



FROG GOD GAMES ADVENTURES

ROCKY CAPE

by Kenneth Spencer



5TH EDITION
COMPATIBLE

Spencer 2017

ROCKY CAPE

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ISBN: 978-1-62283-769-4

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ROCKY CAPE

Baron Scrofo Sosii has a problem. In fact, he has many problems, he just doesn't know it yet. For generations, the Rocky Cape region has been a quiet backwater, and the people have turned insular and complacent. The peaceful nature of the region is being broken on a regular basis: people have gone missing; fishing ships have not returned home; and some vessels have been found wrecked far from their usual haunts. Adding to this, the capital has let it be known that it is going to crack down on smuggling along the entire coast of the Crescent Sea. All the coastal barons have been warned that lesser justices, those hard-nosed investigators loyal only to the grand duke, will be looking into any irregularities. Even though the baron is completely innocent of any involvement in such crimes, that has not allayed his fear of ducal investigation.

These problems are far beyond something that a minor baron in a backwater area such as Rocky Cape can easily deal with. Indeed, they are far beyond his meager abilities to even understand. Spurred on by these issues, Baron Scrofo has decided to bring in some help. That's where the characters come in. They are either the sort of people the baron can afford, ones he can trust, or simply just who are available.

ADVENTURE OVERVIEW

A series of disappearances has plagued Rocky Cape over the past two years. The disappearances occurred in small numbers, with many of the missing being fishermen and hunters, occupations that suffer accidents from time to time. While people do wander off from the villages, go down with their ships, or get grabbed by the trolls of Troll Hill from time to time, too many people have gone missing in too short of a time. Baron Scrofo Sosii has called for adventures to come help, as he and his two knights are not a match for the problem, both in investigating the missing villagers and in facing any threat that might be slowly killing the people of Rocky Cape.

Two causes for these disappearances exist, and both are linked to powerful fey that live in the area. Annie the Green (also known as Green Annie), a title for whichever fey creature currently lives in the magical hut inside the Black Fen, struck a deal with smugglers using the swamp as a base of operations. In return for land and protection, they provide Annie the Green with sacrifices. These she tortures, consumes, and then uses their bodies to make her hideous statuary. But Annie the Green is not the only fey creature who dwells along Rocky Cape, for the sea hag Maudra has taken up the mantle of the Sea Wych. Long vacant, this title has been fought over for generations. Now that she is the Sea Wych, Maudra is flexing her muscles by taking captives and attacking lone fishing boats.

In addition to these two threats, other sites along Rocky Cape also bear investigating. The Rock in the Storm is a Hyperborean lighthouse long since fallen into ruin and presumed haunted. Dangerous creatures also lurk in the waters, wander onto the Old Coast Road, or hunt the swamps of the Black Fen. Too many years of complacent neglect is slowly turning this civilized coastline into the wilderness, and brave heroes are needed to drive back the evil, hungry, and bloodthirsty tide.

This adventure is designed for 4 to 6 Tier 1 characters, beginning at first level.

RUNNING THE ADVENTURE

The characters can approach this freeform adventure in a variety of ways. They begin at the Sosii estate but move on from there and can explore various parts of Rocky Cape where adventure awaits. Indeed, the overriding mystery is not one that needs to be followed in a straight line, and as the characters soon discover, multiple reasons exist for the disappearances. Smugglers captured a majority of the missing people to serve the criminals as prisoners or to be fed to Annie the Green. A few died of natural causes, and one left the area of her own accord.

In addition to the investigation, the characters can explore a small hex crawl in the Black Fen toward the end of the adventure once they gain some levels and defeat some lesser threats. Facing the smugglers or Annie the Green at 1st level is likely suicidal, but so be it for those who rush in.

Likewise, two small dungeon crawls and a few minor underground areas are available to explore. The Sea Wych's caves are lethal for weaker parties, but quick-thinking and ingenious 1st-level characters should be able to conquer the Rock in the Storm. Besides, who could pass up a chance to explore a haunted lighthouse?

INVOLVING THE CHARACTERS

Several options exist for getting the party involved in the adventure. But *however* they become involved, the baron and his allies won't reveal how worried he is about the possibility of smugglers in his domain.

- The baron sent Sir Urso to Bridgeport to look for adventurers to solve the baron's many problems. The characters may be people recommended by another noble, recommended by some powerful group in the city, or just people he met in a tavern.
- In addition to seeking help from adventurers, the baron also contacted his network of noble relatives and friends. One or more of the characters could be a relative of the baron or his noble contacts.
- Word spreads quickly that Baron Scrofo Sosii is offering room and board plus a stipend and bonuses to anyone who can help him find and stop whatever is causing his people to go missing.
- Likewise, characters connected to the Sosii noble family in the Grand Duchy of Reme or elsewhere around the Crescent Sea may be sent to help the baron to keep any scandals quiet.

GETTING TO ROCKY CAPE

Rocky Cape is accessible by land and water, though not easily or frequently in either case. By sea, the characters can hire a coaster to drop them off at the baron's estate, Longshores, or Sandy Bottom (Mud Hollow lacks safe anchorage for anything but small boats). By foot, characters can travel the Old Coast Road from Loagwater or Bridgeport, but the road has decayed to little more than a trace of pavement in most places. It is possible to get there overland from Briarswatch, but crossing the hills is dangerous and difficult.

THE MISSING

Use this list to guide the investigation and to give clues as to the fates of the missing villagers. All told, 26 people and seven fishing boats are missing.

MISSING PEOPLE FROM LONGSHORES

(7 people and 2 boats missing)

Edwird (NE male human **commoner**), a fisherman, disappeared after leaving the village two weeks ago to walk the shores looking for flotsam. The Sea Wych killed and ate him.

Joey and **Jodi** (NG male human **commoners**), a fisher couple who went missing with their boat a month ago, was fishing off Longshores past the Sea Wych's cave. Smugglers captured them and gave them to Green Annie.

Linny the Elder (NG male human **commoner**), **Young Linny** (NG male human **commoner**), and **Licinia** (N female human **commoner**), a fisher family who went missing with their boat three months ago, was fishing off of Longshores past the Sea Wych's Cave. The Sea Wych killed Linny and took the 15-year-old son and 19-year-old daughter captive.

Silis (N female human **commoner**), a fisherman, was walking the shores looking for flotsam. Smugglers captured her eight months ago. She is currently being held in the smugglers' camp as a prisoner.

MISSING PEOPLE FROM THE SOSII ESTATE

(3 people and 1 boat missing)

Able (NG male human **commoner**), **Bruce** (CG male human **commoner**), and **Dyfed** (NG male human **commoner**), a pair fishermen and their 17-year-old apprentice who went missing with his boat four months ago, were fishing off the coast. Smugglers captured them and gave them to Green Annie.

MISSING FROM SANDY BOTTOM

(16 people and 4 boats missing)

Aberd (LE male human **commoner**), a fisherman who went missing with Pyrd's boat two years ago, was fishing alone off the coast toward the mouth of Gill Run. Smugglers captured Aberd and gave him to Green Annie.

Bacha (LG female human **commoner**), a fisherman who went missing with Enich's boat 18 months ago, was fishing off the coast toward the Rock in the Storm. The ship went down in a storm with all hands lost.

Enich (LG male human **commoner**), a fisherman who went missing with his boat and crew 18 months ago, was fishing off the coast toward the Rock in the Storm. The ship went down in a storm with all hands lost.

Fryd (CN male human **commoner**), a shepherd, went missing along the edge of the Briar Hills while tending his flock. Smugglers captured Fryd and gave him to Green Annie.

Jara (CN female human **scout**), a hunter, went to explore the Rock in the Storm nine months ago but was never seen again. She ran away to Bridgeport to start a new life.

Kara (CG female human **scout**), a hunter, never returned from a hunting trip into the Briar Hills three months ago. Smugglers captured Kara and gave her to Green Annie.

Kyrd (NE female human **commoner**), a fisherman who went missing with Pyrd's boat two years ago, was fishing off the coast toward the mouth of the Gill Run. Smugglers captured Kyrd and gave her to Green Annie.

Isabel (LG female human **commoner**), a fisherman who went missing with her boat and boat hand a month ago, was fishing off the coast toward the mouth of the Gill Run. Smugglers captured Isabel and gave her to Green Annie.

Machi (LG female human **commoner**), a fisherman who went missing with Enich's boat 18 months ago, was fishing off the coast toward the Rock in the Storm. The ship went down in a storm with all hands lost.

Nate (LG female human **commoner**), a boat hand who went missing with Isabel's boat a month ago, was fishing off the coast toward the mouth of the Gill Run. Smugglers captured Nate and gave her to Green Annie.

Pryd (CN female human **commoner**), a fisherman who went missing with her boat and crew two years ago, was fishing off the coast toward the mouth of the Gill Run. Smugglers captured Pryd and gave her to Green Annie.

Qyrd (NE female human **commoner**), a fisherman who went missing with Pyrd's boat two years ago, was fishing off the coast toward the mouth of the Gill Run. Smugglers captured Qyrd and gave her to Green Annie.

Sara (NG female human **commoner**), a fisherman who went missing with Enich's boat 18 months ago, was fishing off the coast toward the Rock in the Storm. The ship went down in a storm with all hands lost.

Scut (CN male human **commoner**), a shepherd, disappeared five months ago in the middle of the pastures with three sheep. Smugglers captured Scut and gave him to Green Annie.

Tavi (LG female human **commoner**), a fisherman, fell overboard while fishing north of Rocky Cape and something pulled her under. The Sea Wych captured and ate her.

Xylander (CG male human **commoner**), a shepherd, disappeared five months ago from the north pastures with three sheep. Smuggler captured Xylander and gave him to Green Annie.

THE BARON'S OFFER

When they arrive, the characters receive a warm welcome from the baron, especially if Sir Urso of Longshores recruited them. The baron's manor is not large, but there is room for everyone if they don't mind sharing. The characters are given a chance to freshen up before the baron talks to them, and they have the full run of the manor and use of the servants. Once they are ready, the baron invites them to dine with him. The food is good but simple, and given the economy of Rocky Cape, heavily fish-based. A sweetened fish soup follows an aperitif of apricot liqueur imported from Bridgeport. The main course consists of sea bass, turnips, and mushrooms in a thick red sauce. Next comes a pickled seaweed and cabbage salad. Dessert is a sponge cake topped with berries and sweetened cream. During the meal, the baron makes polite conversation, inquiring as to the characters' origins and backgrounds. Once the dessert plates have been cleared, he lays out the following.

Baron Scrofo is not a rich man. His barony does produce a fair income, but between taxes and maintaining the fief, most of the income is already spent. He offers room and board at his manor or the manors of any of his vassals, as well as a stipend of 50 gp per person each week. A bonus of 1,000 gp is offered when they resolve the issue of the missing people. As feudal lord of Rocky Cape, the baron is entitled to 25% of any salvage found in his domain but gladly waives this.

BUYING AND SELLING GOODS

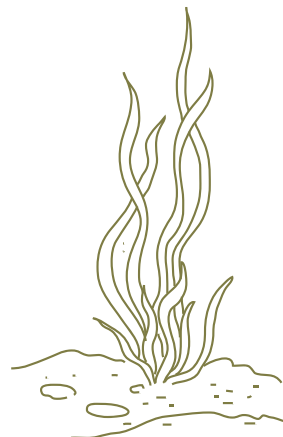
The economy of Rocky Cape does not permit the buying and selling of large amounts of goods — or goods of great value. The people, including the baron, are rather cash poor. Most of their wealth is tied up in their farms, boats, and homes. Basic goods, camping gear, food, torches, and the like, are available from the baron or one of his vassals for free. Weapons, armor, arcane supplies, and rare goods can be brought in from Loagwater or Bridgeport, but this takes time. The baron happily sends a boat to fetch needed items, and even have items sold in those towns. However, this takes some of his people and a boat away from their usual work, a loss for such a small population. Because of this, he asks if the characters can wait until there are enough orders or items to take care of it all in one trip. It takes 1d6 + 2 days for a boat to make it to a city, conduct business, and return.

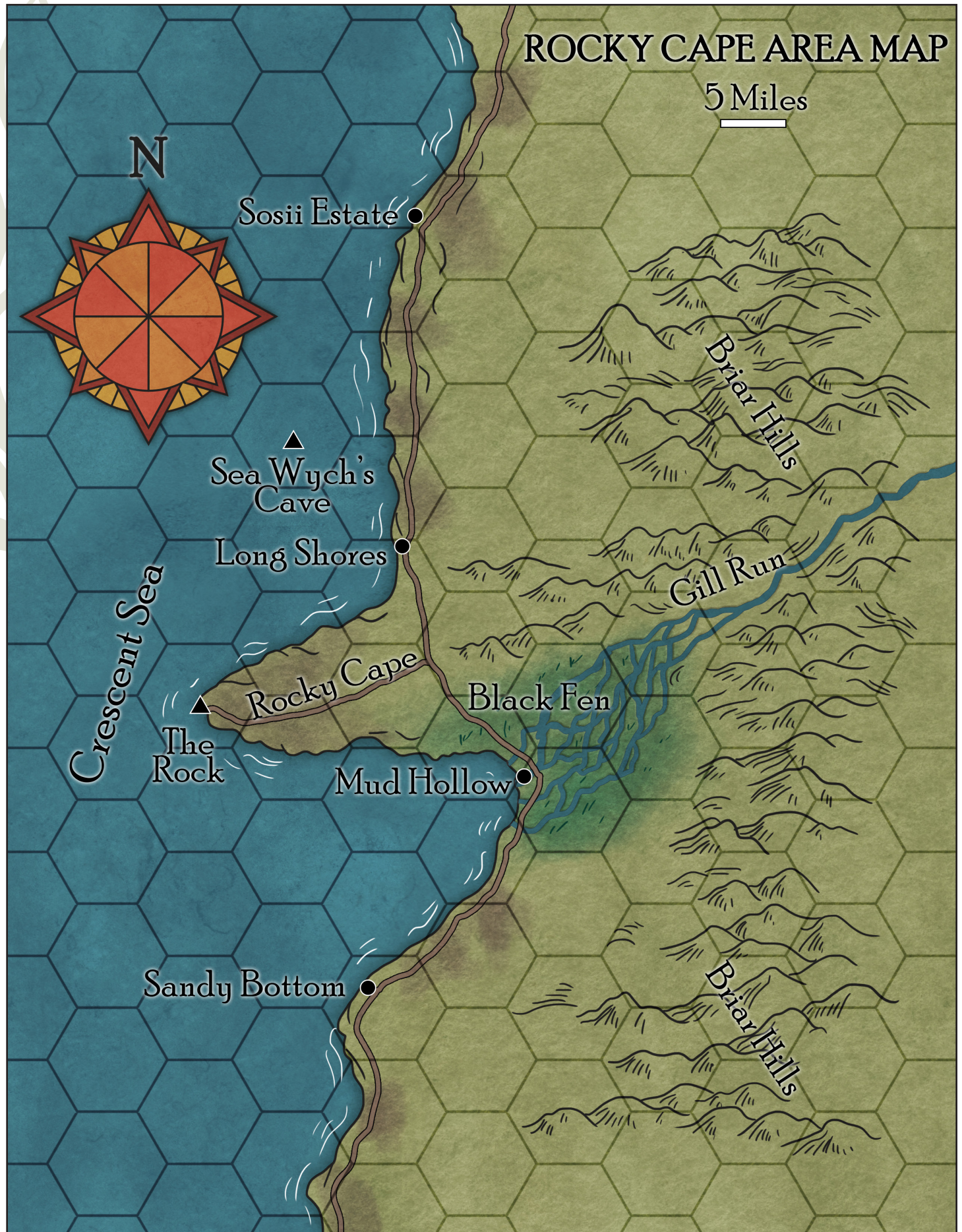
"Thank you for coming to our aid. I am afraid that my meager resources are simply not up to the task of resolving these issues. My vassals are loyal and brave, but not, shall we say, skilled at resolving mysteries. I shall put it bluntly: They are good people in battle and able rulers of their fiefs, but they do not think far outside the norm. Nor do I, for that matter. Hiring you all has been the greatest burst of inspiration this manor has seen in generations. Let us drink that it is a successful inspiration and not just my latest folly!"

"I face two problems: The first is simply that some of my people, peasants all, and some of their fishing boats, have disappeared. Now, it is not unusual that a boat does not return or that wild animals take people — and both are a true loss for our small community. However, these sad events are infrequent, happening only once or twice a decade as my records show. In the past year, however, we have had three boats and a total of 23 people go missing. I am their liege lord and thus their sword protector. It is my duty to defend them. Yet even I cannot fight that which I cannot face on the field of battle.

"The other issue is more delicate. Word has arrived from Mose that the prince is sending people to investigate and prosecute smugglers along the coast. Now I certainly do not brook any such criminal activity, but I fear there might be something I am unaware of. If while investigating these disappearances you might keep an eye out for signs of smuggling, I would greatly appreciate that.

"If I were you, I would operate out of Longshores. Sir Urso is a good knight, loyal and true, and relying on his limited hospitality places you in a central location within my domain. The first places I would look into are Mud Hollow as most of the disappearances occurred there and the lighthouse known as the Rock in the Storm. Many say it is haunted, and I must admit it is an eerie place, being so isolated and forlorn. The Sea Wych's cave is likely just folklore, but many of the peasants believe it, so you might want to at least row out to there and have a look around. Finally, some of the missing peasants were hunters from Sandy Bottom. They might have wandered too close to Troll Hill and managed to get themselves eaten. I really should mount an expedition to root out those monsters, but they cause so little trouble that it has not seemed worth it until now. There might not be a single cause of all these disappearances, but instead a confluence of circumstances. Who knows?"





WELCOME TO ROCKY CAPE



Rocky Cape, named for the prominent headland that juts into the Crescent Sea, is a stretch of coastline running roughly 65 miles along the Principality of Olduvár's shores. It is a desolate coast marked by rough waters, shingle beaches, and poor soil. The Hyperboreans built a road that runs along the coast but even that has failed to bring in many people and now exists as a broken and overgrown stretch of cobbles between Bridgeport in the south and Loagwater to the north.

The entirety of Rocky Cape lies within the domain of Baron Scofro Sosii, a distant relative of the powerful Sosii family in the Grand Duchy of Reme. The barony has managed to weather the many political uncertainties of the principality rather well, keeping itself contained and under a single family for many generations. This has been due partially to its isolation — no one uses the Old Coast Road since the Black Fen formed centuries ago — but also because the area has little to offer anyone. The barony is best known for three things: fish, high-quality clay, and backward nobility and peasantry.

BLACK FEN

As the Gill Run leaves the Briar Hills, it spreads out into a broad swampland. The main channel of the river carries on, but it splits dozens of times before running into the Crescent Sea. The Black Fen is a tidal estuary with saltwater pushing miles inland during the flood tide, and the ebb tide leaving large areas of mud flats. These mud flats attracted people to the area, certainly not the giant mosquitoes and leeches that inhabit the fen. Once collected and washed, the mud from the black fen can be used to craft fine ceramics. The village of Mud Hollow owes its existence to this mud and exports cleaned clay and ceramics. More on the region can be found in **The Black Fen** chapter.

GILL RUN

Running from a source in the Briar Hills, Gill Run is a moderately-sized stream whose sluggish flow eases out to form the Black Fen. The waters drain from the clay-rich hills and deposit a fair amount of it before sliding out into the Crescent Sea. For most of its length in the Rocky Cape region, the run is only 10 to 12 feet wide and a bridge crosses its main channel on the Old Coast Road at Mud Hollow.

LONGSHORES

Sir Urso's fief is the largest village of the baron's domain. The village makes its living by fishing but some small farms also work the sandy flatland that stretches to the edge of the Briar Hills. More on the village can be found in the **Longshores** chapter.

BRIAR HILLS

These low hills roll down from the higher landforms found inland. The hills are stony and covered with scrub and grass, though some stands of trees can be found in the valleys and along minor streams. The Briar Hills are largely uninhabited, and few people bother treading the game trails save hunters from the villages. Even then, they tend to complete their business and leave.

MUD HOLLOW

Inhabited by halflings, Mud Hollow is the most profitable of the baron's three villages. Most of the efforts of the village are dedicated to harvesting and processing the high-quality clay that the Gill Run deposits in the Black Fen. The resulting ceramics are noted for their coarse texture that is naturally decorated by the salts and other impurities brought in by the sun, as well as their dark gray, almost black, color. More on the region can be found in the **Mud Hollow** chapter.

OLD COAST ROAD

The remains of the old Hyperborean road is broken and overgrown in many places, but still serves as the main land route through the Rocky Cape region. It bridges a few small streams and its largest span is over the Gill Run at Mud Hollow. Sadly, the Old Coast Road was built before the Gill Run shifted course and created the Black Fen, so while the bridge crosses the main channel of Gill Run, the approaches are flooded by the estuary.

ROCKY CAPE

jutting 15 miles out from the shore, Rocky Cape is a high promontory of barren stone ground. A spur of the Old Coast Road runs along its razorback ridge and ends at the broken bridge that leads to the Rock in the Storm lighthouse. The steep slopes of Rocky Cape have not attracted people but are home to thousands of sea birds that roost safely in cliffside niches. The young folk of Longshores and Mud Hollow dare each other to climb the cliffs and steal gull eggs, and a few even manage to do so.

THE ROCK IN THE STORM

A Hyperborean-era lighthouse, the Rock in the Storm has long been abandoned and is assumed to be haunted. A stone bridge arches out from the end of Rocky Cape to the pillar of rock upon which the lighthouse stands, but this bridge broke in the middle of its length years ago. More on the lighthouse can be found in **The Rock in the Storm** chapter.

SANDY BOTTOM

The baron's other fishing village, Dame Julia of Sandy Bottom holds the fief for the village. Sandy Bottom is a small fishing village that also herds sheep and cattle in the scrubby, sandy flatlands inland. The region is detailed in the **Sandy Bottom** chapter.

SEA WYCH'S CAVE

Legends speak of a powerful witch who dwells in a cave beneath this lonesome rock far out to sea. None has seen the witch, but her presence has frightened the children of Rocky Cape for generations. Likely this is nothing more than a spur of rock in the sea, but the truth can be found in the **Sea Wych's Cave** chapter.

SOSII ESTATE

The Sosii estate is not a large deal, only a small manor house and associated village. More people live in Longshores than on the baron's estate, something that does not trouble the baron as he prefers peace and quiet. The manor is detailed in the chapter on **Baron Scofro Sosii's Estate**.

GETTING AROUND ROCKY CAPE

Rocky Cape covers a large area, just under 100 miles of shoreline. The villages are a long day's walk from each other; most travelers will not need to camp out. The baron has ordered his vassals to see to the needs of the characters, which is good as no inns or taverns exist along the Old Coast Road. These landed knights also provide fishing boats to transport the characters where they want to go, a much shorter journey than walking. Fishing boats travel 1 hex per hour, thus reducing trips between villages to three to six hours.

WEATHER

Rocky Cape has a cool climate that produces abundant rain. Storms from the Crescent Sea often lash the coast and drive strong waves up onto the beaches or to crash against the cliffs. The weather varies greatly given the seasons, though the sea keeps temperatures moderate. Use the following tables to determine the weather on any given day. Storms make travel difficult; treat all terrain as difficult or worse in the event of a storm. The small fishing boats won't put out to sea during these conditions.

SPRING WEATHER

Spring is marked by changing weather and frequent rains, as well as cooler temperatures. Snow is not unheard of; if the temperature drops below freezing, replace rain with snow. Roll 1d6 every day; on a 1–4, roll on the weather table below to see if there is a change.

1d6	Weather	Effect
1	Clear and sunny	65°, +5° temperature tomorrow, –1 on weather table roll tomorrow
2	Slight clouds	60°
3	Overcast	50°, –5° temperature tomorrow, +1 on weather table roll tomorrow
4	Heavy clouds, no rain	45°, –5° temperature tomorrow, +2 on weather table roll tomorrow
5	Light rains	40°, –10° temperature tomorrow, +2 on weather table tomorrow
6	Storm	40°, –5° temperature tomorrow, –1 on weather table roll tomorrow

SUMMER WEATHER

Summer brings clear skies and higher temperatures, but also the chance of thunderstorms. Roll 1d6 every day; on a 1, roll on the weather table below to see if there is a change.

1d6	Weather	Effect
1	Clear and sunny	85°, +5° temperature tomorrow, –1 on weather table roll tomorrow
2	Slight clouds	75°
3	Overcast	70°, –5° temperature tomorrow, +1 on weather table roll tomorrow
4	Heavy clouds, no rain	65°, –5° temperature tomorrow, +2 on weather table roll tomorrow
5	Light rains	60°, –5° temperature tomorrow, +2 on weather table tomorrow
6	Thunderstorm	55°, –10° temperature tomorrow, –1 on weather table roll tomorrow

AUTUMN WEATHER

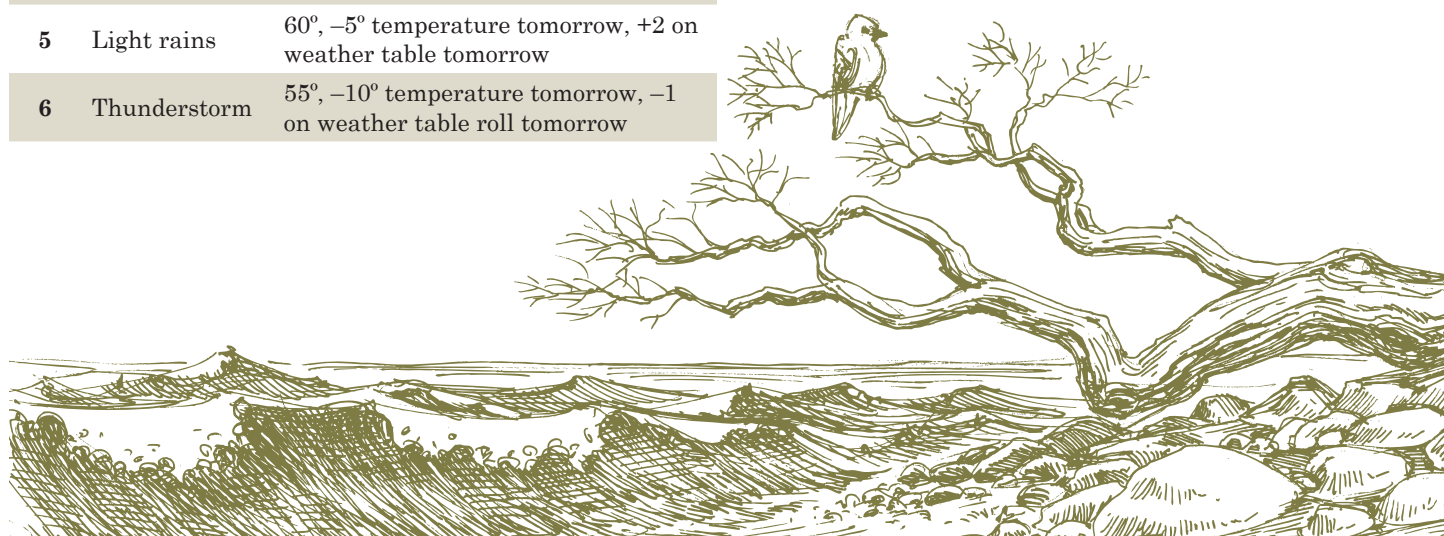
Most of the rain along Rocky Cape comes in the fall. Storms can brew up overnight, and the waves can go from steady to ship breaking in a day or two. Roll 1d6 every day; on a 1–3, roll on the weather table below to see if there is a change.

1d6	Weather	Effect
1	Clear and sunny	65°, +5° temperature tomorrow
2	Slight clouds	60°
3	Overcast	50°, –5° temperature tomorrow, +1 on weather table roll tomorrow
4	Heavy clouds, no rain	45°, –5° temperature tomorrow, +2 on weather table roll tomorrow
5	Light rains	40°, –10° temperature tomorrow, +2 on weather table tomorrow
6	Storm	40°, –10° temperature on next weather change; storm lasts for 1d3 days

WINTER WEATHER

Cold, windy, and storm wracked is the best description of winter along Rocky Cape. Snows are frequent, and if the temperature drops below freezing, snow can accumulate and stay for days. Roll 1d6 every day; on a 1–4, roll on the weather table below to see if there is a change.

1d6	Weather	Effect
1	Clear and sunny	55°, +5° temperature tomorrow
2	Slight clouds	45°
3	Overcast	40°, –5° temperature tomorrow, +1 on weather table roll tomorrow
4	Storm	40°, –10° temperature on next weather change, +1 on weather table roll after storm; storm lasts 1d6 + 1 days
5	Bad storm	40°, –10° temperature on next weather change, +2 on weather table roll after storm; storm lasts 1d6 + 1 days
6	Terrible storm	40°, –10° temperature on next weather change, +2 on weather table roll after storm; storm lasts 1d8 + 1 days



LAND ENCOUNTERS

Random encounters are not frequent along Rocky Cape. The area is isolated enough that few travelers are encountered and settled just enough to make it rare to face a monster while traveling. However, in areas away from the coast such as the Briar Hills and the Black Fen, encounters with monsters and dangerous animals are more common. Those areas have their own separate encounter tables located in their chapters below. Use the following encounter table while traveling along the Old Coast Road or within 10 miles of any settlement. Check daily; encounters occur on a 1 on 1d6.

OLD COAST ROAD ENCOUNTER TABLE

d100	Encounter
01	Ankheg
02–15	Broken road
16	Elephant
17–34	Flotsam
35–47	Kobolds
48–72	Peasants
73	Peddler
74	Sprite
75–99	Sudden weather shift
100	Traveler

ANKHEG

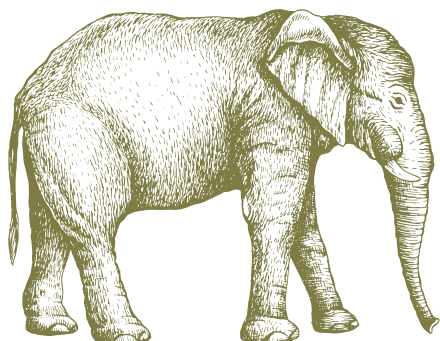
An **ankheg** burrows up from underground and attacks the party. Its approach can be detected by a successful DC 13 Wisdom (Perception) check a *round* before it emerges in the midst of the characters. The monstrosity attacks at night if possible, relying on its superior senses. It attempts to take as many bites as it can but flees back underground if it is reduced to half its hit points.

BROKEN ROAD

The Old Coast Road is broken, making travel difficult through this hex. The cobblestones of the roadbed are washed out or overgrown, bridges have collapsed, and only a faint trace of the road remains. Mark the broken part of the road on your map; it may be a problem again in the future.

ELEPHANT

Yes, that is an **elephant** standing in the middle of the Old Coast Road, munching on grass and ambling along. It was part of a circus that was moving by ship from Bridgeport to Loagwater and fell overboard. Thankfully, elephants can swim, and it made it to shore. The circus wrote it off as a loss, but if the elephant is returned to Symone and Daughters Circus in Loagwater, there is a 100 gp reward. The elephant, named Thunder, is happy being free, hated the ship, and doesn't want to go back to the circus.



FLOTSAM

Something of value washes up on the beach not far from the Old Coast Road. It can be spotted with a DC 13 Wisdom (Perception) check. Roll on the table below to discover what the ocean brought.

1d6	You found a ...
1	Crab-bitten corpse with 1d20 + 5 gp in its pockets.
2	A heavily waterlogged wooden crate containing three sealed bottles of fine Remish wine.
3	A scroll tube sealed with wax with a randomly selected 1st-level spell (roll 1d6 for spell list): 1–2) Cleric; 3–4) Druid; 5–6) Wizard.
4	A golden holy symbol of a good-aligned deity worth 50 gp.
5	A small wooden case containing a spyglass.
6	A leather pouch containing one dose of dust of dryness (if rolled twice, replace with a different one use common or uncommon magical item).

KOBOLDS

Small parties of kobolds are on the move. They are the forefront of a large tribe driven out of their homes in the Briar Hills by adventurers. They are scouting the Old Coast Road looking for a new home. This scouting party has 1d6 + 4 **kobolds** in it but won't attack the characters unless they feel they have some form of advantage. The kobolds stealthily follow the characters and wait until dark. Under cover of darkness, the kobolds set up several traps along the Old Coast Road and attempt to spook the characters toward the traps. If near the Black Fen, these kobolds are from the Black Wing tribe that dwells in an abandoned beaver lodge within the swamp.

PEASANTS

A group of 1d6 + 2 **commoners** from the most distant village are traveling along the Old Coast Road. Randomly determine if they are going the same direction as the characters (50% chance). If the characters look approachable or are known to the villagers, the peasants ask for an escort. They are nervous as they do not often travel far from home.

PEDDLER

A lone peddler with her mule wagon comes down the road. Caitlin (LG female halfling **commoner**) is a peddler and tinkerer who works the Old Coast Road from Kindler's Vale all the way north to Loagwater. She does a fair amount of business in the small villages and hamlets along her route. She can mend anything from pots and pans to armor, and has a variety of common items for sale. She carries only 150 gp on her, mostly in silver and copper, and is more willing to barter than buy or sell for cash.

SPRITE

A mischievous **sprite** named Rubbletongue takes a liking to the characters and performs small tricks on them. Bootlaces get tied at night, sleeping bags are suddenly soaked in water, and milk is curdled. During the day, weird noises are heard off the trail, empty seashells animate and waddle behind the party, and all manner of mischief is conducted. If caught, Rubbletongue pleads innocence, drunkenness, and lethargy, feigns illness and death, and then at the last fights if attacked. If treated kindly and given some honey, nuts, or fruit, he leaves the characters alone, or so he promises. Instead, he follows them and comes flying in to help if they are hard pressed in battle.

SUDDEN WEATHER SHIFT

The weather shifts suddenly. Roll on the appropriate weather table.

TRAVELER

A lone traveler is spotted coming along the road. This traveler has a laden pack, stout stick, and looks like an adventurer of some sort rather than just another peasant. Ferghas of Bridgeport claims to be a traveler going to Loagwater (or the other way, depending on how he is encountered). He has family at his destination and cannot afford passage on a coaster, so he is walking. Ferghas is actually a **wererat** (AC 15 due to armor) who ran afoul of the thieves' guild at his destination and is fleeing to somewhere he can lay low. He is armed with a shortsword and hand crossbow (20 bolts) and wears a chain shirt under his clothing. In addition to an explorer's pack, he has a *periapt of wound closure*. He does not attack the party unless they become suspicious. If he thinks he can take one or two, he ambushes them later. If reduced to 0 HP, he recovers in time and comes after whoever "killed" him.

SEA ENCOUNTERS

The waters off Rocky Cape can be treacherous, especially when a storm is on the water. Fishing boats do not stray more than 10 to 15 miles from shore as they don't want to face the dangers in the deep water. Sea creatures of Medium or larger size involved in combat with the characters try to bump the boat and knock people into the water. It is a bonus action for them to bump the boat, and all onboard must succeed at a DC 13 Dexterity saving throw or fall into the water (raise the DC by +2 for large creatures, +4 for huge or larger creatures). Check for a random encounter for each sea hex traveled, with an encounter occurring on a 1–2 on 1d6. If an encounter occurs, roll on the **Sea Encounters Table** below.

ROCKY CAPE SEA ENCOUNTERS

d100	Encounter
01–20	Angry sea lion
21–25	Coaster
26–45	Fishing boat
46–55	Giant electric eel
56–65	Giant octopus
66–70	Giant water beetles
71–85	Hunter shark
86–90	Sea hag
91–95	Sea serpent
96–100	Whales

ANGRY SEA LION

A small colony of 7 sea lions sun themselves on a nearby rock. The passing characters anger the male (use **lion**, but without claw attack and with a swim speed of 40 feet), who enters the water and pursues, barking loudly and making threatening displays. If the characters proceed on, he follows for 100 feet before turning back. If characters pester him, he leaps into the boat and attacks. He fights until wounded and then swims back to his rock.

COASTER

A coaster — a large, round-bellied ship used to haul cargo in coastal waters — is spotted. These ships are common along Rocky Cape and usually not a cause for alarm. However, it could also be either

a smuggling ship or a pirate (roll 1d6: on a 1, the ship is a pirate and attacks; on a 2, it is part of the smuggling ring; on a 3–6, it is just another coaster). Pirate ships have 1d8 + 4 **bandits** (using the **pirate** variant); smugglers have 1d4 + 2 **bandits** (using the **pirate** variant); and all others have 1d6 + 4 **commoners** on board. Pirate ships have 2d20 x 10 gp in stolen goods on board. Smugglers have 4d10 x 10 gp in assorted coins as well as 5d10 x 100 gp in illicit goods and three one-pound casks of quarter-cube thyst (see **Appendix B**). Regular coasters carry 5d10 x 200 gp in goods.

FISHING BOAT

A fishing boat is spotted chasing a school of fish, its nets out and the catch being brought in. These boats are likely from the nearest village, but there is a 1-in-6 chance that the fishing boat is from a different barony. Such a fishing boat is poaching on the baron's seas, a criminal offense technically punishable by death but more often resulting in the capture of the fishing boat and transport of the fishermen home. A fishing boat has 1d4 + 1 **commoners** on board and 2d10 x 5 gp worth of fish. Poachers fight to the death as they expect to be hanged.

GIANT ELECTRIC EEL

The **giant electric eel** (see **Appendix A**) from location **SW-9** in the Sea Wych's caves is out hunting, and the characters look tasty. It flees if reduced to half its hit points, unless the characters have drawn the Sea Wych's wrath, in which case it fights to the death.

GIANT OCTOPUS

The **giant octopus** from location **SW-4** is out hunting and curious about the fishing boat. It attacks but is more interested in grabbing something off the boat and taking it deep to examine. It flees if reduced to three-quarters of its hit points, unless the characters have drawn the Sea Wych's wrath, in which case it fights to the death.

GIANT WATER BEETLES

A swarm of 1d4 + 1 **giant water beetles** (see **Appendix A**) migrate past and see the characters as a likely source of some quick food. They attack but flee if reduced to half their number.

HUNTER SHARK

A **hunter shark** prowls the area but does not attack unless someone is in the water. However, the fisher folk of the barony hate hunter sharks for the damage they do to their catches and want to hunt it down.

SEA HAG

Maudra the Fell (a **sea hag**, see **The Sea Wych's Caves** chapter) is out on her own business, looking for victims, keeping an eye on her realm, or some esoteric mission. She attempts to hide and follow the characters in order to ascertain their motives. If she encountered them before and has a grudge, she ambushes and attempts to kill as many as possible before escaping back into the sea.

SEA SERPENT

A hungry sea serpent (use **giant constrictor snake**) eyes the fishing boat and attacks, fleeing if it drags one victim into the water and kills them, or if it is reduced to half its hit points.

WHALES

A pod of whales (use **killer whales**) is spotted. This is a majestic sight but a fishing boat is in no position to hunt whales.

RUMORS AND TALES

As part of their investigation, the characters may want to talk to the people of Rocky Cape. Characters asking questions receive one roll on the appropriate rumors table, with an additional roll if they succeed on a DC 13 Intelligence (Investigation) or Charisma (Persuasion) check. Unless otherwise noted, the locals are telling the truth, or the truth as they see it.

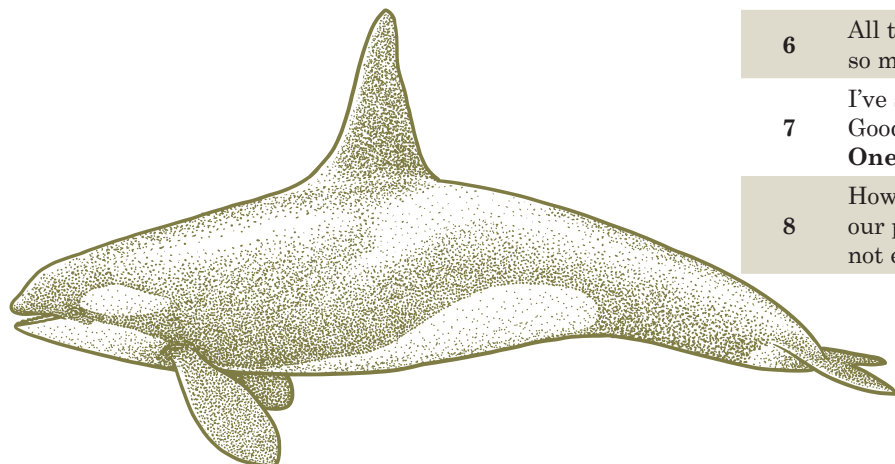
LONGSHORES RUMORS

The people of Longshores are much like their liege: simple, honest, and hardworking. They take a dim view of all these claims of missing people as boats sometimes don't come back. This is not to say they lack compassion; they grieve their own losses but think the people of Sandy Bottom are exaggerating the problem.

1d8	Rumor
1	The Sea Wych has been quiet for a long time. My grandparents couldn't recall when she last took a boat. (True)
2	No one sails near the rocks called Sea Wych's Cave. Ever. (Mostly true; some sail close when chasing fish.)
3	Some odd ships have been seen at night, not the usual coasters. (True)
4	The Rock in the Storm is haunted, and the ghosts take boats from time to time. (Local legend; the ghosts don't leave the lighthouse.)
5	My grandparents talked of a time when lights were seen in the Rock. (True)
6	More giant crabs have been attacking fish in nets of late. (True)
7	The missing people just got lost at sea. The baron is wasting time and money. (False)
8	You can't trust the folks of Sandy Bottom. They aren't supposed to fish north of the cape, but they do. (True, at least that they fish north of the Cape.)

MUD HOLLOW RUMORS

The people of Mud Hollow are reticent to talk and boldly lie if pressed. In general, they do not want to tip their hands to any investigators, outsiders, or possible spies. The DC to get them to talk is 18. Seeing through one of their lies requires a successful DC 16 Wisdom (Insight) check.



d8	Rumor
1	If there are missing boats, it is because of storms, sea monsters, and the like. (Lie)
2	We haven't lost anyone because we aren't chasing tuna far out to sea. (Lie)
3	Green Annie rules the fen and don't let anyone tell you otherwise. (True)
4	The baron is wasting his money on you lot. There's nothing going on but fools getting themselves ate. (Lie)
5	You should look at the Rock. The lighthouse is haunted and draws people in to their deaths on the rocks. (Partially true. The lighthouse is haunted.)
6	The people of Sandy Bottom are whiners, and those in Longshores are stuck up. (Opinion)
7	We've seen more kobolds in the fen than there used to be. (True)
8	We used to be able to get a few beaver furs every now and then, but they are all gone. (Almost true, there is one lodge left.)

SANDY BOTTOM RUMORS

The people of Sandy Bottoms live in fear. Most of the missing people come from this village. Not a single family has been untouched by the losses. The people of Sandy Bottom are more than willing to talk; the DC to get rumors out of them is 8.

d8	Rumor
1	There used to be trolls in the hills, but they are gone now. (True)
2	Sometimes people chase fish north of the cape, but when they do, they have to come home at night, and that's when the Sea Wych gets them. (False)
3	The people of Mud Hollow are shifty, I tells ya, shifty. (Opinion)
4	Odd boats have been seen at night near the fen, not the usual coasters, and they stay there a while. (True)
5	It is that haunted lighthouse. It has cursed all around here. (False)
6	All this talk about Sea Wyches and Green Annie are so much foam on the waves. (False)
7	I've seen more giant eels of late than ever before. Good eating if you can count them. (Partially true. One is now hunting the waters.)
8	How far can the Sea Wych reach? I bet she is taking our people. (Partially true. She is taking people but not even half of the missing are due to her.)

SOSII ESTATE RUMORS

The peasants working the baron's estate see themselves as above the other villagers of Rocky Cape. They take a dim view on all this tomfoolery; the causes of the missing people are clear to them. They are not more or less likely to want to talk, but are busy folk with lives to lead.

d8	Rumor
1	It's the Sea Wych, no other option, you had best earn your keep by going out and bearding her in her caves. (Partially true. Most of the missing people are due to the smugglers.)
2	No, the Rock is haunted and killing people; you just go there and find out for yourself. (False)
3	Don't listen to these fools; nothing but bad luck at sea is behind it all. (False)
4	You really can't trust the folks of Sandy Bottom or Mud Hollow, and the people at Longshores aren't much better. (Opinion)
5	Don't bother with the Black Fen, the Mud Bottom folk made up Green Annie because they were jealous of our Sea Wych. (False)
6	You want to find what is behind this? Look at the ships that come down the coast on dark nights. (True)
7	If the baron is wasting time and gold on you lot then you had best come back with the head of something. (True, the baron expects results.)
8	Longshores is too close to the Sea Wych's caves if you ask me. Look there to find the bones of those she has eaten. (True)

THE BARON'S ESTATE

Baron Scrofo Sosii's estate is a small affair with three dozen cottages clustered around a manor house. The manor house is made of stone, roughly rectangular, and has tile floors. It has a shingle roof, a few small outbuildings, and a stable with the baron's two warhorses. The cottages are also made of stone but have thatch roofs. Most have dirt floors. Most of the people work as farmers on small plots, but the village does boast three fishing boats. Few amenities are in the village, though the baron does employ a brewer, cheese maker, cooper, and smith.

Accommodations are sparse; the characters are put up in the manor house in the only guest room. The room is somewhat musty from disuse and contains one large feather bed. Food is plentiful and simple, heavy on the fish, but good ale is produced at the manor, as well as a nice salt rind goat's milk cheese. The only downside to staying at the estate is that the baron is anxious to see the mystery resolved and follows the characters around as they investigate.

THE BLACK FEN

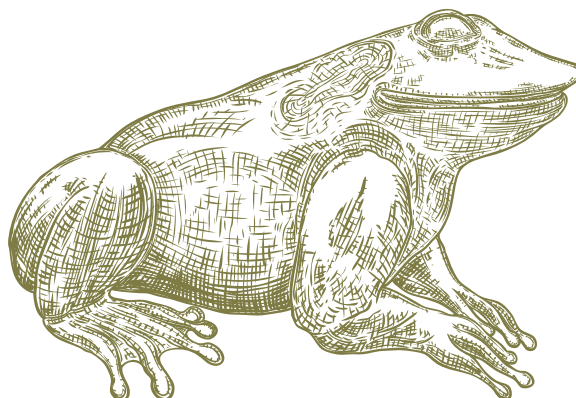
Gill Run flows out of the Briar Hills and splits into a dozen channels where it meanders across the coastal flat lands toward the Crescent Sea. The Black Fen is a tidal estuary of brackish water: low-lying vegetation, mud flats, and little human habitation. The only permanent settlement is at Mud Hollow, and even that village is small and the locals tend to keep to their mud pits and clay burrows.

TRAVELING THE BLACK FEN

The swampy terrain is difficult to walk through, and the Gill Run presents several possible channels as it crosses the coastal flatland. Few landmarks are found among the tall gasses and stands of bald cypress and swamp tupelo. Occasional stands of live oaks rise out of the swamps, but these can be seen only from a few hundred feet away before the haze and vegetation block the view. Spanish moss hangs from every limb, mosses cover the sodden land, and large expanses of mud fill the space between water and dry land. A creature trying to cross a Black Fen hex must succeed at a DC 13 Wisdom (Survival) check or exit the swamp at a random hex side. The terrain is considered difficult and halves land movement speed, but water-based movement is unaffected.

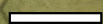
BLACK FEN RANDOM ENCOUNTERS

d100	Encounter
01–05	Abandoned boat
06–15	Giant crab scuttle
16–20	Giant frogs
21–25	Giant leech
26–35	Giant spider web
36–45	Green hag
46–49	Hunters
50–59	Kobolds
60–75	Mud flat
76–80	Ravager beetle
81	Shambling mound
82–86	Smugglers
87–90	Swarm of mosquitoes
91–100	Will-o'-wisp

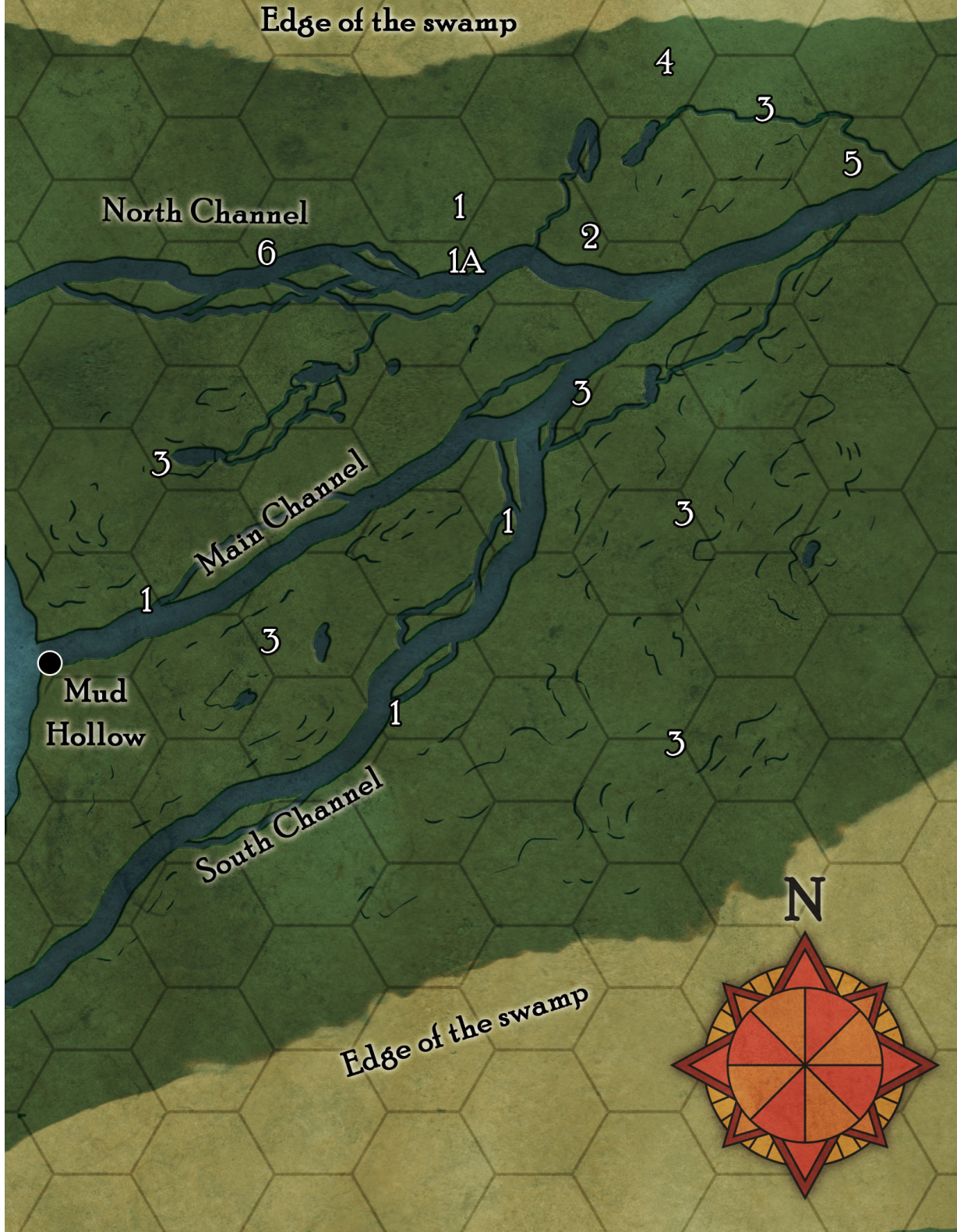


BLACK FEN

1 Mile



Edge of the swamp



North Channel

Main Channel

South Channel

Mud Hollow

Edge of the swamp

N



RANDOM ENCOUNTERS IN THE FENS

Few people other than smugglers enter the Black Fen. The villagers of Mud Hollow know better than to go more than a mile into the swamp as neither they nor their lieges can face the dangers found there in open combat. Check for an encounter every time a new hex is entered or when the characters take a short or long rest; an encounter occurs on a 1–2 on 1d6. Some of these encounters — such as mud flats or swarms of mosquitoes — require you to mark their location on the map.

ABANDONED BOAT

An intact but somewhat bedraggled boat is found drifting in the swamp. It is a small rowboat and can be patched up with an hour's work.

GIANT CRAB SCUTTLE

A scuttle of 2d6 **giant crabs** resides in this hex and attacks any likely food source they find. They do not work as a group and retreat only if individually reduced to half hit points.

GIANT FROGS

A knot of **giant frogs** hangs out in this hex and attacks if disturbed.

GIANT LEECH

The swamp hides a ganon of **giant leeches** (see **Appendix A**). They attack any who approach and spend most of their time hiding in the water waiting for prey.

GIANT SPIDER WEBS

A network of giant spider webs blocks a randomly determined border of this hex. Hiding in the clutter are 2d6 **giant spiders**.

GREEN HAG

Annie the Green (**green hag**) is out about her business in the swamp in this hex. Unless the characters are moving stealthily, she likely spots them and uses her invisibility ability to observe them. If an ambush presents itself, she attacks but flees to her hut if reduced to half her hit points.

HUNTERS

Hunting in the swamp are 1d3 **scouts** from Mud Hollow. If the characters presented themselves at Mud Hollow, they are met with friendship, though this is a ruse. The hunters leave at the earliest opportunity to report to Halfa about what the characters are doing. The smugglers are also warned.

KOBOLDS

A band of 2d4 **kobolds** from the Black Wing tribe are on patrol. They won't attack unless they see an opportunity (injured or otherwise weakened characters are fair game, as are ones easily ambushed). Instead, they follow for a few miles and then retreat to their lair to prepare a larger response.

MUD FLAT

A large mud flat blocks three randomly determined edges of this hex. Crossing the mud flat is worse than difficult terrain; it reduces speed by 75% and inflicts a level of exhaustion.

RAVAGER BEETLE

A swarm of 1d4 + 1 **ravager beetles** (see **Appendix A**) are on the warpath! Look out here they come! Rawwwrrrr!

SHAMBLING MOUND

Other than Annie the Green, the **shambling mound** is the biggest threat in the Black Fen. This nasty plant monster wanders the swamps eating, rampaging, and knocking over medium-sized trees. It has no grand plan or other aims outside of causing damage and havoc.

SMUGGLERS

A patrol of 1d3 thyst smugglers (use **bandits**) are in this hex. If they become aware of the characters, they flee back to their camp to warn their brethren.

SWARM OF MOSQUITOES

This hex is filled with swarms of mosquitoes, no-see-ums, black midges, biting gnats, and other nasty flying insects. Every moment is one of being attacked, crawled on, and assaulted. They get into the characters' hair, explore their noses and ears, and crawl around their eyes. Anyone crossing the hex suffers a level of exhaustion and must succeed at a DC 13 Constitution check or gain the poisoned condition until they take a long rest.

WILL-O'-WISPS

A pair of **will-o'-wisps** haunt this hex and try to lure victims to their deaths in the boggy waters.

BLACK FEN LOCATIONS

The main cause for the disappearances can be traced to the Black Fens, and that might lead the characters to explore there, but they do not have to cover the entire fen in one trip. The Black Fen can be a fine, if somewhat muddy, place for low-level characters to "get their feet wet" in the adventuring business. Great dangers exist here, and the characters had best be prepared to retreat if things get dicey.

1. ABANDONED BEAVER DAM

The Black Fen has long been home to dens of armored beavers. This has been a disappointment to the various rulers who have claimed the fen as only the young have useable pelts and getting them is a risky endeavor. This den is the last of the armored beavers, although the animals once flourished in the Black Fen. Disease ripped through the armored beaver population some time ago and their numbers shrank. Many dams were left abandoned and time eroded them, breaking down the walls and letting the water in. Various monsters took over other dams, including the one that is now home to the Black Wings kobolds.

An abandoned dam is still mostly intact; the ones reclaimed by the swamp are not noted on the map. There is a 50% chance that some sort of monster lives in an abandoned dam (see the table below). Characters can stop to rest in an abandoned dam and it takes a half hour to make it a warm, dry, safe place.

ABANDONED DAM MONSTERS

1d6	MONSTER
1	An ettercap
2	1d6 giant frogs
3	1d4 giant boars
4	A giant poisonous snake
5	1d4 giant spiders
6	2d6 giant rats

2. BEAVER DAM

This massive **armor-plated beaver** (see **Appendix A**) dam blocks the north fork of Gill Run. A long pond sits behind it, and there is plenty of food for the growing colony of armored beavers. The swamp can be crossed along the top of the dam, though the beavers certainly take exception to this intrusion. Indeed, they are a rather belligerent family of beavers and rally forth to attack anyone who disturbs them, even going so far as to defend their pond and the neighboring areas. They investigate any creature that intrudes on the hex where their dam is located, and any creature that is not an armored beaver or who is unable to talk to them is driven off. The surrounding wood in the swamp shows signs of beaver work for a mile or more. The armored beavers can be found around their dam or in one of the neighboring hexes. In the neighboring hexes, the presence of the armored beavers means that no other random encounter is possible. There is a 50% chance that any of the neighboring hexes has 1d4 armor-plated beavers foraging or patrolling it.

The beavers are not aggressive, but their numbers have been shrinking in the past decades. They are not simply dumb animals, but they are not as intelligent as a sapient. If approached peacefully, they might be convinced to help, though they will not risk themselves in any manner. If the characters offer to clean out some of the abandoned beaver dams in the area, the armored beavers trade their services as guides, builders, and destroyers. They know the swamp well. A particularly convincing character might be able to trade a great service, such as driving out the kobolds at location 5, for a great boon, even a boon as great as breaking up the dam and letting the pond drain.

D1. DAM

Faced with sand and gravel, this complex wooden and earthen dam blocks one of the secondary channels of the Gill Run and forms a large

pond where the beavers grow their food. The dam is 30 feet long and rises 15 feet above the water level of the pond. Destroying it would be no easy feat (AC 14, 27 hit points per five-by-five-by-five-foot section). Doing so creates a massive flood downstream that reaches as far as the Smugglers' Camp (location 6).

D2. POND

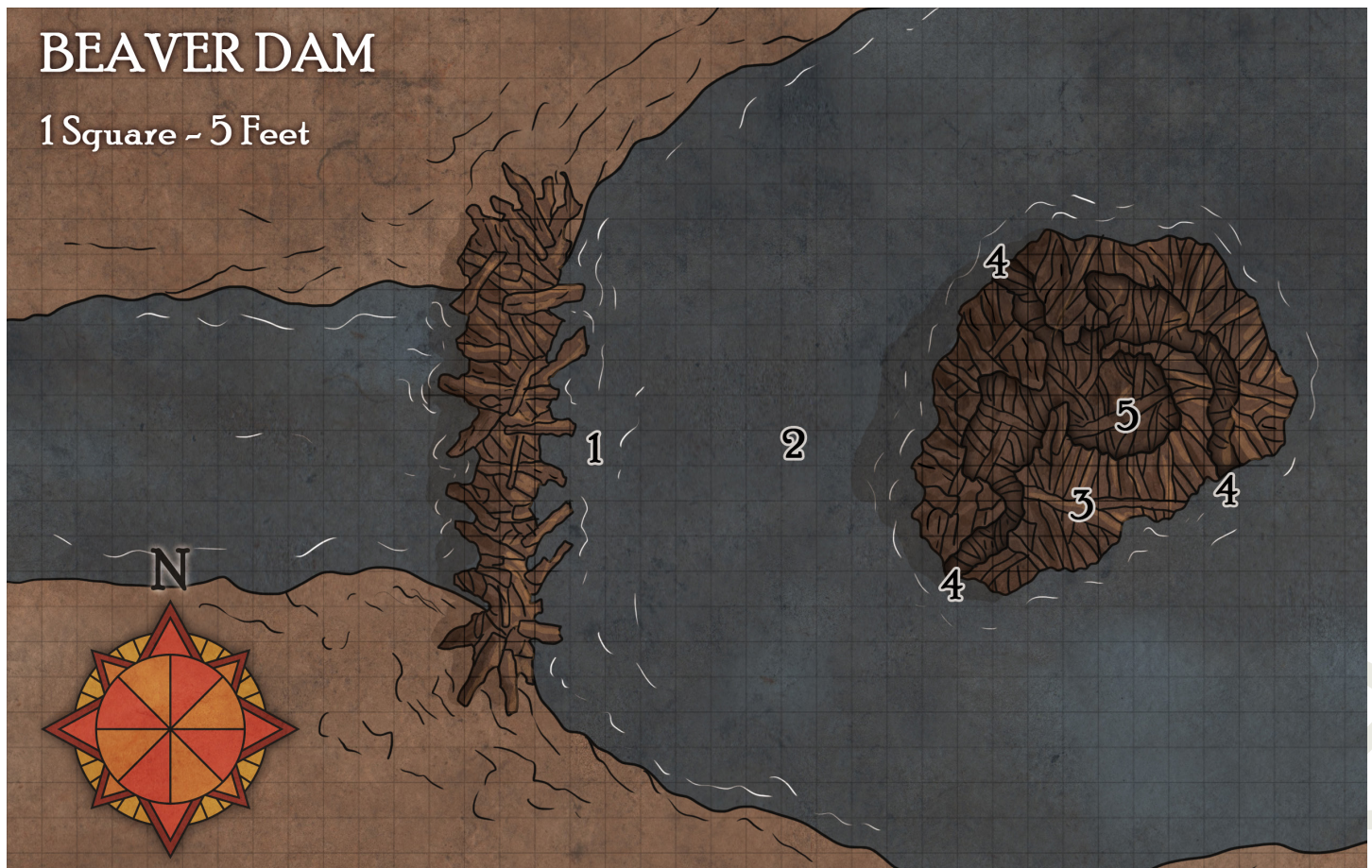
A mile-long pond stretches back from the dam. It is 20 feet deep at the dam but tapers to a mere three feet at the far end. The beavers' lodge stands in the middle of this expanse of water. The margins of the pond slope quickly into deep water and are lined with wooden stakes left in the mud below the surface (spotted with a DC 13 Wisdom [Perception] check; anyone unaware of them moving through an area with stakes suffers 1d4 piercing damage per 10 feet of stakes moved through; those aware can move through the stakes as difficult terrain).

D3. LODGE

The beavers' lodge is accessible only by their underwater passages or by climbing down the chimney. The lodge is 30 feet in diameter with an arched dome that rises 20 feet above the water. It stands on an artificial island in the pond and is made of mud, sticks, sand, gravel, and the bones of those the beavers killed. The walls are thick and sturdy, and although made of mud and sticks, the entire structure is very stable (AC 14, 27 hp per five-by-five-by-five-foot section).

D4. UNDERWATER ENTRANCE

The only entrances to the lodge are underwater passages that dip down through the artificial island and come back up in the pond. These are sized for the beavers, and larger creatures certainly cannot negotiate them. The passages are filled with water, easy travel for a creature with a swim speed, but the 150-foot-length might be daunting to others. The passages are unlit.



D5. BURROW

The interior of the lodge is a large burrow for the armor-plated beavers and is divided into three chambers for the different families of the colony. Light and ventilation come from a hole in the roof, and the chambers are generally unlit, dry, and warm year round. Nine adult beavers as well as six kits live here.

3. GREEN ANNIE'S HUT

Green Annie (a **green hag**) dwells here in her swamp. Like many of the fey in the region, she obtained her name, home, and positions by battling other fey. More powerful than her cousin Maudra the Sea Wych, Green Annie is the leading fey along Rocky Coast. Her home is a small wooden cottage covered in trailing vines and half-submerged in the swamp. She can magically relocate the cottage to a new location as needed (as an action Green Annie can teleport her hut and anything in it to any of the locations marked **3** on the map).

She struck a deal with the thyst smugglers to gain captives for her nefarious pleasures. Every full moon, the smugglers take a raft with at least two captives, if not more, to one of the locations where Green Annie's hut frequents and leaves them for the green hag. In return, Green Annie allows the smugglers to use her swamp and promises to protect them should they be attacked. She never intends to do the latter.

Outside the hut, at every location the hut frequents, are Green Annie's gardens. A small rickety fence made of swamp wood encloses stands of poisonous plants. The gardens are decorated with tied-together human and animal bones that hoe the gardens, sit on the fences, and engage in mundane activities. Some of these skeletons are complete, while others show missing limbs or have animal bones mixed in to create mythological or fantastical creatures. Often, Green Annie dresses them in the clothes of her victims. Every now and then, she names them and hangs a sign around their boney necks.

The hut has one door in its moldering walls and several open windows. A second entrance exits below the waterline, and the hut is always placed so that this entrance leads into deep water. There is a 75% chance that Green Annie is home at any given time.

The hut and her title as Green Annie (a fey title she won through combat and holds onto dearly) grants Green Annie several powers. The magic of her hut allows her to know if anyone enters it. She can teleport back to it as a bonus action as well as teleporting it to another location in the swamp. While in her hut, Green Annie regenerates 5 hit points at the start of her turn. If she suffers radiant or necrotic damage, she does not regenerate on her following turn. Finally, she can cast conjure animals once per day while in her hut.

Moss, mold, and rot cover the inside of the hut. A large bed taken from some sunken ship (a gift from her cousin the Sea Wych), a few broken pieces of furniture, and a lot of human bones are inside. Green Annie tortures her captives for a while before eating them, and then reassembles the picked-over bones into macabre scenes of everyday life. The tools and materials needed to make her skeletal scenes — bones, thread, twine, sticks, and the clothing of her victims — are inside.

In addition to her craft tools and hobbies, Green Annie has a small amount of treasure. Unlike her cousin the Sea Wych, Green Annie does not care for gems, jewels, and other treasures. Most items taken from her victims are either discarded into the swamp or used to make her sculptures. She has a *wand of magic missiles* that she carries on her at all times, and a *figurine of wondrous power* (silver raven) that she uses to communicate with her cousin (5% change it is in Green Annie's hut at any given time).

4. HAUNTED HOLE

Before the Hyperboreans swept through the area, other cultures and their faiths dominated the land. One of these worshipped the Hag

of the Swamp, a local demigoddess who dwelled in the Black Fen before the Gill Run shifted course and spread to its current extent. That culture has long since passed from the world, and its silent goddess departed for other realms. But the sacred bog where victims were sacrificed remains. The Haunted Hole is a deep sink in the swamp around which not even the hardy swamp plants prosper. Even Annie the Green avoids the area.

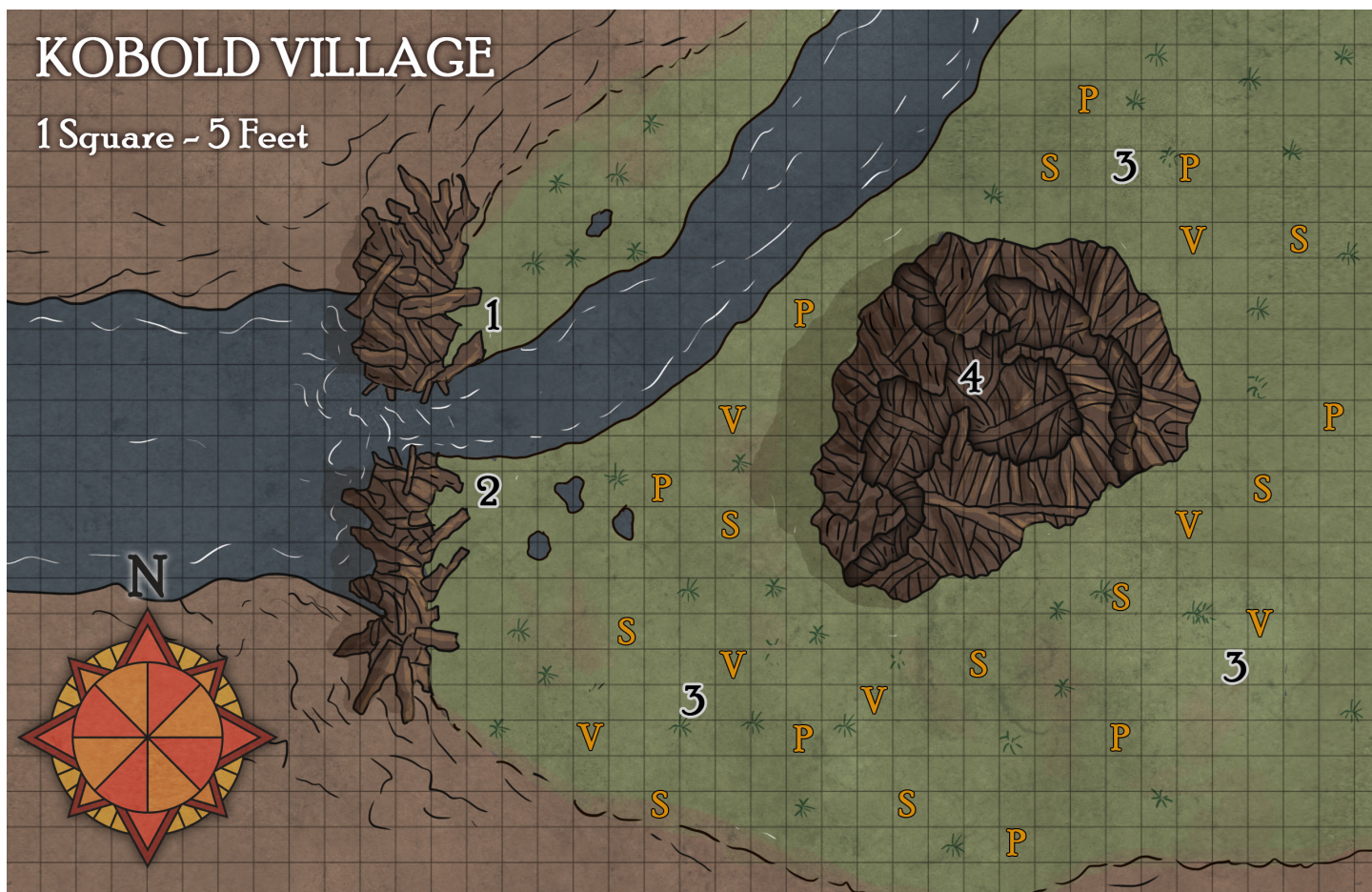
The air around the Hole is thick and reeks of some strange miasmic mixture of rotting vegetation and old meat. The Hole itself is nearly 60 feet across and surrounded by a small manmade dike now overgrown and broken in many places. These breaks should allow outside water to mix into the swamp, but a sharp edge marks the dark waters of the Haunted Hole. Either its waters refuse to blend with more prosaic swamp filth, or the swamp waters recoil from interacting with the cursed waters of the Hole.

The Hole is home to a dozen rotting corpses caught in eternal liminality between death and life, fresh and foul. Anyone who passes beyond the dike awakens these corpses, and they come out to see off the intruder. Every round an intruder is within the dike, 1d4 **bog corpses** (see **Appendix A**) pull themselves from the muck and attack. Leaving the ring of the dike doesn't stop the attacks. Once a bog corpse marks a target, the horror pursues until it drags the victim's body back to join the horde.

5. KOBOLD VILLAGE

Some time ago, at least as kobolds and armored beavers reckon things, the kobolds of the Black Wing tribe wandered into the Black Fen and took over an armored beaver den. The diminutive humanoids drove the beavers out and set about modifying the den to suit their own purposes. They expanded some of the chambers and added false passages and traps. The presence of the kobolds turned out to be a boon for the ecosystem of the Black Fen as the little lizards breed rapidly and are rather tasty.





The Black Wings' tribe is now under threat. The armored beavers are expanding again and seeking to take back their former dam. They do not yet have the numbers to take on the kobolds, and the armored beavers are not bright enough to bypass the kobolds' traps. Even so, there have been a higher than normal number of kobold deaths in the Black Fen. Adding to this, the smugglers have taken over a portion of the kobolds' hunting grounds. Thus, the tribe is considering moving.

K-1. BROKEN DAM

The dam used by the former occupants still stands but it has been broken open to allow the pond to drain. By all appearances, it is a crumbling beaver dam, although one of large proportions. In truth, the kobolds made it into one large trap to spring on anyone coming upriver toward them.⁷

K-2. DAM TRAP

Mechanical Trap

The trap can be spotted with a successful DC 15 Intelligence (Investigation) check. Any creature adjacent to the "A" on the map can throw the trigger, provided they are aware of it. The trigger detonates volatile gases stored under the broken dam and causes an explosion downriver that showers a 20-foot-cube (origin point every part of the dam save the broken segment) with flaming sticks, stones, and debris. Those caught in the blast must make a DC 13 Dexterity saving throw. Those failing suffer 7 (2d6) piercing damage plus 3 (1d6) fire damage while those succeeding take half this amount. Everyone within 30 feet of the dam is deafened for 1d4 rounds after the blast.

K-3. OUTER TRAP RING

The kobolds filled this area with traps to keep trespassers out. The traps are defined below:

"P" TRAP — MECHANICAL TRAP

This is a simple hidden pit trap. It can be found with a successful DC 13 Intelligence (Investigation) check, but cannot be disabled without filling it in. Those passing over the trap must succeed at a DC 13 Dexterity saving throw or fall into the trap and suffer 3 (1d6) bludgeoning damage plus 3 (1d6) piercing damage. The trap is 10 feet deep and the bottom is lined with sharp sticks.

"S" TRAP — MECHANICAL TRAP

A trip line runs along the ground and connects to a spring-loaded wooden stake. Touching the trip line triggers the trap and sends the wooden stake shooting upward at a height of three feet. The wooden stake has +5 to hit and inflicts 1d6 piercing damage. It can be found with a successful DC 13 Intelligence (Investigation) check and disabled safely using thieves' tools and a successful DC 13 Dexterity check. Cutting the trip line also disables the trap, but the character doing so runs the risk of being hit by the stake.

"V" TRAP — MECHANICAL TRAP

A trip line runs along the ground and connects to a taut line attached to stakes driven deep into the ground. When the trip line is touched, the coil is released and whips across the ground over a 10-foot radius. Those in the trap's radius must succeed at a DC 13 Dexterity saving throw or suffer 1d6 slashing damage and be knocked prone. The trap can be found with a successful DC 13 Intelligence (Investigation) check and disabled safely using thieves' tools and a successful DC 13 Dexterity check.

K-4. TRIBAL NEST

The tribe's nest is in an abandoned armored beaver dam, the largest the beavers had built at that time. The nest is a warren of tunnels, chambers, and passages. There are dozens of openings into the nest but most of them are hidden. These can be spotted with a successful DC

13 Wisdom (Perception) check. Thirty **kobolds** live in the nest, though at least 1d6 + 2 are away on various tasks at any given time. A **kobold matron** (see **Appendix A**) rules the nest.

6. THE SMUGGLERS' CAMP

A fortified camp the smugglers use as their staging area is just a mile up one of the secondary channels of the Gill Run. Boats take cargo off ships out to sea and row up the channel under the cover of darkness, or row out under the same cover to the ships. In this manner, the smugglers can transfer goods from one ship to another and even sail goods out of one port and send them somewhere else without arousing suspicion. Much of their trade is in goods taken by pirates on the Crescent Sea and in the movement of the magical drug thyst. Part of their business involved the illegal slave trade but their sources recently dried up, thus the need to kidnap locals to maintain their deal with Green Annie.

Their camp in the Black Fen allows the smugglers to operate with a certain degree of isolation and anonymity. The items they transport can be hidden among legal goods. Indeed, much of the thyst they trade in is wrapped up and tucked into barrels of flour, salt, and even pickled fish. Thusly hidden, the illegal goods pass right by customs inspectors.

Thanks to their arrangement with the hag Green Annie, the camp is well protected from the dangers of the swamp and has an early-

warning system in place if inquisitors or others come poking around. By giving Hafla the headwoman of Mud Hollow a cut, the smugglers have a free hand in the barony. This has led them to become rather cocky and to kidnap peasants. They are now taking captives for Green Annie from their own back yard, and the baron has finally taken notice that something is going on beneath his nose.

Crai the Shark (see **Appendix A**), a nasty piece of work from Bridgeport, leads the smugglers. Born into a sailing family, Crai put to sea as a boy and grew up on merchant ships plying the Crescent Sea. He is unscrupulous, greedy, violent, and vindictive. His bad attitude and poor reputation saw him fired from more legitimate merchants many times, and he fell in with pirates, smugglers, and slavers. Two years ago, he hit on the idea of using an isolated section of coast to base a smuggling network. While he has not yet built the criminal kingdom he envisioned, his band of smugglers now serves as middlemen for other, larger criminal organizations. For a small fee, Crai hides goods and puts them on the chosen ship or even transports them overland to Bridgeport or Loagwater. The introduction of the thyst trade spurred him on to other grander dreams and it is only a matter of time before he decides he can cut out some of his partners, like Green Annie or that upstart halfling Hafla.

Crai wears a chain shirt under his clothing, carries a scimitar and hand crossbow, and wears a *shark tooth's necklace* (see **Appendix C**) at all times. In combat, he assumes hybrid shark form using the necklace and enters melee as soon as possible. If hard pressed, he assumes shark form using the

THYST

A deadly and powerful arcane drug, thyst is a purple crystalline powder in its natural form, but few ever encounter it that way. Most thyst is sold in half-inch cubes of raw thyst cut with varying amounts of sugar. It is consumed by sucking on the cube, crushing it and snorting it, or mixing it into food and drink. Users experience an exhilarating feeling of invincibility, mild hallucinations, and a limited ability to cast spells. They also readily become addicted, and the thyst tends to turn soft tissues into purple tinged crystals. These crystals disfigure and eventually kill habitual users.

Thyst is rated on its purity, ranging from quarter-cubes up to raw thyst. The price increases with the purity, as does the potency of the magical side effects. Thyst grants the use of one spell for an hour. Cantrips gained through thyst use are cast at will; all other spells may be used once. Charisma is the spellcasting ability for these spells. All gained spellcasting ability disappears when the dose of thyst expires. Taking additional thyst, no matter the purity, while still under the effects of a dose of thyst extends the duration of the original dose by one hour and inflicts damage as per the second dose's purity but has no other effect.

THYST EFFECTS

Purity	Cost	Damage	Spells
Quarter-Cube (25% thyst)	10 gp	1d6 poison	1d6: 1) <i>dancing lights</i> , 2) <i>mage hand</i> , 3) <i>minor illusion</i> , 4) <i>prestidigitation</i> , 5) <i>ray of frost</i> , 6) <i>shocking grasp</i>
Half-Cube (50% thyst)	40 gp	2d6 poison	1d6: 1) <i>burning hands</i> , 2) <i>color spray</i> , 3) <i>detect magic</i> , 4) <i>expeditious retreat</i> , 5) <i>illusory script</i> , 6) <i>silent image</i>
Cut-Cube (75% thyst)	80 gp	4d6 poison	1d6: 1) <i>acid arrow</i> , 2) <i>arcane lock</i> , 3) <i>darkvision</i> , 4) <i>invisibility</i> , 5) <i>scorching ray</i> , 6) <i>spider climb</i>
Pure thyst (100% thyst)	120 gp	8d6 poison	1d6: 1) <i>clairvoyance</i> , 2) <i>fireball</i> , 3) <i>hypnotic pattern</i> , 4) <i>major image</i> , 5) <i>phantom steed</i> , 6) <i>water breathing</i>

SMUGGLERS' CAMP

1 Square ~ 5 Feet



WASHED AWAY

If the characters convinced the beavers at location 2 to breach their dam in order to flood the smugglers' camp, apply the following changes: Reduce the number of smugglers to 12. The south towers, palisade, and gatehouse are washed away. Naturally, those inside are aware of this and on alert, but they might be distracted by the sudden flood.

necklace and seeks to escape by water (the waters of the Black Fen are briny enough to allow a shark to survive for a short period of time).

THE SMUGGLERS' CAMP

The camp itself is a wooden palisade fort on a rise in the lower reaches of the Black Fen. A secondary channel of the Gill Run rolls past and provides access to the Crescent Sea and the ships anchored offshore. The camp houses 16 smugglers (**bandits**) as well as Crai the Shark and 10 prisoners (see area S-9). A frontal attack will be difficult for most characters, but a cunning plan should suffice to drive the smugglers away. Unless otherwise noted, all buildings are eight feet tall.

S-1. THE DOCKS

The rise the fort sits upon does not meet directly with the channel the smugglers use. These floating docks allow them to safely bring in boatloads of cargo and quickly unload them. A plank boardwalk leads across the water to a set of log steps sunk into the hill upon which the fort sits.

S-2. THE PALISADE

This wooden palisade protects the fort, keeps the prisoners inside, and provides a sense of security in the fetid danger of the Black Fen. It stands 15 feet tall and is topped with sharpened points. It can be climbed with a successful DC 13 Strength (Athletics) check. The wood is thick but already starting to rot in the swamp. It has AC 14, and 18 hit points per five-foot-by-five-foot section. A five-foot-wide parapet runs around the inside.

S-3. CORNER TOWER

Tall towers at the four corners of the palisade reach 25 feet above the morass of the Black Fen. The towers are wooden and open faced, with only a thatch roof to keep the rain off. A small barrier prevents the guards from falling out and provides half cover. Ladders give access to the interior of the fort. A pair of thyst smugglers (**bandits**, with spell casting if using thyst) mans each tower day and night. There is a 50% chance that the guards in any tower are lost in the throes of thyst and not keeping a close eye out. They had best hope Crai does not catch them; he does not have a well-balanced temper.

S-4. GATEHOUSE

The main gates to the fort are made of thick iron-banded wood. They have AC 15, and 27 hit points each. A sturdy log on the inside bars the gates. It can be lifted from the inside with a successful DC 13

Strength check or forced open with a successful DC 18 Strength check.

A small gatehouse allows up to three Medium creatures to shoot down into the area in front of the gates while enjoying partial cover. Sturdier than the tower, the gatehouse is fully enclosed and roofed in wooden shingles, granting three-quarters cover to anyone inside. The gates are not guarded unless Crai fears attack.

S-5. CARGO STORAGE

The smugglers keep their illicit goods in this wooden building. Only 15 feet long and 10 feet wide, the storage shed is made of planks of wood on a raised platform that keeps it up out of the muck. The roof is eight feet high and made of thatch over an oilcloth tarp. A single wooden door is set in the barn's sole entrance. The door has AC 15 and 18 hit points. It is locked but can be picked using thieves' tools and a successful DC 15 Dexterity check or broken open with a successful DC 18 Strength check. Inside are 10,000 gp worth of common goods such as silk, spices, and precious metals. These are packed into barrels filled with grain, wool, or other common goods.

S-6. CUTTING ROOM

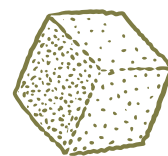
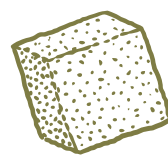
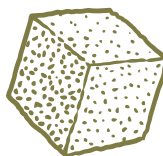
This small building is where raw thyst is cut with sugar, flour, or other powders to form cubes. The walls are made of wooden slats set on a platform to keep the building out of the muck, and the roof is made of thatch over an oilcloth tarp. Inside are three long tables for cutting the thyst, a fireplace with an iron cauldron for boiling the thyst and whatever substance it is being cut with, and molds to form the cubes. Thyst is not kept here; the temptation to use it is too high. Instead, it is kept in Crai's Quarters in location S-8.

S-7. BARRACKS

This rectangular building houses the dozen smugglers Crai employs. Like the other buildings in the camp, it is built of wooden slats on a raised platform. The barracks has a thatched roof but does not have an oilcloth layer to keep rainwater out. The smugglers sleep in hammocks hung from the walls. When there is not anything else to do, they play cards or drink at one of the two small tables. During the day, 1d4 thyst smugglers (use **bandits**) are here. At night, all but those not on guard or patrol sleep here.

S-8. CRAI'S QUARTERS

Crai's hut is much like the other buildings in the camp, complete with oilcloth under the thatch roof. He has a door that locks. It has AC 15, and 18 hit points. The lock can be picked using thieves' tools and a successful DC 15 Dexterity check. It is the only entrance to his private quarters. He sleeps in a hammock, works at a writing desk in the corner, and keeps his personal possessions in a locked chest. The chest lock can be picked using thieves' tools and a successful DC 15 Dexterity check or broken open with a successful DC 16 Strength check (potentially breaking the *potions*). Inside the chest is a bag with 1,300 gp; a ledger detailing his illicit operations, partners, and so forth; two *potions of healing*; and a collection of teeth taken from his victims. The latter are in a small glass jar. A small cask under the hammock contains 100 doses of pure thyst (see side bar).



S-9. PRISON SHACK

This mud-floored shack holds the dozen prisoners the smugglers keep around to do the heavy lifting and cut the thyst. They are a ragged bunch, beaten and abused by the smugglers, living in cramped quarters in a mud-walled shack with a leaky thatch roof. They suffer from thyst scale as a side effect of cutting the drug. At night, they are herded into the shack, and the door is tied with a rawhide thong on the outside. During the day, they can be found working in the camp.

Most of the prisoners were picked up through the network of slave traders that operates out of the city of Reme. Others are criminals captured by bounty hunters and sold into bondage, though a few are people of the barony captured for sacrifice to Annie the Green but kept for the time being.

The prisoners are Aaliz of Eastreach (N female human **noble**), Arnault Godefroy (LN male human **knight**), Beiqan the Smith (LN male human **commoner**), Eilidith of Reme (CN female human **bandit**), Gwne Poorfoote (NG female halfling **commoner**), Hugo the Pretty (NE male human **bandit**), Igro the Lame (NG male human **commoner**), Jana (LE female half-orc **commoner**), Silis of Longshores (N female human **commoner**), and Svétlana Halfman (CG female half-elf **commoner**)

LONGSHORES

A quiet fishing village without dark secrets, looming dread, or any real threat other than those that are affecting the entire Rocky Cape region, Longshores should provide a pleasant base of operations for characters exploring the area and facing the dangers there. Small and off the beaten path, but accessible by water to and from all the major points of interest, Longshores is well situated for any of the characters' needs. The feudal lord is friendly, his manor is comfortable, and the people are less offended by the presence of strangers than those at Sandy Bottom or Mud Hollow. The biggest challenges in Longshores are the feud between two of the village's leading figures and getting too comfortable.

THE VILLAGE OF LONGSHORES

This large fishing village is home to 150 peasants (**commoners**), their lord and lady (**nobles**), and not much else. The land here is rocky and supports only a few poor farms, thus much of the food and wealth of Longshores comes from the sea. There are 15 fishing boats drawn up on shore every night, and most of these go out every morning to chase schools of tuna, mackerel, and other fish. Other villagers spend their day in the sparse fields gathering clams and other mussels along the shores, spearing fish trapped in tide pools, or otherwise harvesting the sea. This includes a fair amount of salvaging flotsam and jetsam that washes up onto the shore.

For the most part, the inhabitants of Longshores are the sort of sturdy hardworking peasants you might find anywhere in the grand duchy. The relative isolation of their village makes them less accepting of outsiders, but also somewhat in awe of anyone who comes from far away. Culturally and religiously, the villagers are conservative, holding to the ancient traditions of feudalism and the faith of Solanus as opposed to some of the newfangled ideas coming from the capital like this foreign god Mithra. Likewise, they are all steadfast subjects of the grand duke and broach no disrespect toward him, although they might grumble a bit about rumors of foreigners at court and even, shudder, the acceptance of commoners in the grand duchess's retinue. Such things strike at the basic order of life, and the people of Longshores won't tolerate these ideas, not at all.

Sir Urso of Longshores holds the village in vassalage from Baron Scrofo. Oppius, a village headman, and a small cadre of elders oversee

many of the day-to-day activities. Sir Urso is an industrious fellow and takes an interest in his peasants' lives; that is how his father and grandfather handled the fief, and is just fine by all and sundry. Even so, Sir Urso is more likely to work through the headman than to directly issue orders to his people, again a system that has stood the test of time in Longshores.

Accommodations are less pleasant than at the baron's estate. The thatch-roofed manor house is even smaller and has a single bedroom, which is given to the characters to use. Sir Urso and his wife displace the headman and his wife from their hut, and so on down until the lowest-ranked villager is sleeping outside. The village huts are thatched roofed with mud-and-wattle walls. Food is entirely fish-based, but there is plenty of ale and hard liquor made from fermented sea rye.

MUD HOLLOW

The source of much of the barony's exports but also the poorest village in the barony, Mud Hollow has a bad reputation as dirty, backward, and generally undesirable. Sitting at the edge of the Black Fen where the Gill Run enters the Crescent Sea, Mud Hollow is a village of 30 souls living in ramshackle huts. These thatch-roofed huts sit on tall stilts that raise them 10 feet above the water at low tide, but by only a few feet when the tide comes in. In dry years, the village sits in an expanse of mud, and the people are nearly trapped in their homes by the sucking black ooze.

Unlike Longshores or Sandy Bottom, Mud Hollow is not a fief held from the baron but is directly controlled by the baron. He does not like to come here, so most of the management is done through Halfa, the village headwoman. She is a hard overseer and drives her people to more than make their quota of prepared clay and simple ceramics. The constant dirty and often-dangerous work wears people down, and the diseases of the swamp take people before their 40th year. Assuming, of course, that Green Annie or one of the many monsters of the swamp doesn't kill them first.

It should be no wonder that Halfa jumped at the chance to improve her lot — and maybe the lot of her village as well — when the smugglers approached her. In exchange for looking the other way, providing some guides through the swamp, and helping with the larger cargos, Crai the Shark has cut Halfa in on the profits. She has kept most of this for herself, but has distributed enough of it around the village that everyone in Mud Hollow is satisfied.

The characters do not get a warm welcome in Mud Hollow. The people are fearful and suspicious, certain that the jig is up. Halfa offers little in the way of accommodations: an old hut no one has lived in for years (save for a few raccoons, and their mess will need to be cleaned up) and thin fish soup. The village only has two fishing boats, and they are always out. She provides guides through the swamp, but these serve only to lead the characters into an ambush. Other than Halfa, the halflings living here use the stat block for commoners.

HALFA'S HUT

The hut of Halfa the headwoman (NE female halfling **bandit captain**) is slightly larger than the others in the village but is built along the same style. The shutters are shut tight during the day, but at night she opens them to allow in the evening breeze and moonlight. The well-scraped ox hide is thin but still sturdy and coated in wax. The hide is set in frames behind the shutters, hinting at greater wealth.

The inside of the hut is not what one would expect from a peasant, even the village headwoman. The bed has an iron bedframe, feather mattress and pillows, silk sheets, and a thick comforter of quilted cotton. Three very nice dresses hang on hooks alongside Halfa's normal wear, as does a heavy crossbow and a shortsword. A suit of studded leather armor sits on an expensive arming dummy in one corner. A large chest of oak banded in iron is in the room. The chest has AC 17 and 14 hit points and a sturdy lock. It is trapped. The lock

can be picked using thieves' tools and a successful DC 15 Dexterity check. The trap can be noted with a successful DC 15 Intelligence (Investigation) check and disarmed with thieves' tools and a successful DC 15 Dexterity check. If triggered, the trap releases poisonous gas that fills the hut. Each creature within must make a DC 14 Constitution saving throw or be poisoned for one hour. While poisoned, the creature is unconscious as well.

The chest contains a bag of 1232 gold coins, a small rosewood box containing a sapphire necklace and earring set (valued at 540 gp), a *potion of healing*, a gold-tipped quill and ink set, and leather-bound ledger.

HALFA'S LEDGER

The ledger found in Halfa's hut details her involvement with the smugglers. Being one of the few literate people in the barony, she has been fairly confident that the ledger itself can't be used against her. A greater worry is that Crai the Shark will swindle her. If she is going to risk the lives of herself and her people, Halfa is determined that she is going to get her fair share.

The ledger has 25 entries, each giving a date over the past two years (these dates align with the new moon). Each entry also lists the name Crai, a place (such as three miles northwest of the northern channel), tonnage of goods (grain, silk, wool, and other bulk goods), as well as pounds of thyst. The final line on every entry lists a value followed by a slash and a smaller value — Halfa's cut. No one other than Crai is mentioned. There is an entry for the next new moon, two weeks from now.

SANDY BOTTOMS

Sandy Bottoms is a small fishing village on the southern end of Rocky Cape. Dame Idra (LN female human **knight**) holds the fief for the village. She is an intelligent, understanding, and able administrator who was in the process of seeing her village into several years of prosperity when people started disappearing.

Most of the people who disappeared in the past two years came from Sandy Bottom, and four of the six missing fishing boats are from the village as well. The burned wreckage of one of the boats washed up on shore. Of the 16 people missing from the village, 10 were on the missing boats. The other six were shepherds or hunters. Dame Idra has been trying her best to find her missing people, but she can only send out fishing boats to hunt for the lost so many times before the village's food supply is under threat. She has also ridden her lands and much of the neighboring Briar Hills, but has failed to locate even the smallest clue.

The characters are well received in Sandy Bottom. They are given Dame Idra's own bedroom to sleep in, and fed with seafood, mutton, and lamb, as well as berry wine, various cheeses made from sheep's milk, and a fermented sheep milk drink that is truly potent but vile. It is also rather chunky. The villagers (**commoners**) are anxious to find out what has happened to their family, friends, and neighbors. This warm welcome disappears only if they tarry or fail in their mission.

THE ROCK IN THE STORM

Dating to the later days of the Hyperborean empire, the Rock in the Storm is the local name for an ancient crumbling lighthouse that stands just off the head of Rocky Cape. Rocky Cape juts out into the Crescent Sea and comes to a blunt end 150 feet from the spur of stone on which the Rock in the Storm stands. In times past, a bridge spanned this gap, but time and tide broke a 20-foot span in the middle. There is no possible landing at the base of the stone spur, and tall cliffs slicked by sea spray and constantly crashing waves hamper climbing.

The lighthouse has stood empty for generations. It was abandoned when the Hyperboreans fell and succeeding nations never reclaimed it. Local legends tell of the Rock being haunted by the last lightkeepers who were trapped there when the bridge collapsed. Other tales speak of strange goings on at the Rock, odd lights seen in the time of the speaker's grandparents or great-grandparents, and an eerie sound that issues from the lighthouse on stormy nights.

A century ago, the wizard Laeca of Reme briefly inhabited the Rock. A graduate of the famed Arcanum Collegium, Laeca specialized in exploring the undersea world. Toward that end, she used the isolation of the Rock to perfect several useful magical items. While successful in her research, Laeca ignored the rumors of hauntings and curses and eventually the Rock claimed her, adding her vibrant spirit to the ancient ghosts that occupy it to this day.

The baron and other locals point to the Rock in the Storm as a likely source of whatever is causing people to disappear. It is centrally located in the geography of the barony and in its lore. Although the Rock proves to be a red herring, it is a place where the characters can gain some needed experience as adventurers and a few useful items, provided they survive.



THE ROCK IN THE STORM

Built by the Hyperboreans to warn ships away from Rocky Cape and the jagged stone reefs stretching out from its base, the Rock in the Storm has stood for centuries. Constructed using means now long lost, the stone shell of the Rock has weathered the most severe storms the Crescent Sea can throw at it, but sadly the bridge connecting the Rock to the mainland has long since broken.

When the bridge broke, the lightkeepers were trapped. No boat could risk the rough waters and jagged rocks at the base of the cape, and no route up the sea-slicked cliff existed. Messages were sent to the mainland, but no reply came. As time passed, the lightkeepers became desperate and eventually went mad from hunger, thirst, and desperation. Their madness did not end in death; as insanity took them, they committed crimes so heinous that even the gods themselves recoiled in disgust. The lightkeepers, at least those who survived long enough to debase themselves, were cursed. This curse continues to affect the Rock; all who dwell there go mad.

Laeca of Reme drove back the spirits haunting the Rock, though she was unable to destroy them. Nothing save for begging the gods for mercy on the cursed lightkeepers' behalf can do more than cause the haunting to subside for a time. Eventually, the curse took hold of her and she went mad, tearing through her laboratory and releasing powerful arcane energies in the process. When she did, she joined the ghosts of the Rock.

THE GHOSTS OF THE ROCK

The spirits that haunt the rock are ancient and still quite mad. They are not true ghosts, but spirits that can animate their desiccated remains and even some of the inanimate objects of the lighthouse. As a haunt begins to animate in a room, the temperature drops greatly, reaching below freezing in some cases. When the body or the object they are animating is destroyed, the spirits slip into a slumber for a century and a day. When they reawaken, most of the characters will likely be long dead. None of the spirits pursues anyone outside of the lighthouse.

THE BROKEN BRIDGE

An old and overgrown Hyperborean road leads from the Old Coast Road along the top of Rocky Cape to the end of the Broken Bridge. In times past, there was a stone building here and a paved yard for mustering supply wagons. Today, little remains save a tumbled-down ruin and a weed-covered expanse of stone.

The Broken Bridge rises from the end of the mustering yard in a shallow arc over the gap between the headlands of Rocky Cape and the pillar of stone on which the Rock stands. Its 150-foot span is slick and well worn, the five-foot-high railings along its sides broken in several places. Seventy feet out, a 20-foot gap of roadbed fell into the waters below, leaving only the stone framework. These three-foot-wide lengths of stone are themselves worn and cracked in places, leaving no direct route across. A successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check is needed to safely cross the broken span. Failure results in a fall to certain death on the wave-tossed rocks below. A more forgiving result would be a bad slip and catch that inflicts 1d4 bludgeoning damage to the clumsy character.

INSIDE THE ROCK

The walls of the Rock are made of smooth stone fitted together in a manner that does not leave any handholds for climbing. Climbing these water- and slime-slicked walls requires a successful DC 21 Strength

(Athletics) check. The walls are 20 feet thick at the base and taper to a mere five feet at the top. Interior walls are made of six-inch-thick stone. The stone walls have AC 17 and 27 hit points with a threshold of 10 hit points per 10-foot-by-10-foot segment. The lighthouse stands 60 feet tall.

A set of stone steps lead up to a surprisingly intact iron-banded wooden door. The door has AC15 and 4 hit points. It is unlocked, but is stuck and can be opened with a successful DC 13 Strength check. The door leads to location **R-1**.

RI-1. CLOAKS AND HATS

The lightkeepers used this narrow room to hang their cloaks and hats when they came in from the outside. The ceiling here is only eight feet high. Hooks along the walls hold several moldering hats, cloaks, and capes. The pockets contain a few coins of ancient minting (1d20 + 5 sp), a golden locket containing dust (worth 500 gp to a collector, 45 gp for its raw gold value), and an ornate silver-plated pocketknife (treat as a dagger, worth 350 gp to a collector, 30 gp for its raw silver value). A few moments after anyone enters the room, one of the better-preserved cloaks animates as a **rug of smothering**.

A door in the east wall easily opens into location **R1-2**.

RI-2. STORAGE

This large unlit room at the base of the lighthouse was used as storage. The ceiling extends up into the darkness to a height of 20 feet. Dust covers the floor but a successful DC 15 Wisdom (Perception) check reveals that several paths crisscross the floor, but even these paths show decades of disuse. The crates and barrels were destroyed many times, but one of the spirits of the Rock became obsessed with repairing them and spent centuries painstakingly putting them back together. The result looks good, but even the smallest bump (such as adjacent creatures in melee, moving through an area of crates and barrels, or a missed shot passing through an area of crates and barrels) causes a crate or barrel to collapse. There is a 1-in-6 chance that any collapse of a crate or barrel triggers a larger mass collapse of all the containers in a pile and raises a cloud of dust that fills a 20-foot-by-20-foot area. Any living creature in that cloud must succeed at a DC 13 Constitution save or become stunned for 1d4 rounds while they undergo a choking fit. Most of the contents turned to dust and rubbish such as bits of rusted metal, scraps of wooden splinters, and broken shards of ceramics. The spiral staircase in the center of the room goes up to location **R-2-1** and down to location **RC-1**.

The spirit that put the crates and barrels back together still resides in the room and animates a suit of armor if anyone disturbs his work. This **animated armor** attacks the culprit, focusing attacks on them, and responds to other attacks only if it is attacked. The animated remains of the lighthouse's four cats — all **undead feral cats** (see **Appendix A**) — reside in this room and leap out at random targets once the spirit attacks. The cats should be used for classic jump scares; they like to leap out, attack, and then disengage the next round to scurry back into hiding.

R-2-1. STAIRWELL LANDING

A narrow landing connected to the stairwell leads to five doors. The ceiling is only eight feet high. The doors are cleverly arranged so that they all can open without interfering with each other. None of the doors is locked or trapped, but all can be locked (or unlocked) using thieves' tools with a successful DC 11 Dexterity check. The staircase leads up to location **R-3-1** and down to location **R-1-2**.

R-2-2. WEST DORMITORY

Light streams in from an open window in the north wall of this dust-coated room. The ceiling is only eight feet high, and a small fireplace stands in the west wall. Its chimney leads up to exit the wall of the Rock where it curves away from the straight shaft. Half of the common lightkeepers resided here. The room once held three bunkbeds with built-in chests, a table and six chairs that folded up for storage, and the personal effects of the lightkeepers. The spirits have trashed all these items. The remains of three lightkeepers slumber here and rise when someone enters the room. They form **skeletons** armed with clubs made from the ruined furniture. Some of the skeletons animate with bits of wood replacing their bones.

R-2-3. EAST DORMITORY

Light streams in from an open window in the north wall of this dust-coated room. The ceiling is only eight feet high, and a small fireplace stands in the north wall. Its chimney leads up to exit the wall of the Rock where it curves away from the straight shaft. Half of the common lightkeepers resided here. The room once held three bunkbeds with built-in chests, a table and six chairs that folded up for storage, and the personal effects of the lightkeepers. The spirits have trashed all these items. The remains of three lightkeepers slumber here and rise when someone enters the room. They form **skeletons** armed with clubs made from the ruined furniture. Some of the skeletons animate with bits of wood replacing their bones.

R-2-4. LAECA'S STORAGE ROOM

Laeca of Reme stored her alchemical and magical supplies in the former quarters of the lord of the lighthouse. The ceiling is only eight feet high. Light comes in from a small window in the east wall. A small fireplace stands in the east wall, and its chimney leads up to exit the wall of the Rock where it curves away from the straight shaft.

Needing more space than any single room of the lighthouse offered, she knocked a hole through the wall between this room and location **R-2-5**. The room is covered in dust, and the contents show signs of fire, water, and acid damage. Laeca (animated as a **wight** but armed with a quarterstaff) prefers to rest on the remains of her bed in location **R-2-5** but enters this room if she hears any noises coming from within.

A search of the rubble in this room and a successful DC 13 Wisdom (Perception) check reveal a single unbroken glass vial of amber-colored liquid that sparkles in the dark (a *potion of healing*), several broken glass vials with interesting stains on them (broken and evaporated potions), and 400 gp in salvageable magical materials. The materials require one hour and a successful DC 13 Intelligence (Arcana) check to clean up enough to use or sell.

R-2-5. LAECA'S QUARTERS

Once, this room was the common room for the lightkeepers. They took their meals here, spent their off-duty time here, and gathered together for feasts and other occasions. A pair of rusted iron chandeliers hangs from the 10-foot-high ceiling, and Laeca placed candles in them that are still present. Light comes in from three narrow open windows in the south wall. A single door stands in the north wall and leads to location **R-2-6**.

The ruins of three long tables fill the middle of the room creating difficult terrain. A large fireplace stands in the east wall, and its chimney leads up to exit the wall of the Rock where it curves away from the straight shaft. Aged bookshelves are along the west wall, and Laeca's spirit refrains from disturbing them. However, time and the elements have not been as kind, and many of the scrolls and books decayed into uselessness. A few hours picking through the mess reveals a few useful things. A *spell scroll* contains the spells *feather fall*, *spider climb*, and *water breathing*. Her spellbook is nearly a lost cause, but a few scraps from it have the following spells: *comprehend languages*, *fog cloud*, *gust of wind*, *tiny hut*, and *thunderwave*. A diary

describes her time in the Rock, her defeat of the spirits (it gives the location, cause of animation, and nature of every spirit in the rock), and her research into items useful for aquatic adventures. She planned to perfect her research and then produce a set of items for herself and a party of three others before heading off to explore the depths of the Sinner Ocean. She mentions that she created the prototypes and one other set of *coral slippers* and *enchanted sea fan* (see **Appendix C** for both), but not any others. Following this passage, she begins to rave, writing in the corners, switching between languages in the middle of sentences (Common, Draconic, and Elvish), and scrawling passages in blood. Toward the end, she became obsessed with staring into a *crystal ball* trying to reveal some great leviathan rising from the Crescent Sea to consume all that lives on land.

The remains of a small bed are against the south wall and the desiccated body of Laeca of Reme spends most of its time here (animated as a *wight* but armed with a quarterstaff). She rises and attacks anyone who enters. Mostly she attempts to strike with her staff and use her life drain ability, but occasionally (1-in-6 chance at the start of her turn) she stops in the middle of the fight and attempts to cast a spell, though since her death and reanimation she has lost all of her spellcasting abilities. Laeca is undead and insane, but she was a good person in life and might be willing to let intruders leave. The tattered robes that adorn this walking corpse contain a *dolphin whistle* and an *enchanted sea fan*, and she is wearing a pair of *coral slippers* (see **Appendix C** for all three). Her pockets also contain 60 gp, and she has a silver necklace with a pearl cluster (worth 250 gp) around her neck, and a pair of gold rings set with opals on her hands (each worth 55 gp).

If spoken to calmly and not attacked, she can be reasoned with. Communicating with Laeca is difficult. She speaks Common (as well as Draconic, Elvish, and Hyperborean), but between the curse and her undead state, she is raving mad. She accuses the party of being in league with Leviathan and coming to kill her, of being thieves, liars, and worse.

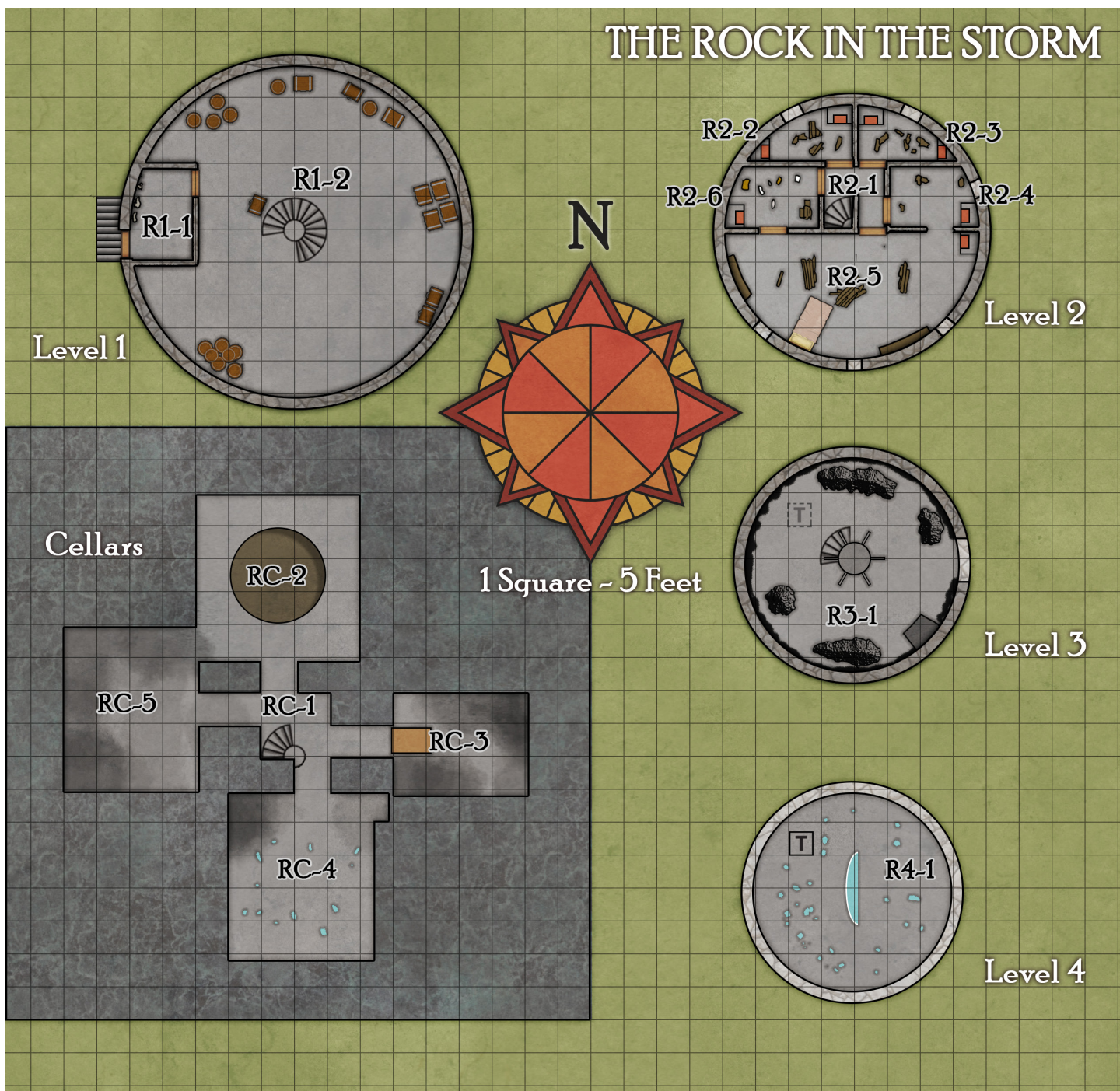
R-2-6. LABORATORY

Laeca of Reme turned this former kitchen into her laboratory. A large fireplace stands in the west wall, and its chimney leads up to exit the wall of the Rock where it curves away from the straight shaft. Various broken tables, pots, pans, and glassware litter the dust-covered floor. One *coral slipper* (see **Appendix C**) is buried in this mess and can be found with a successful DC 13 Intelligence (Investigation) check. She rampaged through here after her death, breaking glass, overturning tables, and sending various pots clattering against the walls or into the chimney. One set of broken glass is composed of curved glass that still radiates a slight aura of enchantment (her broken *crystal ball*). A door leads to location **R-2-5**. Laeca resides in that location and under no circumstances will she enter this room or open the door. But if she hears noise coming from within, she waits to ambush anyone who opens the door.

R-3-1. WORKROOM

Piles of coal and a thick coating of coal dust fill the edges of this 10-foot-high room. The stairwell ends here but leads down to location **R-2-1**. A great stone drum dominates the middle of the room. Six handles protrude from it. A rusted iron shaft extends through the drum and connects to a set of gears in the ceiling. This apparatus is used to turn the lens arrangement on top of the lighthouse. The mechanism became stuck long ago, but enough effort can break it free and make it turn. A successful DC 20 Strength check turns it and the character gets a +2 bonus for each person helping by pushing at one of the handles. Using the whale oil (or other lubricant) found in location **RC-3** to lubricate the gears and shaft grants advantage on the check.

THE ROCK IN THE STORM



A large furnace in the southeast quarter generated light that would be reflected up to the lens above. It is cold and filled with dust and coal. A trapdoor in the northwest quarter leads up to location **R-4-1**, but the ladder rotted away, leaving just the metal brackets behind.

The lord of the lighthouse and three other spirits haunt this room. They animate as an **undead swordsman** (see **Appendix C**) and three **skeletons**. The lord of the lighthouse commands any intruders to take their turns at the drum, but he speaks only Hyperborean. If the characters obey, the skeletons run to start feeding the furnace while the lord directs everyone's efforts. Once the furnace is lit and fired up and the drum begins to turn, the spirits expect the drum to turn for an hour before they return to their slumbers (causing a level of exhaustion to all working on the drum). If the characters refuse, the spirits attack. The lord of the lighthouse gives the characters three tries to start the mechanism; if they fail, he and his minions furiously attack.

R-4-1. TOP OF THE LIGHTHOUSE

Panes of glass once enclosed this open platform, but the glass is now broken and litters the stone floor. Due to the loss of the glass windows and general disrepair of the platform, there is nothing to stop characters from falling off the lighthouse to their death. At the center of the room is the rotating lens that warned ships of the dangers of Rocky Cape, also shattered into millions of pieces. The litter of glass makes walking difficult; they are sharp and rainfall has made them slippery. The trapdoor in the northwest quarter leads down to location **R-3-1**, but no ladder bridges the 10-foot drop. One of the lightkeepers haunts this area and animates the shards of glass as **flying swords**. She animates 1d4 + 2 swords; when they are destroyed, she falls back into her undead slumber.

RC-1. LOWER STAIRWELL LANDING

The central staircase ends here and can be climbed up to location **R-1-2**. The cellars are carved out of the living stone of the pillar of rock upon which the lighthouse stands. The walls are smooth and somewhat wet, and the temperature is much cooler than above. Four passages lead off to the various cellars.

RC-2. CISTERN

A 50-foot-deep pit fills the center of this room. A clever network of pipes feed rainwater down into the cistern from the walls and top of the lighthouse, but most of these have become broken or clogged. Even so, 25 feet of water fills the cistern, more if it has been raining. The water is a murky brown, and little can be seen through the water, although a successful DC 15 Wisdom (Perception) check reveals a brightly-colored shape at the bottom of the cistern (a single *coral slipper* — see **Appendix C**). A spirit here animates the water if anyone enters, causing anyone in the cistern to succeed at a DC 13 Strength (Athletics) or begin to drown. The Strength check can be repeated every round to escape the cistern.

RC-3. COLD STORAGE

A thick wooden door lies on the ground at the entrance to this room. This room was used to store ice blocks packed in sawdust, but both have long decayed to a blackish stain on the floor and walls.

RC-4. ROOT CELLAR

The roots and vegetables kept here, as well as the many jars of pickles, have long since decayed. Shattered glass lines the floor, but not anywhere near the amount in location **R-4-1**. The spirit haunting this room animates the dust and debris into a cloud that blows through the cellars and lasts for 1d4 rounds. Those who end their turn inside the cloud must succeed at a DC 13 Constitution save or gain the poisoned condition for one hour. Among the debris in the room is one intact jar filled with brine and 1d8 + 2 *pickles of the deep* (see **Appendix C**).

RC-5. MEAT STORAGE

This room was used to house the meat for the lighthouse, but all the food has long since decayed. One of the spirits resides here and animates the bones of bovines and its own corpse to create a **minotaur skeleton** that attacks any who enter. The spirit has a companion who is slow to wake, animating 1d3 rounds after its partner forms the minotaur skeleton. It then throws around two meat hooks as **flying swords**.

THE SEA WYCH'S CAVE

For generations, the people of Rocky Cape have avoided the jumbled rocks known as the Sea Wych's Cave. Fishing boats travel out of their way to go around the rocks, though they tend to stay out to sea rather than risk the five-mile-wide strait that runs between the rocks and the shore. Coasters running the trade route from Loagwater to Bridgeport likewise turn out to sea to avoid the Sea Wych's Cave and the waters between there and the shore. However, some consider these precautions to be foolish superstitions for there has not been any sign of the Sea Wych, if there even is one, for many years.

THE SEA WYCH

The Sea Wych is not one individual but a title held by sea hags of the Crescent Sea. The title and the sea caves within the rocks have lain vacant for some time as there was more than one claimant. The battles of the fey over who would be the next Sea Wych have been fierce, but they have finally resolved and the new Sea Wych has recently installed herself in her new home. Maudra the Fell, a **sea hag**, has had only a few months to explore the caves and move in, but in that short time she has attracted a loyal following of sea creatures to serve her whims.

Maudra the Fell is a young sea hag, only three centuries old and not yet having proved herself in any major way. It is only by pure luck that she managed to claim the title and lair she now holds, and she is well aware that other fey or even adventurers might be able to take it all away from her. To protect herself, she entered into a weak alliance with her cousin, Annie the Green, a green hag who lives in the Black Fen. The two pledged to share information on strangers in the area or other threats, but with creatures of this sort, who can know their true intentions?

Maudra is responsible for only one of the missing fishing boats, that belonging to Licinius of Longshores. He chased a school of tuna — a rare but profitable fish in these waters — too close to the rocks. The Sea Wych leapt aboard the small fishing boat and slew Licinius and took his two children, Young Linny and Licinia, captive. The boat was left to the sea and crashed upon the rocks.

In the time that the Sea Wych has had her two captives, she has not decided what to do with them. Both are kept deep in the caves past flooded tunnels so that they cannot escape. While not abused and given food and fresh water, their captivity alone has worn on their psyches. Young Linny hopes to overpower the Sea Wych and escape, while Licinia is starting to consider the tales that a young woman kept captive by a sea hag might become one herself.

Maudra is aware of the deal her cousin has with the smugglers in the Black Fen and has plans to extort some wealth from them. She is holding back only out of fear of Green Annie. The elder fey is more powerful than Maudra and might not take kindly to having her easy meals infringed upon.

THE ROCKS

The large rocky protuberance known as the Sea Wych's Cave lies at the center of a field of tall rocks and stone reefs. Vessels approaching the area should take extreme care; the sea and currents are not to be trusted, and the rocks can easily rip open the hull of a boat. Navigating these waters requires three cumulative successful DC 14 checks, and if more than three failures are gained, the boat is cast upon a rock and destroyed, dumping everyone into the water. These checks may be any of the following or ones that clever characters come up with: Strength (Athletics), Wisdom (Perception), or Wisdom (Survival).

THE CAVES



Cut by a combination of natural erosion and the actions of generations of sea wyches, the caves are a partially-flooded network of sea caves beneath the rocky mount. They flood and drain with the action of the waves, and the waterfilled portions cycle through dry and flooded depending on the power of the waves crashing outside, the tide, and the season. During high tide, the flooded areas are filled with water to the ceilings every three minutes, slowly draining down to only four feet of water in between. At ebb tide and in the fall, these passages and galleries never fully flood, but rise to four feet of water before sinking back down to a mere two feet of water following the same cycle.

There is a 75% chance that any of the monsters inhabiting these caves is present at any given time. They all need to go out to hunt and forage for food as the Sea Wych is not yet well established enough that food, er, adventurers, come to them. If someone enters the caves and a monster is present, the monsters tend to stay in their lair; they do not get along with each other. However, if anyone enters location **SW-8**, the monsters have orders to block location **SW-2** and attack any intruders. They fight to the death to obey this order, though only one monster responds to the threat (first the giant crabs, followed by the giant electric eel, and finally Maudra herself). Maudra will not fight unless she feels she has some sort of advantage, and happily flees through the tunnel in location **SW-7** if hard pressed or if her minions are destroyed.

Unless noted otherwise, the caves have seven-foot-high ceilings and are unlit, and the floors are slick stone that make fast movement difficult.

SW-1. ENTRANCE

The main entrance into the Sea Wych's caves is a wide sea cave regularly flooded and drained by wave action. The current is strong, and any checks made to swim against it suffer disadvantage. The current drops off by **SW-2**. Any character knocked prone or who falls unconscious in the entrance is dragged out of the cave and into the open sea.

SW-2. CROSSROADS

The tunnel branches out into four passages. The ceiling here is lower, only six feet, and thus leaves little breathing room even during the ebb tide.

SW-3. SCUTTLE

This half-flooded cavern is the home to a scuttle of 1d8 + 2 **giant crabs**. They rest here and scuttle out to investigate any disturbance in location **SW-8**. The crabs also follow anyone who passes through location **SW-2**, making opportunistic attacks if the intruders get in a fight with another monster. The crabs dragged some bodies from shipwrecks into their lair, and a search with a successful DC 13 Intelligence (Investigation) check of the bones and molted shells in the back of the cave reveals 1d10 + 10 gp. Giant crabs make good eating and fetch 5 gp apiece on the open market, provided they are fresh and not terribly damaged.

SW-4. EIGHT LIMBS OF DEATH

A **giant octopus** lairs in this flooded cave, nestled amid its collected wealth. The large cephalopod collects shiny things it finds in the sea and its lair contains a jumble of sea coral, pottery, rusted ship fittings, and other worthless baubles. Hidden in this mess are 250 gp in assorted coinage, a lapis lazuli inlaid gold brooch (worth 65 gp), and a *robe of useful items*. They can be found with an hour of searching and a successful DC 13 Intelligence (Investigation) check.

SW-5. SEA WYCH'S FOYER

Maudra uses this chamber to trap or delay intruders. Her minions know not to enter but are unaware or not intelligent enough to avoid the traps placed here. If they must get to location **SW-6**, they go out and around and enter there through the tunnel at location **SW-7**. The floor of this cavern is covered in green-backed barnacles. At high tide, the cavern floods to the tunnel leading up to location **SW-6**, during which time the barnacles open and wave their cirri in the current. Maudra regularly tosses shrimp and other cut-up fish into the cavern to feed her barnacles. At low tide, the cavern empties and the barnacles close up. It is during this time that the trap is set. Green-backed barnacles defend themselves not just with their hard shells but also with poisonous spines. Any creature passing through the cavern at low tide risks being stabbed by one of these spines. The barnacles are so closely packed that no safe path exists through them. A successful DC 16 Dexterity check allows a character to avoid any barnacles, but they move at five feet per round while doing so. Otherwise, every five feet of movement through the cavern inflicts 1d4 piercing damage, and the creature must succeed at a DC 13 Constitution save or gain the poisoned condition for 1d4 minutes.

SW-6. SEA WYCH'S LAIR

Maudra (a **sea hag** wearing *gloves of missile snaring*) has just begun her reign but already she has set up her lair to be a comfortable place — at least comfortable for a sea hag. There is a seaweed bed in one corner, a small hole in the cave wall for storing treasure, and a circle for working magic in the flooded portion of the cavern. The back of the cavern is flooded at all times, although at ebb tide the water level is greatly reduced. A tunnel leads out to the sea (location **SW-7**).

The Sea Wych's treasure trove is not great; the previous Sea Wych left a large amount of treasure but it was looted before Maudra could claim her domain. She hopes to one day build a nice amount of wealth and gain the power it can bring. To that end, she spends part of her time searching for shipwrecks and looting them. In the niche are 200 gp in assorted coinage, a large pearl (valued at 500 gp), a gold statue of a hawk (value 400 gp), a finely made heavy crossbow decorated with silver gryphons, 20 crossbow bolts, a set of manacles, and a **hat of disguise**.

Maudra lets her minions deal with any intruders. If intruders reach location **SW-5**, she takes cover in the passage between there and location **SW-6** and takes potshots at anyone trying to cross the field of green-backed barnacles. If further pressed, she retreats to her lair, either escaping out of the tunnel in location **SW-7** to the sea or, if she has time, donning the manacles and using the *hat of disguise* to appear as a captive. She chooses an attractive appearance (50% male or female) and attempts to gain the characters' confidence, only to escape or turn on them later. If driven from her home, her minions disperse, and Maudra plots some form of revenge.

SW-7. ESCAPE TUNNEL

This long-flooded tunnel extends 60 feet down through solid rock before turning abruptly and exiting into the sea.

SW-8. CAPTIVES

This mostly dry cavern (or at least not flooded; the walls and floors are damp) holds Maudra's two prisoners: Young Linny and Licinia (**commoners**). The pair show signs of their captivity, with thinning hair, bleeding gums, and skin lesions from constant exposure to saltwater. A pile of fish bones, clamshells, and other inedible portions of sea life lie in one corner. A bed of seaweed provides the only furniture, and there is no light. The northernmost corner is used for the necessities and reeks.

Anyone entering the cavern startles the pair and sends them cowering to their seaweed bed. Licinia (19) is the most vocal and begs that no one hurt her or her brother. Young Linny (15) is nearly broken by his ordeal and does not speak. It takes some kind words to keep the two calm enough to help them escape. They greatly fear Maudra and the various creatures that live in the caverns.

SW-9. LIGHTNING IN A CAVE-BOTTLE

This flooded cavern is the home of a **giant electric eel** (see **Appendix A**). The creature spends part of its day here and leaves at night to hunt the surrounding waters. It prefers to lie in wait, hidden among the rocks of the cavern, and strikes out with its electrical discharge attack to stun any intruders before going in to rip them with its teeth.

THE SEA WYCH'S CAVE

1 Square ~ 5 Feet



APPENDIX A: NEW MONSTERS

BEAVER, ARMOR-PLATED

This creature follows the traditional form of a beaver, but there the similarities end. Instead of fur, these creatures are covered in hard, bony plates.

The armor-plated beaver resembles nothing so much as a mixture of a sturgeon and a beaver. Their normal slick fur is replaced by thick bony plates, allowing them to build their lodges beneath pounding waterfalls and in raging currents. Their tails are quite strong, capable of pushing them against vastly stronger currents than their smaller cousins.

Like their cousins, they are generally herbivores but will defend their lodge from intruders to protect their young. Beavers live in family groups within the lodge, with an adult female and adult male in a monogamous pair, and their children, called kits. A kit does not grow its solid armor plating until it reaches its first year. Beyond the family unit, however, the beavers are fiercely territorial. A beaver family unit marks its territory by building scent mounds.

ARMOR-PLATED BEAVER

Medium beast, unaligned

Armor Class 17 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	5 (–3)	11 (+0)	4 (–3)

Skills Survival +2

Senses Passive Perception 10

Languages —

Challenge 1 (200 XP)

Hold Breath. The armor-plated beaver can hold its breath for up to 20 minutes.

Keen Smell. The armor-plated beaver has advantage on Wisdom (Perception) checks based on scent.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8 + 2) piercing damage.

BEETLE, RAVAGER

This creature is covered in a jet-black carapace with whitish markings crisscrossing its back and gold-tinted wing casings.

Ravager beetles are omnivorous beetles found in temperate or warm forests, hills, and swamps. While generally sustaining themselves on a diet of foliage and grasses, they sometimes scavenge the remains of creatures killed by other predators.

Like most beetles, a ravager has a thick-plated carapace and two large mandibles used for crushing and chewing its food. Its carapace is black in color with several white streaks crisscrossing it. Its mandibles are dark bluish-black. Its wing casings are black with hints of gold. A typical ravager beetle is about 4 feet long.

Ravagers have a single life cycle that spans an entire year. Females generally lay 4–8 eggs in soft earth or soil, and within two weeks, the larvae emerge. Young are almost always born in the warmer spring and early summer months. Young are noncombatants and rely solely on their mother for protection and food, feeding generally for 10 days before entering the pupa stage. After about 20 days, the pupae become adults.

Ravager beetles are generally scavengers by nature, and rarely attack, except in times when food is scarce. Even then, they usually limit their attacks to weakened, sleeping, wounded, or otherwise incapacitated prey. When attacking, ravager beetles lock onto an opponent with their mandibles and continue biting and crushing the target until it is dead.

RAVAGER BEETLE

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	1 (–5)	10 (+0)	6 (–2)

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

Languages —

Challenge 1 (200 XP)

Actitons

Gnaw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13) and restrained. Until this grapple ends, the beetle cannot bite another target. A grappled target takes 7 (2d6) poison damage at the start of each of its turns.

BEETLE, WATER, GIANT

This giant beetle has a cylindrical and hydrodynamic body that tapers to a pointed tail section. Its wing casings and carapace are brownish black, and its legs are dull yellow. A silver stripe runs lengthwise along its back.

These highly aggressive beetles make their home in deep fresh water such as slow-moving rivers, lakes, large pools, and inland seas. They can be found in any climate, from the warmest to the coldest. Giant water beetles are predators. They sustain themselves on fish and other aquatic animals. They spend most of their lives in the water, rarely emerging onto land. In the rare cases when they are encountered on land, a giant water beetle is seldom more than 30 feet from water. They are diurnal creatures, hunting during the day and sleeping in deep water at night. They dive with blinding speed when they spot a potential meal in the water. When not actively hunting, they sometimes simply drift along with the current. The giant water beetle normally uses its ink to escape from attackers, but thanks to its tremorsense, it can fight inside the ink cloud without penalty.

Giant water beetles lair on the bottoms of lakes, rivers, and inland seas. A colony always contains at least one female and 2d4 eggs. Eggs hatch within three weeks after the female deposits them and reach full maturity in six to eight weeks.

When hunting, these creatures prefer to attack by ambushing their prey. They usually drift near the water surface and dive down onto targets below them with surprising speed, but they have also been known to drift in darker water at greater depth and lunge upward to seize prey with their tough, sharp mandibles.

GIANT WATER BEETLE

Medium beast, unaligned

Armor Class 13 (natural armor)
Hit Points 37 (5d8 + 15)
Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	2 (–4)	10 (+0)	9 (–1)

Senses blindsight 60 ft., passive Perception 10
Languages —
Challenge ½ (100 XP)

Water Breathing. Giant water beetles can only breathe water but can hold their breath for up to 8 hours out of water.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 2) piercing damage.
Ink Cloud (recharge 6). A 10-foot radius cloud of ink extends all around the water beetle if it is underwater. The area is heavily obscured for 1 minute although a significant current can disperse the ink.

BOG CORPSE

Created by foul magics of long-dead gods, bog corpses are the remains of victims sacrificed to these otherworldly entities in times long before history began to be recorded. Cursed by the rituals that consigned them to a fetid tomb, bog corpses exist to protect the sacred places in which they died. They wait out the long eons between visitors dreaming what dreams mortals can only guess at, but once their unholy sites are disturbed, they rise en masse to drive off the intruders and also to hound them to death. Those slain by a bog corpse are not entirely dead, and the bog corpse attempts to carry their victims back before the soul departs its body. Once interred in the rotting bog, the fresh corpse begins the transformation into a bog corpse.

BOG CORPSE

Medium undead, chaotic evil

Armor Class 9
Hit Points 26 (4d8 + 8)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	14 (+2)	8 (–1)	12 (+1)	4 (–3)

Damage Vulnerabilities fire
Damage Resistance piercing and bludgeoning damage from nonmagical attacks
Damage Immunities necrotic, poison, psychic

Condition Immunities exhaustion, frightened, poisoned, stunned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1 (200 XP)

Highly Flammable. Bog corpses have bodies preserved in peat or tar deposits, and their very flesh has been imbued with these substances. A bog corpse that suffers fire damage is lit on fire and suffers 1d6 fire damage at the end of its turn. While on fire, a bog corpse inflicts an additional 1d4 fire damage to anyone it hits with its fist attack, and those who strike the flaming corpse with a melee attack while within 5 feet suffer 1 fire damage.
Watery Grave. A creature reduced to 0 HP by a bog corpse is not dead. Instead, it falls into a coma that lasts until the bog corpse that reduced them to 0 HP is slain, after which the victim becomes stable as if it had passed three death saves. If a creature in a coma caused by a bog corpse is placed in the sacred bog the corpse guarded, that creature becomes a bog corpse in 1d6 days.

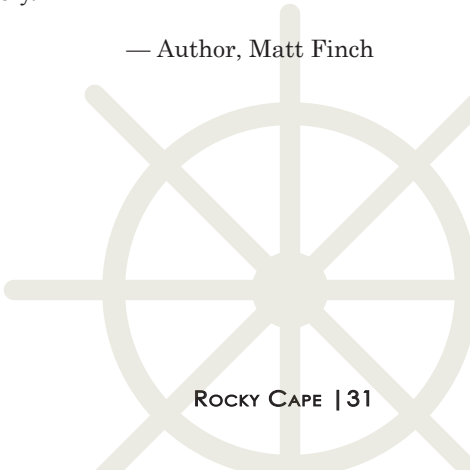
Actions

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., 1 target. *Hit:* 7 (1d8+3) bludgeoning damage and the target is marked by the bog corpse. The bog corpse or any other bog corpse from the same sacred bog gains advantage on attack rolls against a marked target. Furthermore, they can detect the presence of a marked creature within 30 feet, and they know the approximate location of the marked creature if it is farther away than that.

CAT, FERAL UNDEAD

Feral undead cats look like they were created by zombie-raising magic, but they are quite unlike mindless undead such as skeletons or zombies. These cats possess an animal cunning akin to that of ghouls (although with less intelligence overall), and they are not slow moving as zombies are. Like ghouls, they tend to form into packs. A lone undead cat is almost certainly scouting or keeping watch for a larger group.
Feral undead cats sometimes hide in plain sight by lying alongside the road, in ditches, along fencerows, or in abandoned buildings—places where people wouldn't be surprised to see dead cats. The surprise comes when the cats leap onto the characters' legs and backs with their filthy, razor-sharp claws extended. Malevolent witches and other evil spellcasters who sometimes need dead cats for their magic can be caught unaware by these creatures and overcome by their poison. The cats eat what they bring down, but slowly, while it's still alive and paralyzed. They've been known to use one victim as bait to lure more victims into their territory.

— Author, Matt Finch



UNDEAD FERAL CAT

Small undead, chaotic evil

Armor Class 12

Hit Points 3 (1d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

Damage Resistances Necrotic

Damage Immunities Poison

Condition Immunities exhaustion, poison, unconscious

Senses: darkvision 60 ft., passive Perception 11

Languages: None

Challenge 1/8 (25 XP)

Paralyzing Poison. Every time a creature is clawed by a feral undead cat, the creature must make a DC 10 Constitution saving throw. On the first failed save, the character becomes poisoned; on the second failed save, the character becomes restrained; and on the third failed save, the character becomes paralyzed. Each effect lasts for 1d6 x 10 minutes, and the lengths add together as the character's condition worsens.

Actions

Multiattack. The feral cat attacks twice with Claws.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 1 slashing damage and the target creature must make a successful DC 10 Constitution saving throw or suffer the effect of *paralyzing poison* (see above).

CRAI THE SHARK

Crai the Shark, a nasty piece of work from Bridgeport, leads the smugglers. Born into a sailing family, Crai put to sea as a boy and grew up on merchant ships plying the Crescent Sea. He is unscrupulous, greedy, violent, and vindictive. His bad attitude and poor reputation saw him fired from more legitimate merchants many times, and he fell in with pirates, smugglers, and slavers. Two years ago, he hit on the idea of using an isolated section of coast to base a smuggling network. While he has not yet built the criminal kingdom he envisioned, his band of smugglers now serves as middlemen for other, larger criminal organizations. For a small fee, Crai hides goods and puts them on the chosen ship or even transports them overland to Bridgeport or Loagwater. The introduction of the thyst trade spurred him on to other grander dreams and it is only a matter of time before he decides he can cut out some of his partners, like Green Annie or that upstart halfling Hafla.

Crai wears a chain shirt under his clothing, carries a scimitar and hand crossbow, and wears a shark tooth's necklace (see **Appendix C**) at all times. In combat, he assumes hybrid shark form using the necklace and enters melee as soon as possible. If hard pressed, he assumes shark form using the necklace and seeks to escape by water (the waters of the Black Fen are briny enough to allow a shark to survive for a short period of time).



CRAI THE SHARK

Medium humanoid (human), neutral evil

Armor Class 16

Hit Points 74 (11d8 + 24)

Speed 30 ft.

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

Skills Perception +3, Sleight of Hand +5, Stealth +5

Senses passive Perception 15

Languages Common

Challenge 3 (700 XP)

Backstabber. If Crai attacks with advantage and hits, he adds +2d6 to the damage.

Special Equipment. Crai wears a shark tooth necklace (see **Appendix C**.)

Actions

Multiattack. Crai may make two Scimitar attacks or a Scimitar and a Hand Crossbow attack.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., 1 target.

Hit: 6 (1d6 + 3) slashing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range (30/120), 1 target. *Hit:* 6 (1d6 + 3) piercing damage.

DOLPHIN

Predatory sea mammals, dolphins are known to help sailors and others in distress. Usually found in saltwater, a few freshwater species exist. Dolphins are rarely encountered as solitary creatures as they prefer to live in extended family groups.

DOLPHIN

Medium beast, unaligned

Armor Class 13
Hit Points 22 (4d8 + 4)
Speed swim 40 ft.

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

Skills Perception +3
Senses blindsight 120 ft., passive Perception 13
Languages Dolphin
Challenge ½ (100 XP)

Cooperative Attack. The dolphin has advantage on an attack roll against a creature if at least one of the dolphin’s allies is within 5 feet of the creature and the ally isn’t incapacitated.
Echolocation. The dolphin can’t use its blindsight while deafened.
Hold Breath. The dolphin can hold its breath for 15 minutes.

Actions

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., 1 target. *Hit:* 7 (1d8+3) bludgeoning damage.

GIANT ELECTRIC EEL

Six feet of wiggly sparky death, do not touch. Giant electric eels hunt by stunning their prey and then biting them with their fang-filled mouths. They are commonly found in solitary lairs in rock formations, but sometimes swim the open water hunting for a new home or schools of fish.

GIANT ELECTRIC EEL

Medium beast, unaligned

Armor Class 12
Hit Points 33 (6d8 + 6)
Speed swim 30 ft.

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

Damage Immunities lightning
Senses blindsight 60 ft., passive Perception 11
Languages —
Challenge 1 (200 XP)

Aquatic. Giant electric eels have gills and can breathe only in water.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., 1 target. *Hit:* 6 (1d8+2) piercing damage.
Electrical Discharge (recharge 5–6). The giant electric eel produces a burst of electricity that may injure and stun its foes. When it does so, all creatures within 30 feet of the electric eel (60 feet underwater) must make a DC 11 Constitution saving throw. Those succeeding take 9 (2d8) lightning damage and are stunned until the end of their next turn while those that succeed take half this damage and are not stunned.

KOBOLD MATRON

Some kobold tribes are matriarchies ruled over by a kobold matron. Often the eldest female in the tribe, kobold matrons tap into the draconic magic inherent in all kobolds. As they do this, they can draw power from their followers to enhance their spells to bring fiery wrath down upon those who threaten their tribe. The kobolds of a tribe ruled by a matron tend to be better fed, slightly less cowardly, and very protective of their leader.

KOBOLD MATRON

Small humanoid (kobold), lawful evil

Armor Class 12 (15 with mage armor)
Hit Points 28 (8d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	10 (+0)	12 (+1)	12 (+1)	16 (+3)

Senses darkvision 60 ft., passive Perception 11
Languages Common, Draconic
Challenge 2 (450 XP)

Innate Spellcasting. The kobold matron’s innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She can innately cast the following spells, requiring no material components.
At will: *dancing lights, message, ray of frost*
3/day each: *burning hands, mage armor, magic missile*

Protected. If the kobold matron is hit with an attack, a kobold ally within 5 feet of her uses its reaction to redirect the attack to itself instead.

Actions

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

LEECH, GIANT

A large, bloated leech floats in the muck and slime.

These invertebrate parasitic relatives of the worm lurk in stagnant or slow-moving water, waiting for a suitable host. Giant leeches appear as larger versions of the common leech.

A giant leech attacks any living creature that comes within 30 feet of it. There is a 50% chance that any leech encountered carries filth fever.

GIANT LEECH

Medium beast (aquatic), unaligned

Armor Class 11

Hit Points 26 (4d8 + 8)

Speed 5 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	14 (+2)	2 (–4)	10 (+0)	1 (–5)

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Vulnerability to Salt. A handful of salt burns a giant leech as if it were a flask of acid, causing 1d6 acid damage per use.

Actions

Blood Drain. *Melee Weapon Attack:* +3 to hit, reach 5 ft. one creature. *Hit:* 4 (1d6 + 1) piercing damage, and the leech attaches to the target. While attached, the leech doesn't attack. Instead, at the start of the leech's turns, the target loses 5 (1d8 + 1) hit points due to blood loss. The leech can detach itself by spending 5 feet of its movement. It does so after it drains 25 hit points of blood from the target or the target dies. A creature, including the target, can use its action to make a DC 10 Strength check to rip the leech off and make it detach.

UNDEAD SWORDSMAN

This armored skeleton stands in a battle-ready pose, its weapon held high as cold blue light shines in its eye sockets.

Some skeletons retain their intelligence and cunning, making them formidable warriors. These undead are far more powerful than their mindless kin.



UNDEAD SWORDSMAN

Medium undead, neutral evil

Armor Class 16 (chainmail armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	9 (–1)	10 (+0)	12 (+1)

Skills Perception +4

Damage Immunities cold, necrotic, poison

Condition Immunities exhaustion, paralysis, poison

Senses darkvision 60 ft., passive Perception 14

Languages understands the languages it knew in its life but can't speak

Challenge 2 (450 XP)

Actions

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

APPENDIX B: NEW MAGIC

CORAL SLIPPERS

Wondrous item, uncommon

These shoes are made of solid coral that, despite being out of water, continues to have a bright red coloration. They are far from comfortable — coral has sharp edges after all — but while wearing them you gain a swim speed equal to your normal speed if you do not already have a greater swim speed.

DOLPHIN WHISTLE

Wondrous item, uncommon

This whistle is made from driftwood and is decorated with carvings of dolphins inlaid with mother-of-pearl. As an action, you can blow the whistle to summon 1d6 dolphins. The dolphins can be summoned only you are standing in seawater. The dolphins arrive in 1d4 x 10 minutes and serve you to the best of their abilities, even fighting to the death for you. The dolphins remain for one hour and then return to their usual haunts. After you use the dolphin whistle to summon dolphins, you cannot use it again until the rising of the next moon.

ENCHANTED SEA FAN

Wondrous item, uncommon

The enchanted sea fan is a preserved piece of fan coral set in a gold frame adorned with blue and green ribbons. A short handle allows it to be held in one hand. You can wave the fan back and forth as a bonus action to create bright light in a 30-foot radius and while holding the fan you can breathe underwater.

PICKLES OF THE DEEP

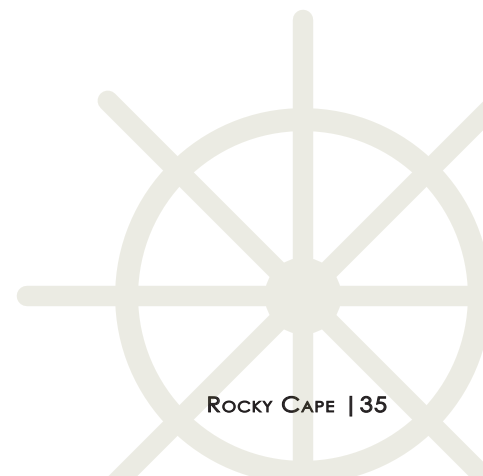
Wondrous item, uncommon

This three-inch-long dill pickle has been enchanted to grant the effects of the water breathing spell for one hour to anyone who eats one. However, the use of esoteric spices, troll blood vinegar, and sea cucumbers is not to everyone's taste — or stomach. If you eat a pickle of the deep, you must succeed on a DC 13 Constitution saving throw or be poisoned for one hour.

SHARK-TOOTH NECKLACE

Wondrous item, rare (requires attunement)

Ten shark teeth hang from this length of braided bronze wire. As a bonus action you can use the necklace to assume a hybrid-shark form, that of a medium-sized shark, or revert to your natural form. Each use of the necklace — whether changing into an alternate form or reverting to your natural form — uses a charge. When in the hybrid form, you have armor class 11 (natural armor) and a bonus action that you can use to make a bite attack (Strength based, 5 ft. reach, inflicts 9 [2d8] piercing damage), and gain the amphibious trait and a swim speed equal to your natural speed. When changing to hybrid form, your clothing and equipment adjusts to accommodate. However, when entering shark form, all equipment and clothing drop to the ground (save the necklace itself, which merges with the new form). The necklace has three charges and regains a charge every night as the moon rises.



THYST

Wondrous item, rare

A deadly and powerful arcane drug, thyst is a purple crystalline powder in its natural form, but few ever encounter it that way. Most thyst is sold in half-inch cubes of raw thyst cut with varying amounts of sugar. It is consumed by sucking on the cube or mixing it into food and drink. Users experience mild hallucinations and a limited ability to cast spells. They also readily become addicted, and the thyst tends to turn soft tissues into purple tinged crystals. These crystals disfigure and eventually kill habitual users.

Thyst is rated on its purity, ranging from quarter-cubes up to raw thyst. The price increases with the purity, as does the potency of the magical side effects. Thyst grants the use of one spell for an hour. Cantrips gained through thyst use are cast at will; all other spells may be used once. Charisma is the spellcasting ability for these spells. All gained spellcasting ability disappears when the dose of thyst expires. Taking additional thyst, no matter the purity, while still under the effects of a dose of thyst extends the duration of the original dose by one hour and inflicts damage as per the second dose's purity but has no other effect.

Anyone taking a dose of thyst suffers the listed damage as per the purity of the thyst. They must also make a DC 13 Constitution saving throw or gain the poisoned condition for one hour. A creature who is not addicted to thyst who consumes a quarter-cube or more during a 24-hour period must succeed at a DC 18 Constitution saving throw or become addicted to thyst. Furthermore, a character capable of spellcasting cannot do so while under the effects of thyst, but they may cast any temporary spells gained from thyst use. A thyst addict must consume at least a quarter-cube a day or gain a level of exhaustion and be subjected to sudden and random expressions of arcane energy — see the thyst withdrawal table below. Addicts may make a DC 15 Wisdom saving throw after a long rest to try to kick the thyst habit. A creature who succeeds on three consecutive such saving throws and who does not consume any thyst during the time period is no longer addicted. For each 3 full cube equivalents of thyst consumed, a creature loses a point of Constitution as their body slowly turns into a purple-tinted crystal.

THYST WITHDRAWAL

For each day an addicted creature does not take thyst, roll 1d20 on the table below.

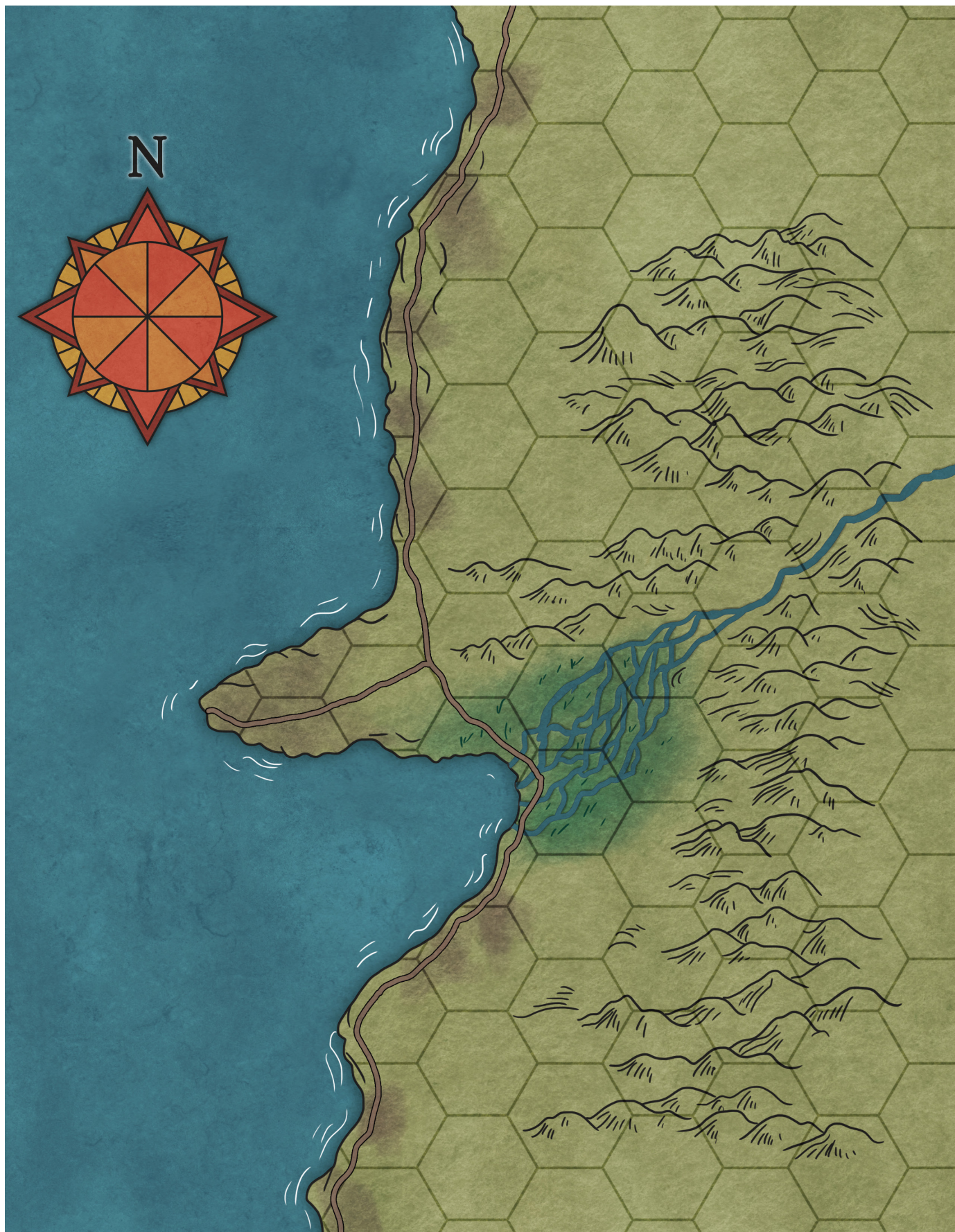
1d20	Withdrawal Effect
1–5	Creature glows for 24-hours as if the target of a <i>faerie fire</i> spell
6–10	Creature randomly teleports 1d10 x 5 feet every 1d6 x 10 minutes for two hours. A creature who would end the teleportation in an occupied space does not teleport and takes 3d10 necrotic damage.
11–15	Creature is (50%) enlarged or (50%) reduced per <i>enlarge/reduce</i> for 24 hours.
16	Creature is under the effects as a <i>potion of heroism</i> for 24 hours
17	Creature randomly turns invisible over the next 24 hours. For each 10-minute period, there is a 50% chance the creature is invisible.
18	Creature is levitated 3 feet above the ground for 24 hours, similar to being on a floating disk except that it doesn't automatically follow anybody and the effect is not canceled if excess weight is placed on the creature.
19	Creature emits 1d4 magic missiles every hour that automatically hit random creatures within 60 feet. If no other creature is nearby, the magic missiles target the emitter.
20	Creature is incapacitated for 24 hours. Greater restoration or a wish can be used to nullify this condition.

THYST EFFECTS

THYST EFFECTS

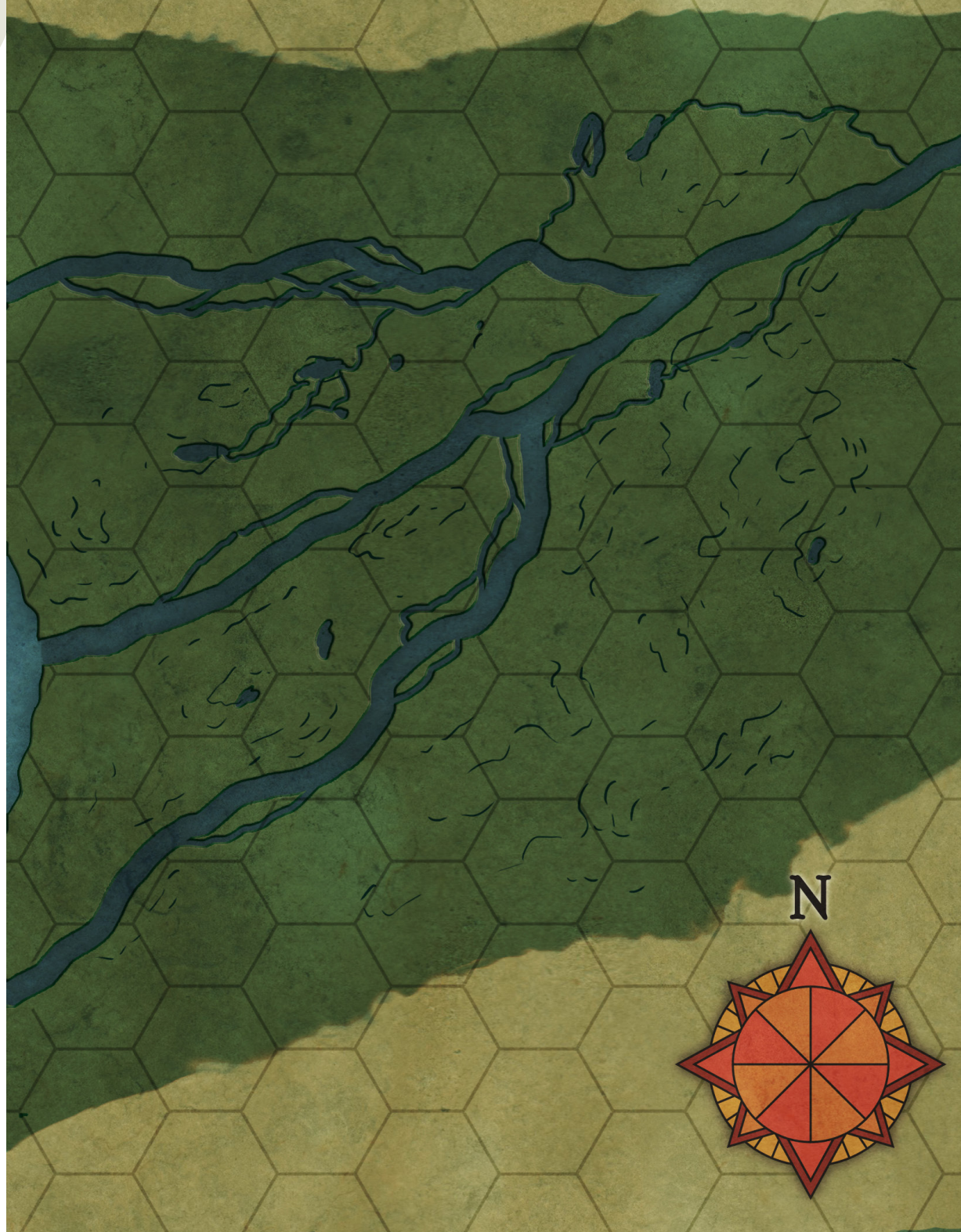
Purity	Cost	Damage	Spells
Quarter-Cube (25% thyst)	10 gp	1d6 poison	1d6: 1) <i>dancing lights</i> , 2) <i>mage hand</i> , 3) <i>minor illusion</i> , 4) <i>prestidigitation</i> , 5) <i>ray of frost</i> , 6) <i>shocking grasp</i>
Half-Cube (50% thyst)	40 gp	2d6 poison	1d6: 1) <i>burning hands</i> , 2) <i>color spray</i> , 3) <i>detect magic</i> , 4) <i>expeditious retreat</i> , 5) <i>illusory script</i> , 6) <i>silent image</i>
Cut-Cube (75% thyst)	80 gp	4d6 poison	1d6: 1) <i>acid arrow</i> , 2) <i>arcane lock</i> , 3) <i>darkvision</i> , 4) <i>invisibility</i> , 5) <i>scorching ray</i> , 6) <i>spider climb</i>
Pure thyst (100% thyst)	120 gp	8d6 poison	1d6: 1) <i>clairvoyance</i> , 2) <i>fireball</i> , 3) <i>hypnotic pattern</i> , 4) <i>major image</i> , 5) <i>phantom steed</i> , 6) <i>water breathing</i>

APPENDIX C: PLAYER MAPS



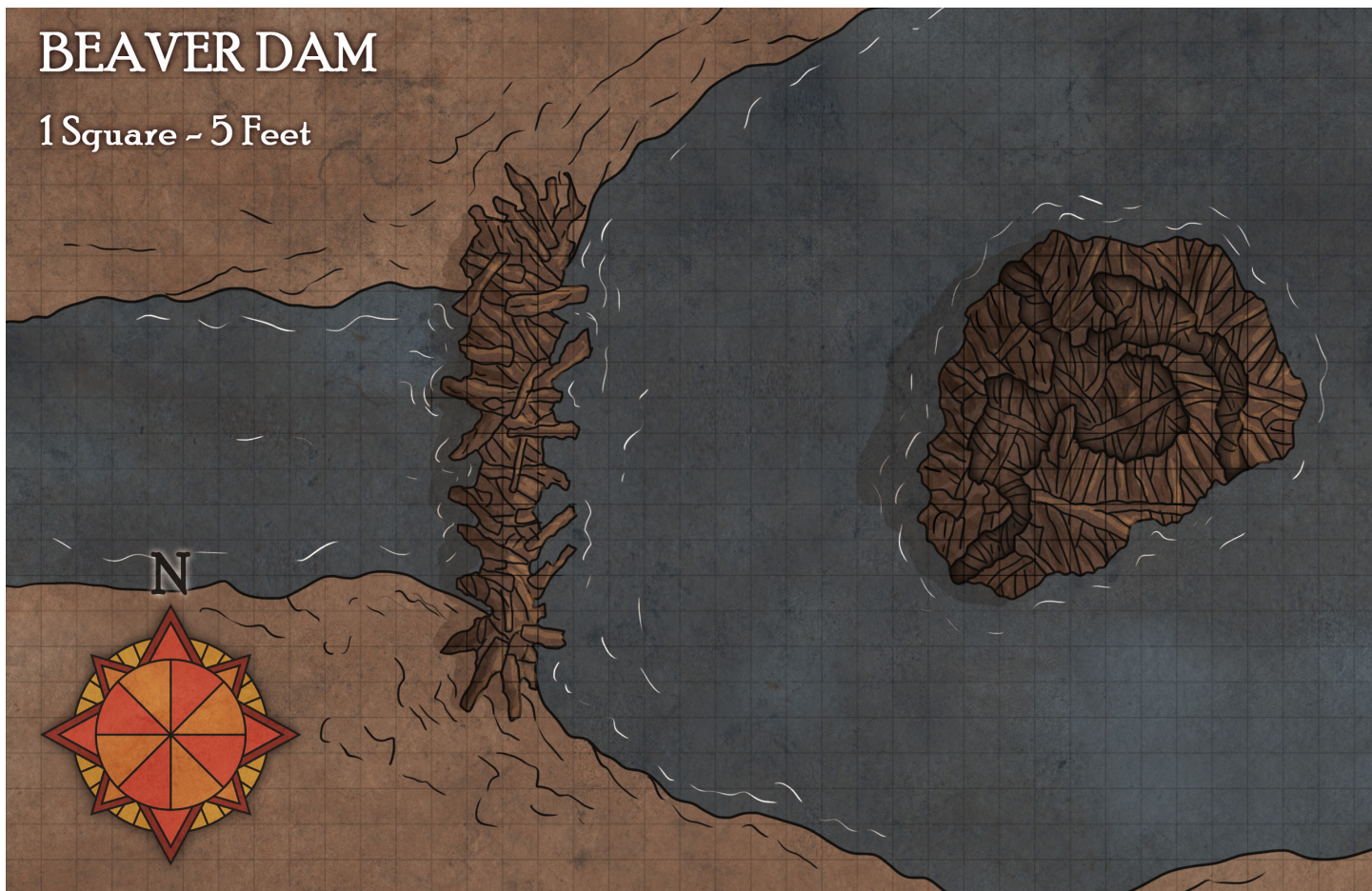
BLACK FEN

1 Mile



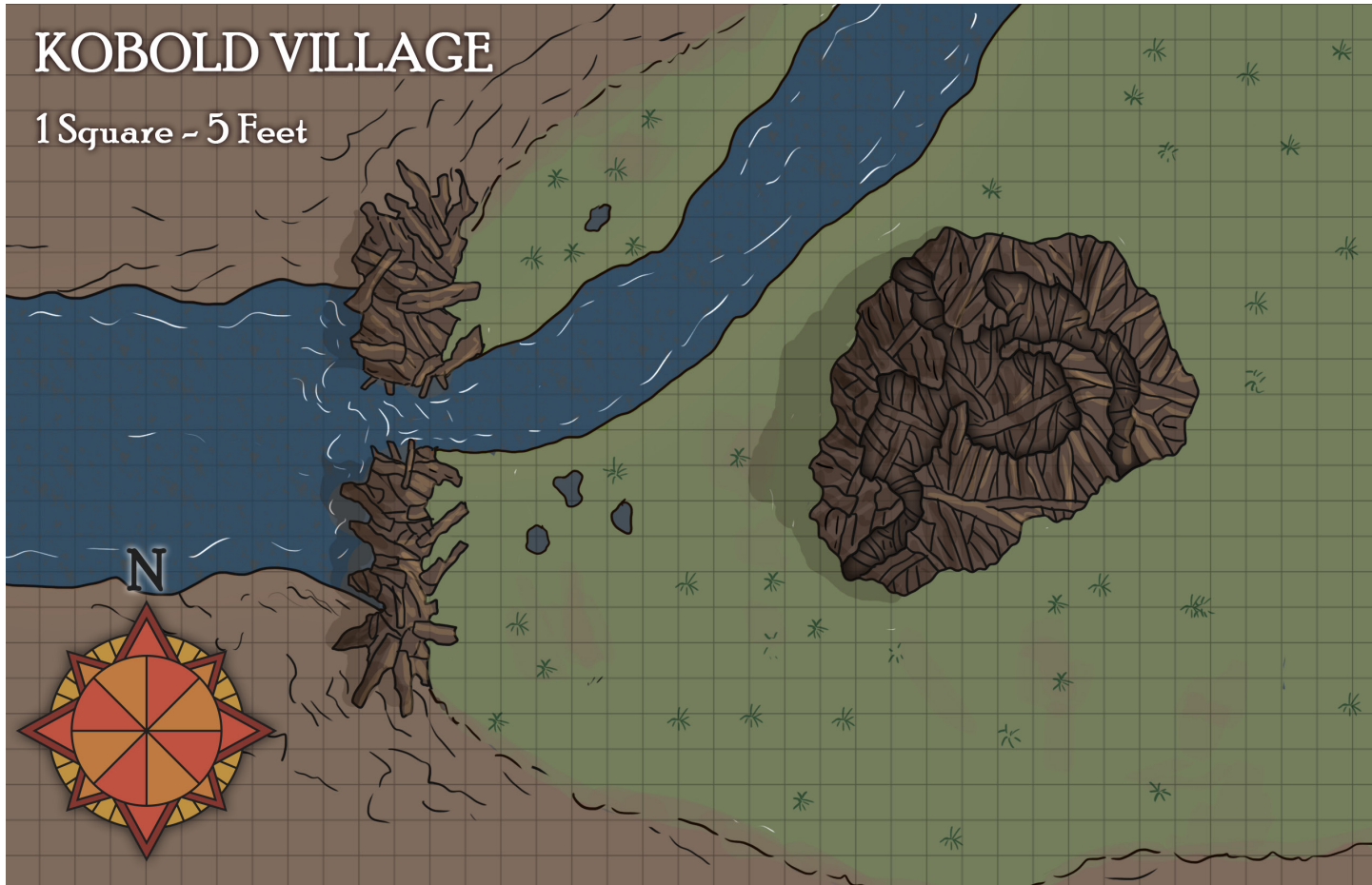
BEAVER DAM

1 Square ~ 5 Feet



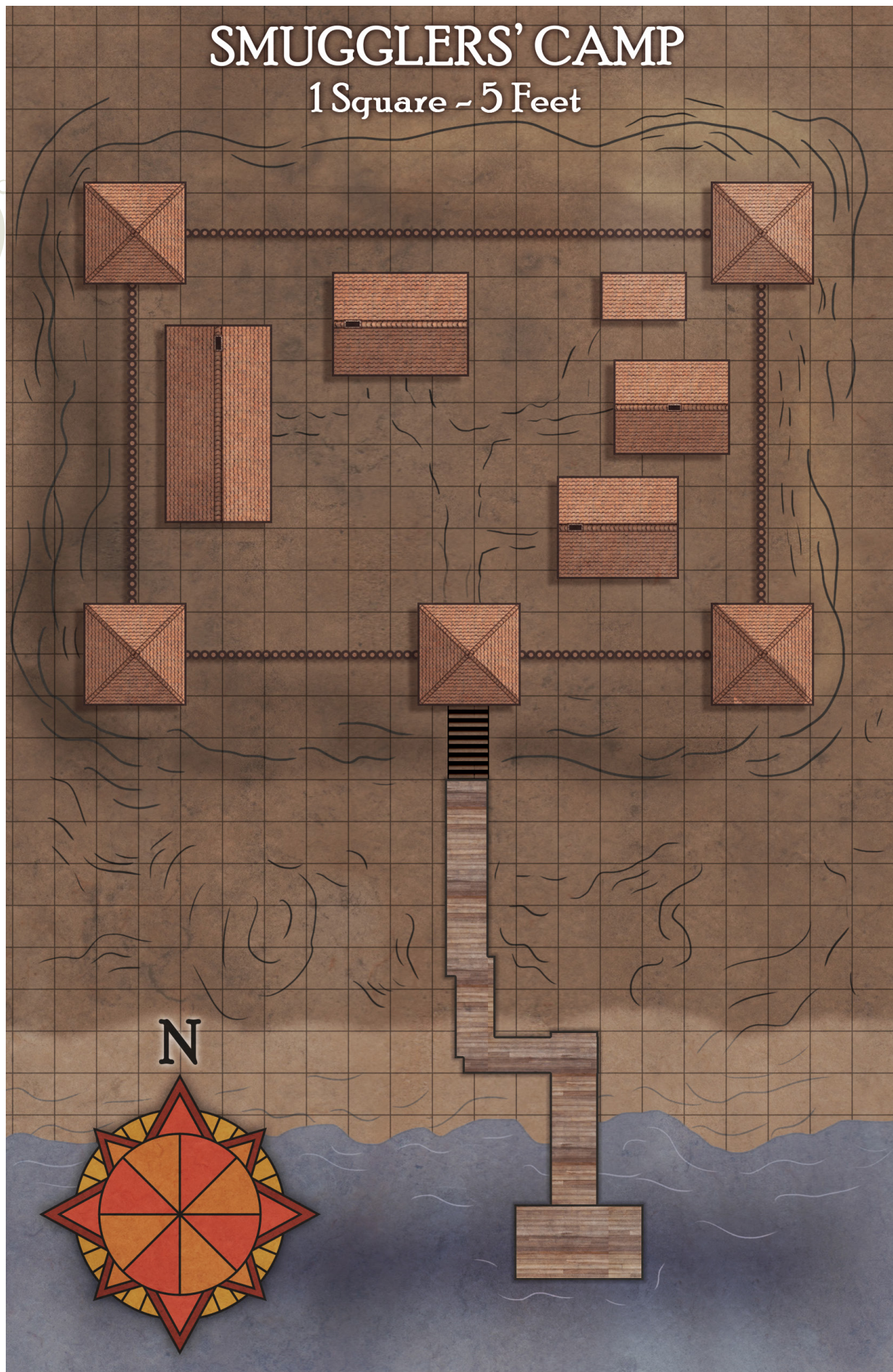
KOBOLD VILLAGE

1 Square ~ 5 Feet

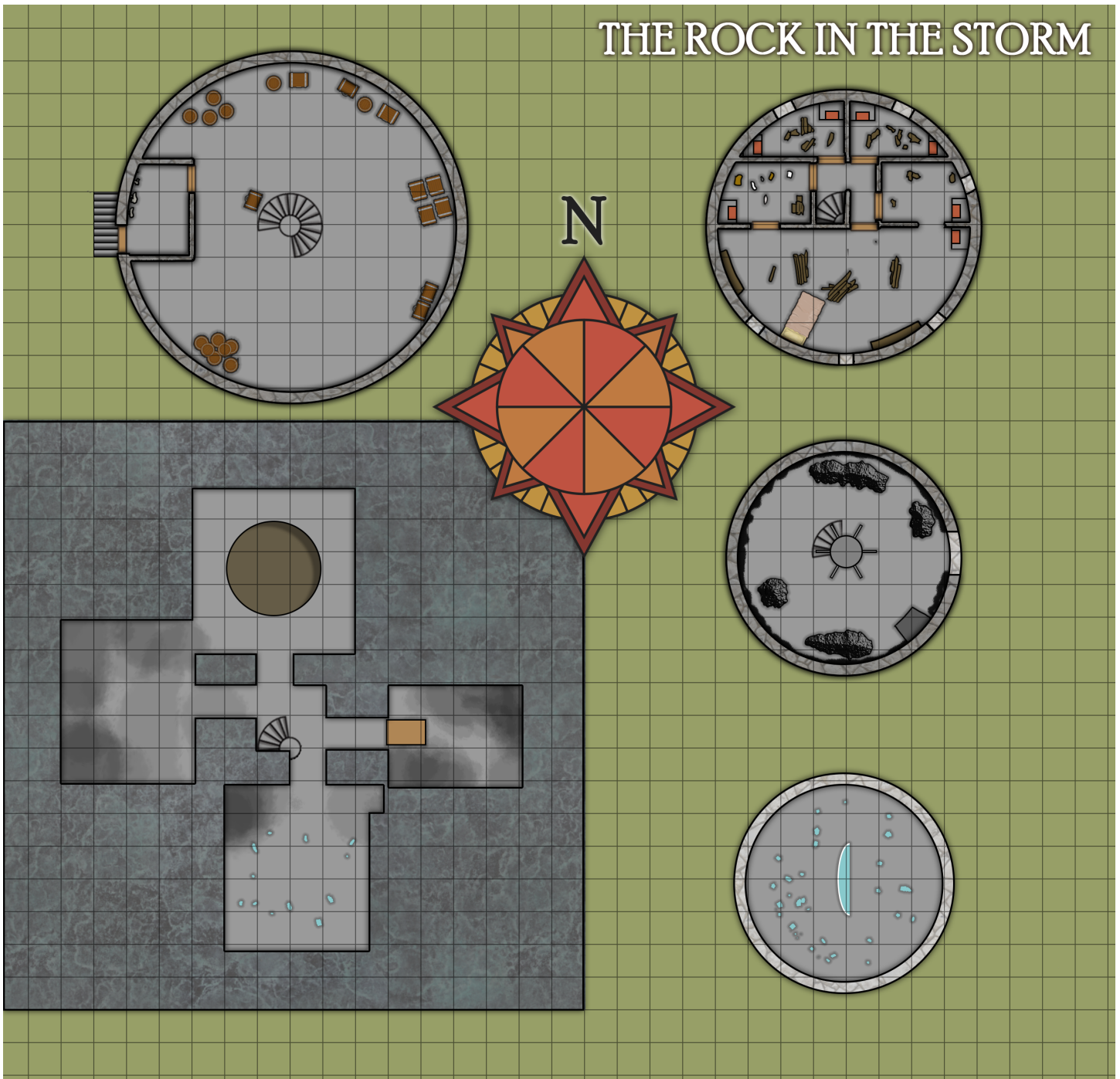


SMUGGLERS' CAMP

1 Square ~ 5 Feet

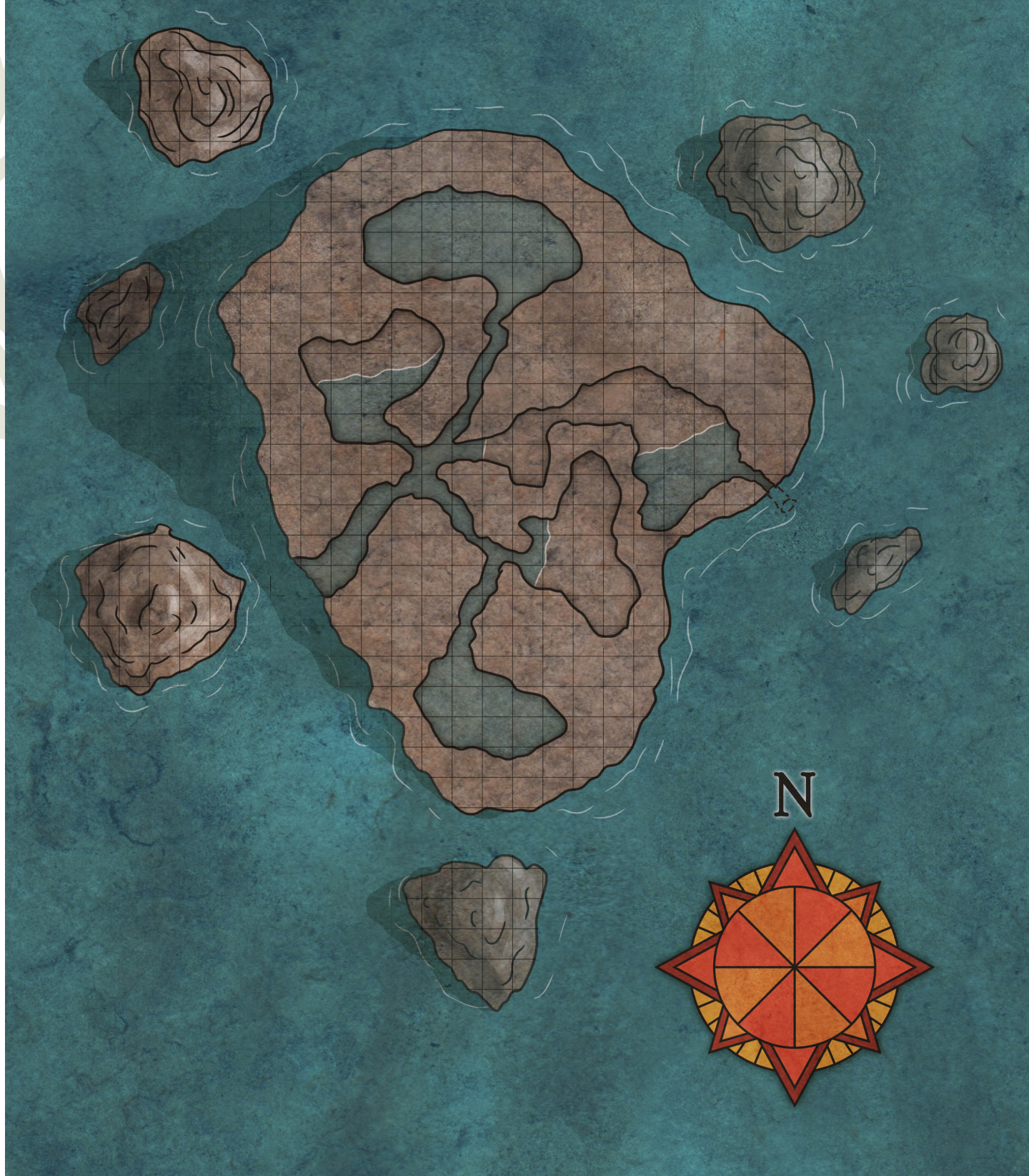


THE ROCK IN THE STORM



THE SEA WYCH'S CAVE

1 Square ~ 5 Feet



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Armor-plated beaver, *Tome of Horrors (5e)*, Frog God Games

Giant leech, *Tome of Horrors (5e)*, Frog God Games

Giant water beetles, *Tome of Horrors (5e)*, Frog God Games

Ravager beetle, *Tome of Horrors (5e)*, Frog God Games

Undead feral cat, *Fifth Edition Foes*, Frog God Games

Undead swordsman, *Tome of Horrors (5e)*, Frog God Games

Rocky Cape, Copyright 2019, Frog God Games Author: Ken Spencer

ROCKY CAPE

by Kenneth Spencer

A series of disappearances has plagued Rocky Cape over the past two years. The disappearances occurred in small numbers, with many of the missing being fishermen and hunters, occupations that suffer accidents from time to time. While people do wander off from the villages, go down with their ships, or get grabbed by the trolls of Troll Hill from time to time, too many people have gone missing in too short of a time. Too many years of complacent neglect is slowly turning this civilized coastline into the wilderness, and brave heroes are needed to drive back the evil, hungry, and bloodthirsty tide.

This adventure is designed for 4 to 6 Tier 1 characters, beginning at first level.



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