



RISE OF THE SEA DRAGON

Part Three of the Dead Men Series

THE ROLE



INITIATIVE

Old pirates tell an aged tale of a black dragon attacking merchant ships sailing the Moonsea. The beast was slain, or so they thought. Recently, merchant ships have been attacked, and they say the culprit was a black dragon. The beast may fly away with a few victims, but it leaves the rest to fend for themselves in the Moonsea.

Could this be the same creature from before? Can the adventurers slay the dragon and bring peace to the waters of the Moonsea?

A Two/Four-Hour Adventure for Tier #2 Characters. Optimized for APL #5.

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ADVENTURE PRIMER

*It's better to swim in the sea below
Than to swing in the air and feed the crow,
Says Jolly Ned Teach to Bristol*

—Benjamin Franklin

BACKGROUND

A tale is told in taverns and on ships of a black dragon attacking merchant vessels a few hundred years ago. The beast caused so much havoc on the Moonsea that pirates and merchants banded together to slay it. In the midst of a violent storm, the posse of vessels battled the black dragon. They were successful, and the beast sank to the bottom of the Moonsea.

That's what they say. But the true tale is even more fascinating.

Two blue dragonborn brothers—**CORNELLIOS** and **WILHELM BURN**—started a career as pirates, sailing their ship **MIDNIGHT** and targeting merchant vessels on the Moonsea. They lived in a tower located on a small, gravel island hidden on the waters of the Moonsea.

One evening, the younger Wilhelm slipped away from the island and sailed a small boat to the nearest coastal town. The spirits in which he had so cheerfully indulged turned on him. He began to tell stories of his actions, and the merchants in the establishment quickly deduced that Wilhelm was one of the pirates from *Midnight*. To make an example of him, they captured the young dragonborn, beat him, and left him nearly dead at the edge of the Moonsea.

Cornellios found his brother, brought him back to their tower, and nursed him back to health. Despite his brother's care, Wilhelm was left with many injuries that never fully healed. He suffered chronic pain and became addicted to a pain-relieving elixir.

Infuriated, Cornellios turned his attention to the merchants. No longer would he show them mercy or spare their lives. They would pay for what they had done to his brother.

He fashioned a new figurehead for *Midnight*—a black dragon's head made from the hardest wood he could find. Cornellios used this as a battering ram, often splitting merchant vessels into two during battle.

Pirates and merchants *did* band together to attack the dragon that preyed on sea vessels. However, they never knew it was actually a ship captained by Cornellios.

The captain and his crew rested at the bottom of the Moonsea, covered by the cold hand of Umberlee. But something has awakened them, brought them back to an undead life, and they have picked up where they left off. Unaware they are undead, they continue to attack merchant vessels, and Cornellios believes his brother is still safe in the tower.

Wilhelm was able to track his brother's movements on the Moonsea by using a magical **SPYGLASS**. He feared the worst when the spyglass could no longer locate his brother.

Year after year as he waited, he sat in the tower's library, studying books about the Moonsea and prayers to Umberlee. Finally, alone and depleted of pain elixir, Wilhelm took his life, reciting one of these prayers as he entered the Moonsea for one final swim.

EPISODES

The adventure's story is spread over **three story episodes** that take approximately **2 hours** to play. These episodes are introduced by a **Call to Action** episode. The adventure also includes two one-hour **bonus episodes** that are introduced anywhere in the adventure that can be played if time permits.

If you're planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

- **Episode 1: Lost at Sea.** The characters begin the adventure having accepted a mission which they learn about while sailing the Moonsea, en route to rendezvous with an old fisherman from **Abigail's Cove** named **Olde Fish Eye**. While sailing, their ship is attacked and destroyed. The characters find themselves swimming in the open Moonsea. This is the **Call to Action**.
- **Episode 2: The Living.** Having been rescued by the undead crew of **Salty Griffon**, the characters speak with members of the crew and with Olde Fish Eye, whom the undead crew recently rescued from the Moonsea (his ship was also attacked and destroyed). This is **Story Objective A**.
- **Episode 3: Enter the Dragon.** The characters battle the **Sea Dragon**, an undead dragonborn captain. His undead ship *Midnight* is fashioned with the figurehead of a large black dragon head and is crewed by howling zombies. This is **Story Objective B**.

BONUS OBJECTIVES

This adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: Tower of the Dragon.** Olde Fish Eye leads *Salty Griffon* and the characters to a small island where it is rumored the Sea Dragon may lair. This bonus objective is found in **Appendix 7**.

- **Bonus Objective B: The Rescue.** While traveling to where they believe the Sea Dragon is located, the Salty Griffon encounters survivors of the Sea Dragon's recent attack. This bonus objective is found in **Appendix 8**.

EPISODE SEQUENCE

Depending on your time constraints, play style, and environment, this adventure takes approximately two to four hours to play.

How Will You Play?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately **two hours**. However, if you wish, you can provide a longer experience for your players by utilizing the **bonus objectives**.

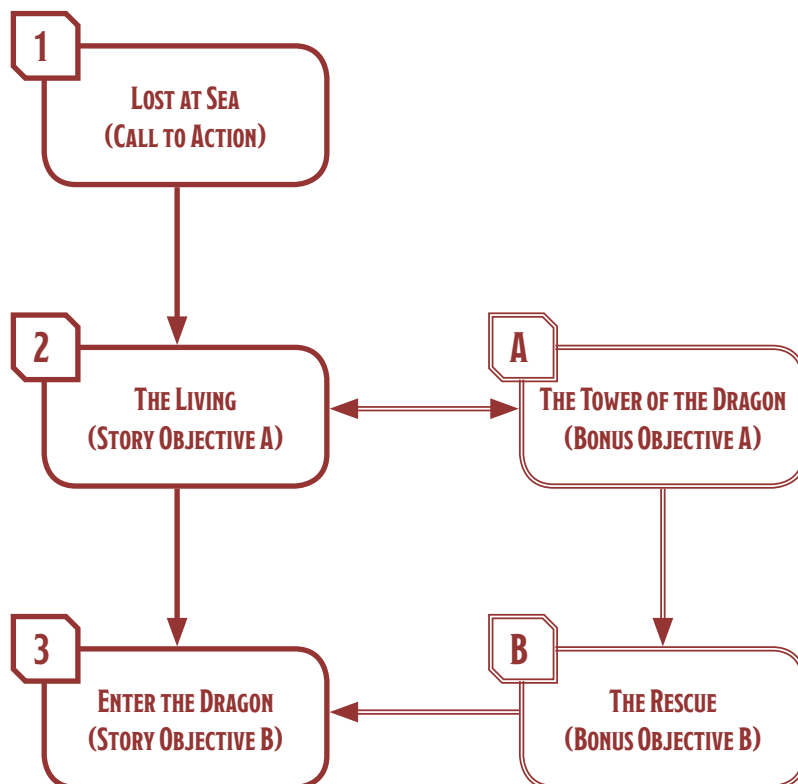
- **Story Objectives Only.** To complete both of the adventure's story objectives, the characters play Episodes 1 through 3 in order.
- **Bonus Objectives.** You can extend this adventure by **one- or two- hours** by utilizing the bonus objectives provided in the appendices. These objectives branch off **Episodes 2** and **3**, but their order is fluid—they set the scene for the final episode and may even have an impact on the events that transpire.

MAGICAL SHIPS

This adventure includes two ships—*Salty Griffon* and *Midnight*—which are both magical. These ships are immune to all damage and are controlled telepathically by their undead captains.

EPISODE FLOWCHART

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



EPISODE 1: LOST AT SEA (CALL TO ACTION)

Estimated Duration: 45 minutes

SCENE A. INTRODUCTION

At the start of the adventure, the characters know the following:

- **Port of Origin.** The adventurers set out from Abigail's Cove aboard the pirate ship *Blue Fin*, captained by the pirate known as Angry Adrik.
- **Mission.** The characters have accepted a mission to explore the Moonsea, searching for knowledge and clues about a black dragon that has been attacking and sinking merchant vessels. The party is en route to rendezvous with an old fisherman from Abigail's Cove named Olde Fish Eye. This old fisherman knows Moonsea legends. Recalling a tale from years past, Olde Fish Eye and an expedition team set out to locate a small island in the Moonsea, one where rumors suggested this dragon laired.
- **Sea Dragon.** All manner of craft have been attacked recently, leaving few survivors to tell the tale of a thick, grey fog moving in, the sounds of hundreds of howling undead, and a black dragon emerging from the sea, destroying their ships.

AREA INFORMATION

The ship has the following features:

Dimensions & Terrain. *Blue Fin* is a pirate ship. Its decks are kept clean and its crew is jovial.

Lighting. Lighting depends on the time of day and the weather. The lower decks are lit by candles and lanterns.

Other Features. The ship has four rowboats attached along its hull.

CREATURES/NPCs

Angry Adrik (**swashbuckler**) originally appeared in CCC-TRI-25 *Dead Men's Treasure* in which he and his crew may have transported adventurers across the Moonsea, following a treasure map to an "X." Adrik loves to fish and enjoys telling fishing tales.

Adrik isn't actually angry; he just had a freak accident while fishing one day. The line snapped, came across his face, severed some muscles and nerves, and left him with a constant snarl.

Objectives/Goals. Adrik has agreed to help for a bit of coin. He's also interested in stopping these Sea Dragon attacks since he doesn't want to run into it himself.

What Does He Know? Only what he's heard from survivors:

- The creature emerges from a thick fog.
- When it attacks, it sounds like hundreds of howling undead.

NOT SLEEPING?

Any characters located on the main deck during the first night at sea may make a Wisdom (Perception) check against the DCs listed on the following table. The character learns the specified information, ending each statement with, "and then you are thrown from the ship." The information in the table is cumulative.

DC	Information
12	A thick fog rolled in while the ship was battling the storm ...
14	An eerie howling cut through the already loud wind of the storm ...
16	The head of a black dragon appeared from the fog, only feet away from <i>Blue Fin</i> ...
18+	The creature slammed into the ship, cutting it in half ...

CALL TO ACTION

During the expedition, while those on board sleep, the ship encounters a vicious storm. *Blue Fin* sways and bucks, battling the wind and the waves. Fog engulfs the ship and howling fills the air just before *Blue Fin* slams into something. The vessel breaks in half and sinks.

The adventurers find themselves in the middle of the Moonsea, swimming freely or clinging to floating debris.

The objective of this adventure is to find and destroy the Sea Dragon before it can kill again.

SCENE B. FIGHTING FOR LIFE

The adventurers find themselves swimming among wreckage and debris in the open Moonsea.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The open Moonsea.

Lighting. Early morning. The sky is free of clouds and the sun provides ample light.

Other Features. Wreckage from *Blue Fin* floats in the Moonsea, providing potential safety for the survivors.

SETTING THE SCENE

When this scene begins, have each character roll initiative. They are then assigned a number based on their initiative order and placed on the map (**Appendix 3**), with the highest initiative starting at location 1, the next-highest initiative starting at location 2, and so on.

THE WRECKAGE

Several types of wreckage float near the adventurers.

Capized Rowboat. The rowboat can be righted by two characters succeeding on a DC 15 Strength (Athletics) check. There is a 1-foot-diameter hole in the floor of the boat and it is missing its oars.

Wood Planks. A character succeeding on a DC 15 Strength (Athletics) check can climb onto the top of the planks.

Floating Casks. One character can cling to one of the several large, partially filled casks floating in the sea.

HAZARDS

At the beginning of each round, roll a d6. On a result of 5 or 6, roll another d6, consult the following table, and determine the impacted character randomly, or disregard the randomization of the encounters, instead choosing one that best fits the situation.

d6	Encounter
1	The fins of two reef sharks appear 15 feet away from the character and attack the next round.
2	A giant octopus's tentacles pierce the surface of the water. The creature attacks the next round.
3	The fins of two dolphins appear 15 feet away from a character. These dolphins attempt to aid the character unless they are attacked.
4	An aquatic swarm of rot grubs appears in the character's space.
5	A green dragon wyrmling is out hunting for food, heading toward the characters.
6	A killer whale appears next to the rowboat. It is passive, only investigating the wreckage, unless it is attacked.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Strong:** All monsters have maximum (not average) hit points.
- **Very Strong:** An encounter occurs on a result of 4–6. All monsters have maximum (not average) hit points.

UNDEAD RESCUE

Once all characters reach the rowboat or after three of the hazards have been dealt with, a thin fog rolls in, changing the environment to dim light. The fog is similar to the fog that appears when the dragon attacks, but this fog carries with it an unlikely ally—the undead captain known as Dread Red and the crew of *Salty Griffon*.

A large, wooden ship comes into view. Its hull is damaged, and the name *Salty Griffon* is engraved near the bow. As the ship slips up next to the survivors, the hand of a skeleton reaches out to help them.

Playing the Pillars

COMBAT

All creatures are aggressive and attack unless otherwise noted.

EXPLORATION

The adventurers may attempt to repair the rowboat, create oars from the planks, or create a new floating device from the wreckage. Easy tasks require no ability check. More difficult tasks require a DC 14 check using the appropriate ability.

SOCIAL

(Wisdom) Animal Handling checks may be attempted but are done so with disadvantage and at the DM's discretion.

Spells like *speak with animals* may be used to make friends with the monsters, though they only help the characters reach the rowboat or whatever other structure the characters may have created.

EPISODE 2: THE LIVING (STORY OBJECTIVE A)

Estimated Duration: 15 minutes

FINDING THE SEA DRAGON

While aboard *Salty Griffon*, the characters meet the survivors of the wreckage, including Olde Fish Eye, the resident of Abigail's Cove with whom they had hoped to rendezvous.

PREREQUISITES

This episode may be pursued after the adventurers are rescued from the Moonsea by Dread Red and his crew.

STORY OBJECTIVE A

Discovering how to find the Sea Dragon is **Story Objective A**. The characters must assemble and use a magical spyglass to locate the Sea Dragon. If you are using **Bonus Objective A**, the magical spyglass has not yet been found—Old Fish Eye guides the party to a small island where the lair of the Sea Dragon is rumored to be.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. *Salty Griffon* is an undead ship, one that would not sail if it were not magical. The ship is immune to all damage, controlled mentally by Dread Red, and requires no crew to sail. Several masts are broken, and a few small, tattered sails flap in the wind. Obvious holes and gaps in the hull suggest the ship should not float, yet it does.

Lighting. Overcast skies. A storm lingers in the distance.

The Crew. Characters who took part in CCC-TRI-19 *Dead Men's Tales* and CCC-TRI-25 *Dead Men's Treasure* may recognize a few of the humanoids that make up *Salty Griffon's* crew.

CREATURES/NPCs

The undead captain of *Salty Griffon* is Dread Red (**swashbuckler** with Undead Fortitude) from *Dead Men's Tales*.

The **zombie** and **skeleton** crew are friendly, even if attacked. They know they are undead and will be reanimated later. If the first skeleton is attacked, another skeleton or zombie climbs down the netting and offers its hand. If the party continues to attack, the zombie parrot named Peaches chaotically flies down to the adventurers and proclaims they are here to help them.

Peaches (**raven** with Undead Fortitude) is an undead parrot, first introduced in *Dead Men's Tales*. The creature can speak and acts as a liaison when Abigail is not available. Peaches is inquisitive, friendly, and prefers to be fed meat. It may favor one

character, or it may hop or chaotically fly to another. It also likes to nibble on ears.

Abigail (**ghost**)—Dread Red's lost love from years ago— is friendly and welcomes the characters to *Salty Griffon*. Abigail's remains were returned to Dread Red in *Dead Men's Tales*. She was, and still is, a beautiful sight.

Objectives/Goals. Though the captain and crew were once pirates, they've had a change of heart (and alignment) and now follow a different code. When they aren't resting at the bottom of the Moonsea, they may be found sailing its waters, aiding others when needed.

What Do They know? They don't have much to share, only what they've experienced thus far:

- A black dragon is reportedly attacking ships, leaving most of the passengers and crew to fend for themselves on the Moonsea.
- A fog appears before the attack, much like the fog that surrounds *Salty Griffon* before it arrives.
- They rescued a few of *Blue Fin's* crew.

SCENE A. INTERACTING WITH THE CREW

While aboard *Salty Griffon*, the characters interact with the survivors of the wreckage, including Olde Fish Eye, the resident of Abigail's Cove with whom they had hoped to rendezvous.

CREATURES/NPCs

The rescued crew members of *Blue Fin*, including Angry Adrik (**swashbuckler**) are on the main deck along with the crew of *Salty Griffon*.

Objectives/Goals. The crew of *Blue Fin* are grateful for the rescue, and quite happy to let an undead crew take over escorting the party to find the Sea Dragon.

What Do They Know? They have the following to share:

- “It came at us during the storm.”
- “We were already battling the waves.”
- “When the fog rolled in, we couldn’t make out anything.”
- “Then we heard it, cutting through the wind and rain. It was like the bone-chilling sound of howling undead. You ever heard that before?”
- “Then it attacked. The head of the black dragon rammed right into the side of the ship.”
- “The beast cut *Blue Fin* in half with one pass.”
- “It carried off a few of the crew.”
- “We were sure we were goners when the fog returned. Luckily, it was these, uh, friendly undead that saved us.”

Olde Fish Eye (**commoner**) is an old fisherman residing in Abigail's Cove. He is usually munching on a large fish eye, its juices running down his white beard.

Objectives/Goals. He is trying to locate the Sea Dragon. If this is a **two-hour adventure**, he has in his

possession a magical spyglass he found on a small island, but doesn't know how to assemble it.

What Does He Know? He's gathered knowledge through the years via stories and rumors of odd occurrences on the Moonsea. Though it occurred many years ago, he recalls tales of a black dragon attacking ships. He believes these attacks happened after Dread Red and his crew were lost at sea; he doesn't think there's a connection between the two, but he isn't certain.

- **BONUS OBJECTIVE A.** If using this additional content, the rumors spoke of the dragon attacks occurring near a small island. He was aboard a ship, sailing toward a small island when a thick fog enveloped the craft. He was below deck when everything happened—a heavy thud against the hull, the cracking of wood planks, and the splitting of the ship. He believes *Salty Griffon* should head to the island to investigate.

THE MAGICAL SPYGLASS

If this is a **two-hour adventure**, Olde Fish Eye already found the small island and the magical spyglass it held. He hasn't used the spyglass yet—he can't figure out how to assemble it. He also has a note which he found next to the spyglass in a tower (see **Appendix**).

- A character succeeding on a DC 14 Intelligence (History) or Wisdom (Insight) check successfully assembles the spyglass.
- A creature viewing the Moonsea through the spyglass sees a yellow haze covering the viewed area. As the spyglass is aimed at the location where the Sea Dragon rests, the haze dissipates, and the Sea Dragon is marked with a small, pulsating red dot.

Playing the Pillars

COMBAT

If attacked, the crew of *Salty Griffon* do not retaliate. Instead, Abigail and Peaches attempt to persuade the characters that the undead are here to help them.

EXPLORATION

Several undead are in the lower decks of the ship, playing games. The skeletons use their finger bones as dice, with numbers etched into the bones, filled with black wax. They play Eighteen—ante, roll 2d6, bet, roll 1d6, and the closest to 18 wins. To play, a character must supply their own dice.

SOCIAL

The characters may interact with any of the NPCs. The skeletons and zombies reply with physical actions or with moans and groans. This pillar is the best way for the party to learn what Olde Fish Eye knows.

EPISODE 3: ENTER THE DRAGON (STORY OBJECTIVE B)

Estimated Duration: 45-minutes

SCENE A. INCOMING STORM

The spyglass has led *Salty Griffon* into a storm, where the Sea Dragon prepares to attack *Salty Griffon*. The Sea Dragon senses the spyglass with the characters, and he fears for the safety of his brother Wilhelm. After ramming *Salty Griffon*, *Midnight* pulls up alongside and the crew of howling zombies begins to board. The Sea Dragon targets the character holding the magical spyglass.

PREREQUISITES

All previous objectives must be completed or skipped prior to this final encounter.

STORY OBJECTIVE B

Stopping the Sea Dragon that has been attacking the ships on the Moonsea is **Story Objective B**.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The storm creates white-capped swells, making visibility difficult.

Lighting. Lightning strikes allow for brief moments of bright light. A strong wind creates sea splash and pushes the heavy rain.

DESCRIBING THE STORM

As the storm envelops the area, wrapping its chaos around *Salty Griffon*, the ship begins to buck and heave. Rain and sea spray splash against those on deck. The magical *Salty Griffon* doesn't require a true sail, but it travels at a slow rate. It is unable to outrun the storm.

One or two of the undead crew slip on the main deck or fall over the edge of the ship.

As the ship battles the chaos, a loud howl comes from within the storm. A thick fog obscures the origin

of the howl, but it's obvious it isn't created by the wind.

CREATURES/NPCs

Cornellios Burn feels the presence of the magical spyglass his brother Wilhelm used to track him on the Moonsea.

Objectives/Goals. His own goal is to retrieve the spyglass so that he may attempt to locate his brother.

What Does He Know? Wilhelm's injuries would not allow him to travel; Cornellios realizes the spyglass has been stolen.

ENTER THE DRAGON

As the fog nears *Salty Griffon*, the howling becomes louder. A character who succeeds on a DC 14 Wisdom (Perception) check recognizes the sound of the undead howling of zombies.

From 120 feet away, a lightning strike allows a view of the black dragon head of *Midnight* as it approaches *Salty Griffon*.

RAMMING SPEED

Midnight attacks by ramming *Salty Griffon* with its massive figurehead. Being a magical ship, *Midnight* typically plows through a vessel, slicing it in half, its dragon figurehead clearing the path.

However, *Salty Griffon* is also a magical ship, and *Midnight's* impact only pushes *Salty Griffon*, causing it to shudder and to momentarily list to one side. Each character on *Salty Griffon* must make a DC 16 Dexterity saving throw or lose its balance and fall prone. A couple of the undead crew slip and fall into the Moonsea.

Playing the Pillars

COMBAT

The *Midnight* can be engaged with ranged attacks

EXPLORATION

Characters may attempt to board *Midnight* as it approaches. See Scene B. Griffon vs Dragon.

SOCIAL

Any survivors from previous encounters with the Sea Dragon and *Midnight* recall the howling sounds.

SCENE B. GRIFFON VS. DRAGON

The characters engage in ship-to-ship combat with the undead of the *Midnight* and its captain, the Sea Dragon (Cornellios Burn).

SHIP-TO-SHIP COMBAT

After the collision, *Midnight* slides alongside *Salty Griffon*. The howling zombies await on the main deck of *Midnight*, prepared to board *Salty Griffon*.

THE SHIPS

For the purposes of this adventure, both *Salty Griffon* and *Midnight* use the same maps (**Appendix 4A & 4B**). In addition, both ships are immune to all damage.

Cornellios Burn (**Langdedrosa Cyanwrath** with the Undead Fortitude trait) is at the helm of the ship. Though *Midnight* is guided telepathically by the captain, he stands at the wheel. He acts as the DM sees fit but is involved in combat and will leap to *Salty Griffon* if doing so is advantageous. He senses the spyglass on the ship and targets whoever possesses it. There is a rack of spears behind Cornellios.

Six howling zombies (**ogre zombie** with the Standing Leap trait) stand along the rail, ready to leap from *Midnight* onto *Salty Griffon*. Another six howling zombies await in a line 10 feet behind the first, taking their place along the rail as space becomes available, or as the DM chooses to use them. Two howling zombies are in *Midnight*'s crow's nest and leap onto *Salty Griffon*, landing behind characters if possible.

A **greater zombie** stands at the bow of the ship and leaps onto *Salty Griffon* as soon as it can.

ADDITIONAL TRAITS

- **Magic Resistance.** The creature has advantage on saving throws against spells and other magical effects.
- **Standing Leap.** The creature's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.
- **Undead Fortitude.** If damage reduces the creature 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 creature drops to 1 hit point instead.

HELP FROM THE GRIFFON

Many of the undead crew of *Salty Griffon* are below deck. However, three **skeletons** and two **zombies** are on the main deck when *Midnight* attacks. These can be controlled by the players if the DM wishes.

The undead listen to the characters' commands as long as they do not involve orders of self-harm.

CORNELLIOS, WILHELM, LOOF, AND THE SPYGLASS

Cornellios is a mad, undead dragonborn sea captain, but mention of Wilhelm, Loof-la-Voo, or the spyglass may rekindle a fragment of the old Cornellios's memory. If he is distracted in this way, the next attack against him is made with advantage.

If the characters tell Cornellios that Loof-la-Voo is alive and well, if they divulge that Wilhelm took his own life, or if they return the spyglass to Cornellios, the captain rears back and lets out a deafeningly loud yell, ordering his crew to cease their attack. The captain, his crew, and *Midnight* then sink to the bottom of the Moonsea.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **greater zombie** and remove three **howling zombies** from the encounter.
- **Weak:** Remove the **greater zombie**.
- **Strong:** All monsters have maximum (not average) hit points. **Cornellios Burn** has the Magic Resistance trait.
- **Very Strong:** All monsters have maximum (not average) hit points. Change two of the fourteen **howling zombies** to **greater zombies**. **Cornellios Burn** has the Magic Resistance trait.

Playing the Pillars

COMBAT

The crew of *Midnight* attack. Cornellios targets the creature carrying the spyglass. Crew members from *Salty Griffon* aid in defending the ship.

EXPLORATION

Characters may leap from one ship to another. The distance between the ships is 15 feet and requires a successful DC 15 Strength (Athletics) check to traverse. A failed check results in the character missing the deck.

SOCIAL

Speaking with Cornellios and mentioning certain topics causes the Sea Dragon to pause during combat (see the "Cornellios, Wilhelm, Loof, and the Spyglass" section for details).

WRAP-UP: CONCLUDING THE ADVENTURE

After defeating the Sea Dragon, his ship *Midnight* begins to crumble away, falling into the Moonsea. Any remaining zombies howl loudly as tendrils of water pull them into sea.

Dread Red sails *Salty Griffon* to Abigail's Cove where the adventurers depart, telling their tale to the dwarf fisherwoman Beatrice Bandi. Beatrice is concerned about the recent rise of the undead. Captain Dread Red rose because Abigail's tomb was disturbed. Or was he? Perhaps something else caused the captain and his undead crew to stir.

SALTY GRIFFON AND CREW

At the end of the adventure, *Salty Griffon* and its crew sail off, the ship slowly sinking into the Moonsea as it sails.

TREASURE & REWARDS

As a gesture of goodwill, Dread Red gives the party a magical trident that was stored below deck. He hopes it will help them in their future adventures.

- **Weapon of Warning (Trident).** This white trident is fashioned from whale bones, laced together with dried tendons.

ADVENTURE FORESHADOWING

At the end of the adventure, the location of Wilhelm may be revealed.

If a character looks through the spyglass, the user sees a new light through the spyglass; a light that pulsates white to blue.

If Olde Fish Eye is left holding the spyglass, he uses it, notices the new light, and says, "Hey! Look at this!" Any character looking through the spyglass sees a new light pulsating white to blue.

If the spyglass is no longer in the party's possession, this information is not revealed at the conclusion of the adventure.

ADVENTURE REWARDS

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive **1** advancement checkpoint(s) and **1** treasure checkpoint(s) for each **story objective** that they complete, as follows:

- **Story Objective A:** Discover how to find the Sea Dragon.
- **Story Objective B:** Destroy the Sea Dragon (Cornellios Burn).

The characters receive **1** advancement checkpoint(s) and **1** treasure checkpoint(s) for each **bonus objective** that they complete, as follows:

- **Bonus Objective A:** Find the spyglass in the tower.
- **Bonus Objective B:** Rescue the survivors.

PLAYER REWARDS

The characters earn the following player rewards for **completing the adventure**:

MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

Weapon of Warning (Trident). This white trident is fashioned from whale bones, laced together with dried tendons. This item can be found in **Appendix 13**.

Potion of Superior Healing. The potion is contained in an old, leather boot with a large cork stopper. The potion's red liquid glimmers when agitated. This item can be found in **Appendix 13**.

Candle of the Deep. This 3-inch long candle made using green, red, blue, and yellow ribbons of wax. This item can be found in **Appendix 13**.

STORY AWARDS

Characters playing the adventure may earn:

Mark of the Dead. Captain Dread Red offers to tattoo each party member with the mark of his crew (the symbol for this adventure saga). More information can be found in **Appendix 12**.

DUNGEON MASTER REWARDS

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

APPENDIX 1: LOCATIONS & NPCs

The following NPCs and locations feature **prominently** in this adventure.

- **Salty Griffon and Midnight.** Both are undead ships which are currently immune to damage. This trait may end in future Dead Men's Tales adventures.

- **Angry Adrik (ADD-rick).** Pirate captain of *Blue Fin*. Adrik loves fishing. He's taken this job for a bit of coin and because he doesn't want to run into this Sea Dragon unprepared.

Personality: *I'm not angry, I just look like I am.*

Ideal: *There's never a wrong time to go fishing.*

Bond: *My crew and my ship come first.*

Flaw: *I love my ship as much as I love the Moonsea.*

- **Peaches.** The parrot and mascot of *Salty Griffon*. It's returned with the rest of the crew as an undead creature, a resilient zombie parrot. It can only be destroyed if damaged with fire. Otherwise, it is continually at 1 hit point. If it is destroyed, the magic of the ship brings it back for future episodes.

Personality: *I'm curious. "What's that?"*

Ideal: *Happy to help.*

Bond: *If you feed me, I'll be your friend.*

Flaw: *I need meat. That ear will do!*

- **Dread Red.** Dreadarious Redvane is the captain of the pirate ship *Salty Griffon*. Dread Red and his crew returned to the Moonsea as undead pirates, sailing his magical ship. Though he can't speak, he's able to communicate by magically forming words in grains of sand.

Personality: *I am committed and true to my word.*

Ideal: *My love is undying.*

Bond: *Abigail is everything to me.*

Flaw: *Abigail can easily persuade me, despite my stubbornness.*

- **Abigail (AB-i-gale).** Dread Red's love. Abigail has returned to this world as a ghost, animated by the magic of *Salty Griffon*. She is kind and helpful. She shares a telepathic bond with Dread Red and often communicates for him.

Personality: *I desire to be pleasant and giving.*

Ideal: *Most things in this world deserve love.*

Bond: *The ship, its crew, and my captain are my priority. Cross them and you will feel my wrath.*

Flaw: *Occasionally, I may be too affectionate.*

- **Loof-la-Voo.** A large tortoise that lives on the small island that acted as a home to Cornellios and Wilhelm Burn. The creature now patiently waits for Captain Cornellios to return. Loof has lived on this small, gravel island most of its life and doesn't have much experience with the rest of this world. A magical vegetable garden sustains Loof.

Personality: *Hey, friend. How ya doing? Would you like to see my garden?*

Ideal: *Life is easy. There's no reason to be in a rush.*

Bond: *I'm carefree and don't worry much about others.*

Flaw: *I've not seen or experienced much of the world. I may not understand you.*

- **Cornellios Burn (cor-NELL-ee-us burn).** A blue dragonborn pirate. Cornellios and his brother Wilhelm once sailed the Moonsea on their ship *Midnight*. They had a successful career of attacking merchant vessels. This ended when Wilhelm was captured one evening while enjoying a tavern. The dragonborn was in disguise, but his overindulgence in spirits caused his ruse to falter. He was recognized, captured by several merchant captains, and then punished. Cornellios found his brother two days later, his body badly broken. Wilhelm was left with several injuries that never fully healed.

Personality: *Get out of my way!*

Ideal: *Merchants will pay for what they've done.*

Bond: *My brother is my life.*

Flaw: *Though my focus is to punish the merchants, news of my brother or my home may cause me to pause.*

- **Beatrice Bandi (BEE-uh-triss BAN-dee).** A dwarf fisherwoman with some knowledge of arcane magic. She's 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.

Personality: *Let's go! There are things to be done!*

Ideal: *Work hard and live long.*

Bond: *The safety of the residents of Abigail's Cove comes first.*

Flaw: *I do like compliments.*

APPENDIX 1A: NPCs

Angry Adrik



Olde Fish Eye



Peaches



Dread Red



APPENDIX 2: CREATURE STATISTICS

DOLPHIN

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	6 (–2)	12 (+1)	7 (–2)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Charge. If the dolphin moves at least 30 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage.

Hold Breath. The dolphin can hold its breath for 20 minutes.

ACTIONS

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

Source: *Volo's Guide to Monsters*

GHOST

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (−2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that

turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

GIANT OCTOPUS

Large beast, unaligned

Armor Class 11

Hit Points 52 (8d10 + 8)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	4 (-3)	10 (+0)	4 (-3)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

ACTIONS

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

GIANT SNAPPING TURTLE

Large beast, unaligned

Armor Class 17 (natural armor), 12 while prone

Hit Points 75 (10d10 + 20)

Speed 30 ft., swim 40 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Amphibious. The turtle can breathe air and water.

Stable. Whenever an effect knocks the turtle prone, it can make a DC 10 Constitution saving throw to avoid being knocked prone. A prone turtle is upside down. To stand up, it must succeed on a DC 10 Dexterity check on its turn and then use all its movement for that turn.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

Source: *Tomb of Annihilation*

GREATER ZOMBIE

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	4 (-3)	6 (-2)	6 (-2)

Saving Throws Wis +1

Damage Resistances cold, necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 5 (1,800 XP)

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

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

Multiattack. The zombie makes two melee attacks.

Empowered Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and 7 (2d6) necrotic damage.

Source: *Tales from the Yawning Portal*

GREEN DRAGON WYRMLING

Medium dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	11 (+0)	13 (+1)

Saving Throws Dex +3, Con +3, Wis +2, Cha +3

Skills Perception +4, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 3 (1d6) poison damage.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) 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 (+0)	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 5 ft., one target. *Hit:* 21 (5d6 + 4) piercing damage.

LANGDEDROSA CYANWRATH

Medium humanoid (half-dragon), lawful evil

Armor Class 17 (splint)

Hit Points 57 (6d12 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +6, Con +5

Skills Athletics +6, Intimidation +3, Perception +4

Damage Resistances lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 4 (1,100 XP)

Action Surge (Recharges when Langeddrosa Finishes a Short or Long Rest). On his turn, Langeddrosa can take one additional action.

Improved Critical. Langeddrosa's weapon attacks score a critical hit on a roll of 19 or 20.

ACTIONS

Multiattack. Langeddrosa attacks twice, either with his greatsword or spear.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or ranged 20 ft./60 ft., one target. *Hit* 7 (1d6 + 4) piercing damage.

Lightning Breath (Recharges 5–6). Langeddrosa breathes lightning in a 30-foot line that is 5 feet wide. Each creature in the line must make a DC 13 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Source: *Hoard of the Dragon Queen*

OGRE ZOMBIE

Large undead, neutral evil

Armor Class 8

Hit Points 85 (9d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	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 Common and Giant but can't speak

Challenge 2 (450 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

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning 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.

REEF SHARK

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	1 (–5)	10 (+0)	4 (–3)

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages —

Challenge 1/2 (100 XP)

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

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SAHUAGIN

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (–1)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 1/2 (100 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

ACTIONS

Multiattack. The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

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.

SWARM OF ROT GRUBS

Medium swarm of Tiny beasts, unaligned

Armor Class 8

Hit Points 22 (5d8)

Speed 5 ft., climb 5 ft.

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

Damage Resistances piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained

Senses blindsight 10 ft., passive Perception 6

Languages —

Challenge 1/2 (100 XP)

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

ACTIONS

Bites. *Melee Weapon Attack:* +0 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* The target is infested by 1d4 rot grubs. At the start of each of the target's turns, the target takes 1d6 piercing damage per rot grub infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these rot grubs. After this time, these rot grubs are too far under the skin to be burned.

If a target infested by rot grubs ends its turn with 0 hit points, it dies as the rot grubs burrow into its heart and kills it. Any effect that cures disease kills all rot grubs infesting the target.

Source: *Volo's Guide to Monsters*

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*

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

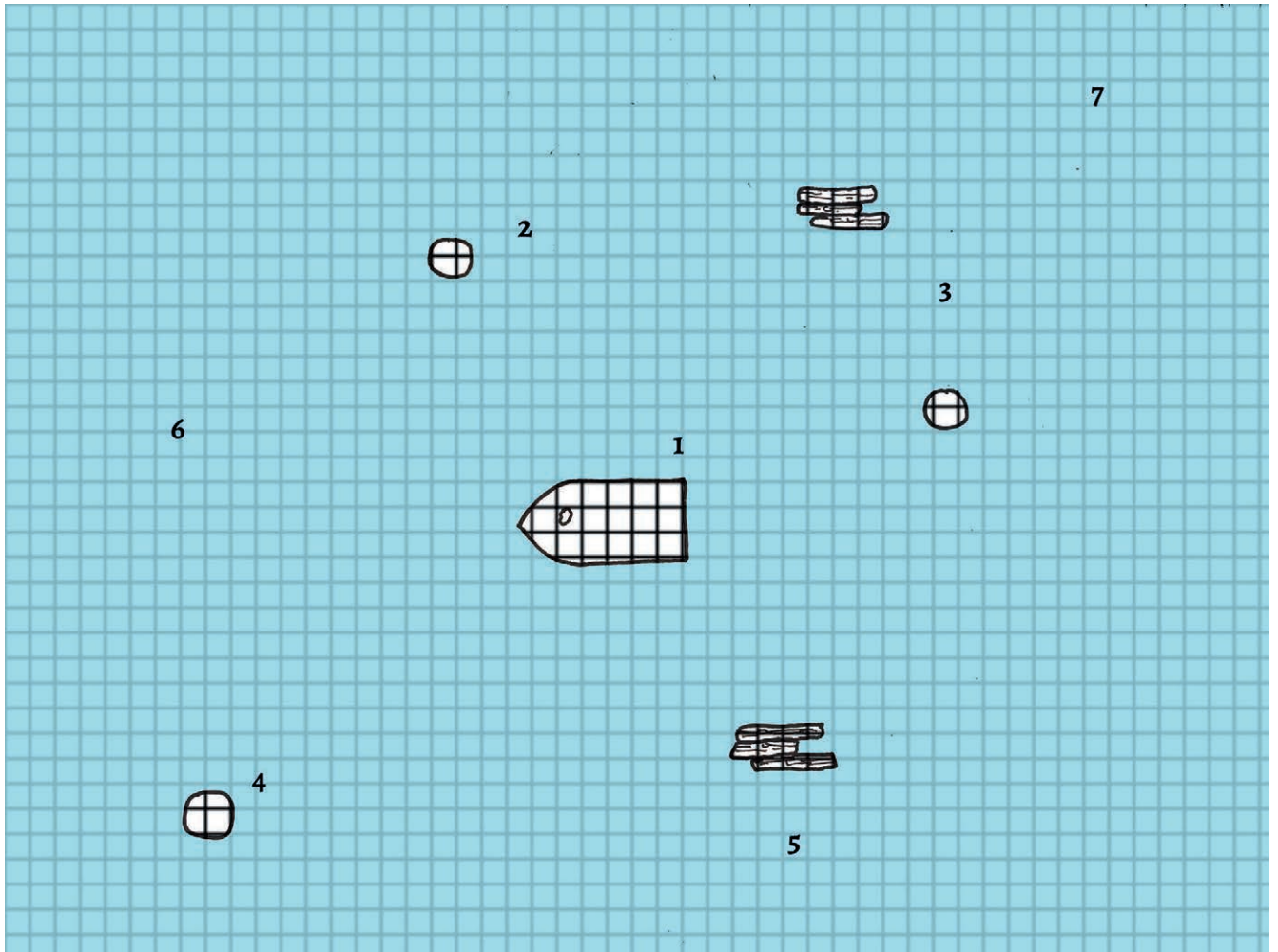
Challenge 1/4 (50 XP)

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.

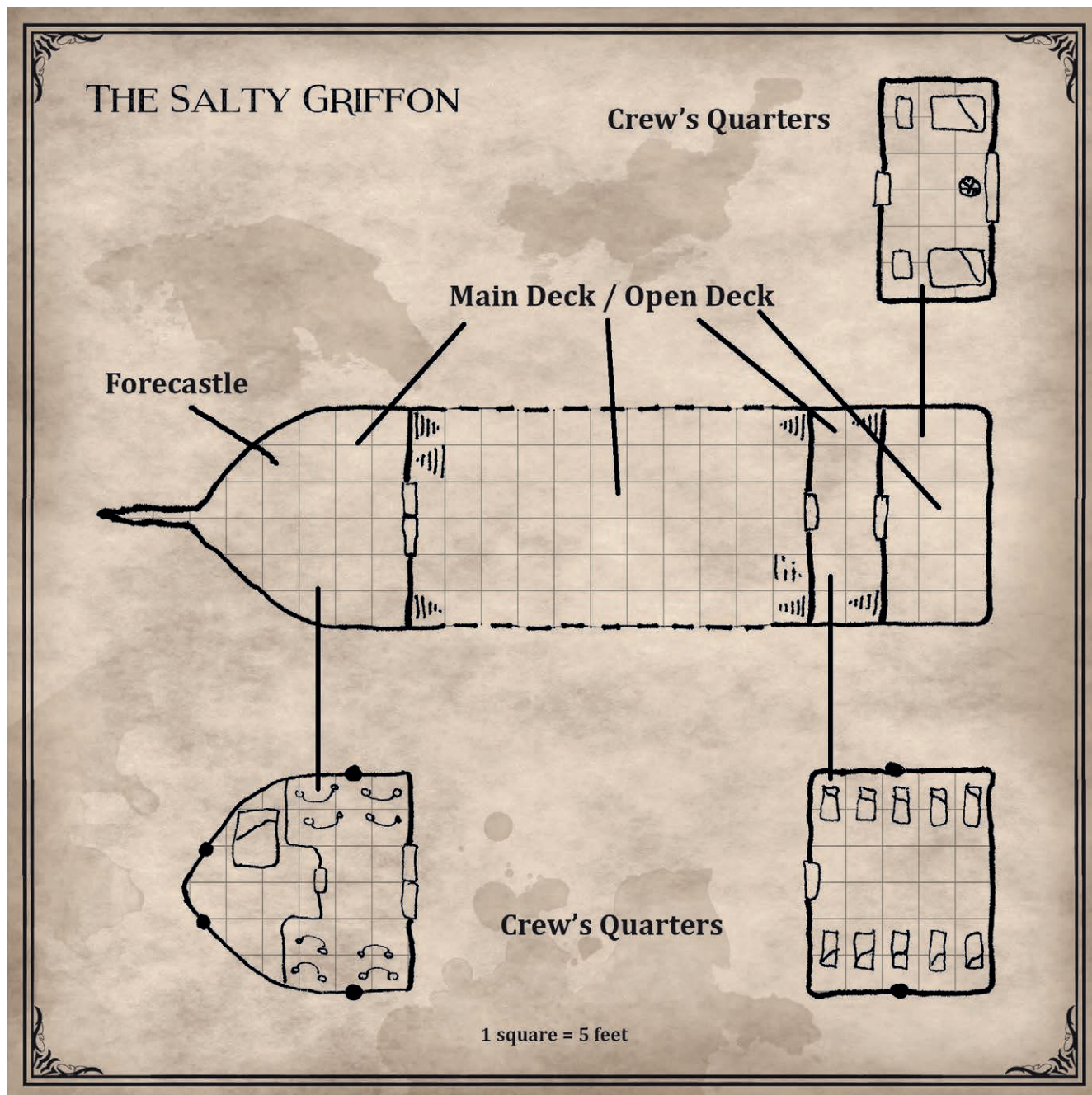
ACTIONS

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

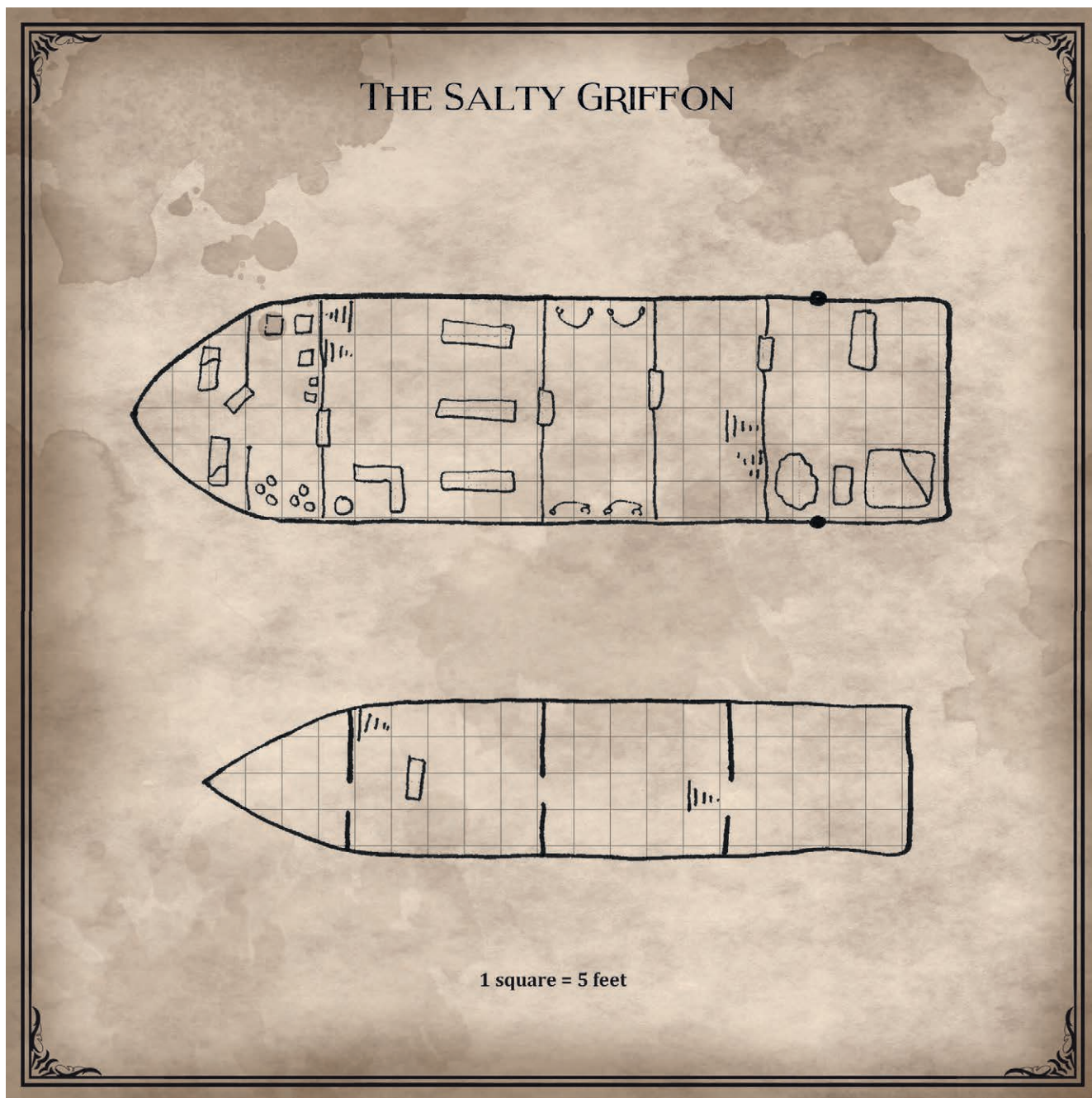
APPENDIX 3: THE WRECK OF BLUE FIN



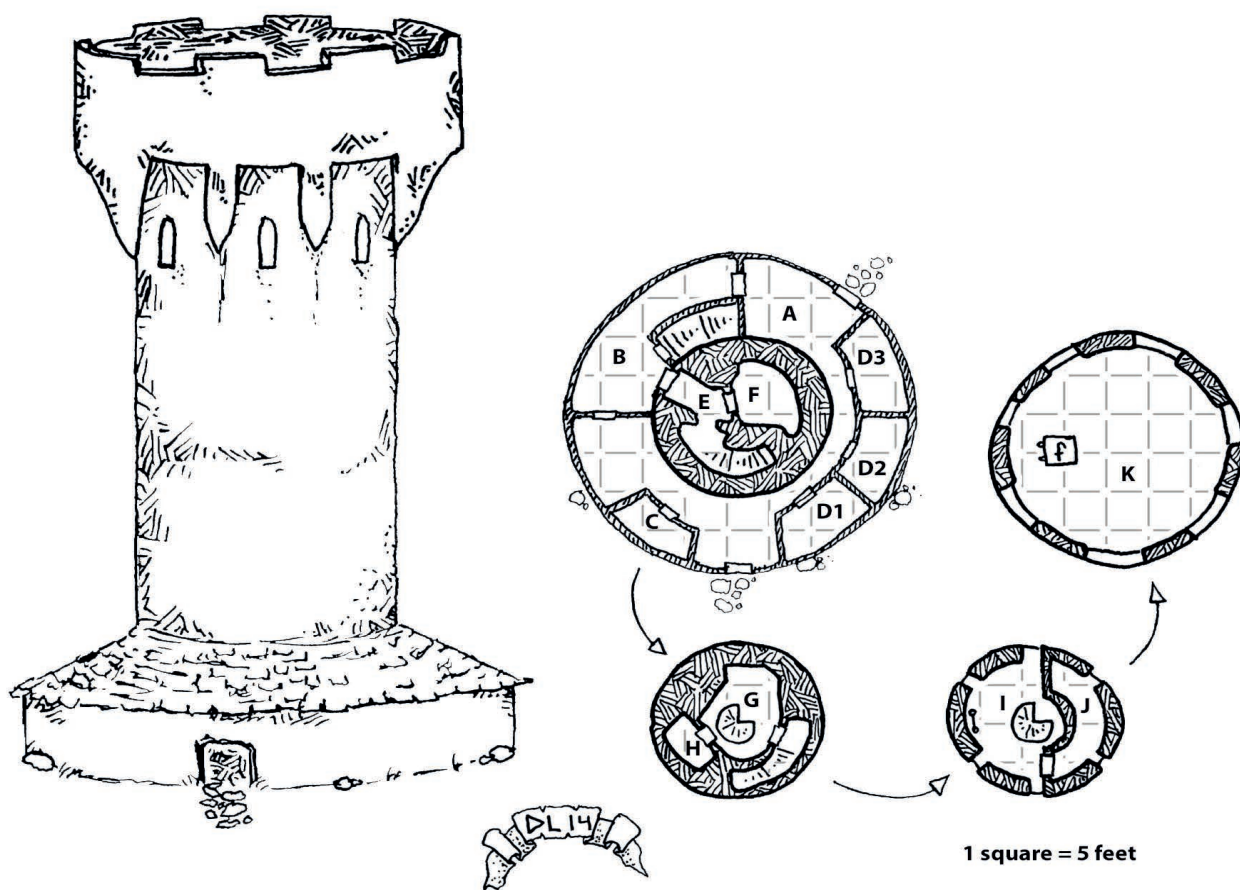
APPENDIX 4A: SALTY GRIFFON MAIN DECK MAP



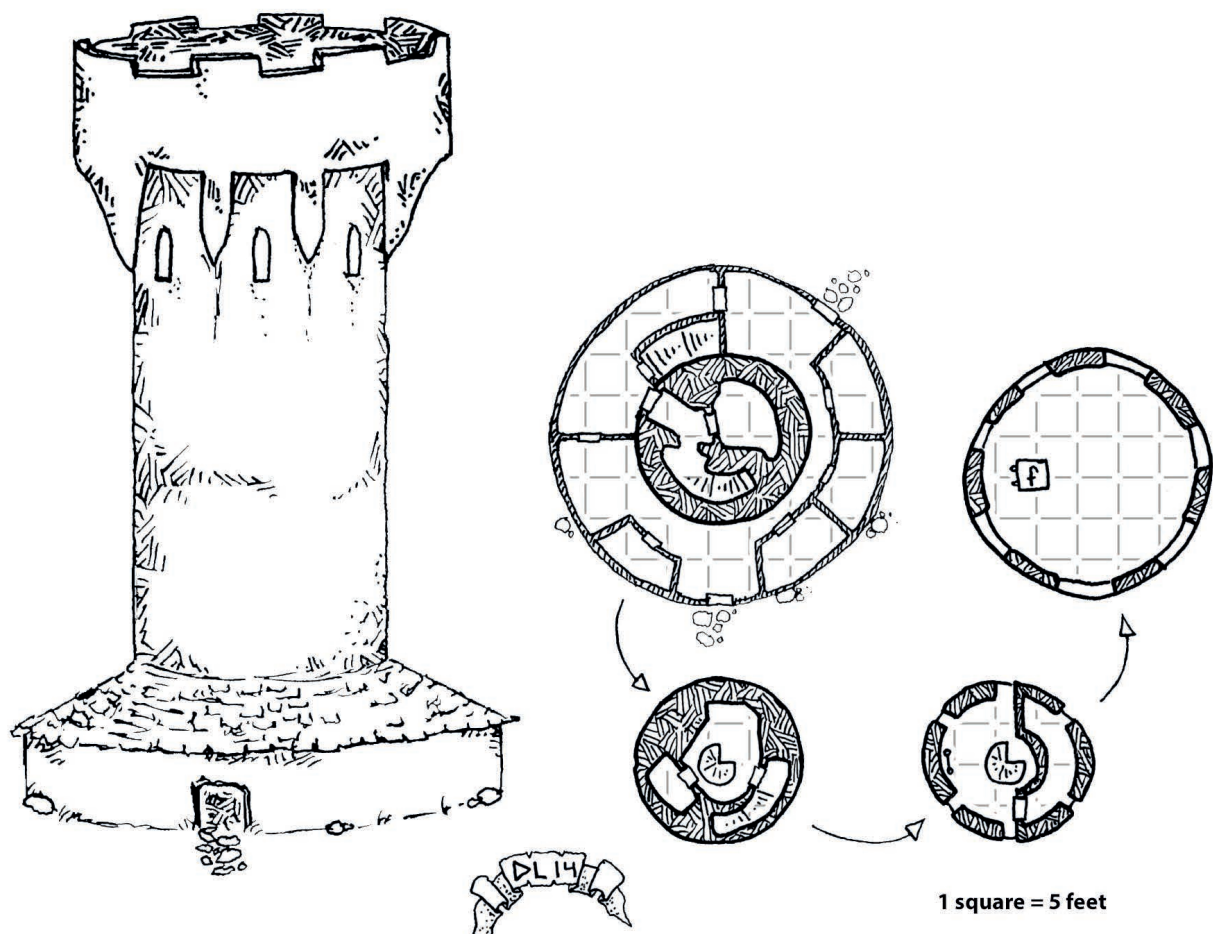
APPENDIX 4B: SALTY GRIFFON BELOWDECKS MAP



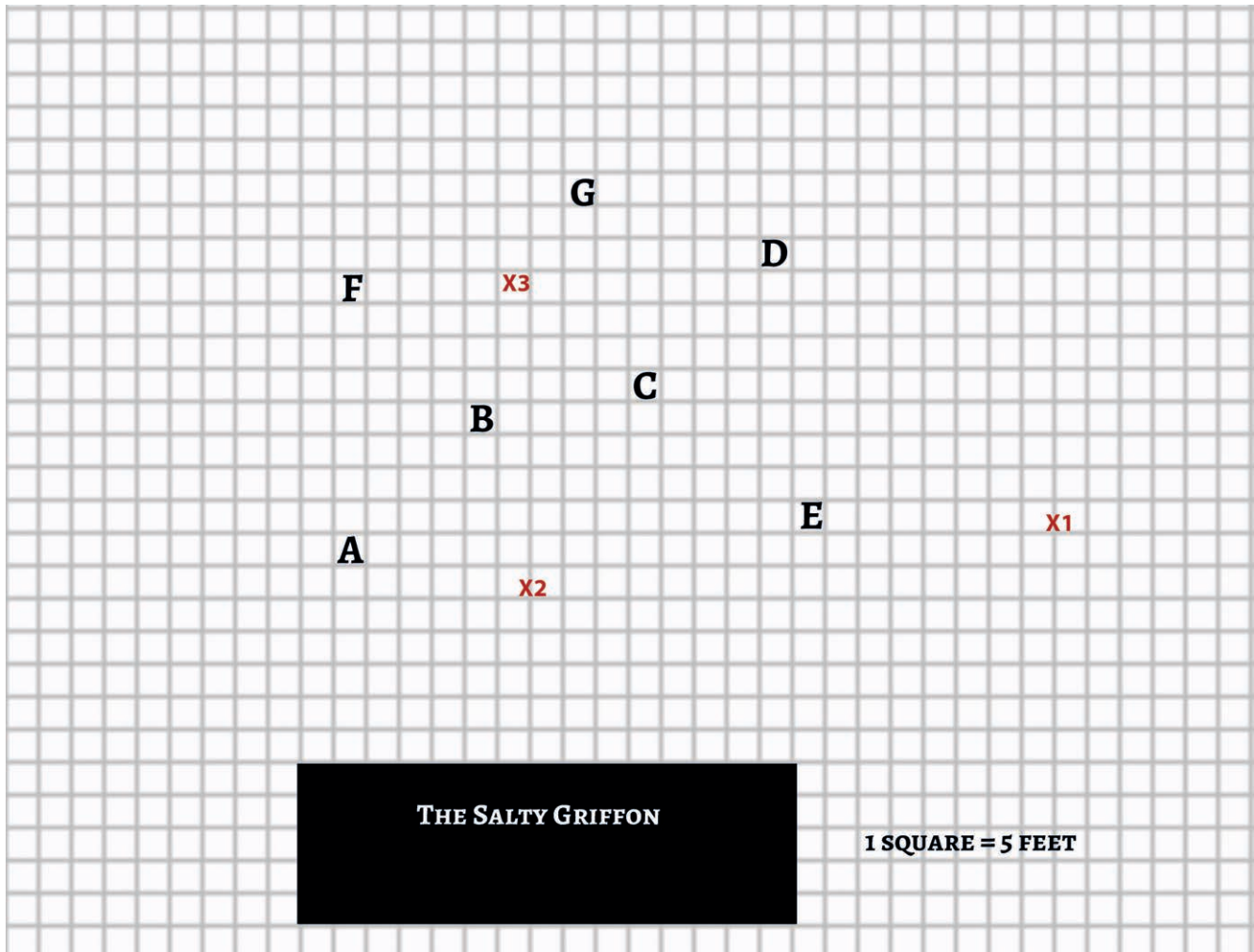
APPENDIX 5A: TOWER MAP (WITH MARKERS)



APPENDIX 5B: TOWER MAP (NO MARKERS)



APPENDIX 6: RESCUE MAP



APPENDIX 7: TOWER OF THE DRAGON (BONUS OBJECTIVE A.)

Estimated Duration: 1 hour

SCENE A. THE GUARDIAN OF THE TOWER

The characters meet the unlikely guardian of the Sea Dragon's lair—a large turtle named Loof-la-Voo.

SETTING DESCRIPTION

After successfully navigating a barrier of jagged rocks, *Salty Griffon* slips up to a large dock attached to a small, gravel island. In the middle of the island stands a lonely tower, weathered but sound. A small, thriving vegetable garden grows on the east side of the tower.

PREREQUISITES

The adventurers learn of the tower's existence and location from Olde Fish Eye in **Episode 2**.

BONUS OBJECTIVE A

The objective is to reach the top of the tower and find a magical spyglass that reveals the Sea Dragon's location. The tower, along with the vegetable garden, is magical.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The grounds of the island is mostly gravel. The magical vegetable garden (carrots, tomatoes, various squash, leafy greens) grows from the gravelly ground.

Lighting. The sky is overcast but allows for ample light.

Debris. A large, worn chunk of wood and several old wood shavings lie on the beach.

ANGRY ADRIK, OLDE FISH EYE, AND THE CREW

None of the crew or survivors disembark *Salty Griffon*. Olde Fish Eye and Angry Adrik fish off the side of the ship.

CREATURES/NPCs

As the characters approach the tower, Loof-la-Voo (**giant snapping turtle**, speaks Common, no swim speed) pops its head out from its shell. It looks at the characters, almost smiling, and says, "Ah! Visitors! Though, I'm afraid the captain has not yet returned."

Objectives/Goals. Loof-la-Voo is happy and laid back. It does not have any particular objectives.

What Does It Know? The turtle has the following information to share:

- The turtle's name is Loof-la-Voo.
- The owner of the tower, a sea captain, isn't home. He and his crew have been away for many years.
- The captain's name is Cornellios Burn.
- His ship is called *Midnight*.
- The captain's younger brother lives in the tower too. Loof-la-Voo doesn't remember the last time he saw the younger brother.
- The crew of *Midnight* often called their captain "the Sea Dragon."

PLAYING LOOF-LA-VOO

Loof-la-Voo (Loof) is a large turtle that speaks Common and cannot swim. Loof has lived on this island for many, many years. A magical garden, planted by Cornellios Burn when he brought the tortoise to the island, sustains Loof.

Loof speaks slowly and is a happy turtle and has never been inside the tower. Loof is more than happy to show off the magical garden and let others sample the vegetables.

Loof is happy living on the island but, if told the Burns will not be returning, gladly accepts passage on *Salty Griffon*.

WHAT ELSE LOOF-LA-VOO KNOWS:

The tortoise has other information to share, but only if it's asked.

- The door is magically sealed, though the door tells you how to open it. Loof-la-Voo knows the trick, but the turtle doesn't divulge it.
- The captain and his brother are pirates, though the younger brother (Wilhelm) was injured and can no longer sail.
- They are both blue dragonborn.
- The captain fashioned a new figurehead for *Midnight*—a large, black dragon head.

THE CHUNK OF WOOD AND THE SHAVINGS

This is what remains of the wood used to carve the figurehead of the black dragon head. Due to the weathering and decay, it is obvious that both have rested here for many years. Loof-la-Voo saw several members of the crew fashioning the new figurehead and can relay that information if asked.

SCENE B. TOWER OF THE DRAGON LEVEL 1

Map provided by Dyson Logo's 2018 Map Pack—Wolf Tower. These map can be found in **Appendix 5A & 5B**.

Each section of the stone tower is 15 feet tall. Windows 2 feet wide by 3 feet tall ring the uppermost level.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The rooms of the tower are dusty, and the corners are filled with cobwebs.

Lighting. The lower levels of the tower have no windows and are considered to be in total darkness unless a light source is used.

Atmosphere. The tower's proximity to the Moonsea keeps the interior slightly damp. The smell of mold and damp stone permeates the air.

Doors. Unless otherwise noted, all doors are wooden and unlocked.

ENTERING THE TOWER

A flagstone walkway leads to the main entrance. The door is magically sealed. A sign above the door reads: *Sing Praise to the Ancient Mariner*.

Opening the door requires a creature to sing the phrase "Praise to the Ancient Mariner."

The same sign appears on the door at the rear of the tower.

A: MAIN FOYER

This is the greeting room of the tower. A coat rack stands near the doorway and a small hallway leads to several rooms. The dusty floor shows signs of rodent traffic.

B: ART GALLERY

This room once provided access to a lower level, but the supports have failed and the stairway leading down is collapsed and unusable.

PAINTINGS

Several nautical paintings hang on the wall:

- A ship battling a raging storm
- A human captain standing confidently on the bow of a ship

- A pair of young, blue dragonborn adorned in fashionable leather armor and wearing tricorn hats

A character inspecting the painting of the dragonborn notices *Brothers—Cornellios & Wilhelm* inscribed on the back.

C: WATER CLOSET

A round piece of wood with a hole in the center covers a sturdy-looking wooden bucket. The bucket is empty, save for a few pieces of wadded paper at the bottom.

D: FASHIONED BEDROOM

These three rooms form a bedroom:

D1. The southern room acts as a closet and holds musty clothing and trench coats. A few mice scurry out from under several pairs of trousers that lay on the floor.

D2. The center room contains a small, straw bed, which is also musty and damp.

D3. The final room contains a small writing desk and stool. A moldy, leather-bound notebook rests next to a burned-down candle and dry inkpot.

THE NOTEBOOK

Neatly inscribed on the main page of the notebook is *Wilhelm Burn*. The ink on many of the interior pages has run or smeared. A few of the later pages are discernible, the contents of which can be found in **Appendix 9**.

E: STAIRWELL

Another doorway leads to a storage room and a set of stairs that lead up, changing into a tight, spiral staircase at Area G.

F: STORAGE ROOM

This room holds several odds and ends:

- Several tattered and musty raincoats.
- Three broken fishing rods, the wood rotten.
- A small, wooden chest containing a handful of grease (this grease may be used to loosen the rusted bars in Area F).

SCENE C. TOWER OF THE DRAGON LEVEL 2

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The rooms of the tower are dusty, and the corners are filled with cobwebs.

Lighting. The lower levels of the tower have no windows and are considered to be in total darkness unless a light source is used.

Atmosphere. The tower's proximity to the Moonsea keeps the interior slightly damp. The smell of mold and damp stone permeates the air.

Doors. Unless otherwise noted, all doors are wooden and unlocked.

G: LIBRARY

A spiral staircase leads to room filled with shelves of old, mildewed books.

The books are dingy and worthless, though a few of the names can still be made out:

- *The Joys of the Moonsea*
- *A Land Called Chult*
- *Riches of the Underdark*
- *How to Find Love as a Pirate*
- *Sharing, Caring, and Giving*
- *Games Pirates Play*
- *Swashbuckling: A Master's Guide*

H: STORAGE

A tiny room contains a small table holding several empty vials which once contained the pain relief (*potions of healing*) Wilhelm had needed.

TREASURE

A character succeeding on a DC 14 Wisdom (Medicine) check believes these vials once held *potions of healing* and that the vials contain enough residual amounts of the potion to make a complete *potion of superior healing* (see **Appendix 13**).

SCENE D. TOWER OF THE DRAGON LEVEL 3

A spiral staircase leads to a bedroom. The windows on this level are 2 feet wide by 3 feet tall.

I: CORNELLIOS' ROOM

A metal ladder on the west wall leads to a metal door which is barred from this side. The bars are rusty and requires a DC 20 Strength (Athletics) check to remove. The bars may be loosened by applying a solvent or oil, effectively reducing the DC to 15.

Along the south wall is another moldy straw bed, next to which stands an end table holding several books. The books are moldy and worthless, though a few of the names can still be made out:

- *Undead of the Sea*
- *Dark Water, Dark Powers*
- *Mysteries of the Depths*

J: THE STUDY

A small study is attached to the bedroom, accessed by a locked door which requires a successful DC 15 Dexterity (Thieves' Tools) check to open, or a successful DC 20 Strength (Athletics) check to force open. Inside the room is a small writing desk and chair.

A letter rests on top of a small book and a 3-foot-long metal case.

THE LETTER

The letter is handwritten in Common, the contents of which can be found in **Appendix 10**.

THE SMALL BOOK

Embossed on the cover of the book is a blue-green wave curling left and right, the symbol of Umberlee. This book is in great condition compared to the

others found in the tower. The book is titled *Offerings to Umberlee*.

It outlines special offerings that can be made by sailors to the Queen of the Depths. Several pages are torn from the interior. Referencing the missing page numbers to the table of contents, a player notices that the missing section is titled "Walking with the Bitch Queen—an Offering for the Afterlife."

WILHELM BURN

Having given up on his brother's return and out of his pain-relieving elixir, Wilhelm decided to enter the Moonsea, while at the same time reciting an incantation asking Umberlee to grant him life after death. Unbeknownst to the characters—and not revealed until the end of this adventure—the Bitch Queen heard Wilhelm's incantation, granting him an afterlife in the depths of the Moonsea.

THE METAL CASE AND THE SPYGLASS

A 3-foot-long, metal case rests on the table. The case is locked with a special mechanism, a keypad with multiple letters. If the word "brother" is pressed in the keypad, the case opens.

If the characters require clues to open the chest, allow for Wisdom (Insight) or Wisdom (Perception) checks as you deem necessary. On a success, the character feels compelled to review the letter again.

The lock may also be picked with a successful DC 20 Dexterity (Thieves' Tools) check.

The case has AC 10 and 20 hit points. If it is forced open, there is a 50% chance the spyglass breaks. Repairing the spyglass requires the use of the *mending* spell or a successful DC 20 Intelligence check. See **Appendix 11** for the layout of the letter keypad.

SCENE E. TOWER OF THE DRAGON LEVEL 4

K: TURRET

A rusty, metal door opens in the floor of the roof, leading to Area f. The door is barred from within the study and cannot be opened with thieves' tools. The door has AC 15 and 50 hp. The hinges are rusty and squeak when the door is opened.

A 5-foot-tall rod extends from the center of the roof. Placing the spyglass on the rod allows a creature to steady the spyglass and rotate it 360 degrees.

USING THE SPYGLASS

The spyglass acts as a normal spyglass, except it is magically tied to the ship known as *Midnight*.

A creature viewing the Moonsea through the spyglass sees a yellow haze covering the viewed area. As the spyglass is aimed at the location where the Sea Dragon rests, the haze dissipates, and the Sea Dragon is marked with a small, pulsating red dot.

THE SPYGLASS

At the end of the adventure, the location of Wilhelm is revealed. If used by a character, the user sees a new light through the spyglass, a light that pulsates white to blue.

If Olde Fish Eye holds the spyglass, he uses it, notices the new light, and says, "Hey! Look at this!" A character looking through the spyglass sees a new light pulsating white to blue.

If the spyglass is no longer in the party's possession, this information is not revealed at the conclusion of the adventure.

DEVELOPMENTS

Once the spyglass has been used, the characters should know the direction to travel. They return to *Salty Griffon* and relay the information to the captain and crew. *Salty Griffon* then sets sail.

APPENDIX 8: THE RESCUE (BONUS OBJECTIVE B.)

Estimated Duration: 1 hour

SCENE A. MEN OVERBOARD!

While traveling toward the storm and the location designated by the magical spyglass, *Salty Griffon* sails up to a recently wrecked craft with many survivors in the water.

PREREQUISITES

In a four-hour adventure, this encounter occurs after the characters have explored the tower, have used the spyglass, and are traveling toward the marker in the spyglass. (This encounter does not occur when running an adventure less than four hours.)

BONUS OBJECTIVE B

Rescue the survivors from the Moonsea before denizens from the depths make easy meals of them.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. Occurs on the vast, open Moonsea. An incoming storm creates water chop, which increases as the storm gets closer.

Lighting. Overcast skies. A storm lingers in the distance, quickly making its way toward the struggling survivors.

Water Chop. The rough water makes perceiving threats more difficult. Wisdom (Perception) checks made to notice the sea threats are made with disadvantage unless a character has a sea/naval/fishing background.

SALTY GRIFFON CREW

Unless directed to help, the undead crew stand and watch the rescue attempt. They do help if the characters ask. Though they don't leave the ship, they can assist by pulling ropes or helping people onto the ship.

SCENE B. THE STRUGGLING SURVIVORS

Seven survivors of a recent Sea Dragon attack fight to stay alive in the Moonsea. See **Appendix 6** for the rescue map.

- **Survivor A** clings to a floating barrel.
- **Survivor B** is a strong swimmer and doesn't appear to need immediate help.
- **Survivor C** clings to a piece of ship planking.
- **Survivor D** sits in a rowboat, being pulled away from the others and closer to the storm. At the start of each round, the rowboat moves 5 feet to the east.
- **Survivor E** swims and is in obvious distress.
- **Survivor F** clings to a flotilla made up of ropes, netting, and barrels which entangle Survivor F when rescued, requiring a DC 14 Dexterity check to free.
- **Survivor G**, panicked, swims in the distance, yelling for help. If pulled from the Moonsea, Survivor G may inadvertently drag someone else into the water in a frenzy.

At the start of each round, consult the following table and add the threat to the encounter.

Round	Threat
2	Two reef sharks appear at X1 and attack the next round, on initiative count 15.
4	A giant octopus begins to surface at X2 and attacks the next round, on initiative count 10.
5	Survivor E begins to drown and perishes if not rescued in 3 additional rounds.
6	Two sahuagin appear at X3 and move toward the survivor farthest from <i>Salty Griffon</i> , on initiative count 18.
8	The storm has reached the outlying survivors, making them susceptible to lightning strikes. Roll a d6—on a 6, lightning hits the survivor, who must make a DC 14 Constitution saving throw or take 11 (2d6) lightning damage.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Creatures can be replaced or removed.
- **Weak:** All threats begin with half their listed starting hit points.
- **Strong:** All monsters have maximum (not average) hit points.
- **Very Strong:** Add an additional creature to each threat. All monsters have maximum (not average) hit points.

TREASURE

One of the survivors gives the characters a *candle of the deep*, information about which can be found in **Appendix 13**.

APPENDIX 9: WILHELM'S JOURNAL (PLAYER HANDOUT #1)

...can't believe I was so foolish. To be caught by the merchants, and to suffer their wrath. Now I'm left...

...the pain continues. It's nearly unbearable. I only have a little of the elixir left. I hope brother re...

I ran out two days ago. Cornellios, where are you?

I've not been able to track you with the spyglass. It keeps targeting the same location. The ship doesn't move.

Brother, I continue to whisper apologies to you. It's my error that has caused your rage.

Cornellios, when you return, go to the spyglass. I'll miss you.

APPENDIX 10: WILHELM'S LETTER (PLAYER HANDOUT #2)

Brother,

I presume you are lost at sea, taken to the depths by Umberlee. For this reason, I have decided to take one last swim in the Moonsea. May Umberlee have mercy on both our souls, and may she give me the strength to rise again.

Perhaps I'll see you in the afterlife. Perhaps not.

If my presumption is incorrect and you still sail the seas, remember, brother.

Wilhelm

APPENDIX 11: CHEST PUZZLE (PLAYER HANDOUT #3)

M	R	P	T	S	E	L
A	U	E	F	H	L	S
B	O	R	U	L	O	A
T	X	O	N	A	I	R

APPENDIX 12: THE MARK OF THE DEAD (STORY AWARD)

The Mark of the Dead. Either Abigail or Peaches explains that Captain Dread Red offers to tattoo each party member with the mark of his crew (the symbol for this adventure saga). If they agree, a jittering zombie with long, white hair, a bulging and blind right eye, and a wooden peg leg staggers up to them carrying a tattoo kit: a small hammer, a needle that resembles an icepick, and a bottle of black ink.

The tattoo process isn't painful, the design is clean, and it can be placed anywhere on the body.

The Mark of the Dead may grant a character special conditions in future Dead Men's Tales adventures.



APPENDIX 13: MAGIC ITEMS UNLOCK

Characters completing this adventure's objective unlock these magic items. Once unlocked, the item may be purchased once using treasure checkpoints. Once this item has been purchased, it's no longer available unless later unlocked by other names.

WEAPON OF WARNING (TRIDENT)

Weapon (trident), uncommon (requires attunement)

This magic weapon warns you of danger. While the weapon is on your person, you have advantage on initiative rolls. In addition, you and any of your companions within 30 feet of you can't be surprised, except when incapacitated by something other than nonmagical sleep. The weapon magically awakens you and your companions within range if any of you are sleeping naturally when combat begins. This item is found on **Magic Item Table F** in the *Dungeon Master's Guide*.

This white trident is fashioned from whale bones, laced together with dried tendons.

POTION OF SUPERIOR HEALING

Potion, rare

You regain 8d4 + 8 hit points when you drink this potion. The potion's red liquid glimmers when agitated. This item is found on **Magic Item Table A** in the *Dungeon Master's Guide*.

The potion is contained in an old, leather boot with a large cork stopper. The potion's red liquid glimmers when agitated.

CANDLE OF THE DEEP

Wondrous item, common

The flame of this candle is not extinguished when immersed in water. It gives off light and heat like a normal candle. This item is found on the **Minor Items, Common** table in *Xanathar's Guide to Everything*.

This 3-inch long candle is made using green, red, blue, and yellow ribbons of wax.

APPENDIX 14: DUNGEON MASTER TIPS

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.

NEW TO D&D ADVENTURERS LEAGUE?

<http://dnd.wizards.com/playevents/organized-play>

NEW TO THE ANNUAL STORYLINE?

<http://dnd.wizards.com/story/waterdeep>

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure's level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can't return** to the first one if they're outside its level range.

PREPARING THE ADVENTURE

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. Familiar 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 notecards, 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.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated 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 Players 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, or 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 THIS ADVENTURE

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you're not bound to these adjustments; they're here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

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