

 **CATILUS RPG** 

THE SUNKEN TOWER

5E SUPPLEMENT

Explore the Uncharted Sea and challenge the servants of evil gods for fame and fortune in this nautical adventure for the world's greatest roleplaying game

THE SUNKEN TOWER

A CATILUS ADVENTURE



CREDITS

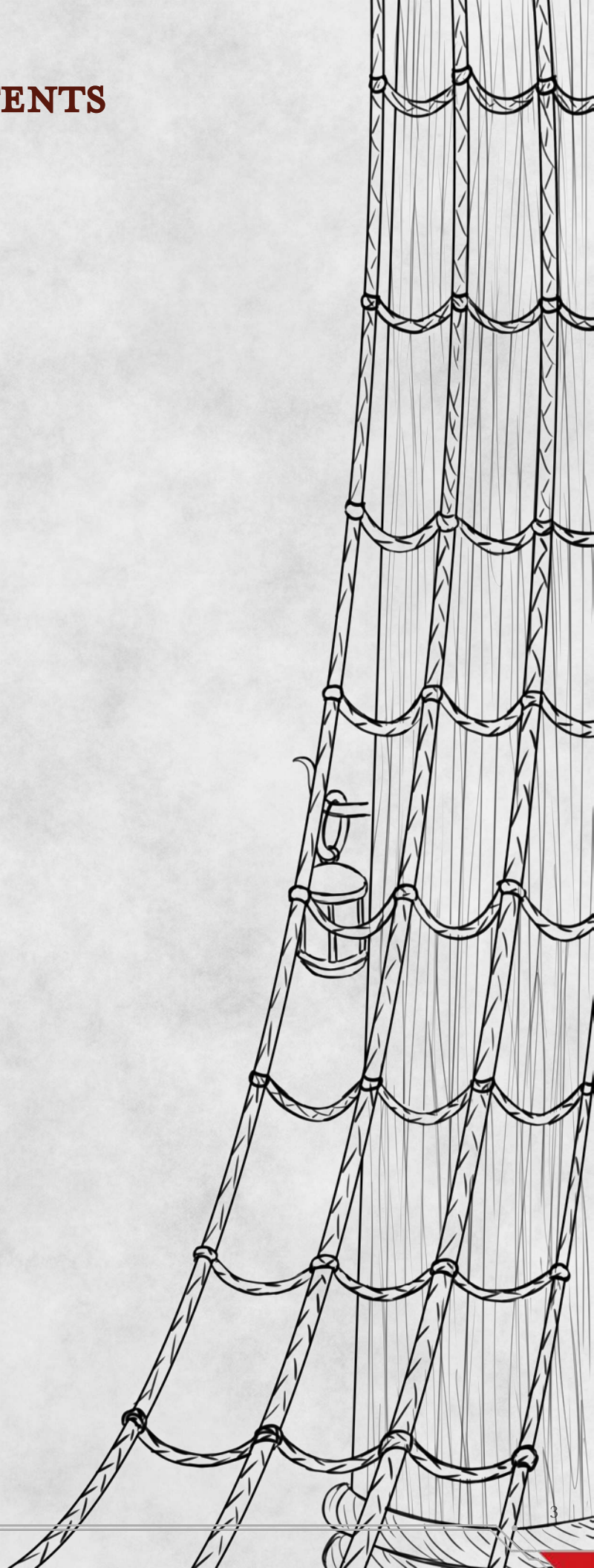
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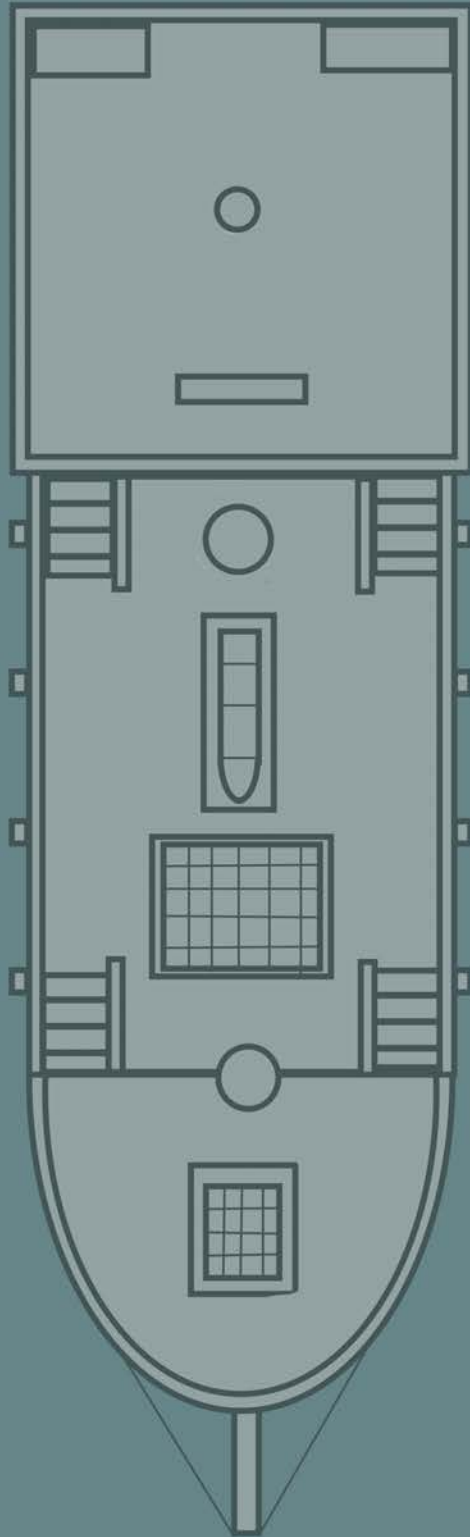
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SPECIAL THANKS TO ALL THE FRIENDS AND SUPPORTERS WHO MAKE ALL CATILUS CREATIONS,
INCLUDING THIS BOOK, POSSIBLE!

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THE DARKSTORM

INTRODUCTION

The Sunken Tower is a sea-themed adventure for a party of adventurers that are level 11 or higher. It is designed to be very challenging but not impossible to complete. Encounters vary widely in terms of difficulty and some of them may be beyond the adventurers' power if they face them head-on. Depending on their level, adventurers may have to use diplomacy, deception, clever tactics, or the help of certain NPCs to overcome some challenges. Braving the Uncharted Sea and storming the Sunken Tower is not supposed to be a walk in the park even for maximum level adventurers.

Certain aspects of the adventure, such as the exact nature and behavior of some enemies, some treasures from Magus Bancast's hoard, and the reactions of certain NPCs are left to each gamemaster's discretion. This allows gamemasters more freedom to make this adventure as fun and awesome as possible for their players.

Gamemasters are encouraged to improvise and make this adventure completely their own. In your version of this adventure, new islands may appear, the Darkstorm may reach the Sunken Tower straight away, Magus Bancast may be persuaded to renounce his evil god, the adventurers may marry the NPCs, and the Darkstorm may go on to new adventures if the adventurers survive the Sunken Tower.

ADVENTURER LEVELS AND LEVELING UP

Most of the encounters in this adventure are deadly for level 11 adventurers and some of them will still present a challenge to level 20 adventurers. To succeed, adventurers will have to be creative with utilizing the Darkstorm's firepower, and also enlist the help of NPCs aboard the Darkstorm. Some NPCs will give powerful magic items to adventurers they trust. Nirayne "Rain" Waveborn, can follow adventurers and provide valuable tactical support with spells like *water breathing*.

If the adventurers are not at level 20 yet, consider granting them a level after completely exploring the Howlpeak Keys (Chapter B), and another level for storming Sudfort and emerging victorious (Chapter C).



BACKGROUND

Nearly two decades ago, a terrible clash between the warring gods plunged the southern part of the Free Realms under the waves, turning the highest peaks into remote islands and creating the turbulent and dangerous Uncharted Sea.

This cataclysmic transformation destroyed several settlements and brought the coastline up to the city of Spear, a rugged settlement built in the shadow of the colossal Spear of Kabor.

Now, dark creatures from underneath the waves and the sinister will of the warring gods threaten Spear once more. As sailors and locals keep disappearing and the magic storms that surround Spear intensify, most ships have fled the city. Yet a night ago, Captain Kenthor "Rubyeye" Webcrest's infamous frigate, the Darkstorm, docked at the empty harbor. Captain Rubyeye is looking to recruit sailors, adventurers, and those who seek revenge against the gods to sail into the Uncharted Sea, stop the dangerous magic that threatens Spear... and claim fame and fortune!

PLAYING WITH YOUNGER PLAYERS

If you are planning to run the Sunken Tower with a group of younger players, consider the following changes to make the adventure child-friendly:

- All romance options are replaced with friendships.
- Instead of slaying enemies, adventurers cause them to flee or surrender when they drop to 0 hit points.
- Instead of being destroyed, skeletons and ghosts thank adventurers for letting them rest upon reaching 0 hit points.
- All copyblobs in Copyblob Island (see B1) are immediately friendly and very chatty!
- Adventurers can find a baby goat with a broken leg on Crazy Goat Island (see B3). They can heal the baby goat, give it a name, and adopt it as their pet!
- The hags and their minions at Hag Swamp Island (see B4) are compulsive pranksters but otherwise harmless.
- All traps cause confusion, sleepiness, sneezing, changes in hair color, or some other inconvenient but mostly harmless effect.
- Adventurers who sleep in the cursed bedroom have colorful dreams about giant jellyfish and wake up with inspiration.
- Magus Bancast can be persuaded to renounce his evil ways. Upon his defeat, he rethinks his life choices and changes his alignment to neutral good. He willingly joins Captain Rubyeye's crew as a secret member to atone for his crimes.

A. SAILING OUT

The adventure starts in the city of Spear. Nirayne Waveborn (chaotic good half-sea elf storm sorceress) invites the adventurers to board the Darkstorm and help Captain Rubyeye explore the Uncharted Sea and stop the magic storms.

A half-sea elf sailor approaches you in Spear harbor...

Ahoy there!

Notice something unusual? Yeah, the harbor's almost empty. Sailors have been disappearing at night and the weather's been crazy lately. I tell ya there's magic in the wind, and you may catch glimpses of spooky shadows in the waves, if ya look closely.

Some say the local lord angered the god o' the sea. Others fear abyssal fishfolk are planning an attack. Either way, that's bad news for the locals, eh? But one thing is certain: strong sea magic's afoot!

See this? That's the Darkstorm. Yeah, the infamous ship of the even more infamous Captain Kenthor "Rubyeye" Webcrest. The Captain is looking for able-bodied adventurers to sail with his crew and find out what's behind this madness. He's going to stop whatever is plaguing this harbor and claim a princely reward... as well as grab whatever magic booty we can find!

Wanna join? Walk up the gangway and tell them I sent ya.

My name? I'm Nirayne, Captain Rubyeye's officer and navigator of the Darkstorm! I've got the only map o' this sea. Drew it myself.

Come on, get moving. We sail at dusk!

A1. THE CITY OF SPEAR

The city of Spear is built underneath the shadow of the eponymous Spear of Kabor, an impossibly large, broken weapon, once wielded by a mile-high colossus that fell in battle against the gods millennia ago. The population of Spear is comprised mainly of orcs, half-orcs, and humans. The city feels empty as residents stay indoors due to the persistent magic storms. The city's reagent, Lord Drumga (neutral orc fighter), is a fierce but fair ruler. He will reward handsomely anyone who helps the city.

Adventurers may purchase basic supplies, as well as magic weapons, known as spearshard weapons, made from the jet-black splinters of the Spear of Kabor from local traders. Such weapons are of Common rarity, have the Unbreakable minor property, and can be further imbued with magical properties following the rules for creating magic items.

A2. ABOARD THE DARKSTORM

Adventurers who say that Nirayne Waveborn sent them are accepted aboard the Darkstorm after a brief talk with the ship's first mate, Mister Glormi Wethelm (lawful neutral sea dwarf fighter). Mr. Wethelm makes arrangements so that the adventurers enjoy modest lifestyle aboard the Darkstorm. This includes basic meals by the ship's orc cook, and sleeping in hammocks among the Darkstorm's colorful crew.

Mr. Wethelm requests adventurers to stay alert in case of danger and not get in the way of running the ship. If adventurers offer to help run the ship by using their magic, physical prowess, seafaring knowledge, or some other relevant skill or ability, Mr. Wethelm is very pleased and seeks to make it worth their while. Mr. Wethelm will make sure adventurers enjoy a comfortable lifestyle and have their own private room if they provide meaningful help in running the ship.

The Darkstorm sails out as soon as sun falls. Adventurers are free to roam most of the ship and meet the crew as it explores the Uncharted Sea.

CAPTAIN KENTHOR "RUBYEYE" WEBCREST

Everyone who boards the Darkstorm quickly learns that Captain Kenthor "Rubyeye" Webcrest (chaotic neutral dark elf bard of the swords) is rarely seen on deck and only at night. He delegates most of the ship's functions to his first mate, Mister Glormi Wethelm and his officers and navigators, which include Nirayne "Rain" Waveborn.

There are many rumors surrounding Captain Rubyeye. Some sailors say he got his disarming charm and ruby-red eyes from a she-demon, or that he sold his soul to become an undefeatable swordsman. Others whisper that he can't step out in the sun because of an ancient curse, or perhaps because he is just too busy having fun with beautiful women all day.

Adventurers can meet Captain Rubyeye after the first combat encounter, if they actively search for him during the night, or if he finds one or more of the women among the adventurers attractive. He is a charismatic dark elf who commands the respect and admiration (and some say the fear) of his crew. As a dark elf, he stays indoors during the day to avoid the sun, unless there is a crisis that requires his attention.

The Captain is equal parts smug and friendly towards the adventurers. He asks them clever questions to evaluate their abilities, but he is cryptic and sly when adventurers ask him the same questions. Captain Rubyeye will give a **Jellyfish Cap** (see Appendix: Catilus Magic Items) to the first adventurer who manages to befriend him, and a **Captain's Mechanical Parrot** (see Appendix: Catilus Magic Items) to the second adventurer who manages to befriend him. He is much more likely to give these items to female adventurers who decide to spend one or more unforgettable days of passion with him.

UNFORGETTABLE DAYS OF PASSION WITH CAPTAIN KENTHOR “RUBYEYE” WEBCREST

Captain Rubyeye is a notorious womanizer. He quickly takes a keen interest in any and all women of appropriate age and compatible physique among the adventurers. Captain Rubyeye will approach any suitable female adventurer directly, suggesting they spend an unforgettable day of passion together in his private quarters. Depending on how the day goes and how many other female adventurers are on board, he might suggest to repeat the unforgettable day of passion multiple times.

Captain Rubyeye is drunk and exhausted after an unforgettable day of passion, and therefore most vulnerable to divulging his secrets. Adventurers who spend the day with the Captain in that way learn that he sometimes orders all his crew belowdecks so he can communicate with “his love” who sacrificed herself for the safety of the ship. If questioned about this while sober, Captain Rubyeye laughs heartily and says that he tells that story to every woman who spends an unforgettable day of passion with him and refuses to comment further.

Captain Rubyeye will play favorites with any female adventurer who spends one or more unforgettable days of passion with him. This includes preferential treatment when handing out treasure, luxurious quarters, better food and free wine, and gifts in the form of expensive dresses and fine jewelry.



Captain Kenthor “Rubyeye” Webcrest

NIRAYNE "RAIN" WAVEBORN

Nirayne Waveborn (chaotic good half-sea elf storm sorceress) is generally friendly and talkative. She wields storm magic that empowers the Darkstorm to be faster and more efficient than conventional ships. Her spell list includes *water breathing*, *water walking*, *fly*, *control water*, *wind control*, and several thunder, lighting, and storm-based spells. Her magic is spontaneous and passionate, driven by her innate powers. For example, Nirayne's version of *water breathing* includes kissing the willing recipients of the spell on the mouth.

Nirayne will quickly open up to any adventurer who is friendly and kind-hearted. Adventurers who befriend Nirayne learn that the proud seafaring dwarves of clan Waveborn raised her as their own after finding her adrift in her crib at sea. She grew up in Wavetown, one of the floating cities of the sea dwarves, living under one of the city's lighthouses. Her powerful storm magic and her desire for adventure urged her to take her small boat and explore all sorts of remote and exotic islands as Wavetown traveled the oceans when she was younger.

Nirayne will give a **Pirate Queen's Finery** (see Appendix: Catilus Magic Items) to the first adventurer who manages to befriend her. She already wears one such dress and is delighted to wear matching outfits with a new friend.

Nirayne's Gossip. Each time adventurers spend a short rest talking and drinking with Nirayne they learn something interesting. Roll on the Nirayne's Gossip table below:

d6 Nirayne's Gossip

- 1 Captain Rubyeye has a lot of treasure hidden somewhere. He will eagerly reward adventurers with precious gems, but clever adventurers should ask for magic items instead.
- 2 Very few ships have sailed the Uncharted Sea. The islands in this sea used to be the Howling Peaks before the southern part of the Free Realms sunk under the waves. Nirayne is drawing the first map of this Uncharted Sea and the new Howlpeak Keys in it.
- 3 The power of Okeanos, the warring god of the sea, is responsible for the unusual weather. The Darkstorm's enchantments provide some protection against that magic.
- 4 A voodoo dwarf is aboard the Darkstorm. Captain Rubyeye spends a lot of time with him talking about a wizard named Magus Bancast who might be in league with Okeanos.
- 5 Captain Rubyeye is not the original owner and captain of the Darkstorm. He acquired it from a dangerous admiral in league with the gods using underhanded means.
- 6 The undead fleet of the warring god of eternal life, Odon, has been spotted in this sea. It's comprised of countless ghost ships that stay afloat only thanks to Odon's power.

NIRAYNE "RAIN" WAVEBORN

Medium humanoid (half-sea elf), chaotic good

Armor Class 18 (*Pirate Queen's Finery*)

Hit Points 78 (12d6+36)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	20 (+5)

Skills and Tools Acrobatics +7, Perception +6, Persuasion +9, Navigator's Tools, Vehicles (water)

Senses darkvision 60 ft., passive Perception 16

Languages Common, Dwarvish, Elvish, Primordial

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Fey Ancestry. Nirayne has advantage on saving throws against being charmed, and magic can't put her to sleep.

Spellcasting. Nirayne is a 12th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips (at will): *mending*, *message*, *minor gust*, *prestidigitation*, *shocking grasp*, *water shaping*

1st level (4 slots): *feather fall*, *shield*, *thunderwave*

2nd level (3 slots): *gust of wind*

3rd level (3 slots): *fly*, *lightning bolt*, *step of thunder*, *water breathing*, *water walk*

4th level (3 slots): *control water*, *storm sphere*

5th level (2 slots): *wind control*

6th level (1 slot): *chain lightning*, *wind investiture*

Stormwalk. Immediately before or after casting a spell of 1st level or higher, Nirayne can use a bonus action to fly up to 10 feet without provoking opportunity attacks.

Weather Guide. Nirayne's magic allows her to subtly control the weather around her. She can use her action to stop the rain in a 20-foot-radius sphere around her if it's raining. She can use her bonus action each turn to change the direction of the wind in a 100-foot-radius sphere around her.

Magic Items. Nirayne wears her *Pirate Queen's Finery* and a *Ring of Swimming*, and carries three *Potions of Healing*.

Actions

Concealed Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4+3) piercing damage.

SEXY FUN WITH NIRAYNE

Nirayne is open to getting into casual flings with any adventurer of good alignment. She loves to flirt, experiment, and have casual fun, but she won't commit to a serious relationship. Any adventurer who gets close to her realizes she harbors unrequited feelings towards Captain Kenthor "Rubyeye" Webcrest.

Adventurers who get to see Nirayne with less or no clothes find out that her magic animates the tattoos on her skin. The starfish on her ankle always points north, and the wave patterns on her arm and her thigh change to reflect the weather around her.



Nirayne "Rain" Waveborn



Mister Glormi Wethelm

MISTER GLORMI WETHELM

Mr. Wethelm strives to be a punctual and dapper sea dwarf, and an example to his fellow officers. His loyalty towards Captain Rubyeye is obvious, as is his dislike towards gossiping. He scolds anyone who spreads rumors, including Nirayne "Rain" Waveborn.

Adventurers who approach Mr. Wethelm quickly find out that he is difficult to open up. Those who persist and keep acting in a way Mr. Wethelm would find appropriate (hardworking, respectful towards the Captain, and not spreading rumors) might get to know him better. Mr. Wethelm sends all his gold to his two younger sisters who study water magic at the floating sea dwarven city of Aquafist. He loves carving wooden ships and tending to a small garden of potted flowers he keeps in his quarters.

Mr. Wethelm will give a **Trusty Hip Flask** (see Appendix: Catilus Magic Items) to the first adventurer who earns his trust and respect.

HIGH SEAS ROMANCE WITH MR. WETHELM

Mr. Wethelm's heart yearns to love and be loved by a proper gentleman. His position as first mate prevents him from seeking romance among his fellow officers. If a male adventurer befriends and impresses Mr. Wethelm, he might suggest they have dinner together and get to know each other better.

Having a special relationship with Mr. Wethelm confers no privileges aboard the Darkstorm as Mr. Wethelm seeks to be fair and impartial.

OTHER NOTABLE PEOPLE ABOARD THE DARKSTORM

In addition to Captain Rubyeye, Mr. Wethelm, and Nirayne, adventurers can meet and socialize with many other interesting people aboard the Darkstorm, including:

- **Varden the Lost**, dark and brooding voodoo dwarf. Captain Rubyeye's advisor and Nirayne's friend.
- **Denina le Cler**, half-elf bard. Ship entertainer, and Captain Rubyeye's advisor.
- **Dergo**, boastful orc navigator. Ex-slave.
- **Thimun Brewflag**, sea dwarf navigator. Loves to drink.
- **Bo Dorland**, human navigator. Gambler.
- **Kita Ueda**, black dragonborn ship officer. Minami's twin brother.
- **Minami Ueda**, black dragonborn drunken monk. Kita's twin sister.
- **Gavriel de Vidanana**, human thief. The captain's lackey.
- **Miri**, human sailor. Captain Rubyeye's personal maid.
- **Jabrun Waterheart**, sea dwarf warrior with tribal tattoos.
- **Splash**, strygotas (kenku) lookout.
- **Ntoklis Ladolemonos**, orc cook. Has served aboard a halfling ship.
- **Andry de Bonveraux**, low-ranking noble from Montbonnet. Rumors say he is Captain Rubyeye's hostage, but Andry seems happy to be there.
- **Vokane Wandermore**, giantborn sailor.
- **Bolk Goldtooth** (formerly Threetooth), old sea dwarf sailor. Captain Rubyeye recently gave him enough gold to buy solid gold dentures.

A3. SAILING THE UNCHARTED SEA

The Uncharted Sea south of Spear is full of dangers. At any point during the adventure, the gamemaster may roll on the random events table below, or pick an appropriate event.

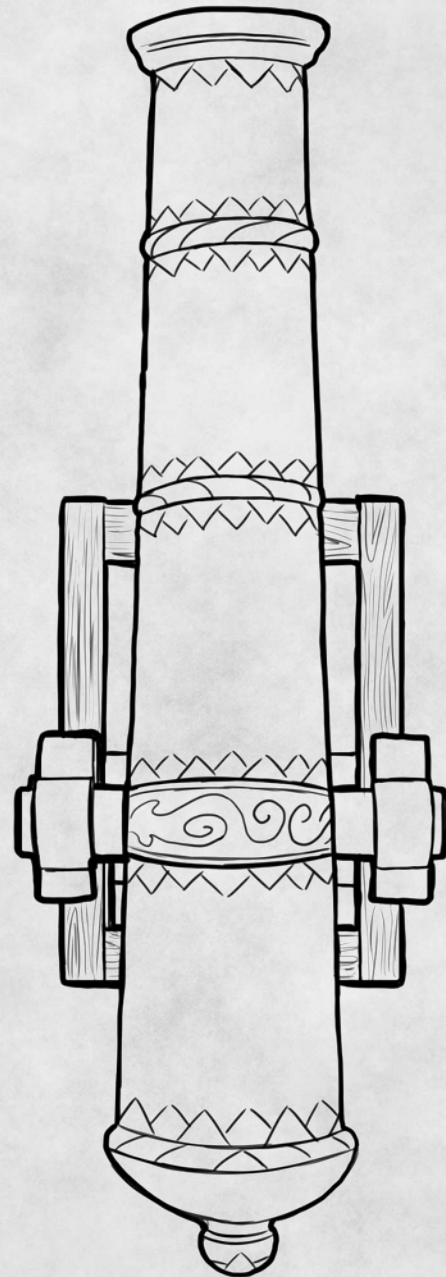
d6 Uncharted Sea Event

- 1 The ghost ship of the notorious halfling captain Pepper Cannonfoot, now serving Odon, the god of eternal life, appears through the mists! Its crew is comprised of halfling **ghost** sailors and halfling **banshee** courtesans.
- 2 A storm of Tempestos, the god of the skies, rages around the Darkstorm. 2d6 **air elementals** bound to the will of Tempestos attack the ship.
- 3 Dead locusts rain from the skies. Sailors whisper about bad omens and angering the god of eternal life, Odon. All Constitution saving throws are made with a disadvantage until the next dawn.
- 4 2d8+4 **abyssal fishfolk (sahuagin)** stalk the Darkstorm. If the ship slows down for any reason, they attempt to board it and attack. These are the same enemies that ambush the adventurers at Whitecoal Peak / Abyssal Fishfolk Outpost (B5).
- 5 The magic of the Uncharted Sea seems to actively push the Darkstorm away from a specific location. Even with Nirayne's storm magic, the ship travels at a slow pace and cannot penetrate the storm.
- 6 The enormous shadow of a **colossal sea turtle (dragon turtle)** swims beneath the surface. The creature ignores the Darkstorm, but if provoked, it emerges and attacks. It serves Okeanos, the god of the sea.

A4. COMBAT ON THE DARKSTORM

The Darkstorm is a mighty frigate enhanced with magic. Its rows of cannons are capable of blowing conventional ships into smithereens, and its enchanted sails and hull allow it to reach speeds up to 20 miles per hour when powered by storm magic. In combat, the Darkstorm acts on initiative count 20.

"The Princess" Swivel Cannon. In addition to its regular cannons, the Darkstorm also has a large swivel cannon mounted towards the ship's bow. The swivel cannon, affectingly known as "The Princess", can attack flying targets around the ship. It's a ranged weapon with a +6 to hit and a range of 600/2,400ft. On hit, the swivel cannon deals 8d10 bludgeoning damage.





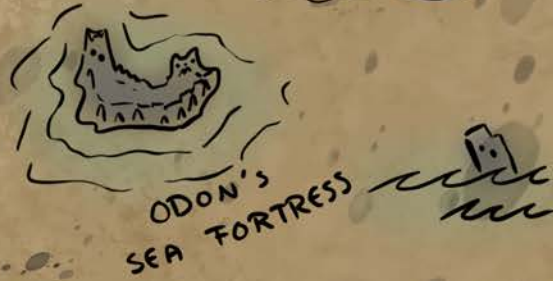
CRAZY GOAT ISLAND



COPYBLOB ISLAND ☹️



BIG-ASS TURTLE



ODON'S SEA FORTRESS



HAG SWAMP ISLAND



WEATHERSTONE Ⓞ



ABYSSAL FISHFOLK OUTPOST



MEAN-STINKY UGLY MERMAID



N

B. THE HOWLPEAK KEYS

The power struggle between the warring gods of Naam sunk a large part of the Free Realms under the sea and turned the Howling Peaks into the Howlpeak Keys, bizarre new islands waiting to be explored.

Nirayne possesses old maps of the area before it sunk, as well as her own precursory charts. Each of the Howlpeak Keys has a name from when it was one of the Howling Peaks and needs a new name as an island. Adventurers may suggest names for the islands they explore. If not, Nirayne assigns names to each Howlpeak Key herself in the map she is making.

The Darkstorm reaches the first of the Howlpeak Keys after 1d4 days of sailing the Uncharted Sea. Each key is roughly one day's sailing from the other, depending on the unnatural weather. Each time the Darkstorm explores the Uncharted Sea to find a new island, pick one of the Howlpeak Keys or roll on the Howlpeak Keys table below to determine which island the Darkstorm has found. Reroll if the Darkstorm has visited an island before.

HOWLPEAK KEYS TABLE

d6 Old Howling Peak Name	New Name by Nirayne
1 Smallpick Village	Copyblob Island
2 Cleavetop Castle	Odon's Sea Fortress
3 Jagged Peak	Crazy Goat Island
4 Southreach Heights	Hag Swamp Island
5 Whitecoal Peak	Abyssal Fishfolk Outpost
6 Clerbin Heights	The Weatherstone

None of these islands apart from Odon's Sea Fortress have a proper dock. The Darkstorm moors close to each island and adventurers can reach that island by boat to search for clues about the magic storms.

The crew of the Darkstorm typically stays on the ship and on alert in case an enemy or some other supernatural threat approaches. Nirayne might follow adventurers if they're on good terms with her and if she thinks they might need help.

B1. SMALLPICK VILLAGE / COPYBLOB ISLAND

From distance, what used to be a remote mountaintop village, is now an abandoned settlement on a small island. The island looks peaceful and its buildings seem completely empty.

In fact, the island is completely overrun by a family of **copyblobs (intelligent mimics)**, some of which have grown to tremendous size! The copyblobs remain motionless and camouflaged as carts and barrels outside the buildings, as furniture inside the buildings, as small items strewn around and inside the buildings (**copyboblings**), and as the buildings themselves (**copyblob behemoths**).

Anyone who inspects the buildings from a distance and succeeds on a DC 20 Wisdom (Perception) check, realizes that the buildings are in a suspiciously good condition. Anyone who spends a short rest observing the buildings might notice slight, unexpected movements at the corner of their eyes, no check required.

COPYBLOB ISLAND POPULATION

- 4d6 **copyboblings**
- 2d8+4 regular **copyblobs (intelligent mimics)**
- 1d3+1 **copyblob behemoths**

Copyboblings have a CR of 0 and can't attack. They are tiny in size.

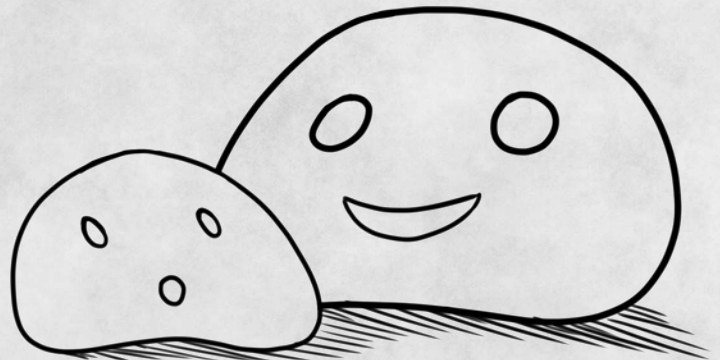
Copyblob behemoths are either huge or gargantuan in size, and have half the speed and double the hit dice compared to regular copyblobs. Their damage dice corresponds to their size (d12 for huge, or d20 for gargantuan).

The copyblobs live on a diet of tasty fish, which they catch by shapechanging into rocks that are partially submerged in the water. They have no particular interest in crunchy and hard-to-swallow adventurers, but they will attack and defend their village if provoked. The copyblobs remain hidden unless someone tries to move them or attack them.

Clues. Most of the copyblobs, including at least one of the behemoths, are intelligent enough to hold a conversation in the common tongue, having read books left behind by the villagers of Smallpick. Adventurers who succeed on a DC 15 Charisma (Persuasion) or Charisma (Deception) check while talking peacefully with the copyblobs learn the following:

- Several "swamp witches" live on a nearby island. Dozens of moons ago, they tried to trick and abduct some copyboblings, but a copyblob behemoth ate one of the witches and they haven't returned since.
- A human in robes mysteriously appears and disappears on the island every few moons. The copyblobs believe he is a wizard. He observes and never talks to them. If the adventurers have encountered Magus Bancast's image before, they realize it is the same person.

Treasure. If adventurers fight and kill the copyblobs, they find numerous half-digested and useless items, as well as 6d6 x 100 gold and an impressive emerald that's worth at least 2500 gold inside one copyblob behemoth.



B2. CLEAVETOP CASTLE / ODON'S SEA FORTRESS

From distance, the old Cleavetop Castle looks dilapidated, but there is movement on its weathered palisades. That movement is skeleton patrols, and as the Darkstorm approaches closer, it becomes apparent that the castle is now occupied by undead forces serving Odon, the god of eternal life.

The wrecks of three particularly large ship serves as makeshift docks, which are now empty. Captain "Rubyeye" Kenthor quickly realizes that this old castle has now been repurposed as an outpost for Odon's undead fleet. The fleet is not present, making the fortress a potential target for the Darkstorm.

ODON'S SEA FORTRESS DEFENSES

- 4d6+6 **skeleton** guards
- **Darif**, lawful evil half-elf **necromancer** and Odon's favored
- An **undead dragon** (dracolich of the gamemaster's choice)

Captain Rubyeye prepares the Darkstorm to bombard the fortress while sending the adventurers to invade it from behind. **Darif**, (lawful evil half-elf **necromancer**) commands Odon's Sea Fortress and its garrison of **skeletons** armed with rust-resistant swords. He keeps the bones of an **undead dragon** hidden under an old mainsail. The fortress has no defense against a ship like the Darkstorm apart from the undead dragon. If Darif feels threatened, he calls upon the undead dragon to defend the fortress.

Each round of combat, the Darkstorm's cannons destroy 1d6 skeleton guards as they appear on the fortress's battlements. The Darkstorm can also make one swivel cannon attack per round (See A4) against the undead dragon, if it's in range. Darif remains hidden inside the fortress to avoid the Darkstorm's cannons. If adventurers enter the fortress to face him, he summons the undead dragon and any remaining skeletons to his defense.

If the adventurers and the Darkstorm manage to overpower Odon's forces without killing Darif, the necromancer denounces Odon and surrenders. Before the adventurers or Captain Rubyeye have a chance to decide what to do with Darif, a dark cloud of necrotic energy surrounds Darif and tears the flesh from his bones, turning him into a mindless skeleton for his insolence against Odon.

Clues. Adventurers who spend at least one hour searching the fortress and succeed on a DC 15 Intelligence (Investigation) check find Darif's secret chambers behind a makeshift altar to Odon. The chambers are overflowing with Odon's malign magic and the items and potions in there are all cursed and only usable by Odon's faithful. Adventurers can take Darif's journal from the secret chambers. Reading the journal, adventurers learn the following:

- Odon's undead fleet is currently hunting down a sea monster of legendary power far to the east. The fleet won't be returning for at least another ten days.

- The island that used to be Smallpick Village is now infested with monsters and should be avoided at all costs. The journal also includes nautical directions to reach that island without rolling on the Howlpeak Keys table.
- Southreach Heights is now a swampy island ruled by a hag coven. A note in Darif's handwriting says: "Hags might be converted to Odon's cause. Otherwise eliminate as soon as fleet returns."
- Sudfort, a mighty fortress and the former bastion of theomachic power in the south is still standing. It's half-submerged and ruled by a dangerous wizard known as Magus Bancast, who has made a pact with Okeanos, the warring god of the sea and one of Odon's arch-nemeses.

Treasure. Odon's fortress has an impressive stockpile of magic weapons. Adventurers searching this stockpile find 1d3 random +1 simple weapons, 1d3 random +1 martial weapons and a very rare weapon (gamemaster's choice), as well as two *Ropes of Entanglement* and a *Ring of Swimming*.

B3. JAGGED PEAK / CRAZY GOAT ISLAND

A cacophony of goat bleats surrounds this tiny island. Crazy Goat Island is surrounded by razor-sharp cliffs that used to give Jagged Peak its name. Adventurers who reach this island by boat must succeed on a DC 17 Strength (Athletics) check to climb up the cliffs. Adventurers with climbing speed automatically succeed on this check.

Adventurers who reach the island are immediately greeted by a tribe of goats that are curious about the adventurers and eager to nibble on their clothes. Any adventurer who succeeds on a DC 10 Wisdom (Animal Handling) check realizes that these goats are domesticated and groomed with love and care.

CRAZY GOAT ISLAND POPULATION

- 2d8+4 **goats**
- **Argulak**, neutral good **stone giant** goat herder and hermit

Searching the island, adventurers find a single, large cave hidden amidst the steep rocks (no check required). **Argulak**, a neutral good **stone giant** goat herder and hermit, is hiding in the cave after having seen the Darkstorm approaching. Argulak is not hostile, but he is cautious towards adventurers, especially if they sneak up on him. He speaks the tongue of giants, and only knows a few words in the common tongue, which include: "no", "yes", "good", "bad", "goat", "milk", and "cheese".

Befriending Argulak. Adventurers can befriend Argulak, who will exchange goat milk and goat cheese for other supplies. Any adventurer who speaks the tongue of giants or uses magic to communicate with Argulak efficiently can attempt to persuade him to join them aboard the Darkstorm. Argulak wants to leave the island, but he is worried about his goats. Adventurers must succeed on a DC 15 Charisma (Persuasion) check to talk Argulak into leaving Crazy Goat Island. If persuaded, Argulak takes his entire tribe of goats and stockpile of goat products aboard the Darkstorm, and refuses to let them be butchered.

Argulak's Clue. During his second night on the Darkstorm, Argulak tells adventurers that many moons ago he saw an enormous sea turtle carrying a large monolith on its back. The weather became unnatural shortly after.

B4. SOUTHREACH HEIGHTS/HAG SWAMP ISLAND

An unnatural mist and the stench of decaying plants surrounds this island. Rotting oaks and cypresses tower above the swamp that covers the entire island, apart from a small sandy cove that's reachable by boat.

HAG SWAMP ISLAND RESIDENTS

- 3d6+2 **harpies**
- 1d6+1 **awakened trees**
- Hag coven consisting of 3 **hags** (gamemaster's choice), **Lona, Selva, and Mindy**, who live in huts in the heart of the swamp
- 1 **clay golem**

Adventurers who set foot on the island are immediately attacked by a flock of 3d6 **harpies** who fly up from a large cypress tree and dive down at them.

All harpies bear cruel scars on their skin. Adventurers who succeed on a DC 25 Intelligence (Arcana) check recognize the scars as symbols used in dark rituals of binding.

Inside the swamp, adventurers who succeed on a DC 17 Wisdom (Perception) check notice a tree that bears marks similar to the scars on the harpies' skin. If approached, this tree animates and attacks. It is an **awakened tree**, and calls out to its brethren that are spread across the island. There are 1d6+1 awakened trees in total. If combat starts, a new awakened tree joins the fight every round from a different direction until all of them have been defeated.

Adventurers who search the awakened trees' remains and succeed on a DC 20 Intelligence (Investigation) check find a tiny glass eye embedded in the bark of one of the trees. An *identify spell* or a DC 25 Intelligence (Arcana) check reveal the glass eye's nature. It is a magic scrying sensor crafted in a dark ritual. If adventurers smash the glass eye, pained screams rend the air.

Reaching the heart of the swamp, adventurers find three outstandingly beautiful women waiting scared outside their huts. The women introduce themselves as **Lona, Selva, and Mindy**, and beg adventurers to "save" them. In fact, Lona, Selva, and Mindy are **hags** transformed with powerful illusion magic. The hags try to trick the adventurers into eating their food, which looks and smells delectable. Any creature who eats the hag's food must make a DC 20 Constitution saving throw. On a failed save, it takes 12d6 poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.

If the adventurers have smashed the glass eye, all three hags are temporarily blind until the next dusk. If attacked, the hags try to charm the adventurers, and if that fails, they summon their **clay golem** that bursts forth from one of the huts, and fight until they have less than 20 hit points left. When reduced to 20 hit points or less, the hags attempt to escape in any way they can, including using their *Brooms of Flying*.

Treasure. After the hags and the clay golem have been defeated, the adventurers find 2d4 unlabeled magic potions (gamemaster's choice), 5,000 gold coins' worth of spellcasting reagents, a small cellar filled with jars of disgusting but perfectly edible pickled eyeballs and sun-dried toads, two rare items (gamemaster's choice), and one *Broom of Flying* for each hag that didn't escape. One broom smells of rotten cabbage, one broom smells of rotten fish, and one broom smells of delicious fresh apples.

Map to Sudfort. Adventurers also find a poorly drawn nautical map to Sudfort, the former bastion of theomachic power in the south. The map depicts Sudfort surrounded by mists and tall waves. If the Darkstorm attempts to reach Sudfort without deactivating the Weatherstone (see B6), it is actively pushed away by the Weatherstone's magic.

Magus Bancast's Offer. When the adventurers return to the small sandy cove, the image of a confident and handsome wizard dressed in black appears out of thin air and introduces himself as Magus Bancast. Adventurers who succeed on a DC 15 Intelligence (History) or Intelligence (Arcana) check, recall that Magus Bancast was a powerful wizard who betrayed the lords of the theomachic city of Whitebay to the warring gods and disappeared shortly before the city's destruction.

Magus Bancast initially tries to talk adventurers into betraying Captain Rubyeye and pledging their allegiance to Okeanos, the warring god of the sea. If an adventurer honestly does so, the sea rises up and swallows them, turning them into an NPC under the gamemaster's control that the other adventurers may find in Sudfort alongside Magus Bancast.

If the adventurers refuse Magus Bancast's offer, the dark wizard warns them to leave and never return, or face eternal damnation at the bottom of the Uncharted Sea. Adventurers who succeed on a DC 20 Charisma (Persuasion) or Charisma (Deception) check can talk Magus Bancast into revealing that his lair is in Sudfort, the fallen theomachic fortress of the south that was thought lost after the southern part of the Free Realms sunk under the sea. If adventurers manage to persuade or deceive Magus Bancast like that, he challenges adventurers to seek him out, and then his image disappears. The image disappears early if attacked or targeted by *dispel magic* or a similar spell.

B5. WHITECOAL PEAK / ABYSSAL FISHFOLK OUTPOST

An unnatural coral formation is the only notable feature on this barren island. What was once Whitecoal Peak is now a tiny sliver of land less than 50 feet wide and 200 feet across. The waters in a 1,000 feet radius around the island are waist-deep for medium-sized creatures, making it impossible for the Darkstorm to approach closer.

Adventurers who approach the coral formation are ambushed by 2d8+4 **abyssal fishfolk (sahuagin)**, led by an **abyssal priestess of the deep**.

If the adventurers have defeated the abyssal fishfolk before in the relevant Uncharted Sea Event, the abyssal priestess of the deep is alone on the island, performing a dark ritual to bend the will of the villagers that are held captive in the coral formation. She prepares for battle as soon as she sees the Darkstorm in the horizon and threatens to murder the villagers if adventurers attempt to approach openly.

Hag Revenge! If the adventurers visited Hag Swamp Island before and let any of the hags escape, the hags join this fight, screaming praises to Okeanos. The abyssal fishfolk fight to the death. The hags fight until they have less than 20 hit points left. When reduced to 20 hit points or less, the hags attempt to escape in any way they can, including using their *Brooms of Flying*.

Interrogating the Abyssal Priestess. If adventurers manage to capture the abyssal priestess alive, she tells them that she is not afraid to die because Okeanos will hold her soul in his “cold embrace”. She challenges adventurers to find the Weatherstone, as she believes Okeanos will destroy anyone who attempts to tamper with it. If adventurers spare the priestess's life but take her captive, she attempts to kill herself in the name of Okeanos using any means possible.

Abducted Spear Villagers. After the battle, adventurers may search the coral formation. It is a prison that holds 3d6+2 abducted villagers from the city of Spear. The villagers beg to be taken aboard the Darkstorm and make good sailors. They tell adventurers that the abyssal priestess picked one villager each day at dawn to drag with her for some dark ritual under the waves.

B6. CLERBIN HEIGHTS / THE WEATHERSTONE

An imposing stone monolith stands in the middle of this miniscule island. What used to be Clerbin Heights is now a tiny circular islet with 40 feet radius. The monolith seems to be the epicenter of unusual weather phenomena. In fact, the monolith is the Weatherstone, a huge magical object with the power to control the weather.

THE WEATHERSTONE

Wondrous Item, Legendary

Created by primordial elementals and stolen by Okeanos, the warring god of the sea, the Weatherstone is a huge-sized magic item with the power to control the weather. This massive monolith weighs 3,000 pounds. It has 300 hit points and immunity to poison and psychic damage.

The Weatherstone has 3 charges. Any creature can touch the Weatherstone and use their action to expend one of the charges and cast *control weather* from the Weatherstone, requiring no components and no concentration.

The Weatherstone regains 1d3 charges daily at dawn.

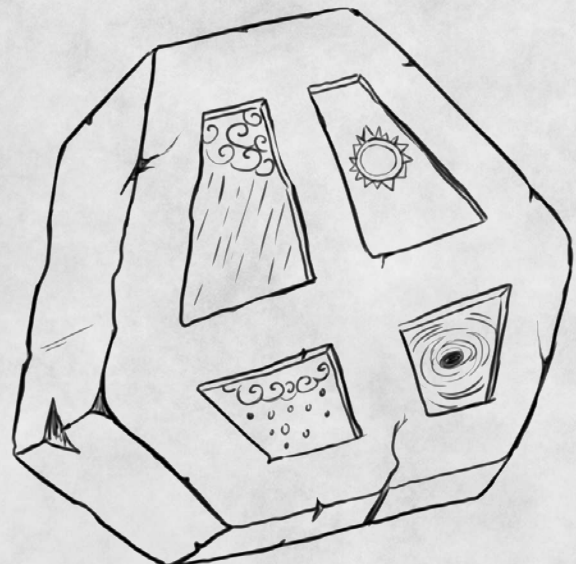
Approaching the Weatherstone. The servants of Okeanos protect the Weatherstone. One **water elemental** bound to the will of Okeanos rises up from the sea and attacks anyone on the Darkstorm's deck as soon as the ship gets within 0.33 miles from the Weatherstone. An additional water elemental joins the fight each round the Darkstorm remains within 0.33 miles from the Weatherstone.

Captain Rubyeye is not daunted. He sails the ship himself towards the Weatherstone, reaching it within 1 minute (10 rounds). He orders adventurers to bring the Weatherstone back to the ship. If that is not possible, he turns the ship's cannons at the Weatherstone, blasting it into pieces after 1d3 rounds.

If the adventurers have befriended and recruited Argulak, the stone giant from Crazy Goat Island (B3), he helps them carry the Weatherstone onto the Darkstorm.

If the Weatherstone is damaged, destroyed, moved, or used by a non-believer of Okeanos to change the weather, the sea around the island begins to churn with the wrath of the god of the sea. Okeanos sinks the island 1d6 rounds after the Weatherstone has been damaged, destroyed, moved, or used by a non-believer.

With the Weatherstone's magic either destroyed or under Captain Rubyeye and the adventurers' command, the Darkstorm can finally sail to Sudfort, Magus Bancast's Lair.



C. SUDFORT, MAGUS BANCAS'T LAIR

Magus Bancast has made a pact with Okeanos, the warring god who claims dominion over the sea, and has claimed Sudfort, the fallen theomachic fortress of the south, as his lair. In exchange for Magus Bancast's undying allegiance, Okeanos gave the dark wizard vast magic and dominion over the Uncharted Sea.

All that remains from the mighty Sudfort is its main tower, which rises out of the sea, its battlements and top floors having collapsed decades ago. Before they reach Sudfort, adventurers may ask Nirayne to cast *water breathing* on them. She suggests it herself if adventurers are on good terms with her.

SUDFORT'S GENERAL FEATURES

Sudfort consists of sturdy stone chambers with thin arrow slits for windows. Only the uppermost floor that is still intact is above sea level. The rest of the tower is underwater but when adventurers enter, it is suspiciously empty of water. The tower's interior seems too clean and well-maintained for a building that has been in ruins and mostly submerged for two decades. All passages and ceilings are 10 feet high unless otherwise indicated.

Doors. All doors are made of solid wood that seems suspiciously free of water damage. They are all unlocked, but doors marked with a "T" are trapped with a crossbow trap.

Traps. A "T" on the Sudfort map indicates a crossbow trap. Magus Bancast "created" these non-magical traps using his set of *Marvelous Pigments*. These traps require a DC 20 Wisdom (Perception) check to spot and a DC 20 Dexterity (Sleight of Hand) check to disarm. They are triggered either when adventurers open a door or step over cleverly hidden tripwires. Crossbow traps have a +10 to hit and deal 2d10 piercing and 2d10 poison damage on hit.

Secret Doors. An "S" on the Sudfort map indicates a secret door. Spotting a secret door from a distance of no more than 10 feet away without actively searching for it requires a passive perception score of 20. Adventurers who actively search for hidden doors notice them with a successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check.

Light. Sudfort's Exterior (C1), is naturally lit. Inside the tower, only thin rays of dim light, refracted by the water that surrounds the tower, come through the arrow slits on the tower's external walls. There are no other sources of light, unless otherwise specified.

Magus Bancast's Lair Magic. Magus Bancast has absolute control over the water in his tower. He can use a bonus action to magically drain the water out of any area of the tower that is underwater. He can use another bonus action to let the water flow back into that area. Draining or letting the water flow back into an area takes six seconds regardless of water volume.

Magus Bancast uses *scrying* to track the adventurers' movements. When adventurers arrive at Sudfort, Magus Bancast drains the water from every area apart from Bancast's Underwater Tunnels (see C12) to lure adventurers deeper into his lair. He returns the water any time he believes adventurers would drown inside his tower.

Wandering Flesh Golem. Garon is Magus Bancast's **flesh golem**. It has seven mouths across its body that constantly mumble prayers to Okeanos and carries a hooded lantern in which Magus Bancast has cast *continual flame*.

Garon wanders the fortress, careful not to trigger any crossbow traps, and can be encountered anywhere in Sudfort. Adventurers who follow Garon without being noticed and succeed on a DC 15 Wisdom (Perception) or Intelligence (Investigation) check, may notice the traps that Garon avoids. If Garon notices adventurers, it pursues them and fights to the death.

If Garon lives after Magus Bancast is defeated, adventurers can attempt a DC 25 Charisma (Persuasion) or Intelligence (Arcana) check to communicate with the flesh golem to either befriend it, or order it to destroy itself.

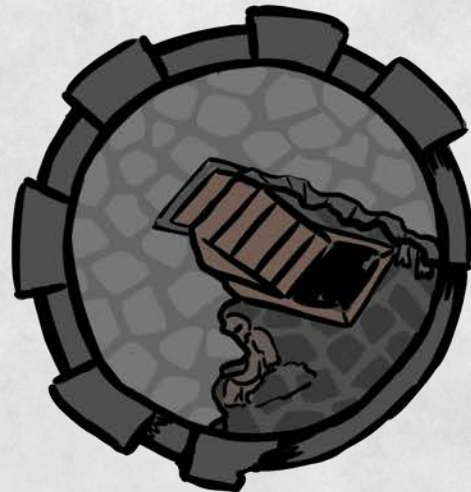
More Hag Revenge! If any of the hags escaped Hag Swamp Island and survived the fight at Abyssal Fishfolk Outpost, they may attack the adventurers at any moment while they are on Sudfort. The hags have been defeated twice, so they are cautious and will only attack when they believe they have a chance of winning. This includes striking the adventurers when they are weak, or joining forces with a powerful enemy that the adventurers engage in combat.

C1. SUDFORT EXTERIOR

The ruins of Sudfort are imposing but seem abandoned from the outside. Adventurers can reach the collapsed exterior by boat and climb 30 feet up onto the uppermost floor that is still intact.

Adventurers who succeed on a DC 15 Wisdom (Perception) check notice two **stone golems** cunningly hidden among the rubble. Adventurers can either fight or sneak past the stone golems to reach a partially collapsed staircase that leads into the tower.

Level 1: Sudfort Exterior



Level 2: Sudfort Interior



T = TRAP
— = SECRET DOOR

C2. GUARDROOM ENTRANCE

The only staircase that leads inside Sudfort ends in what used to be a small guardroom. Four suits of purple-colored **animated armor** that belonged to godbanger theomachist paladins activate the moment any creature steps foot in the room. These suits of animated armor are particularly robust. They have 20 Armor Class and 54 hit points each. They wield longswords with a +6 to hit that deal (1d8 + 4) slashing damage on hit.

Treasure. After the suits of animated armor have been defeated, adventurers can piece together a full suit of +2 *Plate Armor* from their remains.

C3. BARRACKS

2d8 **ghosts** of theomachist paladins who died when Sudfort fell still linger in this area, eternally donning their suits of armor and preparing their weapons to defend the tower. The ghosts are not hostile and lack the possession feature. They ignore the adventurers but attack anyone who attempts to harm them or otherwise interfere with what they perceive as their duty.

Casting *dispel evil and good* on a ghost paladin immediately releases them to the afterlife (no save required). The ghosts disperse after Magus Bancast has been defeated.

C4. MESS HALL/MAGUS BANCAST'S GOLEM WORKSHOP

This partially collapsed hall is now Magus Bancast's golem workshop. Inside, adventurers find several golems in various stages of construction, as well as three active golems. These golems include:

- A headless **clay golem** that is blind and deaf
- A legless **iron golem** that has a speed of 5 feet
- A one-armed **stone golem** that is missing the multiattack feature

Treasure. Adventurers who search the room find three *Manuals of Golems* (gamemaster's choice) along with raw materials to create golems that weigh 900 pounds and are worth 6d10 x 1,000 gold.

C5. CURSED BEDROOM

This luxurious bedroom is in good condition as Magus Bancast used his *Marvelous Pigments* to renovate it.

The double bed in the middle of the room looks comfortable and inviting. The bed once belonged to Sudfort's commander, who was assassinated in his sleep shortly before the fortress fell. Anyone who sleeps on this bed for at least an hour experiences terrible nightmares about Sudfort's fate and must succeed on a DC 17 Wisdom saving throw or suffer from a long-term madness. A *remove curse* or a *dispel evil and good* spell lifts the curse from this room, making the bed harmless.

Treasure. Adventurers who search this bedroom find 1d4+1 sets of fine clothes and the commander's *Elven Chain* in one of the sets.

C6. CHAPEL OF OKEANOS

What used to be a storage room has been transformed into a chapel of Okeanos, the warring god of the sea. A crude statue of Okeanos with two blue diamonds for eyes stands in the middle of the room. An eerie glow reminding of light refracted by water fills the chapel with dim light.

Treasure. The two blue diamonds that adorn the statue's eye sockets are worth 5,000 gold each. Adventurers who search the room and succeed on a DC 10 Wisdom (Perception) check, find a *Decanter of Endless Water* behind the statue. This decanter is cursed and produces only saltwater. A *remove curse* spell ends this curse.

Okeanos' Wrath. Adventurers who touch anything in this room or insult Okeanos while in it, must succeed on a DC 20 Wisdom saving throw or gain a short-term madness and one level of exhaustion as they suffer Okeanos' wrath.

C7. MUSIC ROOM

This room appears in pristine condition and doesn't quite fit with the rest of the tower. In reality, Magus Bancast "created" it using his set of *Marvelous Pigments*. Adventurers find numerous non-magical musical instruments, including a grand piano, a pedal harp, and several smaller instruments.

Magus Bancast's Ultimatum. The image of Magus Bancast appears magically when adventurers enter the room. Magus Bancast gives adventurers one last chance to leave Sudfort or face eternal damnation. An adventurer who succeeds on a DC 20 Charisma (Deception) check can trick Magus Bancast into believing they will leave Sudfort immediately. If adventurers outright refuse, Magus Bancast triggers a *symbol* (discord) spell in the room and summons three **wraiths** of wizards he defeated long ago to fight the adventurers.

C8. BATH

This room is packed to the ceiling with 2d4+2 **oozes** (gamemaster's choice) that violently burst out of the room and attack the moment a creature opens the door.

C9. TRAPPED STUDY

This partially collapsed study hides six crossbow traps that Magus Bancast created with his *Marvelous Pigments*. These traps are set to trigger one by one as adventurers search the room's bookcases and desks.

Treasure. Adventurers who spend ten minutes searching the room after the crossbow traps have been triggered or disarmed find numerous notes that praise Magus Bancast for his superior intellect and foresight written in various languages. An adventurer who succeeds on a DC 10 Intelligence (Investigation) check realizes that all notes have the same handwriting. Adventurers also find 2d4 valuable non-magical tomes worth 1,000 gold each.

C10. CAGE TRAP HALLWAY

This 60-foot-long hallway leads to a staircase that goes down to Sudfort's great hall. The hallway is fitted with a magic trap that requires a DC 25 Wisdom (Perception) check to spot. Six steel cages (10 foot cubes) hang over an illusory ceiling across the hallway and fall onto adventurers who step underneath them. Adventurers who stand underneath the cages must succeed on a DC 20 Dexterity saving throw or take 4d10 bludgeoning damage and become trapped inside one of the cages.

The cages have no doors, but a small creature can slip through the bars. They have 100 hit points each and immunity to poison and psychic damage.

Unless they have been defeated, the **oozes** from C8 come out of the room as soon as the trap is triggered and move towards the trapped hallway, squeezing through the cages' bars to attack any trapped adventurers.

C11. GREAT HALL

The staircase leads down to what was once an impressive hall. The hall's ceiling is 30 feet high and features two solid metal chandeliers with a diameter of 10 feet each. The chandeliers have immunity to poison and psychic damage. If a chandelier takes 10 or more damage from a single attack, it breaks off and falls down. Any creature that stands underneath a chandelier when it falls down must make a DC 15 Dexterity saving throw, taking 4d6 damage on a failed save, or half as much on a successful one.

The far side of the hall has collapsed into rubble that reaches up to the ceiling. At the foot of this pile of rubble, a perfectly circular tunnel dug by magic leads into murky seawater.

Giant Shark Ambush. As soon as all adventurers are into the great hall, Magus Bancast uses his lair magic (see Sudfort's General Features) to flood the great hall with seawater and sends his pet sharks to deal with the adventurers. Three **giant sharks** swim out of the circular tunnel and attack the adventurers as soon as the great hall is full of seawater.

C12. MAGUS BANCAST'S UNDERWATER TUNNELS

Magus Bancast dug these underwater tunnels through the tower's rubble using powerful magic when he first claimed Sudfort as his lair. Now, he awaits adventurers there, ready to unleash his wrath on them.

Magus Bancast's True Form. In his *project image* spells, Magus Bancast appeared as a confident and handsome wizard dressed in black. However, Okeanos' magic has long since warped Magus Bancast into an unrecognizable monster. Leaving his human form behind, Magus Bancast is now an entropian (aberration) horror wielding terrifying magic.

Magus Bancast can be any level-appropriate **aberration monster (gamemaster's choice)** with the mental ability scores and the spellcasting ability of an **archmage**. In addition to the spells in the archmage's spellbook, Magus Bancast's spellbook also includes *continual flame*, *control water*, *dispel magic*, *dream*, *major image*, *project image*, *symbol*, and *wish*.

Magus Bancast's Personal Magic Items. Magus Bancast wears a *Periapt of Adaptation* and a *Ring of Swimming*, and wields a *Staff of Power*. He always carries his spellbook and his box of *Marvelous Pigments* with him. He uses these *Marvelous Pigments* to create various features in his lair, including the crossbow traps and the music room.

THE FINAL BATTLE

If **Magus Bancast** is alone, he keeps his underwater tunnels flooded to impede adventurers as he prepares to face them in combat. If any of the **hags** are still alive, or if any **former adventurer** pledged allegiance to Okeanos, they await in these tunnels and fight alongside Magus Bancast. In order to prevent any hags or former adventurers from drowning, Magus Bancast may drain the underwater tunnels of seawater.

Magus Bancast also summons Garon, the wandering **flesh golem** (see Sudfort's General Features), which arrives to the underwater tunnels 1d4+1 rounds after combat starts. The golem is a terrible swimmer but doesn't need to breathe.

Dark Pools. A "D" on the Sudfort map indicates a dark pool. These pools of slimy, dark water remain there regardless of whether the tunnels are flooded or not. Magus Bancast can use 5 feet of his movement to slip into one of the dark pools and magically appear through any other pool of his choice. This allows him to quickly move away from adventurers and position himself to unleash terrible magic on them.

Any other creature that uses 5 feet of their movement and attempts to enter a dark pool must make a DC 20 Constitution saving throw. On a failed save, the creature takes 4d10 poison damage and becomes poisoned until the end of its next turn. On a successful save, it takes half as much damage and isn't poisoned. Regardless of the save, that creature magically appears through another dark pool at random.

UNDERWATER AFTERMATH

After Magus Bancast's defeat, his pact with Okeanos, the warring god of the sea, is over and his magic fades. Seawater completely floods Sudfort and any creatures under his command break free. Okeanos is enraged and won't soon forget the adventurers' part in Magus Bancast's defeat.

Magus Bancast's Hoard. In addition to the magic items on his person, adventurers who can breathe underwater and search the underwater tunnels find one legendary magic item, two very rare magic items, and three rare and uncommon magic items (gamemaster's choice). They also find a spectacular treasure hoard of 55,000 gold, 5d6 precious gemstones worth 1,000 gold each, and 8d6 pieces of art worth 1,000 gold each.

Level 3: Great Hall & Tunnels



D. VICTORY!

Adventurers who survived the perils of Sudfort receive a hero's welcome back on the Darkstorm. If Nirayne was with them in Sudfort, she proudly tells everyone about the adventurer's heroic deeds, adding her own unique flair each time she narrates what happened.

Captain Kenthor "Rubyeye" Webcrest is so satisfied with the outcome that he gladly allows adventurers to keep everything they found in Sudfort, including the treasure. He plans to leverage the heroes' victory to gain even more fame and earn enormous favors from merchant lords, as well as the lord of Spear.

D1. PARTY ON THE DARKSTORM

With the magic storms gone, Mr. Wethelm relaxes his iron grip on the crew and allows double rations for everyone except Argulak the stone giant, if he's onboard, until they reach Spear. Each night, crewmembers who are off-duty gather on the ship's deck to eat, drink, and celebrate under the starlit sky.

Adventurers all gain inspiration during the trip back to Spear, and have a chance to further explore their relationships with Captain Rubyeye, Nirayne, Mr. Wethelm, and the other crewmembers.

D2. RETURNING TO SPEAR

Back at Spear, Lord Drumga is thrilled to see the Darkstorm return victorious. He invites Captain Rubyeye and the adventurers to his keep for a night of orcish revelry. The next day, Lord Drumga holds a ceremony to honor the victory over Magus Bancast. During that ceremony, he names adventurers "Champions of Spear" and rewards them with parcels of land on the city's outskirts.

D3. NEW ADVENTURES

Adventurers can part with the Darkstorm and its colorful crew at Spear, if they wish.

However, realizing their worth, Captain Rubyeye offers to take them with him on the Darkstorm's next adventure to the Jewel Islands and the floating cities of the sea dwarves, and from there north to find the fabled treasure of Captain Anchorbeard, the most notorious pirate who has ever sailed the seven seas of Naam.

But, dangerous wizards, agents of the warring gods, and other mighty captains are also after this treasure, and Captain Anchorbeard might still be around as well..

Where will the adventurers go next?



Captain's Mechanical Parrot



Pirate Queen's Finery



Jellyfish Cap



Trusty Hip Flask

APPENDIX: CATILUS MAGIC ITEMS

Adventurers can find these special Catilus items during this adventure.

For more Catilus items, optional rules about items such as the Captain's Mechanical Parrot, mechanics to haggle for items and buy rumors, and more, check out the Catilus magic item supplement: **Catilus' Tome of Curious Creations: Madam Catifa's Caravan of Magic Wonders.**

CAPTAIN'S MECHANICAL PARROT

Wondrous Item, Rare (requires attunement)

Built by a crafty gnome pirate, this mechanical parrot is completely waterproof and rustproof. It will serve you unquestioningly. It acts as a familiar (Owl template) from the *find familiar* spell, but you cannot temporarily dismiss it, and it is destroyed when it drops to 0 Hit Points.

Parrot, Transform. As an action, you can order your mechanical parrot to mechanically transform into a snuffbox small enough to fit in a pocket or back to its parrot form.

Captain's Best Friend. The mechanical parrot allows you to cast the *animal messenger* spell on it at will. It will also randomly repeat things it has heard before. When it talks, either through the animal messenger spell or by random repetition, the parrot will embellish its speech with pirate talk and inappropriate insults.

JELLYFISH CAP

Wondrous Item, Rare (requires attunement)

Created by a benevolent sea witch, this cap is infused with the power of giant jellyfish. While you wear it, your hair never gets wet or messy, and you feel drawn to the sea.

While attuned to the cap, you are immune to poison damage and the poisoned condition.

Jellyfish Grace. While wearing the Jellyfish Cap, you can breathe underwater, and you have a swimming speed of 60 feet. You can communicate with jellyfish, and they are always friendly to you unless you harm them first.

Jellyfish Wrath. When a creature within 30 feet hits you with an attack, you can use your reaction and expel poisonous cells from your Jellyfish Cap. The creature must make a DC 15 Constitution saving throw, taking 1d6 poison damage on a failed save, or half as much damage on a successful one.

PIRATE QUEEN'S FINERY

Wondrous Item, Legendary (requires attunement)

This elegant dress is made from the finest sea anemone silk and sown with resilient spellstring. It is infused with powerful abjuration magic that protects you as follows:

- When you aren't wearing armor, your base Armor Class becomes 15 + your Dexterity modifier.
- You have advantage on saving throws against spells and other magical effects.

Parley. You have advantage on Persuasion, Deception, and Intimidation checks when discussing naval or pirate-related matters.

Captain's Resilience. You are immune to seasickness and no amount of alcohol (no matter how bad it is) can negatively affect your senses.

Skipper's Command. As a bonus action, you can magically enhance your voice. Your voice carries clearly for up to 300 feet. You can end this effect as a bonus action.

TRUSTY HIP FLASK

Wondrous item, Very Rare

Crafted by an ingenious halfling alchemist, this indestructible potion container is designed to create perfect potion blends, enhancing both flavor and effect.

As an action, you can pour the contents of any potion into the Trusty Hip Flask. You can pour the contents of a second potion into the flask as another action. The flask can hold up to two potions simultaneously.

Bottoms Up. When the flask holds one or two potions, you can quaff its contents as a bonus action. Both potions take effect immediately. When you would normally roll one or more dice to determine the effects of a potion quaffed that way, you instead use the highest number possible for each die.

Shaken, not Stirred. At the gamemaster's discretion, when quaffing two potions together from the Trusty Hip Flask, you ignore any negative effects from mixing potions. Additionally, when drinking two potions together and one or two of the potions have a duration, roll a d100. On a roll of 00, the effect of one of the potions becomes permanent for you. An appropriate spell, such as dispel magic or remove curse, might end this lasting effect, at the gamemaster's discretion.

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BRAVE THE UNCHARTED SEA FOR FAME AND FORTUNE!

Nearly two decades ago, a terrible clash between the warring gods plunged the southern part of the Free Realms under the waves, turning the highest peaks into remote islands and creating the turbulent and dangerous Uncharted Sea.

This cataclysmic transformation destroyed several settlements and brought the coastline up to the city of Spear, a rugged settlement built in the shadow of the colossal Spear of Kabor.

Now, dark creatures from underneath the waves and the sinister will of the warring gods threaten Spear once more. As sailors and locals keep disappearing and the magic storms that surround Spear intensify, most ships have fled the city.

Yet a night ago, Captain Kenthor “Rubyeye” Webcrest’s infamous frigate, the Darkstorm, docked at the empty harbor. Captain Rubyeye is looking to recruit sailors, adventurers, and those who seek revenge against the gods to sail into the Uncharted Sea, stop the dangerous magic that threatens Spear... and claim fame and fortune!

Come on, get moving. We sail at dusk!



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