

THE LAST VOYAGE OF THE WOOLGATHERING TIDSOPTIMIST



Zor von Finklestein has purchased an aging cargo vessel and filled it with food for suffering Mulmaster. Now you only need to make sure the vessel comes into port.

A 4-hour adventure for 1st-4th level characters

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Introduction

Welcome to *CCC-CIC-08 The Last Voyage of the Woolgathering Tidsoptimist*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and Con Created Content Program.

This adventure is designed for 1st through 4th-level characters, and is optimized for five 3rd-level characters.

Characters outside this level range cannot participate in this adventure.

The adventure takes place on the Moonsea between Hillsfar and Mulmaster, within the Forgotten Realms campaign setting.

The D&D Adventurers League

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that continue their story.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the

storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check

- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters.**

Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters.

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

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

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up; round fractions of less than .5 down.

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

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

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum

when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly

- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide™* has more information on the art of running a D&D game.

Downtime and Lifestyle

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the *D&D Adventurers League Player's Guide* for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends

the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Spellcasting Services

Spell	Cost
<i>Cure wounds (1st level)</i>	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing (2nd level)</i>	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

Character Disease, Death, and Recovery

Sometimes bad things happen, and characters get poisoned, diseased, or are killed. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

Death

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other

characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Background

Times are hard for Mulmaster. Damage to the port and the fisheries that the city relies on for food, coupled with the influx of refugees at the same time as political upheaval, drastically threatens the stability of the city. Lord Milben von Finklestein and his husband Zor Perless have decided to do something about it. Using the growing profits of their mining concern in Windy Valley, the pair have purchased an aging, but massive cargo ship and stuffed it full of supplies that they plan to donate to the poor of the city.

The von Finklestein's face two challenges. First it is late in the season and storms grow more and more violent, making the crossing a challenge. At the same time, piracy is on the rise as the rogues put away from the coming winter. It is going to take the right team to bring the *Woolgathering Tidsoptimist* to port.

Inspiration

Parts of this adventure were inspired by the classic 1998 Action Horror film *Deep Rising*. Stephen Sommers and Treat Williams, you are unsung heroes.

Overview

The *Woolgathering Tidsoptimist* should deliver its cargo from Hillasfar to Mulmaster in two and a half days given good weather. It wouldn't be good.

Part One: As the *Woolgathering Tidsoptimist* starts its journey, the characters have the opportunity to meet the various crew and passengers before a storm brews up. Relationships and suspicions grow.

Part Two: As night falls, the storm reaches its height and the rigging gives way. Investigation suggests sabotage. The severity of the storm makes repair next to impossible.

Part Three: During the storms, the *Woolgathering Tidsoptimist* is boarded by pirates.

Part Four: Not long after the pirates board, the leviathan attacks the ship, intent on feasting upon both the foodstuffs and crew. It is cares not who is pirate or legitimate sailor, as long as it can feed. The damage it causes starts to cause the *Woolgathering Tidsoptimist* to slowly take on water. If the characters hope to survive, they will need to cross the stormy seas to the pirate's vessel and flee.

Adventure Hooks

The adventure begins with the characters having already accepted a position on the *Woolgathering Tidsoptimist* and the vessel pulling away from shore. They plan to be in Mulmaster in two and a half days.

Order of the Gauntlet Squire: Alashna Ravonich is a cleric of Tyr on her way to minister in Mulmaster. The woman is a native of Mulmaster who has been abroad for several decades where she has achieved a famed saintly reputation for doing what is right. She has decided to return to her home town in order to spread the faith of The Maimed God. Make certain that she gets there.

Harper Agent or Brother of the Cloak: The Harpers are using the cover of the

transport to smuggle some dangerous magical items from operatives in Hillsfar to Cloaks in Mulmaster for destruction. In the hold there is a lead-lined trunk labeled with a phoenix, embossed on the lid. Inside there are powerful items tainted by evil. It is imperative that you make sure they get to Mulmaster.

Emerald Enclave Gardener: There are rumors of a great leviathan of the deep stalking the waters of the Moonsea. An abomination to nature, we must learn all we can about this creature. Gather what information you can. If you can gather a sample of it, do so.

Lords Alliance Operative: Captain Evgeny Volkov has been a frequent and reliable hire for the Lords Alliance in the Moonsea and the Dragon Reach. Make sure nothing happens to this valuable asset.

Minion of the Zhentarim: The poor in the Zhent ghetto are relying on this food. More than any other effort the Zhentarim has made to make inroads with the poor and indebt them to the organization, nothing convinces a man like a full belly and the full bellies of his children. It is important that you make certain as much of the food as possible makes this journey.

Employment: Characters unassociated with a faction may have been hired on as guards, deck hands, or even laborers.

Do You Want to Know More?

This adventure is the eighth adventure associated with Windy Valley and the people with interest in it. You can learn about other Cold Iron Conventions shows in Milwaukee & Chicago by going to <http://www.coldironconventions.com/>. All of these adventurers can be purchased at <http://www.dmsguild.com/>.

The art in this series has been drawn by artists Joe Abboreno and Ben Siekert, with Ben's work highlighted in this product.

PART 1: EMBARKATION

Estimated Duration: 30 minutes

Story Beats: The characters should become familiar with the *Woolgathering Tidsoptimist* and form connections with some of the crew.

You are seated on hard benches in the mess, facing your new crew. A thin Mulman man with a neat beard watches the group intently.

"I am Captain Volkov. I am in charge of this mercy mission. You take your orders from me. If I am not there, you listen to First Mate Nickolva. We are agents of Lord von Finklestein, and we will not shame him. This piece of dung is an ancient tub loaded to the beam with food, seeds, and supplies for Mulmaster. It is barely seaworthy and it is our mission to bring her to port. You will not fail me, or you will swim home!"

He pauses for the words to settle in; the howling wind, creaking timbers, and rough waves filling the void.

"Find your stations. I want us out of port before the rains start!"

The rest of the crew jumps to their feet and rushes to find their stations. The captain walks over to his new recruits to make sure they understand their roles on ship.

New Recruits

Captain Volkov tries to answer any questions the characters may have before ordering them to station.

- *What do you need us to do?* What are your skills? I assumed the Zor knew what he was doing when he hired you? I can always use more crew on the ropes or securing cargo reporting to Bo'sun Smallfoot on deck. If you know maps and stars you can help

Navigator Wavestalker on the helm. Those that cook might find their way to the galley and help Calixto. If you've no useful skill, find the first mate. She'll find some way to make a sailor out of you.

- *How much are you paying us?* I'm not paying you a thin coin! Whatever deal you cut with the Zor is your own. Don't go tryin' to lean on me for more. If that's a problem for you, get off my boat while you only have to swim across the bay and not the whole Moonsea!
- *Who's all on the ship?* Well beyond yourselves, we've five crew and two passengers. We are short many hands, so I hope you are useful.
- *What are the passengers?* An old lady spouting about some one-armed god and a tiefling merchant. Don't go bothering them. The coin for their passage helped stock this tub and I don't want them disturbed.
- *What do you know about the Moonsea leviathan?* It's an old fishwives' tale. Ain't no such thing.
- *What are we carrying?* Mostly food: dried meats, pickled vegetables, salted fish, and bread. There are also some seeds and tools. Mulmaster doesn't have a lot of arable land, but the Zor has an idea for gardens on top of buildings in the ghetto.
- *Can we inspect the cargo?* Why would you need to? Unless you are assigned to move crates for ballast, I don't want to see you in the holds looking for rum or some such. There's nothing down there for you.
- *Is this rain going to be a problem?* The *Tidsoptimst* is old, but she's huge. A small storm won't stop her, though it might slow us a bit. I wouldn't stray too close to the rail if the waves get rough.

Once the characters have had their questions, the Captain orders them to their stations so the ship can get out of the harbor.

The Ship

The characters have ample time to explore the area they are assigned to, but the crew, especially the First Mate, take a dim view of wandering. Those caught snooping without a good explanation are quickly drug back to their station and assign extra duty.

Below is a description of each of the locations on the ship and some suggestions for encounters that might occur there prior to Part Three.

Theme: As the characters explore, it should be clear that they are getting “a bad feeling.” The *Woolgathering Tidsoptimist* is huge, and the skeleton crew makes it seem empty and lonely. It is possible to see no one for hours and the characters should be keenly aware that when they do encounter someone, they are utterly alone with that stranger. It is unlikely that anyone else would witness what transpires with between the two of them. Many of the passengers and crew are suspicious of others or have secrets of their own. They don’t trust the characters and it appears they are in turn not necessarily worthy of the character’s trust.

1. Poop Deck

The deck above the Sterncastle is the main hub for piloting the ship.

Helm: The helm is a large wheel connected to the rudder that steers the ship. Someone is required to man this station at all times. At the start of the adventure, Navigator Wavestalker mans the wheel, but as things start to go poorly, Captain Volkov takes control himself.

Mizzenmast: The rear mast and the most susceptible to strain. Its sails are raised as soon as the rain starts.

2. Main Deck

The main deck is covered in cargo. Normally kept free of clutter, the Von Finklestein’s ordered that every bit of space that could

safely be filled, be used to bring more supplies.

Capstan: This large revolving cylinder with a vertical axis is used for winding a rope when raising rigging or moving cargo.

Cargo: The deck is littered with secured cargo, tarp-covered and tied down. There are ample places to hide or take cover. The cargo is not organized well, but rather by what will balance the ship. Cargo on the Main Deck is primarily tools and barrels of dried fish.

Cargo Doors: The massive doors require a successful DC 15 Strength check to open.

Crow’s Nest: The crow’s nest is 30 feet above the deck and provides cover from below. Once the storm gets rough, it also requires a DC 5 Strength (Athletics) check to remain in it every 10 minutes. Those that fail fall to the deck taking 10 (3d6) bludgeoning damage.

Longboats: The *Tidsoptimist* carries two longboats which seat eight people or crates of cargo. The capstan is used to lower them.

Mainmast: A massive pole to which the sails, the crow’s nest, and the rat lines are all attached.

3. Forecastle Deck

The forecastle deck is above the forecastle and is often the place for the best view.

Bowsprit: A massive spar extending forward from a ship’s bow, to which the forestays are fastened. It is carved in the image of a young man who appears to be napping.

Foremast: A large pole to which the forstays are also attached.

4. Captain’s Quarters

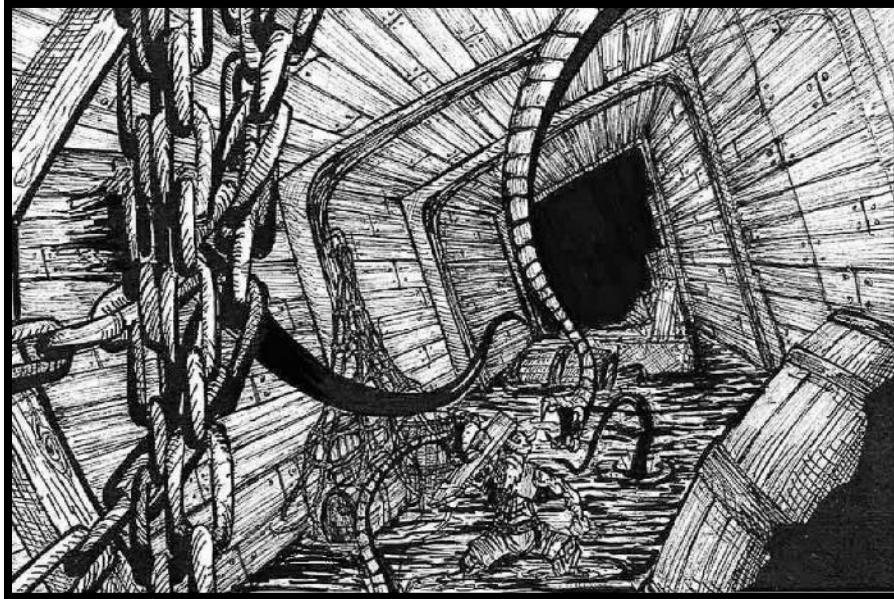
The Captain’s door can be locked (DC 15 Dexterity (Thieves’ Tools) to open), but isn’t unless he suspects trouble. Inside is a generous room complete with a table suitable for dining with several officers.

5. Navigator's Study

This room has a wide selection of maps, charts, star-gazing equipment, ink, and parchment for the keep of logs and plotting courses. The center is dominated by a massive table.

6. Passenger Cabin

These rooms are occupied by Alashna and Zynoe. While the doors can be locked (DC 10 Dexterity (Thieves' Tools) to open), neither has anything suspicious in their rooms.



7. Forecastle Storage

The has additional ships stores, filled with things like carpentry tools, sailcloth, extra rope and lamp oil.

8. Galley

The kitchen has a pantry with some food and a selection of utensils for cooking on an iron stove. Several empty rum bottles roll about the room.

9. Mess

The mess has several tables and benches bolted to the floor. Each table has a slip lip to limit sliding dishes falling off the table.

10. Companionway

An empty passage that can be shuttered against water from bad weather, waves, or rising water.

11. Cargo Hold

Cargo: The deck is littered with secured

cargo, tarp-covered and tied down. There are ample places to hide or take cover. The cargo is not organized well, but rather by what will balance the ship. Cargo in the Cargo Hold is primarily food that is sensitive to

excess water (like flour). Alashna also has a trunk filled with holy books and relics of her faith.

Cargo Doors: The massive doors require a DC 15 Strength check to open.

12. Crew Berth

This is where the rest of the crew and the adventurers lay their head. Hammocks hang from the walls and a few trunks are anchored to the floor.

13. Head

A hole punctures this seat, hanging over the side of the ship not far above the water.

14.Storage Hold

Cargo: The deck is littered with secured cargo, tarp-covered and tied down. There are ample places to hide or take cover. The cargo is not organized well, but rather by what will balance the ship. Cargo in the Storage Hold is primarily personal items, rum, and seeds. Zynoe's cargo is here. If one of the characters is a Harper, the lead-lined box is also here, near the stern of the hold.

Cargo Doors: The massive doors require a DC 15 Strength check to open.

15.Brig

This room is entered through a locked metal door (DC 20 Dexterity (Thieves' Tools) to unlock) for which Captain Volkov carries the key. If the characters suspect an NPC of trouble, they may convince the Captain to lock them up here. After the ship begins to sink, that becomes a death sentence without aid.

16.Bilge

A narrow partially water-filled space that is rarely entered.

17.Rudder Assembly

The tiller ropes connect to rudder via a neck bearing at this point. For more information on this area and the sabotage it suffers, see Part 2.

PART 2: A GATHERING STORM

Estimated Duration: 30 minutes

Story Beats: As night falls, the storm is growing dangerously strong when the rigging gives way. While trying to fix it, it becomes clear that the rigging and the rudder have been sabotaged.

The following assumes the characters have gathered in the mess for dinner. Adjust the following text if that is not the case.

The mess door smashes open as the First Mate, rain dripping off her tunic, barges in. “Captain, we’ve lost the helm! We need help up top!”

The Captain and the rest of the crew, except for Calixto, drop what they are doing and rush to the poop deck. Those characters that follow witness:

The weather has gotten much worse. Driving rain and howling winds make it hard to see more than a few feet, even if you could bare to raise your face to the storm.

The wheel spins freely, and Navigator Wavestalker stands near the stern railing calming looking over the side.

Furiously Captain Volkov pushes through the storm, “Why are you not at your post navigator?”

“Wheel’s dead, Captain. Rudder’s still there, so we must have snapped a tiller rope.”

Surveying the threats to his ship, the Captain mutters, “Damn, what are the odds of that?”

In short order the Captain tallies three problems that might damage or destroy the ship. Three things need doing that the characters might help with:

- A new tiller rope needs running through the bowls of the ship and then the old lines need going over to make sure whatever wore through them doesn’t cause it to happen again. He orders Navigator Wavestalker on it.
- The fore top sail and the jib are both still flying. Generally, the last two sails to be taken down in a storm, their time has come or the Foremast will snap and be lost. He orders First Mate Nickolva to it.
- The main royal sail is starting to unroll in the winds. Someone will need to climb the mainmast and take them up. He orders Bo’sun Smallfoot to see it done.

Repairing the Ship

Given the urgency of the situation, the characters are strongly encouraged to split up and aid with righting the ship. While the Captain accepts comment from the landlubber characters, he does not accept disobedience or disruption to his crew. There is simply no time for it.

These three assignments happening simultaneously and in very different parts of the ship. Except in unusual causes, such as magic, a character on one of these tasks has is unaware of what’s happening elsewhere and cannot assist.

Tiller Rope Sabotage

Figuring out what went wrong with the tiller ropes requires find where the rope snapped and running a new line. Navigator Wavestalker starts splicing a new rope on the wheel and lowering it through the deck. He asks that the characters attach it to the rudder assembly in the Bilge.

Navigating the Bilge: The bilge is totally dark, only two and a half feet high, and partially filled with water. Crawling halves the character’s speed. Anyone trying to wiggle

through must make a DC 10 Dexterity (Acrobatics) each round or become stuck and starting to drown. Large-sized creatures and creatures with Powerful Build make this check with disadvantage. Small-sized creatures and those with the Sailor background gain advantage. This check may be retried each round as an action. If a character becomes stuck, they immediately begin holding their breathe to avoid drowning, as the ship rolls back and forth.

Connecting the Rudder: Once the rope has been fed down to the rudder assembly (area 17), the character must succeed in a Dexterity ability check to tie it off. Characters proficient in Sleight of Hand or Survival may add their proficiency bonus. Characters who have the Sailor background get advantage on the check. If the character fails, the rudder comes loose in Part 4.

Investigating the Break: There is no obvious cause for the break. If a character checks the ropes, a successful DC 15 Intelligence (Investigation) check notes that the rope appears to have worn a bit too evenly, as if someone cut halfway through the rope, compromising so it would give way under stress such as this storm.

No Help: If the characters leave the Navigator to deal with the problem by himself, he eventually succeeds in attaching the new line, but does not notice the sabotage.

Purposefully Fouled Rigging

Bo'sun Smallfoot directs the characters to start climbing the ratlines that will take them up to the mainmast. The yard is thirty feet up and twisting wildly.

Climbing the Ratlines: The lines, basically an angled rope ladder, are normally quite easy to climb and require no roll. Doing so in the raging storm while they are wet and swinging requires a successful DC 10 Dexterity (Acrobatics) to hang on. Those proficient in Athletics or have the Sailor background receive advantage on this roll. A

character that fails by 5 or more, falls to the deck. A character that fails by less than 5, must succeed on a second roll or fall to the deck. Other characters may aid the character if they are willing to climb out to the troubled climber.

A character falling to the deck takes 7 (2d6) bludgeoning damage and must succeed in a DC 10 Constitution saving throw or sprain their leg. Characters with a sprain suffer disadvantage on Dexterity and Strength ability checks and have their speed slowed until the character receives magical healing or completes a long rest.

Stowing the Sails: Once the characters have climbed up to the sail's yard, they can start lashing it back into place. To reel in a portion of the errant sail and tie it down, the character must succeed in a Dexterity ability check. Characters proficient in Sleight of Hand or Survival may add their proficiency bonus. Characters who have the Sailor background get advantage on the check. Every round a character is in the rigging, they must succeed in a DC 10 Dexterity saving throw or potentially fall (suffer an injury as described in Climbing above).

To successfully save the sail, the characters and Smallfoot must get make four successful checks in three rounds. If Bo'sun Smallfoot attempts a check assume he automatically succeed. If they fail, the sail rips free and is shredded dramatically in the brutal winds.

Investigating the Damage: The characters might choose to do a little checking while up here. If they check the ropes, a successful DC 15 Intelligence (Investigation) check notes that the rope appears to have worn a bit too evenly, as if someone cut halfway through the rope, compromising so it would give way under stress such as this storm.

No Help: If the characters leave the Bo'sun to deal with the problem all by himself, he fails. When the sail shreds, he is knocked overboard and not seen again.

Taking Up the Foresails

The rigging for the foresails remains intact, so raising them will not be difficult. The biggest problem is getting there in time. The characters are on the wrong side of the ship and will need to run across the main deck as the ship sways violently and waves crash overhead. First Mate Nickolva notes that there isn't time to go below decks, cross the ship and climb back up. She orders everyone to follow her and rushes forward! The characters must raise the sails in four rounds, or the foremast will snap.

Crossing the Ship: To cross the deck a character must succeed in a DC 10 Dexterity (Acrobatics) check. Characters that have the Sailor background receive advantage on this roll. A character moving carefully, holding ropes and bracing on crates gains advantage on this check but moves at half speed. Every even numbered round, a monster wave crashes over the deck. Characters on deck must succeed on a DC 10 Strength saving throw at the beginning of their turn or be knocked prone and pushed 10-feet in a random direction. The railing prevents characters from being washed overboard.

Raising the Sails: To raise the sails, a character must succeed in a DC 15 Strength check. Characters proficient in water vehicles may add their proficiency bonus and characters with the Sailor background also get advantage to this check.

The Foremast Snaps: After four rounds pass, the tension on the mast is extremely visible and small cracks are starting to form. If the characters did not raise the sails in time, the foremast gives way and showers the deck of the forecastle with splinters of wood the size of a shortsword. Every creature on the forecastle deck must succeed in a DC 10 Dexterity saving throw or take 14 (4d6) piercing damage. Those that succeed take half damage. The rigging, mast and sail are pulled overboard. Any character on deck

must succeed in a DC 5 Dexterity saving throw or be pulled over. Any character that is pulled over must succeed in a DC 15 Strength (Athletics) check. Characters with a swim speed automatically succeed. Those that fail suffer one level of exhaustion before they can be rescued.

No Help: If the characters leave the First Mate to deal with the problem by herself, she fails and is injured by the snapping mast taking full damage.

Reporting In

Once the characters have a chance to regroup, Captain Volkov realizes that the situation may be dire. He orders the characters to check the cargo on deck for tampering and to make sure its battened down so it isn't lost if sabotage isn't detected. At the same time, he orders the First Mate to check on the other passengers while the rest of the NPC crew is ordered below deck to check for leaks. He will take the wheel.

PART 3: WHEN IT RAINS...

Estimated Duration: 30 minutes

Story Beats: The characters realize that the *Woolgathering Tidsoptimist* has been boarded by pirates and they have been betrayed by one of the crew.

Boarders!

While the characters are seeing to the cargo, they encounter a team of pirates. The pirates' goal is to take the ship, so they demand surrender and if refused, they are quick to try to subdue the characters.

General Features

This encounter assumes the characters have encountered the pirates on the Main Deck (Area 2). If this is not the case, the DM should adjust accordingly.

Illumination: It is night during a raging storm. There are no stars to see be and unprotected flames are immediately put out.

Cargo: There are numerous crates, tarps, and ropes all over the deck which provide opportunities to hide or seek cover.

Waves: At the end of every round, all creatures on deck must succeed on a DC 10 Strength saving throw at the beginning of their turn or be knocked prone and pushed 10-feet in a random direction. The railing prevents characters from being washed overboard. Characters with the Sailor background gain advantage to this saving throw. The pirates gain advantage to the saving throw.

Tactics

Hearing the characters coming or seeing their lights, the four **bandits** and a **bandit captain** immediately spread out and hide behind the cargo. As the characters move to inspect one of the crates, they spring up, surrounding the

characters and demand the characters surrender.

The pirates are interested in booty and not murder so they make no effort to finish downed foes and if more than half their number are slain, they surrender.

Adjusting this encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Replace the **bandit captain** with two **bandits**.
- **Weak Party:** Replace the **bandit captain** with a **spy**.
- **Strong Party:** Replace two **bandits** with a **bandit captain**.
- **Very Strong Party:** Replace two **bandits** with a **bandit captain**.

Interrogating the Pirates

If the characters successfully capture any pirates, they can be easily intimidated (no roll) into revealing the following:

- The pirates are part of the crew of the *Rancor*, under Captain Charming Lesner Sweet.
- The pirates were tipped off to a short-handed prize loaded down with goods, so Captain Sweet brought as many extra hands as he could from the *Rancor* over to the *Tidsoptimist*. There ain't no one on the *Rancor* but the First Mate, wit' a hand on the tiller.
- Flashing a lantern three times to port will cause the First Mate on the *Rancor* to light the storm lamp so the pirates can find it in the storm when they return with their booty.
- The pirates approached from both port and starboard and climbed up grappling hooks. Their two longships are still tied to the *Tidsoptimist*.
- The pirates don't mean nothing personal against the sailors, they just want to take ask much of the valuables as they can. The characters should just let it happen and nobody will get hurt.

- Since the boats approached separately the pirates are not sure exactly how many more there are, but they know there are at least as many as the characters just encountered, plus the Captain, and of course whomever among the crew is really helping the pirates.

If the characters bring prisoners with them, they follow general orders, but should they encounter fellow pirates, their good behavior immediately ends. If the captives encounter the leviathan, they run.

Pirate Longships

Any character checking the either the port or starboard rails finds three grapples leading down to a longboat tied to the *Tidsoptimist* with blanket wrapped barrels between to prevent loud thumping from the waves as the boats bump against each other.

Each could easily carry a dozen men, with eight rowing, plus still have room to carry cargo.

When the characters are ready to proceed, read or summarize the following read aloud text and then continue to Part 4.

As you head for the hatch, the *Tidsoptimist* gives a great lurch as if it had hit a sandbar or other massive, solid object. So far out in the middle of the Moonsea, that couldn't be possible, could it?

As you pick yourself up off the deck, you hear screams somewhere on the ship.

Looking over the side or around the ship reveals no landmass or other sign of what the *Tidsoptimist* might have walked into. Proceed with Part 4.

PART 4: ...IT POURS!

Estimated Duration: 90 minutes

Story Beats: The leviathan is attacking the ship. It cares not who is pirate or legitimate sailor, as long as it can feed. The damage it does to the ship causes the *Woolgathering Tidsoptimist* to slowly take on water. If the characters hope to survive, they will need to cross the stormy seas to the pirate's vessel and flee. But who or what will they take time to save?

This encounter is intended to be freeform as the characters prioritize who or what they will try to save. Provided below are several encounters that might occur as suites your table and the choices made by the characters.

General Outline

While the DM should adjust the flow of events based on timing and the table, the activities of most parties generally follow this outline:

- The party goes looking for crew members to rescue or specific cargo to retrieve. It's clear that the ship is taking on water.
- The party first encounters the leviathan, usually trying eat one of the crew.
- The party encounters the surviving pirates and either fights or joins forces against the leviathan.
- The party is attacked a second time by the leviathan as they try recover needed supplies.
- The party makes for the longboats and encounters even more of tentacles and a central mass.

Portraying the Leviathan

The leviathan is a massive creature of the depths and is a power beyond the characters' abilities at this tier. Instead, tentacles thread through the ship, grasping at anything that moves and consuming anything edible it can find. To simulate the parts of the leviathan, use these following modifications:

- All of the tentacles don't so much move as extend their speed, snaking through the bowls of the ship through

portholes or cracks pried open. NPCs make excellent targets of surprise attacks. While only the end attacks, any of the tentacle can be attacked.

- When a tentacle takes enough damage to kill it, the end severed and the stump retracts.
- All of the tentacles have no eyes and are blind beyond the range of their blindsight. They also gain Immunity to the Blinded condition.
- **Fanged tentacles:** These tentacles end in fanged maws and drip acid. They latch onto a foe and begin dissolving it. They use the statistics of a giant poisonous snake replacing the poison damage type with the acid damage type. Extend its blindsight to 30 feet.
- **Grasping tentacles:** These larger tentacles wrap around foes and attempt to squeeze their internal organs out of the victim's body into its waiting mouth. They use the statistics of a giant constrictor snake. Extend its blindsight to 30 feet.
- **Central Mass:** The central mass ends in a huge mouth similar to the fanged tentacle. It uses the statistics of a killer whale. Change its land movement from 0 feet to 30 feet.



Searching the Ship

Moving through the ship gets harder and harder as the storm gets worse and the leviathan further damages the ship. This manifests in one of four ways which the DM might use as needed.

- Water dripping down walls or sloshing puddles cosmetically add to the description

of the upper decks. A successful Intelligence (Investigation or Water Vehicles) notes the amount of water is more than should be getting in from just the waves and storm. The ship is taking on water.

- Water comes rushing up the companionway and floods down the hallway. Characters who fail a DC 10 Strength saving throw are knocked prone. Prone characters who fail a Dexterity saving throw are dashed against a wall for 3 (1d6) bludgeoning damage. This makes an excellent opportunity for the leviathan to attack.
- A lower deck is more than half full of water making the entire level difficult terrain.
- Beginning with the Bilge, and moving up as time progresses entire decks flood requiring characters moving through these areas to hold their breath and swim.

The First Taste

Once the characters are nearing their first NPC or cargo they are looking for, it's a good time for them to encounter the first probing tentacles of the leviathan. The tentacles bursts throw a plank, drop down through a hatch, or come up from the water to latch onto their target! These tentacles are represented by six **giant poisonous snakes** which fight to the death.

Adjusting this encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Remove three **giant poisonous snakes**.
- **Weak Party:** Remove two **giant poisonous snakes**.
- **Strong Party:** Add two **giant poisonous snakes**.
- **Very Strong Party:** Add four **giant poisonous snakes**.

Sweet Allies

Going for some valuable cargo, the party encounters Captain Charming Lesner Sweet and what remains of his crew. They are covered in gore, most of it not their own and they are frantic due to the monsters they have witnessed eat their comrades. But the

Captain isn't willing to give up yet. A rich man's vessel like this has to have some booty to be had. He is willing to join forces with the characters but he wants the treasure!

If the characters can't convince him to join forces, he lets them go their own way, but if it comes to it, he is ready for a fight! Captain Sweet, a **swashbuckler**; Smiling Bonnie the ship's **bard**, and four **bandits** are still alive.

Adjusting this encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Remove the **bard**.
- **Weak Party:** Remove two **bandits**.
- **Strong Party:** Add a **bandit** and a **spy**.
- **Very Strong Party:** Add a **bandit captain** and a **spy**.



Role-playing Captain Sweet

Captain Charming Lesner Sweet is a brutal, vicious and greedy monster. He cares only for opportunities to enrich himself, but he has a strong charisma that makes him a natural leader, even if most don't realize that he doesn't have their interests at heart. He is quick to lie if it gets him what he wants, and ready to murder someone if it doesn't.

A Serious Grab

As the characters probe deeper, once the water has risen or they have gone deeper, they encounter a much larger tentacled danger represented by two **giant poisonous snakes** and one **giant constrictor snake**. It is likely they have some pirate allies by this point.

Adjusting this encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Remove two **giant poisonous snakes** and the **giant constrictor snake** has 45 hp.
- **Weak Party:** Remove one **giant poisonous snake**.
- **Strong Party:** Add two **giant poisonous snakes**.
- **Very Strong Party:** Add a **giant constrictor snake**.

The Big One

At some point the characters will realize they have no choice but to abandon the *Tidsoptimist*. It is sinking and cannot be saved. They must lower the longboats or take the pirates' boats and make for the *Rancor*. Unfortunately for them, the leviathan doesn't want to let easy prey get away.

A central mass surrounded by tentacles rises up represented by a **killer whale**, three **giant poisonous snakes** and one **giant constrictor snake**. The creature attacks as soon as the party pushes off. If the central mass is defeated along with at least two of the other tentacles, the rest withdraw under the sea.

Broken Rudder: If the characters have failed to repair the rudder in Part 2, the *Tidsoptimist* is moving randomly and lowering

the boats or climbing down to the pirates' boats is dangerous and unpredictable. Each character must succeed in a DC 10 Strength (Athletics) check to get/stay in the boat. Those that fail are thrown free into the water. Such characters are in the water when the leviathan attacks. In addition, as an action they must succeed in a DC 15 Strength (Athletics) check (or have swim speed, or use magic) to get back to the boat. Those that fail still get back but suffer a level of exhaustion in doing so.

Finding the Rancor: The *Rancor* is very difficult to pick out against the night sea in the raging storm. If they light any sort of bright light, the first mate on the *Rancor* lights a similar light and makes finding the ship automatic. If they have any surviving pirate allies, they tell them what to do. If not, the characters will need a successful DC 15 Wisdom (Perception) check to locate the ship. If they fail, after the leviathan has been driven away, characters aboard the longboat can keep searching as the *Tidsoptimist* sinks. With waves crashing over them and winds pushing their boat about, each character automatically suffers on level of exhaustion. They may then search again. If everyone fails to spot the *Rancor*, they suffer another level of exhaustion and may try again, until someone spots the ship or the characters die at sea.

Adjusting this encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Remove the **giant constrictor snake**.
- **Weak Party:** Remove two **giant poisonous snakes**.
- **Strong Party:** Add two **giant poisonous snakes**.
- **Very Strong Party:** Add a **giant constrictor snake**.

Conclusion

When the characters climb aboard the *Rancor*, their reception depends on who they are with. If Captain Sweet is with them, he and his remaining men join with the *Rancor*'s first mate (treat as a **spy**) to attack the

characters and claim any cargo they brought with them.

If Captain Sweet has been slain, the first mate, one Green Pate surrenders the ship hoping that the characters will help him pilot it to safety.

Treasure

In Captain Sweet's cabin there is a strongbox containing 250 gp, a *potion of water breathing*, and a pair of *gauntlets of ogre power*. If the Captain is dead, no one stops them from claiming the strongbox.

In addition, when the characters make it to port, Lord von Finklestein pays the characters 3,750 gp for the badly damaged *Rancor* which they plan to use to import more goods for the struggling city.

Rewards

Make sure players note their rewards on their adventure logsheets. Give your name and DCI number (is applicable) so players can record who ran the session.

Experience

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

Combat Awards

Name of Foe	XP per Foe
Bandit	25
Bandit Captain	450
Bard	450
Giant Constrictor Snake	450
Giant Poisonous Snake	50
Killer Whale	700
Spy	200
Swashbuckler	700

Non-Combat Awards

Task or Accomplishment	XP per Character
------------------------	------------------

Per crew member besides Calixto that are rescued alive	50
Negotiating an alliance with the pirates	100
Saving some of the cargo	100

The **minimum** total award for each character participating in this adventure is **900 experience points**.

The **maximum** total award for each character participating is **1,200 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide the treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Captain Sweet's Strongbox	250
Bounty on the <i>Rancor</i>	3,750

Gauntlets of Ogre Power

Wondrous Item, uncommon (Requires Attunement)

These gauntlets are embossed with a Jolley Roger, the skull and crossbones. Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is already 19 or higher without them.

A description of this item can be found in the *Dungeon Master's Guide*.

Potion of Water Breathing

Potion, Uncommon

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid of the sea and has a jellyfish-like bubble floating in it.

A description of this item can be found in the *Player's Handbook*.

Story Awards

During the course of this adventure, the characters may earn the following story awards:

Well, At Least You Tried. You are a survivor of the *Woolgathering Tidsoptimist* disaster who tried bring crucial supplies to Mulmaster despite the calamity around you. The starving people of the Zhent Ghetto remember and erect a small memorial honoring you and the rest of the ill-fated crew.

Player Rewards

For completing this adventure, players earn downtime and renown as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*.

Members of the **Order of the Gauntlet** earn an additional point of renown if Alashna Ravonich, cleric of Tyr, survives to Mulmaster.

Those who are **Harpers** that deliver the lead-lined trunk to Mulmaster earn an extra point of renown.

Emerald Enclave members that gather a sample of the leviathan earn an extra point of renown.

If Captain Evgeny Volkov survives, **Lords Alliance** members earn an additional point of renown.

Zhentarim members who bring back at least a crate of earn an additional point of renown.

This adventure counts as a Mulmaster adventure for Characters that are members of the Brotherhood of the Cloaks.

DM Rewards

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*.

Appendix: NPC/Monster Statistics

Acolyte

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (3 slots): *bless, cure wounds, sanctuary*

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Bard

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Acrobatics +4, Perception +5, Performance +6

Senses passive Perception 15

Languages any one language

Challenge 2 (450 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*
1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*
2nd level (3 slots): *invisibility, shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Bandit Captain

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

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 any two languages

Challenge 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) 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 its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

Bandit

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Giant Constrictor Snake

Huge beast, unaligned

Armor Class 12

Hit Points 60 (8d12 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (–5)	10 (+0)	3 (–4)

Skills Perception +2

Senses blindsight 10 ft., passive **Perception** 12

Languages —

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the snake can't constrict another target.

Giant Poisonous Snake

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2 (–4)	11 (+0)	4 (–3)

Skills Perception +2

Senses blindsight 10 ft., passive **Perception** 12

Languages —

Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Killer Whale

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 90 (12d12 + 12)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+2)	13 (+1)	3 (–4)	12 (+1)	7 (–2)

Skills Perception +3

Senses blindsight 120 ft., passive **Perception** 13

Languages —

Challenge 3 (700 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:* +6 to hit, reach 10 ft., one creature. *Hit:* 21 (5d6 + 4) piercing damage.

Swashbuckler

Medium humanoid (any race), any non-lawful alignment

Armor Class 17 (leather armor)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses passive Perception 10

Languages any one languages (usually Common)

Challenge 3 (700 XP)

Light Footed. The swashbuckler can take the Dash or Disengage action as a bonus action on each of its turns.

Suave Defense. While the swashbuckler is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

Actions

Multiattack. The swashbuckler makes three melee attacks: one with a dagger and two with its rapier.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 4) piercing damage.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Spy

Medium humanoid (any race), any alignment

Armor Class 12
Hit Points 27 (6d8)
Speed 30 ft.

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

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

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

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it 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 the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

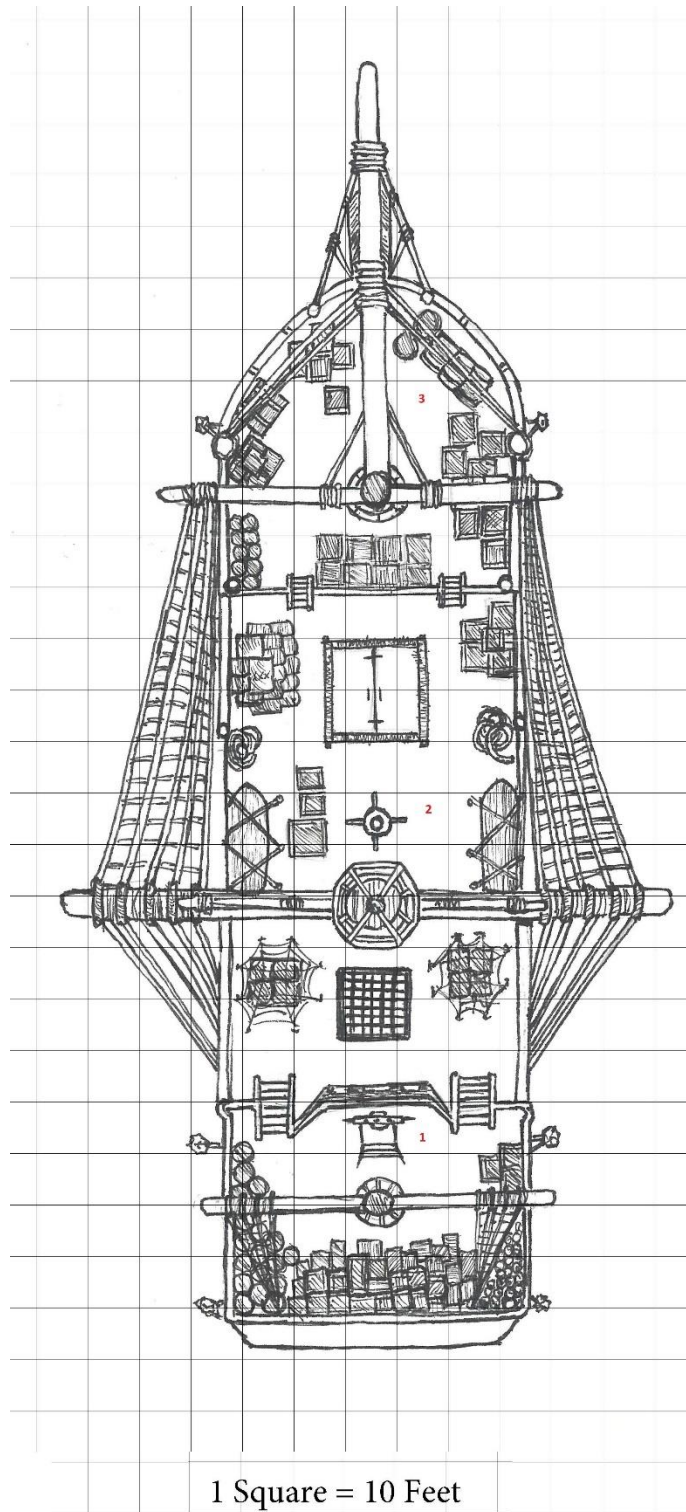
Actions

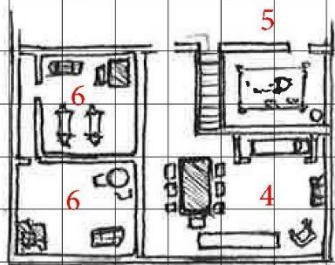
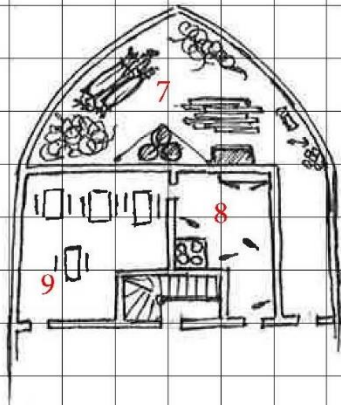
Multiattack. The spy makes two melee attacks.

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

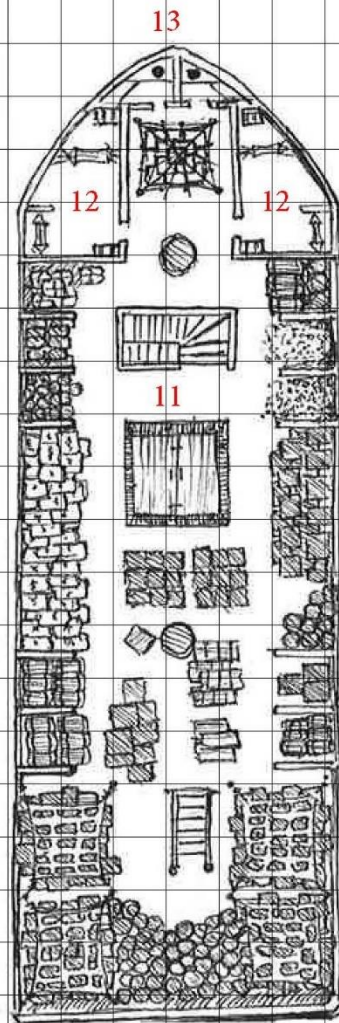
Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

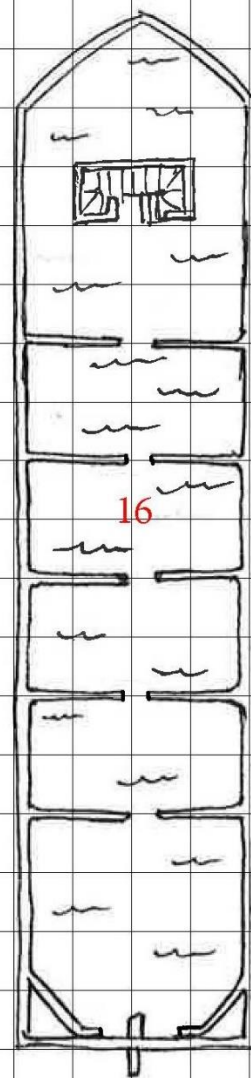
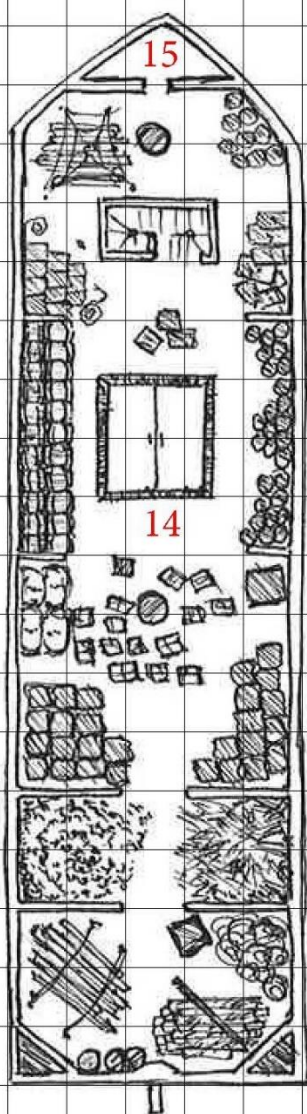
APPENDIX: THE SHIP





□ = 10'





□ = 10'

Appendix: Crew of the Woolgathering Tidsoptimist

The following compose the crew and passengers aboard the *Woolgathering Tidsoptimist*, in addition to the characters. If the DM requires statistics for any of them with the exceptions of Alashna and Calixto, use the **bandit** stat block.

Alashna Ravonich

Human (Damaran), Female, Cleric (Tyr), LN

Alashna Ravonich is a cleric of Tyr on her way to minister in Mulmaster. A native of Mulmaster who has been abroad for several decades and is returning to spread the faith of The Maimed God.

She is a tanned human woman with steel and black hair woven in a tight, long braid.

If Alashna's statistics become needed, use the **acolyte** stat block.

Roleplaying: Alashna is stern and pessimistic; demanding obedience and perfection from those around her. She has a tendency to treat others like wayward children. She is stingy with her limited spells, encouraging others to prove their worth by persevering without magical aid.

Location: Alashna is spends most of her time in her room (the stern-most passenger cabin, area 6). If characters come to her, she is more than willing to aid them with her spells if they can prove their worth.

Bo'sun Owin Smallfoot

Halfling (Lightfoot), Male, Boatswain, CG

The Boatswain is responsible for all the rigging and sails. Given the size of the *Woolgathering Tidsoptimist* he is short-handed and spends most of his time aloft or crawling over out of the way places. Since he rarely tells anyone where he is going, some find this behavior suspicious.

Roleplaying: Owin is affable, though a bit of a loaner. Those skilled in knots and rigging are likely to make a friend of him.

Location: The Bo'sun is in the rigging and the crow's nest a lot of the time (area 2), though he also frequents the fore-castle storage (area 7) for supplies. If he suspects there might be sabotage, he also starts searching the out of the way places below decks.

Calixto

Human (Rashemi), Male, Cook, NE

Calixto has sailed with Captain Volkov and Nickolva in the past. If not for his excellent culinary skills, his crude humor and hard drinking would have drummed him out of the crew. He makes fast friends with any kitchen workers if they are similar in nature. Unfortunately for the rest of the crew, Calixto has taken a bribe from the pirates to sabotage the *Woolgathering Tidsoptimist* so to make it easy prey. Before the characters boarded, he has already compromised the rigging on the mainmast and during the storm (Part 2) he sabotages the tiller ropes.

If the PCs come into conflict with Calixto, he uses the statistics of a **spy**.

Roleplaying: The cook tells crude jokes constantly, that get worse as the day goes on and he drinks more heavily. When things get tough, he drinks even more, and gets sloppy and aggressive.

Location: The cook is starts in the galley (area 8), but eventually needs to move to the rudder assembly (area 17). This ruins the clothes he was wearing, which he forces down the head (area 13) to hide the evidence. He always carries a bottle of rum and if caught wandering the ship, he tries to claim he was sneaking away for a nip.

Captain Evgeny Volkov

Human (Chondathan), Male, Sea Captain, LN

Captain Volkov has worked as a mercenary Captain for hire, specializing in unique one-

time jobs rather than running the same route over again. He is most familiar with the Moonsea and Dragon Reach, but has traveled further in his career. He has worked many times for the Lords Alliance and while not a member, is sympathetic to their efforts.

The Captain is a thin Mulman with a neat Balbo beard and trim mustache. He is deeply tanned from years at sea and speaks with a thick Mulman accent.

Roleplaying: The Captain brooks no fools and expects his orders to be carried out. He will do everything within his power to make sure his ship comes to port and is deeply dedicated to any job he accepts. He is close friends with First Mate Nickolva and trusts her implicitly.

Location: The Captain begins in his cabin (area 4) and then moves to the navigator's study (area 5) as the *Tidsoptimist* gets underway. Once the storm is in full force, he is at the helm (area 1). This should make him easy to find if the characters are looking to him for direction.

First Mate Nickolva

Half-orc (Turami), Female, First Mate, CN

Nickolva has worked with Captain Volkov for almost two decades and appreciates his dedication to his crew and good pay, which she sends back to her wife and daughter in Alaghôn. He is a trusted ally and friend.

Nickolva is a strong woman of Turami decent with orcish blood. She shaves her head and has a large tattoo of a Turami woman and a smiling girl on her right arm (her wife and daughter).

Roleplaying: Nickolva is the bruiser to Captain Volkov's steel edged orders. She makes sure things run smoothly or she vents a string of filthy invectives that would make any experienced sailor wither.

Location: The First Mate spends most of her time trying to make sure the characters

are doing what they should be, or roaming the deck (areas 1-3) caring for the lines and keeping cargo in place.

Daylar Wavestalker

Elf (Moon Elf), Male, Navigator, NG

Daylar is pleasant, but largely absent from conversations. For him the sky, the weather, and nature is of such beauty and interest that humanoid conversation is secondary. He barely notices others. His fascination with the stars in particular makes him a skilled navigator.

Roleplaying: Daylar is generally quiet with a bemused expression. He rarely notices what people are doing, but is keenly aware of natural surroundings.

Location: The navigator spends most of his time in the navigator's study (area 5) or at the helm (area 1).

Zynoe Sicosh

Tiefling, Female, Suspicious Passenger, CN

Zynoe has booked passage on the *Woolgathering Tidsoptimist* hoping to go relatively unnoticed when it comes into port. Already stored in the hold is a large trunk filled with holy symbols of Mystra, bundles of the narcotic Silkroot, a stolen painting of former First Lord of Hillsfar Torin Nomerthal, and an unholy text on the worship of Graz'zt.

Roleplaying: Zynoe is paranoid that someone will snoop into her goods. She avoids other passengers, is generally unfriendly, and skulks about the ship spying on other passengers.

Location: Zynoe is paranoid about her cargo and spends most of her time hiding near it on the storage deck (area 14). She avoids her cabin (area 6) and if not discovered below, is likely one of the first victims of the leviathan when it starts invading the ship.

PLAYER HANDOUT: TREASURE

Gauntlets of Ogre Power

Wondrous Item, uncommon (Requires Attunement)

These gauntlets are embossed with a Jolley Roger, the skull and crossbones. Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is already 19 or higher without them.

A description of this item can be found in the *Dungeon Master's Guide*.

Potion of Water Breathing

Potion, Uncommon

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid of the sea and has a jellyfish-like bubble floating in it.

A description of this item can be found in the *Player's Handbook*.

Story Awards

During the course of this adventure, the characters may earn the following story awards:

Well, At Least You Tried. You are a survivor of the *Woolgathering Tidsoptimist* disaster who tried bring crucial supplies to Mulmaster despite the calamity around you. The starving people of the Zhent Ghetto remember and erect a small memorial honoring you and the rest of the ill-fated crew.



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