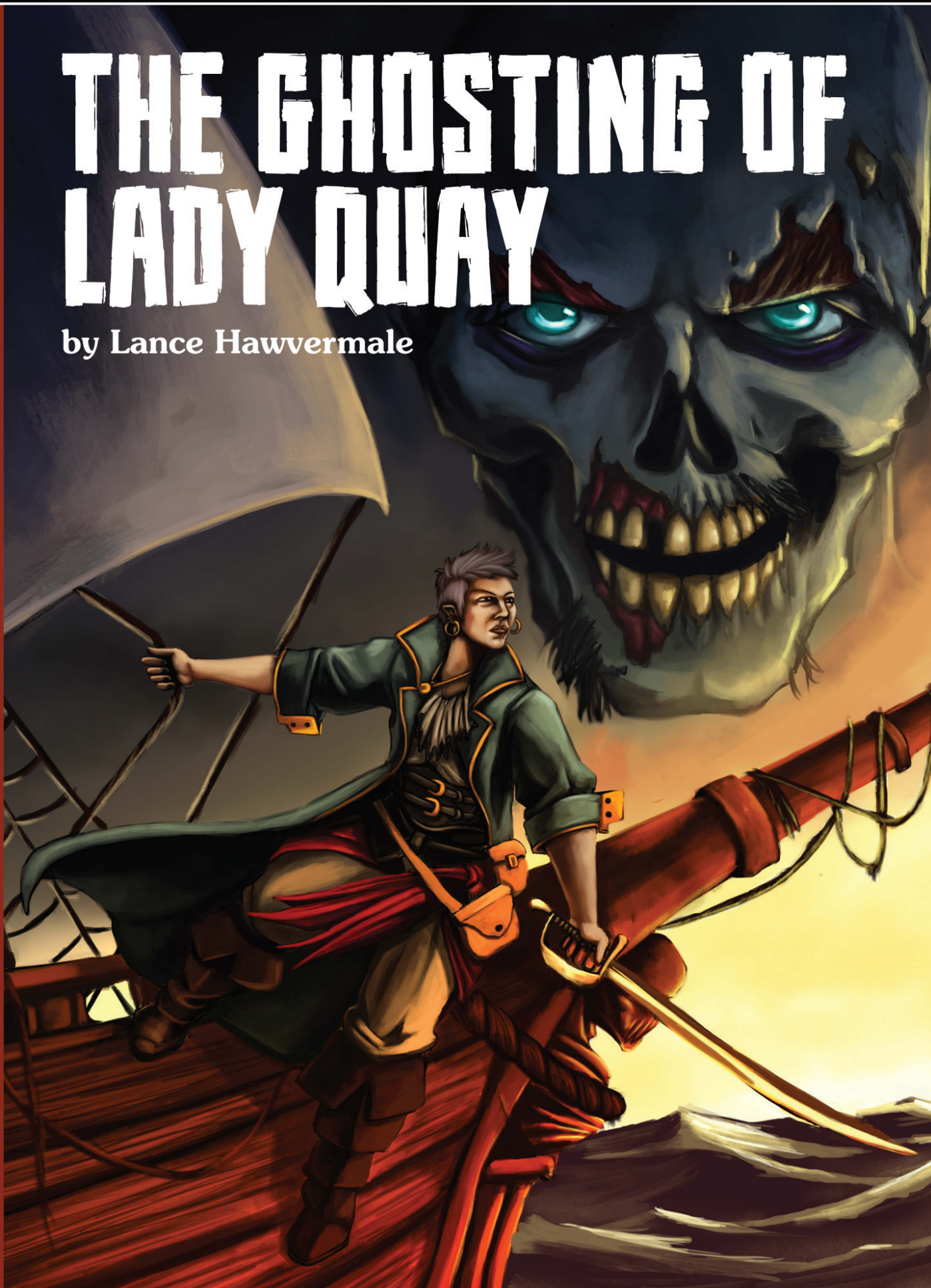




FROG GOD GAMES ADVENTURES

THE GHOSTING OF LADY QUAY

by Lance Hawvermale



5TH EDITION
COMPATIBLE

THE GHOSTING OF LADY QUAY

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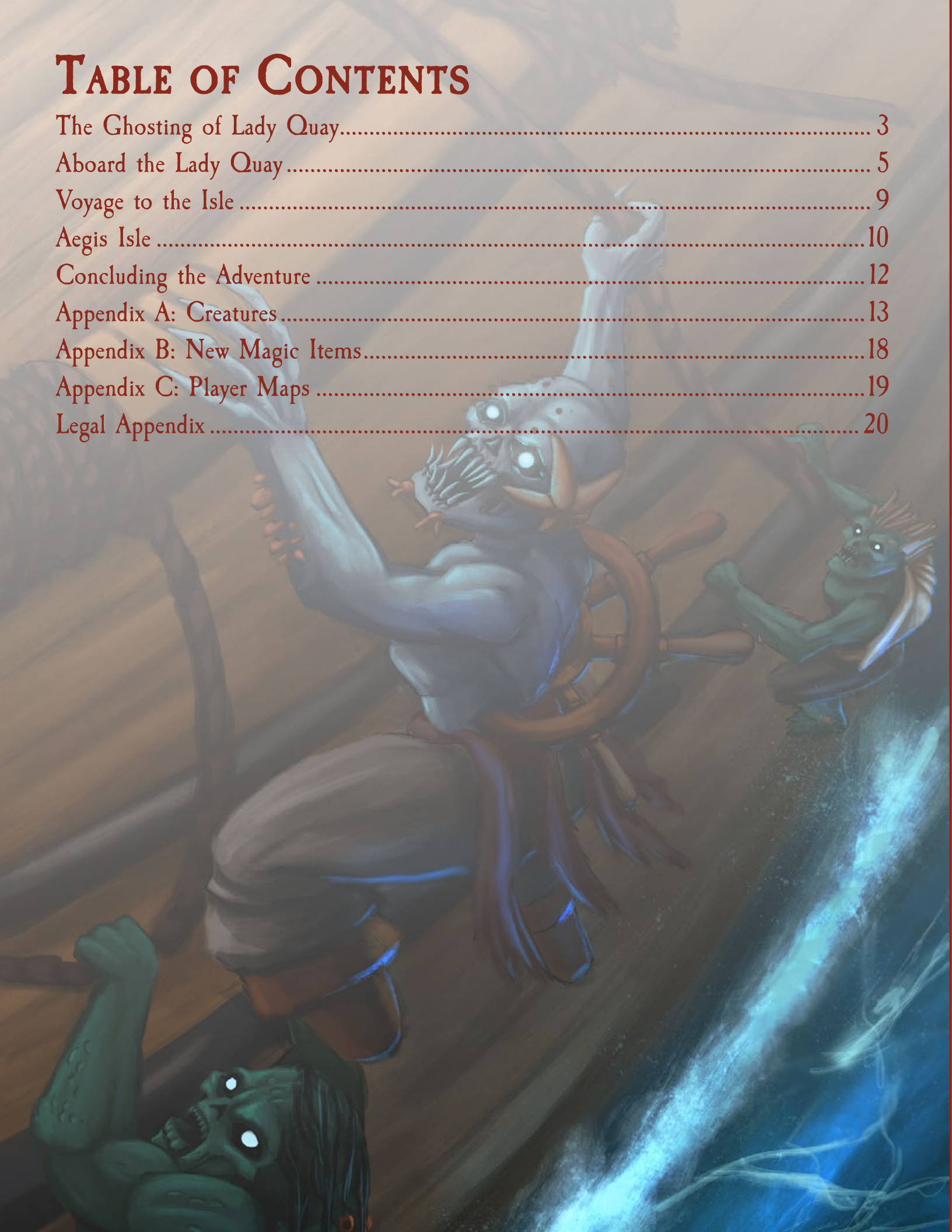
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THE GHOSTING OF LADY QUAY

BY LANCE HAWVERMALE

AN ADVENTURE FOR 5E

The Ghosting of Lady Quay is a story of tragedy on the high seas and is designed for a party of four Tier 2 characters. Though the action takes place in the Domain of Hawkmoon, it can easily be relocated to the ocean of any fantasy campaign setting. Adjust the names of people, places, and gods as appropriate.

ADVENTURE BACKGROUND

Any mariner can tell you that ghosting is a nautical term used to describe how a ship sometimes sails in a calm when the wind is apparently absent. One vessel particularly prone to this mysterious occurrence recently put into dock at the wharf of Swordport, a city on the shore of the Moonsilver Sea. Though she appears quite well rigged and a fair sight to the eye of any able seaman, the *Lady Quay* is actually a ship in terrible straits. Her captain is tormented by liquor-washed nights of self-reproach, her crew whispers mutiny, and her cargo hold conceals a freight that spells disaster for any who look upon it.

Captain Winnifer Miro, 52 years old on the day the adventure begins, has spent more of her days at sea than on dry land. She is as seasoned to the ways of Mother Ocean as any sailor hailing from any port. A master navigator and intuitive leader, Captain Miro has made a name for herself and with it a small fortune; indeed, merchants bid on her services and pay premium wages for her time. They know their goods are practically guaranteed to arrive at the destination on schedule, as long as Winnifer Miro commands the helm. Though her personal life has always been a thing open to rampant speculation and barroom prattle, one piece of her myth known to be true is that she recently lost her one true love. Captain Miro has had many ephemeral romantic affairs in her time, as is a sailor's wont, but young Thispin Venroth was the only captain of her heart. Sadly, rumor has it that Thispin was murdered by pirates in a distant buccaneer town. The pirates also pillaged and burned the ship that Captain Miro was commanding, the robust *Night Heron*. Since then, she's used her considerable wealth to purchase and outfit the *Lady Quay*. She is now at Swordport to fill out her crew complement for a quick voyage to deliver medical supplies to a small island in the Moonsilver Sea.

Or so she claims. The truth is, several months ago, Winnifer Miro and her lover Thispin Venroth were hired to deliver a fell cargo of essence ingots to a sorcerer on Aegis Isle. They loaded the essence ingots into the hold of their beautiful ketch, the *Night Heron*, unaware that these dangerous black bricks contained the trapped souls of once-living creatures. The ubiquitous ship rats gnawed on the crates and eventually were infected after consuming portions of the tainted ingots. The rats transformed into malevolent creatures known as soul nibblers. When the soul nibblers began biting the crew, the fatalities quickly mounted, and the frightened sailors declared an all-out mutiny. The ensuing fight was savage and bloody, and the *Night Heron* caught fire during the fray. To save their own lives, Captain Miro, Thispin, and boson Rekello slew a dozen of their own men. But Thispin was mortally wounded and died as the ship was sinking.

Fully expecting to drown clinging to the body of her beloved, Captain Miro was startled to find her ship rise from the clutches of the cold sea. Instinctively she felt a new presence aboard, a phantom atmosphere that chilled her blood. Only days later, when her crewmates

rose up as undead horrors, did she finally realize what had happened. Teeming with the dark chemistry of essence ingots, soul nibblers, dead sailors, and acts of sedition, the *Night Heron* was a crucible of negative energy. It became a draug ship, its sailors now brine zombies and lacedons (see **Appendix A** for details on these creatures).

Captain Miro and her faithful boson were the only living people aboard the haunted vessel. Though nearly driven mad by the experience, the captain finally recovered enough of her wits to embark upon a daring plan. She cloaked the entire vessel in a powerful *mirage arcane* to make it appear as a bright and glistening vessel rather than the seaweed-clogged, tattered, and charred wreck that it truly is. She renamed it the *Lady Quay* and vowed to set its undead crew to rest by delivering its cursed cargo to the sorcerer on Aegis Isle. She rightly believes that by completing her original contract and offloading the essence ingots, she can unravel the dark forces that bind her crewmates to their current undead state.

ADVENTURE SYNOPSIS

Boson Rekello hires the characters to serve aboard the *Lady Quay* during the short journey to Aegis Isle. If the characters are experienced sailors, Rekello employs them as such. Otherwise, they are hired for their strength at arms, as every vessel sailing into the perilous Moonsilver Sea is wise to man itself with sturdy marines. Soon the characters learn that not everything on the ship is as it first seems. Further investigation reveals various layers of the story detailed above. The heroes must deal with the undead crew while simultaneously fending off the normal aquatic predators. In the end, they have the chance to help the captain complete her quest, but only after conveying the volatile essence ingots through a colony of crabfolk to the doorstep of the evil sorcerer who is subjugating them.

ADVENTURE HOOKS

The characters can find themselves at Captain Miro's disposal in several ways. These adventure hooks are suitable for nearly any campaign with an appropriate coastal town or dock:

- * The heroes are looking for work, and Boson Rekello approaches them with an offer after they exhibit their martial skill. This is the least obtrusive means of inserting the characters into the quest and allows you to seamlessly insert this material in between other adventures.

- * A wizard requires a rare material component and hires the characters to bring it back. The component is actually the small, hardened ball of sand produced as waste material by crabfolk. Word around the docks is that the *Lady Quay* is bound for crabfolk waters.

- * A relative of the deceased Thispin Venroth asks the heroes to investigate the exact manner of his death.

BEGINNING THE ADVENTURE

The characters first come to Rekello's attention after skillfully fighting off a band of dockside brigands. These scalawags try to shanghai the heroes to work aboard one of the grimy vessels moored along the wharf's notoriously licentious South Point. For reasons of their own, the characters are visiting the Swordport harbor, perhaps in between adventures or en route to another destination. Regardless of their reason for being here, they are suddenly beset upon by four ruffians (use the statistics of a **bandit captain**, except the ruffians use clubs in place of scimitars) who attempt to beat them into submission.

They say that few coastal towns cater to so diverse a crowd as that of Swordport, otherwise known as the City of Shrouds. The city takes its moniker from the considerable number of ships that crowd its harbor, each one a tangle of shrouds, ropes, and sail lines. In fact, rope-making and sail-mending are two of the principal vocations practiced here. But the taverns are also a mainstay of public life, and it's to the largest and most notorious of these that you're heading when trouble breaks out.

On the left side of the wharf stands the Dead Reckoning, an alehouse without equal. On the right, where the boardwalk meets the water, is a group of ruffians, weapons in hand. The biggest of them smiles with black, rotted teeth. Tapping their clubs against their palms, the four men advance.

PARLEY WITH BOSON REKELLO

As boson of the *Lady Quay*, Rekello (use the statistics of a **gladiator**, except Rekello also has proficiency with navigator's tools) is one of only two surviving members of the doomed *Night Heron*. He knows the full history of that vessel, including the love affair between Winnifer Miro and the swashbuckling Thispin Venroth. He knows of the essence ingots and Captain Miro's obsession with delivering them to Aegis Isle and dispelling the curse on her ship. In fact, Rekello is one of the captain's oldest friends, having been at her side through dozens of waterborne campaigns. Though he believes his captain has gone slightly mad during recent events, his loyalty remains true. He has come ashore in a dinghy to recruit able-bodied sailors and marines for the final voyage of the ghost ship *Night Heron*, now disguised as the radiant *Lady Quay*.

The *Lady* requires a minimum crew of 16 to maneuver at full effectiveness. Rekello takes heart when he sees the characters dispatch the wharf bullies and tried to recruit them as a result of their martial display. He's already troubles the pubs and enlisted a dozen sailors of varying skill levels. If the characters are knowledgeable sailors, he asks to hire them as such. If they possess no nautical talents, he offers to take them aboard as marines, as the Moonsilver is a dangerous sea. Rekello is rather desperate, and he offers the characters enough wages in pure gold coins that they should find it difficult to decline. Set the final figure high enough to tempt the characters, the exact amount depending upon the general affluence of your campaign world. In campaigns where money is rare or if the characters are down on their luck, as little as 100 gp each might be enough to persuade them, while in other worlds, a sum of ten times that is more appropriate. Whatever the ultimate offer, Rekello explains that the *Lady Quay* is an extremely fast vessel (supernaturally fast, as it turns out), and the

trip to the island should take no more than three days. He promises to have them back in Swordport within one week, whereupon he'll pay the remaining half of whatever he owes them. If questioned about the voyage, he parts with the following details, ever careful not to divulge too much information.

* Captain Winnifer Miro's last ship, the *Night Heron*, met with a bad end, and this is her first expedition since losing her consort, the dashing Thispin. Rekello waxes poetic about the captain's exploits, her previous commands, and her high standing among those in her profession.

* Today is Captain Miro's birthday. Rekello has come ashore to enlist a crew for the *Lady Quay* and to procure a butt of fine ale to celebrate the occasion. He's hoping that a birthday soiree will help the captain get her mind off the dark thoughts that continually trouble her.

* The goal of the voyage is the safe delivery of medicinal herbs and healing draughts, to be signed over to a missionary-sorcerer working on Aegis Isle. The island is home to a large colony of crabfolk, a race of humanoid crustaceans about which very little is known.

* Rekello is recruiting the characters because the Moonsilver Sea teems with pirates and natural predators. The heroes are to serve as the ship's defenders against such adversaries.

All of what the boson says is true. If the characters ask around the docks concerning Captain Miro, Rekello's story is confirmed, and all the old salts praise the captain's name, though they lament her recent blight of bad luck, namely the loss of Thispin, her lover. The only oddity the characters discover is the rumor of the *Lady Quay*'s propensity for ghosting. It seems that several people on shore have noticed that the *Lady* moves pointedly in the harbor, even in the complete absence of wind. Ghosting is not uncommon, however, as ships of all types experience such an event once in a blue moon. The old salts just shrug it off. On the open seas, anything can happen and usually does.

If the characters agree to the boson's terms, he advises them to provision themselves for a weeklong journey on the open sea. He asks them to "sign articles" and withdraws from his doublet a lengthy document detailing their business arrangement. When all is ready, he invites them into his dinghy and rows out to meet the *Lady*, which is moored in the harbor and shining like a floating palace upon the water.

ROLEPLAYING THE BOSON

Rekello's small store of trust for his fellow man has been given entirely to his captain, Winnifer Miro. Though amicable with the characters, if somewhat stern as a taskmaster aboard ship, he never extends to them any measure of faith. Too often his friends have betrayed him. But what Rekello fails to invest in the rest of mankind he devotes entirely to Captain Miro. He willingly defends her every action, no matter how blurred by drink that action might be. Perhaps in his secret heart he has always loved her, though he would never put this feeling into words.

ABOARD THE LADY QUAY

The *Lady Quay* is a ghost ship in disguise. In reality, she is a wrecked bulk of planks and torn sails, of rotten shrouds and sagging yardarms. Her keel is irreparably split, her rudder nothing but a splintered stub. Fetid seaweed clings to her warped bulkheads like rotting flesh. By all rights she should be resting on the bottom of the brine. However, due to the power of the resident draug (see **Appendix A**), the ship is held together with foul magic and propelled by a motive force from one of the Lower Planes. The draug is actually the *Night Heron's* former quartermaster, Poshkin the Tame, who led the mutiny that brought about the ship's destruction. Upon his death, Poshkin transformed into a draug, and it is his powerful yet dreadful presence that keeps the vessel afloat. Thus, Poshkin and Captain Miro maintain a delicate and dangerous truce: without Poshkin, the ship sinks, and without the captain, the essence ingots cannot be offloaded so the undead can find eternal rest. Everyone agrees the ingots must be removed. When the characters board the ship, the draug and his undead cohorts are skulking in the vessel's dark crannies to avoid detection. Captain Miro and Boson Rekello are fully aware of the undead beings lurking throughout the vessel, but they are powerless to expel them.

Captain Miro masks the ship's true appearance by using a potent magic item known as the *sextant of seeming*. Hidden within the privacy of the captain's quarters, the sextant produces an illusory field that makes the *Lady* appear whole and hale, as per the spell *mirage arcane*. For more details on the *sextant of seeming*, refer to **Appendix B**.

When the characters board the ship, give them time to mingle with the rest of the 16 crew members, all of whom have been hired straight off the Swordport dock within the last few hours. These men

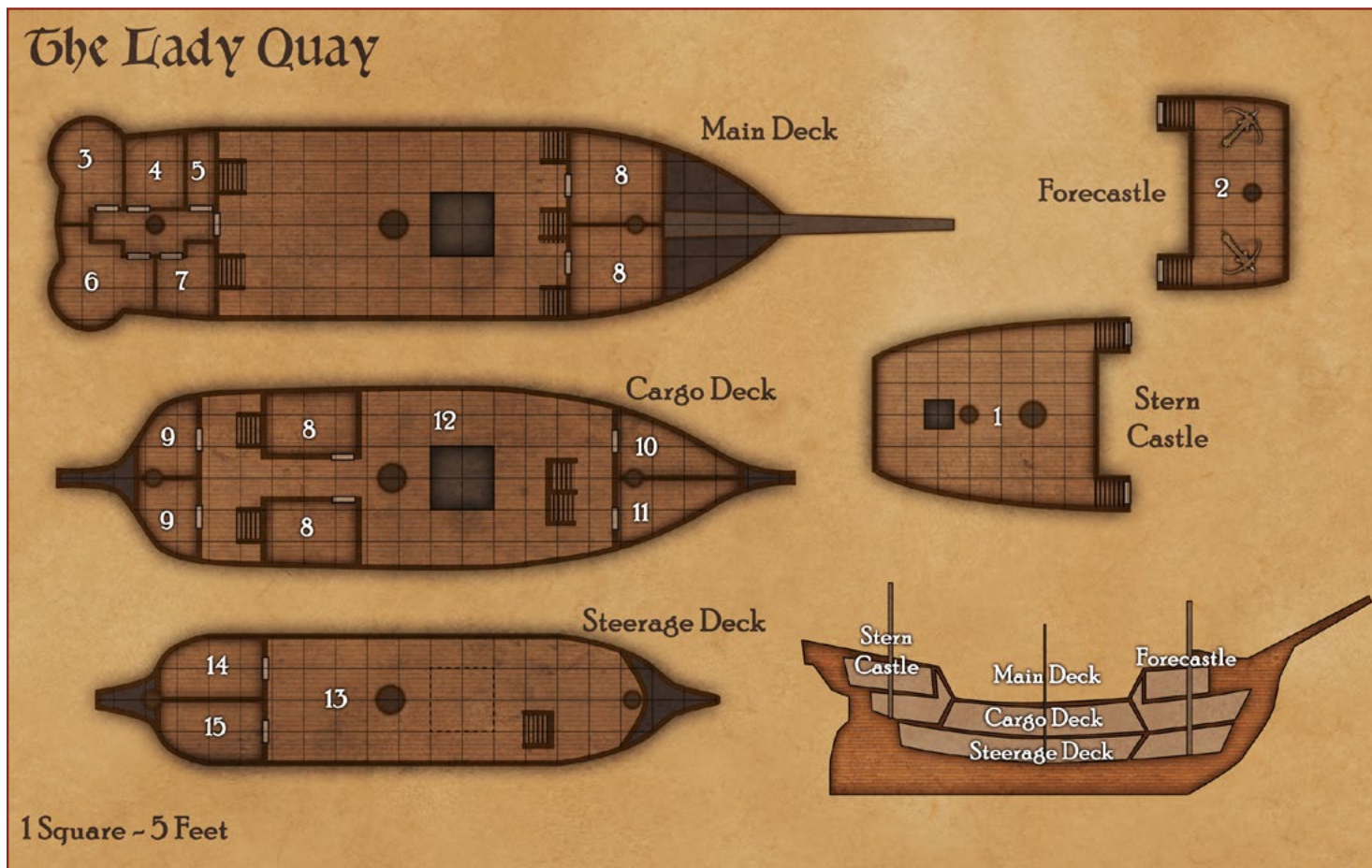
and women are a rather disparate lot, representing all nationalities and backgrounds. Rekello gives everyone a tour of the belowdecks area, then commands that the crew make ready to put to sea. There is little time to waste, as the medical supplies must reach Aegis Isle as soon as possible. The boson offers no details of certain sealed parts of the ship, telling the characters that any door held fast with one of the large iron locks is considered none of their business. They are being paid to protect the medical supplies, not to inspect them. All such areas are marked Locked in the descriptive text; only Rekello and the captain hold keys for these doors. After he's finished with his speech and his hasty tour, he introduces the sailors to their captain, the incomparable Winnifer Miro. For a full description of the captain, refer to **Area 6**. Other than the locked rooms, the ship is the characters' to explore as they choose.

SHIP FEATURES

Doors. Though much of the original ship is in disrepair and hidden beneath the illusion, the doors of the ship are sturdy wood with an AC 15, 20 hit points, and a damage threshold of 10.

Lighting. The rooms and lower decks of the ship are dimly lit by lanterns hanging on the walls, unless otherwise noted.

Locks. Several rooms throughout the ship are locked with stout, iron locks. A locked door can be opened with a successful DC 20 Dexterity check using thieves' tools.



1. STERNCASTLE

Captain Miro is often seen here, hands on the ship's mighty wheel, as she guides the *Lady Quay* through the water. As the highest point on the vessel, the sterncastle offers a dazzling view of the sea. A catapult stands just behind the helm.

2. FORECASTLE

Hanging from the foremast is an ominous, black leather bag. The bag contains the boson's much-feared cat-o'-nine-tails, which he takes out whenever a sailor needs punishing.

3. BOSON'S QUARTERS

The door to this room is **locked**.

Rekello calls this spartan cabin his home. His cot is tidy, and his few personal effects are stored neatly in his footlocker. Like the captain, Rekello keeps his personal wealth in certain strongboxes ashore.

Logbook. Rekello also keeps a detailed ship's log in which he chronicles the vessel's daily progress and position, as well as a concise and rather objective account of all shipboard events. If the characters peruse this journal, they learn the true fate of the *Night Heron* and the identity of the undead down in the cargo hold. Rekello also states matter-of-factly that Captain Miro's lover was killed by mutineers who handled the "black bricks" and subsequently rose as undead. Finally, the boson reports on the captain's steady decline into a state of melancholia.

Nautical Charts. Rekello's collection of nautical charts is second to none and could fetch as much as 2,500 gp if sold to the right buyer.

4. GALLEY

The ship's cook prepares meals for the crew in this room.

The current cook, only recently hired, is a dwarf who goes by the name of Scutlind (use the statistics of a **thug**). Scutlind is very superstitious and admits to having heard strange sounds from below decks. He eagerly imparts all manner of tales concerning the captain, most of which is baseless hearsay, but some small measure of it has the ring of truth.

5. ARMS MAGAZINE

The door to this room is **locked**.

This small locker holds 15 shortswords, 10 cutlasses (treat as scimitars), 12 harpoons, 20 shortbows, 500 arrows, and a single, dented greatsword. One of the cutlasses, unremarkable in appearance from the others, is actually a *scimitar of speed*.

6. MASTER STATEROOM

The door to this room is **locked**.

This lush cabin serves as the quarters for the ship's owner and captain, **Winnifer Miro** (see **Appendix A**).

The ship's master cabin is a study in shadows and elegance. Though the expansive bay windows looking out over the stern are covered in heavy burgundy drapes, the glow from a single candle provides just enough light to discern the massive writing desk and its clutter of maps and navigation gear. A birdcage on a tall steel pole towers over the desk, though the cage's tiny door is open and there is no bird inside. The bed is cloaked in the gloom, but its silhouette reveals that it is a large canopied affair, piled with quilts and pillows. An exotic perfume permeates the cabin. The floor is covered in discarded clothing and empty rum bottles.

Captain Winnifer Miro is striking in appearance, especially for a woman of 52 years of age. Her short, spiked hair is the color of her cutlass blade, a vibrant silver, and she is seldom seen without a sweat-stained strip of red silk tied around her head. Her headband matches her waistcoat, which has buttons made of pure gold, like the hoops that dangle from her ears. Like many sailors, the captain has spent her life barefoot, the better to tread the canting deck and navigate the shrouds. She dons boots only when battle is imminent. In her youth, she was an arresting beauty, and, though the rigors of her trade have left their mark in the wrinkles at her eyes and in the coarseness of her skin, she has matured into a handsome, if unrefined, woman.

Treasure. The captain keeps little of value in her cabin, storing the bulk of her wealth at Swordport and other cities. She released the songbird from its cage on the morning after Thispin's death, setting it free to the open sky. One of the desk drawers contains a purse of four diamonds (500 gp each). The *sextant of seeming* (see **Appendix B**) lies innocuously atop the desk among several other navigational instruments.

ROLEPLAYING THE CAPTAIN

Winnifer Miro lives with sadness. Her next of kin is the rum bottle, and she long ago bequeathed it the better part of her soul. Though she considers herself damned for the life she's lived, she's still quite full of vigor and a lust for derring-do. She vacillates from bouts of dour melancholia to fits of reckless joy. She is cunning in combat and as full of artifice as any illusionist, but she is also dependable in battle and a stalwart defender of anyone she calls her friend.

7. LINE AND ANCHOR STORAGE

Ropes, hawsers, lines, and every other type of shipboard tiedown is stored here, usually in neat and precise coils, along with blocks (pulleys) and other devices that outfit the sails and masts. An extra anchor, weighing 1,000 pounds, sits against one wall.

8. CREW QUARTERS

Each of these rooms is strung with hammocks to accommodate dozens of crewmen. There are also many footlockers, pegs, hooks, and other places to store a sailor's dunnage. Characters hiring on as sailors, rather than as marines, are billeted here. When off duty, the sailors (use the statistics of a **thug**, except for two of the sailors who use the statistics of a **scout** — these sailors were hired for crow's nest duty) play cards, dice, and other games, at varying levels of gaiety and inebriation, depending on the nature of the night. There are 16 sailors aboard the *Lady Quay*.

9. MARINE QUARTERS

This room appears much like the standard crew quarters, if somewhat cleaner. If the characters are employed as ship's defenders, they are quartered here, sleeping in hammocks and stowing their gear in the accompanying footlockers.



10. BRIG

The door to this room is **locked**.

The door to this room is iron-shod oak with an AC of 16, 22 hit points, and a damage threshold of 10. The interior reeks of sweat, feces, and desperation. The bulkheads are clawed and scraped with lewd aphorisms and ribald shanties. Before docking at Swordport, Rekello and Captain Miro trapped a **lacedon** (see **Appendix A**) here, one of the ship's former crew members that was transformed into an undead creature upon that last, fateful voyage. This aquatic ghoul still wears the tattered raiment of a sailor. It tries to avoid the characters and seeks to kill the boson or the captain. Astute characters might note the ghoul's odd behavior and its single-minded intent.

11. CARPENTER'S STORES

Stacks of lumber, barrels of pitch, and buckets of nails fill this room, along with other equipment used to mend the ship.

12. UPPER HOLD

This appears much like any ship's hold and is stacked with crates, boxes, barrels, and other containers. Typically, this hold includes barrels of rare spices, bolts of fabric, sacks of flour and potatoes, and exotic lumber. The characters can easily spend hours rummaging around through the boxes, and none of the sailors hassle them if they do. However, for every 1 minute they spend searching the hold, the characters have a 50% chance of disturbing five **brine zombies** (see **Appendix A**). These undead were once members of the *Night Heron* but drowned when the ship burned and sank.

13. LOWER HOLD

The door to this room is **locked** and the room is covered in darkness.

The trapdoor that opens onto the stairs leading to the lower hold is stoutly locked. Everyone is told the medical supplies are stored here. In actuality, the door is sealed to keep the newly-hired crew out and to keep the undead in. This large storage room contains the dreaded essence ingots and is haunted by the former quartermaster, Poshkin the Tame, and his fellow mutineers.

Though one might expect this hold to be crowded with crates of all sizes, most of the space is unused. Only four small crates are lashed to the deck. Strangely enough, the crates are made of lead. Thick iron chains are wrapped about them, held fast with locks of exceptional quality. The lead chests have AC 15, 30 hit points, and a damage threshold of 5. The locks can be picked with a successful DC 22 Dexterity check using thieves' tools.

Before the *Night Heron* fell, ship rats gnawed through one of the containers and chewed on the essence ingots inside, eventually spreading the corruption that cursed the crew. A suffusion of necrotic energy transformed the rats into soul nibblers.

Creatures. Poshkin is now a **draug** and his mutineers are four **brine zombies** (see **Appendix A** for both). He doesn't wait long before attacking anyone other than Captain Miro or Rekello who enters this area, leading his brine zombies into the fray.

Treasure. Other than the four lead crates, the cargo hold is empty. Each chest contains 30 small, black bricks, each about six inches long. The bricks appear to be made of smooth, glistening stone. A successful DC 15 Wisdom (Perception) check notices faint impressions in the bricks, as if the ghostly images of tortured, screaming faces have been engraved in the stone.

ESSENCE INGOT

If the characters crack open the crates and find the bricks, they'll likely expend some energy trying to divine the purpose of the stones. Each essence ingot contains the soul of a humanoid. It appears as a black brick as smooth and glossy as obsidian; in fact, it is often mistaken as such. An ingot weighs 2 pounds. Rippling faintly across the brick's surface are the barely visible images of screaming faces. An essence ingot is a distilled spirit, condensed from the body and unable to pass into the afterlife. In this form, the spirit can be used as a type of energy to power certain rare and fabulous mechanical devices. Necromancers with advanced schooling in the art of engineering have been known to construct machines to carry out a variety of purposes. An essence ingot serves as the fuel for

such machines. Necrotic energy contained within the machine is used to consume the trapped soul, and the force created from this reaction causes gears to turn and wheels to spin.

An essence ingot has AC 19, 10 hit points, and a damage threshold of 5. An imprisoned soul can be released from one of these bricks by targeting the ingot with the *remove curse spell*, which allows the spirit to move on to the afterlife or return to its body, as long as its body is within 50 feet of the ingot. If the brick is broken, the soul is forever destroyed. A creature that holds an essence ingot for 1 minute must succeed on a DC 15 Constitution saving throw or gain 1 level of exhaustion.

14. SHIP'S STORES

The room is covered in darkness.

This small room is crammed with crates of provisions, including six casks of pickled cabbage and radishes, eight 400-pound bales of ship's biscuits, a hogshead of sugar, and one 400-pound cask of dried peas, which are a favorite treat among the crew. There are several rat carcasses here, the remains of normal rats being feasted upon by the three **soul nibblers** (see **Appendix A**) that inhabit this room.

15. WET STORES

The door to this room is **locked**, and the room is covered in darkness.

Inside are two butts of grog (watered-down rum), fifteen bottles of mediocre wine, and three baskets of fresh apples.

CONFRONTING THE CAPTAIN

If the characters obey the boson and stay away from the cargo hold and other areas, odds are they spend the journey unaware of the nature of their true cargo. If you'd like, one of the brine zombies can escape the hold and wander up to the main deck to attack one of the sailors, thus alerting the characters that something might be amiss below decks.

If the characters discover the weird black bricks that are the essence ingots and question Rekello, he tells them nothing. Not even under duress does the boson betray his captain's trust. If the characters confront Captain Miro about the draug, the ingots, and related events, she simply reminds them that they're not being paid to ask questions. If they persist, she sighs, but eventually acquiesces. After all, there's little to be gained by withholding information. She invites the characters into the master stateroom and breaks out her best bottles of rum. She drinks copiously and expects the characters to do the same. Though Captain Miro slowly sinks into inebriation, she is cold and reserved in her drunkenness; the drink loosens her tongue but does nothing to lighten her spirits. Sorrow has its own decorum, and even in her cups she strictly maintains it.

Characters who act the part of sailor-comrades and drink the rum can expect the captain to disclose everything about the history of the *Lady Quay* and the doomed enterprise that befell her. If the characters are standoffish, refusing to share the captain's liquor, or — even worse — they insist on being incorrigible landlubbers, then Captain Miro reveals only scraps of information. In truth, she's been looking for a way to pump some of the bilge from her soul, and her conversation with the characters proves to be a catharsis. She knows the essence ingots are dangerous, and she suspects that they were the cause of her crew's downfall. At the conclusion of her story, she vows to deliver the ingots to the sorcerer on Aegis Isle, collect her payment of 5,000 gp in pearls, and by doing so lay to rest the undead that haunt her vessel.

VOYAGE TO THE ISLE

Refer to the Hawkmoon map, specifically that part designated as the Moonsilver Sea, to find the location of Aegis Island.

Anything can happen to the *Lady Quay* during the trip. Though you may beleaguer the ship with any kind of inclement weather, aquatic marauder, or other obstacle of your choice, the vessel generally travels at the speed of the standard sailing ship, modified by wind speed and other factors. Insert any of the following events during the course of the three-day trip to the island.

GONE FISHING

The Moonsilver Sea is rich in a variety of aquatic life, both mundane and magical. Characters trolling the waters, casting nets, or swimming around the ship can expect to encounter all manner of creatures, such as a pack of sahuagin who leap onto the boat from the backs of hunter sharks or a gulper eel (see **Appendix A**) looking for a meal. You can also choose an appropriate creature or creatures from the new monsters in **Appendix A**, such as a school of blue-finned vants, a mated pair of deck devils, a glowflume swarm, or a crested nisp and its shark pets.

If the characters haven't yet discovered the truth about the *Lady Quay*, you can hint at the peculiarity of the ship with a sail moth or tirmanha swarm (both found in **Appendix A**) attacking the illusion-shrouded ship then veering off after being unable to eat the sails (non-existent) or wood (rotten and coated in sea slime). A successful DC 15 Intelligence (Nature) check knows the true nature of the creatures and recognizes their sudden halt of feasting as odd behavior.

DEAD SAILORS

At some point during the trip to or from Aegis Isle, the lookout in the crow's nest describes the flotsam of a scuttled vessel, perhaps the remains of a recent battle in which one of the combatants was pulverized by siege engines. Random bits of cargo float among the smashed spars and hull sections. The largest crate is held afloat by a large sheet of planks that were once the deck of the ruined ship's cargo hold. Even still, the crate is half submerged and obviously won't remain above the surface much longer. The crate weighs nearly 1,000 pounds for purposes of hauling it aboard the *Lady Quay*. The crate's original contents have been discarded and it now serves as the home of four **lacedons** (see **Appendix A**). The lacedons attack immediately.

Treasure. Characters who ardently search the wreckage for drifting booty recover the following after 1d4 hours of plucking items from the clutches of the sea: five bottles of grog, two bottles of premium rum worth 20 gp each, a +1 *shield* emblazoned with the symbol of an infamous orc tribe, a decorative oar inlaid with mother-of-pearl and engraved with mermaid images worth 100 gp, a buoyant and waterproof scroll tube containing a *spell scroll* of *conjure animals*, and a waterlogged painting in a gilded frame worth 500 gp if dried sufficiently. The portrait depicts Burgrave Malva, the current administrator of the city of Hawkmoon.

A WOMAN IN NEED

Select a character at random to witness the following sight:

No more than fifty yards off the port bow floats a giant patch of seaweed. A homely mermaid struggles to escape the tangle of seaweed wrapped around her. Catching sight of the ship, she cries out for help.

Though it appears to the casual observer that this merfolk has found herself in a spot of trouble, the entire scene is a ruse. The mermaid is not a merfolk at all, but rather a **sea hag** who is in disguise and who has cultivated a patch of **keel kelp** (see **Appendix A**) to help her lure unsuspecting sailors to their doom. The keel kelp has a mild fondness for the sea hag who it views as a provider of food. When the ship gets close enough, the keel kelp latches onto the hull and the sea hag climbs on deck, revealing her true form. If the characters convince the *Lady Quay* to steer toward the keel kelp and the mermaid, the ship's pilot has disadvantage on the check against the keel kelp's Ship Hunter trait.

Treasure. The sea hag and keel kelp have successfully performed this ruse dozens of times. If the characters search the tangle of keel kelp once they defeat it, they find the skeletons of several humanoids along with a necklace of coral and pearl worth 750 gp, a jeweled dagger worth 400 gp, and an *amulet of proof against detection and location*.

BURIED AT SEA

Unbeknownst to anyone aboard, a **mummy of the deep** (see **Appendix A**) has managed to cling to the ship's keel and is slowly pulling itself up one of the trailing ropes. This creature, all that remains of an evil man buried at sea, uses its ability to control water to create a whirlpool under the ship. This throws the crew into a state of alarm. All hands rush to the gunwales to gauge the trouble. At least a few of them spy the mummy and could very easily fall prey to its Dreadful Glare. Until it is destroyed, the mummy makes life difficult for everyone.

MASTER OF THE FATHOMS

A **giant octopus** attacks the ship. At one point when the winds are sparse and the *Lady Quay* has slowed, the octopus attaches itself to the bow and assaults up to eight different targets at once. The creature does not linger to trade blows with the characters but dives as soon as it successfully grabs one of them. The octopus then moves as rapidly as possible straight down into the sunless depths, taking its captive to a watery grave.

AEGIS ISLE

Eventually the *Lady Quay* weighs anchor in one of the lagoons at Aegis Isle. The island is very small, being less than 5 miles across, and abundant in jungle flora. It is otherwise uninhabited by any sentient beings save the crabfolk, who live in a partially-submerged sea cave on the northern side of the island. A missionary-sorcerer also lives here, dwelling in a simple stone cottage in the center of the island. The *Lady* moors several hundred yards off the dangerous reefs surrounding the island. Rekello sees that the crates from the lower hold are put into a dinghy. He and Captain Miro take the oars of this craft, while the characters are instructed to follow in a second dinghy, just in case their sword arms and spells are needed along the way. No map of the island is provided, as it's simply a small stretch of jungle. Sketch a quick map as necessary.

DEALING WITH THE CRABFOLK

Upon orders from the local sorcerer, the crabfolk receive all visitors to the island. The crabfolk are accustomed to dealing with sailors, often trading their own artistic creations in exchange for whatever oddities the sailors happen to have with them. Sometimes the sorcerer gives the crabfolk specific instructions, and such is the case today. The crabfolk are to alert the sorcerer whenever a cargo of boxes arrives on shore.

Captain Miro isn't expecting to be met by these giant crustaceous humanoids, and a fight may ensue. There are forty **crabfolk** (see **Appendix A**) in total on the island, though a third of them are either too young or too old to fight. The crabfolk patrol the island in groups of five to seven. Though the crabfolk are not combative by instinct, they readily fight if threatened. In the end, it doesn't matter if the characters attack the crabfolk, attempt to communicate with them, or try to avoid them altogether; Captain Miro's only goal is to get the crates to the sorcerer at the island's center.

The crabfolk are here to help her achieve that goal. Once the crabfolk inform the sorcerer that merchants have arrived bearing crates, the sorcerer instructs the crabfolk's elderly sage, who knows the Common language, to speak with the captain and her entourage. During the ensuing dialogue, the crabfolk say they are to pay 5,000 gp in pearls in exchange for the four chests. If the characters agree (Captain Miro strongly advises them to accept the terms of the exchange), a small contingent of crabfolk hurry back to the sorcerer's cottage to fetch the payment, returning 10 minutes later with the payment and thanks from the sorcerer. Captain Miro, believing her undead crew have received eternal rest now that the ingots are in the hands of the sorcerer, insists on leaving the island and returning to Swordport, where she plans to repair her ship and sail the seas with her new crew.

If the characters insist on dealing with the sorcerer themselves, the crabfolk are clearly distraught, but they don't attack unless visibly threatened. If one of the characters draws a weapon, the crabfolk attack in groups of eight, pulling the elderly sage away from the characters.

The crabfolk know little of the sorcerer himself, only that he is a recluse who sometimes favors them with a few baubles in exchange for the completion of simple tasks. A thick jungle surrounds the sorcerer's home, but the crabfolk have made several winding paths leading through the trees. A successful DC 15 Wisdom (Survival) check is required to navigate the jungle without following one of the crabfolk's paths. When the characters reach the cottage, refer to the **Master's Lair Map**.

THE MASTER'S LAIR

The walls of this building are made of stone, and the door opening into **Area 1** is barred from the inside. No one answers if the characters knock on the door or hail the sorcerer. Incidentally, the knocker in the center of the door is a heavy piece of brass shaped like a coiled snake.

The design of the knocker is no coincidence. The master of the house is not a human sorcerer at all but a **medusa**. Through her natural knack for voice mimicry and carefully-crafted disguises, the medusa has been able to dupe the crabfolk into believing that she is something other than what she truly is — a horrible monster bent on obtaining the ruinous essence ingots. Years ago, a sorcerer built and inhabited this small stone cottage, but he hadn't dwelled here long before the medusa penetrated his house and turned him to stone. The medusa now uses this place as her base of operations, with the crabfolk providing a buffer between her and the outside world.

The medusa's actions and location depend entirely upon whether or not she is aware of the characters' presence on the island. If one of the crabfolk has warned her of intruders or if she hears the characters, such as from the characters making noise outside or breaking down the door in **Area 1**, she positions herself behind the door in **Area 2**. The moment the first character enters that room, the medusa presents herself, hoping to petrify as many of the intruders as possible. If she hasn't been informed of the characters' presence or if they sneak into her house without her noticing, she is lounging on her pillows in **Area 5**.

WHAT THE MEDUSA WANTS

The medusa is part of a shadowy network of villains working on behalf of a mysterious entity known only as Ribcage. As part of some far-reaching, tenebrous scheme, Ribcage seeks to acquire two magical (and malign) substances. One of these materials is something called dreadium. The other is a load of essence ingots. Hoping to curry favor with Ribcage, the medusa has contrived to take delivery on a large quantity of ingots to be handed over to her crabfolk servants by the unsuspecting Captain Winnifer Miro. After learning through her web of informants that a group of adventurers had discovered essence ingots in a place called the Factory in the Miasmoor Swamp, the medusa contracted with Captain Miro to transport the ingots to Aegis Isle. Unfortunately for everyone involved, the ingots spelled disaster for the crew of the Night Heron. Ironically, by helping the captain complete her contract, the characters are assisting a villain in the acquisition of a mighty element of evil.

If the characters arrive at the island and simply offload the cursed ingots after communicating with the crabfolk, the medusa is pleased, paying the agreed amount. She promptly spirits the ingots away and receives a substantial boon from the enigmatic Ribcage. However, if the heroes insist on handing over the ingots in person, the medusa is forced to confront them.



1. LIVING ROOM

This room appears as a comfortable living area, with a rich rug spread across the floor and several comfortable chairs. The medusa seldom lingers in this chamber, preferring the secure comfort of her lair in **Area 5**. Though the characters can spend time searching this room, there is nothing here of interest.

Trap. The floor directly in front of the door on the east is a 30-foot deep hidden pit trap. The trap can be detected with a successful DC 15 Wisdom (Perception) check. A creature that triggers the trap falls and takes 10 (3d6) bludgeoning damage. A successful DC 15 Strength (Athletics) check allows a creature to climb up the dirt walls of the pit.

Treasure. The skeletal remains of one of the trap's victims from long ago lie at the bottom of the shaft. The skull was cracked on impact, as were several bones. Oddly enough, one of the skeleton's ribs is pure gold and worth 300 gp.

2. FALSE BOUDOIR

Formerly the bedroom of the cottage's original owner, this room is now little more than a repository of dust. All the furniture is dirty and has obviously been unused for quite some time. The medusa long ago removed anything of value from this chamber. Leaning against one wall is the statue of a disheveled man in night clothes; this is the sorcerer who was turned to stone by the medusa when the creature first arrived. One of the statue's legs is broken off at the knee.

If the medusa has prepared a reception for the characters, she positions herself so as to be hidden behind the door when the heroes push it open. She intends to catch them off-guard, forcing them to face her Petrifying Gaze.

3. RUINED LAB

This chamber was once the office and research room of the sorcerer who was slain by the medusa who now inhabits this place. The room is a chaotic mess of wrecked beakers and shards of glass, broken chemical gear and tattered books. The medusa thoroughly ransacked the room and sold the most valuable items to sailors, using her crabfolk servants as middlemen in the trade. Though the characters may search the clutter for quite some time, nothing of value is to be found.

There is, however, the kiln. Underneath a pile of wood and other debris is a large stoneware oven, used to fire and harden alchemical supplies. The kiln weighs 800 pounds and has a hinged lid that is eight inches thick. A **fire elemental** is trapped within the kiln, and it attacks as soon as the lid is opened.

Alchemical Odor.

A putrid smell permeates the entire room, the accidental result of the medusa's ransacking of the laboratory. If a creature stays in this area for more than 5 minutes, it must succeed on a DC 15 Constitution saving throw or be incapacitated with nausea and watering eyes until it leaves the room.



4. HIDDEN VAULT

The vault's interior is totally dark and heaped with crates, five in all, each bearing a decrepit iron lock. The chests are quite large, almost too big to fit through the narrow doorway. The moment the first character enters the room, four terrifying creatures known as **darkmantles** drop upon them from the ceiling. These darkmantles are a litter of siblings brought here by the medusa from her previous residence.

Secret Door. This vault is hidden behind a secret door. A successful DC 20 Wisdom (Perception) check finds the outlines of the door in the wooden slats of the hallway, and a successful DC 20 Strength check breaks open the door. Alternatively, a lever in **Area 5** opens the door.

Trapped Crate. The lid of one of the crates is protected by a poison needle trap. It can be detected with a successful DC 15 Intelligence (Investigation) check and disarmed with a successful DC 15 Dexterity check using thieves' tools. If the crate is opened without the trap having been disarmed, the needle extends 3 inches straight out from the lock. A creature within range takes 1 piercing damage and 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

It contains a long and somewhat frayed woolen cloak, a *shudderer's cowl* (see **Appendix B**).

Locked Crates. The other four crates are locked. A successful DC 15 Dexterity check using thieves' tools unlocks a crate's lock. The first crate contains 5,000 gp worth of pearls, the payment intended for Captain Miro upon delivery of the essence ingots. If the characters have already received this payment, this crate is not in this room. The second crate contains 750 gp. The third crate contains 1,842 sp and *pipes of the sewers*. The fourth crate contains 2,387 cp and a +1 *chain shirt*.

5. TRUE LAIR

If the medusa isn't aware of the characters' presence on her island, she is coiled here among her pillows, languidly plotting her next scheme. Modify the following text according to conditions at the time of the characters' entry into the room.

This small room is heaped with pillows of all shapes and sizes. Thick rugs cover most of the floor. A thin copper lever protrudes from the northern wall. Strangely, the room stinks of something reminiscent of reptile flesh.

The lever mounted on the wall opens the secret door to **Area 4**. A successful DC 18 Wisdom (Perception) check finds what appear to be tiny snake scales scattered underneath the pillows. A broken statue leg is in the corner and once belonged to the sorcerer. It is now a decoration in the medusa's lair and a reminder of her power on the island.

Treasure. A successful DC 20 Wisdom (Perception) check discovers a *derelect's chartbooks* (see **Appendix B**) under one of the pillows. The *chartbook* contains charts and maps which greatly detail the Moonsilver Sea.

CONCLUDING THE ADVENTURE

The outcome of the adventure hinges upon whether or not the essence ingots are removed from the *Lady Quay*. The draug ship cannot be released from its curse until the ingots are taken from its cargo hold. It isn't necessary for the ingots to be given to the "sorcerer" of Aegis Isle, because the curse is lifted the moment the last ingot is taken ashore. Thus, Captain Miro is only partially correct in her understanding of events. To lay to rest the spirits of the undead that haunt her vessel, she believes she must fulfill her original contract to deliver the ingots. In truth, all she must do is get them well away from her ship. If the characters help her to accomplish this, she is grateful.

However, without the dark power of the draug to keep her afloat, the *Lady* slowly begins to sink. There is nothing Captain Miro can do to stop this from occurring. If she is aboard the vessel when this happens, she willingly cleaves to the old mariner's code that demands a captain go down with her ship. If she is not aboard when the last of the ingots are removed, she is clearly distraught by the sight of her once-mighty vessel being dragged beneath the waves. She is despondent for quite some time, even though her heart feels at peace with the passing of the curse.

If the characters already destroyed the draug and all the brine zombies aboard, removing the curse might seem superfluous; after all, there are no longer any undead aboard to torment the captain. But she will never rest easily until the dark shadow of the curse is undone. Dreams of her lover, Thispin Venroth, torment her until she completes the final piece of her quest.

If the characters hand the ingots over to the crabfolk, the adventure is over. The crabfolk trade them 5,000 gp in pearls from **Area 4** in exchange for the ingots. The medusa takes command of the ingots, which eventually end up in the hands of the faceless Ribcage, who uses them as but one more piece in a grand and ever-developing gambit.

In a gesture of appreciation, Captain Miro offers to split this fee into five equal parts, keeping 1,000 for herself and Rekello and giving the rest to the characters. She has enough money stored in the Swordport banks to purchase and outfit another ship, which she fully intends to do. But if the curse is over and the *Lady* sank, the captain and the characters find themselves in a quandary, as they are at least 100 miles from the mainland with only two dinghies between them. The characters' next challenge is simply getting off the island...

APPENDIX A: CREATURES OF THE GHOSTING OF LADY QUAY

The following creatures appear in this adventure, though they can be used in any sea-based adventure.

BLUE-FINNED VANT

Small beast, unaligned

Armor Class 13

Hit Points 22 (5d6 + 5)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	17 (+3)	13 (+1)	1 (–5)	12 (+1)	2 (–4)

Skills Perception +3

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

Water Breathing. The blue-finned vant can breathe only underwater

Actions

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

Pressure Shift (recharge 6). While underwater, the blue-finned vant suddenly discharges water around it. Each creature within 10 feet of it must make a DC 13 Strength saving throw. On a failure, a creature takes 10 (3d6) bludgeoning damage and is pushed up to 10 feet away from the vant. On a success, a creature takes half the damage and is not pushed.



BRINE ZOMBIE

Medium undead, neutral evil

Armor Class 11 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (–1)	13 (+1)	2 (–4)	10 (+0)	10 (+0)

Damage Resistances fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft. one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

CRABFOLK

Large monstrosity, neutral

Armor Class 13 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CH
16 (+3)	11 (+0)	15 (+2)	10 (+0)	10 (+0)	8 (–1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Crabfolk, some speak Common

Challenge 2 (450 XP)

Amphibious. The crabfolk can breathe air and water.

Actions

Multiattack. The crabfolk makes two attacks with its pincers.

Pincers.

Melee Weapon

Attack: +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. The target is grappled (escape DC 13) if it is a Large or smaller creature and the crabfolk doesn't have another creature grappled already. The target is restrained until the grapple ends.



CRESTED NISP

Medium fey, chaotic neutral

Armor Class 13

Hit Points 27 (6d8)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	4 (−3)	14 (+2)	8 (−1)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

Innate Spellcasting. The nisp's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no material components.

At will: *animal friendship*, *speaking with animals*

3/day each: *entangle*, *faerie fire*, *locate animals or plants*

1/day: *conjure animals*

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

Sea Friend. Beasts with an Intelligence of 3 or lower that have the Amphibiousness or Water Breathing traits have disadvantage on ability checks and saving throws against being charmed by the nisp.

Actions

Multiattack. The crested nisp makes two attacks with its Claws.

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

Hit: 5 (1d6 + 2) slashing damage.

DECK DEVIL

Medium monstrosity, unaligned

Armor Class 12

Hit Points 55 (10d8 + 10)

Speed 5 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	12 (+1)	4 (−3)	13 (+1)	7 (−2)

Skills Perception +3

Senses darkvision 120 ft., passive Perception 13

Languages understands Aquan but can't speak

Challenge 2 (450 XP)

Hold Breath. The deck devil can hold its breath for 30 minutes.

Trampling Glide. If the deck devil is flying and moves at least 20 feet straight toward a creature then hits it with a tail attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the deck devil can make one bite attack against it as a bonus action.

Water Leap. The deck devil can fly up to 30 feet each round, but it must start its movement in water. If it is flying at the end of its turn, it falls and takes falling damage.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the deck devil can't bite another target.

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

DRAUG

Medium undead, chaotic evil

Armor Class 15 (armor scraps)

Hit Points 77 (14d8 + 14)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	14 (+2)	10 (+0)	8 (−1)

Saving Throws Wis +2

Skills Athletics +3, Perception +2

Damage Resistances fire

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Helmsman. The draug can control the movements of a seafaring vessel if it is within 30 feet of the vessel's helm. It doesn't need to directly interact with the vessel's wheel, sails, or oars to move the vessel, though it can't move the vessel any faster than the vessel's normal pace.

Innate Spellcasting (1/day). The draug can innately cast *call lightning* (spell save DC 12). Its innate spellcasting ability is Intelligence.

Turn Resistance. The draug has advantage on saving throws against any effect that turns undead.

Undead Nature. The draug doesn't require air, food, drink, or sleep.

Actions

Multiattack. The draug makes two Cutlass attacks and one Claw attack.

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

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

Hit: 5 (1d4 + 3) slashing damage plus 4 (1d8) necrotic damage.

GLOWFLUME SWARM

Large swarm of Tiny plants, unaligned

Armor Class 13

Hit Points 82 (11d10 + 22)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
3(−4)	17(+3)	14(+2)	1(−5)	8(−1)	1(−5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities blinded, charmed, deafened, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 9

Languages —

Challenge 4 (1,100 XP)

Hypnotic Illumination. When a creature that can see the glowflume's glow starts its turn within 30 feet of the glowflume, the glowflume can force it to make a DC 13 Wisdom saving throw if the glowflume isn't incapacitated.

On a failed saving throw, a creature is incapacitated and charmed by the glowflume as long as it can still see the glowflume. If the charmed creature is more than 5 feet away from the glowflume, the creature must move on its turn toward the glowflume by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the glowflume, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the glowflume until the start of its next turn, when it can avert its eyes again. If the creature looks at the glowflume in the meantime, it must immediately make the save.

Swarm. The glowflume swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny plant. The swarm can't regain hit points or gain temporary hit points.

Water Breathing. The glowflume swarm can breathe only underwater.

Actions

Multiattack. The glowflume swarm makes two Consume Flesh attacks.

Consume Flesh. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 10 (4d4) acid damage, or 5 (2d4) acid damage if the swarm has half of its hit points or fewer. The target must succeed on a DC 13 Constitution saving throw or take 5 (2d4) acid damage at the start of its next turn as the glowflume's acid momentarily lingers, dissolving more of the target's flesh.

GULPER EEL

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 112 (15d10 + 30)

Speed swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	15(+2)	14(+2)	2(−4)	12(+1)	2(−4)

Skills Perception +3, Stealth +4

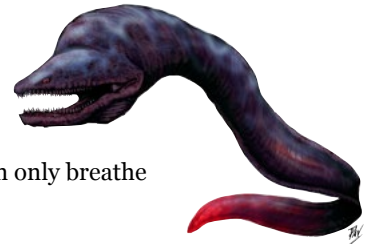
Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

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

Water Breathing. The eel can only breathe underwater.



Actions

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

Hit: 20 (5d6 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the eel can bite only the grappled creature and has advantage on attack rolls to do so.

Swallow. The eel makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the eel, and it takes 10 (3d6) acid damage at the start of each of the eel's turns. The eel can have only one target swallowed at a time.

If the eel takes 25 damage or more on a single turn from the creature inside of it, the eel must succeed on a DC 12 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the eel. If the eel dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

KEEL KELP

Gargantuan plant, unaligned

Armor Class 13 (natural armor)

Hit Points 100 (8d20 + 16)

Speed 5 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	2 (–4)	10 (+0)	7 (–2)

Damage Resistances fire

Damage Immunities cold

Condition Immunities blinded, deafened, frightened

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Amphibious. The keel kelp can breathe air and water.

False Appearance. While the keel kelp remains motionless, it is indistinguishable from normal kelp.

Ship Hunter. When a ship moves within 10 feet of keel kelp, the ship's pilot must succeed on a DC 15 Intelligence or Wisdom check using navigator's tools or the keel kelp sticks to the ship, halving its speed until the kelp is removed. While stuck to a ship, the keel kelp can grapple only two creatures at a time.

Siege Monster. The keel kelp deals double damage to objects and structures.

Actions

Multiattack. The keel kelp makes four Kelp Strand attacks.

Kelp Strand. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained.

Squeeze. Each creature grappled by the keel kelp must make a DC 15 Strength saving throw, taking 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

LACEDON

Medium undead, chaotic evil

Armor Class 11

Hit Points 27 (6d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	10 (+0)	7 (–2)	10 (+0)	6 (–2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Amphibious. The lacedon can breathe air and water.

Actions

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

Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spined Fins (recharge 6). The lacedon flexes the spined fins on its arms and swings its arms outward. Up to three creatures within 10 feet of the lacedon must make a DC 12 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed save, or half as much damage on a successful one. If a creature is paralyzed because of the lacedon's claws, the creature must succeed on a DC 10 Constitution saving throw or also take 4 (1d8) poison damage.

MUMMY OF THE DEEP

Medium undead (aquatic), neutral evil

Armor Class 14 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	6 (–2)	14 (+2)	15 (+2)

Saving Throws Con +3, Wis +4

Skills Athletics +7, Perception +6, Stealth +2

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Amphibious. Mummies of the deep can breathe air and water.

Innate Spellcasting (1/day). The mummy can innately cast *control water*, requiring no material components. Its innate spellcasting ability is Wisdom



Actions

Multiattack. The mummy can use its Dreadful Glare and makes one Rotting Fist attack.

Necrotizing Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with necrotic fever. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to pluff mud. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 12 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw, by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare for all mummies (but no mummy lords) for the next 24 hours.

Drowning Breath. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* The creature is grappled (escape DC 13). If the creature has not broken the mummy's grapple by the start of the mummy's next turn, the mummy uses its next action to press its lips against the creature's and regurgitates seawater into the creature's lungs. The creature immediately begins suffocating (see player's guide for more information on suffocation). During these rounds, the creature can only use its actions to try and cough the seawater up with a successful DC 12 Constitution saving throw.

SAIL MOTH SWARM

Medium swarm of Tiny beasts, unaligned

Armor Class 13
Hit Points 60 (11d8 + 11)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	1 (–5)	8 (–1)	1 (–5)

Skills Stealth +5
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 3 (700 XP)

Salt Sense. The sail moth swarm can pinpoint, by scent, the location of large concentrations of dry salt, such as salt-cured meat or a salt-soaked sail, within 120 feet of it.

Siege Monster. The sail moth swarm deals double damage to objects and structures.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 21 (6d6) piercing damage, or 10 (3d6) piercing damage if the swarm has half of its hit points or fewer.

SOUL NIBBLER

Tiny monstrosity, unaligned

Armor Class 13
Hit Points 22 (5d4 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	17 (+3)	14 (+2)	2 (–4)	10 (+0)	4 (–3)

Skills Stealth +4
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 2 (450 XP)

Keen Smell. The soul nibbler has advantage on Wisdom (Perception) checks that rely on smell.

Necromancy Resistance. The soul nibbler has advantage on saving throws against spells from the necromancy school of magic.

Pack Tactics. The soul nibbler has advantage on attack rolls against a creature if at least one of the soul nibbler's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) necrotic damage.

TIRMANHA SWARM

Medium swarm of Tiny beasts, unaligned

Armor Class 14
Hit Points 82 (15d8 + 15)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	1 (–5)	8 (–1)	1 (–5)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 4 (1,100 XP)

Water Breathing. The tirmanha swarm can breathe only underwater.

Wood Consumer. The tirmanha swarm deals double damage to objects and structures made of wood, and it ignores the damage threshold of objects and structures made of wood.

Wood Sense. The sail moth swarm can pinpoint, by scent, the location of large concentrations of wood, such as a dock or a ship, within 120 feet of it.

Actions

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 28 (8d6) piercing damage, or 14 (4d6) piercing damage if the swarm has half of its hit points or fewer.

WINNIFER MIRO

Medium humanoid (human), neutral

Armor Class 16 (studded leather)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	13 (+1)	16 (+3)	14 (+2)

Saving Throws Con +5, Cha +5

Skills Acrobatics +7, Perception +6, Persuasion 5, Survival +6

Damage Resistances text

Senses passive Perception 16

Languages Aquan, Common

Challenge 7 (2,900 XP)

Brave. Winnifer Miro has advantage on saving throws against being frightened.

Sea Captain. Winnifer Miro is proficient with navigator's tools, and she can use her Dexterity instead of her Strength on checks made to swim.

Actions

Multiattack. Winnifer Miro makes three Dancing Cutlass attacks and two Dagger attacks.

Dancing Cutlass. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage. Winnifer Miro can use a bonus action to toss this sword into the air and speak its command word, *Avast!* If she does so, the sword comes to life and acts as a *dancing sword* would.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Light the Rum! (recharge 5–6). Winnifer Miro holds lit tinder in front of her and belches on it, creating flames in a 15-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one. If a saving throw fails by 5 or more, the target is poisoned for 1 minute. A poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

APPENDIX B: NEW MAGIC ITEMS

These magic items are from the adventure

DERELICT'S CHARTBOOK

Wondrous item, rare

This large chartbook contains maps, charts, and notes penned ages ago by sailors since lost to time. It is waterproof, suffering no ill effects from being submerged or stored in a humid location. If a page is damaged, destroyed, or removed, it is magically repaired by the next dawn. If you reference this book while navigating a ship, you have advantage on the ability check.

Control Weather. You can use an action to cast *control weather* from the chartbook. The duration is 8 hours without requiring concentration, but, after the initial casting, you can't change the weather more often than once each hour. Once you use this feature, you can't use it again until 7 days have passed.

SEXTANT OF SEEMING

Wondrous item, very rare

While holding this sextant inside a seafaring vessel, you can use an action to cast *mirage arcane* on the vessel. The illusion lasts for up to 24 hours or until you use an action to dismiss it. Once you use this feature, you can't use it again until the next dawn.

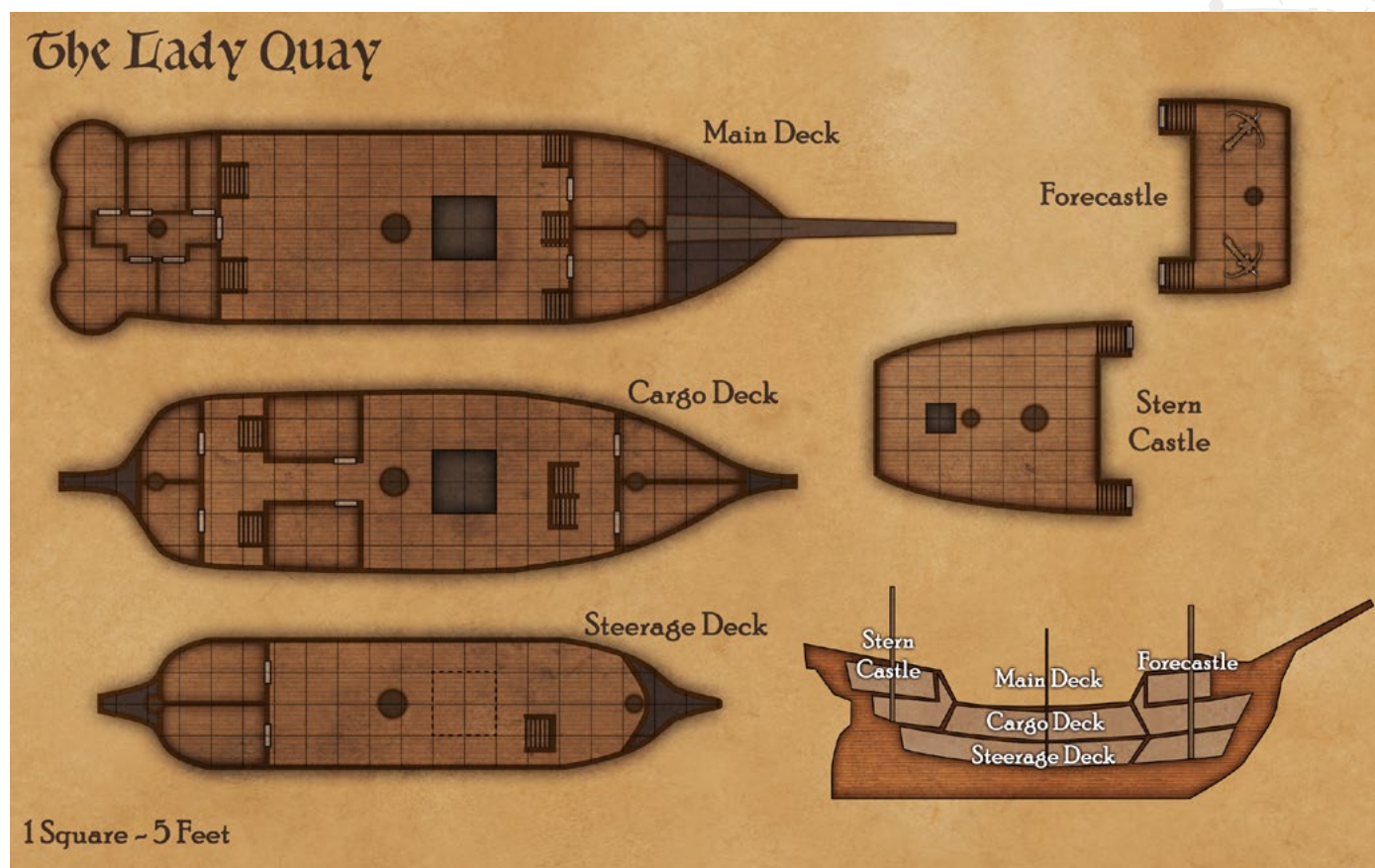
SHUDDERER'S COWL

Wondrous item, rare (requires attunement)

While wearing this cloak in bright or dim light, you have resistance to cold damage.

Curse. Once you don this cursed cloak, you can't remove it unless you are targeted by the *remove curse* spell or similar magic. While wearing this cloak in darkness, you have vulnerability to cold damage, and you have disadvantage on saving throws against being frightened.

APPENDIX C: PLAYER MAPS



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