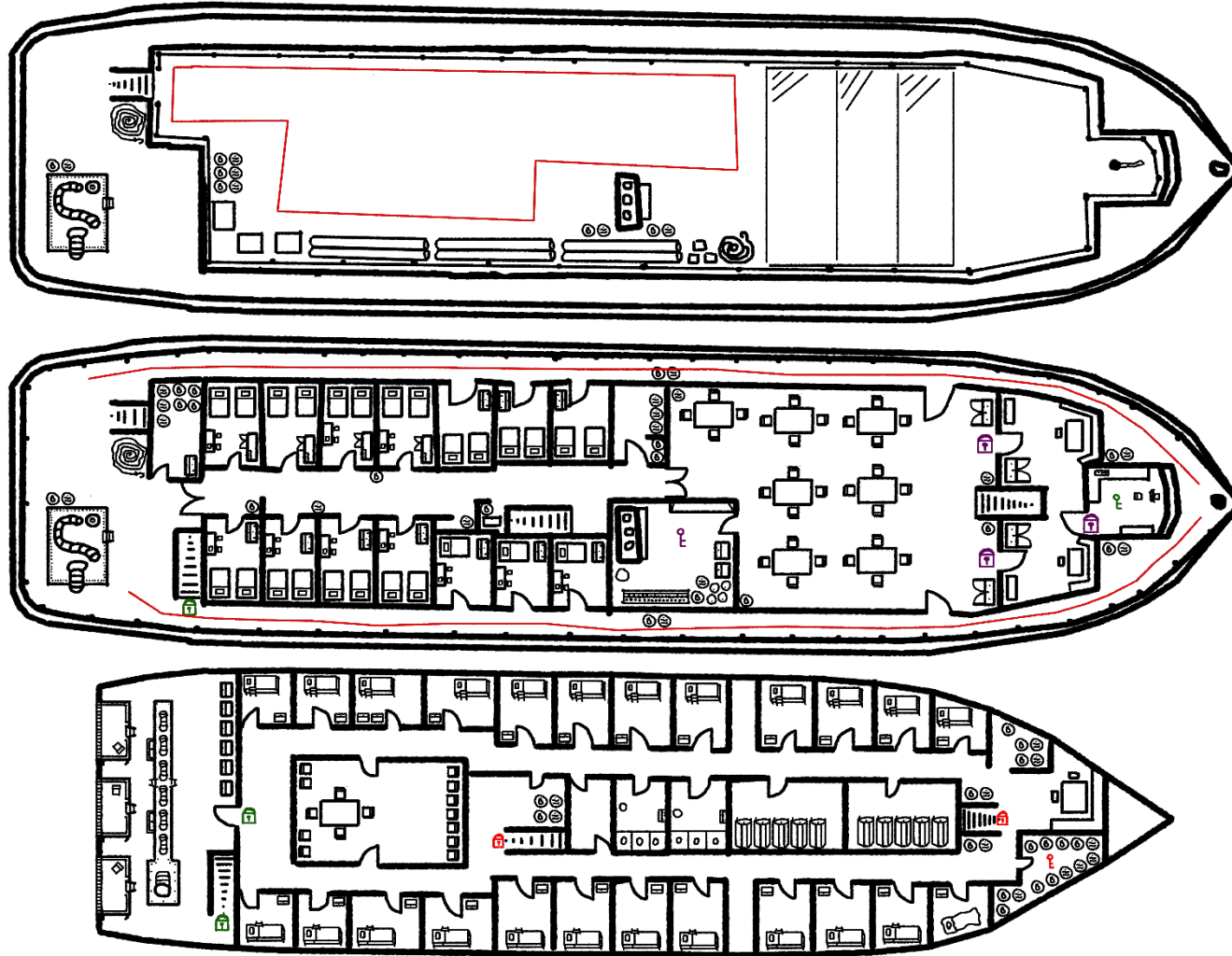
Restrain & Gag (Recharge 5-6). (+5 to hit), melee attack, range 10ft., one target. The Mates have developed

this swift move and have taught it to their crew for the specific purpose to overwhelm a hag before it can unleash its curses. The idea is to suppress both the somatic and verbal components of a spell in as little time as possible. They use the rocking of the ship to find an opening to throw a target up to one size bigger than them off balance. On a successful hit, the target is grappled, prone, silenced and restrained with a thick rope (AC12, HP 5) and a gag.

Appendix VI – Keys and Enemy Patrol Routes

Legend

- The red lines indicate the patrol routes of the Sherden Merrow. They won't hear very well over the noise of the waves, but they will join the fray if they spot an ongoing battle.
- The locks and their corresponding keys are indicated with the coloured symbols on the map.



Appendix VII – Loot Table

#	Loot & Description (Roll 1d20 to determine random loot-drops after fights or when searching a cabin.)
1	One Potion of healing (heals 2d4+2 HP)
2	A beautiful set of silver cutlery worth 10 gp
3	A set of loaded dice, always rolling 1
4	A case containing five goodberries (Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day)
5	An old Candle of the Deep – its meagre flame illuminates up to 15ft. with dim light. Its flame isn't extinguished when immersed in water.
6	A purse with 13 sp
7	A stylish admiral's cap worth 6 sp
8	A "Destroy or Create Water" first level spell scroll
9	An ivory smoking-pipe and a satchel of strong tobacco worth 3sp
10	A loaded light crossbow worth 10gp
11	An orb of direction – while attuned to the orb, the user always knows which way is north
12	A potion of climbing (Gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb.)
13	A potion of water breathing (Breathe Underwater for 1 hour after drinking this potion.)
14	An old looking bottle of luxurious rum, worth 1gp
15	Two hand axes with mermaids carved into their handles worth 5gp
16	Fine veal gloves worth 1gp
17	A magical veteran's cane - When you grasp this walking cane and use a bonus action to speak the command word, it transforms into an ordinary longsword and ceases to be magical.
18	1 potion of greater healing (heals 4d4+4 HP)
19	50 feet of sturdy rope
20	A purse containing 7 gp and 3 sp