

A Lake King's Wrath

Introduction: The long-standing trade agreement between the merchant Augustine Casby and the ruler of the local Mer-Folk King Loech Kelpflower is being dashed on the rocks when the king finds that the death of one of his daughters is due to the reckless romantic advances of Merchant Casby's only son. Merchant Casby has no idea that the reason all his vessels are being attacked at Lake are from the deal bartered between a grieving father and a wretched Sea Hag. Augustine is hiring adventurers willing to risk it all to get to the bottom of the recent run of bad luck that has befallen his merchant company.

A four-hour adventure for 1st – 4th level characters.



By Christopher Clarke



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INTRODUCTION

The Merchant House of Casby is a minor player in the vast Lakes of traders that make up Lakeport economy. The great-great grandfather of Augustine Casby, Papa Larrish Casby started with one small vessel and grew the business to a handful of ships that traded all over the vast reaches of Mist Lake, primarily dealing in produce, Papa Larrish had an overly active superstitious mind that led him to insist that all vessels of his house be named for the barter items that he believed would bring the company the greatest revenue. Ships bearing such names as Green Apple, Gooseberry and Persimmon helped to grow the house's coffers, but also succeeded in spoiling the grandchildren of the coming generations.

Artour Casby is the latest of the coddled youth that the monies of fruit trade have borne. While his father met with the ruler of clan of Merfolk that happened to reside on the route from Lakeport to Edgefield, the overly amorous Artour shamelessly flirted with King Loech Kelpflower's youngest daughter Galfia. So, taken as young Galfia was, she secured a potion of Polymorph and hatched a plan to surprise her new-found love in his home port. Being young and naïve, Galfia wandered into the seedier parts of Lakeport and was rewarded with a knife in her back in exchange for her beaded pearls and abalone hair pin.

King Kelpflower's court advisor learned of the fate of young Galfia, as well as her reasoning for attempting such an ill-conceived plan and informed the royal family. Wanting revenge upon Artour Casby for leading his innocent daughter to her demise, but not wanting to incur the anger of any other merchant families he has allegiances with, King Kelpflower enlisted the aid of the Sea Hag Nyrra to exact death a thousand-fold upon the House of Casby.

ADJUSTING THE ADVENTURE

Throughout this adventure, you may see sidebars to help you adjust this adventure for smaller/larger groups and characters, of higher/lower levels that the optimized group size. Most of the time, this is used for combat encounters. You may adjust the adventure beyond the guidelines given in the adventure, or for other

reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of six 3rd level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down. You've now determined the **average party level (APL)** for the adventure. To figure out 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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to adjust.

ADVENTURE BACKGROUND

Over the course of the past few months, the merchant ships of House Casby have been accosted while in route from their home port of Lakeport to the southern city of Edgefield. On most occasions, at some point during the journey the morning shift will come up to relieve the night shift only to find them slaughtered. The attacks seem to be growing in intensity to the point that the only have been enough surviving crew members to reach Edgefield. None of the voyages from Edgefield back to Lakeport have been

attacked, but crew members are demanding higher and higher pay to make the trip from Lakeport to the south, a situation which Augustine has found to be untenable.

House Casby is recruiting anyone brave enough to act as not only guards for the few trips they are able to gather enough crew for, but also in the hopes that these adventurers may be able to find out who or what has been attacking his vessels. If they can figure out who is behind these assaults, Augustine Casby is willing to pay even more if these hired folk can bring the attacks to a stop altogether.

ADVENTURE OVERVIEW

The adventure has three different parts: an introduction, the journey and assault at sea from Lakeport to Edgefield, and the conclusion where the adventurers will face off against the Sea Hag Nyrra.

Part 1: Sailor for Hire. The characters are approached by a representative for the Merchant House Casby. While they are desperate to find someone who can figure out why their ships are being attacked and bring the attacks to an end, they still are a business at the edge of financial ruin and not able to afford the best.

Part 2: The Good Ship Honeydew. The journey from Lakeport to Edgefield will take roughly a week, depending on weather and wind. At the midpoint of the journey, the ship is attacked by a group of sahuagin that have been sent by the Sea Hag Nyrra to exact revenge as originally contracted with King Kelpflower.

Part 3: The Sea Hag's Fury. Once the adventurers dispatch with the marauding sahuagin, they find a shell with the etched symbol of the House of Canby, as well as the symbol of the Sea Hag Nyrra. Through their own local knowledge or with the assistance of surviving crew, they deduce the location of a remote isle where Nyrra makes her home and confront her

concerning her directed attacks on the fleet of the Canby vessels.

ADVENTURE TIMING

The adventure is designed for 3 hours of play. Use the table below to allocate how to use your time, adjusting as needed for your schedule.

- **Part 1.** 15 minutes
- **Part 2.** 45 – 75 minutes
- **Part 3.** 30 – 45 minutes

ADVENTURE HOOK

Mist lake is a huge inland sea spanning over 300 miles from north to south and almost 70 miles across. The adventurers can find themselves in Lakeport, at the northernmost tip of the lake, for any number of reasons. While the lake is closer to the northern reaches of the world it resides, which can be in any of the published realms, it also serves as a launching point for shipping and receiving of all manner of goods and adventures.



PART 1. SAILOR FOR HIRE

While perusing the market in the town of Lakeport, the adventurers are approached by Ethan Fairhorne, the appointed representative for the Casby Merchant House. Ethan is an averaged sized half-elf with fair hair and light coppery skin. He speaks in a haughty tone, as he feels that his elven heritage has gifted him with a sense of nobility.

‘Good adventurer’s, I bid you greetings from my lord Augustine Casby, Master of the Merchant House of Casby. Might you be available for hire?’

Ethan will start with an offer of 50gp per individual if they would accompany one of the merchant vessels on the week-long journey from Lakeport to Edgefield. All food and lodging will be taken care of. He has been given the authority to go as far up as 100gp per person, but only with the guarantee that any person antagonizing the vessel be found out and dealt with in all due haste.

Once the bargaining is done, the characters are instructed to meet Captain Elle, the jovial elven lass, at the docks where she will show them to their barracks room aboard the Good Ship Honeydew. After stowing any gear that they might bring aboard, she gives each of them one **Potion of Water Breathing** (BR pg. 188) apiece. Just in case they find that they may need it,

If questioned, Captain Elle will reveal the following tidbits of information.

- This is her second voyage on the Good Ship Honeydew, having recently come up from Edgefield on her last voyage.
- She has been sailing the waters of Mist Lake for the past few years.
- The woes of the Merchant House Casby are well known in the town of Edgefield, as the past half dozen or so voyages from Lakeport have arrived either with a severely depleted crew, most of those not winding up dead are wounded, and some voyages not arriving at all.
- She is quite confident in her ability to keep her crew and the ship safe and seems to be rather dismissive of the

stories of some of the other crew, as sailors are known for the fish tails.

- If they do run into anything that is beyond her ability, that is what the adventurers are hired for after all

A couple of hours after the characters arrive, the ship is ready to set sail. Any characters with backgrounds in sailing are asked to pitch in and assist, all others are pointedly informed that they are to stay out of the way.

PART 2. THE GOOD SHIP HONEYDEW

The journey from Lakeport to Edgefield takes roughly one week, depending on the weather. At the midpoint through the journey, the ship is accosted by **six Sahuagin** sent by the Sea Hag Nyrra to waylay the vessel. In the dead of the night they attempt to slip aboard the ship and kill all the crew but two, leaving them to pilot the vessel back home or onward to Edgefield. Neither they or Nyrra are aware that any able-bodied adventurers will be aboard.

If any characters are helping to keep watch, have them make opposed Perception Checks DC 13 to determine if they hear the Sahuagin creeping aboard. If not, the sailors will need to make a passive Perception check DC 13, to do the same. If the sailors or the characters fail the initial check, one of the sailors on duty is killed before the alarm is raised. If the Sahuagin lose more than half of their number, they attempt to flee back to the safety of the open waters. Any character intending to do so will need to be adequately

equipped for maneuvering and combat underwater. (see PHB Chapter 9 – Underwater Combat)

After the combat concludes, they adventurers will find that the Sahuagin carry few possessions, aside from their weapons. Each Sahuagin will carry 1d10 gp each, though the largest of them will have a large clam shell etched with vague instructions, mainly attack vessels with the flag bearing the crest of House Casby. The missive is signed with Nyrra's sigil. The characters can make a History check DC 15, to determine who the sigil belongs to, failing that, Captain Elle will be able to identify it. After doing so, Captain Elle insists that they travel to the area rumored to be the lair of the Sea Hag to confront her and bring her evil mischief to an end.

ADJUSTING THE ENCOUNTER

Based on the average strength of the party, adjust the encounter as below:

- **Very weak** – remove two Sahuagin
- **Weak** – remove one Sahuagin
- **Strong** – add one Sahuagin
- **Very Strong** – add two Sahuagin

PART 3. THE SEA HAG'S FURY

Finding Nyrra's lair is not an easy task. The lone isle that she inhabits is perpetually enshrouded in mist and one of the key contributors to the name Mist Lake. Jagged rocks permeate the water surrounding her island, eagerly piercing any foolhardy vessels and sending them to a watery end. A boat the size of The Good Ship Honeydew will have to dock farther out in the open ocean and ferry the characters to and from the island in a rowboat.

The island itself is not so large, only a mere two miles across and one wide. Nyrra makes her home in a large sunken ship below the southern end of the island. Aside from taking a swim, the only other way to get to her lair is through the cave near the shore. Water fills this cave ranging from a foot deep in some areas to waist deep. The

rocks are coated with slime and algae, making this difficult terrain to traverse.



PATH TO NYRRA'S LAIR

1. Upper Chamber

The cave slopes downward, the water getting deeper the farther the cave goes in. By the midpoint of the upper chamber the water reaches four feet deep and falls two more feet for every five feet farther in it goes. This would be an excellent time for the characters to utilize the potions they were given on board The Good Ship Honeydew, unless they have another way surviving under water.

2. Lower Chamber

This area has been claimed by **four giant crabs**. Nyrra doesn't mind their presence, as they make for a sort of natural guard for any creatures coming from land down into her lair. Her thoughts that anyone coming to visit her, without an invitation, should come by way of the water, as the gods have intended. Also, if any land dweller coming to see her can't get past a few crabs, then they are unworthy of being graced with an audience from her.

NYRRA'S LAIR

A. Main Deck

The hull of this wreck has been at the bottom of the lake for many years now and any markings bearing the name of the vessel or distinctive markings have been worn away by the years or covered and corroded by the many barnacles that clings to its sides.

While Nyrra feels rather secure in her control of her lair, she still maintains several Sahuagin guards, as well as their shark companions. At any time, there will be **four Sahuagin and one Hunter sharks** patrolling this area.

ADJUSTING THE ENCOUNTER

Based on the average strength of the party, adjust the encounter as below:

- **Very weak** – remove two Sahuagin
- **Weak** – remove one Sahuagin
- **Strong** – add one Sahuagin
- **Very Strong** – add two Sahuagin

B. Lookout Deck

Several body fragments are scattered about the lookout deck, all of them eaten away until only the bone is left. If the characters desire to search the area, and its grisly milieu, they will find a few rusted daggers and short swords, worthless now.

On a successful Perception check DC15, they will be able to spot a faded, silt spotted bonnet on the remains of a skull, which is actually a **Cap of Water Breathing** (DMG pg. 157).

C. Lake Bed

The area between the bow and stern of this broken vessel is strewn boards and beams that once made up this ship, along with many other smaller ones. Unless the adventurers are being particularly stealthy or invisible, in some manner, Nyrra will be able to spot them and will not be caught unaware as they approach. She will be affecting an appearance of an older mermaid, but

not unattractive, in the hopes of luring the players into one of her malevolent schemes.

D. Conference Area

Nyrra meets potential clients and victims here to give them potions or charms, tell fortunes or interpret dreams. Everything she does is for her ultimate good and she takes every advantage to turn every meeting into a means of benefiting her or causing general mischief. Useless beads and bobbles sit upon the shelves that line this area.

Crabs skitter around the floor and starfish cling to the remainders of the windows or walls. A large black half of a clamshell sits upon the central table in this area, worth 15gp to the right collector. Awaiting the party at this table is **one sea hag** – Nyrra.

Nyrra, in the form of a matronly mermaid, lurks behind the table and greets the characters warmly, though with caution as she has no idea what they are about. If the party makes any sort of hostile action, she immediately targets the strongest looking character with her **Death Glare**. She calls for the aid of any surviving Sahuagin or Hunter sharks in the area, which will arrive in 1-2 rounds. If brought to less than half her hit points, she will attempt to flee. This should be accomplished by all means necessary.

If the characters interact with her in any other manner, they will need to make Persuasion or Intimidation checks, depending on what they seek to accomplish. If the party offers Nyrra sufficient compensation to end her assault on the House of Casby, no less than 250gp and a few drops of blood from each character (or something equivalently personal and vile), she agrees. After the adventurers have gone she will send a message to King Kelpflower that they forced her to discontinue his quest for vengeance and recommend that he turn his sights on the adventures and continue the harassment of the merchants in a few months.

Nyrra is cruel and wicked, as all hags are, and will seek any opportunity make a 'bargain' with the characters, individually or as a group, to make charms, advise on relationships, seek further

treasure or the like. She will always look for a way to backstab them or create mischief.

E. Nyrra's Lounge

This area serves as the Sea Hag's living quarters. Husks of all manner of sea life are scattered about the floor. Tossed in among the detritus are objects of menial value that she no longer cares for. Careful sifting, and about 15 minutes of time, will yield a copper bracelet, arm included, worth 5gp; a small cherrywood box with a black sea anemone in it worth 20gp and an ivory flute, coated in sea slime, worth 25 gp.

F. Nyrra's Chambers

ADJUSTING THE ENCOUNTER

Based on the average strength of the party, adjust the encounter as below:

- **Very weak** – remove two Merrow
- **Weak** – remove one Merrow
- **Very Strong** – add one Merrow

The beds strewn across this area have long gone to pulpy rot and float cloyingly about this chamber. Nyrra thinks this gives an air of nobility and mystery to her private quarters and uses it to entertain special guests. Her current dalliance is a **Merrow** named Sebastian. He is currently lounging with his retinue of two other **Merrow**. He knows that she allows no one to enter her private chambers and immediately attacks anyone entering without her. Since there is no way she would escort anyone to this area, he will always attack as soon as a character enters.

CONCLUSION

If the characters are successful in killing Nyrra, the raids on the merchant ships will come to an end and House Casby will be eternally grateful to all the party members. They will be able to enjoy

passage between Lakeport and Edgefield free of charge for as long as they live. Aside from the reward, this is all the Merchant House is able to offer them.

However, the vengeance of King Kelpflower will not be sated unless the characters are able to relay to House Casby who was behind the raids all along and then hope a peaceful resolution is bartered between the two. If this is not or cannot be done, all members of the party will earn the enmity of the Lake King and be targets for his wrath on any future adventures the group may have on or around the area of Mist Lake.

In addition, word of Nyrra's demise will spread and the other hags in her coven will seek their own vengeance on those that dare slay their sister.

If Nyrra is able to escape, she will plot her own vengeance upon the group...

REWARDS

Experience

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

COMBAT AWARDS

Name of Foe	XP per Foe
Sahuagin	100
Hunter shark	450
Giant Crab	25
Nyrra (Sea Hag)	450
Merrow	450

NON-COMBAT AWARDS

Capt. Elle Survives Ambush	100
Discovering Nyrra's Employer	250
Reporting King Kelpflower	150
Bartering peace treaty	250

APPENDIX: MONSTERS/NPC

STATISTICS

GIANT CRAB

Medium beast, unaligned

Armor Class: 15 (natural armor)

Hit Points: 13 (3d8)

Speed: 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

Skills: Stealth +4

Sense: Blindsight 30ft., Perception 9

Challenge: 1/8 (25xp)

Amphibious. The crab can breathe air and water.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) bludgeoning damage. The target is grappled (Escape DC 11). The crab has two claws, each of which can grapple only one target.

HUNTER SHARK

Large beast, unaligned

Armor Class: 12 (natural armor)

Hit Points: 45 (4d8+4)

Speed: Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Skills: Perception +2

Sense: Darkvision 30ft., Perception 12

Challenge: 2(450xp)

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

Water breathing. The shark can breathe only underwater.

ACTIONS

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

MERROW

Large monstrosity, chaotic evil

Armor Class: 13 (natural armor)

Hit Points: 60 (6d10+12)

Speed: 10ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10(+0)	15 (+2)	8 (-1)	10 (+0)	9 (-1)

Sense: Darkvision 60ft., Perception 10

Languages: Abyssal, Aquan

Challenge: 2(450xp)

Amphibious. The merrow can breathe air and water.

ACTIONS

Multiattack. The merrow makes two attacks: one with its bite and one with its claws or harpoon.

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

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

Harpoon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* (2d6 + 4) piercing damage.

Harpoon. *Ranged Weapon Attack:* +6 to hit, reach 20/60 ft., one target. *Hit:* (2d6 + 4) piercing damage.

SAHUAGIN

Medium humanoid (sahuagin), lawful evil

Armor Class: 12 (natural armor)

Hit Points: 22 (4d6+4)

Speed: 30ft., swim 40 ft.

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

Skills: Perception +5

Sense: Darkvision 120ft., Perception 15

Languages: Sahuagin

Challenge: ½(100xp)

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

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

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

ACTIONS

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

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

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

SEA HAG

Medium fey, chaotic evil

Armor Class: 14 (natural armor)

Hit Points: 65 (7d8) +21

Speed: 30ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

Sense: Darkvision 60ft., Perception 11

Languages: Aquan, Common, Giant

Challenge: 2(450xp)

Amphibious. The hag can breathe air and water.

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 11 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:* (2d6 + 3) slashing damage.

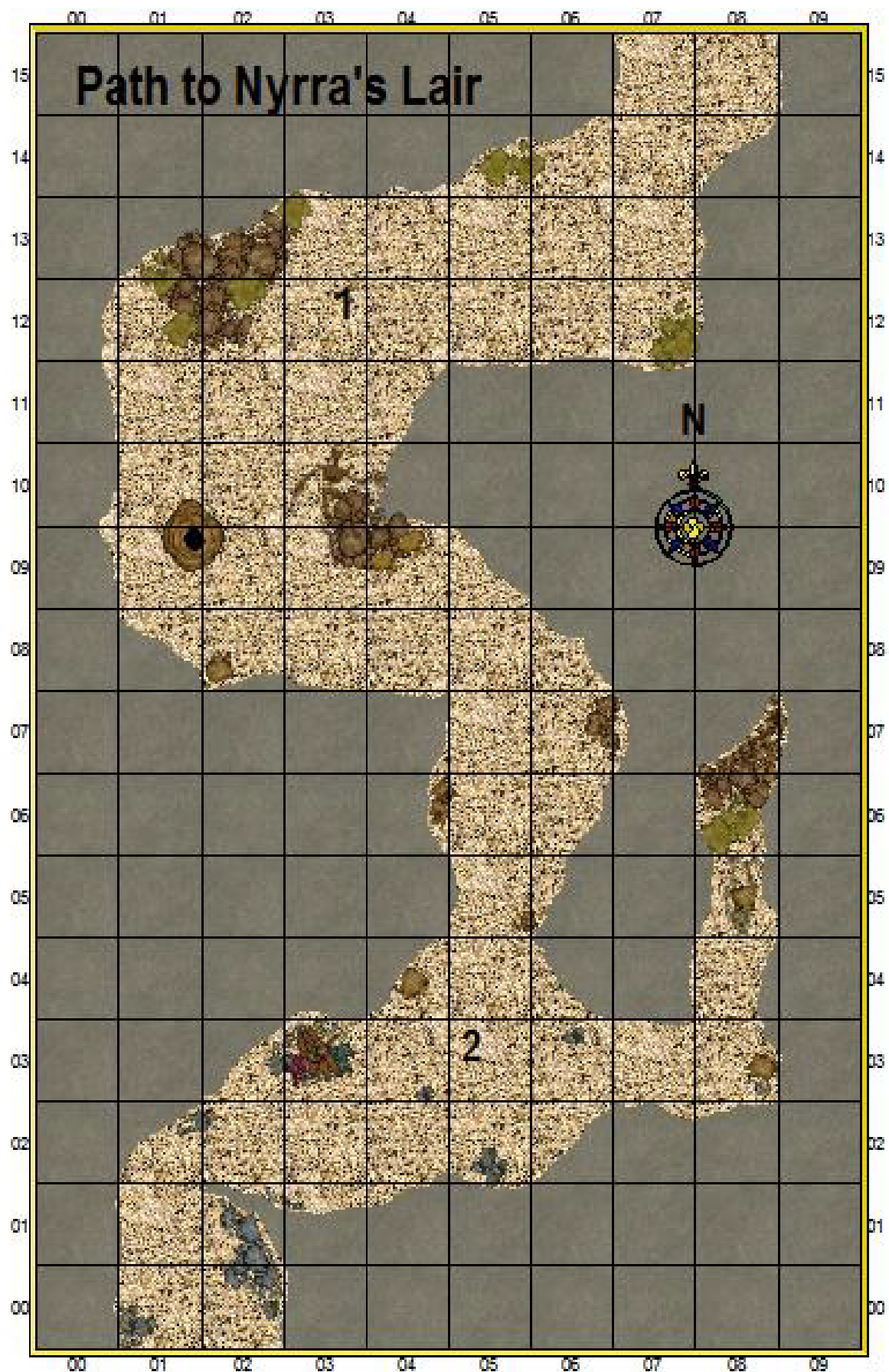
Death Glare. The hag targets one frightened creature she can see within 30 ft. of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

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.

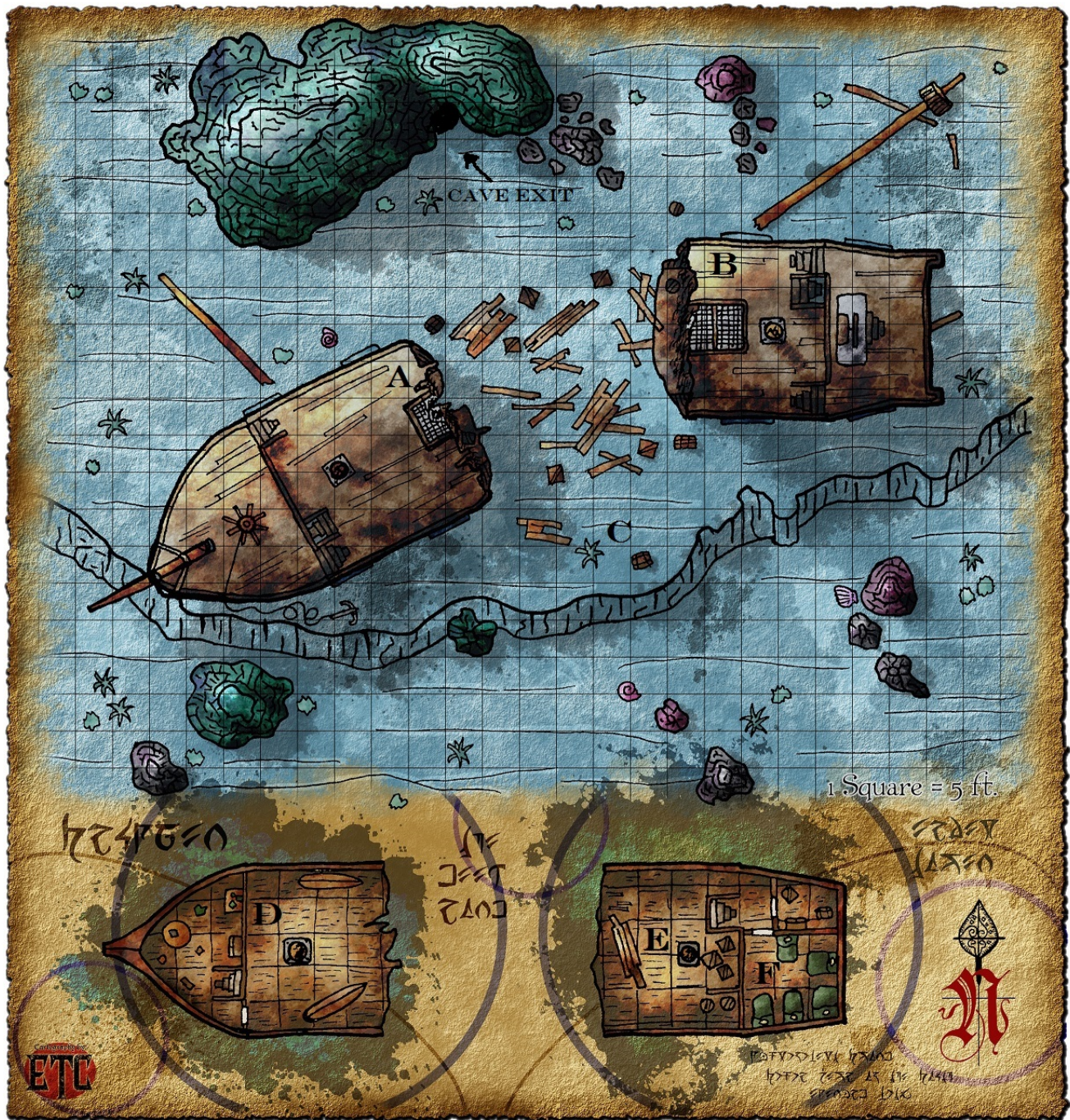
The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation)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



Path to Nyrra's Lair



Nyrre's Lair



CREDITS

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