



FROG GOD GAMES ADVENTURES

SINFUL WHISPERS

by Tom Knauss



5TH EDITION
COMPATIBLE

SINFUL WHISPERS

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SINFUL WHISPERS

BY TOM KNAUSS

A 5TH EDITION ADVENTURE FOR CHARACTERS OF 5TH LEVEL

From ruins where once Great Pele trod in wrack and wrath, the temptations of an ageless evil speak after centuries of silence. *Sinful Whisper* is an adventure of supernatural and psychological horror set on a mysterious island grown verdant with time. Here the characters must overcome both their deepest fears and most base desires to combat a depravity so deep it survived the retribution of a goddess.

Although the adventure incorporates elements from *Razor Coast* from **Frog God Games** into the story, you can remove those references and add features of your own choice to set this tale in another locale.

ADVENTURE BACKGROUND

DEMONIC PIGGYBACK

When the sea was young and the Razor newborn, the great fiend Demogorgon came and fouled the pristine waters with his cruelty and malice. From an unspeakable act of violence, Demogorgon soiled the Razor forever with his wretched seed, the Krakenfiend Harthagoa. But, unbeknownst to the mighty demon, a tiny demon attached itself to Demogorgon, just as a remora clings to a shark.

During the act of fathering Harthagoa, the demon loosed its bonds and drifted in the Razor's pure waters until it landed on Dolentla Island, or as the Tulita called it, the Whispering Shores. The Tulitas native to the island fell under the demon's sway and worshipped it as a god. They called it Thalasskoptis, or "The Whispering Liar". There, aided by the plentiful maht fields, it feasted on their minds and souls and swelled into a demonic prince. To appease Thalasskoptis, the Tulitas sacrificed every other child born to the tribe. Appalled by these ghastly rites, the other Tulita tribes shunned Dolentla Island and its inhabitants.

THE ELF-TULITA WARS

Then, an age ago, the elves came from across the sea from the green realms of Akados and aspired to claim the Razor as their own. To further their ambitions, they defeated the Tulitas and built their mighty stronghold of Sammerlock Sails and a secret, magical laboratory on Dolentla Island. At first, Thalasskoptis welcomed the arrival of fresh minds, but the monster also found someone it did not expect – Urthlan the Fiendbinder, a legendary elf wizard with a specialty for binding magic. Urthlan crafted enchanted stone totems and gossamer mithral that imprisoned Thalasskoptis. He and his apprentices attempted to control the demon prince and use the fiend as a weapon against the Tulitas, but Thalasskoptis's mind refused to bend, even to the mighty Urthlan. As the months passed and the war between the elves and Tulitas dragged on, Thalasskoptis resisted and grew stronger. Then, an angry goddess changed Thalasskoptis's fortunes.

The Tulitas beseeched Pele for aid, and the wrathful goddess answered their prayers. She laid waste to Sammerlock Sails, leveling the fortress' battlements and silver spires into smoldering lava and molten metal and transforming its lush courtyards and gardens into scorched earth.

Dolentla Island did not escape Mother Pele's ire. The elf wizards there attempted to battle against her, but to no avail. She slew every elf on the island, as Thalasskoptis feasted on their accursed souls. Unlike Sammerlock Sails, Pele did not turn the island into a smoldering

They tell of a lonely island that bears Great Pele's footprints. An isle seared by a mother's vengeance for the evil wrought on Her beloved children - and where gods smite the earth, only fools dare tread. On the Razor, 'tis folly, indeed, to walk any ground She condemned.

Yet still, mortals come. Legends of a secret magic hoard, the fate of a missing whaler, and the strange tale of a lone survivor beckon to shores grown as lush and inviting as a siren's irresistible song.

"This way", encourages a sly whisper adrift on the wind. "Come, and I shall make you mine."

From ruins where once She trod in wrath, the temptations of an ageless evil speak after centuries of silence.

Sinful Whisper is a 5th-level adventure of supernatural and psychological horror set on a mysterious island on the Razor Coast grown verdant with time. Here the characters must overcome both their deepest fears and most banal desires to combat a depravity so deep it survived the retribution of a goddess.

wasteland, allowing Thalasskoptis to survive. The Tulitas avoided the island, and for decades the fiend brooded and waited for fresh mortals to wander into its proverbial web. And once again, fate intervened.

THE FATE OF COLONIAL THIEVES

When the invaders' tall ships appeared on the horizon, the wisest Tulitas knew the world was about to change forever. They came to these shores searching for the fruits of the land and those of the sea. The Whale, the Tulitas' benefactor for countless generations, was their prized jewel. As they depleted their numbers by the hundreds, the Tulita watched and wept in silent reverence.

When the thief Delano Amborose defiled a Tulita shrine and stole a jar of sacred ambergris from Whale itself, the great Tulita druid, Qualmaga, decided it was time for Whale to reclaim what it had lost. Using his potent magic, he imbued a whale with intelligence and charged it with a primary task — to find Whale's ambergris and punish the one who stole it. After a long search, Qualmaga's whale found its quarry.

The whale located Captain Delano Amborose and his whaling ship, the *Lashed Harpoon*. The cunning whale lured the ship near the shores of Dolentla Island and rammed the ship, smashing its hull into splinters. Those who drowned turned out to be fortunate, as a crueler fate awaited the survivors who made it to shore. The uninhabited island seemed peaceful and beautiful, but its appearance belied its sinister nature. A primeval villain waited, eager to corrupt fresh souls with vile nightmares of barbarism and brutality.

In short order, Thalasskoptis bent the survivors to his will. Even Qualmaga's whale became its unwitting servant. Tormented by dark dreams, the men and women of the *Lashed Harpoon* forsook their humanity and succumbed to the beasts within them, urged on by a tempting whisper to indulge their banal desires and engage in unspeakable acts of depravity. Their unearthly host warped their minds into twisted masses of impulsive delight, depriving them of reason,

logic, and compassion. All the while, the insidious being grew stronger and dreamt of escaping its bonds and claiming the world of men.

As the years passed, the fate of the *Lashed Harpoon* became an enduring legend. Intrepid explorers tried their luck at finding the missing ship, but every attempt failed.

HISTORY REPEATS ITSELF

Two weeks ago, Jacinth Deepwarder, an elf and the niece of Viscount Senegar Deepwarder, led a new expedition to find Dolentla Island; however, for a reason other than locating the *Lashed Harpoon*. Over the past few months, the bored noblewoman had taken a keen interest in her ancestry, scouring through weathered tomes and dusty ledgers. As her research progressed, she came to believe that Dolentla Island concealed a great mystery in regards to her quest. The expert dilettante — but novice archaeologist and sailor — helmed her pleasure vessel, the *Dulcimer*, in search of her prize.

Accompanied by her “crew” of Port Shaw’s most decadent elite, she set sail for Dolentla Island. Jacinth’s intuition proved greater than her seamanship or wisdom. As the ship neared the coast, Qualmaga’s whale sprang into action and destroyed the vessel along Dolentla Island’s western shore. Alerted by the racket, the *Lashed Harpoon*’s monstrous castaways entered the water and dragged the *Dulcimer*’s crew kicking and screaming back to the cove on Dolentla Island. That is, all except for its terrified captain, Jacinth, who drank a *potion of invisibility* and slipped away into the darkness. The cowardly Jacinth paddled away from the island and was returned to Port Shaw by a passing ship that later found her adrift upon the sea.

ADVENTURE SYNOPSIS

In Port Shaw, the player characters are recruited to venture to Dolentla Island and rescue the *Dulcimer*’s marooned crew and/or investigate the disappearance of the *Lashed Harpoon*, which also vanished in the same waters 20 years earlier. After some preliminary inquiries within the city, the player characters set sail for Dolentla Island. On the high seas, the journey proves difficult and the characters encounter everything from a monstrous assault to stowaways and slave ships in rebellion.

The characters continue their journey and arrive off the shores of Dolentla Island, where Qualmaga’s whale — now under Thalasskoptis’s sway — attacks their boat as part of his plan to bring more castaways to the island. The malevolent demon feeds on life energy, which he uses to attenuate the strength of his magical prison.

The characters discover the sad fate of the *Lashed Harpoon*’s survivors when they arrive on Dolentla Island. Known as hawanis, the ship’s men and women are now monstrous creations filled with rage and wanton lust. The same fate awaits the characters and the *Dulcimer*’s crew, unless they can stop it.

As the party makes its way through the jungle in search of answers, the characters may explore the island’s five keyed locations, including the *Lashed Harpoon*’s wreckage, a maht field, and an ancient Tulita shrine to Thalasskoptis where the characters engage in their first telepathic contact with the island’s conniving overlord.

The ancient Tulita shrine stands atop the elves’ secret laboratory, which serves as Thalasskoptis’s prison. As the characters make their way within the laboratory, the manipulative fiend fills their minds with pointed warnings to leave and empty promises, including revealing the location of the elves’ secret treasure vault.

If Thalasskoptis’s efforts to dissuade the characters fail, it prepares for battle. Depending upon the characters’ actions at the ancient Tulita shrine, Thalasskoptis may be very close to freedom or still firmly confined by its magical bonds. Here, the characters face a choice. They can leave the island in exchange for Dolentla Island’s secret treasures, or they can rid Dolentla Island of its malevolent master once and for all.

STARTING THE ADVENTURE

The adventure begins in Port Shaw, the only permanent colonial bastion on the Razor Coast. If the characters are new to Port Shaw, allow them some time to take in its many sights, sounds and attractions before setting the adventure’s chain of events into motion. Characters from Port Shaw may dispense with a full-scale introduction to the bustling city and engage in a few encounters that yield a few useful bits of information for their upcoming excursion.

As the characters’ extracurricular activities wind down, a buzz pulses through the city. Rumors swirl about the mysterious disappearance of several noteworthy scions to Port Shaw’s wealthiest families. The city’s gossip mill goes into full gear. Was it a deliberately staged disappearance or a murderous love triangle at sea? Was it a high seas robbery or a drunken night of excess gone terribly wrong? Only a few loyal friends and family members believe Jacinth’s story about a murderous whale. Whatever the cause, Port Shaw’s elite demand answers, and someone must get to the bottom of the sordid affair.

HOOKS

You may use one of the following hooks to draw the characters into the adventure or create an alternative method of involving the heroes in these events.

HOOK 1 — THE IRRITATED ELVEN DIPLOMAT

There are several ways to get the characters involved in the matter. Viscount Senegar Deepwarder wants to put the scandal to bed as quickly as possible, so he seeks the characters’ assistance in the matter, especially if they have already performed a service for him in the past. The Viscount is displeased with his niece’s recklessness and lack of honor, but he puts his family’s reputation ahead of his personal ire. The viscount may also contact the characters if they have made a name of themselves within the city, or if they frequent his favorite watering hole, the Kraken’s Gullet. The viscount offers 5,000 gp to the characters if they accompany his niece Jacinth to Dolentla Island, rescue the *Dulcimer*’s crew, and absolve him of any role in the incident.

HOOK 2 — CONCERNED PARENTS

There is no shortage of coin offered by Port Shaw’s rich and famous to locate the men and women abducted from the *Dulcimer*. Kurt Tolcrist and Lady Tolcrist offer a generous reward of 4,000 gp to any brave adventurer who returns their socialite daughter, Genevieve Tolcrist, to Port Shaw. Other families issue rewards, but the Tolcrist’s reward is the most lucrative. As high browed aristocrats, Kurt and Lady Tolcrist are insufferably smug and condescending about their wealth. However, they care deeply for Genevieve and are willing to increase the reward to 6,000 gp if the characters make a strong impression upon them and also succeed on a DC 15 Charisma check. The Tolcrist and the other families blame Jacinth for the disappearances and do not believe her “killer whale” story, but those opinions are kept private rather than aired in public.

HOOK 3 — THE GUILD TAKES NOTICE

The Cartographers and Explorers Guild also takes an interest in the matter for more selfish reasons. They believe Jacinth’s story about the whale, and they also share her opinion Dolentla Island hides a lucrative and possibly historically valuable secret. The group speculates that the whale may have attacked the *Lashed Harpoon* all those years ago, and its remains may have washed onshore onto Dolentla Island. Current members and potential members are asked to venture to Dolentla Island and discover the truth.

RUMORS

Characters may learn the following information by gathering information from local residents with successful Charisma checks or they may pry information from a reluctant source with a successful Charisma (Intimidation) check while in Port Shaw. For each successful

check at that level, provide one new rumor at that DC or from a lower one if the ones at the current DC have already been heard.

DC 15

Jacinth Deepwarder is the niece of Viscount Senegar Deepwarder. She is a spoiled playgirl and a marginal sailor. It was a fool's errand for her uncle to purchase the *Dulcimer* to accommodate her wild pleasure cruises.

The *Dulcimer* entered dangerous waters near Sammerlock Sails, a ruined island fortress. Pele herself destroyed the elven stronghold. Experienced captains steer a wide berth around the main island and the nearby Dolentla Island. Even from a distance, crewmen report seeing eerie lights and hearing unearthly sounds from the islands.

Jacinth claims that a whale attacked the ship and destroyed it. That's complete nonsense. She probably got drunk and ran the ship aground on Dolentla Island.

DC 20

Mariners reported seeing the *Lashed Harpoon* enter the area of Sammerlock Sails twenty-odd years ago, but the ship and its crew disappeared without a trace. Explorers have spent nearly as much time searching for the ship, but no one has ever located any trace of the missing vessel. Of course, none ever landed on Sammerlock Sails or Dolentla Island looking for the ship.

DC 25

The elves concealed something on Dolentla Island near Sammerlock Sails. Speculation includes a magnificent armory, a cache of experimental weapons, a treasure trove, or an artifact belonging to Pele.

The *Lashed Harpoon* was more than a whaler. Its captain, Delano Amborose, was also a reputed smuggler who stored ambergris and other valuable oils in a secret cargo compartment.

The Tulita of his day loathed Delano Amborose. Reputedly, they refuse to deal with his descendants to this day.

PART ONE: LEARNING THE FACTS AND SETTING SAIL

During their stay in Port Shaw, the characters may gather supplemental background information from a variety of sources, but all investigative roads ultimately lead to Jacinth Deepwarder, the lost ship's only known survivor. After meeting Jacinth and deciding whether the spoiled elf will join them or not, the party secures a ship and heads for Dolentla Island.

MEETING JACINTH

Selfish and haughty are the two words that best describe Jacinth Deepwarder. Jacinth treats other people as if they were actors flitting about a stage just for her amusement. Characters working for the viscount are escorted immediately to meet Jacinth to get her side of the story. Characters in the employ of the Tolcristis, another family, or the Cartographers and Explorers Guild must go through the viscount to speak with Jacinth. A polite, written request or an eloquent statement (successful DC 10 Charisma [Persuasion] check) is enough for the viscount to grant an audience with Jacinth. The viscount is wary of subjecting his niece to an interrogation that may potentially embarrass his reputation, but a cover-up could make the situation even worse. Indiscretions are one thing, but a rude gesture to a fellow aristocrat is ruinous for business and one's social calendar.

If granted an audience, the characters meet Jacinth in a private suite on the third floor in the Kraken's Gullet. The viscount is also present for the meeting. When the characters meet Jacinth, read or paraphrase the following.

A wiry, well-coiffed young elven woman in a noblewoman's finery sits at an ornate table in a resplendent suite. She nurses a glass of expensive wine, but her facial expressions and darting eyes betray that something else occupies her mind. Her hand trembles gently as she sips the drink and struggles to maintain her composure. She glances pensively towards the viscount, who reassures her with a firm nod.

For the first time in her life, Jacinth faces a predicament that cannot be solved with a coin purse or a flash of charm. This realization frightens her, but it does not make her any less aloof. Jacinth reveals information casting her in a favorable light, but she omits details that are not flattering to her. Jacinth volunteers the following account without coaxing. You may read or paraphrase the following.

Two weeks ago, my friends and I set out on an expedition to Sammerlock Sails to contribute to the scientific and historical community of Port Shaw. As we approached the western shore of Dolentla Island five miles away from our final destination, a monstrous whale crashed into the ship and sundered it in half. Everyone went overboard and swam towards the nearby island. As we made our way closer to the beach, humanoid monsters leapt into the water and attacked us. The creatures looked human, but they also seemed feral, as if they were mad. I tried to fight, but the monsters knocked me unconscious. They must have thought I died, because when I came to, the creatures were gone. I looked for my friends, but I could not find them in the darkness. I then found a large piece of driftwood and paddled towards the shipping lanes. A passing ship rescued me a few days later and returned me to Port Shaw.



Jacinth's friends on the expedition consisted of the scions of many of the finest families in Port Shaw: Genevieve Tolcrist, Maximilian Sidrow, Joshua Bonedeuce, (a distant cousin of Gregory Bonedeuce), Lenora Duhamel, Tordell Rivery, Susanna Bellstead, and Elizabeth Stansport. When asked about the scientific and historical significance of the expedition, she becomes very vague and evasive. If asked about any injuries she sustained in the wreck or the battle, she reassures the characters she has made a full recovery.

Of course, Jacinth lies about the trip's purpose, its destination, and about fighting off the monsters. She was actually headed to Dolentla Island to investigate its hidden treasure. When she fell into the water, she drank a *potion of invisibility* and left her friends to die. Characters can detect her lies with a successful Wisdom (Insight) check or by magical means. Jacinth has no physical injuries or resultant scarring, but refuses any request for an examination unless the viscount or a character forces her to allow one. Jacinth stands by her story; however, characters can extract the truth by succeeding on a DC 16 Charisma (Intimidation) check or magically compelling her to speak the truth.

The viscount interjects if he feels that the characters are too aggressive. He is particularly sensitive to the characters' insinuations if someone else employs them. When the characters cross the line, the viscount ends the interview. He denies any requests for a second interview unless the characters succeed on a DC 20 Charisma (Intimidation) check or Charisma (Persuasion) check. If the characters fail either check by 5 or more, he threatens to have the Municipal Dragoons arrest them if they do not leave him and his niece alone.

Jacinth, however, wants badly to return to Dolentla Island to unlock the island's buried secret, and the characters provide the ideal opportunity for her to accomplish this goal. Even if things go badly during their interview, Jacinth later seeks out the characters anyway and volunteers to head another expedition back to Dolentla Island as a means of setting things right.

Part of her genuinely wants to atone, but her primary mission is to find and acquire the island's lucrative treasures. To get back into the characters' good graces, she admits to quaffing the *potion of invisibility*. She is ashamed of what she did, but she also believes fighting the monsters would have been futile. It is not altogether necessary for Jacinth to accompany the party on their expedition, but her inclusion will provide good opportunities for roleplaying throughout the adventure.

Notes: Throughout the adventure, Jacinth's opinions and insights on specific matters are addressed in the "Jacinth's Take" side boxes.

Tactics: Not renowned for her bravery, Jacinth Deepwarder relies upon her shortbow and the courage of others to keep far away from danger. Jacinth snipes enemies from afar. In a pinch, Jacinth calls upon her speed to escape a sticky situation. Above all else, she is most concerned with keeping out of harm's way. Her battle motto is minimal risk and maximum reward.

Even if the characters do not meet with Jacinth Deepwarder, they should have enough information to deduce that the *Dulcimer* sank near Dolentla Island. For example, the characters might interview more of the missing persons' family members who mention their loved one made an offhand comment about sailing to an island near Sammerlock Sails. Alternatively, a visit to Port Shaw's docks uncovers a few ship captains who remember Jacinth bragging about plotting a course to Dolentla Island.

Jacinth carries antitoxin, a bronze ring (25 gp), soap, a pouch with 42 gp, four pearls (50 gp each), the Deepwarder signet ring (250 gp), perfume, and a crude nautical map of the Razor Coast and Sammerlock Sails region.

SECURING A TALL SHIP AND A CAPTAIN TO SAIL HER

For those running a *Razor Coast* campaign, **Chapter 5** details the ships and captains that are available for hire in Port Shaw, if the characters decide to forego Jacinth's services. In addition to those listed in that resource, the characters can also explore the following options:

THE WINKING DOLPHIN

Barron Tanislaws, a cantankerous old miser, owned this sleek, fast moving caravel until his death 6 months ago. Barron left no will or other written statement of his intentions, so two alleged relatives with dubious lineage claim joint ownership of the vessel. Because of their cloudy title, **Jeremiah Winship** (NE male human **bandit captain**) and **Hezekiah Winship** (NE male human **bandit captain**), the two brothers who lay claim to the caravel, jump at any chance to sell the caravel and take the first ship out of Port Shaw with their ill-gotten proceeds. Jeremiah and Hezekiah are more akin to carnival barkers than men of noble descent. Characters purchasing the boat run the risk of legitimate heirs coming forward and making a claim on the vessel. **Cost: 7,500 gp but negotiable.**

THE LINE OF THE DEEP

This well-maintained, medium-sized fishing trawler belongs to a fisherman, Len Argoth (NG male human **commoner**), who just lost his arm to a shark bite. He's heard other people recently bitten all fell ill and died. Len frantically paces the docks, worried about contracting an illness and the possible repercussions to his family if he were to perish. He constantly asks passersby to feel his head for a fever or to tell him if he's going to die. Len's fears are misplaced. He is not ill, but there is no convincing him otherwise. Having a cleric of Quell actually cast or just pretend to cast *lesser restoration* on him is the only thing that placates his fear. If the characters accomplish this, Len

JACINTH WANTS TO WHAA?

While Jacinth Deepwarder insists she is the obvious choice to captain a vessel to Dolentla Island, would you want her for your captain? With the *Dulcimer* so much sea wrack, Jacinth and the characters must find another ship on which to sail. Arrogant and greedy to the last, Jacinth insists she captain any boat the characters hire – even explaining this "obvious fact" to the characters as if the actual captain of the ship was not standing right there!

Jacinth knows she is stuck with the adventurers, but the thought of sharing treasure with a less deserving ship's captain leaves her decidedly put out. Jacinth eventually backs down on the issue, but not without a fuss. While at sea, Jacinth hawks the real captain's every move, and shakes her head in disapproval whenever the captain does something differently than she would (which is practically all the time). The captain is likely to reach his boiling point soon enough, but Jacinth slinks away from any physical confrontation and goes to a safe location until the situation subsides. She then sulks for several hours and resumes her irritating behavior at the earliest opportunity.

sells the boat for 3,200 gp. If they do not, Len starts his bargaining at 8,000 gp and goes from there. **Cost: 4,000 gp.**

In addition to the vessels for sale, the characters may hire an independent ship captain to sail them to Dolentla Island. Sig Phillips (CN male human sailor [**bandit**]) is a skilled navigator and pilot, but he's also addicted to dragonsmoke, which he tries to hide to no avail. Jayne Kellmoor (NG female half-elf sailor [**bandit**]) is another option. She is not as experienced as Sig, but she also does not come with his baggage.

PART TWO: SAILING TO DOLENTLA ISLAND

A PRAYER FOR THE DEPARTING

With their provisions intact and a ship at the ready, the characters set sail for Dolentla Island. You may read or paraphrase the following as the characters leave port.

The mooring rope is untied, the sails unfurl, and the captain takes the helm with an eye towards distant shores. In the background, the jagged rocks and sinister reefs guarding the beaches and peeking through the water remind everyone that the Razor Coast is, above all else, aptly named. The ship lurches forward, and in a last wayward glance towards shore, there's a brief glimpse of a Tulita native clutching a seashell necklace and mumbling a brief prayer under his breath. The scene repeats itself on nearly every pier, as spouses, children, friends, and family bid farewell and offer prayers for a safe return for the seafaring men and women of the Razor Coast. After witnessing these touching scenes, all eyes slowly return to the seemingly endless canvas of blue that lies ahead. The peaceful azure landscape holds many surprises for those who sail across her. The serious and worried expression on everyone's face reinforces this cruel fact.

Sailing along the Razor Coast and across the open seas is a dangerous proposition even for an experienced captain and crew. Life at sea is harsh, and the conditions should remind characters that no sea voyage is an easy one. Storms, rough waves, and the ocean's denizens present unique challenges. You are encouraged to use the weather rules provided in **Chapter Three** of *Dead Man's Chest* by **Frog God Games** and in addition to weather and navigational dangers, challenge the characters with these four encounters. These encounters do not need to be run in order, but the adventure works best if you run Encounter 4 near Dolentla Island rather than on the open waters.

ENCOUNTER 1: THE IRON BASTION

Slave ships are too common on the high seas, but the *Iron Bastion* is not the typical slave ship. A few hours ago, the *Iron Bastion* set sail with a fresh delivery of slaves, including - unbeknownst to them - a native sorcerer named Ko'oku'wa who disguised himself as a personal valet. Shortly after arriving on the vessel, Ko'oku'wa magically charmed the ship's captain, Barnabas Hazeltree. Ko'oku'wa then cajoled the Captain to release the slaves from their shackles and have them perform menial tasks onboard the ship as a means of testing their worth and boosting morale.

Although the crew is grateful that they have been relieved of their mundane chores, Ko'oku'wa's friendliness with the captain irks DeMasso Guillard, the ship's first mate and his two direct subordinates.

The mates suspect Barnabas is suffering from fever or an illness, which they believe accounts for his odd behavior. Barnabas' attitude towards them is unchanged, but Barnabas also trusts the advice of a slave, which the racist mates find utterly deplorable. They do not want to risk a mutiny charge, so they walk a fine line by interpreting his orders in the most liberal manner possible. For instance, the crew obeyed Barnabas' order to release the slaves from their shackles and allow them to move freely about the ship, however, the mates did not wholly obey a subsequent order to disarm. They interpreted the order to mean that the regular crew should disarm (not the officers as well), so they locked the crews' light crossbows and ammunition in the ship's hold. The slavers still wield clubs, however, which they monotonously beat against the palm of their free hand while waiting for any excuse to use them against the slaves.

When the characters come within visual range of the *Iron Bastion*, its first mate, DeMasso Guillard, waves towards the characters' ship, hoping to gain their attention. If he succeeds, he invites them aboard his ship for parley that he says may be to their financial benefit. He is accompanied by Buckley Culmaster and Flint Brannid, the second and third mates respectively. The characters present the perfect solution to his dilemma. DeMasso cannot directly challenge the captain's orders, but the strangers can act as his proxy. Ko'oku'wa also faces a problem. If Ko'oku'wa cannot charm Barnabas again when the spell expires, the slavers are going to beat him and his fellow slaves into submission or even kill them for an attempted rebellion. If he gains the characters' sympathy, they would be useful allies against the slavers.

DeMasso greets the characters when they board the *Iron Bastion*. He explains that the ship's captain is unwell, and the crew would appreciate if the characters would speak to him on their behalf. For their efforts, DeMasso offers the characters a valuable family heirloom, a brass mariner's astrolabe (500 gp value). The first mate has an ulterior motive for his proposition. If the characters restore order on the ship, he plans to report Barnabas to his superiors, which may result in DeMasso being promoted to captain.

On the other hand, Ko'oku'wa has an agenda as well. His *charm person* spell expires within the next 15 minutes, so he needs to convince the characters to intervene on his behalf. Ko'oku'wa waits for DeMasso to make his move, and he then accompanies Barnabas to meet with the characters.

Ko'oku'wa (see **Appendix**) and Barnabas arrange to meet with the characters in the captain's quarters. Ko'oku'wa never strays more than a few feet from the captain's side, and he sometimes whispers into Barnabas' ear as he converses with the characters.

The characters can sense that Barnabas is under the influence of an enchantment with a successful DC 15 Wisdom (Insight) check. During the meeting, Ko'oku'wa serves dinner to Barnabas, cutting his food with a knife and then using the knife to place the morsels into the captain's mouth. The characters may interpret this as the ultimate act of servitude, however, Ko'oku'wa is doing it as a contingency plan just in case the *charm person* spell wears off mid-sentence. Ko'oku'wa gauges where the characters' sympathies rest. If he believes they are willing to aid him and his fellow slaves, he explains the situation and asks for their help. Otherwise, he abruptly ends the dinner and demands that the characters leave immediately and return to their ship.

Ko'oku'wa wears simple kappia clothing and sandals.

JACINTH'S TAKE

Besides being haughty and arrogant, Jacinth Deep-warder despises the Tulita people. She demands that the characters restore order to the slavers' ship. Of course, she is unwilling to risk her own neck in the process, but if the characters aid Ko'oku'wa, she expresses her opinion as to how foolhardy and illegal the act is at every opportunity for the remainder of the journey.

The characters are forced to decide whether they wish to aid Ko'oku'wa to free the slaves, or assist DeMasso and suppress the rebellion. To complicate matters even further, the captain of the characters' ship, if it is not Jacinth, may interject his or her opinion on the matter. There is little time to formulate a plan. Ko'oku'wa's charm spell expires 15 minutes after the characters board the vessel, at which point the characters cannot help but get involved for one side or the other.

The characters may aid the slavers in putting down the rebellion, assist the slaves in gaining their freedom, or simply watch the drama unfold and not interfere. In any case, the slaves and the slavers engage each other in a chaotic combat that spills across the entire deck of the ship. Slaves and slavers engage in a bloody hand-to-hand struggle where men from both sides are thrown overboard and the combatants use every piece of equipment and dirty trick in the book to gain the advantage. The deck is quickly awash in blood and corpses.

If the characters side with the slaves, the characters square off against **Captain Barnabas Hazeltree** (see **Appendix**) and his 3 mates (use the **bandit captain** stat block), leaving the rest of the combatants to battle it out amongst themselves. If the characters fight alongside Captain Hazeltree, they battle against **Ko'oku'wa** (see **Appendix**) and 6 **Tulita slaves** (see **Appendix**). In this case, include 25 slaves in the battle, rather than 16. The extra 9 slaves fight against Captain Hazeltree and the 3 mates. Singled off against either set of opponents, the encounter becomes more challenging without bogging down into a protracted, complicated slugfest. In the end, the characters' combat against either the Captain and his mates or Ko'oku'wa and the slaves determines the revolt's outcome.

If the characters seek information about Dolentla Island or the Sammerlock Sails area in general, Ko'oku'wa and the Tulita slaves describe it as a "bad place". If positively disposed to the adventurers, Ko'oku'wa admits that in ancient times, the Tultas who lived on Dolentla Island turned their backs on the old gods and made blood sacrifices to a dark entity.

Questioning the crew reveals they did see a whale in the island's general vicinity. They were at sea when the whale attacked Jacinth, so they know nothing of her ordeal. There are 20 slavers (use the **thug** stat block) excluding Barnabas and the three mates. In contrast, there are 53 Tulita slaves including women, children and the elderly. Ko'oku'wa and 16 or 25 of his fellow slaves are the only individuals capable of fighting, and they are currently unarmed.

Captain Hazeltree carries a *potion of healing*, antitoxin, and a +1 *scimitar*. He wears +1 *studded leather*. The slaves wear simple kappa clothing and sandals.

Characters who aid the slavers and suppress the uprising may receive a reward upon their return to Port Shaw; however, if there is any notoriety about the event, the Tultas henceforth treat the characters as pariahs.

On the other hand, characters who assist Ko'oku'wa and the Tultas earn their gratitude. In this event, the *Iron Bastion's* owners do not echo their sentiments. When the characters return to Port Shaw, the owners of the *Iron Bastion* may seek recompense for the loss of their cargo and the fate of their crew. Characters working for Viscount Senegar Deepwarder or one of the other noble families might earn enough clout among Port Shaw's elite to reach an amicable settlement on the matter. Otherwise, the characters may have a future encounter with the *Iron Bastion's* angry owners and/or their hired thugs.

If you are using this adventure to supplement the published **Razor Coast** campaign, failure to assist Ko'oku'wa and the Tultas results in Milliauka and Mokoli Ali'i viewing the characters in a hostile light and refusing to aid them in any way unless they perform an act worthy of redemption, such as freeing Milliauka from prison or defeating Dajobas' minions. Alternately, characters who assisted Ko'oku'wa earn Milliauka and Mokoli Ali'i's gratitude as well.

Treasure: If the characters search the crew and the ship, they locate a scrimshaw whistle (100 gp), a pouch with 4 pearls (50 gp each), a gold ring with an image of a dolphin (50 gp), an amethyst brooch (25 gp), 8 gold bars (100 gp each) and 589 gp.

ENCOUNTER 2: STOWAWAY

A week ago, a shark bit John "Filthy Jack" Lyverly (see **Appendix**), a local tough and general ne'er-do-well, on the leg. The wound was superficial, so Filthy Jack thought nothing of it. However, over the last few days, the untreated wound festered into a gangrenous laceration.

Filthy Jack handled this problem just like he deals with any situation that he cannot beat to a bloody pulp; he inhaled dragonsmoke. But for once, dragonsmoke failed to numb his mind or ease the pain. In fact, it just made things worse.

Unbeknownst to the characters, Filthy Jack snuck onboard their ship and hid in the cargo hold where he took yet more dragonsmoke, which ultimately rendered him unconscious. Fearful of discovery or someone else stealing his precious dragonsmoke, Jack took considerable time squeezing into a hard-to-find location, which grants him advantage on his Dexterity (Stealth) check. He remains in that state for at least several hours and possibly even a few days before he regains his senses. Characters successfully searching the ship find him involuntarily shaking and curled in the fetal position covered by a thick lather of cold sweat. He cannot be roused from his stupor, absent using an effect that could negate dragonsmoke's intoxicating properties, such as *lesser restoration* or other magic.

If the characters revive Filthy Jack, he is extremely agitated. Not only did the characters wake him from his deep slumber, but the excruciating pain from his infected injury returns with a vengeance. Filthy Jack doubles over and writhes in pain as he rants and raves. If the characters restrain or attack him, Filthy Jack flies into a wild rage and attacks. Filthy Jack can attempt a Strength check to snap any restraints, or he can lash out at his attacker if unrestrained.

If the characters do not find or otherwise disturb him, Filthy Jack regains consciousness at some point during the journey to Dolentla Island. This turn of events finds him in a dreadful state. The wound thoroughly reeks, and he teeters on the verge of insanity. He turns again to dragonsmoke, but the potent narcotic accelerates his descent into madness, inflicting him with a form of long-term madness.

Twelve hours after awakening, the already psychopathic criminal bursts from his hiding spot looking for a literal punching bag. He charges onto the deck and attacks the closest living creature with reckless abandon. All the while, he rants about the agony wracking his body.

If faced with imminent defeat, Filthy Jack retreats into the ocean and tries to swim back to Port Shaw or a nearby habitable island. Filthy Jack carries a *potion of water breathing*.

ENCOUNTER 3: DRAKON FISH

Pushed away from Dolentla Island by its indigenous residents, this lone **drakon** (see **Appendix**) scans the water's surface in search of prey. The drakon's vision is good, even at night, so when it spots a disturbance, it dives underwater and approaches the ship from beneath. The drakon is large enough to capsize a small rowboat or raft, but it lacks the strength and size to damage a larger vessel. When confronted with such a craft, the drakon comes up alongside the hull and uses its wings to fly onto the deck, grab a target, and pull it below the surface. If it succeeds, it drags the creature underwater and dives into the water to simultaneously escape and drown its victim. If that fails, the drakon simply tries again.

The drakon is most concerned with self-preservation so if it is close to unconsciousness, the monster takes to the skies and flies away at maximum speed. It is possible to detect the drakon prior to its attack; however, doing so requires a successful DC 17 Wisdom (Perception) check. Success reveals the presence of a large creature swimming rapidly towards the surface. Once visible, the drakon appears as a large, purple snakelike creature with leathery wings and a serpentine tail.

ENCOUNTER 4: CASTAWAYS

Ever the opportunists, a coven of sea hags is using the *Dulcimer* tragedy to their benefit. The 3 **sea hags** saw the aftermath of the attack from afar, so they crafted a makeshift raft from the wreckage and are pretending to be castaways in need of rescue. The coven lies on the raft beneath a torn sail shielding them from the sun and concealing

their identities until would-be rescuers come within range of their horrific appearance abilities.

The sea hags do not respond to any verbal cues from the characters or their shipmates; however, a successful DC 10 Wisdom (Perception) check reveals something is moving underneath the torn shroud. Once the ship draws close to the sea hags, they leap out from beneath the sail. Anyone who witnesses this spectacle is subjected to the hags' horrific appearance. After the initial shock, the hags gaze at the ship's apparent leaders using their death glare attack and attempt to succeed on a DC 10 Strength (Athletics) check to grab any the ropes and makeshift ladders draping the ship to clamber aboard the vessel and kill the crew. The hags forego melee attacks and attempt to debilitate the strongest opponents with repeated uses of their death glare attack or spell drawn from those available to a coven. If one of the hags dies, the coven dissolves forcing the monsters rely upon melee attacks. If the characters ignore the raft, the sea hags abandon it and swim after the characters' vessel to attempt a night assault against the crew. In either case, if the battle goes poorly, the sea hags jump overboard and swim away to safety.

a mile away. From this distance, only the waters around the island and its general features are visible. At this point, you may read or paraphrase the following.

In the distance, a small, lush tropical island, only about a mile across, comes into view. Even from afar, it is clear that the shoreline is well-guarded by natural obstacles. Razor sharp rocks and coral reefs protrude above the water line or lurk just beneath the water's surface. These dangers are most heavily concentrated around the eastern and southern beaches, making it impossible to navigate a ship close to shore from either direction. Although still treacherous, the western and northern approaches appear more feasible. Rock formations and small coral reefs are still in the way, but they are not as dense as the other approaches. An uneasy feeling hangs like a dense fog over the deck as the island looms ever closer.

PART THREE:

DOLENTLA ISLAND

APPROACHING THE ISLAND

After navigating the treacherous journey to Dolentla Island, the characters spy their first glimpse of their intended destination from

The water surrounding the island is not very deep. At the characters current location, the ocean reaches a maximum depth of 30 feet. The ocean is relatively still, and the island's beaches are gently tickled by small waves that roll across its sand before harmlessly washing back out to sea. There are no overt signs of danger, but the ocean bears the evidence of past tragedies. The characters notices a plank of wood, an item of clothing or another personal effect floating on the surface with a successful DC 12 Wisdom (Perception) check. These items are predominantly found in the waters west of the island, with a lesser concentration on the north and south sides of Dolentla Island. Strangely, there is no evidence of human remains anywhere in the vicinity.



ENCOUNTER 5: QUALMAGA'S WHALE

Beneath the serene waters, **Qualmaga's whale** (see **Appendix**), the same beast responsible for destroying the *Lashed Harpoon* and the *Dulcimer*, awaits its latest prey. Decades ago, Qualmaga, a Tulita druid, imbued the whale with sentience; however, its newfound intelligence could not resist the dreadful whispers and empty promises of an ungodly evil.

Qualmaga's whale abandoned its former purpose, and now serves Thalasskoptis. The whale lies in wait beneath the surface, endlessly circling the island searching for another ship to ram and destroy. Thalasskoptis needs survivors to fuel its escape plan; therefore, the whale waits until the ship is less than 500 feet from shore before it attacks. It makes every effort to ram ships north or west of the island, because the waters on those sides of the island are less treacherous. When the whale begins its attack, read or paraphrase the following.

The water ripples as if a mighty earthquake opened the ground beneath the ship. A huge whale hurtles towards the ship at breakneck speed, almost literally parting the sea in two as it churns through the open water. The creature seems intent on crashing headlong into the ship.

The whale attempts to destroy small vessels by dealing damage to them. Otherwise, the awakened beast tries to capsize larger ships by ramming into the boat and tipping it over. Treat the whale's attack as if it were shoving a creature. Therefore, if the whale succeeds on a DC 15 Strength check against a small vessel, such as a rowboat or keelboat, the ship lists onto its side and takes on water. The whale must succeed on a DC 20 Strength check to topple a larger ship.

If the whale succeeds at capsizing or destroying the ship, the characters find themselves adrift at sea. The characters must swim to safety or find another means of staying afloat and getting to shore. The waters are calm, so swimming towards the shore requires only a successful DC 10 Strength (Athletics) check. If the whale destroyed the ship, the characters can grab debris from the ship and use it as a rudimentary flotation device, which grants the character advantage on the preceding check. How difficult the trek to shore is depends upon the characters' location when the ship goes down. Of course, these issues are moot if the ship survives the whale's attack intact, in which case the characters can attempt to land onshore by boat. However, the characters face another problem as Dolentla Island's insane inhabitants greet the newfound arrivals.

MAKING LANDFALL

After the whale attacks, the characters are closer to the island and can see additional details of the island. You may read or paraphrase the following.

Thick, green grass and tropical trees cover most of Dolentla Island's predominately flat landscape. The dense vegetation makes it difficult to see beyond the coastal boundaries, but crudely hacked trails blaze a path into the island's interior. The palpable sense of dread deepens, as eerie sounds and strange sights emanate from every corner of the island. A groan, a flash of light reflecting off feral pupils, macabre wind chimes, ear piercing screams, and the stench of burning maht add to the pall of doom hanging in the air.

As mentioned earlier, the eastern and southern beaches are virtually inaccessible by ship. The reefs and jagged rock formations stretch

JACINTH'S TAKE

Jacinth is animated and apprehensive about arriving at Dolentla Island. She is closer to her desired goal, but the traumatic ordeal has scarred her. Jacinth reiterates that the whale attacked the *Dulcimer* off the island's western shore, and the monsters attacked them on the western beach while they were still in the water. Jacinth can identify debris or personal effects from the *Dulcimer* or its crew should the characters locate them.

more than 200 feet from shore forming narrow chutes and dangerous rip currents. Even a small rowboat is nearly incapable of navigating a path through these hazardous waters; however, if the characters insist on attempting to row ashore in such a conveyance, they must succeed on a DC 15 Dexterity check every round to weave their way through the treacherous waters. Failure indicates that the boat strikes an obstacle and is either lodged on a natural barrier (50%) or sustains damage from the impact and begins sinking (50%), which may destroy the boat. It is possible to swim to shore, but doing so requires a successful DC 10 Strength (Athletics) check every round. Even creatures with swim speeds treat the waters as difficult terrain because they are attempting to avoid hazards in the shallow water. See **Encounter 6** below for details on what the characters encounter here.

The western and northern shores are far more hospitable, but also present their own obstacles. Even at 150 feet from shore, the water reaches a maximum depth of 5 feet along these coasts, requiring the characters to take a smaller craft ashore from at least that far out or even allowing taller characters to walk to shore. Characters who must still swim to the beach can do so with a successful DC 10 Strength (Athletics) check every round. See **Encounter 7** below for what awaits the characters here.

ENCOUNTER 6: SOULS OF THE DROWNED

This encounter occurs when the characters approach the island from the east of the south.

Thalasskoptis is unprepared for creatures coming ashore via these less hospitable approaches. However, the way is not unguarded. Cadavers, undead sailors who perished in the perilous waters, prowl the rocks and reefs seeking to kill those who enter their territory. Through the millennia, the shores of Dolentla Island have seen their share of tragic shipwrecks, murderous mutinies and pirate melees. The unfortunate souls who lost their lives in these events haunt the island's shores seeking to spread their miserable hate to the living.

The main cadaver force is led by Wily Roger, a vindictive captain marooned here ages ago by his mutinous crew. Set adrift in a small rowboat with four loyal crewmembers, the captain and his men died in the treacherous rocks and rip currents guarding the eastern shore. Wily Roger and his trusty band have haunted the waters around Dolentla Island ever since. They avoid Thalasskoptis's minions and flee from them on sight. For that reason, they usually troll the eastern and southern shores, where the hawani are less prevalent.

The cadavers cannot drown; therefore, they prefer ambushing creatures near rock formations, coral reefs and rip currents. If possible, they attempt to capsize a passing boat or pull its occupants over the side and into the water. Wily Roger, the **cadaver lord** (see **Appendix**) wears a waterlogged gentleman's coat and rotting leather boots and has burning red eyes. Accompanying him are 4 **cadavers** (see **Appendix**). These undead monsters emit a disgusting stench and appear as gaunt corpses with wrinkled, leathery skin coated by a thick layer of barnacles. Streams of water drip from their appendages and torso.

ENCOUNTER 7: UNWELCOMING PARTY

This occurs regardless of which beach the characters land upon. A welcome sandy beach is now in sight, but whales and rough seas



are not the island's most formidable defense. Characters struggling to reach land must contend with the madmen and women who survived the trek before them. Thalasskoptis's servants, the hawanis, take concealed positions in the foliage, waiting to leap from their hiding spots and attack their victims until they fall unconscious. before dragging them away to their master.

The *Lashed Harpoon's* unfortunate survivors now roam Dolentla Island as Thalasskoptis's obedient minions. Known as the hawanis, they are monstrous caricatures of their former selves. Although still physically human, their minds are filled with savage, lustful thoughts. When the characters encounter these wild creatures, the hawanis are charged with one task — to bring Thalasskoptis fresh minds to control.

When Qualmaga's whale attacks the characters' ship, a group of 3 **hawanis** (see **Appendix**) conceals themselves on the western shore, and another group hides on the northern shore as they await the arrival of more survivors. The hawanis take up positions amid the shrubs and brambles that line the narrow beach. This allows them to leap from their hiding spots and enter the water in a single round. The hawanis have sufficient time to gain advantage on their Stealth checks as long as the hawanis remain motionless.

Thalasskoptis directs the hawanis to move to the eastern and southern shores if Qualmaga's whale capsized or destroyed the ship on those sides of the island. In that event, the hawanis race to that location and hide. Only the closest group of hawanis can make it to that side of the island under normal circumstances. Characters spending an inordinate amount of time in the water or on the beach may encounter two groups of hawanis.

When the hawanis spot the characters, they rush forward and dive into the water. The hawanis begin melee by relying exclusively on their bite attack, which may cause the creature bitten to fall asleep. The hawanis do not abandon this strategy even in the face of imminent death.

After death, the characters can examine the bodies in greater detail. A character who succeeds on a DC 10 Intelligence (Investigation) or Wisdom (Medicine) check confirms their human origins, while a check succeeding by 5 or more determines they are at least middle-aged with a few older group members. (The hawanis wear no clothing, so it is obvious the group is exclusively male.)

The group of hawanis not involved in the attack remains in hiding for another 10 minutes. Afterward, they resume searching the island for prey, return to the *Lashed Harpoon's* wreckage, travel to the maht field, or pursue the characters.

EXPLORING THE MYSTERIES OF DOLENTLA ISLAND

After braving the hazards at sea and offshore, the characters realize the *Dulcimer's* survivors are now in the hands of the hawanis. The characters must track down more of the mysterious creatures to have any chance of rescuing the *Dulcimer's* survivors.

This proves easy, because the only prudent way to traverse the jungle's unbelievably thick foliage is along the trails left by the hawanis. These crudely hacked paths allow the characters to travel through the foliage without impediment. Characters straying from these thoroughfares encounter heavy undergrowth that constitutes difficult terrain.

Because of the lush tree canopy, most of the jungle is considered dimly lit even during daylight hours. Although Thalasskoptis and the hawanis dominate the island, numerous indigenous small animals and birds live in the untracked jungle. Presented below are two encounters

you may use during the characters trek through the jungle covering Dolentla Island. Moreover, the hawanis move exclusively along these trails, which function like deer trails or rudimentary roads. The characters are much more likely to encounter hawani bands on and around these travel arteries than in the uncharted jungle.

In the aftermath of the hawani attack, characters can easily follow the hawanis' trail back into the dimly lit jungle. You are free to decide if the hawanis the characters are tracking came from any of the key locations along the trail. The hawanis may visit any of these areas in pursuit of a meal.

On the trail, read or paraphrase the following:

A meandering trail is the only unobstructed path through a maze of trees, undergrowth, and tangled vines. The jungle beyond is dimly lit with the exception of an occasional beam of light piercing the canopy and illuminating the jungle floor. In the distance, the occasional sounds of snapping branches and bloodcurdling screams echo through the untamed vegetation.

Because it was a secret magical laboratory, the elves built traps around the island to ensnare Tulita spies and other unwelcome visitors. As the characters move through the jungle they have a chance to encounter one of the elves' hidden surprises if they leave the trails or stray beyond the confines of an encounter area. Presented below are several examples of traps the characters may encounter in the jungle. There is a cumulative 20% chance of encountering such a trap for every 10 minutes the characters spend in the jungle (select from below or roll d4).

In addition to elf-made dangers, natural hazards also abound off the beaten track. The most unpleasant of these is the toxic pollen of the colorful but sinister magenta wailer vine. Often found wrapped around the trunks of trees or clinging to high branches, the vine's vibrant flowers are home to its mind-altering pollen. Characters can identify the flower's distinctive coloring by succeeding on a DC 15 Intelligence (Nature) check, which also reveals its hidden danger. The airborne pollen floats on even the gentlest of breezes, exposing anyone within 50 ft. of the plant to its effects. A magenta wailer is encountered with a cumulative 10% chance for every 10 minutes spent off the beaten path in the jungle.

MAGENTA WAILER POLLEN (INHALED)

Any humanoid who inhales this airborne plant matter must succeed on a DC 13 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the creature can't use reactions and suffers disadvantage on saving throws made against illusions while poisoned in this way.

RANDOM ENCOUNTER 1: THE HAWANI WARPATH

Thalasskoptis commanded the hawanis on the beach to bring him fresh minds to control; however, hawanis encountered in the island's interior dispense with such restraint. These vicious predators are on the hunt for food or on the characters' trail. The hawanis have little to fear on the island, so they move across the roads with no regard for stealth until they detect the first sign of their quarry. The hawanis then attempt to ambush their target. Like the hawani parties found on the beach, this group is entirely male.

Tactics: The hawanis immediately fly into a blind rage and savagely attack with their claws and bite attack. These hawanis do not take captives; they go for the kill.

RANDOM ENCOUNTER 2: IT'S ALIVE!

The hawanis do not know fear, but they have just enough sense to avoid the island's largest predators, the indigenous shambling mounds. These walking carnivorous plants thrived during the elves'

NEW TRAPS

SPIKED PIT TRAP

Mechanical trap

Concealed beneath a layer of fallen debris, branch- es, and leaves, it takes a successful DC 15 Wisdom (Perception) check to locate the seemingly deliberate placement of vegetation atop the concealed 20-ft. deep pit. A successful DC 15 Intelligence (Investigation) check confirms the character's suspicions about the covering to the pit. When discovered, the trap can be avoided by simply walking around it or permanently disarmed with a successful DC 15 Dexterity check made with thieves' tools. A creature falling into the pit takes 11 (2d10) piercing damage from the spikes lining the pit's bottom as well as 7 (2d6) falling damage.

CAMOUFLAGED PIT TRAP

Mechanical trap

Like its preceding counterpart, vegetation and loose materials heaped upon the entrance conceal the trap's presence. The chances of locating and disarming this trap are the same as the spiked pit trap. A character who falls into the 30-ft. deep pit takes 10 (3d6) falling damage from the unexpected plunge.

CORDON OF ARROWS TRAP

Magical trap

Whenever a creature comes within 30 feet of the four pieces of concealed ammunition or ends its turn there, a crossbow bolt springs from the ground to strike it. The target must succeed on a DC 14 Dexterity saving throw or take 1d6 piercing damage. The ammunition is then destroyed. The trap ends when no ammunition remains. It takes a successful DC 14 Intelligence (Arcana) check to detect and disable this trap.

GIANT JAVELIN TRAP

Mechanical trap

Despite the humidity and passage of time, this spring-loaded trap concealed within the underbrush launches a large javelin whenever a creature steps onto a hidden pressure plate beneath the dirt. Because of its extreme age and multiple moving parts, it takes a successful DC 10 Wisdom (Perception) check to notice one or more of its components, and a successful DC 10 Dexterity check made with thieves' tools to permanently deactivate the trap. A creature who triggers the trap must succeed on a DC 13 Dexterity saving throw or take 5 (1d10) piercing damage from the javelin.

heyday on Dolentla Island, but Pele's destruction of the elves nearly resulted in their extinction as well. The survivors have rebounded nicely, and have even developed a taste for hawani flesh.

The **shambling mounds** hunt alone and blend in with the surrounding jungle. They prefer ambushing prey from a concealed position. Therefore, a shambling mound with enough time to cover its tracks has advantage on its Stealth check. If the characters fail to notice the carnivorous plant, the shambling mound surprises the victim and lashes out with its slam attacks. Shambling mounds are also attracted to the sound of battle, so any combat with the hawanis may attract the attention of a nearby shambling mound (at your discretion).

LOCATIONS CONNECTED BY HAWANI TRAILS

The makeshift roads and paths cutting through the jungle connect the following points of interest on Dolentla Island.

D1. WESTERN COVER

Qualmaga's whale attacked the *Lashed Harpoon* and the *Dulcimer* in the island's western waters. As a result, the survivors and any associated wreckage came ashore at this location. Characters searching the area for clues must succeed on a DC 15 Intelligence (Investigation) check to spot any item of significance. Success uncovers personal items belonging to the *Dulcimer's* crew, such as a torn shred of women's clothing, part of a woman's shoe, a shred of fine linen from a man's pants and several buttons. If one of the characters succeeds on a DC 20 Intelligence (Investigation) check, that character locates a silver brooch with an amber inset. If the characters continue to actively search the area, another DC 20 Intelligence (Investigation) check unearths a rusted harpoon tip buried beneath a few inches of sand. This artifact came from the *Lashed Harpoon*, and it can be recognized with a DC 15 Intelligence (Investigation) or a DC 20 Intelligence (History) check.

Qualmaga's whale broke the *Dulcimer* into pieces, but much of the *Lashed Harpoon's* forward section survived intact and ran aground on the beach. In a herculean effort, the *Lashed Harpoon's* survivors hacked a trail through the forest and dragged the whaler's remains more than a quarter mile through the undergrowth and labyrinth of trees to a muddy clearing, where it remains to this day. They undertook this monumental task not only to procure shelter, but also to preserve its precious cargo. Although the passage of more than two decades has erased any discernible trail, a successful DC 15 Wisdom (Perception) check notices a subtle difference in the flora along the *Lashed Harpoon's* route into the wilderness. Characters actively searching this patch of ground locate a faint trail with a successful DC 15 Wisdom (Survival) check. The trail leads directly to the *Lashed Harpoon's* wreckage (see Area D2 for details.) The remains of the trail are considered normal jungle and have the same chances of encounters as wandering elsewhere off the path (see "Exploring the Mysteries of Dolentla Island" above).

Not all of the *Dulcimer's* passengers survived their ordeal with the hawanis. Maximilian Sidrow resisted their attempts to render him unconscious, which forced the hawanis to resort to greater violence. The hawanis left Maximilian for dead, as they were instructed to bring live captives to Thalasskoptis. However, Maximilian was alive, yet

JACINTH'S TAKE

Jacinth is truly frightened and horrified by Maximilian's fate. In a surprise move, the selfish aristocrat begs Maximilian for forgiveness and breaks down in tears. If she did not admit to drinking the *potion of invisibility* earlier, she finally acknowledges doing so. After this confrontation, Jacinth changes for the better. She realizes her actions had real consequences, and she is more determined than ever to save the other passengers. She becomes less haughty and much more cooperative with the characters, contributing when and how she can.

unconscious and badly injured. When he regained consciousness, Maximilian dragged himself into the jungle to apparent safety. However, the exhausted and weakened Maximilian fell into one of the elves' many camouflaged pits leftover from their days as Dolentla Island's rulers. Maximilian died at the bottom of the insidious trap. Characters searching the area can locate the trail leading to Maximilian's final resting place with a successful DC 15 Wisdom (Survival) check. However, Maximilian's spirit does not rest in peace.

Maximilian's violent and untimely death left his angry soul searching for vengeance. Rather than the hawanis who attacked him, he directs his hatred toward the woman he holds responsible for his earthly demise, Jacinth Deepwarder. Maximilian's **ghost** attacks anyone he encounters, demanding in an unearthly howl that his foes "Bring me Jacinth! Bring me the coward! Jacinth! Jaaaciiiiitthhhh!"

Tactics: Maximilian singles out Jacinth if she accompanied the characters to shore; otherwise, he attacks the closest target. He calls Jacinth a coward, a traitor, and a commoner (the worst insult he can think of) throughout the combat. If Jacinth is not there, he demands to know her whereabouts so he can exact his revenge. In any given round of combat, there is a 20% chance that Maximilian pleads for the characters to bring his body back home for proper burial even as he continues fighting them.

Before he died, Maximilian saw Jacinth quaff a potion and suddenly vanish into the night, leaving him to fend for himself. His burial in what is essentially an unmarked grave proved the last straw for the proud aristocrat. Maximilian longs to confront his former friend, Jacinth Deepwarder, and receive proper burial in his family's mausoleum.

Accomplishing these goals gives Maximilian's restless spirit peace, otherwise his ghost restores itself 2d4 days after its destruction and resumes haunting. Maximilian's ghost disappears forever if he confronts Jacinth and his body is returned to Port Shaw for interment in his family's burial vault.

Treasure: Maximilian's body still bears the following items: +1 *leather armor*, a family heirloom opal ring (100 gp), and a pouch with a vial of antitoxin, an ivory comb (20 gp), five agates (10 gp each), and 68 gp. Taking his family heirloom without permanently destroying his ghost also earns Maximilian's enmity. The ghost, tied to the missing items, searches for them and seeks vengeance against the thief. Once stolen, returning the item to him or his family becomes an additional condition to his ghost's permanent destruction.

D2. WRECK OF THE LASHED HARPOON

Two decades ago, Qualmaga's whale struck the *Lashed Harpoon* and broke the ship in two. The aft section tore apart and sank to the bottom of the sea, while the forward section ran aground on Dolentla Island's western beach.

Before madness fully gripped Captain Delano Amborose, skipper of the *Lashed Harpoon*, he ordered the castaways to heave the ship's forward section into a muddy clearing atop a hill more than four hundred yards from shore. The new location prevented the ship

JACINTH'S TAKE

Jacinth can identify the silver brooch as belonging to Elizabeth Stansport, one of the *Dulcimer's* passengers.

MAHT AKA “GRANPAPPY BLACKSKULL”

A thick black root, named for the island of its origin, maht may be dried then chewed like jerky or smoked. Burning maht smells like anise. Smoking or ingesting maht subjects the user to a form of short-term madness. While under the influence of maht, the creature has advantage on melee attack rolls and Wisdom (Perception) checks that rely on scent. Although maht enhances the user's aggression and primal instincts, it dulls the user's reflexes. The creature can use either an action or a bonus action on its turn, but not both. The preceding effects last for 1d10 minutes.

When the effects subside, the creature must succeed on a DC 13 Constitution saving throw, otherwise the creature is poisoned until it smokes or ingests maht again. This time, the effects last for 1d10 minutes, but the creature suffers from long-term madness for 1d10 x 10 hours instead of suffering from short-term madness. When the madness ends, the creature must succeed on a DC 15 Constitution saving throw; otherwise the creature is once again poisoned until it smokes or ingests maht. As before, the effects last for 1d10 minutes, but the creature develops a type of indefinite madness and is poisoned whenever it is not under the influence of maht.

The addiction can be cured in the same manner as curing madness while the victim suffers from short-term or long-term madness or with a remove curse spell. Only a *greater restoration* spell or more powerful magic can relieve a creature afflicted with indefinite madness.

CREATOR'S NOTE: ADULT THEMES AHEAD

Thalasskoptis despises its bonds and longs to escape. Thalasskoptis needs life energy to sever the magical tethers confining it to Dolenta Island, and no entity gives the abomination more life energy than sacrificed newborns. For this reason, the hawani are creatures that exhibit sexuality, and they are molding the *Dulcimer's* castaways in their image. Because of this, the sections detailing the ancient Tulita shrine and Thalasskoptis's Prison contain some adult themes. If you have a younger audience, you may want to omit or tone down the descriptive text.

a successful DC 15 Wisdom (Perception) check. Within the jar of ambergris and the jars of oil and ink are the only items of any value aboard the dilapidated husk of warped wooden planks and rusted nautical gear.

Once freed from Thalasskoptis's corrupting influence, Qualmaga's whale resumes its quest to recover the stolen ambergris and punish the offender who took it — or any who in turn steal it from Captain Amborose. The rare shamanic markings on the ambergris jars identify its significance as an ancient holy Tulita relic. Tulita characters recognize the symbols as such by succeeding on a DC 10 Intelligence (Religion). All others must succeed on a DC 15 Intelligence (History) or Intelligence (Religion) check to understand the ambergris' significance. The ambergris radiates a powerful magical aura, and spells such as *legend lore* provide insight to the ambergris' origin and its religious significance.

For those running a *Razor Coast* campaign, returning the ambergris to Qualmaga or to the sacred shrine on the Bonedown of the Ancients earns the gratitude of the Tultas, especially Moloki Ali'i and Milliauka, as well as Qualmaga's whale. The noble beast might assist the party as they travel in the Pearl Eye Atoll or even join the adventurers in their final battle with the Krakenfiend later.

from washing back into the sea but, more importantly for Captain Amborose, the site offered an unobstructed view of the surrounding area. The strategic position allowed him to better defend his ill-gotten booty from would-be thieves.

Prior to setting sail, the whaler and smuggler secretly loaded a hidden compartment in his cargo hold with a jar of ambergris (2,500 gp), 10 jars of aboleth oil (50 gp each) and 5 jars of kraken ink (250 gp each) he had stolen from an ancient Tulita holy site dedicated to Whale. What Captain Amborose did not know was that the first jar contained sacred ambergris from Whale itself. When the great Tulita druid, Qualmaga, learned of the theft, it was the final straw. He charged his whale with a primary task — to return the ambergris to its sacred temple and punish the transgressor who stole it. Qualmaga's whale partly accomplished its task, having sentenced the offender to a fate far worse than any Qualmaga could have imagined.

Greed clings tenaciously to the soul even in the face of madness and evil. Absent a direct command from Thalasskoptis, the elderly captain never strays far from his treasure. Captain Amborose, **hawani** (see **Appendix**), is always encountered here, lurking within the wreck, but he may be accompanied by the group of 3 hawani previously stationed at Area **D1** if they have not already been encountered.

Captain Amborose is the only hawani who still wears clothing. His waterlogged captain's waistcoat hangs from his bony shoulders, and his tattered trousers tenuously wrap around his gaunt hips as he attacks any who threaten his treasures.

The hidden smuggler's hold has long since been exposed by the elements and jungle so that a search of the wreckage finds it with

D3. MAHT FIELD

Previously believed to be confined exclusively to the island that bears its name, a small patch of the narcotic black root known as maht or Granpappy Blackskull grows in an isolated clearing not far from the *Lashed Harpoon's* wreckage. Thalasskoptis's Tulita worshippers brought the addictive plant with them and cultivated it in this massive field. Since the Tultas' departure, the indigenous flora has reclaimed much of the field and reduced the maht crop to a mere fraction of its former yield. Over the decades, the hawani have acquired a taste for smoking the narcotic root even though they are beyond the point of contracting madness. This begs the question as to whether or not maht plays a role in the transformation from human to hawani. The usage of maht by the hawani also serves to illustrate its powerfully addictive physical properties. There is no set encounter at this location, but the characters may encounter hawani who traveled here for a quick smoke.

D4. ANCIENT TULITA SHRINE

In the days before the elves arrived on Dolenta Island, the native Tultas worshipped Thalasskoptis as a god and dedicated a shrine in the demon's honor.

The shrine is the focal point of hawani "life," as it sits above the chamber where Thalasskoptis is imprisoned and serves as the focal point for the transformation ceremony from human to hawani. The unholy site's physical features have eroded with age, but the immortal being's potency remains intact. The shrine is at the center of a clearing atop the highest point of Dolenta Island. It consists of a badly



damaged stone statue of a tentacled creature standing in front of a sickening, crimson-stained coral altar. An unearthly gasping moan that sounds like a fish struggling for breath emanates from beneath the altar, however, the eerie sound pales in comparison to the ongoing spectacle. At this point, you may read or paraphrase the following.

The pungent aroma of burning maht and the sickening sound of bone crunching against bone to the rhythm of a pulsating drumbeat fuel a frenetic atmosphere as two men and four women mindlessly cavort around a blood-stained coral altar. This unholy shrine sits in the shadow of a weathered statue depicting a squid-like creature.

Three naked females of the feral species you have seen are gathered in a semi-circle before a roaring campfire, smashing humanoid femur bones against each other and pounding crude drums fashioned from hollow coconut shells and flayed skin as they howl in salacious delight at the lewd spectacle before them. These three creatures appear to be well beyond their childbearing years, yet all of them are in various stages of pregnancy.

Around them, the filthy human men and women feverishly dance to the frantic rhythm, even though they appear utterly exhausted. They wear what once were fine clothes, now reduced to rags, and engage in a suggestive performance that would make Port Shaw's most adventurous prostitutes blush.

The men and women are the survivors from the *Dulcimer*, part way through the transformation process into hawanis but still human. Since their marooning two weeks ago, they have been charmed multiple times, inhaled maht smoke, and developed deep psychosis. Even after the music stops, the *Dulcimer's* men and women continue to frolic

around the altar, completely oblivious to the presence of newcomers.

The 3 **hawani**s (see **Appendix**) themselves are intoxicated by reveling in the sensual spectacle of the ongoing ceremony, and suffer disadvantage on Wisdom (Perception) checks made to detect another creature's presence.

If the characters intrude or interject in their activities, the crewmembers literally jump into the characters' arms and do everything in their power to seduce the characters, regardless of gender. If the characters rebuff the castaways' advances (easy enough in their current odorous and filth-stained state), the encounter may escalate to physical violence. It is impossible to reason with or rationalize with Jacinth's former companions at this point. If the characters must fight a traveler from the *Dulcimer*, use Jacinth Deepwarder's stats without her gear.

When the characters interfere with the ceremony or after they attack the first hawani drummer, the rest howl for the adventurers' blood and launch themselves into the fray.

Thalasskoptis's stone statue can be recognized as Thalasskoptis with a successful DC 20 Intelligence (Arcana) check. It has no magical properties or other significance, but the coral altar is a different matter. Characters who succeed on a DC 10 Intelligence (Investigation) check or Wisdom (Medicine) check can identify the altar's crimson stains as blood. A successful DC 20 Wisdom (Perception) check uncovers an even more chilling discovery about the altar. The altar rotates 90-degrees in a clockwise direction, which reveals a hole filled with tiny, humanoid bones, infants sacrificed to weaken Thalasskoptis's temporal bonds. This fact should be driven home by the fact all three hawani women are pregnant, yet there are no children on the island.

The surviving members of the *Dulcimer's* crew are present and are Genevieve Tolcris, Joshua Bonedeuce, (a distant cousin of Gregory Bonedeuce), Lenora Duhamel, Tordell Rivery, Susanna Bellstead, and Elizabeth Stansport. They all suffer from severe mental illness. Thalasskoptis has repeatedly charmed them, and they have witnessed what they believed were the deaths of two friends and the hawani's barbarity. The malevolent fiend telepathically communicates with them in their sleep, reinforcing the horrors they have seen or heard. They are now creatures of pure instinct lacking any inhibitions whatsoever. Restoring their humanity requires more than a *lesser restoration* spell.

At this point, they all suffer from severe psychological scars that can only be repaired by curing their mental disease, and then removing them from the island.

Their only saving grace is they did not inhale enough maht to develop an addiction for it.

When Thalasskoptis came to the Razor long ago, it did so by clinging onto Demogorgon, dropping away only when it was convenient for him to do so. This long-ago proximity to Demogorgon has left Thalasskoptis with one unique attribute: its telepathy ability extends to a range of 1 mile. Being within Thalasskoptis's telepathy range brings the characters into contact with its powerful mind, and once they have defeated the hawanis in this area, they come to its attention.

Thalasskoptis cannot charm the characters, but that does not stop him from filling their minds with erotic thoughts, frightening images, and empty promises. Thalasskoptis's arrogance and haughtiness always filter through in its communications with the characters, but it is not a fool, either. It offers the characters the opportunity to leave the island unharmed, with one condition — to leave one man and one woman from the *Dulcimer* behind and never return.

However, the demon has perhaps made a fatal error in its taunting of the party, because by its very communications likewise gives the party the sense that whatever it is that has contacted them lies somewhere under their very feet.

Should the party agree and depart, the moment they are at sea, Thalasskoptis reneges and commands the whale to attack their ship. This time, Thalasskoptis wants to destroy the ship and kill everyone onboard.

If the characters choose to stay and try to find what sort of foul creature has control of the island, they can locate the path to Thalasskoptis's Prison from here with a successful DC 15 Wisdom (Survival) check. Alternatively, a character can spot a rudimentary

THALASSKOPTIS'S ESCAPE PLAN

The imprisoned demon feasts on death, especially those of newborn souls. Each death weakens the bonds confining him here to a varying degree. For this very reason, the demented fiend transformed the *Lashed Harpoon's* crew and passengers into creatures with enhanced libidos who could rapidly reproduce offspring even well beyond their normal childbearing years. With the inclusion of the *Dulcimer's* passengers, Thalasskoptis believes his time for escape is close at hand. The demon surmises it only needs a handful of souls to liberate it from its magical cage.

side trail leading down the south side of the elevated promontory by succeeding on a DC 20 Wisdom (Perception) check. Following this trail leads to Area **D5** below.

D5. THALASSKOPTIS'S PRISON

This area is detailed in Part Four below.

PART FOUR:

THALASSKOPTIS'S PRISON

Thalasskoptis's complex is a unique combination of Tulita and elven architecture. The Tulitas constructed the shrine atop the hill and Thalasskoptis's inner sanctum. When the elves came, they painted over the gruesome images of death and sacrifice that adorned the walls. The elves added the living quarters and bedchamber. More importantly, Urthlan built the air-sculpted basalt totems and gossamer mithral bindings that trap Thalasskoptis in this location. The elves then concealed the laboratory's entrance with powerful illusion spells, but since their demise, the entrance is plainly visible and frequently used by the hawanis and the *Dulcimer's* crew, which allows the evil demon to see and charm his guests.

The entrance is built directly into the south side of the hill that supports the shrine at Area **D4**. The earthen passageways and chambers are reinforced by stone blocks quarried from the shoreline centuries ago. The ceilings are 10 feet high unless otherwise specified. The wooden doors open at the slightest exertion. The elves also cast *continual flame* spells on numerous, small quartz stones they embedded into the ceilings. The light emitted by the stones bathes the complex in varying degrees of bright light and dim light.

SPECIAL CONSIDERATIONS

The conniving demon continues his telepathic chatter with the characters, taunting them by telling them that they face an eternity as his thralls. When he senses the characters drawing near, he alerts the hawanis in Area **H9** to the intruders' imminent arrival.

H1. COMPLEX ENTRANCE

A finely polished stone corridor bores into the side of the hill and descends twenty feet before ending in a pair of closed, wooden doors.

Once protected by illusory magic, the passage granting access to the elves' secret laboratory now stands unguarded. Over the centuries, the paint has degraded, partially revealing the graphic images of sacrifice

and blood that decorated the corridor during the Tulitas' era. The faint images depict a tentacled being bathing in a pool of blood. A successful DC 20 Wisdom (Perception) check allows the characters to discern these images.

H2. COMMON ROOM

Two long, warped wooden tables surrounded by eight stools dominate the far end of the room. The ruins of two stone statues are strewn about the floor. An archway on the east wall opens into an adjoining corridor, and two barrels of stagnant, brackish water are near the entrance.

The statues are made from limestone, and each depicted Urthlan the Fiendbinder. Characters can identify the statues' subject by succeeding on a DC 20 Intelligence (Arcana) or Intelligence (History) check. The water is foul tasting and malodorous. A character who drinks the water is poisoned for 1d4 minutes unless the creature succeeds on a DC 11 Constitution saving throw.

H3. KITCHEN

Thick grime covers nearly every inch of this kitchen. There is an iron grill filled with ashes, a serviceable hearth, and a preparation area with rusty iron knives and other utensils.

The hawanis have no need for food preparation, therefore, the kitchen has remained unused for centuries. The preparation materials here are useless and irreparable, but the grill and hearth are functional once they are properly cleaned.

H4. GENERAL LIVING QUARTERS

Six beds line the walls. Each is covered with a moldy fur that emits a foul odor. Open wooden chests sit in front of each bed.

The elves assisting Urthlan in his magical research shared this common bedchamber. The chests contain an assortment of elf clothing ravaged by dry rot and other sundry items. The hawanis stripped the area of any valuables two decades ago and offered them to Thalasskoptis as tribute. There are currently 2 **hawanis** lurking about in here that immediately attack when the characters enter.

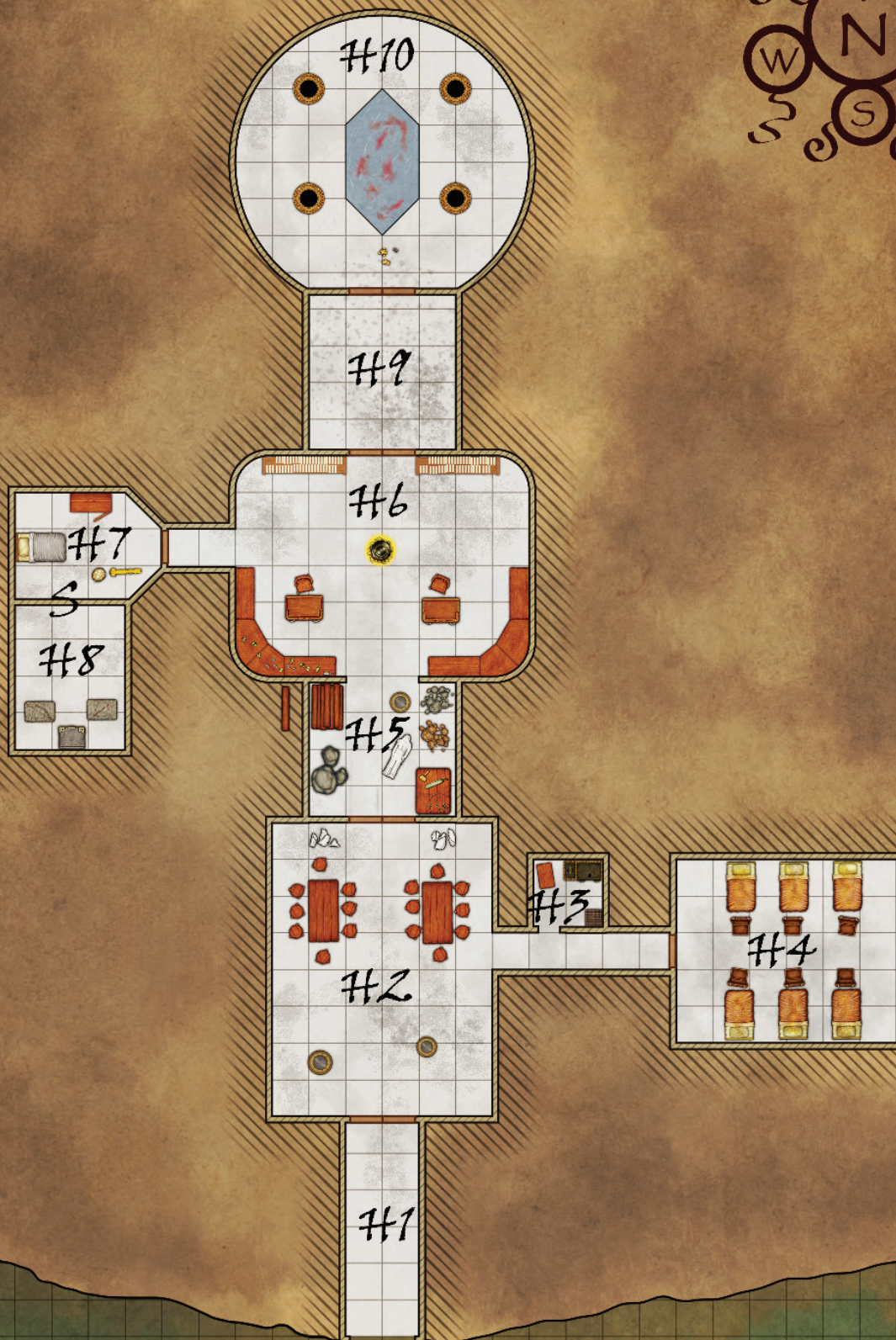
H5. WORKSHOP

An assortment of metallurgic, stonecutting, and woodworking tools and equipment fill an impressive workshop. Raw materials needed for each craft rest on the floor near the appropriate work area. There are three large blocks of stone and a partially completed stone statue, a pile of surprisingly viable timber, and two mounds of metallic ore. An archway built into the far wall leads into an impressive adjoining laboratory.

Elven artisans plied their craft in this workshop. Currently a **giant rhinoceros beetle** (see **Appendix**) has taken up residence in here and is munching on the bloody remains of a small peccary it killed in the jungle outside. It is 10 feet long with a grayish-brown carapace and

Map of Thalasskoptis's Prison

1 square = 5 feet



a horn protruding from between its mandibles. It is something of a mascot to the hawanis who occasionally bring it fresh meat, and as a result it leaves them alone. It attacks the characters on sight, however.

The three stone blocks include sandstone, basalt, and a block of quartz. The unfinished stone statue was intended as a sandstone bust, however, it was only in the early stages of completion. The elves used basalt infused with ruby dust to create the stone totems that comprise Thalasskoptis's prison.

Treasure: A set of jewelers' tools can be gathered from the corner of the room near the incomplete statue. The large pieces of timber include pine, alder, teak and mahogany (100 gp each but each weighs 200 lbs.). Similarly, carpenters' tools are found on the workbench in the near corner.

The metallurgy portion of the workshop includes a furnace, anvil, and raw metal ores. Most of the ore consists of iron and tin, but there are seven large deposits of mithral (100 gp each) scattered in the pile. A character can spot the shiny metal by succeeding on a DC 10 Wisdom (Perception) check. Characters can identify the mithral deposits by succeeding on a DC 10 Intelligence check. The elves fashioned the mithral into gossamer mithral, which is the second physical component of Thalasskoptis's prison.

H6. MAGICAL LABORATORY

Despite the apparent passage of centuries since its usage, a faint whiff of dried resin and other pungent, organic materials hangs in the air of this laboratory, particularly in the vicinity of an iron cauldron that rests atop an elevated fire pit surrounded by the vague, circular outline of charred incense etched into the floor. There are two large bookcases on the far wall that are stuffed with dusty tomes and dog-eared ledgers. Hundreds of clay, ceramic, and glass jars and vials rest on two rows of shelving that line the near walls. There are also two intricately carved wooden desks and chairs.

URTHLAN THE FIENDBINDER'S GUIDE TO THE DIABOLIC

Wondrous item, rare

This leather-bound book features the image of a screaming demon on its front cover. Its pages are scribed in Elvish. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, you gain advantage on saving throws made against magical effects created by fiends and on Intelligence (Arcana) checks pertaining to fiends. The book then loses its magic, but regains it in a decade.

Urthlan's laboratory was at the cutting edge of magical research in its day, and in this spacious room, the masterful wizard concocted potions, scribed scrolls, and created wondrous magic items, armor, and weapons. The cauldron is empty except for a pungent, sticky residue coating its rim. A DC 20 Intelligence (Arcana) check identifies the substance as sovereign glue that was used to bind Thalasskoptis's mithral chains to the stone totems imprisoning it. The desks have an unlocked drawer each, however, both desks are empty. The jars and vials on the shelves once contained an assortment of potions and magical components, but the overwhelming majority evaporated long ago.

Treasure: Three potions have survived — *diminution*, *greater healing*, and *invulnerability*. There are 214 tomes and ledgers in the bookcase, and they are all written in Elvish. Each is valued at 2d6 gp with a few noteworthy exceptions: *A Study in Planar Travel* and *Inquiries of Planar Origins* are two rare and unique works worth 250 gp each. The magic tome, *Urthlan the Fiendbinder's Guide to the Diabolic* (see side box), stands at the forefront.

H7. URTHLAN'S QUARTERS

Urthlan spent his free time here and kept his most valuable belongings in a secret vault adjoining this chamber. When the party enters, read or paraphrase the following:

This elegant bedroom exudes quiet magnificence in its decor. An expertly crafted four poster canopy bed covered by an exotic fur rests against the far wall. A nearby armoire is partially open and contains a variety of fine clothes and a wooden stool shaped in the form of a mushroom sits in front of a golden harp.

The golden harp is not only a wondrous musical instrument; it is also the mechanism for opening the room's secret door. Characters must make a Perception check to locate the secret door, however, the mechanism for opening the door is not immediately apparent. The door is reinforced with an *arcane lock* spell. Alternatively, characters who intently examine the harp notice an inscription on its neck with a successful DC 15 Intelligence (Investigation) check or a DC 20 Wisdom (Perception) check. The language is Common, and the inscription says, "a foolish elf found a clever elf when he looked up high." The inscription is a cryptic riddle Urthlan engraved onto the harp in case he forgot the sequence of notes that open the secret door. To open the secret door, the harpist must play the notes A, F, E, F, A, C, and then high E in sequence. At your discretion, solving the puzzle earns the characters 1,100 XP.

Locating the secret door requires a successful DC 20 Wisdom (Perception) check, while deducing the harp's role in opening the portal demands a successful DC 20 Intelligence (Investigation) check. If the characters cannot figure out how to open the door and instead try to bash it in with brute force, they must either succeed on a DC 25 Strength check or bust through it by dealing damage to it (AC 17, HP 25, damage threshold 15).

Treasure: The bed is carved from alder and covered by a winter wolf pelt (175 gp). The armoire's two drawers are partially open. The armoire contains 16 men's outfits including nobleman's clothing, wizard robes, and less formal attire—all fitted for an elf. The five most impressive outfits are worth a combined 350 gp, while the remaining outfits are worth 2d6 gp each.

H8. URTHLAN'S VAULT

Urthlan used this guarded vault to store items he could not or did not want to carry.

An exquisite shortsword of remarkable quality and a wand each rest on two stone pedestals. There is a closed iron chest on the floor behind the pedestals.

Urthlan charged a **crypt thing** (see **Appendix**) with protecting his vault. The crypt thing is surprised by the intrusion and welcomes the characters' arrival. The crypt thing attacks only if the characters enter the room or attack him, otherwise he engages the characters in polite conversation through the doorway.

If the characters ask him about Thalasskoptis, he refers to the demon as "oh, that thing." He mentions that Urthlan seemed fascinated with

the fiend, but he never understood his obsession with the creature. He wryly remarks that in the end, he and Thalasskoptis share one thing. They were the only ones Pele spared.

The shortsword is a *flame tongue*, while the wand is a *wand of magic missiles*. The iron chest is closed, but unlocked. There are 4 *spell scrolls*, one each of *false life*, *misty step*, *spider climb*, and *web*, a *cloak of protection*, six pearls (50 gp each) and 2,509 gp.

H9. THALASSKOPTIS'S ANTECHAMBER

The Tulitas used this antechamber to deliver blood sacrifices to Thalasskoptis. Since the elves imprisoned the demon, this room serves as an antechamber to Thalasskoptis's prison.

Despite someone's efforts, no amount of paint or perfume could remove the copious blood splatters on the walls, ceiling, and floor or the stench of death in this chamber.

The 3 **hawanis** (see **Appendix**) are Thalasskoptis's last line of defense against invaders. They lunge into combat using their claw and bite attacks.

H10. THALASSKOPTIS'S PRISON

Four eight-foot-tall sculpted basalt totems covered with intricately carved runes stand bound to one another with gossamer strands of mithral. These monoliths surround a diamond-shaped pool of disgusting, stagnant water laced with streams of fresh blood. Blood droplets rhythmically fall from the ceiling and splash into the water below. Coins and other personal belongings are heaped into a pile in front of the pool. Crudely drawn images of horrific violence and deviant behavior painted in what appears to be blood cover the surrounding walls.

The disgusting sketches that cover the walls are in fact painted in blood. The coins and personal belongings heaped in front of the pool belonged to the *Dulcimer's* crew, however, they also include other items Thalasskoptis accumulated over the years.

Thalasskoptis, a powerful demon, awaits the characters here. The basalt totems and gossamer mithral are enchanted with a unique combination of the spells *forcecage* and *imprisonment*, although the prison does not duplicate the exact effects of either spell. They radiate strong evocation and abjuration magic. When Urthlan first constructed the prison, Thalasskoptis could not move at all. As Thalasskoptis's power grew and the strength of Urthlan's magic waned, it has pushed the boundaries further. Thalasskoptis can teleport anywhere within this chamber, though the magical tethers deal 16 (3d10) radiant damage to the demon when it does so and return it to its prison at the beginning of its next turn. While confined within its prison, Thalasskoptis is restrained. When it teleports elsewhere in the chamber, the demon is not restrained.

Although this battle would normally exceed the abilities of 5th-level characters, the demon's bonds impede its fighting ability. While restrained within its prison, Thalasskoptis makes melee attacks with disadvantage while the characters gain advantage on melee attacks made against the demon. The characters may deduce this crucial fact through direct observation or a successful DC 15 Intelligence (Investigation) check. While teleporting to another location frees it from the restrained condition, the monster takes radiant damage from the short-term jaunt and returns to the confines of its prison at the beginning of its next turn.

Tactics: Thalasskoptis's favorite tactic is to grapple its enemies and attempt to drown them in the water, which is 5 feet deep. On

JACINTH'S TAKE

Her friends' sad fate proves too much for Jacinth to bear. She breaks down and confesses she took her friends along on an expedition to Dolentla Island to discover a secret elven magical laboratory. She also believes that the laboratory plays some role in what happened to the *Dulcimer's* passengers.

subsequent rounds, Thalasskoptis resorts to its toxic ink ability, stunning as many foes as possible while trying to exercise mental control over its remaining adversaries using *charm person*, *suggestion*, and if necessary, *dominate monster*. Thalasskoptis relies heavily upon its resistances to lessen the damage from melee attacks.

If a character possesses a magical weapon or an item that bypasses its resistances or damage immunities, it uses its tentacles to attack the creature. If Thalasskoptis senses escape is near, it attempts to kill the youngest creature, hoping the death weakens its bonds enough to free it. Once freed, Thalasskoptis casts *teleport* to escape to the furthest point possible. When it leaves the complex, Thalasskoptis heads for the western shore and contacts Qualmaga's whale to meet it so that it can leave the island. When escape and victory seem unlikely, Thalasskoptis resorts to bargaining and threats. It tells the characters about Urthlan's secret treasure vault and Whale's sacred ambergris. It offers these items and safe passage off the island in return for its life.

THALASSKOPTIS RELEASED

Depending on what transpired at Area **D4**, Thalasskoptis may be very close to slipping its bonds. If all three pregnant hawanis died in that combat, their deaths as well as those of their unborn fetuses leave Thalasskoptis on the verge of escape. To increase the scene's dramatic effect, the death of a character during the combat causes the stone totems to violently shake. The demise of a second character causes the gossamer mithral to fray. A third death completely liberates Thalasskoptis from its bonds. Furthermore, with each death, the amount of radiant damage it takes when it teleports elsewhere in the chamber is reduced by 1d6.

Should the characters leave Thalasskoptis alive with a single hawani female also alive, the demon frees itself within a season. Should the party abandon a female humanoid on the island — Jacinth for instance — the demon frees itself in six months.

Treasure: In addition to clothing and other personal effects, the items belonging to the *Dulcimer's* crew found within Thalasskoptis's prison include 189 gp, an ivory cameo (50 gp), a bronze and sapphire necklace (100 gp), the Duhamel family signet ring (250 gp), a bronze bracelet (25 gp), and one amethyst (10 gp). Naturally, the *Dulcimer's* crew expects the characters to return these items to them rather than keep them for themselves. The items beneath those belonging to the *Dulcimer's* crew are unclaimed. They include 6 +1 arrows, a *ring of protection*, an *oathbow*, *sovereign glue*, a *bead of force*, *boots of elvenkind*, a *cloak of elvenkind*, and 1,906 gp.

CONCLUDING THE ADVENTURE

Thalasskoptis's destruction frees Dolentla Island from its oppressive grip. However, the creatures that suffered under its insufferable yoke do not experience immediate relief. The hawanis are too broken and twisted to restore back to humanity. Deprived of their master, the remaining hawanis become beings of raw anger and rage. Their unnatural fertility also ends, dooming the hawanis on Dolentla Island to eventual extinction. The *Dulcimer's* crew no longer hear Thalasskoptis's wicked voice in their minds, but they face a long and grueling recovery from their physical and psychological injuries.

It is possible that the characters themselves are stranded on the island if their own vessel was sunk by Qualmaga's whale. If so, and they are unable to affect repairs to their own vessel, then another ship dispatched by the viscount arrives 2–3 weeks later. Choose one of the vessels-for-hire in this adventure, the *Razor Coast* campaign, or one of your own design. This one will not make landfall but rather was sent to scout out the situation to see what became of the characters. If Jacinth was not already with the characters, then she is certainly aboard this ship. If the characters can signal the ship from the island, they will send a longboat to pick them up. As long as the demon is dead, then the whale will not make any aggressive moves towards this ship... at least initially.

The characters have several additional matters to address before returning to Port Shaw. There remain the issues of Maximilian Sidrow's ghost, Captain Delano Amborose's stolen sacred ambergris, and the fate of Qualmaga's whale, which is linked to the pilfered ambergris. With Thalasskoptis dead, Qualmaga's whale resumes its original task — to punish the thief who stole Whale's ambergris. The characters can solve both dilemmas by returning Whale's ambergris to its sacred temple at the Bonedown of the Ancients, to Tulita priests who still practice the old ways, or to the Whale itself. If the party leaves the island without somehow informing Qualmaga's whale of their intent or with the express intent of keeping or selling the ambergris, then Qualmaga's whale hunts them.

The more delicate problem is how to handle Jacinth Deepwarder's role in the whole affair if she did not accompany the characters to Dolentla Island. The information gathered from Maximilian Sidrow's ghost and the *Dulcimer's* crew (should they recover a portion of their senses) is not favorable for Jacinth.

Jacinth's rescued friends eventually corroborate Maximilian's story that Jacinth drank a potion and disappeared. Viscount Senegar Deepwarder expresses outrage at the suggestion his niece behaved in a cowardly fashion. He demands the characters keep the allegations to themselves, and he goes as far as to offer them an additional 1,000 gp for their silence.

The families of the other members of the *Dulcimer's* expedition also express outrage, directed squarely at Jacinth Deepwarder. The families consider taking the matter to the Municipal Dragoons for

JACINTH'S TAKE

Denial has always served Jacinth well. An excellent coping mechanism, she turns it on full flow and begins to babble aloud and repetitively how her friends deserve their fates for failing to act more intelligently or to hide better or for being easily persuaded or... Unless a character intervenes with a passionate in-game speech or succeeds on a DC 20 Charisma check, Jacinth soon convinces herself she holds no fault in events and grows beyond any redemption.

However, should the characters successfully intervene in her desperate attempt to deny culpability, the formerly obnoxious Jacinth accepts responsibility for what she has done and vows to make things right. She does everything she can to help her friends recover from the ordeal and offers recompense to Maximilian's family for their loss. She takes this opportunity to change as a person, and pledges undying friendship to the adventurers — a commitment which she'd rather die than fail to uphold.

proper justice, however, the viscount and the families detest scandals so much that the parties discreetly settle the sordid affair with monetary recompense. Nonetheless, Jacinth becomes a pariah, making her a virtual exile among Port Shaw's elite. Port Shaw's elite welcome the characters as heroes for rescuing the *Dulcimer's* crew and destroying the malevolent being that poisoned Dolentla Island.

Depending upon their actions on Dolentla Island and in dealing with the *Iron Bastion*, the characters have gained valuable allies or made powerful enemies. For those running a *Razor Coast* campaign, these NPCs may appear on one side or the other in the party's battles against the minions of Dajobas and the Krakenfiend. For the moment, though, the characters bask in the adulation they deserve for saving lives and ridding the Razor Coast of an ancient menace.

APPENDIX A: NEW CREATURES

This contains stat blocks for the creatures found in the adventure that are not from the Fifth Edition SRD.

BEETLE, GIANT RHINOCEROS

Large beast, unaligned

Armor Class 18 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	2 (–4)	10 (+0)	6 (–2)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Symbiotic Vermin. Any living creature other than another giant beetle that ends its turn adjacent to a giant rhinoceros beetle must make a successful DC 15 Constitution saving throw or be poisoned until the end of their next turn.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 12 (2d6 + 5) piercing damage.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target that was not adjacent to the beetle at the start of the beetle's turn. *Hit* 18 (3d8 + 5) piercing damage.

CADAVER

Medium undead, chaotic evil

Armor Class 11

Hit Points 15 (2d8 + 6)

Speed 30 ft.

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

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Cadaver Fever. A creature who was clawed or bitten by a cadaver must succeed on a DC 12 Constitution saving throw at the beginning of his next short or long rest. Failure indicates the character is infected with cadaver fever. An infected character gains one level of exhaustion immediately and must repeat the saving throw at the end of every long rest. Each failed saving throw adds one more level of exhaustion; a successful saving throw at the end of a long rest means only that the character's condition doesn't worsen. The character recovers fully when he or she makes successful saving throws at the ends of two consecutive long

rests, or when *lesser restoration* or other magic is cast on the character.

Reanimation. When reduced to 0 hit points, a cadaver is not destroyed; rather it falls inert and begins regaining 1 hit point per round. Hit points lost to magical weapons or spells are not regained. When the creature reaches its full hit point total (minus damage dealt by magical attacks and weapons), it reassembles itself and stands up, ready to fight again. Scattering or even destroying the pieces of its body don't prevent it from magically reassembling and reanimating. If *gentle repose* is cast on the cadaver when it is at 0 hit points, it can't reanimate. A *bless* spell delays the reanimation, causing the creature to regain 1 hit point per minute instead of per round.

Actions

Multiattack. The cadaver makes one Bite attack and one with its Claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 5 (1d8 + 1) piercing damage plus the target may be infected with cadaver fever.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) slashing damage plus the target may be infected with cadaver fever.

CADAVER LORD

Medium undead, chaotic evil

Armor Class 15 (chain shirt)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Common, telepathy with all undead within 120 feet

Challenge 3 (700 XP)

Aura of Desecration. The cadaver lord and all undead within 20 feet of it have advantage on saving throws against effects that turn undead.

Cadaver Fever. A creature who is clawed or bitten by a cadaver lord must succeed on a DC 12 Constitution saving throw at the beginning of its next short or long rest. Failure indicates the character is infected with cadaver fever. An infected character gains one level of exhaustion immediately and must repeat the saving throw at the end of every long rest. Each failed saving throw adds one more level of exhaustion; a successful saving throw at the end of a long rest means only that the character's condition doesn't worsen. The character recovers fully when he or she makes successful saving throws at the ends of two consecutive long rests, or when lesser restoration or other magic is cast on the character.

Reanimation. When reduced to 0 hit points, a cadaver lord is not destroyed; rather it falls inert and begins regaining 1 hit point per round. Hit points lost to magical weapons or spells are not regained. When the creature reaches its full hit point total (minus damage dealt by magical attacks and weapons), it reassembles itself and stands up, ready to fight again. Scattering or even destroying the pieces of its body don't prevent it from magically reassembling and reanimating. If *gentle repose* is cast on the cadaver lord when it is at 0 hit points, it can't reanimate. A *bless* spell delays the reanimation, causing the creature to regain 1 hit point per minute instead of per round.

Actions

Multiattack. The cadaver lord makes one Bite attack and one with its Claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus the target may be infected with cadaver fever. A humanoid slain by this attack rises 24 hours later as a cadaver under the cadaver lord's control, unless the humanoid is restored to life or its body is destroyed. The cadaver lord can have no more than six cadavers under its control at one time.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 6 (1d6 + 3) slashing damage plus the target may be infected with cadaver fever. A humanoid slain by this attack rises 24 hours later as a cadaver under the cadaver lord's control, unless the humanoid is restored to life or its body is destroyed. The cadaver lord can have no more than six cadavers under its control at one time.

Scare (1/day). One creature of the cadaver lord's choice within 30 feet of it must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the cadaver lord is within line of sight, ending the effect on itself on a success.

CAPTAIN BARNABAS HAZELTREE

Medium humanoid (human), lawful evil

Armor Class 16 (+1 studded leather)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2
Skills Athletics +4, Deception +4
Senses passive Perception 10
Languages Common, Elvish
Challenge 3 (700 XP)

Sea Legs. The captain has advantage on saving throws against being knocked prone, as long as the effect doesn't also deal damage.

Actions

Multiattack. The captain makes two Scimitar attacks and one Dagger attack. Alternatively, he makes two ranged attacks with his daggers.

+1 Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

Parry. The captain adds 2 to his AC against one melee attack that would hit him. To do so, the captain must see the attacker and be wielding a melee weapon.

Equipment

Potion of healing, antitoxin, +1 studded leather, +1 scimitar.

CRYPT THING

Medium undead, neutral

Armor Class 15 (natural armor)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

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

Skills Deception +6, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Common
Challenge 5 (1,800 XP)

Magic Weapons. The crypt thing's weapon attacks are magical.

Actions

Multiattack. The crypt thing makes two attacks with its Claws.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage and 10 (3d6) necrotic damage.

Teleport Other (1/day). As an action, the crypt thing can teleport all creatures within 50 feet of it to a randomly determined location. A creature affected by the crypt thing's Teleport Other must make a DC 15 Wisdom saving throw to avoid being teleported.

An affected creature is teleported in a random direction (roll 1d4: 1 – north, 2 – south, 3 – east, 4 – west) and a random distance (1d10 x 100 feet) away from the crypt thing. Roll randomly for each creature that fails its saving throw. If the affected creature would arrive in a place already occupied by an object or another creature, the affected creature takes 14 (4d6) force damage and is not teleported.

DRAKON

Large beast, unaligned

Armor Class 16 (natural armor)
Hit Points 105 (14d10 + 28)
Speed 30 ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	15 (+2)	2 (–4)	12 (+1)	10 (+0)

Skills Perception +4, Stealth +7

Damage Resistances acid
Condition Immunities paralyzed
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 5 (1,800 XP)

Dissolving Gaze. When a creature that can see the drakon’s eyes starts its turn within 30 feet of the drakon, the drakon can force it to make a DC 13 Constitution saving throw if the drakon isn’t incapacitated and can see the creature. On a failed saving throw, the creature takes 3 (1d6 acid damage, its hit point maximum is reduced by an amount equal to the acid damage it takes (which ends after a long rest), and it’s paralyzed until the start of its next turn. Unless surprised, a creature can avert its eyes at the start of its turn to avoid the saving throw. If the creature does so, it can’t see the drakon until the start of its next turn, when it chooses again whether to avert its eyes. If the creature looks at the drakon before then, it must immediately make the saving throw.

Actions

Multiattack. The drakon makes one Bite attack and one Tail attack.
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 11 (2d6 + 4) piercing damage plus 10 (4d4) acid damage.
Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 8 (1d8 + 4) bludgeoning damage.
Acid Breath (recharge 5–6). The drakon exhales acidic vapors in a 15-foot cone. Each creature in that area takes 28 (8d6) acid damage, or half as much damage with a successful DC 13 Constitution saving throw.

“FILTHY JACK” LYVERLY

Medium humanoid (human), lawful evil

Armor Class 14 (studded leather)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6
Skills Athletics +10, Intimidation +5
Senses passive Perception 11
Languages Common
Challenge 5 (1,800 XP)

Brave. Filthy Jack has advantage on saving throws against being frightened.
Brute. A melee weapon deals one extra die of its damage when Filthy Jack hits with it (included in the attack).
Reckless. At the start of his turn, Filthy Jack can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Actions

Multiattack. Filthy Jack makes three melee attacks or two ranged attacks.
Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 11 (2d6 + 4) bludgeoning damage, or 13 (2d8 + 4)

bludgeoning damage if used with two hands to make a melee attack.
Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit* 6 (1d4 + 4) piercing damage.

Reactions

Parry. Filthy Jack adds 3 to its AC against one melee attack that would hit him. To do so Filthy Jack must see the attacker and be wielding a melee weapon.

Equipment

Potion of water breathing.

HAWANI

Medium humanoid, chaotic evil

Armor Class 13 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	5 (–3)	10 (+0)	12 (+1)

Saving Throws Str +5, Con +4
Skills Perception +2, Stealth +4
Condition Immunities charmed, frightened, stunned, unconscious
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, Common, telepathy 120 ft. (demons only)
Challenge 3 (700 XP)

Blind Rage. At the start of its turn, the hawani can gain advantage on Strength and Constitution saving throws as well as melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.
Thrall. A hawani has a telepathic link with its demonic master as long as the hawani and its demon overlord are on the same plane of existence. Its master can use this telepathic link to issue commands to the hawani or take total and precise control of the hawani, as if it were affected by a dominate monster spell. The hawani never receives a new saving throw to end this effect unless the link is dispelled or severed by magic.

Actions

Multiattack. The hawani makes one Bite attack and two with its Claws.
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d8+3) piercing damage, and the target must succeed on a DC 10 Wisdom saving throw or fall asleep for 1 minute. It wakes up if it takes any damage, or if another creature uses its action to awaken the sleeping creature. The sleeping target can repeat the saving throw on each of its turns, ending the effect on itself on a success. If a target’s saving throw is successful, or the effect ends for it, the target is immune to this hawani’s sleep effect for 24 hours.
Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target.
Hit 6 (1d6+3) slashing damage.

HAWANI — FORSAKEN OF THALASSKOPTIS

This gaunt, feral humanoid has blood red eyes, leathery skin, and wicked claws. It moves with a simian gait and has a mouth full of oversized, pointed teeth. Despite its monstrous appearance, it is not unimaginable that the creature may have been human at one time.

MAKING A HAWANI

The oppressive yoke of Thalasskoptis's mental domination transforms humanoids into monstrous creatures devoid of inhibition and possessing only the weakest self-determination. In simplest terms, a hawani is an impulsive being of pure violence and id.

Hawanis are created when Thalasskoptis dominates the same creature more than twice in any 24-hour period, which renders the victim unconscious. When the victim regains consciousness, it rises as a monstrous thrall under Thalasskoptis's complete domination. Unfortunately, they remain humanoid enough to breed.

Hawanis typically give birth to broods of three to five young at a time, and they reproduce at a remarkable rate, giving birth to two or even three broods per year. Hawanis remain fertile until they die. Their offspring mature rapidly, reaching adulthood in six years, though few survive to that age. The hawanis' dark master feasts on the life force of the living and the very young its hawanis produce give it most of the energy it needs.

Hawanis lack any societal structure or political hierarchy other than performing their master's bidding. In the absence of their master, the hawanis devolve into beasts of mindless rage with a tendency to tear each other apart and, oddly, lose their ability to reproduce. The hawanis attack with unbridled ferocity, inflicting as much damage as possible with their claw and bite attacks. They fight to the death, as their own demise feeds their insidious master.

JACINTH DEEPWARDER

Medium humanoid (high elf), neutral

Armor Class 14 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	14 (+2)	13 (+1)	12 (+1)

Saving Throws Dex +5, Int +4

Skills Deception +5, Investigation +6, Perception +5, Performance +6, Stealth +7

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Thieves' Cant

Challenge 2 XP (450 XP)

Cunning Action. On each of her turns, Jacinth can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/turn). Jacinth deals with an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of hers that isn't incapacitated, and Jacinth doesn't have disadvantage on the attack roll.

Actions

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Reactions

Uncanny Dodge. Jacinth halves the damage that she takes from an attack that hits her. She must be able to see the attacker.

Equipment

Antitoxin, a bronze ring (25 gp), soap, a pouch with 42 gp, four pearls (50 gp each), the Deepwarder signet ring (250 gp), perfume, and a crude nautical map of the Razor Coast and Sammerlock Sails region.

KO'OKU'WA

Medium humanoid (human), lawful neutral

Armor Class 11 (14 with mage armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Con +4, Cha +5

Skills Arcana +3, Persuasion +5

Senses passive Perception 11

Languages Common, Draconic

Challenge 2 (450 XP)

Dragon Ancestor. Ko'oku'wa has a black dragon ancestor.

Whenever he makes a Charisma (Persuasion) check when interacting with dragons, he makes the check with a +7 modifier.

Elemental Affinity. Ko'oku'wa adds his Charisma modifier to damage when he casts a spell dealing acid damage.

Spellcasting. Ko'oku'wa is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He has the following sorcerer spells available:

Cantrips (at will): *acid splash, dancing lights, friends, prestidigitation, ray of frost*

1st (3 slots): *charm person, ray of sickness, sleep*

2nd (3 slots): *detect thoughts, suggestion*

3rd (3 slots): *fear, water walk*

Tides of Chaos. Beginning at 1st level, Ko'oku'wa can manipulate chance and chaos to gain advantage on one attack roll, ability check, or saving throw. This can only be used once per long rest.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 1) piercing damage.

Equipment

Simple kappa clothing, sandals.

QUALMAGA’S WHALE

Huge beast, unaligned

Armor Class 13 (natural armor)
Hit Points 153 (18d12 + 36)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	14 (+2)	10 (+0)	12 (+1)	7 (–2)

Skills Perception +3
Senses blindsight 60 ft., passive Perception 13
Languages —
Challenge 4 (1,100 XP)

Echolocation. The whale can’t use its blindsight while deafened.
Hold Breath. The whale can hold its breath for 30 minutes.
Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 26 (6d6 + 5) piercing damage.

THALASSKOPTIS (THALASSKOPTIS DEMON)

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	20 (+5)	15 (+2)	17 (+3)	18 (+4)

Saving Throws Dex +8, Con +9, Wis +7
Skills Perception +7
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities cold, psychic, thunder
Condition Immunities charmed, frightened, paralyzed, prone, unconscious
Senses truesight 120 ft., passive Perception 17
Languages Abyssal, telepathy 120 ft.
Challenge 10 (5,900 XP)

Innate Spellcasting. Thalasskoptis’s innate spellcasting ability is Charisma (spell save DC 16). Thalasskoptis can innately cast the following spells, requiring no material components:
At will: *animate dead, charm person, clairvoyance, darkness, detect thoughts, dispel magic, fear, suggestion, teleport*
3/day: *dominate monster*

Actions

Multiattack. Thalasskoptis attacks four times with Tentacles, or it attacks twice with tentacles and either uses one innate spell or emits a toxic ink cloud.
Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is stunned, the hit is automatically a critical hit.
Toxic Ink (3/day). Thalasskoptis can squirt a cloud of poisonous ink into air or water. The ink creates a 60-foot radius sphere centered on Thalasskoptis, and it lasts for 1 minute. The cloud is stationary; it doesn’t move with Thalasskoptis. The area inside the cloud is heavily obscured. Creatures other than Thalasskoptis in the ink cloud must make a successful DC 17 Constitution saving throw against poison or be stunned for as long as they remain inside the ink cloud.

Legendary Actions

Thalasskoptis can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. Thalasskoptis regains spent legendary actions at the start of its turn.
Bite. *Melee Weapon Attack:* +8 to hit against one creature grappled by Thalasskoptis. *Hit:* 11 (2d6 + 4) piercing damage and the target must make a successful DC 17 Constitution saving throw or take 9 (2d8) poison damage and be poisoned for 1d6 rounds.
Innate Spellcasting. Thalasskoptis casts a spell it can cast at will.
Tentacle Grab. Thalasskoptis makes one Tentacle attack. If this attack hits, the target is also grappled.

TULITA SLAVES

Medium humanoid (human), neutral

Armor Class 11
Hit Points 39 (6d8 + 12)
Speed 30 ft.

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

Saving Throws Strength +4, Constitution +4
Skills Athletics +4
Senses passive Perception 10
Languages Common
Challenge 1 (200 XP)

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

Actions

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

Equipment

Simple kappa clothing, sandals

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SINFUL WHISPERS

by Tom Knauss

They tell of a lonely island that bears Great Pele's footprints.
An isle seared by a mother's vengeance for the evil wrought on
Her beloved children - and where gods smite the earth, only fools
dare tread. On the Razor, 'tis folly, indeed, to walk any ground
She condemned.

Yet still, mortals come. Legends of a secret magic hoard, the fate of a
missing whaler, and the strange tale of a lone survivor beckon to shores
grown as lush and inviting as a siren's irresistible song.

"This way", encourages a sly whisper adrift on the wind. "Come,
and I shall make you mine." From ruins where once She trod in wrath,
the temptations of an ageless evil speak after centuries of silence.

Sinful Whisper is a 5th-level adventure of supernatural and
psychological horror set on a mysterious island on the Razor Coast
grown verdant with time. Here the characters must overcome both their
deepest fears and most banal desires to combat a depravity so deep it
survived the retribution of a goddess.



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