

DEAD MEN'S TALES

Part One of the Dead Men Series

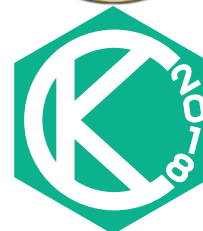
A call for help is received from Abigail's Cove: a fishing village located just south of Hulburg. Recently, two moss-covered skeletons walked out of the Moonsea and attacked the village. The villagers were able to defend themselves, but they fear something worse may be coming as a thick and ominous fog slowly rolls in from the Moonsea.

A Four-Hour Adventure for 1st–4th Level Characters



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INTRODUCTION

Welcome to *Dead Men's Tales*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and The Role Initiative's *Dead Men* series.

The adventure takes place in a small fishing village just south of Hulburg, and along the northern coast of the Moonsea.

This adventure is designed for **three to seven 1st–4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate 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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of 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. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure—such as note cards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—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.

ADVENTURE PRIMER

Your dead sleep quietly, at least, Captain, out of reach of sharks.

Yes, sir, of sharks and men.

—Jules Verne, Twenty Thousand Leagues Under the Sea

ADVENTURE BACKGROUND

Named after a boulder resting near the shoreline with “Abigail” chiseled into the side facing the Moonsea, Abigail’s Cove began with just two fishing families and a shared boat. The families had great success fishing the area, and word of their success spread to Hulburg and beyond.

Recently, three lads (doing as young lads do) began building a hideout in the hills behind the village. They had already found a small opening in a rock outcropping, so they decided to make this their hideout, digging just below in order to expose more of the slowly forming passage.

They found the success they were looking for, and much more. Once the opening was large enough, the three boys laid on their bellies and shimmied into the hole. Lighting a torch, they found a small chest set upon a stone pedestal in the center of a shallow cave. Curious as they were, they lifted the lid and found silver pieces and a gold necklace.

* * * * *

Nearly one hundred years ago, a Moonsea pirate named Dread Red buried his would-be bride in this cave. Abigail, the daughter of a lord, accidentally fell into the Moonsea while running from her father. He didn’t agree with her choice in men, and he planned to send her to Neverwinter, away from Dread Red.

Dread Red continued his pirating ways for several more years, though he gave any of Abigail’s family members a wide berth if he happened to cross their paths, be it on the Moonsea or in other waters. He’d had enough of that family, and he didn’t feel like giving them the satisfaction of knowing he still grieved for his lost Abigail.

Dread Red’s crew became mutinous when the captain of the ship wasn’t providing them the treasure and riches he had promised. One night, during a savage storm in the middle of the Moonsea, the crew rebelled against the captain.

Salty Griffon became badly damaged during the mutiny and the storm. Her masts snapped, her sails tore, and eventually she toppled, sinking to the ocean floor with both captain and crew still on board.

Dread Red spent his last moments writing in his captain’s log, promising Abigail that he would protect her, even from the afterlife.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Abigail’s Cove (AB-i-gales COVE). A small fishing village just south of Hulburg.

Abigail’s Cave (AB-i-gales CAVE). A small cave where Abigail’s remains lay.

Salty Griffon (SAL-tee GRI-fon). An unseaworthy ship that appears in the cove.

Bigby Soths (BIG-bee SOTHS). A teenage human boy, son of Clarence Soths, and friends with Angst and Liam Kribs.

Beatrice Bandi (BEE-a-tris BAN-dee). A dwarf fisherwoman with a small knowledge of arcane magic who is also mayor of the village.

Angst and Liam Kribs (ONGST and LEE-am KRIBS). Twin brothers and friends with Bigby Soths.

Delphina Soths (DEL-feen-ah SOTHS). The owner of Delphina’s Bakery and mother to Bigby.

Dreadarious Redvane (DRED-ah-ree-us RED-vane). AKA Dread Red—the captain of the pirate ship *Salty Griffon*.

Ike the Blacksmith. A hill dwarf blacksmith.

Jesper. A gnome fisherman found at the docks.

Jimbo Teether. A gnome owner of the general store.

Olde Fish Eye. An old fisherman with a little information to share.

Peaches. A zombie parrot found on *Salty Griffon*.

ADVENTURE OVERVIEW

The adventure is broken down into six parts:

Part 1. Abigail’s Cove—30 minutes. The adventurers are introduced to Abigail’s Cove and find a battle.

Part 2. Port of Call—30 minutes. The adventurers explore some of Abigail’s Cove and learn information from the villagers.

Part 3. Boarding Party—60 minutes. The adventurers board *Salty Griffon* to investigate the ship and the cause of the undead.

Part 4. Below Deck—30 minutes. The adventurers explore more of the ship and meet *Salty Griffon*’s captain—Dread Red.

Part 5. The Belly of the Griffon—15 minutes. The adventurers learn what is hidden in the belly of the *Salty Griffon*.

Part 6. Village Knowledge—30 minutes. The adventurers must find the body of Abigail and return her to *Salty Griffon*.

Part 7. The Outcome—15 minutes. Describes the outcome of the adventurers’ mission.

ADVENTURE HOOKS

The adventurers have been asked to investigate the strange mist and help the villagers of Abigail’s Cove if necessary.

Auspicious Beginnings. Being new to adventuring, the party members are still trying to make a

name for themselves. A trek to the Moonsea to help a fishing village could bode well for their fame.

Faction Trials. The factions are using this to test new faction members, and to help younger members gain more experience as adventurers.

This Sounds Like a Vacation! Investigate a strange occurrence at a fishing village? Yes, sir! Fresh fish and clean air to boot!

Legend of the Fog. A bard or a character with a background in sailing may have heard tales of bad things happening when this particular fog surfaces. It's a bad omen for sure, and the villagers will most certainly require assistance.

Evil Forces Are At Work! We must venture to this village and assist however we can.

For the Reward. Yuck – sand, fish, rain, and fog. It sounds horrible, but if there's treasure to be had, I'm in!

NOTES FROM THE AUTHOR:

It is recommended that you read through this adventure first, before running it at a table. Doing so will give insight as to how you can help the players move through the adventure in a timely manner.

The adventure is solved by the PCs locating the remains of Abigail and returning them to *Salty Griffon* before time runs out. During the two playtests I ran, the players followed the adventure in the format it is presented. There is the possibility that your group does not immediately go to the ship, deciding to search for clues in the village first. In this case, you'll need to skip Parts 3 & 4 and refer to the village knowledge in Parts 2 & 5.

Clues should point the adventurers in the direction of the cave by mentioning the boys, their dirty clothes, and the tools they've been seen carrying. The villagers do not know about the cave, so they should not mention it. Only the boys know the whereabouts of the cave.

While on the ship, if the adventurers discover Peaches, the zombie parrot can give subtle hints about what's in the next room. However, it doesn't know about the trapped door to the armory, or the danger from the swollen food barrels. I've added suggested text for Peaches, but you may use Peaches however you like.

PART 1. ABIGAIL'S COVE

Estimated Duration: 30 minutes

The adventure begins with the characters entering Abigail's Cove just before sunset. A large boulder rests in the middle of the main road leading to the village. Etched into the boulder is the name Abigail, though this cannot be seen unless the characters look at the stone as they pass it. The name is etched into the side facing the sea.

GENERAL FEATURES

Abigail's Cove is made up of several small houses and buildings, and it has these general features.

Terrain. The village lies on a hill that gently slopes down to the waterfront. Though the village terrain is mostly dirt, the shoreline is a grainy sand.

Weather. It is cold, but bearable without extra garments. A drizzle begins after the main encounter, which will turn into an overnight thunderstorm.

Light. The adventure begins as the sun starts to set, with storm clouds rolling in from the west. The area near the shoreline is obscured by a thin mist that leads into a thick fog.

Smells and Sounds. A slight breeze from the sea carries with it the smells of moss, fish, and damp air.

Residences. Unless otherwise noted, the homes in Abigail's Cove have three rooms—two bedrooms and a living area/kitchen with a stone fireplace. In addition, each home has an outhouse in the backyard.

1A. BATTLE FOR THE COVE

When the party reaches the center of the village, read or summarize the following:

The harsh clang of metal on metal intermingled with shouts from brave souls who battle at the shoreline greet your ears as you reach the crossroads of the village.

A dense fog is rolling in from the sea, but only its thin edges have reached the shore of the cove. Through the failing light of the sun, within the mist you see a cloaked dwarf waving her hands in an arcane arc. "Come on, you damned bone man!" She yells as a bolt of green flame leaps from her hands, hitting the skeleton in the midsection and dropping it to the ground.

Two men—one standing on a pier to the left, the other on the shoreline 30 feet to the right of the dwarf—battle a skeleton. A third man lays on the sand, motionless. A skeleton, draped with seaweed, festooned with barnacles, and wielding a rusty shortsword stands over him.

Three docks extend out from the shore. A skeleton, draped in moss, pulls itself from the water and onto the western-most dock.

The cloaked dwarf notices you and yells, "What are you waiting for! Get down here!"

The battle occurs at the shore of Abigail's Cove, roughly 60 feet from where the adventurers are when they experience the above events. Refer to the "Battle for the Cove" map for creature placement.

The **skeletons** have not yet been damaged. Each has bits of seaweed or moss draping from its bones. They are on a mission and will only stop if they are destroyed.

SETTING UP THE ENCOUNTER

Very Weak

- **Skeleton (2):** AC 13, 13 hp, Init +2
Remove the skeleton climbing onto the dock.

Weak / Average

- **Skeleton (3):** AC 13, 13 hp, Init +2

Strong / Very Strong

- **Skeleton (4):** AC 13, 13 hp, Init +2
Add the new skeleton to the east dock.

The spellcaster is Beatrice Bandi (**acolyte**, 15 hp, spell save DC 12), the dwarf elder of the village. She studied a little magic when she was younger, but only knows the cantrips *sacred flame* and *mending*. Her *sacred flame* appears green in color.

The two men standing are fishermen (use **commoner** statistics) wielding fishing spears, but neither is a proficient fighter and, unless assisted, each will most certainly perish.

The man lying on the shoreline is injured, but alive with 1 hit point. The skeleton standing over him moves to attack Beatrice on the next round.

1B. VILLAGE HOSPITALITY

Once the battle is over, Beatrice introduces herself, thanks the adventurers, and then invites them to her house where they can talk—out of the cold and the drizzle that has just started. Read or summarize the following:

"Praise Tymora!" proclaims the dwarf as she pulls a copper piece from her cloak pocket and flips it into the air. "Our prayers for help have been answered," she says as the coin lands on the ground.

She nods in your direction and says, "You showed up just in time! This is the second set of skeletons we've had to battle, and I don't think we could have lived through it without your assistance."

"I'm Beatrice Bandi, the Mayor of the town," offers the dwarf as a cold drizzle begins.

Beatrice wraps her cloak tighter and says, "Please, follow me. Let's get out of this cold. We can talk more inside."

Beatrice's home is only 50 feet from the shore line. It's a small home, but large enough to accommodate the adventuring party.

FOOD AND INFORMATION

As she and the adventurers discuss the situation, she is often interrupted by a knock at the door. Several of the villagers have made food for the adventurers and brought it to Beatrice's home for them to enjoy. After relaying one or two bits of the below information, have a villager knock at the door and present a food item.

The dishes are delicious and include:

- Pickled fish
- Warm, sourdough bread
- Goat cheese
- Fried fish

Beatrice knows the following about the attacks:

- Abigail's Cove has never had an issue with skeletons before.
- The fog started rolling in a few days ago, about the same time as the first skeleton attack.
- Tymon and Isa Garner were the first to notice the fog.
 - They were celebrating their first wedding anniversary with a picnic at the top of the hill.
 - As they went to kiss, Isa noticed the fog out on the Moonsea.
 - She also saw a red light hanging in the fog, like a bright ship's lantern.
 - The red light hasn't been seen since.
- Both attacks started at the waterfront.
 - The undead emerged from the water, some covered in moss.
 - Only two skeletons attacked the first time. She and the others were barely able to defeat them.

If asked about Abigail's Cove:

- A large boulder with the name "Abigail" chiseled into the side facing the Moonsea rests at the top of the hill, near where the adventurers entered.
- The first villagers saw the boulder and decided to name the cove after this Abigail.
- No one has been able to decipher who or what Abigail was.
- The villagers have become too scared to fish. No one is taking boats out, and many of the shore fishermen are waiting for the fog to dissipate.

SLEEPING

Beatrice invites the party to sleep at her house this evening. Her house includes two bedrooms—one for her and another with a bed large enough for two medium-sized creatures. There is ample room in the main living area to sleep four medium-sized creatures.

The drizzle turns into an overnight thunderstorm, but no other events occur overnight. The storm ends around 3:00 a.m.

PART 2. PORT OF CALL

Estimated Duration: 30 minutes

As they move about the village, possibly inquiring about the mist, fog, or skeleton attacks, the adventurers have the opportunity to learn a few facts and myths of the area.

The fog still hangs in the cove, preventing any of the fishing boats from going out today. A lone trap-fisherman named Jesper is the only fisherman at the docks, and he's caught a mess of fish this morning.

Shortly after breakfast, perhaps while the party is moving about town and asking questions, the fog will part, revealing a large, broken-down ship resting at the entrance of the cove.

2A. BREAKFAST

Part 2 begins with Beatrice Bandi taking the adventurers to Delphina's Bakery for breakfast:

- If the party stayed at Beatrice's house, she wakes them at the crack of dawn and rushes them over to Delphina's Bakery.
- If the party did not stay at Beatrice's house, she quickly finds them and invites them to Delphina's Bakery—her treat!
- If the adventurers need additional encouragement, she explains Delphina made the fantastic sourdough bread they ate last night, and her Gooley Rolls are even more delicious.

2B. DELPHINA'S BAKERY

Delphina Soths (Bigby Soths's mother) owns her own small bakery near the mayor's house. She's an outstanding baker, specializing in cinnamon rolls covered in a sweet and gooey honey glaze—Gooley Rolls.

The bakery has an eating area: four small round tables with chairs, each seating four medium-sized humanoids. A Gooley Roll and a beverage costs a mere copper piece total.

THE NECKLACE

Delphina wears a gold necklace and pendant that Bigby and the other boys found in a nearby cave (Abigail's Cave). It's been polished, and she wears it proudly. It was a gift from her son after all.

If studied, a character with a background in sailing, or one succeeding on a DC 13 Intelligence (History) check, knows that the pendant is a Mariner's Compass.



If asked about the necklace, Delphina has the following information to share:

- "Isn't it lovely? My son Bigby gave it to me the other day."
- "Bigby found it while he and his friends were exploring."
- "I do hate that someone lost it, but perhaps it's pirate's treasure (she says with a giggle)."
- "Oh, you know boys. They are always exploring and getting into mischief."
- "I'm not sure exactly where the boys found it."
- "I plan to ask Olde Fish Eye if he's seen it before."
- "I think they've been spending some time with the Ike the Blacksmith. He mentioned something about seeing them the other day."

Delphina doesn't know where the boys are going, and she's not too concerned as "boys will be boys". She wears the necklace openly:

- Because she's fond of it.
- In the event the rightful owner notices it and asks her to give it back, which she will gladly do.

CLUES

Both Beatrice and Delphina suggest the party speaks with Olde Fish Eye. Being the oldest member of the village, he might know some tales about the fog.

AFTER BREAKFAST

After breakfast, the adventurers have time to visit one of the following locations before the *Salty Griffon* appears in the mouth of the cove—sideways and blocking the exit. After they complete any one of area 2C, area 2D, or area 2E, continue with area 2F, "The Fog & the *Salty Griffon*."

2C. JIMBO'S STORE

Jimbo Teether (gnome, commoner) owns and operates the local general store. All the items listed on page 150 of the *Player's Handbook*, except for weapons and *potions of healing*, can be found in Jimbo's store.

Jimbo knows the following:

- "In all my years, I've never seen such a fog."
- "The undead give me the willies!"
- "Nothing out of the normal has happened around here."
- "Those boys sure have been busy! They bought up a bunch of hardtack the other day."
- "They paid with silver! I don't know where they got their hands on silver, but no one's been making a fuss about being robbed lately."

Jimbo doesn't know where the boys are going. He has seen them talking to Ike the Blacksmith, though.

CLUES

Jimbo suggests the party speaks with Olde Fish Eye for information about the fog, or Ike the Blacksmith if they are looking for information on the boys.

2D. OLDE FISH EYE

Olde Fish Eye (human, commoner) lives in a wooden shack on the edge of town, along the shoreline and close to the docks. The exterior of his home is disheveled, and the interior isn't much better. Obvious cracks can be seen in the planking of his house, but Olde Fish Eye doesn't mind—he enjoys the crisp breath of the Moonsea greeting him every morning.

Olde Fish Eye is 95 years old, which is quite a feat for a human in these parts. His longevity, as he describes it, is from the succulent fish eyes he eats.

Olde Fish Eye got his name because of the 'delicacy' that he enjoys eating—fish eyes. He's been known to stand at the docks when the crews are cleaning fish, pay a copper for a dozen fish eyes, and eat them right then and there—fresh and uncooked, with juices running down his chin and into his white beard.

Olde Fish Eye knows a bit of history of this area. If asked, he'll easily give information if the adventurers run down to the docks and get him some fresh fish eyes. "The bigger the better," he'll say. He isn't too interested in coin, though a successful DC 13 Charisma (Intimidation) check could sway him to accept a sum of 5 copper for a bit of information.



Olde Fish Eye knows the following facts. If the party pays him with fish eyes, the old man tells them the facts while popping small fish eyes into his mouth whole and taking bites out of larger ones (describe as you will):

- "Used t'be a pirate named Dread Red who sailed the Moonsea."
- "His ship was called the *Salty Griffon*."
- "When I was just a minnow, a huge storm came upon the Moonsea. I think that's the last anyone ever heard of Dread Red, the *Salty Griffon*, or her crew."
- "Rumor was, Dread Red was about to marry a noble's daughter. Don't know whatever happened to her. Pirate stories are more interesting than love stories."

FISH EYES FOR OLDE FISH EYE

If the party goes to the docks in search of fish eyes, they only find one fisherman named Jesper (gnome, commoner). The fog is too thick for the other fishermen to go out today, but Jesper is a trap fisherman who sets his traps near the docks.

Jesper's traps were full this morning; he thinks the fog has something to do with it. He's caught some really big bottom-feeder fish. As a result, he has many fish eyes to sell to the party, either a bucket of small fish eyes for 1 cp, or a bucket of large fish eyes—roughly the size of a walnut—for 2 cp.

Jesper makes fish eye soup, and although he's willing to sell the fish eyes, he's really not interested in giving them away. A successful DC 11 Charisma (Intimidation or Persuasion) check could change his mind.

A character succeeding on a DC 10 Wisdom (Perception) check notices several tattered fishing nets and a few broken fishing traps that require mending. A player may cast the *mending* spell to correct the issues. If this occurs, Jesper gladly gives the PCs both buckets of fish eyes.

2E. THE BLACKSMITH

If the party visits Ike the Blacksmith (hill dwarf, commoner), they find him busy sharpening axes, daggers, and fillet knives. He's preparing for another skeleton attack. Ike has the following information for the party:

- "That was a scary bit, it was. I've never seen a skeleton round here."
- "I watched 'em walk right outta the Moonsea!"
- "Those boys sure are busy! I don't know what they're doing, but every evening I've got to sharpen their pick or straighten their shovel."
- "I'm not sure where they're going. Other side of town, I know that. Least, that's the way they walked off to."

The boys have been borrowing Ike's tools, and he's happy to let them. He was a boy once, and he almost wishes he could run off with the youngsters to explore instead of having to man his shop.

2F. THE FOG & THE SALTY GRIFFON

After visiting one of the prior locations, the fog slowly drifts back to the sea, revealing an unseaworthy ship covered in barnacles and dripping with moss and seaweed.

When ready, read or summarize the following:

The fog begins to dissipate, revealing a large ship covered in barnacles, dripping with seaweed, and riddled with holes. It rests at the mouth of the cove. Beautifully inscribed along the top of the bow are the words "*Salty Griffon*."

Only one mast remains intact, and a red lantern hangs from it. The other masts are snapped in half. One sail, torn and tattered, flaps gently in the breeze.

From the looks of her, there's no reason she should be afloat. Yet . . . she is.

A character may make a DC 15 Intelligence (History) check to see if they recall any information about the ship and its name. Advantage is granted to bards and adventurers with a naval background or history. On a success, give them the following information, based on the result:

Result	Information (Cumulative)
15–17	<i>Salty Griffon</i> was the name of a pirate ship, lost at sea during a storm nearly 100 years ago. She was captained by the pirate who called himself Dread Red.
18+	It's rumored that Dread Red lost the woman he loved in a strange accident.

2G. COURSES OF ACTION

Based on what they have learned and seen, there are several things the players may do from this point on. Encourage whichever course of action they choose, and then reference the sections listed below:

- Part 3, "Boarding Party." The players go to the ship to investigate.
- Part 6, "Village Knowledge." The players search the village for clues. In addition, they may also learn information not yet gleaned from part 2, "Port of Call."

DREAD RED'S IMPATIENCE

If the adventurers choose to stay in the village and wait to board the ship, then after ten minutes of real-time game play, three **zombies** are seen jumping from the ship. They appear five rounds later as they walk out of the Moonsea and onto the shore of Abigail's Cove—placed wherever the DM wishes. The zombies attack the first creatures they see.

If the characters still don't board the ship, repeat the above after another ten minutes of real-time play.

The zombies jumping from the ship do not change the number of zombies on the ship. Consider these additional zombies that are not written in the body of the adventure.

PART 3. BOARDING PARTY

Estimated Duration: 60 minutes

The brave adventurers decide to board the pirate ship and stop the undead.

Three large, fishing rowboats are tied to the docks, each of which can hold up to six medium-sized creatures. Rowing the boats out to the ship should be easy enough, but approaching the ship and boarding it could be tricky.

The boats move 10 feet per round, use an oar on either side of the boat, and require a separate creature to man each oar.

3A. ROW YOUR BOAT!

Salty Griffon is roughly 80 feet from the shoreline, anchored at the mouth of the cove. The only way to reach it is by boat. One could also attempt to swim to the ship, but that is unwise.

While rowing to the ship, the adventurers are attacked by skeleton archers (see part 3B, “Shiver Me Timbers!”).

If no one in the party is proficient with sea vessels or if everyone lacks a naval background, have each of the party members make their choice of a DC 11 Intelligence, Wisdom, or Strength check to successfully row to the *Salty Griffon*. The required number of successes is equal to one-half the party number rounded up (i.e. a party of five must have three successes to pass one round of checks). On a failed group check, choose one of the following results and add your own flavor to the description. Feel free to add your own outcome, too.

Result	Effect
Circles	The oars are being used in opposite ways, causing the boat to turn in circles.
Slippage	The right oar isn't keeping up with the left oar, and the boat listing back to shore.
Not So Fast	The oars are just barely touching the water with each row.
Wrong Way	The oars are being used backward, causing the boat to head away from the <i>Salty Griffon</i> .

Once the adventurers successfully reach *Salty Griffon*, they are considered proficient in rowing the boats until the end of the adventure, with no further skill checks required.

ROWING EXAMPLE:

A party of 4 adventurers must make a total of 2 successful DC 11 group checks before they reach *The Salty Griffon*. Each group check is passed if 2 or more characters pass the DC 11 check.

A party of 5 adventurers: 3 successful group checks with each group check requiring 3 of more characters pass the DC 11 check.

A party of 6 adventurers: 3 successful group checks with each group check requiring 3 of more characters pass the DC 11 check.

3B. SHIVER ME TIMBERS!

Once the adventurers are within 30 feet of *Salty Griffon*, four skeletons wearing red headbands appear at the damaged railing and attack the party with shortbows. Since the railing is damaged, it does not provide the skeletons with cover.

Additionally, since their arrows have been underwater for a very long time, causing them to warp and the feathers to fall apart, the skeletons attack with disadvantage. Describe missed arrow attacks as “flew by your ear,” “impaled right next to you,” “hit the water,” and so on.

SETTING UP THE ENCOUNTER

- Very Weak
• Skeleton (2): AC 13, 13 hp, Init +2
- Weak
• Skeleton (3): AC 13, 13 hp, Init +2
- Average
• Skeleton (4): AC 13, 13 hp, Init +2
- Strong
• Skeleton (5): AC 13, 13 hp, Init +2
- Very Strong
• Skeleton (6): AC 13, 13 hp, Init +2

3C. ALL ABOARD!

GENERAL FEATURES OF SALTY GRIFFON

The general features of the ship are:

Terrain. Bits of moss and seaweed are strewn about the decks.

Weather. The wood is wet, having been at the bottom of the Moonsea for nearly 100 years. Attempts to burn the ship end with the wood only smoldering.

Resistance. The hull of the ship is immune to physical and magical damage, and it should be noted that there are many small holes and cracks in the hull, yet it does not sink. The internal structure of the ship is not immune to damage, but as noted, will not burn.

Light. Most of the cabins have windows and provide dim light. Cracks in the hull allow beams of light to shine into the lower level. A creature looking into the hull from one of these cracks sees the zombies that wait in the lower level.

Smells and Sounds. Decaying wood, creaky decks and steps, rusty hinges.

BOARDING THE SHIP

A rope netting drapes from either side of the ship, allowing a character to climb up to the main deck.

If the skeletons have not yet been defeated, they continue to fire arrows at the party while the party attempts to climb the netting.

Allow the players to suggest methods for boarding the ship. Here are two possibilities, but feel free to adjudicate alternate actions.

Jumping to the Netting. Each character must succeed on a DC 8 Strength (Athletics) check to move from the rowboat to the ropes. A failed check results in the character slipping while attempting this move, landing prone in the boat and suffering 1 point of bludgeoning damage. Advantage is given to the check if another character assists.

Climbing the Netting. The netting is wet, coated with seaweed, and considered difficult terrain. In addition, a character climbing the net must succeed on a DC 10 Strength (Athletics) check or become hung up in the netting, unable to find a good grip, or losing their footing on the slippery net for one round. A success results in the character having no issues traversing the net.

DMs Note: If the adventurers didn't drop an anchor or tie the rowboat to the ship, the rowboat floats 15 feet away from where they left it while they are on the ship.

3D. AVAST, MATIES!

Having successfully rowed to *Salty Griffon* and boarded her, the party find themselves on the main deck of the ship.

If any skeleton archers remain, half of them drop their bows and attack with their shortsworads. The other half continue their ranged attacks with disadvantage.

If only one skeleton remains, it continues ranged attacks with disadvantage.

FIRST ON THE SHIP

As soon as a character steps foot on the main deck, the ship's bosun, a **minotaur skeleton** wearing a red headband and carrying a greataxe, breaks through the doors of the forecastle and charges, selecting one party member at random against whom to use its Charge ability.

Read or summarize the following:

The unmistakable sound of clopping hooves comes from a set of double doors near the bow (front) of the ship. The sound becomes louder, closer. Just then, a beastly skeleton carrying a rusty greataxe crashes through the doors! With its head tucked and its massive horns lined up, it charges you.

The minotaur skeleton wears a silver chain with a small copper key attached to it. The chain and key

“tink . . . tink” against the undead's bony chest as it runs. The key is used to open the small chest found in the forecastle (area 3E).

SETTING UP THE ENCOUNTER

Very Weak

- **Minotaur Skeleton:** AC 10, 45 hp, Init +0

Weak

- **Minotaur Skeleton:** AC 12, 45 hp, Init +0

Average

- **Minotaur Skeleton:** AC 12, 67 hp, Init +0

Strong

- **Minotaur Skeleton:** AC 12, 83 hp, Init +0

Very Strong

- **Minotaur Skeleton:** AC 15, 105 hp, Init +0

TREASURE

The bosun is wearing a silver chain with a copper key on it, worth 10 gp.

EXIT

Two wooden sets of stairs on either side of the main deck lead up to another open deck. Another set of stairs leads down to the galley (area 3C), but the steps on the left have been destroyed and are unusable.

A door on the right leads to the forecastle (area 3E), while a door on the left leads to the first crew's quarters (area 3G).

A door on the second deck leads to the captain's cabin (area 2F).

3E. THE FORECASTLE

This was the living quarters of several ship members. Read or summarize the following:

A large bed, its mattress obviously water-logged, rests against the far wall. Two hammocks, one hanging four feet above the other, line each of the side walls. A small wooden scroll case dangles from the top hammock on the left.

THE HAMMOCKS

The hammocks are rotten. Anyone attempting to use a hammock can climb into it, but the hammock snaps free of its rigging the next round, causing 2 (1d4) bludgeoning damage as the character falls to the ground.

THE SCROLL CASE

The scroll case is made from bamboo and is waterproof. Inside are several pieces of parchment, a quill, and a dry bottle of ink. Most of the parchment is filled with doodles, but one contains a message. Give the players **Player Handout 1** if they open the scroll.

DM REFERENCE: THE NOTE

Moms,

You were right, I'm NOT cut out to be a sailor. Every time I eat while on the ship, I have to run to the deck, lean over the railing, and lose my stomach. All the crew laugh at me and have started calling me "UP".

The cook and the parrot are getting on my nerves, too. That bird constantly annoys the cook, flying by his head, pooping on him or his butcher knife. Cook can't do nothing seeing as Peaches is the 1st mate's bird and all.

I'm jumping ship next chance I get!

Chuck

THE BED

The large bed was used by the minotaur bosun. It was once a fine, feather bed, but years under the Moonsea have caused it to deteriorate, and it's soaked with water.

Treasure. Searching under the bed reveals a small silver chest. The chest can be opened using the key found on the minotaur skeleton, or with a successful DC 12 Dexterity check using thieves' tools. The chest contains a bag of 50 cp, a *potion of healing*, and a small book.

Investigation of the book reveals it is written in Common, but the grammar is very poor, as is the penmanship. The contents of the book include:

- A log of the weather with the last date over 100 years ago.
- A list of ship names (which were victims of *Salty Griffon* and her crew).
- A partial notation at the end (give the players **Player Handout 2**).

3F. THE CAPTAIN'S CABIN

Dread Red had learned it's not safe to live in the established captain's cabin; many enemies had targeted that cabin first. He moved his cabin one deck below and had given this cabin to two of his lieutenants.

What once were two nice beds now lay rotten in each of the back corners of this room. Two wooden footlockers sit at the foot of each of the beds, and between the beds, a small birdcage hangs in front of a large window that's missing several panes of glass.

Shortly after you open the door, you hear a strange voice say, "Shiver me timbers!"

THE BIRD CAGE

The voice originates from the birdcage. The ship's pet and mascot, Peaches the Parrot, has come

back to life as a zombie parrot (use **raven** statistics, change type to *undead* and remove fly speed).

PEACHES

Inscribed in the base of the brass birdcage is the name "Peaches." If its name is spoken, it replies with one of the below:

- Yes?
- Push off!
- That's my name!
- You can talk?
- Feed me first!



Unlike normal zombies, Peaches is friendly and just wants company. If fed, it warms to the party and even favors one party member, resting on that person's shoulder if it is let loose.

Peaches eats meat and nibbles on ears and necks, sometimes a little more than a nibble. If fed non-meat, Peaches spits and coughs and says, "this sucks! Feed me meat!"

PEACHES, ZOMBIE PARROT

Peaches is a very resilient zombie parrot and can only be destroyed if damaged with fire. Otherwise, it is continually at 1 hit point.

It may be removed from the ship, but disappears once *Salty Griffon* returns to the depths of the Moonsea.

XP AWARD

For freeing Peaches from its cage, award each character 25 XP.

TREASURE

A wooden footlocker sits at the foot of each bed. If searched, the following can be found:

One locker contains 25 sp and several deteriorated sets of worthless and waterlogged clothes.

The other locker contains 10 gp, a small pearl worth 25 gp, and several deteriorated sets of worthless and water-logged clothes. However, hidden within the clothing is a **crab**. The crab makes an attack with advantage against a creature that digs through the chest.

Peaches. If the crab is killed, or tossed somewhere in the room, Peaches drops to the ground, either eating the remains, or chasing the crab.

3G. CREW'S QUARTERS 1

Five straw beds line either side of this room. Most are disheveled and missing blankets. However, the bed closest to you and along the north wall has a human skeleton upon it, resting with a dagger between two ribs near where its heart would have been.

The far-left bed is covered in a blanket and appears to be concealing something.

A **skeleton** wearing a black headband and armed with a shortsword lies in the far-left bed. If the adventurers investigate the skeletal body nearest them, the skeleton at the end of the room rises and attacks the party.

SETTING UP THE ENCOUNTER

Very Weak / Weak / Average

- **Skeleton:** AC 13, 13 hp, Init +2

Strong

- **Skeleton (2):** AC 13, 13 hp, Init +2
Both skeletons rise to attack.

Very Strong

- **Skeleton (2):** AC 13, 20 hp, Init +2
Both skeletons rise to attack.

TREASURE

Stashed under each bed is a small, unlocked wooden chest. A sum of 23 cp is found in all of the chests, as well as a broken compass, a set of rusty navigator's tools, and a rusty dagger.

Under the bed with the skeleton impaled by the rusty dagger is a very small brass chest worth 3 gp. The chest is locked but can be opened with a successful DC 8 Dexterity check using thieves' tools. If opened, the chest contains a small, band-style ring that appears to have been created by weaving thin strands of wire together. It also contains a note with a letter. Give them **Player Handout 3**.

DM REFERENCE: THE LETTER

Gretchen,

I miss you. I can honestly tell you this time that I am through. The captain isn't himself anymore, and the crew is becoming more hostile and there are even whispers of mutiny.

I've not decided which side to take—either choice is dangerous. Those speaking of mutiny have been passing around black cloth to wear when the time comes.

I'll wait and choose when it happens. However, if you are reading this, I may have chosen poorly.

I fashioned an engagement ring for you. I know it's not gold, but someday I'll replace it with a ring you deserve. I plan to propose the next time we come into port. Hopefully, I have the chance to give it to you. If I don't, just know that I love you.

Peter

Peaches. If the brass chest is found, Peaches hops down and begins to peck at the shiny bits of the chest. It likes shiny things.

PART 4. BELOW DECK

Estimated Duration: 30 minutes

GENERAL FEATURES

The general features of this level of the ship are:

Terrain. Bits of moss and seaweed are strewn about the floor.

Weather. The interior is cold and damp.

Light. Dark, although small beams of light slip in through the broken timbers.

Smells and Sounds. The wood creaks and pops as the ship subtly sways on the Moonsea.

4A. COOK'S QUARTERS

The door to this room is open. As the party looks into the room, read or summarize the following:

As you look in the door, a large water-logged straw bed sits to the right and a small metal chest to the left.

Cedric, the zombie half-orc cook from part 4C lived in this room.

Peaches. If Peaches is brought into this room, she leaps from her perch when she is close to the cook's bed. She and the cook never got along, so Peaches takes this opportunity to leave a present on the bed, even though the bed will never be used again. "Squawk . . . stinky head . . . squawk!"

TREASURE

The chest is watertight, unlocked, and contains three dirty, off-white aprons, a worthless rusty set of cooking utensils, a small pouch containing 10 cp, and a note (**Player Handout 4**).

DM REFERENCE: THE NOTE

It sure is a shame what happened to the captain's lady. Her poppa thinks it must have been an accident, happening at night while she was out taking a stroll. Captain thinks she was running away and fell in the dark.

Captain didn't shed a tear while he carried her off, but I did. He buried her up along the shore. I had to stay on the ship to tend to things, but I wished I'd been able to go. Miss Abigail was a fine lady.

4B. STORAGE

This is a storage room that once held oranges, eggs, flour, rice, beans, salted pork, and hardtack.

Large teeth marks from some unknown sea creature can be found covering the crates and barrels that contained the eggs, salted pork, and hardtack. Only bits of meats and egg shell can be found inside these containers.

The rice and beans have expanded from being water-logged, and the barrels holding these items are about to burst. If the lids of these barrels are

opened, the pressure from the expanding food causes the lid to shoot from the barrel. A creature opening one of these barrels must make a DC 10 Dexterity saving throw. Failure results in the creature taking 1d4 bludgeoning damage as the lid hits it in the face.

A creature with a passive Perception of 13, or anyone succeeding at a DC 13 Wisdom (Perception) check, notices the barrels appear to be bulging at the seams. A successful DC 16 Wisdom (Insight) check reveals it may not be a good idea to open the barrels.

Peaches. If an adventurer attempts to open a barrel, Peaches leaps from her perch and onto the barrel. She attempts to help open the barrel by pecking at the lid. When the barrel explodes, Peaches is thrown into the air and smashed against the ceiling. She then falls to the ground and appears dead, but shortly thereafter rises again.

EXIT

An open door leads to the cook's quarters (area 4A).

4C. THE GALLEY

This section is the cooking station and eating area for the crew of *Salty Griffon*.

Peaches. Peaches and the cook didn't get along, and the parrot is very animated and vocal when the party descends the steps. "Squawk . . . Stinky Head! Stinky Head! . . . Squawk!"

As the adventurers descend the stairs, read or summarize the following:

You descend the creaking stairs and enter a large room. Three long tables surrounded by stools are at the far end of the room. The skeletal remains of a crew member wearing a black headband sit in a chair. Its upper torso is sprawled out on the table – a quarrel is strapped to its hip and it clutches a salmon-colored crossbow.

Another set of stairs leads further into the bowels of the ship, but the door is locked and barricaded with planks and nails.

A long table and a small metal stove sit along the left wall. Behind the table stands a large figure. Its green skin is shriveled and puckered, as if it were a plum left out in the sun. The creature, what must have once been a half-orc, wields a large butcher knife and he slams it almost rhythmically against the table, as if it were chopping something.

This is Cedric the half-orc cook, but he's been brought back to life as a **zombie**. Cedric isn't concerned with the adventurers, he's found peace by chopping away at the butcher-block table he manned in life. He attacks the party only if he is touched or injured by them.

The skeleton wearing the black headband does not animate.

PEACHES AND THE ZOMBIE COOK

Cedric has always hated Peaches the Parrot. If he sees or hears Peaches, he attacks the zombie parrot, although the adventurers may think Cedric is attacking them.

A creature who succeeds on a DC 12 Wisdom (Perception) or Intelligence (Insight) check believes the half-orc zombie is interested in Peaches, and not the adventurers.

If the party gives Peaches to Cedric, the half-orc takes Peaches and throws it into the unlit stove. Cedric then sits at the stove and attempts to light it, but the stove is filled with water and never ignites.

While in the stove, Peached squawks for help. "Squawk! ... Help a birdie out! ... Squawk!"

If the party defeats Cedric, Peaches is overwhelmed with joy. It bounces on an adventurer's shoulder and attempts to fly, but falls to the ground since it doesn't have feathers. It gets up, shakes its head, and squawks, "Stinky head had it comin' ... Squawk!"

TREASURE

The crossbow and bolts are made from coral and shells.

Although the coral crossbow is not magical, it is a rare, finely-crafted item. It has the same statistics as a light crossbow, but its value is 50 gp.

The three crossbow bolts, made from coral and shells, are magical *+1 ammunition*.



EXIT

From here, the party may move to the storeroom (area 4B) or the second crew's quarters (area 4D). As noted, the door to the stairwell leading down is locked and barricaded from this side.

A successful DC 15 Strength (Athletics) check removes one of the three wooden planks barricading the door. A total of three successful checks is required to open the door. Advantage is granted if a tool, such as a crowbar or sword, is used to pry the planks away.

The lock is old and rusty. It can be broken with a successful DC 12 Strength (Athletics) check, or opened with a successful DC 12 Dexterity check using thieves' tools.

4D. CREW'S QUARTERS 2

This room acts as a second crew's quarters. As the party enters the room, read or summarize the following:

Four hammocks, one on each wall and two hanging from the ceiling, sway gently with the ship's movement. An animated skeleton, its black headband slipped down over its eye sockets, is in the far-right hammock, flailing about and stuck. The undead's arms and legs have slipped through the hammock netting and it can't escape.

The skeleton is considered prone and is unable to take actions or reactions. It falls easily if the party attacks it. Otherwise, it just flails about in the hammock.

THE HAMMOCKS

The hammocks are rotten. Anyone attempting to use a hammock is able to get into it, but the hammock snaps free of its rigging the next round, causing 1d4 bludgeoning damage as the user falls to the ground.

Peaches. Peaches makes its way over to the disabled skeleton, perches on its head, and begins pecking away. It then either leaps back onto a shoulder, or drops to the floor and follows the party.

EXIT

The door to the next room is locked, trapped, and leads to the armory (area 4E).

Peaches. If Peaches is with the party when they move toward the door, she says, "Squawk . . . Shiny shield! Shiny shield! . . . Squawk!"

4E. THE ARMORY

The door to the armory is trapped.

THE DOOR IS TRAPPED!

Simple trap (level 1–4, moderate threat)

The trap is a series of metal spikes that spring from the floor, which is activated when someone turns the door handle.

Trigger. The door handle is turned.

Effect. The trap makes an attack against any creature standing within 5 feet of the door. The attack has a +5 attack bonus and deals 3 (1d6) piercing damage.

Countermeasures. A successful DC 12 Wisdom (Perception) check notices the trap if the character is actively searching. The trap can be disarmed with

a successful DC 12 Dexterity check using thieves' tools.

THE ARMORY

This room holds additional weapons and ship treasures. Read or summarize the following:

Rusty weapons of all sorts are attached to the walls of this room. Most appear useless, save for a glistening shield made from what appears to be mother-of-pearl and locked behind a rusty iron cage in the far corner of the room.

Unlocking the cage that holds the white shield requires a successful DC 12 Dexterity check using thieves' tools. The cage could also be pried open using a sword, crowbar, or similar tool and a successful DC 13 Strength (Athletics) check. The lock on the cage has AC 12 and 15 hit points.

Treasure. The shield is made from a giant oyster shell. The outer shell has been polished away to reveal the mother-of-pearl coloring. The shield is enchanted and is considered a *+1 shield*.

EXIT

Two wooden staircases, one leading back to the main deck and the other leading down to the lowest level of the ship, along with an unlocked door, are located on the far wall.

The door leads to Dread Red's quarters (area 4F). The steps leading up are broken—apparently smashed with a maul or axe—and are unusable. The stairs going down lead to the belly of the *Griffon* (area 5A).



4F. CAPTAIN OF THE SHIP

This is Dread Red's quarters. When the adventurers open the door, read or summarize the following:

The door creaks as it opens to a large state room. On the left of the room, at the foot of a large four-poster bed, sits a metal trunk. Porthole windows are on either side of the room, and sitting in a moss-draped chair behind a sand-covered mahogany desk is a skeleton wearing a captain's hat and a red coat over leather armor. A dagger rests on its right hip and a rapier on the left.

The skeleton stands, rolls his fingers as if motioning you into the room, and then waits; tapping the top of a finely-crafted hourglass with his large, bony finger.

This is the skeleton of Dreadarious Redvane, aka Dread Red (use **swashbuckler** statistics from *Volo's Guide to Monsters*). He's been waiting for the adventurers, and he has a proposition for them. He wants them to bring the remains of Abigail to the ship so the two may rest in peace—together.

Peaches. If Peaches is with the party when they enter this room, it leaps from its perch and makes its way to Dread Red. The skeleton assists the parrot onto his shoulder. "Squawk . . . Captain Red!"

SETTING UP THE ENCOUNTER

The party is not expected to fight Dread Red, but if combat does break out, adjust Dread Red in the following ways:

Very Weak

- **Dread Red:** AC 11, 49 hp, Init +4

Weak

- **Dread Red:** AC 14, 66 hp, Init +4

Average/Strong

- **Dread Red:** AC 17, 66 hp, Init +4

Strong

- **Dread Red:** AC 17, 76 hp, Init +4

Very Strong

- **Dread Red:** AC 17, 88 hp, Init +4

DREAD RED

Dread Red was a swashbuckler in life, and the magic that created him allowed him to retain the statistics and abilities of his former self in the after-life. A character succeeding on a DC 10 Wisdom (Perception) or Intelligence (Insight) check realizes that Dread Red does not appear to be as frail as normal skeletons, and he could be a formidable opponent. A cleric or paladin has advantage on this check.

Dread Red can't speak, but he understands Common, Dwarvish, and Elvish. In lieu of speaking, Dread Red uses the sand that covers his desk to magically write messages in Common. By simply passing his bony hand over the desk, the message appears in the sand. Another pass of his hand erases the message and creates a new one.

Dread Red doesn't recall where the body was buried; that was a long time ago and the weather has changed the landscape and shoreline.



THE PROPOSAL

His skeleton crew has failed to return Abigail's body, and since the adventurers have made it this far, he might as well pose the question to them.

Using the sand to communicate, Dread Red asks the adventurers to find the remains of Abigail and bring her to the ship:

- Find Abigail's remains.
- Bring her remains to the ship.
- She was buried in a cave.
- I'll leave the cove.
- I'll reward you.
- You have one hour.

In addition, Dread Red will answer other questions as the DM deems necessary.

PERSUASION

If the adventurers scoff at the suggestion, Dread Red points to the hole at the end of the bed and writes:

- Take a peek... I'll send *them* to find her.

A character peering into the hole sees a dozen zombies currently stowed in the lower part of the ship.

ACCEPTANCE

If the party accepts the proposal, Dread Red takes the hourglass sitting on his desk and turns it upside down, thus starting the 1-hour time limit. After the time limit has passed refer to part 7, "The Outcome—Mission Successful," or "Mission Unsuccessful," as appropriate.

DM's Note: Set your phone timer, or a similar timer, to one hour.

NON-ACCEPTANCE

If the party does not accept the proposal, Dread Red stomps his foot on the floor and the zombies begin to stir. The party may then accept the offer, but if they don't, Dread Red stomps again and the zombies are released. They use all exits available to vacate the belly of the *Griffon*, jump off the ship, walk to land, and then attack the village. Refer to part 7, "The Outcome—Mission Unsuccessful."

TREASURE

The chest at the foot of the four-poster is waterproof and contains a leather pouch with 40 gp and 30 sp, a set of navigator's tools (25 gp), a set of manacles with a key (2 gp), a magnifying glass (100 gp), and a signal whistle (5 cp).

The hourglass on the desk is worth 25 gp.

PART 5. THE BELLY OF THE GRIFFON

Estimated Duration: 15 minutes

GENERAL FEATURES

The general features of this level of the ship are:

Terrain. The floor is covered in two-feet of water.

Weather. The interior is cold and damp.

Light. Holes along the hull of the ship provide dim light.

Smells and Sounds. Moans and groans, and the smell of decay are audible throughout the area.

5A. DEAD PIRATES

As the adventurers enter this area, read or summarize the following:

The wooden steps creak as you descend deeper into the ship. Thin beams of light streak through holes in the hull, revealing many standing corpses swaying to-and-fro with the motion of the ship.

This area of the ship is filled with 12 **zombies** (four rows of three zombies), all of which are waiting for the skeleton of Dread Red to order the attack on the village.

As long as they are not bothered by the adventurers, the zombies do not attack. If a zombie is attacked, it retaliates, and the two zombies in its row join the fight.

If the adventurers do not complete Dread Red's request in the allotted time, the zombies are released and begin attacking the village as they search for Abigail's remains.

PART 6. VILLAGE KNOWLEDGE

Estimated Duration: 30 minutes

At this point of the adventure, the party may be searching for clues about the arrival of *Salty Griffon*, or if they have already boarded the ship, they may be searching for Abigail's remains.

DREAD RED'S IMPATIENCE

If the adventurers have not yet boarded the ship, then after ten minutes of real-time game play, three **zombies** are seen jumping from the ship. They appear eight rounds later as they walk out of the Moonsea and onto the shore of Abigail's Cove—placed wherever the DM wishes. The zombies attack the first creatures they see.

If the characters still don't board the ship, repeat the above after another ten minutes of real-time play.

The zombies jumping from the ship do not change the number of zombies on the ship. Consider these additional zombies that are not written in the body of the adventure.

6A. ABIGAIL'S BOULDER

Inspection of the boulder reveals little, other than the chiseled name of "Abigail" appears to be weathered. A dwarf also discerns that, based on the environment and the deterioration, the chiseling probably occurred about 100 years ago.

6B. THE BOYS

Bigby Soths and the twins, Angst and Liam Kribs, are walking through the village in the morning, carrying a shovel and pick they borrowed from Ike the Blacksmith, and laughing and having a good time.

As the party travels to Olde Fish Eye's shack, or if they travel to Ike the Blacksmith, a character with a passive Perception of 13, or one succeeding on a DC 13 Wisdom (Perception) check notices three boys carrying picks and shovels leaving the blacksmith's shop.

If the boys are questioned about the shovels and picks, their demeanor turns from laughing and having a good time to quiet and shifty. A successful DC 12 Charisma (Intimidation) check causes the boys to pipe up and "spill the beans," sharing the information below:

- We, um, found a cave the other day.
- It was only a small opening, but we've been digging it out.
- We're going to make it our fort.
- It's just over the hill, not too far away.

If questioned about the inside of the cave:

- Well, it opens to a small room, carved out of the cave.
- Someone must have sealed the entrance, but the weather probably caused the small hole we found.
- There's a chest on a pedestal in the cave.
- We opened the chest, and found some loot.
- Yeah, Bigby found a gold necklace.
- There's also a strange wall made of brick inside the cave.

The boys will lead the party to the cave, if the adventurers promise not to tell their parents about it. They don't want to get in trouble, and they definitely don't want anyone else in the village knowing about their secret hideout.

If the boys are not noticed, or if the party does not question them, they are found later at the cave, hanging out in their new hideout.

6C. THE HOUSES

If the party investigates the residences of the village, they find Tymon and Isa Garner outside of their home, working in a small garden. If questioned, the couple have the following information to share:

THE FOG

Isa: I was moving in to smooch my man when I saw the fog out on the Moonsea. I hadn't seen anything like it before.

Tymon: The fog must be causing these skeleton attacks. I just know it!

THE BOYS

Isa: They're so cute. Tymon and I hope to have children one day. I'd like two boys and a girl.

Tymon: They've been coming back dirty, that's for sure. I've seen them walking back in the evenings. Caught them crossing over the hill a time or two, also.

6D. THE HILL

The houses are built along the bottom of a low hill. The hill acts as a wind break from the harsh winds. Not many venture over the hill, as it's mostly rock and dirt on the other side.

The hill is easily passable. Due to their excessive travel to and from the cave, the boys have created a small trail that can be found with a successful DC 11 Wisdom (Perception) or Wisdom (Survival) check. Finding the trail leads the adventurers to the cave (area 6E).

6E. THE CAVE

If the party arrives at the cave in the afternoon or early evening, the boys are in the cave hanging out in their hideout.



If the party locates and enter the cave in the morning, read or summarize the following:

Just as the boys explained, the cave opens to a small room, 20 feet wide by 20 feet deep by 10 feet tall. A finely crafted stone pedestal stands in the center of the room, on top of which sits a small wooden chest.

The back wall of the room is fashioned from brick and mortar. Its width spans 20 feet and it is 10 feet tall with a square opening at its center.

If the party locates and enters the cave in the afternoon or evening, read or summarize the following:

The narrow opening extends several feet, jaunts to the right, and then extends several feet further. From within, you hear soft voices and see a faint flicker of light.

The room with the pedestal is a mess. Paper, bits of leftover bread, used candles, and other garbage litter the floor. The boys have made no attempt to keep their new hideout clean.

In the afternoon or evening, the boys are hanging out in their hideout. They'll be surprised to see a group of weapon-wielding adventurers enter. Though shocked at first, they'll help if they can and will share information they know.

The boys opened the chest and found the mariner's compass pendant and a small bag that contained 100 sp. Bigby gave the pendant to his mother, and they've been spending the silver on rations and other gear at Jimbo's store.

THE CHEST & THE DIARY

If the chest is inspected, a successful DC 10 Wisdom (Perception) or Intelligence (Investigation) check reveals a compartment hidden in the base of the chest. If removed, a small diary is found in the compartment.

Anyone understanding Common can read the diary. Relay the following information if the diary is opened and read:

- The first page of the book reads, "Abigail's Diary."
- The owner was quite a writer, having covered nearly all the pages with script.
- She'd owned this for some time, as evidenced by the gradual change in the neatness and beauty of the penmanship.
- The last, and assumed most recent writing, tells of problems with family, misunderstandings about love, and her father's refusal to accept her desire to marry Dreadarious.

Give the players **Player Handout 5**.

DM REFERENCE: THE DIARY

Father just doesn't understand, but he should. He married mother, a poor pauper, even though he was a noble.

Dreadarious is a good man, and I'm certain he'll settle down after we are married. He promised he would. He loves me, I can feel it in the way he holds me.

I don't care if father approves or not, I'm marrying him. I'll run away if I must...

THE PEDESTAL

The pedestal is four feet tall, and two feet thick on each side. A two-inch-thick rectangular stone platform rests on top of the pedestal, holding the chest.

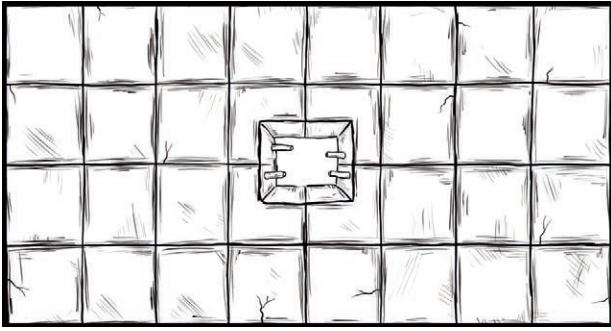
The pedestal is the key to opening the hidden chamber which holds the coffin of Abigail.

A combined Strength score of 30 is required to move and lift the pedestal into position and push it through the opening.

THE WALL

The wall is fashioned from square bricks and mortar. A two-foot-wide by two-foot-tall opening is in the center of the wall. Inside this opening are four wooden pins, two placed on each side at different depths.

If the pedestal is lifted and inserted into the opening, the pins are snapped, releasing the keystones that hold the wall in place. If this occurs, the wall crumbles to the ground, and each creature within 5 feet of the wall must succeed on a DC 12 Dexterity saving throw or suffer 2 (1d4) bludgeoning damage as they are hit by a falling stone.



A small-sized creature can attempt to squeeze into the opening and bust the pins. If this occurs, the creature must succeed on a DC 15 Dexterity saving throw. Failure results in the creature taking 10 (3d6) bludgeoning damage from the rocks crumbling around it. A success means the creature takes no damage, having scurried out of the opening before the wall collapsed.

The wall can be destroyed with magical or physical attacks. It has an AC of 10 and 50 hit points. If reduced to 0 hp, the wall crumbles to the ground and each creature within 5 feet of the wall must succeed on a DC 12 Dexterity saving throw or suffer 2 (1d4) bludgeoning damage as they are hit by falling stone.

XP Award. If the party solves the wall puzzle correctly by inserting the pedestal, award each character 50 XP.

6F. THE HIDDEN TOMB

Once the brick and mortar has collapsed, or if the adventurers find another way into the room, read or summarize the following:

A stone coffin sits in the middle of the room atop a three-foot-tall brick-and-mortar pedestal.

The stone lid requires a combined Strength score of 50 to remove it from the coffin. Once the lid is removed, read or summarize the following:

A human skeleton wearing a tattered blue and white dress, arms crossed over her chest, rests peacefully in the coffin.

This is the body of Abigail. To complete Dread Red's mission, the adventurers must transport her remains to the *Salty Griffon* to end the undead attacks.

Peaches. If Peaches is with the party when they open the coffin, it can confirm the remains of Abigail by stating "Pretty Abby!"

The characters may transport the remains using whatever means they come up with, as long as they don't lose or forget any pieces. A couple of simple ideas are:

- Placing the remains onto a blanket, and then rolling up the blanket.
- Placing the remains in a container such as a leather sack.

The stone coffin is too heavy to move without the use of magic.

If they haven't visited *Salty Griffon* prior to entering this chamber, they will most likely need to return once they encounter Dread Red on the ship.

PART 7. THE OUTCOME

Estimated Duration: 15 minutes

MISSION SUCCESSFUL

If the party successfully returns Abigail to the ship within one hour, Dread Red motions for them to place her remains on the bed, and then motions for them to take the footlocker at the end of his bed as a reward.

THE CAPTAIN SETS SAIL

Dread Red doesn't wait for the party to leave the ship before he sets sail. Once they touch the footlocker, the ship begins to move. An adventurer with a passive Perception of 8 or higher feels the boat begin to move.

If they didn't tie their rowboat to the ship, they find it floating 15 feet away from where they left it, and they may have to "jump ship," leaving the footlocker behind.

As the ship moves further out of the cove, the fog returns and envelops the ship. After a minute passes, the fog quickly dissipates, and the ship is nowhere to be seen.

Peaches. If Peaches is with the party when the ship disappears, it begins to dissipate and eventually disappears as well.

XP AWARD

For returning Abigail's remains within the time limit, award each character 150 XP. If the party prevented the zombie invasion, award each character an additional 225 XP.

MISSION UNSUCCESSFUL

If the party fails to return Abigail's remains to *Salty Griffon* in the one hour allotted to them, Dread Red stomps his foot, creating a thunderous boom that can be heard anywhere in the village. His zombies are then released to find Abigail's remains.

The zombies use all exits available to vacate the belly of the *Griffon*, jump off the ship, walk to land, and then attack the village. Use the following table to calculate when the zombies arrive, with round one being when the timer went off.

- 3 zombies reach the shore in 8 rounds
- 3 more reach the shore on round 9
- 3 more reach the shore on round 10
- 3 more reach the shore on round 11

The zombies arrive in various locations and may be placed as the DM chooses. The zombies attack any creature that gets in their way. Their main objective is to find Abigail's remains. Once on land, they will be drawn to her cave where they may encounter the boys.

If the party has Abigail's remains, but failed to return to *Salty Griffon* within the one hour time limit, the zombies take the remains from the adventurers and return them to the ship. The ship then sets sail, and no treasure is given to the adventurers.

Should the zombies be destroyed, Dread Red sets sail, and may possibly return another day.

As the ship moves further out of the cove, the fog returns and envelops the ship. After a minute passes, the fog quickly dissipates, and the ship is nowhere to be seen.

Peaches. If Peaches is with the party when the ship disappears, it begins to dissipate and eventually disappears as well.

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if 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.

COMBAT AWARDS

Name of foe	XP Per foe
Skeleton	50
Zombie	50
Minotaur Skeleton	450
Crab	10
Dread Red	700

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Releasing Peaches from its cage	25
Correctly solving the wall puzzle	50
Returning Abigail's remains	150
Preventing the zombie invasion	225

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

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

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Gold compass necklace	50 gp
Silver chain with copper key	10 gp
Water-tight scroll case	5 sp
Small silver chest	10 gp
Bag of coins	50 cp
Small diary	2 cp
Coin found in footlocker	25 sp
Coin found in footlocker	10 gp
Coin found under beds	23 cp
Small pearl	25 gp
Broken compass	1 cp
Rusty navigator's tools	1 cp
Rusty dagger	1 cp
Brass chest	3 gp

Coin found in small pouch	10 cp
Coral crossbow	50 gp
Coin found in footlocker	40 gp, 30 sp
Navigator's tools	25 gp
Manacles with key	2 gp
Magnifying glass	100 gp
Signal whistle	5 cp

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 detailed in the *D&D Adventurers League Dungeon Master's Guide*.

SHIELD OF THE SALTY GRIFFON

Armor (shield), uncommon

This magical shield is made from the polished shell of a giant oyster. This item can be found in **Player Handout 6**.

+1 CORAL CROSSBOW BOLTS (3)

Weapon (bolt), uncommon

These magical crossbow bolts are fashioned from coral and tipped with enchanted seashells. This item can be found in **Player Handout 7**.

POTION OF HEALING

Potion, common

This item can be found in the *Player's Handbook*.

DOWNTIME ACTIVITIES

There are no Downtime Activities for this adventure.

STORY AWARDS

There are no Story Awards for this adventure.

RENOWN

Each character receives **one renown** at the conclusion of this adventure.

DM REWARD

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

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Abigail—last name unknown—is the young woman who perished over 100 years ago. Her lover, the Moonsea pirate known as Dread Red, buried her in a small cave before the village of Abigail's Cove existed. Dread Red then had his master craftsmen chisel Abigail's name onto the massive boulder that rests above the village. Dread Red believed this would allow her spirit to gaze upon the Moonsea.

Bigby Soths is a blonde headed teenage human boy with an athletic frame. His mother is Delphina Soths, and his friends are Angst and Liam Kribs. Bigby's father passed away several years ago in a boating accident, but he and his mother are doing well. Like all teenage boys, he's looking for fun, adventure, and exploration.

Beatrice Bandi is a dwarf fisherwoman with short gray and silver hair. She has a small knowledge of arcane magic, and is also the mayor of the village. Beatrice is a kind and giving woman and often offers help when it is needed. The villagers are very fond of Beatrice. They often wave, smile, or greet her when they see her in the village.

Angst and Liam Kribs are twin red-headed brothers and friends with Bigby Soths. Their father is a fisherman, but he's been suffering from a cold, and their mother is visiting her sister in Waterdeep.

Delphina Soths is Bigby Soths's mother and the owner of Delphina's Bakery—where they make the best sweet rolls in the realm. Delphina was recently given a gold compass necklace which Bigby found while out exploring.

An attractive woman with auburn hair and in her late 30's, Delphina often receives gifts or flirtatious remarks from those who would like to court her. She still quietly grieves for her late husband, so she hasn't taken a suitor yet, although she does enjoy the flirting and often flirts back.

Dreadarious Redvane—aka Dread Red—is the captain of the pirate ship called *Salty Griffon*. Dread Red once loved a woman named Abigail, who perished while running away from home. He buried her in a small cave in Abigail's Cove nearly 100 years ago. He and his crew perished when *Salty Griffon* sank soon after burying Abigail.

Ike the Blacksmith is a pock-faced, balding dwarf blacksmith with a thick black beard. He mostly keeps to himself, but enjoys the company of Bigby and his friends when they come to visit him and ask to borrow tools.

Jesper is gnome fisherman found at the docks. He mostly fishes with nets from the docks. He often supplies Olde Fish Eye with tasty treats. Jesper is

not the most dexterous individual, and he often ends up tangled in his own nets.

Jimbo Teether is the elderly gnome owner of the general store. His store is stocked well for a village shop. He's seen the boys running around town—clean in the morning, yet filthy with mud and dirt in the evening. The boys have even visited his store—stocking up on rations and candles while paying with silver.

Olde Fish Eye is an old fisherman with a little information to share. He enjoys eating fish eyes (the bigger the better) and telling stories. He doesn't often drink alcoholic beverages, but he does keep two bottles of elven wine stored away that he shares with visitors if they stay and listen to his tales.

Peaches was a parrot and mascot of *Salty Griffon*. Now, she's returned with the rest of the crew of the ship as an undead creature—in her case, as a very resilient zombie parrot.

Tymon and Isa Garner are the cute young married couple who originally saw the fog and a light. The couple can be found tending to their garden in the residence area. They have seen the boys going into the hills while carrying tools.

Other Villagers can also be found in the town. They are worried about the fog and the skeleton attacks. They are a friendly group, but there are a few gruff and old fishermen in the village. These fishermen answer questions, but appear to have better things to do.

When *The Salty Griffon* appears in the cove, the villagers hide in their houses or businesses. They do answer their doors if someone knocks, but they ask questions to make sure a skeleton isn't at their door. "Um . . . what's your name? You aren't a skeleton, are you?"

APPENDIX. MONSTER/NPC 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 12

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its 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.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 XP

ACTIONS

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

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/4 (50 XP)

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 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

MINOTAUR SKELETON

Large undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 4) piercing damage.

RAVEN

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 – 1)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	14 (+2)	8 (–1)	2 (–4)	12 (+1)	6 (–2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

CRAB

Tiny beast, unaligned

Armor Class 11 (natural armor)

Hit Points 2 (1d4)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	11 (+0)	10 (+0)	1 (–5)	8 (–1)	2 (–4)

Skills Stealth +2

Senses blindsight 30 ft., passive Perception 9

Languages —

Challenge 0 (10 XP)

Amphibious. The crab can breathe air and water.

ACTIONS

Claw. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 (50 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

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning 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 language (usually Common)

Challenge 3 (700 XP)

Lightfooted. 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 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 (1d4 + 4) piercing damage.

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

Source: *Volo's Guide to Monsters*

APPENDIX. ENCOUNTER SETUP

BATTLE FOR THE COVE

VERY WEAK PARTY STRENGTH (100 XP)

- **Skeleton (2):** AC 13, 13 hp, Init +2
Remove the skeleton climbing onto the dock.

WEAK / AVERAGE PARTY STRENGTH (150 XP)

- **Skeleton (3):** AC 13, 13 hp, Init +2

STRONG / VERY STRONG PARTY STRENGTH (200 XP)

- **Skeleton (4):** AC 13, 13 hp, Init +2
Add the new skeleton to the east dock.

SHIVER ME TIMBERS

VERY WEAK PARTY STRENGTH (100 XP)

- **Skeleton (2):** AC 13, 13 hp, Init +2

WEAK PARTY STRENGTH (150 XP)

- **Skeleton (3):** AC 13, 13 hp, Init +2

AVERAGE PARTY STRENGTH (200 XP)

- **Skeleton (4):** AC 13, 13 hp, Init +2

STRONG PARTY STRENGTH (250 XP)

- **Skeleton (5):** AC 13, 13 hp, Init +2

VERY STRONG PARTY STRENGTH (300 XP)

- **Skeleton (6):** AC 13, 13 hp, Init +2

AVAST, MATIES!

VERY WEAK PARTY STRENGTH (450 XP)

- **Minotaur Skeleton:** AC 10, 45 hp, Init +0

WEAK PARTY STRENGTH (450 XP)

- **Minotaur Skeleton:** AC 12, 45 hp, Init +0

AVERAGE PARTY STRENGTH (450 XP)

- **Minotaur Skeleton:** AC 12, 67 hp, Init +0

STRONG PARTY STRENGTH (450 XP)

- **Minotaur Skeleton:** AC 12, 83 hp, Init +0

VERY STRONG PARTY STRENGTH (450 XP)

- **Minotaur Skeleton:** AC 15, 105 hp, Init +0

CREW'S QUARTERS 1

VERY WEAK / WEAK / AVERAGE PARTY STRENGTH (50 XP)

- **Skeleton:** AC 13, 13 hp, Init +2

STRONG PARTY STRENGTH (100 XP)

- **Skeleton (2):** AC 13, 13 hp, Init +2
Both skeletons rise to attack.

VERY STRONG PARTY STRENGTH (100 XP)

- **Skeleton (2):** AC 13, 20 hp, Init +2
Both skeletons rise to attack.

CAPTAIN OF THE SHIP

The party is not expected to fight Dread Red, but if combat does break out, adjust Dread Red in the following ways:

VERY WEAK PARTY STRENGTH (700 XP)

- **Dread Red:** AC 11, 49 hp, Init +4

WEAK PARTY STRENGTH (700 XP)

- **Dread Red:** AC 14, 66 hp, Init +4

AVERAGE/STRONG PARTY STRENGTH (700 XP)

- **Dread Red:** AC 17, 66 hp, Init +4

STRONG PARTY STRENGTH (700 XP)

- **Dread Red:** AC 17, 76 hp, Init +4

VERY STRONG PARTY STRENGTH (700 XP)

- **Dread Red:** AC 17, 88 hp, Init +4

APPENDIX. ABIGAIL'S COVE



APPENDIX. ABIGAIL'S COVE PLAYER MAP



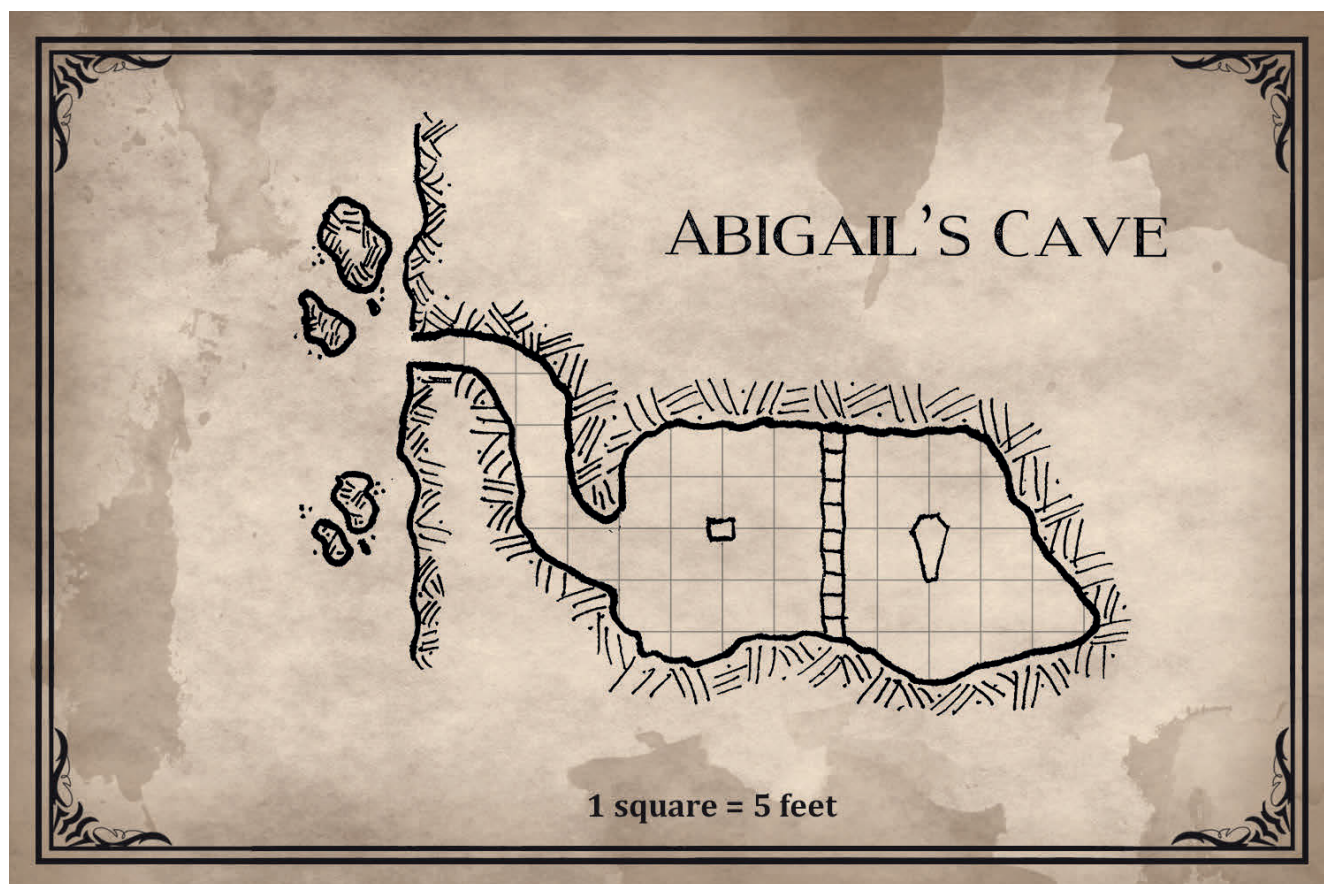
APPENDIX. ABIGAIL'S COVE NO GRID MAP



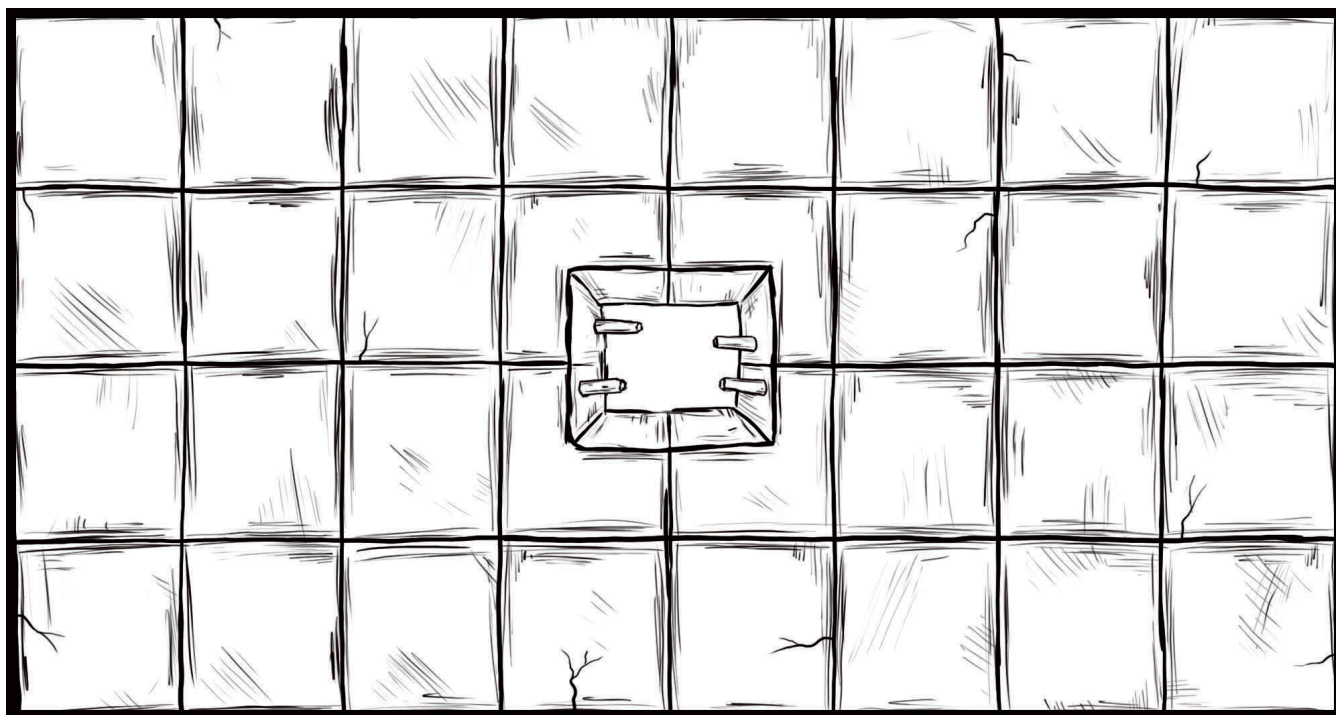
APPENDIX. BATTLE FOR THE COVE



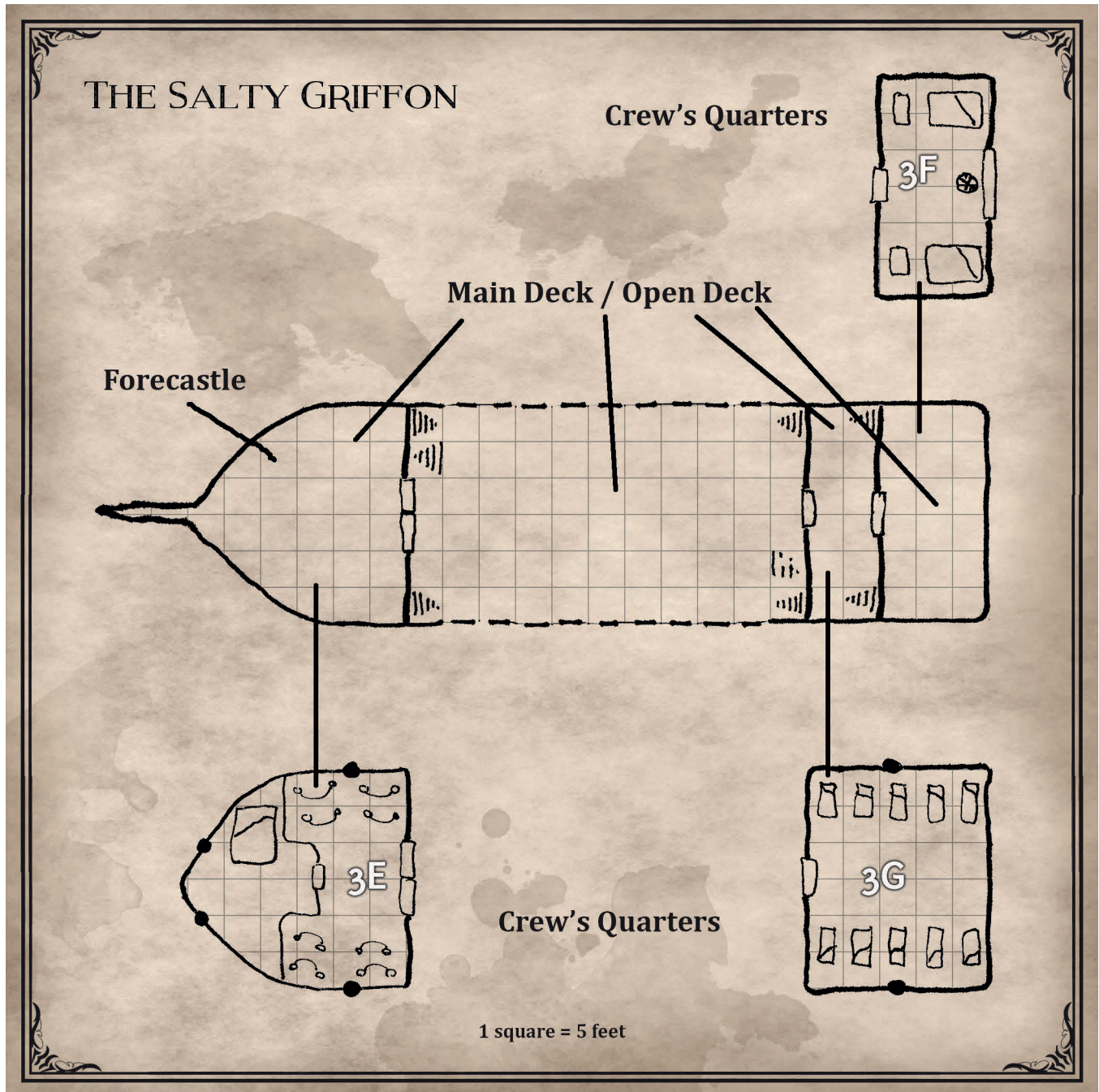
APPENDIX. THE CAVE



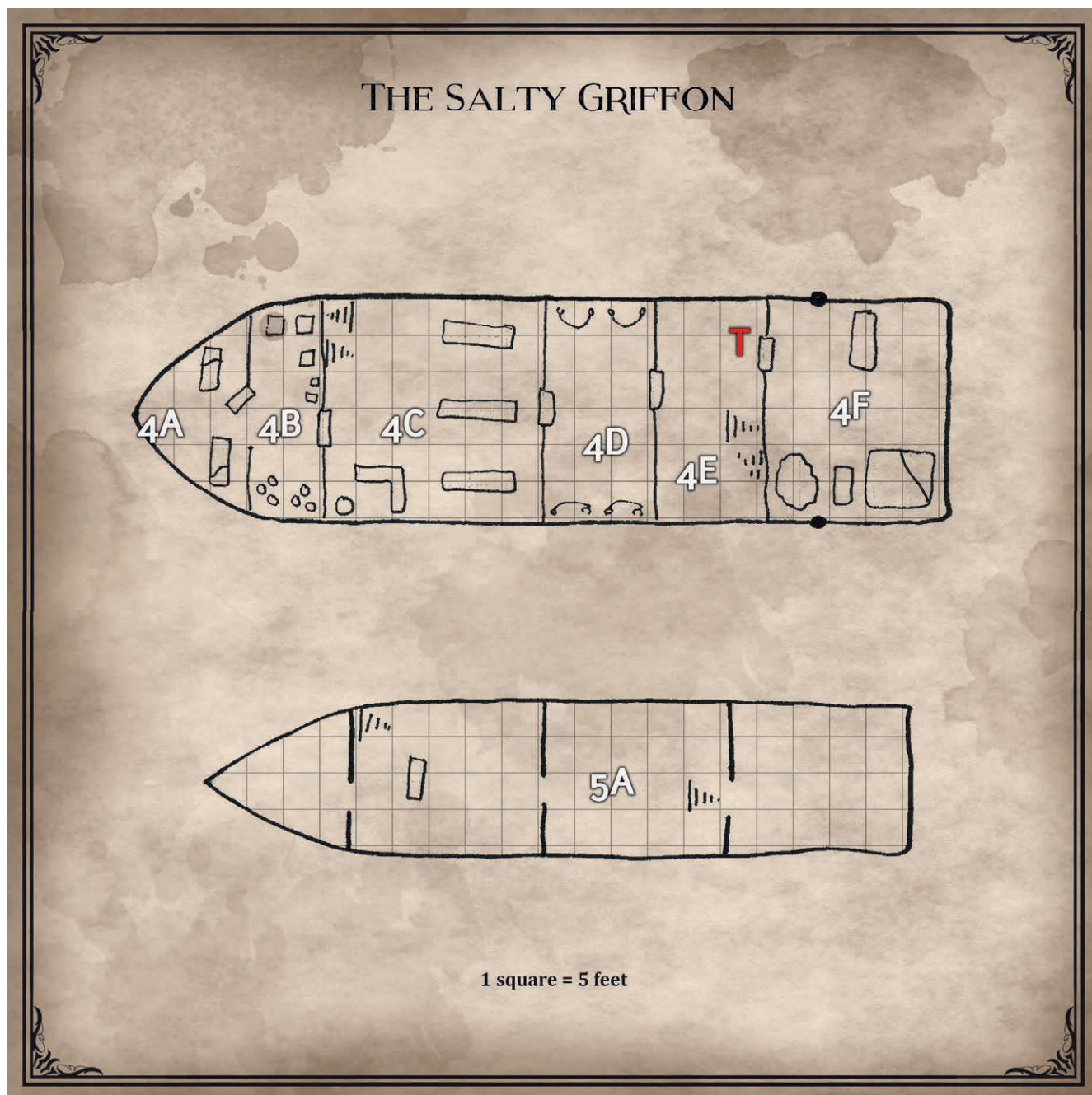
APPENDIX. THE WALL IN THE CAVE



APPENDIX. THE SALTY GRIFFON SUPERSTRUCTURE



APPENDIX. THE SALTY GRIFFON BELOWDECKS



PLAYER HANDOUT 1

Moms,

You were right, I'm not cut out to be a sailor. Every time I eat while on the ship, I have to run to the deck, lean over the railing, and lose my stomach. All the crew laughs at me and have started calling me "UP".

The cook and the parrot are getting on my nerves, too. That bird constantly annoys the cook, flying by his head, pooping on him or his butcher knife. Cook can't do nothing seeing as Peaches is the 1st mate's bird and all.

I'm jumping ship next chance I get!

Chuck

PLAYER HANDOUT 2. SOGGY JOURNAL

2 Tarsakh 1338 DR

The Claw of Sunsets won't let go. Sunset pretty tonight.

5 Tarsakh

Storms arrived, blasting and tossing Sully Griffin. She sturdy lady and take Umberlee wrath okay.

8 Tarsakh

Good day! Took merchant ship Gull. Cap'n only lost cargo, leaves ship and crew. Next time we let again!

12 Tarsakh

Cap'n smiles today! We go to Hulburg. He misses her.

13 Tarsakh

Bad storm today. Lost a sail, fight hard to stay on course. Danna Birch Queen!

15 Tarsakh

Sad day. Ms. Abigail fall from cliff. Cap'n seem okay, but not sure.

17 Tarsakh

I can't write on past days. Don't want to. We set out for sea tonight.

18 Tarsakh

Saw Dragonfly on sea today. Cap'n love to plunder but he not care. Passed her by.

20 Tarsakh

Cap'n don't seem right. He not want to fight. Musing maybe.

21 Tarsakh

Dark skies all day. Not like Cap'n putting around.

22 Targ

PLAYER HANDOUT 3

Gretchen,

I miss you. I can honestly tell you this time that I am through. The captain isn't himself anymore, and the crew is becoming more hostile and there are even whispers of mutiny.

I've not decided which side to take—either choice is dangerous. Those speaking of mutiny have been passing around black cloth to wear when the time comes.

I'll wait and choose when it happens. However, if you are reading this, I may have chosen poorly.

I fashioned an engagement ring for you. I know it's not gold, but someday I'll replace it with the type of ring you deserve. I plan to propose the next time we come into port. Hopefully, I have the chance to give it to you. If I don't, just know that I love you.

Peter

PLAYER HANDOUT 4

It sure is a shame what happened to the captain's lady. Her poppa thinks it must have been an accident, happening at night while she was out taking a stroll. Captain thinks she was running away and fell in the dark.

Captain didn't shed a tear while he carried her off, but I did. He buried her up along the shore. I had to stay on the ship to tend to things, but I wished I'd been able to go. Miss Abigail was a fine lady.

PLAYER HANDOUT 5

Father just doesn't understand, but he should. He married mother, a poor pauper, even though he was a noble.

Dreadarious is a good man, and I'm certain he'll settle down after we are married. He promised he would. He loves me, I can feel it in the way he holds me.

I don't care if father approves or not, I'm marrying him. I'll run away if I must.

PLAYER HANDOUT 6. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

SHIELD OF THE SALTY GRIFFON

Armor (shield), uncommon

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal AC bonus.

The Shield of the *Salty Griffon* is a magical shield made from the polished shell of a giant oyster.

This item can be found in the *Dungeon Master's Guide*.



PLAYER HANDOUT 7. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

+1 CORAL CROSSBOW BOLTS (3)

Weapon (bolt), uncommon

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition. Once it damages a target, the ammunition is no longer magical.

These magical crossbow bolts are fashioned from coral and tipped with enchanted seashells.

This item can be found in the *Dungeon Master's Guide*.

