

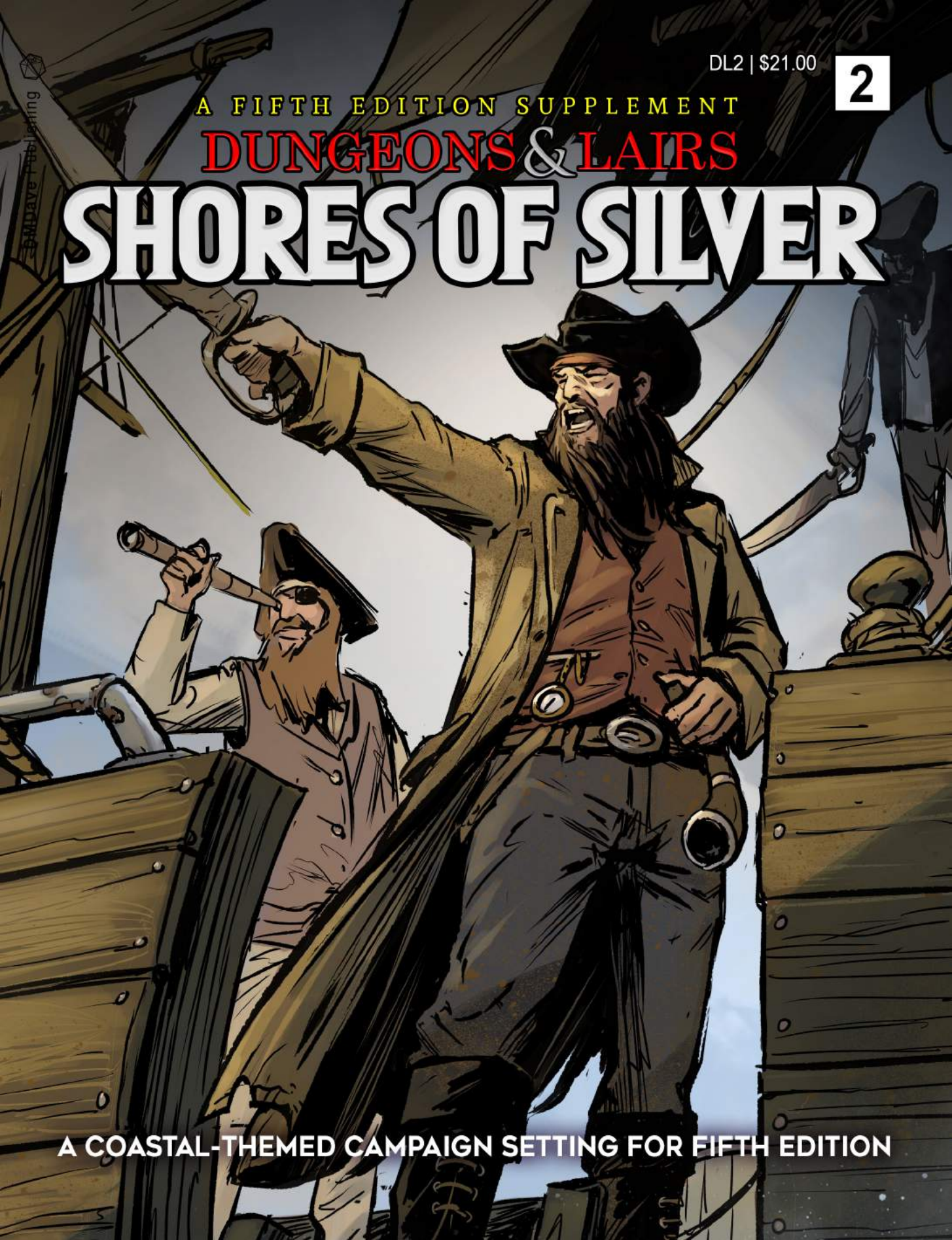
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A FIFTH EDITION SUPPLEMENT

DUNGEONS & LAIRS

# SHORES OF SILVER



A COASTAL-THEMED CAMPAIGN SETTING FOR FIFTH EDITION

# DUNGEONS & LAIRS • 2

A FIFTH EDITION SUPPLEMENT  
**DUNGEONS & LAIRS**  
**SHORES OF SILVER**  
**A COASTAL-THEMED CAMPAIGN SETTING  
FOR FIFTH EDITION**

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## How to Use This Book

*Shores of Silver* is a coastal-themed campaign setting book designed for Fifth Edition gamemasters looking to challenge their players with exciting and dangerous adventures in the exciting waters of a silver coast and nearby archipelago. This book contains a range of content that can be used as it is detailed in the book or use separately in your own campaign.

Below is a breakdown of the chapters.

**Chapter 1. Shores of Silver.** This chapter details the eponymous sandbox region featured in this book, the Shores of Silver, and all of its keyed locations.

**Chapter 2. Towns and Villages.** This chapter details three different settlements in the Shores of Silver which can be used as part of the sandbox or used separately in a campaign of your own.

**Chapter 3. Dungeons & Lairs.** This

chapter offers five scalable, flexible adventures for you to use in your own campaign or as part of the sandbox adventure series included in this campaign book.

### Two Ways to Use the Content

There is no limit to the ways you can use the content featured in this book. However, we've found that there are two popular ways to use the content in this book.

#### As a Campaign Setting

If you're looking for a fully-realized campaign setting that's ready to play straight out of the book, *Shores of Silver* has everything you need. With enough settlements, NPCs, and adventure hooks to take characters through multiple-levels, this book can serve as the

foundation of an entire campaign.

If you wish to use the book this way, follow the steps on this page.

## 1. Establish a Base

The first step in using the Shores of Silver as a campaign setting is to establish a base of operations for the characters. Chapter 2 details three different settlements found in the Shores of Silver region: Port Haven, Tidewatch, and Driftwood. Alternatively, the characters could start in a village, fortress, trading post, castle, or some other locations of your own design.

Once the players have a home base, they will be able to explore the surrounding shoreline and nearby islands and engage in a variety of adventures.

## 2. Introduce the First Hook

Once the base of operations has been established, you can introduce an adventure hook for one of the adventures included in Chapter 3 of this book. All of the adventures are scalable, so the GM can adjust them to fit the level of the party. Each adventure provides a unique challenge and a chance for the players to gain experience and treasure.

## 3. Award Milestone Levels

After completing an adventure, you can use the progression details below to determine how many levels the characters gain as they complete the adventures.

- **1st-level characters** will earn the 2nd level after they complete the first half of any of the adventures and complete a long rest.
- **2nd-level characters** will earn the 3rd level after they complete half of any of the adventures and complete a long rest.

- **Characters of 3rd level or higher** gain one level every time they complete one of the adventures featured in this book.

## 4. Add More Adventures

Finally, you can use additional *Dungeons & Lairs* supplements from DMDave Publishing to create additional hooks and adventures set in the Shores of Silver. These supplements provide additional creatures, NPCs, and adventure ideas that can be easily integrated into the existing campaign setting. You can get more *Dungeons & Lairs* adventures from [dmdavepublishing.com](http://dmdavepublishing.com).

## As Individual Parts

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If you're a GM looking to integrate the Shores of Silver into your own campaign, the book provides a wealth of resources for you to draw from. You can use the settlements, NPCs, and random encounter tables to create a living and breathing world for your players to explore. The adventures included in the book can also be easily adapted to fit into your existing campaign, providing exciting and challenging encounters for your players to face.



## Chapter 1. Shores of Silver

*Shores of Silver* is a campaign setting designed for Fifth Edition, set along a sandy, jungle-strewn coast and a string of islands. There are several settlements on the coast, three of which are featured in this book. Along these shores, characters will face a range of threats, from despicable pirates to wicked sea hags to tyrannical sahuagin.

### General Features

The region known as the Shores of Silver is a vast expanse of coastline and ocean waters covering over 10,000 square miles. A subtropical region, the weather ranges from hot and dry during the summer months and rainy and stormy in the winter. Many of the settlements here are relatively new, having only recently been established. As such, the creatures of the sea and islands keep a strong presence here. Sahuagin, merfolk,

merrows, and more live relatively close to humanoids. And even a monstrous dragon turtle calls one of the larger islands of the archipelago its home.

Despite the dangers, many of the original inhabitants of the Shores of Silver have welcomed the humanoid settlers to their land. Still, they are fiercely protective of the ocean and its bounty.

### Travel Times

Most of the traveling done on the Shores of Silver is done via ship's passage, as detailed below and on page 13. It is also possible to travel from Tidewatch Cove to Port Haven via the road that connects them. This journey takes 2 days on foot or riding horseback.

The table on page 6 shows the time that it takes to travel via ship from the settlements and points of interest on the map of the



### KEYED LOCATIONS

- 1. Port Haven, page 18
- 2. Tidewatch Cove, page 24
- 3. Driftwood, page 28

- D. Harpy Aerie, page 35
- H. Sea Hag Sanctuary, page 47
- P. Pirate Cove, page 61
- S. Sahuagin Temple, page 71
- T. Dragon Turtle Grotto, page 83

## TRAVEL TIMES (BY SHIP)

Location	1. Port Haven	2. Tidewatch Cove	3. Driftwood
1. Port Haven	—	1.5 days	1.5 days
2. Tidewatch Cove	1.5 days	—	1 day
3. Driftwood	1.5 days	1 day	—
D. Harpy Aerie	1.5 days	3 hours	1 day
H. Sea Hag Sanctuary	2 days	2.5 days	1 day
P. Pirate Cove	2.5 days	2 days	1 day
S. Sahuagin Temple	—	1.5 days	1.5 days
T. Dragon Turtle Grotto	See page 83	See page 83	See page 83

Shores of Silver, as shown in page 6. The table shows the time it takes to get from one of the three settlements to other locations, but not vice versa. These travel times assume that the characters are traveling onboard a sailing ship similar at a rate of 2 miles per hour or 50 miles per day. Ships with faster sailing speeds may reach these locations faster.

**Paying for Passage.** If the characters don't own their ship, they can hire a ship to take them where they need to go. Passage on a ship costs 5 sp per character per day.

## Owning a Ship

Ships are available for sale in all three settlements detailed in Chapter 2. The prices and details for these ships are listed on the Ships for Sale table on page 8. In Tidewatch Cove, only the ships marked with an asterisk may be purchased.

## Crew

Unless the characters purchase a relatively small boat and have the necessary skills to sail their own ship, they will likely need a crew. The cost of crew members is listed below. The mini-

imum number of skilled crew members needed to crew a ship depends on the type of vessel, as shown in the Ships for Sale table.

**Crew Loyalty.** While pay is nice, it doesn't always guarantee loyalty. The crew of the characters' ship has a loyalty score, which is number from 0 to 20. The crew's maximum loyalty is equal to the highest Charisma score among all the characters in the party, and the crew's starting loyalty score is half that number. If the highest Charisma score changes—a character dies or leaves the groups—adjust the crew's loyalty score accordingly.

Keep track of the crew's loyalty in secret. Any time the characters do something to treat their crew well—give them extra pay, allow them to have a full week off, save one or more of them from the jaws of a dragon turtle—increase their loyalty score by 1d4.

If the characters abuse, mislead, endanger, or fail to pay their crew, reduce the crew's loyalty score by 2d4.

If the crew's score is 10 or higher, they are willing to risk life and limb to help the characters. But if the NPC's loyalty score is between 1 and 10, their loyalty is tenuous.



## SHIPS FOR SALE

Ship Type	Cost	Speed	Crew	Passengers	Cargo (Tons)	AC	HP	Damage Threshold
Galley	30,000 gp	4 mph	80	—	150	15	500	20
Keelboat*	3,000 gp	1 mph	1	6	1/2	15	100	10
Longship	10,000 gp	3 mph	40	150	10	15	300	15
Rowboat*	50 gp	1 ½ mph	1	3	—	11	50	—
Sailing Ship	10,000 gp	2 mph	20	20	100	15	300	15
Warship	25,000 gp	2 ½ mph	60	60	200	15	500	20

If the crew's loyalty score drops to 0, it is no longer loyal to the party, and mutinies. A score can never drop below 0.

## Crew Member Types

The following crew member types are available for hire in and around the Shores of Silver.

**Cost.** This is the cost to hire the crew person each day that the ship is out at sea.

**Stat Block.** This is the standard Fifth Edition stat block that the crew member uses.

**Skill Proficiencies.** These are in addition to any skill proficiencies that the crew member has from their stat block.

**Benefits.** A ship gains the benefit listed under the crew member's stat block so long as the crew member is aboard the ship, is being paid, and the crew has a loyalty score of 10 or better. A ship cannot gain the benefits of a given sailor type more than once, but can gain the benefits of multiple sailor types so long as the prerequisites detailed above are met.

### Able-Bodied Sailor

**Cost:** 2 gp/day

**Stat Block:** commoner

**Skill Proficiencies:** waterborne vehicles +2

**Benefits:** —

### Boatswain

**Cost:** 3gp/day

**Stat Block:** thug

**Skill Proficiencies:** Athletics +4, waterborne vehicles +4

**Benefits:** Increase the ship's AC by 1.

### Carpenter

**Cost:** 3 gp/day

**Stat Block:** thug

**Skill Proficiencies:** carpenter's tools +4, waterborne vehicles +4

**Benefits:** When the ship is berthed to make repairs, it repairs 2 hit points for every 1 day and 20 gp spent.

## Cook

**Cost:** 2 gp/day

**Stat Block:** commoner

**Skill Proficiencies:** brewer's supplies +2, cook's utensils +2

**Benefits:** Once per day, you can add 1 to a roll made to raise morale or subtract 1 from a roll made to lower it.

## Experienced Captain

**Cost:** 10gp/day

**Stat Block:** bandit captain

**Skill Proficiencies:** Intimidation +4, Persuasion +4, waterborne vehicles +6

**Benefit:** The crew's maximum loyalty is 14 unless it is already higher. Once per day, the Captain can make a DC 15 Charisma (Persuasion) check. On a success, improve the crew's morale by 1d4.

## Gunner

**Cost:** 4gp/day

**Stat Block:** spy

**Skill Proficiencies:** waterborne vehicles +3

**Benefits:** On the first round of ship combat, the ship can make one attack with ones of its weapons as a bonus action.

## Quartermaster

**Cost:** 5gp/day

**Stat Block:** scout

**Skill Proficiencies:** History +2, Survival +4, waterborne vehicles +4

**Benefits:** At the start of each day, the quartermaster can make a DC 15 Wisdom (Waterborne Vehicles) check. On a success, increase the ship's movement speed by 50% for that day of travel.

## Passengers

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The Ships for Sale table indicates the number of Small and Medium passengers the ship can accommodate. On larger ships, accommodations consist of shared hammocks in tight quarters. Some larger ships may have private accommodations, but such ships can carry only one-fifth as many passengers.

Passengers are expected to pay 5 sp per day for a hammock, but prices can vary from ship to ship. A private cabin can cost 2 gp per day or more.

## Cargo

---

The table indicates the maximum tonnage each kind of ship can carry.

## AC and HP

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Ships, like creatures, have AC and hit points. A ship reduced to 0 hit points is destroyed. A destroyed ship sinks if it's on the water.

**Damage Threshold.** A ship has immunity to all damage unless it takes an amount of damage equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the damage threshold is superficial and doesn't reduce the ship's hit points.

## Ship Weapons

---

The prices listed on the Ships for Sale table do not include the cost for weapons. The weapons below list the price, the number of crew members it takes to reload and fire the weapon, and the type of attack that the weapon makes when the ship uses the Fire Weapon action (see page 11).

If a weapon is marked with **reload**, it cannot be fired until the captain takes the Fire/Reload Action during the ship's turn.

## Ballista

**Cost:** 150 gp

**Actions/Crew:** 2

**Load Time:** 10 rounds

**Bolt (Reload).** *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

## Cannon, Mounted

**Cost:** 1,500 gp

**Actions/Crew:** 2

**Load Time:** 10 rounds

**Cannon Ball (Reload).** *Ranged Weapon Attack:* +6 to hit, range 600/2,400 ft. *Hit:* 44 (8d10) bludgeoning damage.

## Cannon, Swivel

**Cost:** 1,000 gp

**Actions/Crew:** 1

**Cannon Ball (Reload).** *Ranged Weapon Attack:* +6 to hit, range 100/300 ft. *Hit:* 16 (3d10) bludgeoning damage.

## Mangonel

**Cost:** 150 gp

**Actions/Crew:** 3

**Mangonel Stone (Reload).** *Ranged Weapon Attack:* +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it). *Hit:* 27 (5d10) bludgeoning damage.

## Ram

**Cost:** 200 gp

**Crew:** —

**Ram.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one object. *Hit:* 16 (3d10) bludgeoning damage and the attacking ship takes half the damage dealt.

# Ship Combat

Be it war or hunting pirates or facing the snapping jaws of a gargantuan dragon turtle, ships often enter combat in the Shores of Silver. Overall, ship combat plays out like regular combat, with a few key differences as noted below. Ship combat should be played on a hex map instead of a grid map, with each hex representing 50 ft from center to center.

The ship rules detailed here give the basics for ship combat. For advanced rules on ship combat, be sure to check out *Limithron's Guide to Naval Combat*.

## Ships and Initiative

---

Characters roll for initiative as normal.

However, the ships involved in the combat also roll initiative. The initiative check for a ship is d20 + the captain's Wisdom modifier.

## Ship Movement

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- A ship may move up to its full movement each turn. See the Ship Combat Movement
- All ships move forward at least 1 hex unless Anchored (see below).
- A ship may rotate twice (rotate one hex face of 60 degrees) at any point before, during, or after its movement, but no ship may turn more than once in a space.
- Ships that are Anchored cannot move or turn.

## Ship's Turn

---

On a ship's turn, the ship can **move** a distance up to the ship's speed and make **two rotations**. The ship may take one action and one bonus action that the captain chooses from the list of actions below.

## SHIP COMBAT MOVEMENT

Ship Type	Combat Speed (in hexes)
Galley	5
Keelboat	3
Longship	3
Rowboat	2
Sailing Ship	3
Warship	3

### Push the Crew

As a bonus action, the ship's captain may make a Charisma (Intimidation) or (Persuasion) check. The DC for the check equals 20 minus the crew's current loyalty score. On a success, the ship can take one extra action this turn.

### Raise Morale

As a bonus action, the ship's captain may make a Charisma (Intimidation) or (Persuasion) check. The DC for the check equals 20 minus the crew's current loyalty score. On a success, the ship can add +1d4 to one of its attack rolls or saving throws once before the start of its next turn.

### Full Sail

As an action, the ship moves up to half its movement speed (in addition to any other movement it has made that turn).

### Fire/Reload Weapons

As an action, the ship's crew may fire any loaded weapons that have the requisite crew at the station or reload the weapon if it has already been fired.

## Drop Anchor

As a bonus action, the captain commands the ship to drop anchor. The ship becomes Anchored, meaning that it can't move or rotate on its turn.

## Taking Damage

When a ship takes damage from an attack, make sure that the damage exceeds the ship's damage threshold (if any), then reduce the ship's hit points by the amount of damage dealt.

## Critical Damage

A ship can take critical damage when any of the following things happen:

- A single attack deals damage equal to 20% or more of the ship's hit point maximum.
- The ship is hit with an attack roll that scores a critical hit.
- The ship's hit points drop below half the first time on its turn.
- The ship takes damage when its hit points are below half.

When the ship takes critical damage, have the Captain make a Dexterity check using their proficiency in waterborne vehicles. Refer to the Ship Critical Damage table to determine what happens to the ship.

## GET LIMITHRON'S GUIDE TO NAVAL COMBAT



SCAN ME

*Limithron's Guide to Naval Combat* includes everything you need to know about running ship battles in Fifth Edition. Use the QR-Code to get a copy now.

## SHIP CRITICAL DAMAGE

Check Result	Effect
1–3	A massive explosion rocks the ship. The ship and all crew members take 22 (4d10) fire damage from the explosion. Characters may make DC 15 Dexterity saving throws to take only half damage.
4	The ship's starts to take on water. It will sink in 1 hour unless it is repaired.
5	The ship's sails, rigging, rutters, etc. are destroyed. The ship cannot move or turn until the ship is repaired.
6	One of the ship's weapons is destroyed (GM chooses).
7	A severe fire breaks out. Until the ship uses its action to extinguish the flames, all attack rolls and Wisdom (Perception) checks that rely on sight are made with disadvantage, and the ship takes 16 (3d10) fire damage at the start of each of its turns.
8	The ship lists heavily to one side. All Strength and Dexterity tests as well as attack rolls are made with disadvantage until the ship's crew can make repair.
9	The ship's sails or rigging are damaged. Reduce the ship's movement speed by 1 (to a minimum of 0) until the ship's crew can make repairs. If the ship's movement is reduced to 0, it can't move or turn.
10	A random character is hit and suffers damage equal to the damage inflicted on the ship.
11	1d10 crew members are hit, suffering damage equal to the damage inflicted on the ship. Re-roll if there are no crew members present.
12	A minor fire breaks out on the ship, covering it in thick smoke. Until the ship uses its action to extinguish the fire, all attack rolls and Wisdom (Perception) checks that rely on sight are made with disadvantage.
13	The ship rotates 60 degrees in a random direction.
14–20	None of the ship's components or crew are injured during the attack.

## Ship Repairs

---

Repairs to a damaged ship can be made while the ship is berthed or anchored. Repairing 1 hit point of damage takes 1 day and costs 20 gp for materials and labor. Having a carpenter increases the hit points repaired by 1.

If the ship is suffering negative effects from critical damage (see page 11), the critical damage must be repaired first. Repairing critical takes 5 days and costs 100 gp for materials and labor.

## Travel at Sea

The Travel Times (by Ship) lists travel times via passage on a sailing ship. The ships listed on the Ships for Sale table on page 8 list the hourly travel times for each ship. A ship does not need to stop and rest while it is traveling, which means it can travel for 24-hours straight. For simplicity's sake, round the 24 hour travel time up to the nearest increment of 5. For example, a sailing ship can travel 48 miles in 24 hours, 50 if you round up.

## Navigating

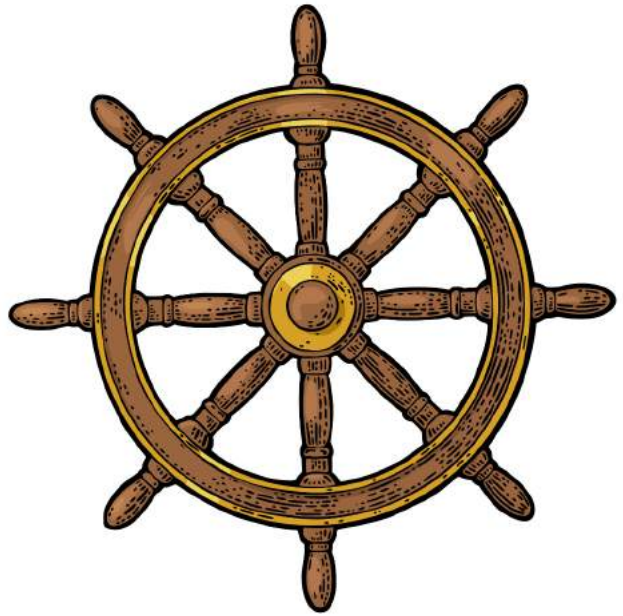
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At the start of each day sailing, one of the characters (or an NPC) must make a Wisdom (Survival) check to prevent becoming lost. The DC for the check is 10 if the skies are clear and 15 if the skies are overcast. On a success, the party knows exactly where it is on the map of the Shores of Silver. Otherwise, the party loses its location and the ship moves into a random hex. The ship remains lost until someone makes a successful navigation check.

## Activities at Sea

---

While traveling at sea, the characters and any crew members on board can perform additional actions, similar to those if they were traveling on land.



## Forage

The characters and NPCs can cast fishing lines, keeping an eye out for food. The character makes a DC 10 Wisdom (Survival) check. On a successful check, roll 1d6 + the character's Wisdom modifier to determine how much food (in pounds) the character finds.

## Raise Morale

Once per day, if the crew's loyalty is lower than 10, one character can make a DC 15 Charisma (Persuasion) check. On a success, raise the crew's loyalty by 1d4.

## Spotting Threats

A character or NPC can work as lookout, keeping an eye on potential threats. Use the passive Wisdom (Perception) score of the player characters or the crew to determine whether anyone on the ship notices a hidden threat. The crew has a passive Wisdom (Perception) score equal to 5 + the crew's loyalty score.



## Weather at Sea

At the start of each day, roll times on the weather table below to determine the weather for that day.

### Strong Wind

Strong winds impose disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.

If there are both strong winds and heavy rain at the same time, a storm occurs (see below).

### Heavy Rain

Everything within an area of heavy rain is lightly obscured, and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.

### Storms

If the rolls on the weather table result in strong winds and heavy rain at the same time, a storm occurs. Ability checks made to navigate during a storm have disadvantage, and the crew loses sight of all landmarks (unless there's a lighthouse or other bright feature).

### WEATHER AT SEA

d20	Temperature	Wind	Precipitation
1–14	27–35° C (80–95° F)	None	None
15–17	15–24° C (60–75° F)	Light	Light rain
18–20	32–40° C (90–105° F)	Strong	Heavy rain

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# Random Encounters

For each day of a voyage, roll a d20. On a 19 or 20, the ship has a random encounter. Refer to the tables below to determine what the party encounters.

## RANDOM ENCOUNTERS (LEVELS 1–4)

d20	Encounter
1	1 swarm of quippers
2	1 giant octopus
3	1d4 killer whales
4	1d6 merfolk
5	1d6 giant sea horses
6	1d8 giant crabs
7	1d4 reef sharks
8	1 hunter shark
9	1d4 sahuagin
10	1d3 harpies
11	1d2 merrow
12	1 plesiosaurus
13	1 sea hag
14	1 giant shark
15	1d4 blood hawks
16	A keelboat with 2 commoner fishers
17	A sailing ship with 20 commoner crew, 1 veteran captain, and 10 commoner passengers
18	A galley with 80 tribal warrior rowers and 1 gladiator captain armed with two ballistae.
19	A longship with 40 commoner crew, 2 veteran officers, 1d4 x 20 commoner passengers, armed with 4 cannons and 1 ballista.
20	Roll on the Random Encounters (Levels 5+) table.

## RANDOM ENCOUNTERS (LEVELS 5+)

d20	Encounter
1	1 giant shark
2	1d4 swarms of quippers
3	1d10 killer whales
4	3d6 merfolk
5	2d8 giant crabs
6	2d4 reef sharks
7	1d4 hunter sharks
8	1d4 water elementals
9	1 harpy matriarch (use <b>Selene's</b> stat block on page 44) and 1d4 harpies
10	2d4 merrow
11	1 sahuagin gladiator and 1d4 sahuagin
12	2d8 giant crabs
13	1d4 plesiosauruses
14	A cove of 3 sea hags
15	1 hydra
16	1 storm giant
17	1 dragon turtle
18	A galley with 80 tribal warrior rowers and 1 gladiator captain armed with two ballistae.
19	A longship with 40 commoner crew, 2 veteran officers, 1d4 x 20 commoner passengers, armed with 4 cannons and 1 ballista.
20	<i>Corsair's Fury</i> (see page 61).





## Chapter 2. Towns & Villages

This chapter details the two villages and one town featured on the map of the Shores of Silver on page 6. Each of these settlements offers notable NPCs, locations, and adventure hooks to keep your players busy while they're traveling through this area. You are also free to use these settlements in your own campaign, changing the names and features as it befits the setting.

Here is a rundown of each section and how to use it. If you need additional villages and towns, be sure to check out the *Just Passing Through* series from DMDave Publishing.

**Read-Aloud Text.** The read-aloud text block section of the listing (in yellow) provides a scripted passage that the GM can read to the players when their characters first arrive in the settlement. This helps set the mood and establish the atmosphere of the

settlement, as well as give the players an initial impression of the place.

**Basic Information.** The basic information section of the settlement listing provides an overview of the settlement, including its population, government, defense, commerce, and important organizations. This section gives you a quick idea of what the settlement is like and what its people are focused on.

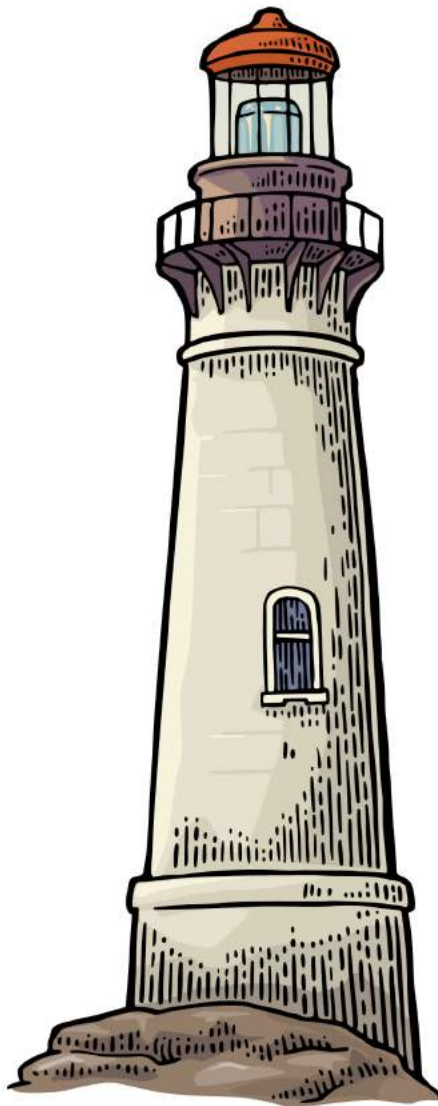
**Important NPCs.** The important NPCs section lists six to twelve notable personalities the characters may encounter while they are in the settlement. Each NPC is described briefly along with any important information you may need to know about them.

**Settlement Map.** The map of the settlement provides a detailed visual representation of the settlement's layout, including important locations and special features.

**Notable Locations.** The notable locations section lists six or more locations that are more prominent than the rest of the settlement. These places can be used to direct the characters toward interesting encounters or events.

**Adventure Hooks.** The hooks section provides ways in which the character can get involved with the adventures in Chapter 3. Each hook includes a quest giver, reasons for venturing to the location, and any potential rewards that the party may earn for successfully completing the adventure on behalf of the quest giver.

**Random Encounters.** Finally, the random encounters section provides 12 events or encounters that are intended to introduce the characters to the settlement and its people. These encounters can be used to help flesh out the atmosphere of the settlement and give the characters a sense of what life is like there. You can use these tables to help shake things up, too.



## SETTLEMENTS LIST

Settlement	Page	Population	Theme
Port Haven	18	4,500	A rebellious group of sahuagin want to overthrow the town's council and flood the town so they can reclaim it.
Tidewatch Cove	24	125	A nearby infestation of harpies uses their luring melodies to lure sailors to their doom.
Driftwood	26	1,000	Troublesome pirates continue to raid the vessels sailing out of this shipbuilding community.

# 1. Port Haven

As you enter the town of Port Haven, the salty sea air fills your lungs and the sound of gulls fills your ears. The town's vibrant, diverse population is immediately apparent as you pass by a group of merfolk, a pod of dolphinfolk, and a few water genasi. Even some humanoid residents seem to have taken on aquatic features, with webbed hands or scales. Colorful banners and flags bearing the emblems of various trades and guilds flutter in the breeze, giving the town a lively atmosphere. The sound of hammers on anvils can be heard from the nearby shipyards and the local fishmongers proudly display their catches of the day. It's clear that the sea is the lifeblood of this town.

Port Haven is a bustling partially-submerged coastal town with a diverse population of humans, merfolk, and other aquatic creatures. The town is known for its skilled shipwrights, who craft sturdy and seaworthy vessels that are prized by sailors and traders throughout the region. The harbor is always busy, with ships coming and going at all hours of the day and night.

Despite its prosperity, Port Haven is not without its problems. The Deep Dwellers, a radical faction of aquatic creatures, view themselves as the true inheritors of Port Haven. The Dwellers' leader, a fierce merrow warrior named Kaela, has sent a force of sahuagin to seize control of the Sunken Temple, an ancient site of incredible power. With the temple's power, Kaela seeks to flood Port Haven, driving out the "air-breathers" and claiming the town for the Dwellers.

## Basic Information

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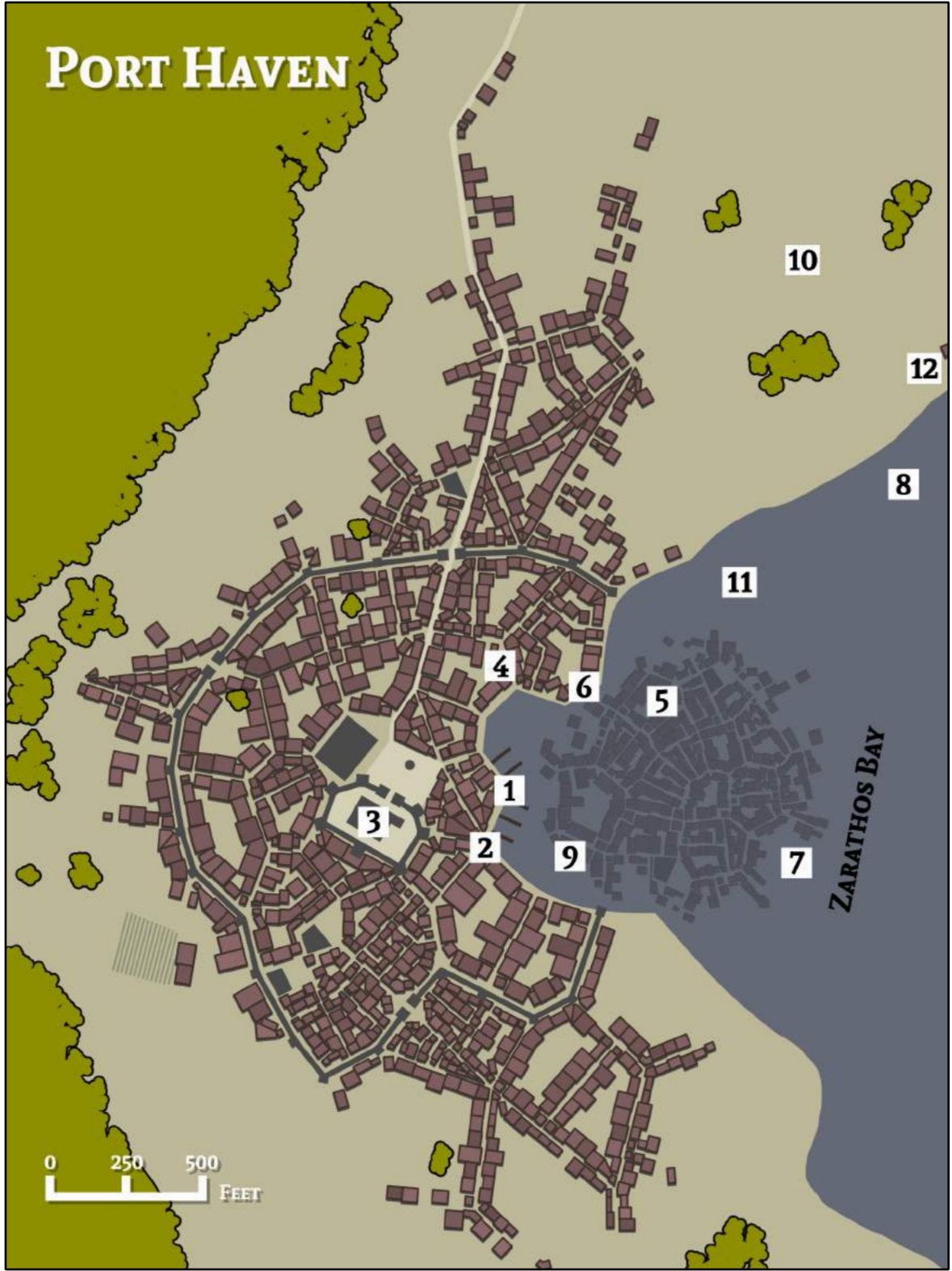
**Population:** 4,500

**Government:** In Port Haven, the government is a council of powerful sea creatures who have lived in the nearby waters for centuries. These creatures include sahuagin, tritons, and even a mermaid who serves as the council's leader. The council is known as the Aquatic Assembly, and they are responsible for overseeing the town's affairs and protecting it from threats that come from the sea.

**Defense:** Port Haven's defenses include a sturdy wall that surrounds the town and protects it from raiders and threats from the land. The wall is lined with towers and cannons that are manned by the town guard. The town also has a small militia that is trained in both land and sea combat, capable of repelling any attacks on the town from either direction. The most prominent feature of Port Haven's defenses is its navy, which is composed of a fleet of specially designed ships that are capable of withstanding the harsh conditions of the open sea. The navy is commanded by Admiral Nera, a seasoned sahuagin **veteran** who is feared by Port Haven's enemies and respected by her subordinates.

**Commerce:** Port Haven's primary commerce is maritime trade. The town is a major hub for sea trade in the region, with ships coming in and out of the harbor carrying all kinds of goods. The local fishermen also bring in a bountiful catch of fish and other sea creatures, which are sold in the markets and shipped to other towns.

# PORT HAVEN



Watabou

## Notable Locations

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The following locations are keyed to the map of Port Haven as seen on page 19.

**1 - Port Haven Docks.** The busiest section in Port Haven, the docks are where ships from all over the world come to trade. The dockmaster, Captain Rina, is a seasoned sailor who knows every ship that enters and exits the harbor.

**2 - The Tinkertorium.** The birthplace of *The Kraken's Bane*, an experimental ship that was stolen by kobolds, this laboratory is run by the eccentric inventor, Professor Tinker. He spends most of his time tinkering with new inventions and rarely leaves the lab. After the theft of *The Kraken's Bane*, many have started to question Tinker's involvement in the caper, believing that he was working as an "inside man."

**3 - Aquatic Assembly Hall.** The center of Port Haven's government, the Assembly Hall is where the Aquatic Council meets to discuss matters of state. The council leader, High Priestess Mara, is a wise and just ruler who is respected by all the aquatic and amphibious creatures in Port Haven.

**4 - The Red Kelp Inn.** A popular inn located on the waterfront, the Red Kelp Inn is run by the jovial innkeeper, Grog. He is known for his delicious seafood chowder and is always happy to share a story or two with his patrons.

**5 - The Sunken Temple.** A mysterious temple located on the ocean floor, the Sunken Temple is rumored to hold great power and knowledge. The temple guardian, Nami, is a fierce protector who guards the temple's secrets with her life. The Sunken Temple is detailed further on page 71.

**6 - The Fish Market.** A bustling market located in the heart of Port Haven, the Fish Market is where fishermen (and fishmen)

bring their catch to be sold. The most prominent fishmonger, Scales, is known for his exotic and rare catches from the deep sea.

**7 - The Coral Gardens.** This beautiful underwater garden is filled with colorful coral and exotic sea creatures. The caretaker, Fae, spends her days tending to the garden and keeping it safe from harm.

**8 - The Crystal Caves.** This series of underwater caves is filled with glittering crystals and hidden treasures. The cave explorer, Finn, is an expert in navigating the treacherous caves and is always searching for his next big find.

**9 - The Octopus's Garden.** This underwater tavern is run by the stoic awakened octopus, Ink. The tavern is a popular spot for amphibious and sea creatures, and Ink is known for his delicious octopus stew.

**10 - The Tidal Pools.** A series of shallow pools located on the beach, the Tidal Pools are a popular spot for children to play and explore. The caretaker, Pearl (LG **commoner**), keeps a watchful eye on the children and ensures their safety.

**11 - The Seaweed Farm.** A unique farm located just outside of Port Haven, the Seaweed Farm is where the town's supply of seaweed is grown and harvested. The farmer, Kelp, takes great pride in his work and is always experimenting with new varieties of seaweed.

**12 - Big Brighty.** A tall lighthouse located on a cliff overlooking the ocean, Big Brighty is used to guide ships safely into the harbor. The lighthouse keeper, Orion the Human, is a solitary man who spends his days watching the sea and maintaining the lighthouse.

## Notable Organizations

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The three most important organizations in Port Haven are detailed below.

**The Aquatic Assembly.** The ruling body of Port Haven, the Aquatic Assembly is composed of representatives from each of the town's underwater communities, as well as a number of air-breathing creatures who have been granted the right to participate in local governance. The current Assembly Leader is High Priestess Mara, a wise and just mermaid who has long been a champion of equal rights for all citizens of Port Haven. The Assembly is responsible for setting policy on everything from commerce to defense, and its decisions have a profound impact on life in the town.

**The Port Authority.** The Port Authority is responsible for the safe and efficient operation of Port Haven's bustling harbor. The Authority's Director is Captain Rina, a seasoned sailor who knows the ins and outs of the shipping business better than anyone else in town. Rina is responsible for ensuring that all ships that enter and leave Port Haven's harbor are properly inspected and registered, and she works closely with the Aquatic Assembly to ensure that the town's economic interests are well served.

**The Deep Dwellers.** A faction of aquatic creatures who have rejected the ways of the air-breathers and have retreated to the depths of the ocean. Led by a fierce merrow warrior, Kaela, they view themselves as the true inheritors of Port Haven and seek to overthrow the Aquatic Assembly. The Deep Dwellers are seen as dangerous radicals by many in Port Haven, but there are some who sympathize with their cause and fear the potential consequences of their wrath.

## Notable NPCs

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The following NPCs are important and influential people in Port Haven.

**Rina, the dockmaster.** The dockmaster of Port Haven, Captain Rina is a seasoned sailor (**bandit captain**) who ensures that all ships that enter and exit the harbor are properly inspected and registered. Rina has a soft spot for a local pirate captain and has been known to let him slip past the harbor's inspections.

**Tinker, the inventor.** The eccentric creator of *The Kraken's Bane*, Professor Tinker (N **noble**) is known for his intelligence and creativity. His laboratory, the Tinkertorium, is a hub of innovation in Port Haven. Tinker secretly sold information to the kobolds who stole *The Kraken's Bane*.

**Mara, the leader.** The **merfolk** leader of the Aquatic Council and the Aquatic Assembly, High Priestess Mara is a wise and just leader. Mara is affected by an embarrassing curse—if her scales dry out, she transforms into a human.

**Grog, the innkeeper.** The jovial innkeeper of the Red Kelp Inn, Grog (CN **thug**) is known for his delicious seafood chowder and his warm hospitality. Grog is secretly a member of a powerful smuggling ring that operates out of Port Haven.

**Nami, the protector.** The fierce guardian of the Sunken Temple, Nami (see page 71) is a skilled fighter who is fiercely protective of the temple's secrets. She has been known to take extreme measures to prevent the temple from falling into the wrong hands.

**Scales, the fishmonger.** The most prominent fishmonger at the Fish Market, the **lizardfolk** Scales is known for his exotic and rare catches from the deep sea. Scales is secretly hoarding a rare and valuable pearl that he found on one of his fishing

expeditions.

**Fae, the caretaker.** The caretaker of the Coral Gardens, Fae (LN **sahuagin**) spends her days tending to the beautiful underwater garden and keeping it safe from harm. Fae is secretly a member of the Deep Dwellers and is in love with Kaela, their leader.

**Finn, the spelunker.** A cave explorer who specializes in navigating the treacherous Crystal Caves, Finn (NG **deep gnome**) is always searching for his next big find. Ironically, Finn has a debilitating fear of tight spaces and is often forced to turn back during his explorations.

**Kaela, the rebel.** The fierce merrow warrior who leads The Deep Dwellers, Kaela (NE merrow **gladiator**) has rejected the ways of the air-breathers and seeks to overthrow the Aquatic Assembly. She is a powerful leader who is feared by many in Port Haven. Kaela is secretly in love with Fae, and is using Fae to push the Dwellers' agenda forward.

**Kelp, the farmer.** The farmer who runs the Seaweed Farm, Kelp (LN **merfolk**) is always experimenting with new varieties of seaweed and takes great pride in his work. However, he secretly struggles with a rare illness that makes it difficult for him to work long hours.

**Orion, the lighthouse keeper.** Orion the Human (**bandit**) is a solitary man who spends his days watching the sea and maintaining the lighthouse. However, he is also a retired pirate who has a stash of stolen treasure hidden somewhere in the lighthouse.

**Ink, the octopus.** Ink is a jovial octopus who runs the Octopus' Garden. Most of Port Haven's underwater citizens love him. However, Ink isn't really an octopus at all, but an **adult silver dragon** who has taken the form of an octopus to blend in with the other sea creatures in Port Haven.

## Adventure Hooks

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Below is a list of adventure hooks for the characters to partake in while they are in Port Haven. Each is tied to one of the adventures detailed later in this book.

**Earworms in the North.** The village of Tidewatch Cove (see page 24) seeks help from the Aquatic Assembly. A roost of harpies living a few miles south of the village is causing trouble in the area. The Assembly requests help from the characters, hoping they can put a stop to the harpy infestation.

Learn more about this adventure on page 35, Harpy Aerie.

**Sea Hag Trouble.** Rumors of a vile sea hag operating west of Port Haven troubles the Aquatic Council. High Priestess Mara hires the party to rid the seas of this monstrosity once and for all.

Learn more about this adventure on page 47, Sea Hag Sanctuary.

**No-Good Pirates!** *Corsair's Fury* was recently damaged in a skirmish with Admiral Nera, the military commander of Port Haven. Unfortunately, Nera's ship was also damaged and could not pursue. She asks the characters to find where the pirates are hiding and put an end to their captain

Learn more about this adventure on page 61, Pirate Cove.

**Bring the Fury!** Bones McGillicuddy (**bandit captain**), the former first mate of a ship called *Corsair's Fury*, was tossed overboard for mutiny. He promises to share the ship's fortune with the characters if they agree to help him wrest control from Captain Ashthorn (see area 8). Bones accompanies the characters on the adventure.

Learn more about this adventure on page 61, Pirate Cove.

**Join the Resistance.** Nami, the guardian

of the Sunken Temple, needs help. Through the use of an animal messenger spell, she sends help to the surface—Kaela’s forces have overtaken the Sunken Temple. She needs help protecting the temple, fearing that Kaela and the Deep Dwellers hope to activate the temple’s focus nodes which would flood Port Haven.

Learn more about this adventure on page 71, Sahuagin Temple.

**Eggs for Grog.** Grog, the innkeeper of the Red Kelp Inn asks the characters to help him with a dangerous mission: recover dragon turtle eggs. He believes that there is a nest somewhere a few miles southwest of Port Haven, but isn’t sure where exactly. Grog is willing to pay 50 gp for each unfertilized egg and 1,000 gp every fertilized egg that the characters find.

Learn more about this adventure on page 83, Dragon Turtle Grotto.

**Dragon Turtle Assistance.** Kaela, leader of the Deep Dwellers, hopes to ally with a dragon turtle to further her plot to overthrow the Aquatic Assembly. Her attempts to speak to them in the open sea have all ended in disaster, so she asks the party to make them an offer to parley they can’t refuse, possibly by holding one of their eggs hostage. She believes that the innkeeper Grog knows where the characters can find the dragon turtles.

Learn more about this adventure on page 83, Dragon Turtle Grotto.

## Random Encounters

Every eight hours the characters are wandering through Port Haven, roll a d20. On a result of 18 or higher, an encounter occurs. Roll on or choose from the table on the right to determine the nature of the encounter.

d12	Encounter
1	A dockworker drops a crate of <b>crabs</b> on their foot, causing a commotion.
2	A group of <b>goblin</b> merchants haggle over prices with a fishmonger.
3	A <b>harpy</b> steals a fish from a vendor in the market and flies off.
4	A group of 1d4+1 <b>sahuagin</b> mercenaries arrive at the docks, looking for work.
5	A <b>merfolk</b> bard performs a beautiful song on the shore, drawing a crowd of locals and tourists.
6	A group of 2d4 drunken sailors ( <b>bandits</b> ) challenge the party to a drinking contest.
7	The party overhears a group of 1d4+1 <b>cultists</b> planning a ritual to summon a sea demon.
8	The sound of a haunting, otherworldly melody echoes over the water.
9	A group of 1d4+1 halfling fishermen ( <b>commoners</b> ) try to catch a giant octopus for Ink's famous calamari.
10	A gnome inventor ( <b>noble</b> ) demonstrates a new underwater breathing device.
11	A disguised <b>sea hag</b> offers to trade magical items with the party, but the cost is steep.
12	A mysterious cloaked figure approaches the players, offering them a chance to earn some easy gold by retrieving a valuable item from the Sunken Temple. See page 71.



## 2. Tidewatch Cove

As you approach the quaint settlement, you notice it perched atop a 20-foot high cliff, offering a breathtaking view of the expansive sea below. The village consists of a scattering of cozy, weather-worn cottages that almost seem to cling to the edge of the precipice. The salty air fills your nostrils as the rhythmic sound of crashing waves and the distant call of seabirds welcomes you to this coastal refuge.

Tidewatch Cove has recently been plagued by a harpy infestation. These malevolent creatures have taken up residence in a network of caverns to the east along the coastline, where they've been causing havoc for the village's fishing vessels and trade ships by luring sailors to their doom with their enchanting songs. As a result, the once-thriving coastal has been facing economic hardship and a growing sense of fear.

### Basic Information

**Population:** 125

**Government:** Tidewatch Cove is governed by a small council of elders, consisting of respected and experienced members of the community.

**Defense:** Tidewatch Cove's defense primarily relies on its natural geographic advantage—the 20-foot high cliff that serves as a deterrent to potential invaders. Additionally, the village maintains a small, dedicated group of volunteer militia, comprising able-bodied men and women who are trained in basic combat skills.

**Commerce:** Tidewatch Cove's economy is primarily based on fishing, aquaculture, and the harvesting of various maritime resources.

### Notable Locations

Below are six notable locations in Tidewatch Cove, keyed to the map on page 25.

**1 - The Rusty Anchor Tavern.** A cozy, dimly lit watering hole, the Rusty Anchor serves as the primary gathering place for the villagers. Here, you'll find Old Tom, the grizzled bartender, who is always ready to pour a drink and share tales of the sea.

**2 - Seabreeze Market.** A bustling open-air market where local fishermen and artisans come to sell their wares. Mira, a skilled fishmonger, can be found at her stall, proudly displaying her freshest catch of the day.

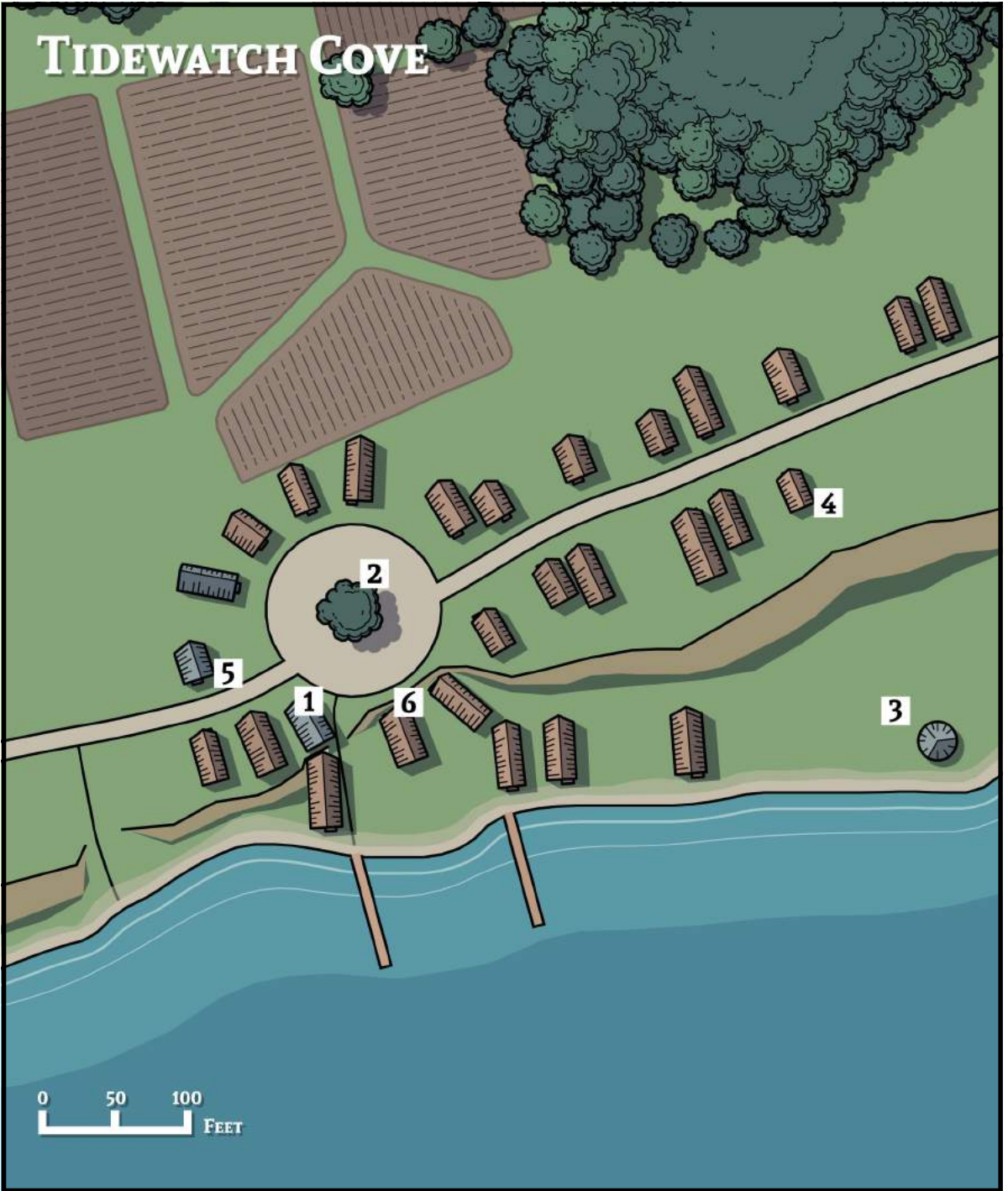
**3 - Widow's Watch Lighthouse.** This towering lighthouse guides ships safely to shore and serves as a lookout post for the village's militia. The vigilant lighthouse keeper, Samuel, ensures that the light never falters and that potential threats are reported to the village.

**4 - The Clifftop Shrine.** This small, sacred shrine dedicated to a local sea deity, is nestled on the edge of the cliff. Elder Eliza, a respected spiritual leader, tends to the shrine and offers blessings and guidance to those who seek it.

**5 - The Tangled Net.** This modest shop specializes in fishing gear, nets, and maritime supplies. The industrious proprietor, Kael, crafts and sells his own products while also providing advice to novice fishers.

**6 - The Salted Seagull Inn.** This quaint, welcoming inn provides warm beds and hearty meals to weary travelers. The friendly innkeeper, Lila, runs the establishment with a warm smile and ensures that her guests are comfortable during their stay.

# TIDEWATCH COVE



## Notable NPCs

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Below are some of Tidewater Cove's most notable non-player characters.

**Old Tom, the tavern owner.** A weathered, stout man with a thick, gray beard, Old Tom (N **commoner**) has seen his fair share of life on the coast. He's known to have a hidden stash of rare, exotic spirits reserved for those who earn his trust.

**Mira, the fishmonger.** A tall, athletic woman with sun-kissed skin and an infectious laugh, Mira (NG **commoner**) has made a name for herself as the village's most skilled fishmonger. She is also an adept cartographer and has mapped the local coastline in incredible detail.

**Samuel, the lighthouse keeper.** A middle-aged, wiry man with piercing eyes, Samuel (LG **veteran**) is ever-vigilant in his duty as lighthouse keeper. In his solitude, he has developed a keen interest in astrology.

**Eliza, the elder.** A wise, elderly woman with a gentle voice and serene presence, Elder Eliza (NG **acolyte**) is revered by the villagers for her spiritual guidance. She possesses a unique ability to communicate with sea creatures.

**Kiel, the tradesman.** A young, ambitious man with calloused hands and a mischievous grin, Kiel (N **bandit**) is renowned for his craftsmanship and expertise in maritime supplies. He secretly yearns for adventure and dreams of one day joining a band of pirates to explore the world beyond Tidewater Cove.

**Lila, the innkeeper.** A kind-hearted, plump woman with rosy cheeks and a motherly demeanor, Lila (NG **commoner**) is known for making every guest at her inn feel like family. She has a hidden talent for brewing herbal remedies and has discreetly helped many ailing villagers with her concoctions.

## Adventure Hooks

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Here are a few adventure hooks related to the adventures detail in this book.

**The Harpy's Call.** Eliza and the other elders have had enough with the harpies to the east. They ask the characters to enter their aerie and clear them out before more lives are lost from their harrowing cries.

Learn more about this adventure on page 35, Harpy Aerie.

**Harpy Junk.** While the characters are in the tavern or inn, they overhear sailors discussing how harpies often don't recognize the value of magical items. They suspect their aerie is filled with such discarded goods.

Learn more about this adventure on page 35, Harpy Aerie.

**The Amulet of the Harpy.** An academic staying at the Salted Seagull named Jove (N **mage**) believes that the harpies possess a powerful artifact called the *amulet of the harpy*. Jove wants the characters to recover this amulet so he can study it.

Learn more about this adventure on page 35, Harpy Aerie.

**Stop the Hags.** Flyers from Port Haven offer a gold reward (see page 33) if a band of daring adventurers is willing to track and eradicate a deadly sea hag rumored to live among the archipelago to the west.

Learn more about this adventure on page 47, Sea Hag Sanctuary.

**Rescue Alyssa.** Alyssa, the daughter of Samuel, was kidnapped by the *Corsair's Fury* during a daring port raid. Tom doesn't have much to offer the characters for their assistance, but will offer to join them if they allow him.

Learn more about this adventure on page 61, Pirate Cove.

**Bring Back Kiel.** The tradesman, Kiel, is

missing. His sister, Hadden, suspects that he has joined the crew of the *Corsair's Fury*, a deadly gang of pirates that operate off the coast. Hadden promises that Kiel isn't dangerous, just that he's "prone to flights of fancy."

Learn more about this adventure on page 61, Pirate Cove.

**The Rising Tide.** While the characters are somewhere in the village—the tavern, market, or inn—they overhear rumors that a rebel band of sahuagin invaded the Sunken Temple in Port Haven. It's believed if the sahuagin trigger the four nodes within the temple, it will cause the town of Port Haven to flood, potentially killing hundreds.

Learn more about this adventure on page 18, Port Haven, or page 71, Sahuagin Temple.

**Bring Me an Egg.** A local aristocrat named Duke Goat, who has more money than sense, desperately wants a dragon turtle as a pet. He's heard that if you raise one from an egg, it will imprint on the first person it sees. He's probably wrong, but at least he's offering good money for it. He tells the characters that the tavern keeper in Port Haven, a man named Grog (see pages 20 and 21), knows how to find an egg.

Learn more about this adventure on page 83, Dragon Turtle Grotto.

## Random Encounters

Every eight hours the characters are wandering through Tidewatch Cove, roll a d20. On a result of 18 or higher, an encounter occurs. Roll on or choose from the table on the right to determine the nature of the encounter.

d12	Encounter
1	A mischievous seagull ( <b>raven</b> ) swoops down and snatches a shiny trinket from one of the characters.
2	A fisherman ( <b>bandit captain</b> ) challenges the characters to a friendly arm-wrestling contest.
3	The characters overhear a local rumor about a sunken treasure hidden just off the coast.
4	A group of children invite the characters to join in a lively game of tag.
5	A sudden gust of wind blows a colorful kite directly into the characters' path.
6	A curious <b>crab</b> scuttles across the street, prompting the characters to help it back to the sea.
7	An elderly villager shares a mysterious riddle with the characters.
8	A local bard ( <b>noble</b> ) serenades the characters with a haunting sea shanty.
9	The characters come across a peculiar message in a bottle washed ashore.
10	A stray <b>cat</b> entwines itself around the characters' legs, purring for attention.
11	A merchant ( <b>noble</b> ) offers the characters a taste of his exotic seafood dish.
12	The characters spot a strange, shimmering light beneath the waves just off the cliff.

## 3. Driftwood

As your gaze sweeps across the expansive island community, you notice dozens of sturdy buildings nestled along the forested coastline. The architecture seems to harmoniously blend with the surrounding natural landscape, creating an air of tranquility that belies the village's recent troubles. Despite the peaceful facade, an undercurrent of tension permeates the air, hinting at the pirate raids that have plagued this once-thriving coastal settlement.

Driftwood, a sizable island community, finds itself increasingly under siege by the notorious pirates of the *Corsair's Fury*. The relentless raids have left the villagers on edge, struggling to protect their livelihoods and maintain the safety of their once-peaceful haven.

### Basic Information

**Population:** 1,000

**Government:** Driftwood is governed by a democratically elected council, which represents the various districts and interest groups within the community.

**Defense:** Driftwood's defense consists of a well-trained local militia, composed of able-bodied men and women who have been taught advanced combat skills and operate under a structured chain of command.

**Commerce:** Driftwood's commerce primarily revolves around fishing, logging, and woodworking, capitalizing on the abundant resources provided by both the sea and the dense forests that envelop the island. The skilled artisans and craftsmen of Driftwood produce high-quality wooden goods, such as furniture, boats, and tools, which are shipped to far-off markets.

### Notable Locations

Below are six notable locations in Driftwood, keyed to the map on page 29.

**1 - The Shipwright's Haven.** This bustling shipyard is where skilled craftsmen build and repair boats, ranging from small fishing vessels to larger trading ships. Master Shipwright Agnar oversees the operation.

**2 - The Forest's Edge Tavern.** A lively establishment situated where the forest meets the shoreline, "The Edge" offers a warm respite for weary travelers and locals alike. The jovial tavern owner, Marla, entertains her patrons with witty banter and an endless supply of refreshing beverages.

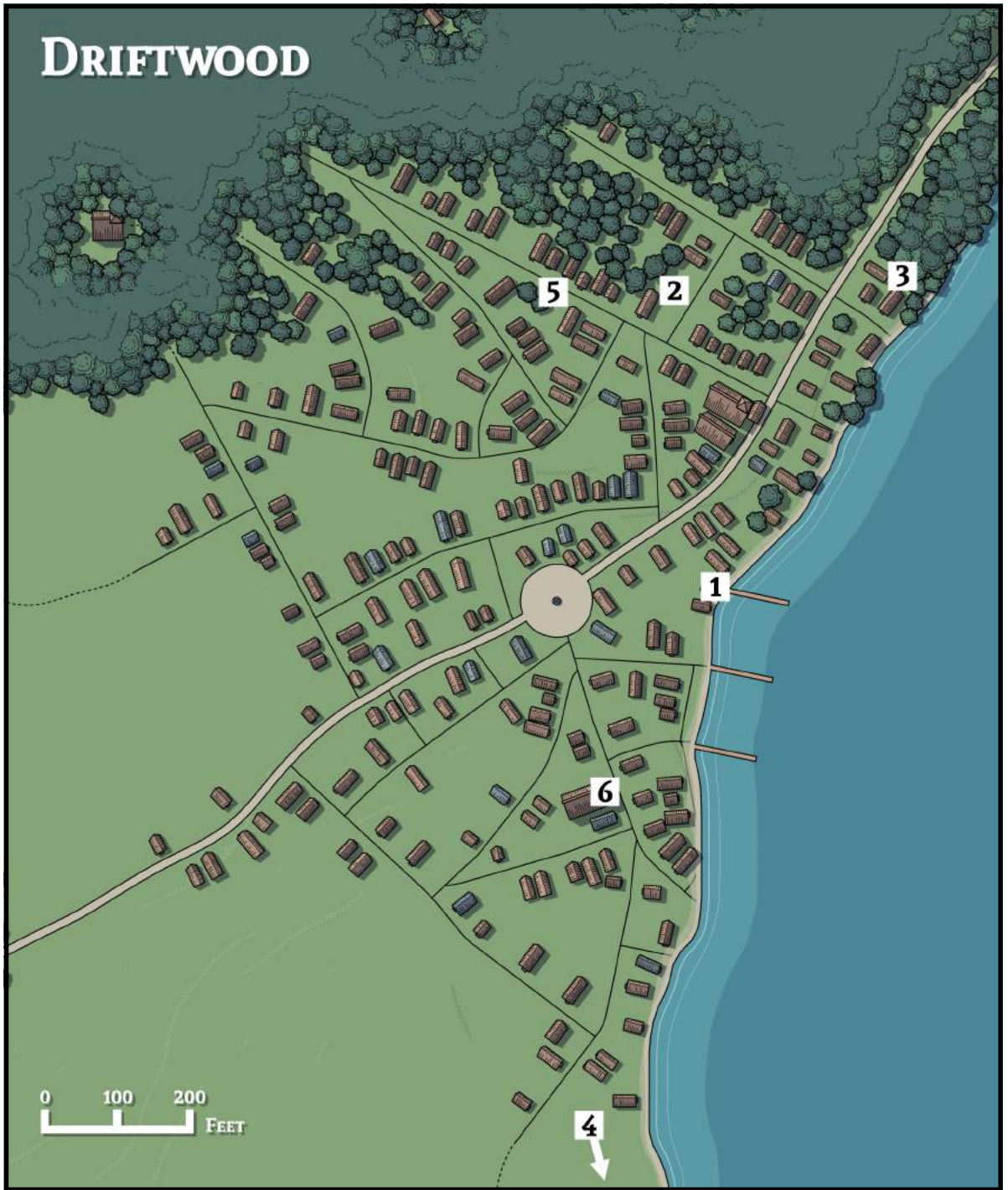
**3 - Driftwood Sawmill.** This massive, well-maintained sawmill is where logs from the island's forest are processed into lumber and other wooden goods. The efficient mill manager, Brunhilde, coordinates the workers and ensures the smooth operation of the mill.

**4 - The Azure Cove.** This serene, sheltered cove on the outskirts of the village is famous for its crystal-clear waters and abundant marine life. Coral, a knowledgeable marine biologist, spends her days here, studying the diverse aquatic species.

**5. The Timberwalk Market.** This open-air market nestled among the trees is where villagers and travelers gather to buy and sell goods, from fresh produce to intricately carved wooden trinkets. The charismatic merchant, Elias, is well-known for his keen business sense and ability to haggle with the best of them.

**6. The Sentinel's Perch.** This inn was once a strategic watchtower. Although it's no longer used by the militia, it still offers a panoramic view of the surrounding coastline to spot incoming threats. The retired brigandier, Sera, manages the tavern and still uses the location to watch for pirate raids.

# DRIFTWOOD



## Notable NPCs

Below are some of Driftwood's most notable non-player characters.

**Agnar, the shipwright.** A tall, muscular man with a bushy beard and a commanding presence, Agnar (N **bandit captain**) is revered for his shipbuilding prowess.

Unbeknownst to most, he was once a pirate, and actually knew Captain Ashthorn of the *Corsair's Fury* (see page 61).

**Marla, the tavernkeeper.** A middle-aged woman with a warm smile and a boisterous laugh, Marla (LG **noble**) has a knack for making everyone feel at home in her tavern. She secretly possesses an uncanny ability to read people's emotions, allowing her to anticipate their needs and defuse potential conflicts.

**Brunhilde, the sawmill manager.** A strong, no-nonsense woman in her late forties, Brunhilde (N **thug**) is respected by her workers for her efficiency and dedication. She harbors a love for poetry.

**Coral, the biologist.** A rare humanoid of mixed sahuagin and elven heritage, Coral (N **noble**) is deeply passionate about the marine life that thrives around Driftwood. Her sister, Kaela, is the leader of the Deep Dwellers in Port Haven (see page 18).

**Elias, the merchant.** A charming, well-dressed man with a silver tongue, Elias (CN **spy**) can easily win people over with his charisma and wit. He is a skilled illusionist and occasionally uses his magical talents to secure deals in his favor.

**Sera, the innkeeper.** A lean, agile woman with sharp features and a focused gaze, Sera (LG **veteran**) is known for her unwavering dedication to her duty as a lookout. She blames herself for the recent attacks by *Corsair's Fury's* crew.

## Adventure Hooks

Here are a few adventure hooks related to the adventures detail in this book.

**Harpy Junk.** While the characters are in the tavern or inn, they overhear sailors discussing how harpies often don't recognize the value of magical items. They suspect the harpy's aerie near Timberwatch Cove is filled with such discarded goods.

Learn more about this adventure on page 25, Timberwatch Cove or page 35, Harpy Aerie.

**Stop the Hags.** Flyers from Port Haven offer a gold reward (see page 33) if a band of daring adventurers is willing to track and eradicate a deadly sea hag rumored to live among the archipelago to the west.

Learn more about this adventure on page 35, Sea Hag Sanctuary.

**Scrolls of Doom.** *Corsair's Fury* recently raided a vessel that was transporting a handful of ancient scrolls; these scrolls are magical in nature and have not yet been translated, making them highly dangerous in the wrong hands. Meris, the head of the archaeological team (LN **noble**), asks the characters to find the scrolls and return them—they belong in a museum! The scrolls are currently in the possession of Chuckles, the ship's pet monkey.

Learn more about this adventure on page 61, Pirate Cove.

**Have You Seen Kiel?** The characters bump into an anxious woman from the village of Tidewatch Cove named Hadden. She suspects that her brother, Kiel, has joined the crew of *Corsair's Fury*, a deadly gang of pirates that operate off the coast. Hadden promises that Kiel isn't dangerous, just that he's "prone to flights of fancy."

Learn more about this adventure on page 61, Pirate Cove.

**No-Good, Lousy Pirates!** The characters encounter Agnar, the shipwright arguing with Sera, the innkeeper. They overhear Sera shout that Agnar knows where the pirates are located, but refuses to give up the information. If the characters intervene, Sera explains that the pirates have been causing a lot of chaos off the coast and they need to be stopped.

Learn more about this adventure on page 61, Pirate Cove.

**The Rising Tide.** While the characters are somewhere in the village—the tavern, market, or inn—they overhear rumors that a rebel band of sahuagin invaded the Sunken Temple in Port Haven. It's believed if the sahuagin trigger the four nodes within the temple, it will cause the town of Port Haven to flood, potentially killing hundreds.

Learn more about this adventure on page 18, Port Haven, or page 71, Sahuagin Temple.

**Agnar's Got Info.** If the characters approach Agnar (see why above), he shares that he will share what he knows about *Corsair's Fury*, but only if the characters bring him a dragon turtle egg. He tells the characters that the owner of the Red Kelp Inn in Port Haven (see page 20 and 21) knows exactly where to find some.

Learn more about this adventure on page 83, Dragon Turtle Grotto.

## Random Encounters

Every eight hours the characters are wandering through Tidewatch Cove, roll a d20. On a result of 18 or higher, an encounter occurs. Roll on or choose from the table on the right to determine the nature of the encounter.

d12	Encounter
1	A friendly dog ( <b>mastiff</b> ) approaches the characters, playfully wagging its tail and seeking attention
2	A sudden downpour soaks the village, sending people scurrying for cover.
3	The characters witness a skilled carpenter ( <b>commoner</b> ) carving an intricate wooden sculpture.
4	A boisterous group of fishermen ( <b>bandits</b> ) challenges the characters to a friendly fish-catching contest.
5	The characters encounter a lost child, tearfully searching for their parents.
6	A street performer ( <b>noble</b> ) amazes onlookers with an impressive display of fire-breathing.
7	An elderly woman offers the characters a taste of her homemade fruit preserves.
8	A wayward seagull steals a snack from a nearby food stall, causing a commotion.
9	The characters stumble upon a heated debate between two merchants over the price of lumber.
10	A curious squirrel ( <b>rat</b> ) follows the characters, occasionally darting between their feet.
11	The characters come across a message board displaying local news and requests for assistance.
12	A young boy accidentally kicks a ball towards the characters, hoping they'll join in his game.





## Chapter 3. Dungeons & Lairs

The adventures in this chapter are all designed for four characters with an average party level (APL) of 3, 5, 8, or 11. This section offers general guidelines on scaling the adventures to better fit your party's level. You are free to run these adventures individually or part of a larger campaign, in any order that you like.

### Running the Adventures

To run the adventures, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy. You can also find many of the monsters for free on open source websites like 5thsr.org.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in bold type, that's a visual cue pointing you to its stat block to say, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

*Spells* and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters.

## Level Selection

Before playing, know the level at which you wish to run the adventure. Overall, the adventure's locations and descriptions remain unchanged throughout the levels. However, most encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 1, 3, 5, or 8, the chart below shows you which version of the adventure you should select for each level.

## Adventure Hooks

The towns and villages listed in Chapter 2 offer adventure hooks, many of which lead directly to the adventures listed in this chapter. While most of the hooks offer rewards, if you need to motivate the party with a monetary reward, the quest giver offers 500 gp per level of the adventure.

## SCALING THE ADVENTURE

Average Party Level	Recommended Adventure Version	Relative Difficulty
3	3rd-Level	Hard
4	3rd-Level	Medium
5	5th-Level	Hard
6	5th-Level	Medium
7	5th-Level	Easy
8	8th-Level	Hard
9	8th-Level	Medium
10	8th-Level	Easy
11	11th-Level	Hard
12	11th-Level	Medium
13	11th-Level	Easy

## ADVENTURE LIST

Adventure Name	Page	Theme
Harpie Aerie	35	Fierce bird-like creatures with hypnotizing voices lurk within the caverns of a cliff near the village of Tidewater.
Sea Hag Sanctuary	47	Grotesque hags plot and toil in a submerged cavern.
Pirate Cove	61	A band of pirates in league with a fierce demon stage deadly raids from their hidden cove.
Sahuagin Temple	71	A war between two fierce factions of sahuagin rages within the heart of their submerged temple near the town of Port Haven.
Dragon Turtle Grotto	83	Mighty dragon turtles keep their eggs hidden in a grotto overgrown with vegetation.



# A. Harpie Aerie

*Written by DMDave*

*Harpy Aerie* is a Fifth Edition plug-in adventure for four characters with an average party level (APL) of 3, 5, 8, or 11. While traveling along the coast, the characters are drawn by the songs of deadly winged horrors—harpies! These despicable beasts roost within a series of caverns carved into a seaside cliff.

## Background

Long ago, the harpies of the Aerie were peaceful creatures that coexisted with the nearby coastal communities. They were revered for their enchanting songs and their matriarch's ability to control the wind, which made them valuable allies to fishermen and sailors. However, over time their relationship with humans deteriorated as the local population grew and the harpies' nesting grounds were encroached upon. As the harpies' numbers dwindled, they became more desperate and aggressive, eventually turning to raiding and pillaging to survive.

In their desperation, the harpies began to worship an ancient sea goddess named Thalassa, who they believed could grant them the power to protect their nest and drive away their human enemies. In exchange for her aid, the harpies offered her tribute in the form of stolen treasure and sacrifices of captured humans.

Under the guidance of their current leader, a harpy matriarch named Sirene, the harpies grew more organized and ruthless in their raids. They constructed a network of caverns within the seaside cliff where they could roost and launch surprise attacks on passing ships and coastal towns. Sirene has since

become a feared figure among the local populace, with stories of her piercing screams and razor-sharp talons spreading terror throughout the land.

Despite their viciousness, the harpies are not mindless monsters. They recognize the importance of protecting their nest and their goddess, and they will fiercely defend both against any perceived threats.

The adventurers must navigate the treacherous terrain of the Aerie and face the deadly harpies and their fierce leader, Sirene. But as they delve deeper into the caverns, they may uncover the truth behind the harpies' desperate situation and the reasons why they turned to Thalassa for aid.

## Harpy Aerie

From the beach, the Harpy Aerie is a daunting sight to behold. High above the crashing waves, the sheer face of the seaside cliff is pockmarked with dark, yawning caverns that seem to swallow up the sunlight. The entrances to these caverns are partially hidden by the overhanging branches of twisted trees, which the harpies have used to weave crude nests and platforms for their attacks.

The trees themselves appear to be diseased and twisted, their leaves wilted and blackened by the acidic excretions of the harpies. Bones and scraps of cloth hang from the branches, evidence of the harpies' previous victims.

Occasionally, the sky above the Aerie is darkened by a flock of the creatures, their feathered wings spanning nearly ten feet in length. The sound of their haunting, discordant songs can be heard from the beach, and the gusts of wind they generate can be felt even from a distance. The stench

of rotting fish and human remains mixed with the sour odor of the harpies' musk wafts down to the shore, a warning of the perils that lurks within the caves.

Despite the inherent danger, the Aerie is also undeniably beautiful. The cliff face is illuminated by the warm colors of the setting sun, casting a rosy glow on the crags and the ocean below. The distant calls of sea birds and the gentle lapping of the waves can be heard over the harsh cries of the harpies.

## Approaching the Aerie

Finding the Aerie is easy; getting past its defenses is the difficult part. Characters who take a little time to do research—either with a successful DC 12 Intelligence (Nature) check or asking the sailors around town with a successful DC 10 Charisma (Persuasion) check—will learn that the harpies are diurnal creatures that can't see in the dark. The best time to approach the cliff is at night when they return to their caverns.

If the characters make the poor choice of coming during the day, they will have to face multiple harpy defenders. The number of defenders depends on the level of the adventure, as shown in the Daytime Harpy Encounters table.

At night, only a single harpy keeps watch—sing the light of the moon (if possible) to keep an eye out—but she makes Wisdom (Perception) checks to see with disadvantage, meaning she also takes a –5 penalty to her passive Wisdom (Perception) score. She sings her song whenever she detects someone within 300 feet of the cliffs.

Remember that a successful saving throw against a harpy's song only immunizes a target against the effect of that particular harpy. The target is still vulnerable to the songs of other harpies.

## Entering the Aerie

Even if the characters get past the harpy defenders, they will still need to find a way into the Aerie itself. There are eight entrances (labeled with letters on the map of the Aerie as shown on page 7). Some are more obvious than others; however, those are better defended and contain more traps and hazards. Furthermore, all entrances require the characters to climb or fly up to get inside.

The Harpy Aerie Entrances table details the entrances and the associated DCs for the Intelligence (Investigation) checks needed to find each entrance and Strength (Athletics) checks needed to climb up to the hole.

**Finding the Entrances.** Searching for additional entrances requires a character to spend at least 30 minutes within 300 feet of the Aerie, searching the cliffs for alternative ways inside. At the end of the 30 minutes, the character must make an Intelligence (Investigation) check. Compare the result of the check to the DCs listed in the Harpy Aerie Entrances table.

As long as the character's check meets or exceeds the Investigation DC listed for a particular entrance, the character finds it. For example, a character who gets a 17 on their Intelligence (Investigation) check finds entrances A through E but doesn't discover

### DAYTIME HARPY ENCOUNTERS

Adventure Level	Encounter
3rd	3 harpies
5th	6 harpies
8th	4 harpies and 2 air elementals
11th	4 harpies and 1 roc

## HARPY AERIE ENTRANCES

Entrance	Investigation DC	Climbing DC
A	—	17
B	—	17
C	10	13
D	13	10
E	15	15
F	18	15
G	18	15
H	20	20

entrance F, H, or I. A successful DC 20 Intelligence (Investigation) check means that the character spots all the entrances. Entrances without an Investigation DC are obvious and don't require checks.

**Climbing.** The entrances also have Climbing DCs associated with each of them. To reach that entrance without flying or a magical ability like spider climb, a character must succeed on a Strength (Athletics) check against the given DC. A character can attempt any given climb twice. The first time the character attempts a climb and fails, they do not suffer any consequences. However, if the character tries again, they fall midway on the climb and take 10 (3d6) bludgeoning damage, landing prone. Once a character attempts a climb twice and fails, they cannot try the same climb again until they finish a short or long rest or find a tool or another method to climb.

## General Features

Unless stated otherwise, the Harpy Aerie has the following features.

**Twisting Tunnels.** The interior of the Harpy Aerie is a labyrinth of twisting, shadowed tunnels, reeking of blood and excrement.

**Illumination.** The harpies of the Aerie have adapted to the darkness of their cavernous home by utilizing bioluminescent fungi that grow in the walls. These fungi emit a soft, blue-green glow that illuminates the harpies' nests, hunting grounds, and communal areas. The harpies have also learned to cultivate these fungi, coaxing them to grow in specific locations to light their preferred paths and rooms.

**Echo Chamber.** The cacophony of screeching harpies echoes through the passages, making it difficult for intruders to navigate the treacherous terrain. Wisdom (Perception) checks made to hear in the tunnels are made with disadvantage.

## Keyed Locations

The following locations are keyed to the maps of the Harpy Aerie on page 38.

### A1 - Obvious Entrance

Entrances A, B, and C lead to this small cavern.

As you approach the entrance of the Harpy Aerie, the sounds of flapping wings and screeching voices grow louder.

**Encounter: Harpy Guards.** Two harpies wait near entrances A and B. However, entrance C is clear, and the harpies aren't focused on it. Unless the harpies are surprised, they attack anyone that comes into this chamber.



**Hazard: Loose Rocks.** If the characters come in through entrances A or B, the harpies try to surprise them and cut them off. The entrances are difficult terrain. Furthermore, any time a creature takes damage while standing in the entrance, it must succeed on a DC 10 Dexterity saving throw or slip and fall out of the entrance and back down the cliff side, taking 17 (5d6) damage from the fall and landing prone.

**Treasure: Discarded Goods.** While the harpies prefer to take most of the “good stuff” for themselves and store it in their treasure room (area 8), they occasionally miss a few valuables. A character who spends at least 1 minute searching the refuse in this room can make a DC 13 Intelligence (Investigation) check. On a success, they find something useful, as shown in the Area 1 Treasure table.

## A2 - The Armory

As you enter this chamber, the stench of decaying flesh and rust fills your nose. The room is filled with discarded weapons and armor, likely stolen from the harpies’ previous victims. Amid the rusted blades and dented shields, you notice a glint of metal and realize that a few of the weapons are of higher quality, possibly even magical in nature.

The harpies use these weapons to defend their nest.

**Hazard: Tumbling Heap.** A large pile of armor and weapons, marked “P” on the map, stretches all the way to the ceiling. These are items that the harpies have looked over and decided that they weren’t worth keeping or using. If a creature touches or removes something from the pile, they cause it to tumble over, showering rusted metal and jagged

## AREA A1 TREASURE

Adventure Level	Treasure
3rd	A gaudy-looking <i>bag of holding</i>
5th	A +1 <i>scimitar</i> that looks rusted but works fine
8th	A <i>pearl of power</i> stuck in an oyster shell
11th	An <i>arrow-catching shield</i> that, once an arrow sticks to it, the arrow is stuck in place like an <i>immovable rod</i> , thus giving the shield a porcupine-like appearance

wood everywhere. When this happens, anyone within 5 feet of the pile must make a DC 10 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed save, or half as much damage on a successful one.

**Treasure: More Discarded Goodies.** The harpies like shiny objects and often ignore those that have lost their luster. As such, there are some valuables within the large pile (see the Tumbling Heap section). A character who searches the pile and succeeds on a DC 10 Intelligence (Investigation) check discovers something useful, as shown in the Area 2 Treasure table.

In addition to these magic items, there are plenty of mundane weapons, bits of armor, and other adventuring gear. They all smell terrible but more or less still function as they should. Assume the characters can find one of any object that costs less than 10 gp here.

**Hazard: Slippery Passage.** The passage that leads up to area 3 is covered in harpy droppings. A character climbing up the passageway must succeed on a DC 12 Strength (Athletics) check to ascend the passage. Failure results in the character



slipping back to the room below. A character using a rope to climb automatically succeeds on the check.

### A3 - The Perch

Entrance D leads into this cavern, the highest area in the complex.

This chamber is littered with feathers and bones, evidence of the harpies' presence.

**Hazard: Slippery Passage.** Both passages that lead away from this chamber (to areas 2 and 3) are relatively slippery, as they're covered in harpy droppings. A character climbing down a passageway must succeed on a DC 12 Dexterity (Acrobatics) check or fall prone and slide down to the chamber below.

### A4 - The Fungal Forest

Entrance E takes the characters to a twisting tunnel, eventually placing them in this chamber.

As you make your way through the twisting tunnels, the air grows colder and damper. You come upon a smaller cavern filled with bioluminescent fungi that glow with an ethereal blue-green light, casting strange shadows on the walls. The mushrooms seem to pulse with life, casting flickering beams of light that reveal a maze of narrow tunnels ahead.

**Trap: Falling Rocks.** The harpies have placed a trap here to deter anyone from going deeper into the cavern. A character that crosses the dotted line shown on the map without first succeeding on a DC 15 Intelligence (Investigation) or Wisdom (Perception) check trips on a rope, causing rocks to fall from the ceiling. When this happens, all creatures in the room must make

### AREA A2 TREASURE

Adventure Level	Treasure
3rd	Horribly stained <i>gloves of swimming and climbing</i>
5th	Ten +2 <i>sling bullets</i> kept in a dry-rotted pouch
8th	A cursed <i>headband of intellect</i> that never fits the user quite right (either too big or too small)
11th	A <i>cloak of displacement</i> that smells like an ogre's armpit

a DC 15 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Additionally, the rocks block the way to area 5. A character can move the rocks out of the way with a successful DC 20 Strength check. Otherwise, the characters must go back outside and find another way into the deeper parts of the cavern.

A character who spots the trap can disarm it with a successful DC 10 Dexterity check using proficiency in thieves' tools.

**Hazard: Slippery Passage.** The passage that leads up to area 3 is covered in harpy droppings. A character climbing up the passageway must succeed on a DC 12 Strength (Athletics) check to ascend the passage. Failure results in the character slipping back to the room below. A character using a rope to climb automatically succeeds on the check.

### A5 - The Roost

Entrances F, G, and H lead into this chamber. The first time the characters enter this chamber, read or paraphrase the following:

The stench of musk and decay overwhelms your senses. The chamber is massive, filled with twisted branches and scavenged materials that have been fashioned into nests and perches for the harpies. The floor is covered in a thick layer of feathers, bones, and droppings, which make it difficult to move without slipping or tripping. You can hear the incessant squawking and screeching of the harpies echoing off the walls, making it hard to concentrate or think clearly.

The harpies themselves are everywhere, perched on their roosts or flying through the air with a predatory grace. You realize that you are in the heart of the Aerie, and the danger is palpable. The harpies will not take kindly to intruders in their most sacred space, and they will do everything in their power to protect their home.

## AREA A5 ENCOUNTERS

Adventure Level	Daytime	Night
3rd	1 harpy	3 harpies
5th	2 harpies	5 harpies
8th	3 harpies	4 harpies and 2 air elementals
11th	4 harpies	6 harpies and 1 roc

The ceilings here are 20 feet high, giving the harpies plenty of room to fly.

**Hazard: Difficult Terrain.** The floors here are covered in all manner of filth, making it difficult terrain.

**Encounter: Harpies.** The number of harpies here depends on the level of the adventure, as shown in the Area A5 Encounters table, divided into whether or not the characters come during the day or during the night.

## A6 - The Prison

The first time the characters come near this area, read or paraphrase the following:

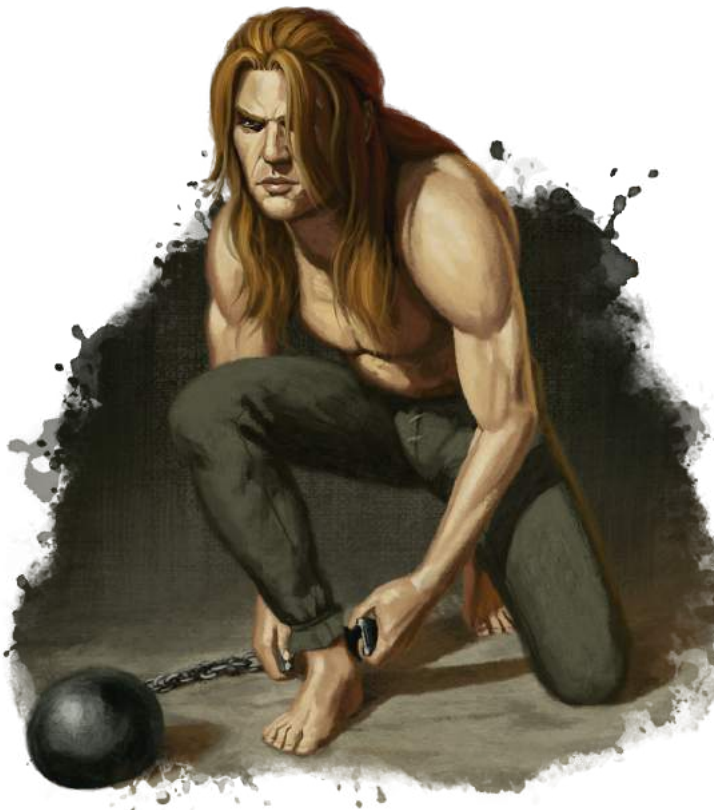
As you make your way through the twisting tunnels, you hear the sound of human voices echoing through the darkness. You soon come upon a small, damp cell filled with malnourished men. The prisoners are haggard and weak, their skin sallow and their eyes sunken in. They are chained to the walls with rusted manacles, their hands and feet raw and bloody from their attempts to escape. The stench of urine and feces fills the air, and the prisoners look up at you with hollow, desperate eyes.

You realize that the harpies have been



keeping these men alive for weeks or even months, using them as bait or playthings. The prisoners are barely alive, and it's clear that they won't last much longer in the harpies' cruel captivity.

**Encounter: Prisoners.** The six prisoners are all **commoners** with two levels of exhaustion. There are no keys to the manacles—the harpies tear the prisoners away when they want to get one free. In fact, some rotting arms are still attached to some of the leftover manacles. Breaking the manacles requires a successful DC 20 Strength check. Without the key, a creature can pick the manacles' locks with a successful DC 15 Dexterity check using proficiency in thieves' tools. Manacles have AC 15 and 15 hit points. Freeing the prisoners awards inspiration to all good-aligned characters.



## A7 - The Altar

The eerie glow of bioluminescent fungi illuminates the space. You see a stone altar adorned with shells, seaweed, and other offerings. At the foot of the altar, you see a pile of bones, and other remains, evidence of the sacrifices the harpies have made to this grotesque shrine.

You can feel a sense of unease in the room, as if something powerful and primal is watching you. This is clearly a sacred space to the harpies.

A character who examines the altar and succeeds on a DC 13 Intelligence (Religion) check recognizes that it is dedicated to Thalassa, an evil sea goddess (see the Background for details).

**Encounter: Warped Creature.** A horrible creature lurks in the shadows of this chamber. The thing was once a prisoner here but was altered by the dark magic that permeates the Aerie. The Warped Creature's Statistics table shows the stat block it uses, but regardless of its form, it resembles a mutated, water-logged humanoid covered in seaweed and shells. It attacks any creature that isn't a harpy.

### WARPED CREATURE'S STATISTICS

Adventure Level	Stat Block
3rd	<b>Mummy</b>
5th	<b>Flesh golem</b>
8th	<b>Hezrou</b>
11th	<b>Nalfeshnee</b>

## A8 - The Treasury

As soon as you enter the room you see piles of gold, gems, and other valuable artifacts scattered across the floor. The walls are lined with tapestries and paintings, and the air is thick with the scent of incense and burning candles. In the center of the room, on a raised dais made of old rugs, sits what you can only assume is the harpy matriarch.

She is larger and more fearsome than any of the other harpies you've encountered, her wingspan stretching nearly 20 feet. Her eyes gleam with fierce intelligence, and her talons are razor sharp. She regards you with a mixture of curiosity and hostility, and you can feel the weight of her power and authority.

**Encounter: Sirene.** Unless the characters were particularly quiet in area 7, Sirene is waiting for them. While she values the treasure, she values the eggs in area 9 even more. In the 3rd- and 5th-level versions of this adventure, she attacks the characters, hoping to kill them. In the 8th- and 11th-level versions of the adventure, she instead offers half her treasure if they will leave peacefully (and possibly more, as detailed below). She will not accept any other outcome. **Sirene's** stat block is detailed on the next page. She fights to the death if she believes that the characters will destroy the harpy eggs in area A9.

**Special: Sirene's Amulet.** Sirene wears an amulet made of gold molded to look like a singing woman. In the 8th- and 11th-level versions of the adventure, Sirene's amulet does more than look pretty—it's magical. The amulet is an *amulet of the harpy*, a very rare magic item. While attuned to the amulet, all Wisdom saving throws made against the wearer's enchantment spells and magical effects—in this instance, Sirene's song—are



made with disadvantage.

**Treasure: Sirene's Hoard.** Regardless of the adventure's level, Sirene's hoard contains 700 cp; 7,500 sp; 1,000 gp; 80 pp; 50 gems worth 10 gp each; and 120 art objects worth 25 gp each.

**Development: Kill Some Pirates.** Sirene recognizes the value of the characters. At some point during the encounter, she offers the characters more of her treasure if they are willing to fight some of the pirates that have been giving her trouble. These could be pirates of your choice or the pirates of *Corsair's Fury* featured in the *Pirate's Cove* adventure on page 61. She offers to give the characters half her hoard if they leave and another 500 gp if they take care of the pirates for her.

## Sirene, the Harpy

*Medium monstrosity, neutral evil*

**Armor Class** 12 (natural armor)

**Hit Points** 76 (8d10 + 32)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	9 (-1)	13 (+1)	17 (+3)

**Saving Throws** Str +6, Dex +6, Wis +4

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** Common

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

### Special Traits

#### **Special Equipment: Amulet of the Harpy (8th and 11th Level Adventures Only).**

Sirene wears the amulet of the harpy. While she is attuned to the amulet, all Wisdom saving throws made against her enchantment spells and Luring Song are made with disadvantage.

### Actions

**Multiattack.** Sirene makes three attacks: one with her claws and two with her mace.

**Claws.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

**Mace.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3)

bludgeoning damage.

**Spellcasting.** Sirene casts one of the following spells, using Charisma as her spellcasting ability (spell save DC 14).

At will: *command*

1/day each: *fog cloud*, *gust of wind*

### Bonus Actions

**Luring Song.** Sirene sings a magical melody. Every humanoid and giant within 300 feet of Sirene that can hear the song must succeed on a DC 14 Wisdom saving throw or be charmed until the song ends. Sirene must take a bonus action on her subsequent turns to continue singing. She can stop singing at any time. The song ends if Sirene is incapacitated.

While charmed by Sirene, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from Sirene, the target must move on its turn toward Sirene by the most direct route, trying to get within 5 feet of her. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than Sirene, a target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to Sirene's song for the next 24 hours.

## A9 – The Nursery

As you enter this area, you see a group of young harpies huddled together, their eyes wide with fear as they look up at you. They are guarded by an older harpy, who sings a soft, mournful song to calm them. Although they are still fearsome and dangerous creatures, it's clear that they are vulnerable and in need of protection.

The walls of the nest are lined with sticks and other materials, and the air is thick with the smell of blood and feathers. You can see that the young harpies are still developing, their wings and talons not yet fully formed. The older harpy regards you warily, clearly aware of the danger you represent.

**Encounter: Harplings.** The older **harpy** has only 14 hit points. The harpy hatchlings are noncombatants with AC 10 and 2 hit points each. The older harpy will grab her club and defend the young but won't fight unless she absolutely has to.



## Aftermath

There are three possible outcomes for this adventure.

If the characters are able to defeat the harpies, they will have saved the local coastal communities from a terrible threat. News of their heroism will quickly spread, and they will be hailed as saviors and celebrated by the locals. In addition, the treasure in the harpies' nest will be theirs to claim, providing them with a significant reward for their bravery. However, the characters may also have made powerful enemies of any surviving harpies, and they will need to be wary of retaliation in the future.

If the characters fail to kill the harpies, they will have to flee the Aerie and return to civilization empty-handed. Word of their failure will spread quickly, and they may be viewed as cowards or failures by the local communities. In addition, the harpies will continue to wreak havoc on the coastal areas, raiding and pillaging as they see fit. The characters will need to live with the knowledge that they were not able to save the innocent lives that were at stake.

If the characters take Sirene's offer and hunt the pirates, they will have chosen to ally themselves with a dangerous and amoral enemy. If the characters are able to defeat the pirates, they will have earned Sirene's gratitude and possibly a share of the pirates' treasure. However, Sirene is not a reliable or trustworthy partner and may use this distraction to move her nest to another location. They will also have made powerful enemies in the pirate community, and they will need to be wary of retaliation in the future. Ω



# H. Sea Hag Sanctuary

*Written by Alex LeForte*

*Sea Hag Sanctuary* is a Fifth Edition plug-in adventure for four characters with an average party level (APL) of 3, 5, 8, or 11. A cruel and terrible sea hag lives in a tidal cave network in close proximity to several coastal settlements, the occupants of which fall victim to her schemes. The characters are tasked with entering the hag's lair to destroy the monstrous crone and the creatures she calls to her aid.

## Background

In days long past, the name Zylaria struck fear in the hearts of those who sailed the seas. An ambitious and cruel woman, she held dominion over a ruthless crew of pirates whose bloodlust was unmatched by any other. As she neared retirement, her treasure became the object of desire for her own crew, who could not bear to see it buried. They betrayed her in the darkness of night, slitting her throat and throwing her overboard.

Sinking beneath the merciless waves as her lifeblood left her, Zylaria forged a wicked pact with Salthurax, a forgotten serpentine deity of the depths, who whisked her from the open ocean beneath her former ship to a dark coastal cavern network that held a salt-crusted altar. Upon that altar Zylaria made her offering, and was transformed into a sea hag. Over time, Zylaria has attracted a motley assortment of allies and minions, drawn to her power like moths to a flame. Driven by a relentless desire to recover her lost treasure and a pact with Salthurax to deliver souls to her serpentine deity, Zylaria terrorizes coastal waters as she seeks to further develop her unholy powers.

## Sea Hag Sanctuary

The entrance to Zylaria's lair can be found in a remote area of a rocky beach. When the party comes within sight of the entrance, read aloud:

As the waves crash upon the rocky shore, you see a shadowy opening hidden amongst the jagged coastal cliffs. A salty breeze whispers through the air, carrying with it the briny scent of the sea. A tangled mass of seaweed, driftwood, and jetsam clings to the base of the cliff, seeming to conceal the entrance from distant onlookers.

The tides bring a collection of coastal and oceanic debris to the cave entrance, helping to conceal it. The rocky outcroppings that surround it ensure that the cave entrance is entirely hidden from view from nearby vessels.

## Lair Guards

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Minions loyal to Zylaria are posted here atop an outcropping some few dozen feet away from the cave entrance. They will promptly attack any outsiders that they notice. The guards can be convinced that the party seeks to parley with the hag with a successful DC 20 Charisma (Deception or Persuasion) check, at which point they allow the party to proceed into the cave unaccompanied. Alternatively, the party can sneak past the guards with a successful group DC 16 Dexterity (Stealth) check. The nature of the guards depends on the level of the adventure as shown in the Lair Guards Encounter table as shown on page 48.



## LAIR GUARDS

Adventure Level	Encounter
3rd	4 <b>goblins</b>
5th	1 <b>troll</b> and 1 <b>goblin</b>
8th	2 <b>trolls</b>
11th	3 <b>trolls</b>

## AMBIENT MAGIC EFFECTS

d6	Effect
1	The spell's damage (if any) is doubled)
2	The spell's duration or range is doubled.
3	If the spell deals damage, its damage type becomes lightning.
4	The caster regains a number of hit points equal to three times the spell's level.
5	The caster loses a number of hit points equal to three times the spell's level.
6	The spell leaves behind an ambient echo, causing its effects to duplicate at the start of the spellcaster's next turn, as if they had cast it again from the same space.

## General Features

Zylaria lairs in a cavern network that used to be the hidden hideout of a lost cult devoted to Salthurax. After being transported to the caverns and making her offering upon the altar, Zylaria repurposed the hideout into her sinister home. The caverns are suffused with the lingering power of Salthurax, a force Zylaria continues to learn to harness to fuel her dark ambitions. Unless otherwise stated, the caverns' features are as described below.

**Ceilings, Walls, and Floors.** The lair is a series of connected caverns, many of which were formed naturally, while others were shaped and refined by the original cult that occupied them. Ceilings vary in height from 10 to 15 feet. The floors are rough and uneven, but are not difficult terrain.

**Doors.** Doors are constructed from heavy stone and decorated with bas-reliefs depicting Salthurax. They are unlocked, and they open outward on their hinges.

**Light.** Patches of luminous algae and fungi cling to much of the walls and ceilings in the lair, providing dim light throughout.

**Flooding.** Changes in elevation within the caverns means chambers are flooded to varying degrees. Some chambers are relatively dry, while others are filled with water ranging in depth from 1 or 2 feet to as high as the cavern ceilings. An area is not flooded if flooding is not mentioned in its associated description.

**Ambient Magic.** The lingering magic of Salthurax is suffused throughout the caverns. This ambient magical energy affects spellcasting and can cause unpredictable results. Whenever a creature casts a spell of 1st level or higher within the caverns, it must roll a d20. On an 8 or lower, a magical surge occurs, triggering an unexpected effect. Roll on the Ambient Magic Effects table to determine the effect.

## Keyed Locations

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The following locations are keyed to the sanctuary of the caverns on page 50.

### H01 – Entrance Cavern

As you enter the damp, echoing cavern, the sound of waves crashing against the rocks outside gradually subsides. A pool of dark water with a gently rippling surface dominates the center of the chamber, reflecting the dim light that filters in from the cave entrance. The edges of the pool seem to dissolve into the surrounding stone floor, as if carved by the sea itself. The water level in the pool rises and falls subtly in time with the ocean's heartbeat. Along the walls, clusters of barnacles and strands of seaweed cling to the rough stone. Beyond the pool, the cavern branches off in two directions: one passage meanders to the north, while another narrower one veers off to the east.

A character who makes a successful DC 10 Intelligence (Investigation) or Wisdom (Nature) check can determine that the movement of the pool's water means that it is not an isolated reservoir and must connect to the ocean. Characters with a passive Wisdom (Perception) score of 12 or higher can hear the noise of Zylaria's minions coming from the northern cavern beyond.

**Hazard: Underwater Passage.** The pool in this chamber leads to a flooded, narrow tunnel beneath the rest of the lair that continues for approximately 120 feet and connects to the pool in area 7. The passage is dark and filled with silt; a character who wishes to navigate it must make a successful DC 13 Dexterity (Stealth) check. This check can be repeated, though each failure causes

the character to become disoriented and lost within the tunnel for 1d4 minutes as their swimming causes an upswell of silt that completely obstructs their view.

**Treasure: Trapped Diver.** Approximately halfway through the underwater passage is the skeletal corpse of a former adventurer who became disoriented in the tunnel and drowned. Their armor and weapons are rusted to the point of uselessness, but a coin purse hooked to their belt contains 52 gp. Retrieving the coin purse without stirring up the tunnel's silt requires a successful DC 12 Dexterity (Sleight of Hand) check. Failing this check causes the character to become disoriented and lost within the tunnel for 1d4 minutes.

### H02 – Barracks

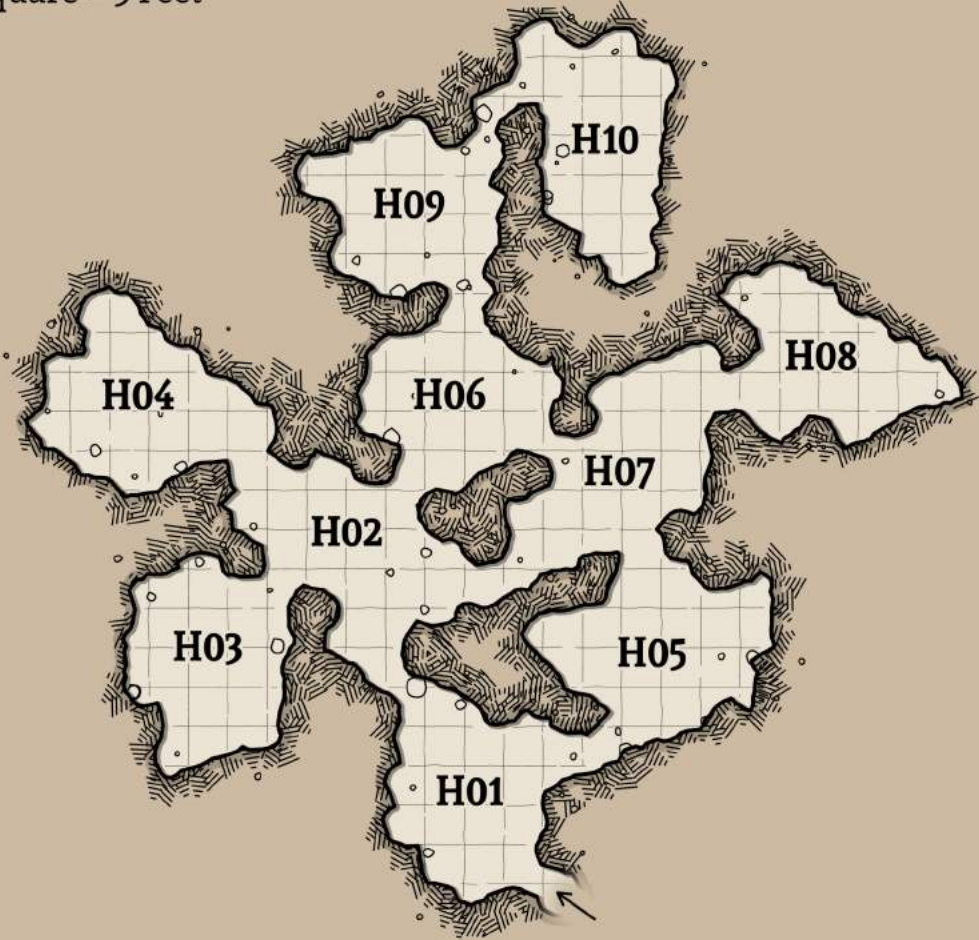
An array of damp straw pallets and crude cots surrounded by gnawed bones and discarded belongings are haphazardly strewn about this chamber. The air is thick with an awful odor. The walls bear crude scratches and markings, suggesting a primal tally of victories or dark rituals performed within the lair. In the center of the room, a simple fire pit sits cold, the charred remains of past meals still clinging to the blackened stones.

There is little of value to be found in this chamber. The minions' belongings are limited to grisly totems, degraded and improvised weapons, and funny-shaped rocks. The markings on the wall are a mixture of crude art pieces and documentation of the fist fight win-loss record of various minions.

**Encounter: Lair Minions.** Zylaria's minions sleep and eat in this chamber. When they are not doing either of those things and aren't beyond the lair doing the sea hag's bidding, they gamble, argue, and brawl with each other. If the minions in this room are distracted, either by each other or because of

# Sea Hag Sanctuary

1 Square = 5 Feet



a ruse by the party, the characters can sneak around the perimeter of this room with successful Dexterity (Stealth) checks contested by the highest passive Wisdom (Perception) score of the minions present. If the minions notice any intruders, they attack. They fight until it becomes clear that they are beaten, at which point they attempt to either flee the lair or request Zylaria's aid. The nature of the minions depends on the level of the adventure, as shown in the Area H2 Encounter table.

### H03 – Altar to Salthurax

This cavern is partially flooded with brackish water, waist-deep in some areas, and has the persistent scent of salt. Faded frescoes on the walls depict a great single-eyed serpent entwined around ships, sailors, and other sea creatures. The artwork seems to shift subtly when viewed from different angles. An altar carved from a massive piece of driftwood dominates the chamber. The wood is etched with intricate patterns of waves and whirlpools, and a large, unblinking black pearl sits in its center. Atop the altar is a stone bowl, and scattered around the altar are small bones, shells, and trinkets.

A character who inspects the altar finds an inscription carved onto its surface near the stone bowl. The script is written in Deep Speech and reads:

*Veiled in shadows, a dance I sway,  
Birth and destruction, my eternal play,  
Endless whispers and secrets I keep,  
In my cold embrace, the lost forever sleep.*

The inscription suggests a riddle, the answer to which is “the ocean.” A creature

### AREA H02 ENCOUNTER

Adventure Level	Encounter
3rd	6 goblins
5th	1 troll and 4 goblins
8th	2 trolls and 3 goblins
11th	3 trolls and 3 goblins

who fills the stone bowl with water from the cavern, places it on the altar, and then makes a successful DC 12 Intelligence (Religion) check receives a blessing from Salthurax. Until the next dawn, the creature regains 1d4 hit points every 10 minutes, gains a swimming speed equal to its walking speed, and can breathe underwater.

**Treasure: Altar Pearl.** The black pearl set into the altar represents the eye of Salthurax. It is worth 300 gp and can be removed with a successful DC 15 Dexterity check using thieves' tools. A creature who removes the pearl, however, is cursed by the magic of Salthurax. Until the next dawn, the waters within the lair become toxic to the creature, causing them to lose 1 hit point for each round they spend submerged in at least 1 inch of water.

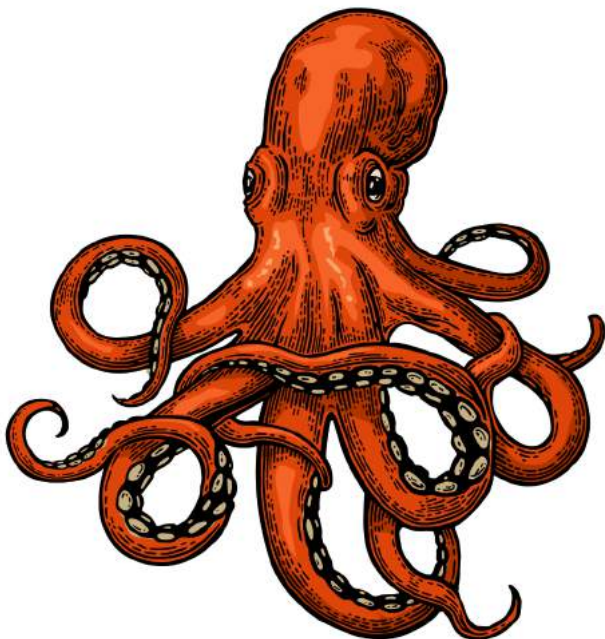
### H04 – Feeley's Cavern

The first time the characters enter this area, read or paraphrase the following:

A faint, rhythmic splashing echoes throughout this chamber, as though waves are lapping against the walls. Dominating the far side of the cavern is a large, rock-rimmed pool, seemingly connected to the ocean beyond, and you can hear the distant

## H05 – Seaweed Cavern

This dark cavern is entirely flooded, and its surfaces are furred with dense patches of seaweed that extend several feet from the walls, floor, and ceiling like grasping hands. At the bottom of the cavern is a rotting wooden chest.



murmur of the tide’s ebb and flow. The moment you enter, a massive, dark shape stirs within the pool, its sinuous form shifting beneath the water’s surface. A web of glistening tentacles emerges from the depths, each one gracefully undulating, as if reaching out for something.

The **octopus** that dwells in this chamber has been named “Feeley” by its inhabitants, as evidenced by the name scrawled in chalk in messy lettering just a few feet away from the pool.

A character who makes a successful DC 12 Wisdom (Animal Handling) check can determine that the octopus, through its beckoning, is asking the party for food. Feeley eats crabs, clams, snails, and small fish. Presuming the party does not have any of these on their persons, they can search the walls and ceiling of the cavern and find a nearby snail with a successful DC 14 Wisdom (Perception) check. If they give Feeley some food, the octopus temporarily vanishes beneath the surface of the water before reemerging less than a minute later, at which point it tosses a gemstone worth 25 gp to the party.

The wooden chest in this cavern doesn’t hold any valuables. A character who swims the approximate 6 feet to the cavern’s bottom to open it finds it occupied by several hermit crabs.

**Hazard: Stingweed.** The hazardous seaweed that grows in this cavern is known as stingweed, a plant lined with pointed hairs along its leaves that inject a powerful toxin into creatures that disturb it. Characters who enter this cavern can recognize the seaweed as stingweed before approaching it with a successful DC 14 Intelligence (Nature) check.

Characters who attempt to move through the cavern without avoiding the stingweed are promptly made aware of its presence as they take poison damage. Characters can move through the cavern without disturbing the stingweed by making a successful Dexterity saving throw. The DC of this save and the amount of damage taken on a failure depends on the level of the adventure, as shown in the Stingweed Potency table.

### STINGWEED POTENCY (H05)

Adventure Level	Save DC	Poison Damage
3rd	12	1d10
5th	13	2d6
8th	15	2d6
11th	18	2d10

## H06 – Laboratory

The air in this chamber hangs heavy with a pungent aroma of brine and bitter herbs. Strewn across some stone tables is a chaotic array of crude alchemical equipment and scattered notes. The walls bear shelves laden with jars containing a menagerie of peculiar ingredients, from the tentacles of unknown sea creatures to pulsating organs suspended in murky fluids. Amidst the clutter, a shelf on the far wall of the room holds five wooden jars, each marked with a glowing rune.

This room serves as Zylaria's laboratory, where all manner of foul potion is brewed and where the sea hag conducts other experiments or dark magic. Further inspection of the wooden jars reveals that four of the runes glow red, while one glows blue. Furthermore, each of the jars faintly shift and rattle every few seconds, as if whatever is kept inside is struggling to escape. In fact, the jars are creations of Zylaria, who uses them to imprison the spirits of those she has slain within her lair. Over time, the magic of the jars binds their spirits to her service, stripping them of their original essence and personality.

A character who inspects the runes and the jars can deduce their function with a successful DC 18 Intelligence (Arcana) check.

**Encounter: Spirit Jars.** The jars that glow red each hold a spirit that has been successfully bound by the sea hag. If any of these jars are opened, the spirit contained inside is released and immediately attacks the party. The nature of the spirit depends on the level of the adventure, as shown in the Spirit Jar Encounter table.

### SPIRIT JAR ENCOUNTER (H06)

Adventure Level	Encounter
3rd	The spirit is a <b>specter</b> .
5th	The spirit is a <b>specter</b> with 40 hit points.
8th	The spirit is a <b>wraith</b> .
11th	The spirit is a <b>wraith</b> with 100 hit points and AC 16.

### HALUS PRINCH'S STATISTICS (H06)

Adventure Level	Encounter
3rd	Halus Princh is a CN <b>specter</b> .
5th	Halus Princh is a CN <b>specter</b> with 40 hit points.
8th	Halus Princh is a CN <b>wraith</b> .
11th	Halus Princh is a CN <b>wraith</b> with 100 hit points and AC 16.

#### **Encounter: The Spirit of Halus Princh.**

The jar glowing blue holds the spirit of the hag's most recent victim, Halus Princh, who has not yet been bound and transformed by the magic of the jar. If the party opens it, they are greeted by the spectral visage of a halfling sailor who is enormously grateful to be freed from his prison. He explains that he and his companions were slain by the hag when their fishing boat was attacked several days ago. Before he departs the Material Plane, he enthusiastically offers to help the party confront Zylaria and whatever else lurks in her lair. If the party accepts his offer, he fights alongside them for as long as they remain in the lair. His statistics depend on the



level of the adventure, as shown in the Halus Princh Statistics table.

**Hazard: Foul Potions.** There are 12 completed potions in this cavern, though none of them are labeled and all of them are hazardous. A character who examines a potion without ingesting it can identify its effects with a successful DC 20 Intelligence (Arcana) check. The DC of this check is lowered to 13 if a character refers to the scattered notes in this cavern for at least 10 minutes. The nature of any individual potion is described in the Foul Potions table.

## H07 – Prison Grotto

The air in this damp, dimly lit cavern presses down oppressively as the low ceiling looms overhead, dotted with stalactites. Rusty iron chains and shackles, some still binding the skeletal remains of long-dead prisoners, are affixed to the walls and floor. In one corner,

a water-filled pit exudes a foul odor. The walls of the chamber are etched with scratches, tally marks, and crude drawings—silent testaments to the suffering of those who have been held here. The algae casts an eerie glow that reflects off the waterlogged pit and illuminates the cramped alcoves that serve as makeshift cells. Dripping water echoes throughout the cavern.

There are currently no living prisoners being held in this chamber. The waterlogged pit is over 20 feet deep and is used by Zylaria to dispose of discarded prisoners whose bones have not been deemed worthy of preservation in the bone garden. A character who dives into the pit to investigate will find several corpses at its bottom, weighed down by heavy rocks. Most of the markings and drawings on the walls are despairing nonsense; however, a character that makes a successful DC 13 Wisdom (Perception) check notices a particularly lucid phrase: “Gaze not upon the hag’s face, so that you may be saved from the nightmares that now consume me.” Characters who take this warning to heart may protect themselves from the hag’s Horrifying Appearance trait.

## H08 – Bone Garden

A macabre collection of bones artfully arranged into twisted, coral-like structures adorns the walls, floor, and ceiling of this chamber. The remains cast eerie shadows on the damp, rocky surfaces, illuminated by flickering, bluish-green phosphorescence from patches of luminescent fungi. Some of the bone displays are fused together, as if melded by some unnatural force, while others resemble the tangled wreckage of ships that met their doom upon the coastline.

## FOUL POTIONS (H06)

d6	Potion Name	Encounter
1	Abyssal Transformation	A creature that consumes this potion undergoes a partial and agonizing transformation into a deep-sea creature. For 24 hours, the creature gains a swimming speed equal to its normal walking speed, but its legs fuse together, halving its walking speed.
2	Depth's Delirium	A creature that consumes this potion is instilled with an overwhelming sense of being lost in the crushing depths of the ocean. For 24 hours, the creature is frightened.
3	Drowning Despair	A creature that consumes this potion is instilled with an overwhelming sense of being lost in the crushing depths of the ocean. For 24 hours, the creature is frightened.
4	Eel's Embrace	A creature that consumes this potion and any gear it is wearing or carrying becomes slimy, making it difficult for the creature to hold onto items or weapons. For 24 hours, the creature has disadvantage on ability checks and weapon attack rolls that involve using its hands.
5	Sea's Malevolence	A creature that consumes this potion is burdened with a pervasive aura of misfortune, as if the wrathful sea itself has turned against it. For 24 hours, each creature within 10 feet of the creature that consumed the potion (including itself) takes a -1d4 penalty to its attack rolls and saving throws.
6	Siren's Lament	The voice of a creature that consumes this potion becomes discordant and painfully loud. For 24 hours, whenever the creature attempts to speak (including performing the verbal components of a spell), each creature within 10 feet of the creature that consumed the potion (including itself) takes 1d6 psychic damage; a creature can take this damage no more than once per turn.



This chamber serves as a place for Zylaria to display and memorialize her victims. It is also an occasional source of material components for her dark rituals and twisted creations.

**Treasure: Skull of the Siren.** Mounted atop a grisly tree of bones in the middle of this chamber is a strange-looking humanoid skull with blue pinpoints of light in its eye sockets—a prize of Zylaria’s collection. A detect magic spell reveals an aura of enchantment magic emanating from the skull. It is a skull of the siren’s song (see the appendix), all that remains of a rival sea hag who used the magic of her voice to control and manipulate others. After her death at Zylaria’s hand, her spirit lingered, infusing the skull with a remnant of her song.

**Encounter: Animated Servants.** This chamber is entrenched with powerful necromantic magic, which allows it to defend itself against intruders. If any of the bones are touched by anyone other than Zylaria, a strong wind begins to blow, collecting bone fragments in its gale and fusing them together into shambling servants that animate and immediately begin to advance toward the party. The nature of these animated servants depends on the level of the adventure, as shown in the Animated Servants Encounter table.

### AREA H08 ENCOUNTER

Adventure Level	Encounter
3rd	6 <b>skeletons</b>
5th	1 <b>wight</b> and 5 <b>skeletons</b>
8th	3 undead <b>trolls</b> and 4 <b>skeletons</b>
11th	4 undead <b>trolls</b> and 6 <b>skeletons</b>

## H09 – Ritual Chamber

Eerie shadows are cast on walls carved with ominous symbols and runes in this chamber. At the center, a large ritual circle etched into the stone floor pulses with latent energy. A sinister obsidian altar stands at the far end of the room, surrounded by the remains of past sacrifices and covered in dried blood and various ritual implements. The walls are lined with shelves holding an assortment of arcane ingredients, including bones and vials of blood.

A *detect magic* spell reveals an aura of evocation magic emanating from the ritual circle. Zylaria has imbued this room with a debilitating magical effect that passively drains the life force of any creatures that aren’t fey or undead. Affected creatures in this room can feel this effect immediately and experience a dull ache throughout their entire body as well as a prominent thought in their mind that encourages them to leave the chamber. Affected creatures lose 1 hit point per round and have disadvantage on ability checks and attack rolls.

## H10 – Sanctum

Amid a nest-like bed of seaweed and rags, strange personal effects lie scattered; among them are tarnished silver jewelry, a rusted locket, and eerie trinkets crafted from bone. Light casts shadows over grotesque artwork and a sinister collection of trophies on the walls. A roughly hewn slab in a corner houses a small library of arcane texts: weathered stone tablets scratched with script and stacked haphazardly. An unsettling vanity—a twisted construction of driftwood and shipwreck debris held together with seaweed and sinew—is



adorned with strange cosmetics and tools, suggesting a macabre grooming routine.

This cavern serves as Zylaria's personal quarters. She spends her time here grooming her true form. Inscribed on the stone tablets kept in this room are spell recordings, potion recipes, and curse incantations. Much of the hag's personal effects are mundane in nature, and hold purely sentimental value to Zylaria. The trophies on the walls include a tattered, once-colorful captain's hat, a collection of ship figureheads, a broken trident, and a necklace of shark teeth.

**Encounter: Zylaria.** Depending on how the party approaches this chamber, it's possible that Zylaria does not attack immediately, but rather converses with the party in an attempt to discern their motives. She may attempt to cut them a deal to preserve her own life if she feels it is in danger, though will certainly attempt to twist such a deal to favor herself. Depending on the level of the adventure, Zylaria may be by herself or leading a coven meeting with other sea hags. Zylaria's statistics and the nature of any of her companions depends on the level of the adventure, as shown in the Area H10 Encounter table.

## Aftermath

If the party leaves the lair with proof of Zylaria's death, whichever patron hired them to venture into the lair will gladly provide the promised reward. The surrounding region is made safer by the elimination of the hag and her minions. Depending on the actions of the party, their encounters in the lair may lead to other adventures later on. In the 3rd-level version of the adventure or higher, if any of Zylaria's sea hag companions remain alive, they may attempt to later retake the lair or exact revenge upon the party (or both). Ω



### AREA H10 ENCOUNTER

Adventure Level	Encounter
3rd	Zylaria is a sea hag, and she is accompanied by another sea hag.
5th	Zylaria is an <b>elder sea hag</b> , and she is accompanied by another sea hag.
8th	Zylaria is a <b>sea hag</b> , and she is accompanied by 2 additional <b>sea hags</b> forming a coven, as well as 2 <b>will-o'-wisps</b> .
11th	Zylaria is an <b>elder sea hag</b> , and she is accompanied by 2 additional <b>sea hags</b> forming a coven, as well as 3 <b>will-o'-wisps</b> .

# Elder Sea Hag

*Medium fey, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 102 (12d8 + 48)

**Speed** 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	15 (+2)	16 (+3)	17 (+3)

**Skills** Deception +6, Nature +5, Perception +6, Stealth +5

**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Aquan, Common, Giant

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

## Special Traits

**Amphibious.** The hag can breathe air and water.

**Horrific Appearance.** Any humanoid that starts its turn within 60 feet of the hag and can see the hag's true form must make a DC 14 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

**Magic Resistance.** The hag has advantage on saving throws against spells and other magical effects.

## Actions

**Multiattack.** The hag makes two attacks with her Claws. She can use Spellcasting in place of one attack.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Death Glare.** The hag targets one frightened creature she can see within 60 feet of her. If the target can see the hag, it must make a DC 14 Wisdom saving throw. On a failure, the creature drops to 0 hit points. On a success, the creature takes 9 (2d8) psychic damage.

**Illusory Appearance.** The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 18 Intelligence (Investigation) check to discern that the hag is disguised.

**Spellcasting.** The hag casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 14):  
At will: *charm person*, *detect thoughts*, *sleep*  
3/day each: *acid arrow*, *black tentacles*, *mirror image*  
1/day each: *dominate person*, *fear*



# P. Pirate Cove

*Written by John Webb*

Pirate Cove is a Fifth Edition plug-in adventure for four characters with an average party level (APL) of 3, 5, 8, or 11. The characters must explore the Crimson Cove to track down a damaged pirate vessel—the *Corsair's Fury*—and put an end to its crew.

## Background

Captain Ashthorn, the pirate lord of the *Corsair's Fury*, was recently ambushed by Admiral Nera of Port Haven; though the crew survived, the ship itself was badly damaged. The pirates found themselves adrift at sea, in desperate need of shelter and supplies.

It was in this crisis that Captain Ashthorn began receiving whispers from an entity called Xar'ath, who claimed to be an ancient god of the sea that could grant Captain Ashthorn and his crew power enough to overcome any rival. Xar'ath guided the *Corsair's Fury* into the Crimson Cove, wherein the pirates' souls became forfeit in exchange for unnatural abilities.

Though the *Corsair's Fury* remains crippled, it won't be long before Captain Ashthorn and his crew—now augmented by Xar'ath's demonic magic—take to the sea and begin terrorizing the region once again.

## The Crimson Cove

The Crimson Cove is a cavernous rock formation in the middle of the ocean. Despite its innocuous appearance, the Crimson Cove is anything but a natural occurrence: it was created by a demon called Xar'ath to serve as its lair. Now, the demon rests at the bottom

of a black lake, luring dark-hearted mortals like Captain Ashthorn into subservience with promises of power and wealth.

## General Features

Unless stated otherwise, the Crimson Cove has the following features.

**Size and Dimensions.** The ceilings within each area of the Crimson Cove are roughly 30 feet high unless stated otherwise.

**Illumination.** Treat each area as being dimly lit by torch light unless stated otherwise.

**Surface Detail.** The cavernous interior of the area is composed of sharp rock covered in slick seawater. The ground is soft beach sand.

**High and Low Tide.** Certain features in areas of the Crimson Cove will change with the tide. At the beginning of the adventure, roll a d20. On a 1–10, the adventure begins at low tide. On an 11–20, the adventure begins at high tide.

Xar'ath, the demon in area P6, can change the tide in the Crimson Cove at will one time per area, allowing you to rapidly change the characters' circumstances as they progress through the cove.

The tide changes naturally every 6 hours; changes in water level are noticeable from the 4th hour onward. Features that change with the tide will be prefaced by either “High Tide” or “Low Tide.”

### **Creature Template: Demon Pirate.**

Certain creatures in this adventure are tagged with the “demon pirate” template (for example, a **bandit** might become a **demon pirate bandit**). A creature using this template gains the following benefits:

- **Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison
- **Condition Immunities** poisoned
- **Senses** darkvision 120 ft.
- **Languages** Abyssal, telepathy 60 ft.
- **New Feature: Corrupted Weapons.** The creature's melee weapons are morphed into organic appendages with the same function, except the creature can't be disarmed. (For example, a bandit's scimitar becomes a slashing appendage that can't be disarmed.)
- **New Feature: Magic Resistance.** The creature has advantage on saving throws against spells and other magical effects.



## Keyed Locations

The following locations are keyed to the maps of the Crimson Cove on page 64.

### P1 – Entrance

As the characters enter the area, read or paraphrase the following:

The cavernous opening of the cove swallows you in darkness. Ocean water laps gently against rock. There's an acrid taste to the air here—like blood.

**High Tide Encounter: Sharks.** During high tide, the waters in this area are infested with sharks. The nature of the encounter depends on the level of the adventure, as shown in the Area 1 Encounter (High Tide) table.

**Low Tide Encounter: Lookout.** During low tide, one or more members of the *Corsair's Fury* are stationed here as lookouts. As the tide changes to high tide, they migrate to area 7 to drink and play cards. The nature of the encounter depends on the level of the adventure, as shown in the Area 1 Encounter (Low Tide) table.

### AREA P1 ENCOUNTER

Adventure Level	High-Tide Encounters	Low-Tide Encounters
3rd	1 hunter shark	2 thugs and 1 bandit
5th	2 hunter sharks	2 bandit captains
8th	1 giant shark	2 bandit captains and 2 scouts
11th	2 giant sharks	3 veterans

## P2 – East Tunnel

As the characters enter the area, read or paraphrase the following:

Torchlight flickers along the cavern walls. From deeper within the cove, you hear muffled voices.

**Low Tide Hazard: Net Trap.** A strip of rudimentary pressure plates has been installed beneath the sand in the center of this area. During low tide, the trap activates when 50 pounds or more are placed on a pressure plate. The DC to spot the pressure plates and netting is 15 during low tide or 20 during high tide.

When the trap is triggered, the barbed net springs up, covering a 10-foot-square area. Creatures in this area become trapped in the net: they're suspended 10 feet in the air and become restrained. Creatures restrained in this way take 7 (2d6) piercing damage from the barbs. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. The net has AC 10 and 20 hit points. Dealing 5 slashing damage to the net (AC 10) destroys a 5-foot-square section of it, freeing any creature trapped in that section. A creature that falls from the net takes 3 (1d6) bludgeoning damage.

**High Tide: Submerged.** During high tide, this area is completely submerged in muddy, murky water. The characters must swim through the area, which is difficult terrain; visibility in the water is reduced to 10 feet.

**Hazard: Chasm.** A 5-foot-wide, 20-foot-deep chasm separates this area from area 4. During high tide, creatures can simply swim across the chasm. During low tide, a creature can attempt to jump across the chasm to area 4. In order to make the jump, the creature

must be able to jump at least 6 feet horizontally. (With a 10-foot running start, a creature can long jump a number of feet up to its Strength score, or half that distance without a running start.)

A creature that fails to make the jump falls into the chasm, taking 7 (2d6) bludgeoning damage and landing prone. Creatures inside the chasm can climb out during low tide by succeeding on a DC 10 Strength (Athletics) check.

**Development: Conversation.** Creatures in this area can hear muffled conversation coming from area P7.

## P3 – West Tunnel

As the characters enter the area, read or paraphrase the following:

This tunnel is completely dark. That acrid blood smell is stronger here; you taste iron on your tongue.

Treat this area as having no light.

**Hazard: Xar'ath's Whispers.** Creatures in this area can hear Xar'ath whispering its alien language in their mind. When the characters enter the area, they must roll initiative. On initiative count 20 each round, each character must succeed on a DC 10 Wisdom saving throw against Xar'ath's whispers or become afflicted with a form of short-term madness; a character that is immune to being charmed or frightened has advantage on this saving throw. If a character that is already afflicted with three or more forms of short-term madness fails this saving throw, they instead become afflicted with a form of long-term madness.

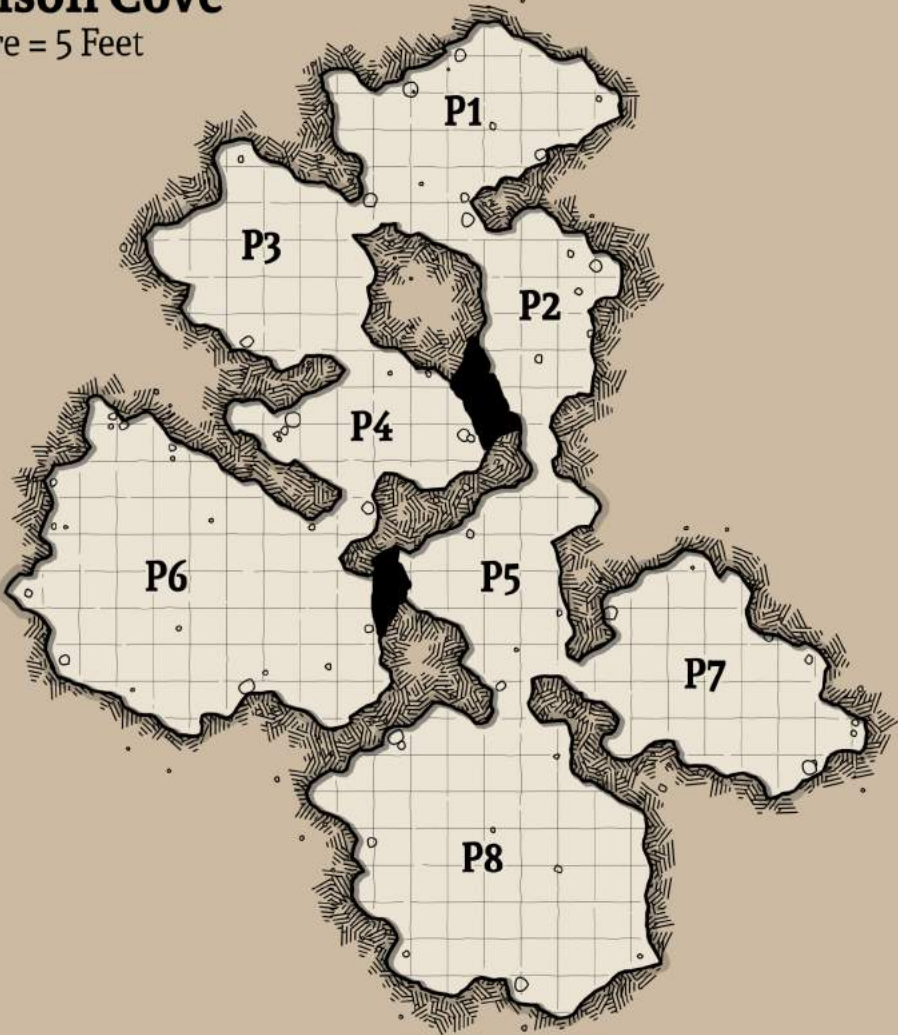
Once Xar'ath is defeated (see area P6), the whispers stop.

**High Tide: Submerged.** During high



# Crimson Cove

1 Square = 5 Feet





At low tide, this area is completely submerged in muddy, murky water. The characters must swim through the area, which is difficult terrain; visibility in the water is reduced to 10 feet.

## P4 – Bloodied Cavern

All along the cavern walls are sigils written in blood. The language is unknowable. It hurts to look upon them.

Treat this area as having no light.

**Hazard: Xar’ath’s Whispers.** Creatures in this area can hear Xar’ath whispering its alien language in their mind. Refer to the Xar’ath’s Whispers section in area P3 for more details.

**Hazard: Maddening Sigils.** A creature that attempts to read the sigils along the cavern wall must succeed on a DC 10 Wisdom saving throw or become afflicted with a form of short-term madness. A

## AREA P4 ENCOUNTER

Adventure Level	Encounter
3rd	4 <b>demon pirate zombies</b>
5th	3 <b>demon pirate ghouls</b>
8th	2 <b>demon pirate wights</b> and 1 <b>demon pirate ghoul</b>
11th	4 <b>demon pirate wights</b>

creature that succeeds on this saving throw is immune to the sigils’ effects for 24 hours.

**High Tide: Submerged.** During high tide, this area is completely submerged in muddy, murky water. The characters must swim through the area, which is difficult terrain; visibility in the water is reduced to 10 feet.

**Encounter: Drowned Sailors.** The servants of Xar’ath who willingly sacrificed themselves to their demon master stir to life once the characters enter the area. Captain Ashthorn has tied heavy everyday objects to the creatures’ feet in an attempt to immobilize them. The nature of the encounter depends on the level of the adventure, as shown in the Area P4 Encounter table.

During high tide, the undead creatures are stuck in the sand, allowing other creatures to swim over them. Whenever a character passes over an undead creature in this manner, they must make a DC 10 Dexterity saving throw. On a failure, the undead gets a hold of the character, causing them to be restrained until freed.

During low tide, the undead creatures have their movement speeds reduced by 10 feet.

**Hazard: Chasm.** A 5-foot-wide, 20-foot-deep chasm separates this area from area 2. Refer to page 5 for more details.

## P5 – Chuckles’ Perch

As the characters enter the area, read or paraphrase the following:

Entering the area, you see a wooden perch fastened to the cavern wall. Atop the perch is a giant, demonically warped monkey. It appears to be reading from some sort of scroll, muttering to itself.

Creatures in this area can hear rowdy conversation coming from area P7.

**Low Tide: Skeletal Remains.** During low tide, the sand washes back out to sea, revealing skeletal remains. The pirates have picked everything clean; nothing of value remains.

**Encounter: Chuckles.** Chuckles, Captain Ashthorn’s pet monkey, has been awakened by Xar’ath.

- At all adventure levels, treat Chuckles as a **demon pirate giant ape**.
- Chuckles is fully sentient, can speak and understand Common and Abyssal, and desires nothing more than to be left alone to read his collection of magical scrolls.
- In the 3rd-level version of the adventure, Chuckles doesn’t care to fight the characters and will only attack if provoked. In the 5th-, 8th-, and 11th-level versions of the adventure, though Chuckles is still loyal to Captain Ashthorn, he is willing to negotiate for passage, especially if magic items are involved. Before attacking and raising the alarm, he gives the characters a chance to offer him something interesting. If Chuckles is successfully persuaded, he allows the characters to pass and informs them that he doesn’t have the key to the door to area 8, but suggests that the pirates partying in area 7 might be drunk

enough to be tricked into helping.

- If Chuckles is engaged in combat, he can use one of the four spell scrolls he’s holding as an action: scroll of charm person, scroll of enlarge/reduce, scroll of fear, scroll of greater invisibility.

**Hazard: Chasm.** A 5-foot-wide, 20-foot-deep chasm separates this area from area P6. Refer to page 63 for more details.

**Obstacle: Locked Door.** A locked and barred door separates this area from area 8. The wooden door is reinforced with metal and has AC 20, 35 hit points, and immunity to poison and psychic damage. The lock can be picked with a successful DC 20 Dexterity check made using thieves’ tools, or the door can be forced open with a successful DC 25 Strength check.

## P6 – Xar’ath’s Black Lake

Before you is a massive lake of blackened water; nothing reflects off its surface.

Treat this area as having no light.

**Hazard: Submerged.** This area is completely submerged in muddy, murky water. The characters must swim through the area, which is difficult terrain; visibility in the water is reduced to 10 feet.

**Tide Change: Strong Currents.** Whenever Xar’ath changes the tide, the water in this area rushes in or out accordingly in strong currents. Characters occupying the black lake must succeed on a DC 15 Strength saving throw or be pushed 20 feet in a direction of Xar’ath’s choosing. Xar’ath can only change the tide once per area.

**Hazard: Xar’ath’s Whispers.** Creatures in this area can hear Xar’ath whispering its alien language in their mind. Refer to page 63 for more details.

**Encounter: Xar’ath.** The demon of Crimson Cove will first attempt to entice the characters with promises of power before attacking. If the characters accept Xar’ath’s terms, they’re transformed into demon pirates, but must fulfill Xar’ath’s every desire.

If Xar’ath is engaged in combat, he has the statistics of a demon depending on the level of the adventure, as shown in the Area P6 Encounter table. Xar’ath also has the Amphibious trait (meaning he can breathe air and water), and he has a swimming speed equal to his walking speed or flying speed (whichever is higher).

**Treasure: Xar’ath’s Hoard.** If Xar’ath is destroyed, the waters of the black lake become clear, and the characters are free to claim the demon’s hoard scattered at the lake’s bottom. The hoard’s contents depend on the level of the adventure, as shown in the Area 6 Treasure table.

**Hazard: Chasm.** A 5-foot-wide, 20-foot-deep chasm separates this area from area P5. Refer to page 63 for more details.

## P7 – The Crimson Tavern

As the characters enter the area, read or paraphrase the following:

You enter what appears to be a makeshift tavern in the middle of the cove; the pirates here are drunk, rowdy, and happy about something. Everyone is celebrating—except for a young woman tied up and gagged at the far end of the tavern.

Treat this area as being well lit by torch light.

**Encounter: Drunk Pirates.** The tavern is occupied by twelve drunk pirates (**bandits**). During high tide, the sentries in area 1 can be found here playing cards (see page 4 for more

### AREA P6 ENCOUNTER

Adventure Level	Xar’ath’s Stat Block
3rd	<b>Vrock</b>
5th	<b>Glabrezu</b>
8th	<b>Nalfeshnee</b>
11th	<b>Marilith</b>

### AREA P6 TREASURE

Adventure Level	Treasure
3rd	30 pp, 300 gp, 270 sp, 240 cp, 4 art objects worth 50 gp each, 1d4 potions of healing, and a waterlogged <i>broom of flying</i> that won’t work until it’s dried
5th	50 pp, 500 gp, 450 sp, 400 cp, 8 art objects worth 50 gp each, 2d4 <i>potions of healing</i> , and a barnacle-encrusted +2 <i>scimitar</i>
8th	90 pp, 700 gp, 720 sp, 640 cp, 12 art objects worth 50 gp each, 1d4 <i>potions of greater healing</i> , and 1d4 + 4 <i>beads of force</i>
11th	130 pp, 900 gp, 990 sp, 880 cp, 16 art objects worth 50 gp each, 1d4 <i>potions of greater healing</i> , and a <i>cube of force</i> with heavily clouded faces (the user must determine which face does what by trial and error)

details). As long as the characters don't do anything overly suspicious, the pirates will mistake them for senior members of Captain Ashthorn's crew; if the sentries are present, however, they'll grill the characters for information. The sentries can be convinced that the characters belong in the cove with a successful DC 15 Charisma (Persuasion) check. If the characters have taken steps to disguise themselves or mention Xar'ath's name in conversation, this check is made with advantage.

**Development: Kidnapped Noble's Daughter.** Alyssa Hargrove (noble) was recently kidnapped by the pirates in a daring port raid. She is unharmed. Several pirates (bandits) are guarding her; they explain that her ransom is going to make them all rich. If freed, she insists on killing Captain Ashthorn—and any other pirate that gets in her way.

**Development: The Reluctant Pirate.** Kiel Whitmore (commoner) joined Captain Ashthorn's crew on a whim, but has since regretted his choice. He's currently scrubbing the floor of the tavern with a small brush. If he suspects the characters aren't part of the crew, he asks them to return him home to his sister, Hadden Whitmore, in Port Haven.

**Secret: Key to Fury's Rest.** The key to the door to Fury's Rest is hidden behind a wood panel under the bar. A character searching the bar can make a DC 20 Wisdom (Perception) check. On a success, they find the foldaway panel. The pirate serving drinks behind the bar must be distracted, bribed, or otherwise convinced to stand aside before it can be searched.

**Obstacle: Opening the Door to Fury's Rest.** The door to area 8 is locked, but the characters might be able to find a solution while talking to the pirates in the Crimson Tavern. A few of the pirates are idly joking

about blowing the door apart with a cannon. They can be convinced to go through with their plan with a successful DC 15 Charisma (Persuasion) check. If Bones McGillicuddy (see page 22) is accompanying the characters, he attempts to rally the drunk pirates to his cause. Unless the characters help him out with a successful DC 15 Charisma (Persuasion) check, the pirates laugh him out of the tavern.

## P8 – Fury's Rest

As the characters enter the area, read or paraphrase the following:

Upon a lake of seawater lies your quarry: the pirate vessel, *Corsair's Fury*. It's been heavily damaged. Wooden scaffolding surrounds the ship.

The ceiling in this area is 60 feet high.

**Hazard: Scaffolding.** The scaffolding surrounding the ship rises 40 feet in the air. Climbing the scaffolding is a simple task that does not require an ability check. Whenever a character dashes on the scaffolding or is struck by a weapon or spell while standing or climbing on the scaffolding, they must succeed on a DC 12 Dexterity saving throw or fall into the lake below, taking 3 (1d6) bludgeoning damage for every 10 feet fallen and landing prone. During low tide, the water level is 20 feet lower, causing an additional 7 (2d6) bludgeoning damage.

**Encounter: Captain Ashthorn.** If the characters entered the area quietly (for example, by unlocking the door), they see Captain Ashthorn directing his crew along the scaffolding surrounding the ship, giving the characters an opportunity to climb the scaffolding without being noticed. If they entered the area noisily (for example, by blowing the door apart with a cannon), then

## AREA P8 ENCOUNTER

Adventure Level	Encounter
3rd	Captain Ashthorn ( <b>demon pirate bandit captain</b> ) and 4 <b>demon pirate bandits</b>
5th	Captain Ashthorn ( <b>demon pirate bandit captain</b> ), 2 <b>demon pirate bandit captains</b> , and 4 <b>demon pirate bandits</b>
8th	Captain Ashthorn (demon pirate gladiator), 2 demon pirate bandit captains, and 4 <b>demon pirate bandits</b>
11th	Captain Ashthorn ( <b>demon pirate gladiator</b> ), 3 <b>demon pirate veterans</b> , and 4 <b>demon pirate bandits</b>

Captain Ashthorn commands his crew to begin firing their ranged weapons (if available) from their vantage point.

The nature of the encounter depends on the level of the adventure, as shown in the Area 8 Encounter table.

**Treasure: Corsair's Fury Hoard.** Once Captain Ashthorn is defeated, the characters are free to claim the pirate's hoard in the bowels of the ship. The hoard's contents depend on the level of the adventure, as shown in the Area 8 Treasure table.

**Development: The Corsair's Fury.** Repairing *Corsair's Fury* requires 5,000 gp in raw materials and 2d4 weeks of downtime. If the characters don't wish to claim the ship for themselves, Admiral Nera of Port Haven will retrieve it and press it into service (see Aftermath). If Bones McGillicuddy (see page 22) is accompanying the characters, he assumes command of the ship himself. *Corsair's Fury* uses the statistics of a longship.

## AREA P8 TREASURE

Adventure Level	Treasure
3rd	15 pp, 240 gp, 210 sp, 180 cp, 4 art objects worth 50 gp each, and a grimy set of pipes of the sewers that can never be cleaned, even magically
5th	25 pp, 400 gp, 350 sp, 300 cp, 8 art objects worth 50 gp each, and a <i>portable hole</i>
8th	40 pp, 640 gp, 560 sp, 480 cp, 12 art objects worth 50 gp each, and a cursed <i>handy haversack</i> that causes items placed in it to randomly go missing (at the GM's discretion)
11th	55 pp, 880 gp, 770 sp, 660 cp, 16 art objects worth 50 gp each, and an <i>obsidian steed figurine of wondrous power</i>

## Aftermath

If the characters successfully defeat Captain Ashthorn and his demon patron, Xar'ath, the *Corsair's Fury* remains inoperable; Admiral Nera of Port Haven retrieves the ship and presses it into the city's service. If the characters were forced to retreat from the Crimson Cove, however, then the ship vanishes at the next high tide. 3d4 weeks later, its crew begins raiding shipping vessels and coastal towns once again.

If Captain Ashthorn was defeated but Xar'ath was left alive, then the crew is resurrected as undead servants.

Regardless of what happens with Captain Ashthorn, as long as the characters complete their patron's objective, they're paid as promised. Ω



# S. Sahuagin Temple

A group of overzealous sahuagin have assaulted the Sunken Temple, a mysterious location on the ocean floor rumored to hold great and terrible power. The party is sent to stop the sahuagin and regain control of the temple.

## Background

The Deep Dwellers, a radical faction of aquatic creatures, view themselves as the true inheritors of Port Haven. The Dwellers' leader, a fierce merrow warrior named Kaela, has sent a force of sahuagin to seize control of the Sunken Temple, an ancient site of incredible power.

With the temple's power, Kaela seeks to flood Port Haven, driving out the "air-breathers" and claiming the town for the Dwellers.

The sahuagin force expected minimal resistance from the temple's single protector, but Nami has proven to be a serious problem and has slowed them down enough to give the party sufficient time to stop the sahuagin's plans.

The sahuagin have activated two of the temple's four focus chambers. In desperation, Nami has destroyed a third, but with the activation of the fourth and final chamber, the zealots will have all the power they need to flood Port Haven.

## The Sunken Temple

The Temple was created centuries ago by an ancient being to help the local populations control the tides and protect seafarers. The temple's power was misused, and the being used its might to sink the temple beneath the waves.

The temple became a site of pilgrimage for many aquatic creatures. However, such creatures have no use for the temple's power, which was never used again.

## Reaching the Sunken Temple

The sahuagin have already begun activating the temple's power, and the waters around Port Haven have become extremely violent, forcing the majority of the locals to seek shelter.

As its name suggests, the temple is beneath the waves in a partially submerged ward of Port Haven. To reach the temple, the characters must be able to breathe underwater for at least 10 minutes. Due to its unique situation, several shops in Port Haven sell potions of water breathing for only 10 gp each.

Approaching the temple takes a character 10 minutes of swimming (halved for a character with a swimming speed). Characters can quickly locate the primary entrance (the portico) into area 1. By whatever means they arrive, read or paraphrase the following text as the characters approach the temple.

Through the murk comes the warm blue glow of a hemispherical bubble that encases a circular portico building.

The small, domed roof is held aloft by eight stone pillars, each intricately carved with images. Moreover, no water exists within the magical bubble.

## The Portico

If a character touches the bubble, they will feel a slight pressure but can force their way



## ALTERNATIVE ENTRANCE ENCOUNTER

Adventure Level	Encounter
3rd	2 hunter sharks
5th	1 giant shark and 1 hunter shark
8th	2 giant sharks
11th	3 giant sharks

inside with little trouble. No liquid can pass the barrier, so a character that passes through it is instantly dried. (This does not include any liquids held within a container, such as potions or drinking water.)

The portico is a simple structure surrounding a staircase leading down into the seabed. Images on the pillars depict the eight phases of the moon.

### Alternative Entrance

If a character spends at least 10 additional minutes searching the seabed and succeeds on a DC 15 Wisdom (Survival) check, they can also locate a tunnel that leads into area 5. Traversing this tunnel requires an additional 10 minutes underwater.

**Encounter: Sharks.** The sahuagin used this entrance to enter the temple and left a rearguard to cover any possible retreat. The nature of the encounter depends on the level of the adventure, as shown in the Alternative Entrance Encounter table.

### General Features

Unless stated otherwise, the Sunken Temple has the following features.

**Activation Nodes.** Until recently, the temple housed four nodes used to activate and control the temple's power. Nami

destroyed one of these to stop the sahuagin from claiming it. Activating or deactivating a node requires the same process, which can be discovered with a successful DC 10

Intelligence (Arcana) check. A creature must be in contact with a node for 1 minute and either expend a spell slot equal to one-third their character level (rounded up) or reduce their current hit points and hit point maximum by an amount equal to three times their character level (their hit point maximum returns to normal when they finish a long rest). Touching each node activates an additional effect noted in each area.

**Architecture.** The temple is carved into the rock of the seabed. Every wall is carved in intricate designs or holds murals venerating a god or goddess of the sea or powerful sea creatures. Most of these images have flaked away.

**Doors.** Doors in the temple are made of 3-inch-thick stone. They are unlocked but heavy, requiring an action and a successful DC 10 Strength (Athletics) check to open.

**Illumination.** Usually, the temple is lit with magical flames, but Nami deactivated these in the hopes of slowing down the invaders. Areas are dark, and any read-aloud text assumes the characters have darkvision or a light source.

**Enhanced Sahuagin.** The sahuagin shaman has used magic to enhance some of his warriors. Whenever a sahuagin is presented with an alternative stat block (such as an ogre), it retains its walking and swimming speeds, darkvision, ability to speak Sahuagin, and Blood Frenzy, Limited Amphibiousness, and Shark Telepathy traits, and it loses any additional traits that stat block has.

**Partially Submerged.** Parts of the temple are partially filled with seawater. This water is 3 feet deep and is murky enough to be considered lightly obscured.

## Keyed Locations

The following locations are keyed to the map of the Sunken Temple on page 8.

### S01 – Entrance Chamber

A beautiful mosaic that depicts the relationship between the goddess of the sea and the god of the moon covers the central portion of this area. Two statues representing these two deities stand at the northern and southern ends of the room. A pool of 3-foot-deep seawater surrounds this mosaic.

**Encounter: Elementals.** The sahuagin have left elementals to guard this area against invaders. The nature of the encounter depends on the level of the adventure, as shown in the Area 1 Encounter table.

**Western Door.** This door was sealed shut by Nami's magic and is impossible to push open but can be blasted clear. The door has AC 17, 50 hit points, and immunity to poison and psychic damage as well as all nonmagical damage.

**Feature: Statue of the Moon God.** This statue resembles a monstrous creature holding a trident in its left hand. Two orbs float on either side of the right hand; one globe resembles the sun, the other the moon. Any character with proficiency in the Arcana skill will notice that the placement of the orbs will match the respective distances of these celestial bodies from the planet.

### S02 – East Antechamber

This small area leads to two of the focus chambers and is used to channel the power from these chambers into the central chamber (area 1). The floor is inlaid with spirals made of jade that are alight with a green glow. This illumination is created by the energy that passes through the chamber.

**Hazard: Noxious Gas.** Once they had

### AREA S01 ENCOUNTER

Adventure Level	Encounter
3rd	8 steam mephits
5th	3 steam mephits and 1 water elemental
8th	2 water elementals
11th	3 water elementals

### EXPLOSIVE GAS (S01)

Adventure Level	Fire Damage
3rd	10 (3d6)
5th	17 (5d6)
8th	28 (8d6)
11th	38 (11d6)

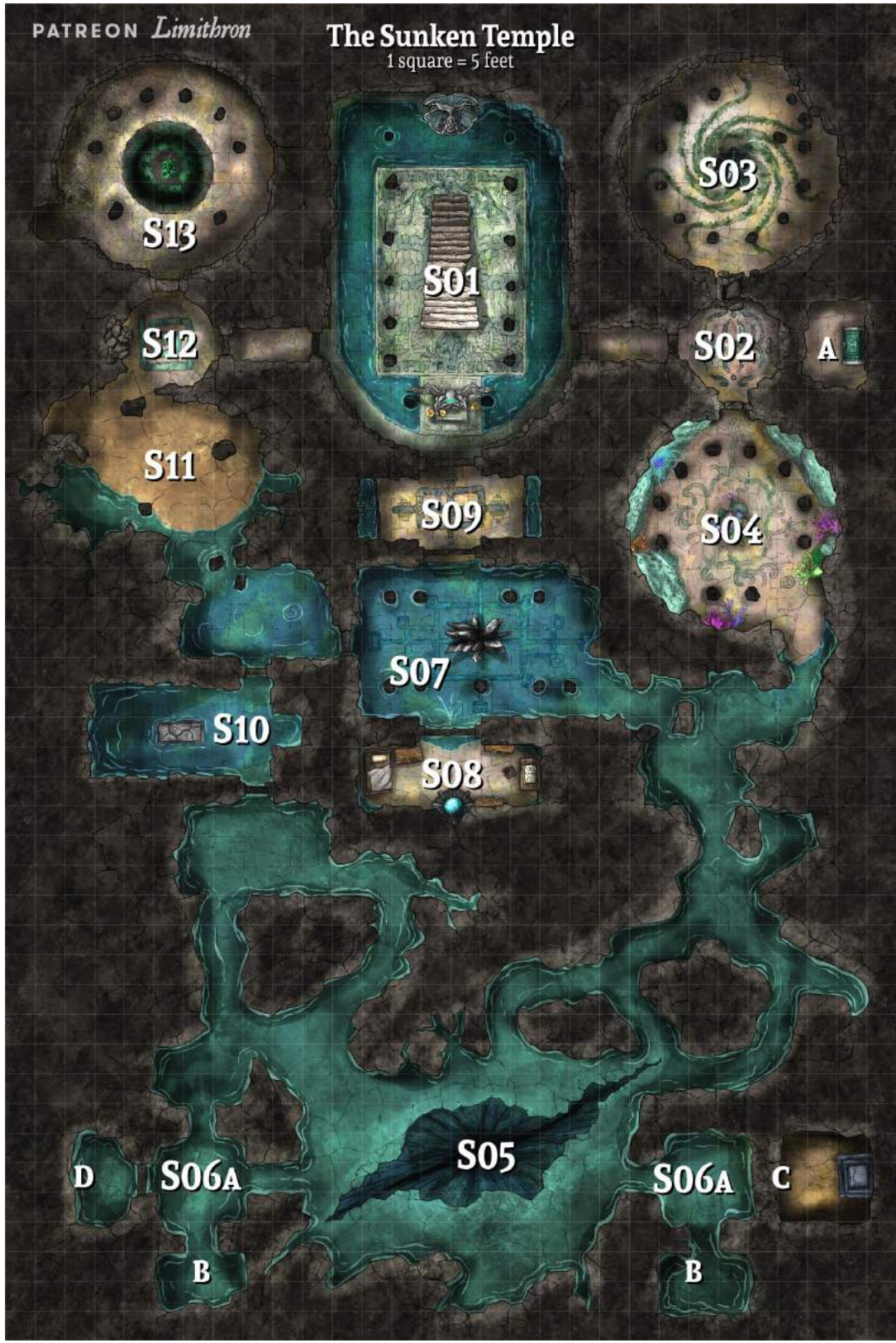
activated the northern focus chamber, the sahuagin detonated an ether explosive, collapsing the doorway into area 3. This explosive has left a poisonous gas present in the area.

The gas is invisible, but a character with a passive Wisdom (Perception) score of at least 13 will notice a sharp smell of ammonia. If a creature inhales this gas, it must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the creature falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

Additionally, this gas is flammable. If an open flame comes into contact with the gas, it explodes, consuming the remaining gas. All creatures within the room must succeed on a

# The Sunken Temple

1 square = 5 feet



Luke Stratton



## AREA S02A TREASURE

Adventure Level	Treasure
3rd	Assorted coins with a combined value of 118 gp and 5 gems worth 10 gp each
5th	Assorted coins with a combined value of 418 gp and 5 gems worth 25 gp each
8th	Assorted coins with a combined value of 718 gp and 5 gems worth 50 gp each
11th	Assorted coins with a combined value of 1,018 gp and 5 gems worth 100 gp each

damage and be knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone. The amount of damage dealt depends on the level of the adventure, as shown in the Explosive Gas table.

**Obstacle: Collapsed Doorway.** The entrance into area 3 is blocked with rubble. The rubble has AC 15, 25 hit points, and immunity to poison and psychic damage. Clearing enough debris by hand to enter the room requires 1 hour of hard labor. Alternatively, the wreckage can be blasted away with sufficient damage.

**Secret: Hidden Entrance.** A 5-foot-cube section of the eastern wall that separates this area from area 2a is an illusion. This can be found with a successful DC 20 Intelligence (Investigation) check.

## S02a – Hidden Treasury

This small area is used to hold offerings. The offerings are stored in a large chest. Nami carries a key to this chest on her person. Alternatively, the chest can be picked open with a successful DC 15 Dexterity check using proficiency in thieves' tools.

**Treasure: Chest Contents.** The nature of the treasure depends on the level of the adventure, as shown in the Area 2a Treasure table.

## S03 – Full Moon Chamber

This chamber is used to activate one aspect of the temple's power. In its heyday, this chamber was used to imitate the full moon's effects, increasing the size of the local tides.

Read or paraphrase the following text.

This circular room is ringed with ornate pillars, two having collapsed. The chamber floor is a mural of green spirals, and in the very center is an obsidian obelisk that hums gently.

**Node: Obsidian Obelisk.** The obelisk is the focal point of the energy created by this chamber; it is also the activation node. The sahuagin shaman has already activated this node. If a character touches the obelisk (when trying to deactivate it, for example), they trigger the additional effect. The character temporarily gains a +1 bonus to all attack rolls, ability checks, and saving throws using one ability score (determined randomly). This effect lasts for 1 hour. Once this effect is triggered, it can't be triggered again for 1 hour.

### AREA S04 ENCOUNTER

Adventure Level	Encounter
3rd	1 sahuagin brute ( <b>ogre</b> )
5th	1 sahuagin brute ( <b>hill giant</b> )
8th	1 sahuagin brute ( <b>stone giant</b> )
11th	1 sahuagin brute ( <b>fire giant</b> without immunity to fire damage)

### RAINBOW CORAL (S04)

Adventure Level	Radiant Damage
3rd	7 (2d6)
5th	14 (4d6)
8th	21 (6d6)
11th	28 (8d6)

## S04 – Bloodied Cavern

This chamber is used to activate another aspect of the temple's power. In its heyday, it was used to imitate the effects of the spring tide, increasing the frequency of the local waves. If characters enter this area, read or paraphrase the following text.

This circular room is ringed with ornate pillars, two of which are missing. The floor of the chamber is a mural of green tendrils that resemble those of an octopus. In the middle of the room is a bush of vibrantly-colored coral that glows in a kaleidoscope of hues and patterns.

Standing guard by the southern entrance is a massive sahuagin who raises its weapon and charges towards the party.

**Encounter: Sahuagin Brute.** This sahuagin has been enhanced with magic into a massive, ferocious warrior. The nature of the encounter depends on the level of the adventure, as shown in the Area S04 Encounter table.

**Node: Rainbow Coral.** The coral bush is the focal point of the energy created by this chamber; it is also the activation node. The sahuagin shaman has already activated this node. If a character touches the bush (when trying to deactivate it, for example), they trigger the additional effect. A good-aligned character that touches the bush is immediately infused with positive energy, gaining the benefits of the *bless* spell for 1 hour; an evil-aligned character who touches the bush is instead burned by this energy, instantly taking radiant damage. Once this effect is triggered, it can't be triggered again for 1 hour. The amount of damage dealt depends on the level of the adventure, as shown in the Rainbow Coral table.

## S05 – The Rift

This otherwise empty area is partially submerged. A deep rift that leads outside the temple is hidden beneath the murky water.

**Sahuagin Guards.** Unless the characters approach this area stealthily (such as through the rift), the sahuagin in area S06 will attempt to ambush them by submerging themselves beneath the murky water.

**The Rift.** The sahuagin know about the rift. If the characters encounter the sahuagin in areas S05 or S06, they will attempt to drag weaker-looking characters into the rift to drown them.

## S06 – Aquatic Quarters

This area comprises several small rooms. Many pilgrims who visit the Sunken Temple are aquatic creatures, so these rooms would typically serve as a resting place for visitors. This area is subdivided for ease.

### S06a – Sahuagin Guardposts

The sahuagin have guards stationed near the rift to protect their escape route and look after their shark mounts.

**Encounter: Sahuagin Guards.** Both of these rooms house the same number of sahuagin guards. In the 5th-level version of the adventure or higher, if the sahuagin lose half their numbers, they will attempt to free their shark mounts in area S06b and flee. The nature of the encounter depends on the level of the adventure, as shown in the Area 6a Encounter table.

**Secret: Hidden Entrances.** In the walls leading to areas S06c and S06d, a 5-foot-cube section of the wall is an illusion. Noticing either illusion requires a successful DC 20 Intelligence (Investigation) check.

### AREA S06A ENCOUNTERS

Adventure Level	Encounter
3rd	3 sahuagin
5th	2 sahuagin guards ( <b>merrow</b> ) and 2 sahuagin
8th	2 sahuagin veterans and 2 sahuagin guards ( <b>merrow</b> )
11th	3 sahuagin veterans and 2 sahuagin guards ( <b>merrow</b> )

### AREA S06B ENCOUNTERS

Adventure Level	Encounter
3rd	1 Large reef shark
5th	2 Large reef sharks
8th	1 Large reef shark and 1 hunter shark
11th	3 hunter sharks

### S06b – Shark Pens

The sahuagin's underwater mounts are kept in these rooms.

**Encounter: Shark Mounts.** In each of these areas is the same number of shark mounts. The nature of the encounter depends on the level of the adventure, as shown in the Area S06b Encounter table.

### S06c – Hidden Shrine

The entrance to this area is hidden by an illusion. See area S06a for details.

This shrine is dedicated to a minor sahuagin deity of the sea and was kept hidden to avoid upsetting other pilgrims—just one more reason that the Dwellers sought to seize control of the Temple. The sahuagin

## AREA S06C ENCOUNTER

Adventure Level	Encounter
3rd	1 <b>gray ooze</b>
5th	1 <b>ochre jelly</b>
8th	1 <b>black pudding</b>
11th	1 <b>black pudding</b> with 130 hit points

removed the deity's statue from the shrine and placed it in area 7.

**Encounter: Ooze.** The sahuagin have left a nasty surprise for anyone entering this secret shrine. An ooze hides above the entrance to the shrine, ready to drop down onto any unsuspecting intruder. The nature of the encounter depends on the level of the adventure, as shown in the Area S06c Encounter table.

## S06d – Hidden Stash

The entrance to this area is hidden by an illusion. See area S06a for details.

The temple's protector, Nami, keeps a stash of valuable items hidden in this area for emergencies.

**Secret: Hidden Cache.** The cache is kept in a small waterproof pouch hidden under the water. The bag can be found with a successful DC 15 Intelligence (Investigation) check. The nature of the treasure depends on the level of the adventure, as shown in the Area 6d Treasure table.

## AREA S06D TREASURE

Adventure Level	Treasure
3rd	5 gems worth 10 gp each
5th	5 gems worth 25 gp each
8th	5 gems worth 50 gp each
11th	5 gems worth 100 gp each

## AREA S07 ENCOUNTER

Adventure Level	Encounter
3rd	1 <b>sahuagin</b> mounted on 1 <b>Large reef shark</b>
5th	1 sahuagin guard ( <b>merrow</b> ) mounted on 1 <b>hunter shark</b>
8th	2 sahuagin guards ( <b>merrow</b> ) mounted on 2 <b>hunter sharks</b>
11th	2 sahuagin <b>veterans</b> mounted on 1 <b>giant shark</b>

## S07 – Chapel

This area is a secondary chapel used to venerate a lesser deity. The sahuagin have destroyed the statue of this being and replaced it with the one they took from area 6c.

**Encounter: Sahuagin Guard.** Mounted sahuagin guard the chapel. The nature of the encounter depends on the level of the adventure, as shown in the Area 7 Encounter table.

**Treasure: Loot.** The sahuagin carry gems pried from the statue they destroyed. The nature of the treasure depends on the level of the adventure, as shown in the Area 7 Treasure table.

## AREA S08 ENCOUNTER

Adventure Level	Encounter
3rd	1 <b>giant scorpion</b>
5th	1 <b>invisible stalker</b>
8th	1 <b>cloaker</b>
11th	2 <b>invisible stalkers</b>

### S08 – Protector Nami’s Chambers

The temple’s protector, Nami, typically uses this chamber. There is a small bed, a desk containing religious texts, and shelves holding numerous romantic novels. There is also an orb made of a silvery blue metal that hovers above the ground.

**Encounter: Nasty Surprise.** Unable to use the orb, the sahuagin shaman left a nasty surprise here for any intruders. The nature of the encounter depends on the level of the adventure, as shown in the Area S08 Encounter table.

**Treasure: Orb of Augury.** The orb is a magical device that allows a creature to contact the gods. Once per day, the orb can be used to cast the *contact other plane* spell. Nami used this to send for aid when the sahuagin attacked, so the device will need time to recharge.

### S09 – Cleansing Chamber

This ornate antechamber is used for cleansing. Pilgrims are expected to enter this area and ritually cleanse in the tidal waters of the region. There is nothing of interest here.

### S10 – Tomb of the Guardian

This cold, dark chamber holds the remains of the temple’s previous protector, a merrow

## AREA S10 TREASURE

Adventure Level	Treasure
3rd	+1 <i>trident</i>
5th	<i>trident of fish command</i>
8th	<i>vicious trident</i>
11th	+2 <i>trident</i>

warrior known as Ss-shtak. The guardian’s name is carved in Aquan on the lid of the otherwise unadorned sarcophagus.

**Treasure: Ss-shtak’s Weapon.** In addition to the remains of Ss-shtak, the coffin contains the merrow’s magical weapon. The nature of this weapon depends on the level of the adventure, as shown in the Area 10 Treasure table. Taking this weapon will dishonor the tomb and gain Nami’s hostility, should she witness a character wielding it.

### S11 – Neap Tide Chamber

Unable to stop the sahuagin, Nami destroyed the node in this chamber, completely demolishing the room. This chamber was used to activate another aspect of the temple’s power. In its heyday, this chamber was used to imitate the effects of the neap tide, increasing the duration of the local waves. If characters enter this area, read or paraphrase the following text.

The walls of this room still sizzle with heat from some magical blast that has destroyed its contents and shattered the chamber. The floor is littered with the remains of a half-dozen sahuagin, and across the room, you can see a single defender battling at least as many sahuagin warriors.



## AREA S11 ENCOUNTER

Adventure Level	Encounter
3rd	5 sahuagin fighting Nami (priest)
5th	8 sahuagin with 36 hit points each fighting Nami (priest)
8th	6 sahuagin cult fanatics fighting Nami (mage)
11th	5 sahuagin veterans and 1 water elemental fighting Nami (mage)

Hopelessly outnumbered, she cannot stop a slim, brightly scaled sahuagin from slipping past her into the room beyond.

**Encounter: The Protector.** Unless one or more of the other nodes have already been deactivated, the sahuagin must only activate one more node. Outnumbered, Nami failed to stop the sahuagin shaman from reaching the final node, and there are only moments left until he activates its power. The nature of this encounter depends on the level of the adventure, as shown in the Area 11 Encounter table.

- Nami is a high elf swordmage. She is proud and commanding. Nami has the following changes to her stat block:
- She carries an elven longsword (a longsword with the finesse property), which she is proficient with. In the 11th-level version of the adventure, this longsword is a *flame tongue* (deals an extra 2d6 fire damage on a hit).
- She has only half her hit points left (rounded down).
- She has used all of her highest-level spell slots and half of her spell slots from each other level (rounded down).



If the sahuagin forces are neutralized and Nami is still standing, she dashes into area A13, hoping to stop the shaman.

## S12 – West Antechamber

This small area leads to two of the focus chambers and is used to channel the power from these chambers into the central chamber (area 1). The floor is inlaid with a spiral of jade that is alight with a green glow. This illumination is created by the energy that passes through the chamber.

## S13 – New Moon Chamber

This chamber is used to activate another aspect of the temple's power. The chamber imitates the new moon's effects, increasing the size of the local tides.

If characters enter this area, read or paraphrase the following text.

## AREA S13 ENOUCNTER

Adventure Level	Encounter	Additional Spell
3rd	1 sahuagin shaman ( <b>priest</b> )	<i>blur</i>
5th	1 sahuagin shaman ( <b>priest</b> with 45 hit points)	<i>spirit guardians</i>
8th	1 sahuagin shaman ( <b>mage</b> )	<i>greater invisibility</i>
11th	1 sahuagin shaman ( <b>mage</b> )	<i>wall of stone</i> (which covers the top of the pit)

This circular room is ringed with ornate pillars, two of which have been shattered. In the center is a pit. Green light glows from within the cavity, and the sound of humming builds within it.

**Node: New Moon Crystals.** Within the pit is a ring of glowing, green crystals. These crystals are the focal point of the energy created by this chamber and act as the activation node.

**Encounter: Sahuagin Shaman.** The sahuagin shaman has only just reached this chamber but has already started the process of activating the node. When the characters arrive, there is little time left to stop the node's activation. Exactly how long is up to you, but between three and five rounds is recommended. The characters must break the sahuagin's contact with the crystals to stop the shaman from activating the node.

If the sahuagin successfully activates all three nodes, a massive tsunami destroys Port Haven, leaving it submerged.

When the shaman touched the crystals, he

triggered the additional effect, which can't be activated again for 1 hour. The shaman is warded against attacks, as if by the *sanctuary* spell. This effect lasts for 1 hour, or until the shaman makes an attack, casts a spell that affects an enemy, or deals damage to another creature. The shaman has also cast an additional spell to ward itself. The nature of the encounter and the additional warding spell depend on the level of the adventure, as shown in the Area 13 Encounter table.

## Aftermath

If the characters stop the sahuagin, the town is saved, and they are generously rewarded by their patron and the people of Port Haven, who quickly learn how close they came to ruin.

Should the party fail, their return journey to the surface is troublesome; the distance to the surface has increased, and the party must journey for miles to find a safe haven to make landfall. What's more, their efforts will remain unrewarded.

Whether the Deep Dwellers' plans were foiled or not, they remain a threat. Ω



# T. Dragon Turtle Grotto

*Written by Ellie Hogan*

In this adventure, the characters must find the Grotto where dragon turtles lay their eggs. There, they will have to navigate the fickle tides as well as the traps left by the dragon turtle's allies.

## Background

Dragon turtles are typically solitary creatures, each with their own territory that they defend violently. Not much can overcome a dragon turtle's territorial nature, but the safety of their offspring aligns even the meanest of these beasts. Dragon turtles share a common nesting ground where their eggs can incubate in safety and their offspring can spend their early years protecting each other. The waters around Port Haven have a higher concentration of dragon turtles than nearly anywhere else in the ocean thanks to the presence of this nesting ground.

Although most locals are aware that a nesting ground must be near, very few are able to find its exact location without provoking the wrath of the adult dragon turtles. However, there are a few groups who successfully coexisted with the dragon turtles.

The first group lived long ago and venerated the dragon turtles. They were a rare subspecies of aquatic elf who used the Grotto as a religious headquarters where they divined the future from the stars and protected the dragon turtle offspring with their lives. They died out decades ago, but some of their protections remain to this day.

The second group was a fearsome band of pirates led by Elizabeth the Scorching. They were permitted to store their loot in the

Grotto in return for attacking any other ship that came near—a mutually beneficial arrangement. However, the pirates recently provoked a fight they couldn't win and were all killed, leaving their loot ripe for the taking.

## The Grotto

The Grotto is a series of partially flooded caverns worn into the side of a limestone cliff. Its location is a closely guarded secret, known only to the dragon turtles who lay their eggs there and a handful of their trusted allies.

## Locating the Grotto

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The exact location of the dragon turtle nesting ground is unknown and must be found using a skill challenge.

A skill challenge simulates a task requiring more time and effort than a single ability check. In its simplest form, the characters make a series of ability checks to earn a required number of successes before accumulating a maximum number of failed checks—similar to how death saving throws work.

This skill challenge consists of the following elements:

**Time Requirement.** Each check represents one day of searching.

**Difficulty.** The DC for primary checks equals 10 plus half the adventure's level (rounded down). Add 5 to the DC for secondary checks.

**Complexity.** The characters and their allies must succeed on five ability checks related to this skill challenge before accumulating three failures. If the characters

succeed on the skill challenge they are able to find The Grotto. If they fail the skill challenge they are unable to find the Grotto and must begin their search anew.

**Primary Checks.** When the characters partake in a skill challenge, they may commit any ability check they like to the skill challenge. Certain ability checks, however, lend themselves better to a successful outcome than others. These ability checks are primary checks and usually have a lower DC than their secondary checks. The primary checks for this skill challenge are Intelligence (Nature), Wisdom (Perception), and Wisdom (Survival).

**Secondary Checks.** Secondary checks represent all the skills the characters may use to participate in a skill challenge that aren't considered primary checks. The main reason for the disparity between primary and secondary is that primary checks are a little more "obvious" in their function.

**Other Conditions.** A character that has proficiency with navigator's tools can use their proficiency bonus in Wisdom (Survival) checks. A character with proficiency in both the Survival skill and with navigator's tools makes any Wisdom (Survival) checks with advantage.

**Consequences.** Each time a character fails a skill check as part of this skill challenge, they experience a random encounter. Roll on the appropriate Random Encounters table on page 15 to determine what they encounter.

## General Features

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Unless stated otherwise, the Grotto has the following features.

**Architecture.** The Grotto is a natural cave system worn into the coastal limestone cliffs. The ceilings range from 8 to 15 feet in most

rooms. While the caves are durable it is possible to accidentally or purposefully collapse them. Any time the walls or ceiling of the caves are exposed to a single effect dealing 50 damage or more (excluding poison and psychic damage), roll a d4. On a result of 1, the walls or ceilings of the room collapse.

**Collapse.** Any creature within a room when it collapses must make a DC 15 Dexterity saving throw, taking bludgeoning damage on a failed save, or half as much damage on a successful one, as tons of rock crash down onto them. The amount of damage is determined by the level of the adventure as detailed in the Collapse Damage table. A creature that fails its saving throw is restrained by the rubble. The restrained creature can free itself with a successful DC 30 Strength (Athletics) check. A creature unable to escape from the rubble can be carefully extracted with an hour of work. Of course, spending this much time on a task may put them at risk of drowning as the water levels rise!

**Illumination.** There are no light sources in the Grotto.

**Magical Protections.** Most of the cavern is unprotected, but areas 9 and 10 are warded by a private sanctum conferring the following benefits:

- Sensors created by divination spells can't appear inside the protected area or pass through the barrier at its perimeter.
- Creatures in the area can't be targeted by divination spells.
- Nothing can teleport into or out of the warded area.
- Planar travel is blocked within the warded area.
- The stone around the cavern is also enchanted such that it is immune to all transmutation effects.

## COLLAPSE DAMAGE

Adventure Level	Bludgeoning Damage
3rd	5 (1d10)
5th	11 (2d10)
8th	27 (5d10)
11th	55 (10d10)

**Tidal Flooding.** The Grotto is flooded for most of the day and is only fully dry for 1 hour during low tide. Over the following 4 hours, the caverns slowly fill with water; they are traversable on foot but are difficult terrain. For 1 hour at high tide, most of the areas within the Grotto are fully submerged.

## Keyed Locations

The following locations are keyed to the maps of the Grotto on page 86.

### T01 – Flooded Entrance

Tucked within a secluded cove, the Grotto's entrance is a yawning, flooded opening in a sheer limestone cliff. The jagged rocks around the entrance make it appear as if the cave were a massive dragon's mouth, waiting to snap down on anyone who enters.

The easiest way to approach the Grotto is using a rowboat, as the water near the entrance is too shallow for all but the smallest of ships. There are no paths leading to the entrance from land, but the 80-foot-high cliffs are relatively easy to climb, requiring only a DC 10 Strength (Athletics) check.

The rocks at the bottom of the entrance form a dry path at low tide. A small tunnel at the far side of the entrance leads deeper into the cave system. An observant character will realize that the tunnel is far too small for a

dragon turtle to fit through.

The floor of the cavern is smooth and has no barnacles or plants growing on the surface. A character that succeeds on a DC 12 Intelligence (Nature) check knows that this only happens if the rocks are regularly scraped, such as by the shell of a dragon turtle.

**Encounter: Cavernous Lurkers.** A group of monsters lives in the entrance. They are careful to make themselves scarce whenever a dragon turtle shows up, but attack anyone else who intrudes.

The nature of the encounter depends on the level of the adventure, as shown in the Area T01 Encounter table. Monsters marked with an asterisk use their normal stat block but have a swimming speed equal to their walking speed and can breathe underwater.

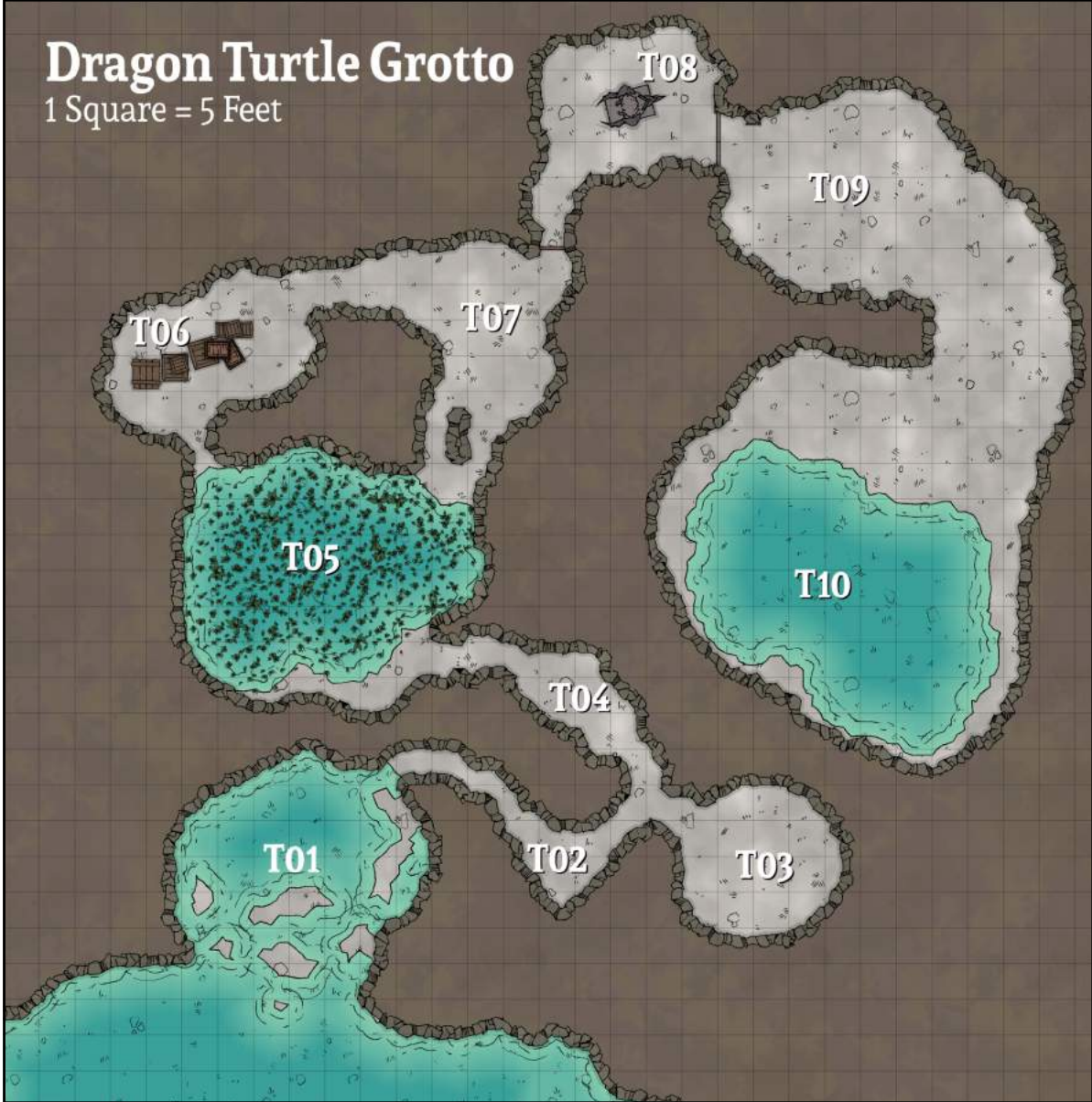
**Secret: Watery Tunnels.** A character that enters the water at the far side of the cavern or that succeeds on a DC 18 Wisdom (Perception) check notices a very large submerged tunnel leading deeper into the Grotto. This winding tunnel has been worn smooth from countless dragon turtles pushing their way through. It is 100 feet long and leads directly to the submerged entrance (area T10).

### AREA T01 ENCOUNTERS

Adventure Level	Encounter
3rd	1 <b>water elemental</b>
5th	1 <b>water elemental</b> and 1 <b>grick*</b>
8th	2 <b>water elementals</b>
11th	3 <b>water elementals</b>

# Dragon Turtle Grotto

1 Square = 5 Feet



## T02 – Bloated Corpse

The entrance tunnel snaking deeper into the limestone cliff has a foul smell coming from it. The cause becomes evident as the characters proceed deeper: something very large and very dead has washed into the tunnel and is blocking the way forward.

**Hazard: That’s Nasty.** The corpse of an unidentifiable creature washed into the cavern as the tide came in. As it began to decompose, it bloated and became wedged in. Now the characters will have to find a way to remove it before they can continue forward. The corpse is a huge object with AC 8, 80 hit points, and immunity to poison and psychic damage. Unless the characters are able to obliterate the entire corpse in a single blow, such as with the disintegrate spell, damaging the corpse fills the tunnel with putrid gases. If the characters deal damage with an area of effect, they run the risk of collapsing the entire tunnel (see General Features). The corpse is very delicate. Any attempt to physically move the corpse causes the decomposing flesh to rupture and release the putrid gases from within.

**Hazard: Putrid Gases.** If the corpse is damaged it deflates with a loud, wet, farting noise and fills the tunnel with putrid gases. These gases last until they are washed away by the next high tide. While the gases linger, any creature in the area is exposed to the bloat pox disease (see below).

**Hazard: Bloat Pox.** Bloat pox is a nasty magical disease caused by exposure to the rotting corpses of magical creatures. When a creature starts its turn in an enclosed area with the rotting corpse of such a creature, it must succeed on a Constitution saving throw or become infected. The DC for the save starts at 13 and increases by 1 for each minute

the creature remains exposed; it resets to 13 after the creature spends at least 10 minutes outside the enclosed area.

On a failed save, the creature immediately feels nauseous and becomes poisoned. While poisoned in this way, the infected creature can only regain hit points through magical means and has disadvantage on saving throws against spells and other magical effects. Over the course of 1d4 days, the rest of the symptoms manifest as the infected creature becomes bloated and covered in painful, dark purple pustules.

A *lesser restoration* spell suppresses the symptoms of the disease for 24 hours, but the disease itself can only be fully cured with a greater restoration spell or similar magic of 5th level or higher.

## T03 – Observatory

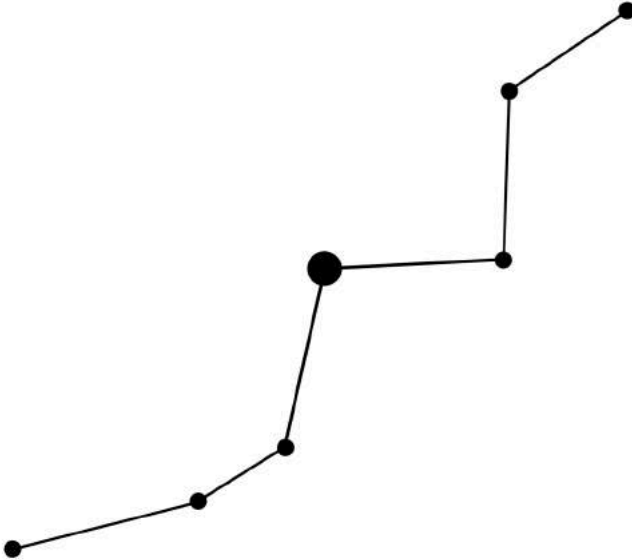
Unlike the rest of the Grotto, the ceiling of this chamber is a smooth dome with a round hole at its center leading towards the surface. Although it may have once offered a clear view to the sky, it is currently completely overgrown with plants. Patchy algae growing on the smooth stone around the hole gives the impression of an abstract painting.

This room was once an observatory for an ancient race of aquatic elves (see Background). They carved their constellations into the smooth ceiling to use as a reference when stargazing. A character that succeeds on a DC 15 Wisdom (Perception) check notices that something is carved into the ceiling below the algae. These carvings can be fully uncovered if the group removes the algae with magic such as prestidigitation or some good old-fashioned elbow grease.

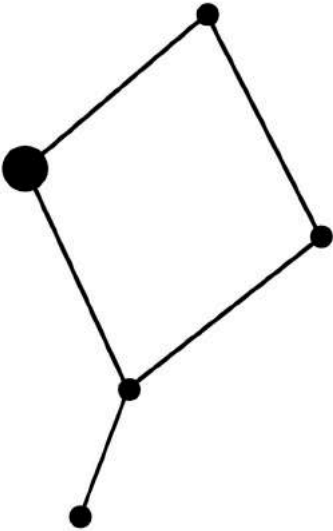
**Secret: Constellations.** Dozens of



# Constellations



Dragon Constellation



Turtle Constellation

constellations are carved into the ceiling and labeled in elegant Elvish writing. A character that can read Elvish can see that the constellations all seem to be named after creatures: owl, turtle, bear, pegasus, dragon, sphinx, etc. If the characters look specifically for a dragon turtle constellation, reveal that although there are constellations named after both the turtle and the dragon, there is no dragon turtle constellation. Share the diagram on page 88 with the characters.

## T04 – Barnacles

The floors, walls, and ceiling of this cavern are completely encrusted with barnacles.

The sharp crustaceans make for treacherous footing and can shred nonmagical footwear and clothing but are otherwise harmless. The entire area is difficult terrain.

## T05 – Low Point

This room slopes steeply down into a 20-foot-deep basin full of vegetation-choked water writhing with slimy, eyeless cave fish.

**Encounter: Tide Pool Dwellers.** The cave fish are deeply unsettling to brush against but are otherwise harmless. The hidden monsters inhabiting the water basin, however, attack anyone who moves through

### AREA T05 ENCOUNTER

Adventure Level	Encounter
3rd	1 plesiosaurus
5th	2 plesiosauruses
8th	1 shambling mound
11th	2 shambling mounds

the room.

The nature of the encounter depends on the level of the adventure, as shown in the Tide Pool Dwellers Encounter table. The shambling mounds here can hold their breath for 1 hour (long enough to survive the high tide).

A 15-foot vertical rise with slippery water plants covering the first 10 feet leads to a higher cavern. This rise requires a successful DC 15 Strength (Athletics) check to climb. On a failure, a character falls into the water below.

## T06 – Pirate Booty

Boxes, barrels, and chests are neatly stacked at the center of the room while a banner decorated with a stylized dragon turtle with a skull and crossbones on its back is tacked to the far wall.

This room is the highest point in the Grotto and is safe from tidal flooding. A character that succeeds on a DC 15 Intelligence (History) check recognizes the banner as the symbol of Elizabeth the Scorching, a famous and recently deceased pirate (see Background).

**Trap: Buried Treasure.** The treasure is protected by a *glyph of warding* (Spell Glyph). The save DC and spell contained within depend on the level of the adventure, as shown in the Buried Treasure Trap table on page 90. The *glyph* itself is inscribed on the floor and is hidden under one of the treasure chests, making it impossible to detect without magic. The *glyph* activates if any creature who is not a member of the pirates enters the room.

If the spell is triggered, any art objects in the Pirate Treasure table are destroyed.

## BURIED TREASURE TRAP (T07)

Adventure Level	Save DC	Spell
3rd	12	<i>burning hands</i>
5th	13	<i>fireball</i>
8th	14	<i>fireball</i>
11th	15	<i>freezing sphere</i>

Additionally, If the spell deals 30 damage or more, the room collapses (see General Features). Collecting the treasure after the room collapses requires 1 week of downtime.

**Treasure: Gimme Dat Booty.** The pirates were very successful and have amassed an impressive amount of wealth. The contents of this stash depend on the level of the adventure, as shown in the Area T07 Treasure table.

## T07 – Danger Door

This cavern is nearly fully above the waterline, only becoming covered by an inch or two of water at high tide. A metal door with an intricate inlay of elves gazing up at the night sky stands slightly ajar at the northern end of the chamber. A sign with a symbol crudely painted onto it is propped up against the door.

A character that knows Thieves' Cant recognizes this as a symbol meaning "danger."

**Secret: Ancient Elves.** A character who succeeds on a DC 15 Intelligence (History) check recognizes this as a depiction of an ancient race of aquatic elves who venerated dragon turtles and placed a great deal of importance on cosmic divination.

## AREA T07 TREASURE

Adventure Level	Treasure
3rd	500 gp; 25 pp; 4 art objects worth 50 gp each; and a <i>cloak of elvenkind</i>
5th	2,500 gp; 100 pp; 4 art objects worth 250 gp each; and a <i>cloak of elvenkind</i>
8th	3,500 gp; 150 pp; 6 art objects worth 250 gp each; and a <i>cloak of elvenkind</i>
11th	10,000 gp; 1,000 pp; 8 art objects worth 250 gp each; and a <i>cloak of elvenkind</i>

## T08 – Shrine

A huge marble statue of a dragon turtle rests at the center of this room. A massive metal door looms large behind it. A sword covered in mysterious black runes that seem to subtly shift over time is jammed into the seam between the two halves of the door, a skeleton crumpled beneath it.

**Treasure: Makeshift Crowbar.** Someone tried to break into the dragon turtle's nesting ground years ago. Evidently, they failed. The skeleton has nothing of value on it, but the sword is a cursed, sentient +1 *longsword*.

**Development: Maldroth.** This sword is sentient and contains the soul of Maldroth, a servant of a Great Old One. Maldroth is neutral evil with an Intelligence of 13, a Wisdom of 9, and a Charisma of 16. The sword has hearing and darkvision out to 120 feet and can communicate with any creature carrying or wielding it. While a creature is attuned to this sword the black runes on the weapon slowly transfer to its user over 1d4 months. When the runes are fully transferred,

Maldroth possesses the creature, gaining total control over the creature's body and memories.

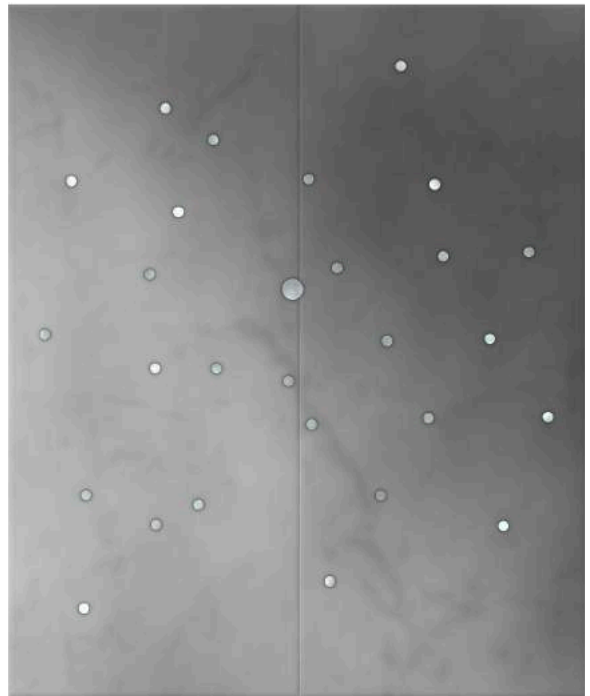
**Treasure: Empty Shell.** A character that succeeds on a DC 15 Intelligence (Investigation) check finds a well-disguised button that, when pushed, causes the shell of the dragon turtle to swing open. Inside is an alabaster-encrusted sextant and a few heavy tomes written in Elvish. The books detail how to use this magical sextant to divine the future. The exact nature of this magical sextant is not detailed in this adventure and is best left as a plot device, but it could lead to one of the other adventures detailed in this book.

**Puzzle: Starry Door.** The heavy metal door is locked with no obvious handle or unlocking mechanism and exudes an aura of strong abjuration magic. While it is locked, nothing short of divine intervention or a *wish* spell can force the door open or damage it. The door has a smattering of pearls inlaid in it, one of which is much larger than the rest. When two of the pearls are simultaneously touched by a living creature (or multiple creatures), a beam of starlight connects them.

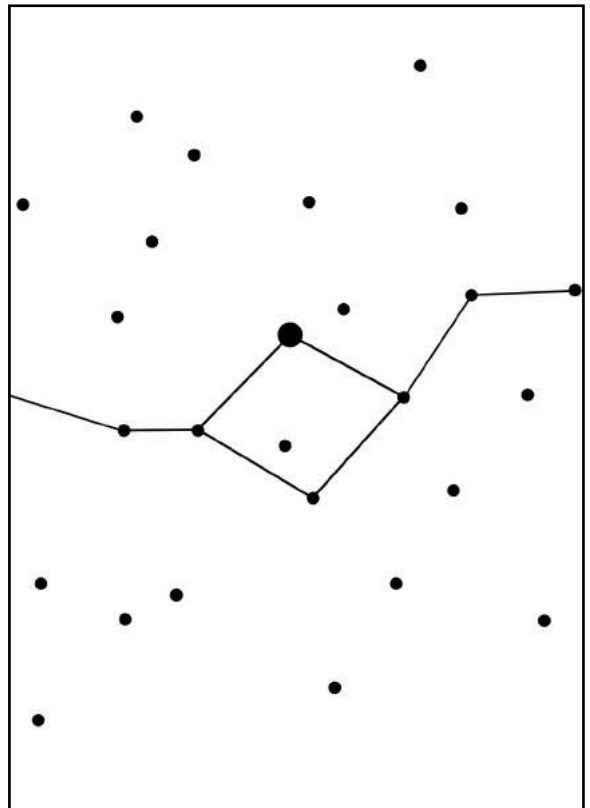
In order to open the door, the dragon and turtle constellations found in the observatory (area 3) must be overlaid on each other (see the Starry Door diagrams). If the puzzle isn't immediately obvious to the players, allow one of them to make a DC 12 Intelligence check. On a success, the character thinks that the constellations in area T03 might have something to do with the door.

**Trap: Searing Starlight.** If two pearls are connected that are not part of the dragon turtle constellation, each creature touching one of the pearls takes 1d6 radiant damage (in the 3<sup>rd</sup>-level version of the adventure) or 11 (2d10) radiant damage (in all other versions of the adventure).

### STARRY DOOR (PLAYER'S VERSION)



### STARRY DOOR (SOLUTION)



The light connecting the pearls lasts for 1 hour, after which the door must recharge for 24 hours before an attempt to open it can be made again.

When the characters successfully recreate the dragon turtle constellation on the door it swings open and allows the characters to access area T09.

## T09 – Gravel Beach

The floor of this cavern is covered in a deep layer of sandy gravel that gently slopes down towards the south.

**Obstacle: Gravel.** The gravel is difficult terrain.

**Treasure: Gold-Digger.** If one or more characters spend at least 10 minutes sifting through the gravel, they discover an egg. Ask the characters how long they wish to sift through the gravel and have them designate a character to make an Intelligence (Investigation) check. The character adds a +2 bonus to the check for every character that assists in the search; for each additional minute spent searching beyond the initial 10, the character can add another +1 bonus to the check (maximum bonus of +10). Refer to the Gravel Beach Treasure table to determine what the characters find.

- *Unfertilized Dragon Turtle Egg.* Dragon turtle eggs are considered a delicacy by the wealthy and can also be used by some alchemists. Each unfertilized egg is worth 50 gp.
- *Fertilized Dragon Turtle Egg.* Overconfident or foolish aristocrats and beast tamers are willing to spend 1000 gp or more on a fertilized egg. An enterprising party may also try to ransom the egg back to a dragon turtle in return for the

### AREA T09 TREASURE

Check Result	Treasure
9 or lower	Nothing
10–15	An fertilized dragon turtle egg
16 or higher	A fertilized dragon turtle egg

location of a sunken ship, assistance in a battle, or some other boon.

## T10 – Submerged Entrance

This absolutely massive cavern has soaring 30-foot-tall ceilings. The floor slopes steeply down to a deep pool of still water.

**Secret: Watery Tunnels.** A character that enters the water or that succeeds on a DC 15 Wisdom (Perception) check notices a very large submerged tunnel leading out of the Grotto. This winding tunnel has been worn smooth from countless dragon turtles pushing their way through. It is 100 feet long and leads directly to the flooded entrance (area T01).

**Encounter: Angry Mamma (11th-Level Only).** In every version of this adventure except 11th, the cavern is empty. In the 11th-level version, when the characters arrive, a single adult **dragon turtle** named Tikkysta (tih-KISS-tuh) is laboriously making her way up the shore towards the gravel beach (area T09) while a handful of curious hatchlings mill around her. While dragon turtles aren't as intelligent as their winged brethren, she is certainly smart enough to realize that she is at a disadvantage fighting on land. Instead of engaging the adventurers inside the Grotto, Tikkysta tries to threaten them into leaving. A

## AREA T10 - ENCOUNTER

Adventure Level	Encounter
3rd	2 dragon turtle hatchlings ( <b>crocodiles</b> )
5th	3 dragon turtle hatchlings ( <b>crocodiles</b> )
8th	5 dragon turtle hatchlings ( <b>crocodiles</b> )
11th	8 dragon turtle hatchlings ( <b>crocodiles</b> )

character who succeeds on a DC If the characters insist on provoking a fight, Tikkysta (a dragon turtle) abandons the hatchlings to their fate and attempts to flee through the watery entrance.

The number of dragon turtle hatchlings the party faces depends on the level of the adventure, as shown in the Angry Mamma Encounter table. Dragon turtle hatchlings use the crocodile stat block, which is marked with an asterisk to indicate the following changes:

- They have the dragon creature type.
- They have darkvision out to a range of 60 feet.
- They can speak and understand Aquan and Draconic, although their vocabulary is limited to that of a toddler.
- Instead of the Hold Breath trait, they have the Amphibious trait. (They can breathe air and water.)

If the characters provoke Tikkysta and she successfully flees from the nesting ground, she swims out through the Grotto's entrance (area T01) 3 rounds later and calls for backup. If the party's ship is within sight, she immediately attacks it from below. Otherwise, she waits for the party out of sight in the water. If the party has no ship and it is clear

that they can easily evade her through flying, teleportation, or other means, Tikkysta reluctantly retreats, vowing vengeance upon them.

## Aftermath

If the characters successfully completed their Adventure Hook objective, their patron rewards them as promised. If they did a good job, their patron may have further work for them, if they're interested.

If the Grotto is destroyed, the local population of dragon turtles decreases significantly as they move to a new nesting ground. If the dragon turtles know that the characters caused its destruction, they will be hunted down any time they travel by ship, quickly becoming blacklisted by all but the most daring captains.

If the characters found the magical sextant in area 8, they may wish to spend downtime learning its secrets. It could lead to further adventures by foreshadowing a coming evil, or even lead to conflict with groups who desire it for their own purposes. The Port Authority and the Deep Dwellers of Port Haven, for instance, would both pay dearly for such a device! Ω

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