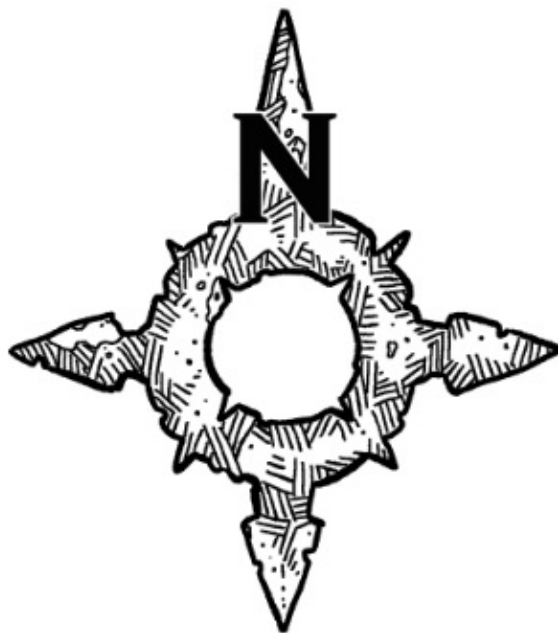




# ASSAULT ON MYTH NANTAR

*A Dreams of the Red Wizards Epic*



They have set their sights on taking the underwater city of Myth Nantar. Can you stop a full-on invasion by its undead armada, or will the elves be looking for a new home?

A four-hour D&D Epic™ adventure for Tier 2 and 3 characters.

Optimized for APL 8 & 13.

# CREDITS

**Designers:** Amy Lynn Dzura, James Introcaso

**D&D Adventurers League Guildmaster:** Chris Lindsay

**D&D Adventurers League Wizards Team:** Adam Lee,  
Chris Lindsay, Mike Mearls, Matt Sernett

**D&D Adventurers League Administrators:** Greg  
Marks, Alan Patrick, Travis Woodall, Lysa Chen,  
Claire Hoffman, Amy Lynn Dzura

**Cartography:** Amy Lynn Dzura, Dyson Logos

**Playtesters:** David "DT" Thompson, Cory Matherus,  
Jessie Richman, Joshua Gonzales, Mark Richman,  
Michael Gramling, Mike Zaitchik, Rob Allison, Sebastian  
Hesse, Steven Kay, Aaron, Davey, Adrian Ortiz, Alex  
Clough, Amber Grey, Amy Scott, Audrey Utz, Ben  
Clemence, Ben Cook, Brendan Barr, Cindy Munoz, Clark  
Jason Ngo, Danny Morales, David Dezotell, Eric Heath,  
Eric Howe, Gilly Kelleher, Greg B., Harmony Woo, Jeff  
Giorgi, Joe Taylor, Joseph Jenson, Jonathan King, Ken  
Elliott, Kevin Enyeart, Lance Cho, Lauren Kedsk, Lee  
Bragg, Lo Pierce, Manolet De Jesus, Mark Deramo, Mary  
Oh, Max Ramawy, Maxwell "Sakura" Judd, Melinda  
Schultz, Michael Dezotell, Michael Olson, Michael Stead,  
Michelle Hesse, Mike Hughey, Mike Miller, Pete Redpath,  
Peter Baer, Rob Walker, Ryan Peach, Ryan Zimmerman,  
Sarah Matherus, Scott "Zhent" Sumida, Sean MacGugan,  
Toni Davey, Wilbert Sible

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DDEP-DRW01 Assault on Myth Nantar



## INTRODUCTION

Welcome to *Assault on Myth Nantar*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Dreams of the Red Wizards* storyline.

This is a special D&D Epic™ 4-hour interactive adventure, designed for eight or more tables playing together. Each group must contain three to seven 5th-to-10th-level (tier 2) or 11th-to-16th-level (tier 3) characters. Characters outside these level ranges cannot participate in this adventure.

*Assault on Myth Nantar* takes place in and above the underwater city of Myth Nantar and the surrounding area in the Sea of Stars. The characters must defend the city from an assault by the Red Wizards.

### EVENT ADMINISTRATORS

Guidelines for coordinating this event appear in **Appendix H**, “Lead Dungeon Master Guide.” If you’re not helping coordinate, you do not need to read or print this section of the adventure.

## ADJUSTING THIS ADVENTURE

This adventure provides suggestions for adjusting for smaller or larger groups, characters of higher or lower levels, and characters a bit more powerful than the adventure’s optimized level. You’re not bound to these adjustments; they’re for convenience.

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

### DETERMINING PARTY STRENGTH

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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a

recommendation is not offered or appropriate for your group, you don’t have to make adjustments.

## BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

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

## PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life. To facilitate this, keep in mind the following:

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

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

**Keep the Adventure Moving.** When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players “little victories” for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don’t finish too early; provide them with a full play experience.

## ADVENTURE PRIMER

*I have not yet begun to fight.*

—Captain John Paul Jones

### BACKGROUND

**MYTH NANTAR**, an ancient underwater city of sea elves in the Sea of Fallen Stars, holds an ancient statue carved of gem called the **LIBRARIAN**, that dwells in the **HALL OF LIVING MEMORY**. This statue holds ancient knowledge desired by the **RED WIZARDS** of **THAY**. The Thayans invade the city with plans to takeover Myth Nantar by force and claim the Librarian as their prize.

### MISSIONS AND SPECIAL EVENTS

After the initial announcement by the lead administrator, the characters are free to pick their path through the adventure and take actions to help the entire group defeat the Red Wizards. Each table can choose from eight different missions, each focused on a different pillar of play. A mission takes about thirty minutes to an hour to complete, so your table will likely complete three to six missions during the adventure. When your group completes a mission, have your group captain immediately deliver a mission report (see **Appendix F**) to the administrator table. The characters can only play each mission once.

#### TIER 2 MISSIONS

The following missions are available for groups comprised of 5th-to-10th-level characters.

**Mission 1: Recruit the Merfolk (Interaction).** The characters must recruit a community of nearby merfolk to help defend Myth Nantar.

**Mission 2: Recruit the Lizardfolk (Interaction).** The characters must recruit a community of nearby lizardfolk to help defend Myth Nantar.

**Mission 3: Recruit the Locathah (Interaction).** The characters must recruit a community of nearby locathah to help defend Myth Nantar.

**Mission 4: Battle Thayan Ships (Combat).** The characters must commandeer, destroy, or rout a group of Thayan ships.

**Mission 5: Sabotage a Cargo Ship (Exploration).** The characters must sneak aboard an armed Thayan ship and sink it from the inside.

**Mission 6: Assault the Thayan Flagship (Combat).** The characters must damage the heavily armored and armed Thayan flagship.

**Mission 7: Infiltrate the Flagship (Exploration).**

The characters must sneak aboard the flagship and plant an explosive device.

**Mission 8: Steal a Thayan Vessel (Exploration).** The characters must steal a Thayan vessel that can be used to get behind enemy lines.

#### TIER 3 MISSIONS

The following missions are available for groups comprised of 11th-to-16th-level characters.

**Mission 9: Rally the Sea Elf Military (Interaction).** The characters must call the sea elf military leaders to action.

**Mission 10: Rally the Sea Elf Mages (Interaction).** The characters must call the sea elf mages to action.

**Mission 11: Rally the Council (Interaction).** The characters must call the sea elf political leaders to action.

**Mission 12: Find the Kwalish Arm (Exploration).** The characters must find the missing arm piece of *apparatus of Kwalish*.

**Mission 13: Find the Kwalish Legs (Exploration).** The characters must find the missing leg pieces of *apparatus of Kwalish*.

**Mission 14: Protect the Librarian (Combat).** The characters must protect the Librarian from Thayan forces.

**Mission 15: Protect the Armory (Combat).** The characters must protect the Myth Nantar armory from Thayan forces.

**Mission 16: Protect the Council (Combat).** The characters must protect Myth Nantar's Council Hall from Thayan forces.

#### SPECIAL MISSIONS

Your table could be selected for a special mission by the event administrator during the adventure. These missions are only played by selected tables, and the outcome of the mission effects other tables in play. The following special missions are part of this adventure.

**Special Mission 1: Stop the Thayan Weather Wizard (Tier 2).** The characters must kill a Thayan wizard manipulating the weather.

**Special Mission 2: Destroy the Line-Breaker (Tier 2).** The characters must sneak or bluff their way aboard the Thayan line-breaker ship and destroy it.

**Special Mission 3: Save the Turmish Merchant Ship (Tier 2).** The characters must rescue a Turmish merchant ship being attacked by Thayan forces.

**Special Mission 4: Smuggle the Conjurer (Tier 2).** The characters must escort a wizard behind enemy lines so she can teleport reinforcements behind the Thayans to surround them.

**Special Mission 5: Destroy the Thayan Submersible (Tier 3).** The characters must destroy a Thayan submersible made from a kraken's corpse!

**Special Mission 6: Wake the Dragon Turtle (Tier 3).** The characters must wake a dragon turtle and convince it to battle the Red Wizards.

**Special Mission 7: Kill the Thayan Elementalist (Tier 3).** The characters must find and kill a Thayan elemental to stop the mage from summoning water elementals.

**Special Mission 8: Find the Devastation Orbs (Tier 3).** The characters must find a cache of *devastation orbs* the wizards plan to use on Myth Nantar.

## ADVENTURE HOOKS

Use the following hooks to draw the characters into the adventure.

**Blood in the Water.** If the characters played *DDAL-DRW02 Blood in the Water*, they already know about Myth Nantar, the Librarian, and the Thayan forces coming for the statue.

**Call for Help.** The sea elves of Myth Nantar know the Thayans are coming for their city, so they've sent messengers to ask adventurers for help (with the promise of payment for those who fight for the city). One of these messengers approached the characters.

## ADVENTURERS LEAGUE EPIC

*Assault on Myth Nantar* is a special D&D Epic™ adventure, which means it's meant for multiple tables to play at the same time. The characters at your table work with the characters at other tables to accomplish a common goal: Stop the Red Wizards from invading Myth Nantar.

A lead Dungeon Master oversees the event, and each table is run by a table Dungeon Master. The lead Dungeon Master keeps track of the overall flow of the event, starts and ends the event, announces the results of special missions, answers DM questions, and makes sure everything runs smoothly. Full instructions for performing this role can be found in **Appendix H: Lead Dungeon Master Guide**.

## GROUP CAPTAIN

Before the adventure begins, ask the players to designate one character as the group's captain. Since time limits are hard and fast during the adventure, the captain makes decisions for the group when they can't agree on a course of action through any other means (such as voting). The group captain is also in charge of delivering the table's mission report, immediately after you complete a mission, to the administrator table. If your group can't pick a group captain, appoint someone to the job yourself.

## SPECIAL DMs FOR SPECIAL MISSIONS

We assume many conventions do not have the resources to have DMs for the special missions in addition to the DMs and admins needed to run the event. Because of this, we also assume table DMs will run the special missions (except special mission 5). However, some larger conventions may have such resources. **If this is the case, the admins organizing the event will let you know**, and you do not need to worry about preparing special missions unless you are chosen as a DM to run them. If your table is selected for a special mission and the event is using special mission DMs, the DMing running it will come to your table and temporarily relieve you (except special mission 5).

## SPECIAL MISSION

Special quests are introduced throughout the event. If your table is selected for a special mission, an event administrator will come to your table and inform you which mission your table is playing. If your table is selected for a special mission, you will continue to be their DM for that mission (with the exception of special mission 5), so get familiar with all the special missions.

## INTERACTIVE RESTRICTIONS

The following restrictions apply throughout this D&D Epic™ event (these rules are also summarized on **Player Handout 1: Rules Exceptions** in **Appendix C**).

### SHORT AND LONG RESTS

The event plays out in just a few hours of game time. Characters won't have the time in-game to take long rests and may only take **one free short rest**. Opportunities to earn additional short rests occur during play.

### PLAYER SPELLCASTING

Right from the start of the adventure, the characters are in the middle of a battle and time is of the essence, making it difficult to cast certain spells.

- There is no time to cast spells with a casting time longer than 5 minutes before the event begins.
- Spells with a casting time longer than 5 minutes can only be cast during the event if the group takes a short rest.
- Spells with a casting time longer than 1 hour can't be cast during the event at all.
- Spells that affect areas over 200 feet in radius (e.g. *control weather*) can affect other groups nearby at the Lead Dungeon Master's discretion. Inform the administrators if one of your players casts a spell with such a range. It will be up to the administrator to communicate this to the lead DM and communicate results to the DMs of affected tables.

### SPELLCASTING SERVICES

Between missions, allied clerics can provide any of the spellcasting services listed in the *Adventurers League Dungeon Master's Guide*. Players must cover the component costs for these spells, which are cast instantly and without the requirement to spend downtime days. All rules regarding player spellcasting apply here as well. For example, the only spell an allied cleric can cast to return a dead character to life is *revivify*, since the alternatives all require 1 hour to cast.

### PILLARS OF ADVENTURE

*Assault on Myth Nantar* lets characters tailor the adventure to their preference. Each mission on **player handouts 3 and 4 in Appendix C** has an icon which represents one of D&D's three pillars of play:



**Combat.** This quest features deadly battles and fast action.



**Exploration.** This quest features puzzle-solving, stealth, or tests of skill.



**Social Interaction.** This quest features information-gathering, persuasion, and other social challenges.

Most quests feature other pillars to lesser degrees. Encourage your players to choose quests that match their preferred play style and the specialties of their characters.

### EPIC STAFF SUMMARY

**Lead Administrator.** Oversees the event, assists table DMs with rules as needed and directs the action of the EPIC.

**Table Dungeon Master.** Runs a single table of players through the event.

**Administrator.** Transmits vital information between table DMs and the lead administrator that require a decision and direction. Also assists with other aspects of running the EPIC as directed by the lead administrator.

**Table Captain.** One player selected by their group, or the table DM if they cannot come to consensus, and responsible for reporting results for their table.

**Special Dungeon Master.** Runs special missions. For this EPIC there may only be one.



## INTRODUCTION

Once your table is mustered, have the players introduce their characters before providing handouts and instructions as directed below. Do not begin your first mission before the lead Dungeon Master has addressed the assembled tables.

## TEAM INTRODUCTIONS

After the characters have been introduced, follow the steps below while waiting for the Lead DM to begin.

- Pick a group captain (see “Group Captain” in “Adventure Primer”).
- The characters are gathered on several ships on the surface of the Sea of Swords. They can see a large fleet with red sails approaching from the north.
- The characters are here to defend the underwater sea elf city of Myth Nantar from a fleet of Red Wizard ships.
- Give the characters **Handout 1: Rules Exceptions**, and **Handout: 2 Ship and Underwater Combat** from **Appendix C**.
- If your group is comprised of 5th-to-10th-level characters, give them **Handout: 3 Myth Nantar Sea Missions** from **Appendix C**.
- If your group is comprised of 11th-to-16th-level characters, give them **Handout 4: Myth Nantar Underwater Missions** from **Appendix C**.
- Point out the larger versions of the mission handouts (hung by the lead administrator) that display the number of overall completed missions during the event. These mission charts are hung and updated by the event administrators.

## TO WAR!

Once everyone is mustered and has had a few minutes to introduce their characters, the lead administrator can read or paraphrase the following to the assembled tables.

The salty sea air is tinged with rot as the advancing undead ships of the Red Wizards approach. You’ve heard rumors the giant Thayan armada has troops above and below the waves.

Suddenly a conch blares, drawing your attention to the crow’s nest atop your fleet’s enormous flagship. From on high Oceanus the sea elf addresses the assembled adventures, “Friends! Thank you for your service to Myth Nantar! We shall not surrender to the evil mages of Thay. Let’s put them back into their holes. For if they win the day, the Librarian, a construct with an incredible amount of knowledge held in our underwater city, will be theirs and our bodies will serve as undead soldiers to swell their ranks! If we do not stop the Red Wizard threat here, they will have the knowledge and power to take any land they desire.”

As Oceanus speaks a group of sea elf mages surrounds half the ships. “Half of you shall dive under the waves to defend the Librarian! Our mages are using the underwater mythal to finish a spell that allows you to breathe and travel more swiftly in the water.” A wave of warm energy washes over the ship.

Oceanus then addresses the other half of the fleet. “The rest of you are on the sea’s surface, guarding our floating merchant outposts and the villages on the shore. You have your assignments. I’ll be monitoring the progress here at HQ. Good luck!”

After the commander has addressed the group continue the adventure. Your players may select a mission from handouts 3 or 4 (depending on their tier of play). Inform the players that for the heroes to be successful, each table participating in the event must complete several missions successfully. Additionally, each mission must be completed successfully a number of times dependent on the larger group’s size. This number will NOT be communicated to the players at any time.

**Tier 3 Tables.** If you are running a table of 11th-to-16th-level characters, inform the players that due to the mythal of the city, their characters can breathe underwater without the use of additional magic, and likewise they gain a swimming speed equal to their walking speed for the event’s duration.



## MISSION 1: RECRUIT THE MERFOLK



### INTRODUCTION

If the players choose this quest, read or paraphrase:

Three local merfolk tribes have been quietly skirmishing among themselves for years. Now you must take your keelboat and visit them in hopes that they can be convinced to join forces against the Thayans.

To complete this quest, the characters must convince three merfolk tribe leaders, Frenyak, Asirae, and Monada, to join their tribes with the cause against the Red Wizards.

### ROCKY RELATIONSHIPS

The characters are instructed to skipper their keelboat toward a nearby coral reef. As they approach, characters with passive Wisdom (Perception) scores of 14 or higher notice the coral jutting out of the water and can alert the characters crewing the ship to slow the vessel before colliding with the coral at the water's surface. If no character notices the coral, all characters must attempt a DC 15 Dexterity saving throw as the keelboat grinds to a halt on the coral protrusions. Any character that fails the saving throw is knocked prone; any character that fails the saving throw by 5 or more is knocked overboard into the water.

The arrival of the keelboat alerts four **merfolk scouts** and two **merfolk salvagers** who approach with weapons drawn, but do not attack. They attempt to keep the land folk characters from moving toward the center of the coral reef until the party members provide a satisfactory reason for their appearance here.

Once the characters have convinced the scouting party that they mean the merfolk no harm, they are escorted further into the coral formation. Rocks just below the water's surface provide a walking surface for characters who do not wish to swim.

### DIRE DISCUSSIONS

The scouting party and the characters approach a meeting between the leaders of three merfolk tribes. The emphatic conversation among them changes swiftly between Aquan and Common. The merfolk scouting party can identify the tribal leaders, translate the Aquan if needed, and answer questions that the party members may have before being introduced.

- **Frenyak the Red** is easily identifiable by the deep red coloring on his fins. He is the leader of the Deep Coves tribe, and members of this tribe are identifiable by the neckbands of tiny pink shells that they each wear.
- **Asirae Shipwrecker** and other members of the Poisoned Quill tribe all carry extra-long spears and a small pouch of puffer fish spines.
- **Monada of the Mists** has a mottled coloring in shades of light and dark blue and is the leader of the Cerulean Shores tribe. She and her tribe all wear armbands of braided kelp.

### ABJURER AMONG US

The characters and merfolk are watched by Felgarath Null, a female Thayan human **abjurer** with the *minor illusion* cantrip instead of *dancing lights*. This Red Wizard is concealed on a specially painted rowboat that blends in with the coral and can be spotted with successful DC 20 Wisdom (Perception) check. Felgarath casts the *minor illusion* cantrip to make it sound like the merfolk and characters are insulting each other to exacerbate tensions between the two parties. If noticed, or if the characters reach a successful agreement with the merfolk, she attacks, fighting until reduced to 10 hit points then fleeing. Until she is noticed, each time she interferes, the next character to make an ability check has disadvantage on the check.

### TRIBAL TENSIONS

Between the snippets of conversations that the party can hear and the parts that are translated by the merfolk scouts, the characters are able to learn that Frenyak, Asirae, and Monada are in the middle of a disagreement on how to react to the threat of the Thayan invasion:

- Asirae wants to fight and feels her tribe of hunters is adequately prepared but is concerned that members of the other tribes are not trained well enough for battle.

- Monada's tribe is ready to fight only if it is required of them, but they lack enough weapons to fully outfit everyone who is willing to take up arms against the invaders.
- Frenyak is concerned for the safety of his tribe and advocates against getting involved in matters that do not directly impact their lives. He argues that it does not matter who rules in Myth Nantar, whether sea elf or land folk, if his people can live in peace.

Monada halts the conversation with her fellow tribe leaders after she notices the scouting party waiting with the characters. She asks the characters why they have come, and whose side they are on in the coming conflict. Asirae immediately volunteers her tribe to fight for Myth Nantar if the characters can guarantee worthy fighting companions, Monada hesitates and asks for time to prepare, and Frenyak does not care to get involved in the altercation, citing the danger to his and the other tribes.

## METHODS AND MOTIVES

After speaking with the tribal leaders, the characters can attempt to persuade them to join the fight against the Red Wizards.

- A character who succeeds on a DC 14 Charisma (Persuasion) check convinces Asirae.
- A character who succeeds on a DC 16 Charisma (Persuasion) check convinces Monada.
- A character who succeeds on a DC 18 Charisma (Persuasion) check convinces Frenyak.

These checks can be made with advantage if the characters help the tribes prepare for the coming conflict. For each successful preparation task completed, a character receives advantage on one check with one merfolk leader. The following list is not exhaustive, and you should reward clever, reasonable ideas with success:

- A character can offer to assist in crafting spears and other weapons for the tribes; a successful DC 12 Dexterity check (adding proficiency in carpenter's, tinker's, or other tools, if applicable) grants advantage on a single check to convince the tribal leaders.
- A character can offer to assist in building defenses for the merfolk who will be staying out of the fight; a successful DC 12 Strength check grants advantage on a single check to convince the tribal leaders.
- A character can offer to assist in training merfolk for battle; a successful DC 12 Strength check

(adding proficiency in simple weapons, if applicable) grants advantage on a single check to convince the tribal leaders.

- A character who offers a resource (a casting of a spell, a consumable, a magic item) to the merfolk will gain advantage on a single check to convince the tribal leaders.

## ENDING THE MISSION

If the characters are able to convince all three merfolk tribal leaders to join forces with the elves of Myth Nantar, the mission is over, and the characters succeed. Otherwise the characters fail.

When the mission is over, have your group captain immediately deliver a mission report (see **Appendix F**) to the administrator table. When the captain returns, have your group pick a new mission.

## MISSION 2: RECRUIT THE LIZARDFOLK



### INTRODUCTION

If the players choose this quest, read or paraphrase:

Many lizardfolk villages dot the marshy shore around the Sea of Fallen Stars. Though they are xenophobic, you must take a keelboat and try to recruit one of these tribes to join our fight against the Red Wizards!

To complete this quest, the characters must convince Othokent the lizard queen to join their cause against the Red Wizards.

### INTERACTING WITH LIZARDFOLK

Unless noted otherwise for a specific NPC, lizardfolk speak and understand only Draconic. A character who does not speak Draconic can attempt to communicate simple ideas to the lizardfolk through simple, respectful gestures, but makes Charisma ability checks to influence the lizardfolk with disadvantage.

### APPROACHING THE LIZARDFOLK VILLAGE

As the characters approach the lizardfolk village by boat, six **lizardfolk** hide in the water just off the shore, lying prone in water two feet deep. A creature with a passive Wisdom (Perception) score of 14 or higher notices the lizardfolk and can land the boat somewhere else and try to sneak around these guards, which can be accomplished with a successful DC 13 group Dexterity (Stealth) check.

If the lizardfolk guards notice the characters, they leap out of the water, and the tallest male warrior, Denar, demands the characters leave. A character gets the lizardfolk to allow the party into the village with a successful DC 15 Charisma (Persuasion) check. If this check is failed twice (i.e. by two different characters, since each character may only make a single attempt), the lizardfolk attack. If a fight breaks out, the characters have disadvantage on all future Charisma ability checks made to influence lizardfolk during this mission.

When the characters reach the village, or at the end of the first round of combat, **Sauriv**, a male lizardfolk and Othokent's advisor, who can speak and understand Common, arrives. If necessary, he orders the lizardfolk to stand down. He asks the characters why they are in the area. Sauriv is worried about the Red Wizard invasion, so if the characters are honest (and not evasive), he agrees to help them.

### LIZARDFOLK VILLAGE

When the characters arrive in the lizardfolk village, read or paraphrase:

You follow Sauriv into a marshy clearing surrounded by huts made of fronds. The lizardfolk turns to you, saying, "I will summon our leader, Othokent, to speak with you. In the meantime, meet our people. Our queen admires those her subjects trust." As Sauriv disappears, you notice three lizardfolk moving outside of their huts: an elderly male seasoning skewers of meat, a female warrior carving stone spearheads, and a child braiding a bracelet.

While the characters wait for Othokent to visit them, they can interact with the other lizardfolk in the village.

### ALASNA

Alasna is an elderly male **lizardfolk** just learning to cook. His recently deceased partner, Vessin, used to do all the cooking, while Alasna took care of other chores. A character who succeeds on a DC 12 Wisdom (Insight) check can tell the lizardfolk is frustrated with his task of cooking muskrat meat.

Alasna accepts help from any character who succeeds on a DC 12 Charisma (Persuasion) check. That character must make a DC 14 Wisdom check with cook's utensils. If both checks succeed, the character helps Alasna make delicious food and gains the elderly lizardfolk's favor. If either check fails, Alasna takes the food and retreats inside his hut, giving the character a dirty look.

### USINA

Usina is a young female **lizardfolk** warrior who is creating spearheads out of stone. A character who succeeds on a DC 12 Wisdom (Insight) check can tell the warrior is exhausted. She has been carving stone for hours and needs a break.

Usina accepts help from any character who succeeds on a DC 14 Charisma (Persuasion) check. That character must make a DC 12 Dexterity check with mason's tools. If both checks succeed, the character gives Usina a break and gains her favor. If either check fails, Usina shakes her head and gets back to work, asking the character to go away.

## YOWA

Yowa is a female lizardfolk child (noncombatants) weaving bracelets made of muskrat hide. She is obviously frustrated that her work isn't turning out how she wants.

Yowa has been taught to be wary of outsiders, so a character must succeed on a DC 16 Charisma (Persuasion) check to convince the child to allow the character to assist her with the bracelets. That character must make a DC 12 Dexterity check with weaver's tools. If both checks succeed, the character helps Yowa make beautiful bracelets. If either check fails, the child runs off into the marsh to play, leaving her bracelets behind.

## OTHOKENT'S ARRIVAL

After the characters have a chance to interact with the lizardfolk in the village, read or paraphrase:

A female lizardfolk wearing a crown made from a turtle shell with Sauriv and four armed lizardfolk warriors at her side comes out of the village's largest building.

Sauriv and four **lizardfolk** escort Othokent, a **lizard queen** who speaks and understands Common, to meet the characters. Othokent has been observing the characters through the windows in her hut and noticed any interactions they had with her people.

**Roleplaying Othokent.** Othokent is wary of outsiders, but respectful to all people, provided they show her respect first. She introduces herself and asks the characters why they have come to the village.

When the characters ask for Othokent's help, they must make a Charisma (Persuasion) check. The DC for this check is based on the number of lizardfolk's favors the characters have secured:

- The DC for the check is 20 if the characters failed to gain the favor of any lizardfolk.
- The DC for the check is 18 if the characters gained the favor of one lizardfolk (Alsana, Usina, or Yowa).
- The DC for the check is 16 if the characters gained the favor of two lizardfolk.
- The DC for the check is 14 if the characters gained the favor of Alsana, Usina, and Yowa.

If the characters fail this check by 4 or fewer, Othokent tells them she cannot give them aid, the mission is over, and the characters fail. If the characters fail this check by 5 or more, they fail the mission, but they also offend Othokent with their request, and the lizardfolk attack.

If the characters succeed on this check by 5 or more, Othokent agrees to help them in the battle, the mission is over, and the characters succeed. If the characters succeed on this check by 4 or fewer, Othokent has a final test for them.

**Othokent's Final Test.** If the characters must face Othokent's final test to gain her trust, she tells them that she cannot allow her people to stand with weak warriors and that the characters must be tested. She then whistles, calling a **tyrannosaurus rex** the marsh. The dinosaur attacks the characters. If the characters survive the test, Othokent agrees to help them against the Red Wizards, the mission is over, and the characters succeed.

## ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Replace the **tyrannosaurus rex** with two **giant crocodiles**.
- **Weak:** The **tyrannosaurus rex** has 115 hit points.
- **Strong:** The **tyrannosaurus rex** has 208 hit points.
- **Very Strong:** Add one **tyrannosaurus rex**.

## ENDING THE MISSION

When the mission is over, have your group captain immediately deliver a mission report (see **Appendix F**) to the administrator table. When the captain returns, have your group pick a new mission.

## MISSION 3: RECRUIT THE LOCATHAH



### INTRODUCTION

If the players choose this quest, read or paraphrase:

Several locathah communities exist in nearby coves. If the Red Wizards take Myth Nantar, they will surely invade the locathah's homes next. Take a keelboat to one of these coves and recruit them to our cause!

To complete this quest, the characters must convince Ovnack, the locathah leader, to join their cause against the Red Wizards.

### FISHING FOR LOCATHAH

The characters sail their keelboat to a cove where locathah have been spotted before. As they approach, they can see a great coral reef 20 feet down in the clear water. Ten **giant sea eels** swim in circles between the boat and the reef. A character with a passive Wisdom (Perception) of 14 or higher notices six **locathah hunters** sleeping in the reef. To reach the fish-folk, the characters must either circumnavigate their eel guardians or get the locathah to come to the surface of the water.

### GETTING BY THE EELS

The eels move to attack the characters as soon as they enter the water, but a character who succeeds on a DC 17 Wisdom (Animal Handling) check convinces the eels to back off. A character who succeeds on a DC 15 Intelligence (Nature) check knows that giant sea eels can be distracted with food. A character offering up a day's rations per eel has advantage on the animal handling check.

If the characters attempt to pick off the eels with ranged attacks from the deck of the boat, the eels move under the vessel to use it as cover. If the characters kill the eels, they have disadvantage on all Charisma ability checks made to influence the locathah during this mission.

Once the characters get by the eels, the locathah wake and notice them. Since the characters likely

cannot communicate or breathe underwater, the characters must signal to them to head toward the surface so they can talk.

### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove two **giant sea eel**.
- **Weak:** Remove one **giant sea eel**.
- **Strong:** Replace the ten **giant sea eels** with two **giant coral snakes**.
- **Very Strong:** Replace the ten **giant sea eels** with three **giant coral snakes**.

### GETTING THE LOCATHAH'S ATTENTION

After the eels have been dealt with, getting the locathahs' attention so they might swim to the surface can be managed in several ways.. The following list is not exhaustive, and you should reward clever, reasonable ideas with success:

- A character who can see the locathah could use the *message* spell to ask a locathah to come to the surface.
- A character who can see the locathah could use the *mage hand* spell to poke at the locathah get their attention.
- A character could carve a message into a rock or other weighted item that would not be destroyed and drop it into the water, so it reaches the locathah.

### LOCATHAH TALK

When the locathah come to the surface, they are already aware of the Red Wizard invasion and on edge. When they surface and can speak to the characters, Delly, the female leader of this small band of hunters, draws her crossbow and demands the characters state their business or die. Delly and the other locathah are worried the characters are working with the Red Wizards, but a DC 15 Charisma (Persuasion) check convinces them of the truth. If the characters fail this check, the locathah attack. A nonaggressive character who attempts this check as an action can convince the locathah to stand down on a success. If all the locathah die, the mission is over, and the characters fail.

If the characters convince Delly and the others they are not servants of the Red Wizards, the locathah immediately become confused. She explains that an emissary from the sea elves has already come to treat with their leader, Ovnack.



Delly tells the other locathah to stay and guard the cove then leads the characters to shore.

## SECRET VILLAGE

Delly leads the characters down the shoreline to a circle of 10-foot-high dunes that surround the 30-foot-radius village. When the characters enter the village, read or paraphrase:

Hidden behind a ring of high dunes is a small village of tents made from seaweed and the bones of enormous sea creatures. At the center of these structures, a locathah wearing a necklace made from shark teeth talks to two sea elves.

Utritch and Zoyas (neutral evil female Thayan human **mag**es with the *disguise self* spell prepared instead of *detect magic*) have used the *disguise self* spell to appear as sea elves. They are talking with Ovnack, a **locathah hunter** and leader of the locathah community. The mages try to convince Ovnack that fighting the Red Wizards is a lost cause and that he should move his people out of the area before the Thayans invade the village. When the characters arrive, Ovnack asks their business and immediately becomes confused, unsure of whom to trust.

## CONVINCING OVNACK

The mages insist they are the true representatives of the sea elves and argue against any points the characters make otherwise. Each time a character argues a new reason Ovnack should believe them over the Red Wizard imposters, the character can make a DC 13 Charisma (Persuasion) checks. If the characters succeed on three of these checks before failing three checks, they convince Ovnack of the truth. If the characters fail three of these checks before succeeding on three checks, Ovnack sides with the Red Wizards.

If the characters prove the Red Wizards are imposters in disguise (perhaps by casting the *dispel*

*magic* spell), they automatically convince Ovnack of the truth.

**If Ovnack Sides with the Characters.** If Ovnack sides with the characters, the mages become enraged and attack, fighting to the death. During the battle Delly grabs Ovnack and runs for cover. If the characters survive the encounter, Ovnack pledges to aid them in the battle against the Red Wizards, the mission is complete, and the characters are successful.

**If Ovnack Sides with the Red Wizards.** If Ovnack sides with the Red Wizards, he asks the characters to leave. If they refuse, Ovnack, Delly, and the Red Wizards attack the characters, until the characters retreat or one of the sides is defeated.

If during the conflict, the characters manage to kill a Red Wizard or otherwise reveal their identities before killing Ovnack or Delly, Ovnack admits his mistake, stops attacking the characters, and pledges to aid them in the battle against the Red Wizards. At this point, if the characters have survived, the mission is complete, and the characters succeed.

If the characters flee or kill Ovnack and Delly, the mission is complete, and the characters fail.

## ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Both **mag**es have no remaining spell slots of 4th or 5th level.
- **Weak:** Both **mag**es have no remaining spell slots of 5th level.
- **Strong:** Both **mag**es have 72 hit points.
- **Very Strong:** Instead of **mag**es Utritch is an **abjurer** and Zoyas is an **evoker**.

## ENDING THE MISSION

When the mission is over, have your group captain immediately deliver a mission report (see **Appendix F**) to the administrator table. When the captain returns, have your group pick a new mission.

## MISSION 4: BATTLE THAYAN SHIPS



### INTRODUCTION

If the players choose this quest, read or paraphrase:

A group of four Thayan vessels – one longship, and three keelboats -- are headed toward the thick of the battle to round up survivors and carry more soldiers into combat. Only the longship is fully crewed – if you can take it out, the keelboats will not have escorts for safe passage towards the thick of the fight.

To complete this quest, the characters have been granted use of a **keelboat** to wage war against the smaller vessels in the Thayan fleet. They must commandeer or destroy the Thayan longship that is approaching. This mission uses the ship combat rules from **Appendix C**.

### THAYAN CREW

The crew of the Thayan **longship** is made up of the following creatures:

- One captain (**kraken priest**)
- Five other officers: a first mate, a bosun, a quartermaster, a surgeon, and a cook (three **berserkers** and two **archers**)
- Thirty-four sailors (**commoners**)

### ROUT THE REINFORCEMENTS

The characters have been tasked with keeping the Thayan vessels from entering the main combat. They can use their keelboat's ballista to damage the longship or its crew members, navigate the keelboat toward the longship to board the Thayan vessel and begin melee combat, or maneuver their keelboat stay at the optimal distance for ranged attacks. The

Thayan **keelboat** captains, sensing the danger, do not engage in the fight unless provoked.

### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove one **archer** and one **berserker**.
- **Weak:** Remove one **archer**.
- **Strong:** Replace the berserkers with **wights**.
- **Very Strong:** Replace the berserkers with **wights** and the archers with **conjurers**.

### COMPLICATIONS

At the start of rounds 2, 3 and 4 of combat, a complication is added to the fight.

#### ROUND 2

The winds shift so that the Thayan longship has full sails, granting them a movement speed of 60 feet while sailing with the wind. This wind shift may oppose the character's keelboat and reduce its speed to 15 feet if they are sailing into the wind. This effect lasts for 1 full round.

#### ROUND 3

Each of the three enemy keelboats makes one ballista attack on the party's keelboat.

#### ROUND 4

An undead kraken tentacle emerges from the water and makes one tentacle attack on a randomly determined party member:

**Tentacle. Melee Weapon Attack:** +17 to hit, reach 30 ft., one target. Hit: 20 (3d6 + 10) bludgeoning damage

### ENDING THE MISSION

If the characters capture or destroy the Thayan longship or kill its crew, they complete the mission successfully. Otherwise they fail.

When the mission is over, have your group captain immediately deliver a mission report (see **Appendix F**) to the administrator table. When the captain returns, have your group pick a new mission.



## MISSION 5: SABOTAGE A CARGO SHIP



*We identified an enemy ship with critical cargo. Sneak aboard and find a way to sink it!*

### INTRODUCTION

If the players choose this quest, read or paraphrase:

You maneuver a stolen enemy keelboat next to a large Red Wizard cargo ship that is built for war! Your mission: Find a way to sink the vessel. Making some holes in the cargo hold should do the trick if you can't find other options.

To complete this quest, the characters must destroy or sink the ship. They can take on the cargo ship (which uses the **warship** statistics) outright (using the **Ship and Underwater Combat** rules from **Appendix C**) but stand a much better chance of survival if they sneak aboard and find another way to destroy the ship.

### SNEAKING ABOARD THE SHIP

The warship is crewed mostly by mindless constructs and undead. The characters can sneak or bluff their way by such creatures without a fight by succeeding on a group check, either a DC 15 Dexterity (Stealth) check OR a DC 15 Charisma (Deception) check, depending on the tack taken.

### WARSHIP FEATURES

The warship has the following features:

- **Ceilings.** The ceilings in the lower deck, holds, and cabins are 8 feet high with 6-foot-high doorways.
- **Doors.** The ship's doors are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check with thieves' tools, or the door can be force opened with a successful DC 20 Strength (Athletics) check.
- **Light.** Hanging lanterns cast bright light throughout the ship.
- **Rigging.** Rigging on the ship can be climbed without an ability check.
- **Sails.** Each ship has three 80-foot-tall masts with sails to catch the wind.

### AREAS OF THE WARSHIP

The warship map is depicted in **Appendix E**.

#### AREA 1. MAIN DECK

Several large undead move about the ship's deck, loading two catapults and pulling on ropes tied to sails to catch the wind. A rope net covers an opening that leads down to the cargo hold.

Five **ogre zombies** work the deck of the ship. If the characters fire the catapult or the ballista in area 4 or use the ship wheel in area 5, the zombies attack.

**Catapults.** The catapults are a loaded mangonel. The zombies are waiting to get in range of enemy ships before firing. A character can attempt to jury rig a mangonel to shoot a stone straight into the air by making a successful DC 17 Intelligence check using carpenter's tools or tinker's tools. Doing so, causes the stone to come crashing back down through the ship, creating a hole and sinking the ship. In this circumstance the ship begins sinking and will be totally submerged after 5 rounds. On a failed result, the catapult fires the stone away from the ship harmlessly.

#### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Reduce the number of **ogre zombies** to three.
- **Weak:** Reduce the number of **ogre zombies** to four.
- **Strong:** Replace two **ogre zombies** with **beholder zombies**.
- **Very Strong:** Replace three **ogre zombies** with **beholder zombies**.

#### AREA 2. OFFICER'S QUARTERS

There are four unmade beds in this cabin.

#### AREA 3. CAPTAIN'S QUARTERS

The door to this area is locked (see "Warship Features"). When the characters enter, read or paraphrase:

Two women with tattooed, shaved heads sit at a small table in this cabin with a desk and large bed.

Two Red Wizards (LE female Thayan human **mages**), the captain and her first mate, are in this cabin discussing battle plans. They fight to the death.

**Captain's Key.** The captain holds a master key to other locked doors on the ship.

#### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Both **mag**es have no remaining spell slots of 4th or 5th level.
- **Weak:** Both **mag**es have no remaining spell slots of 5th level.
- **Strong:** Both **mag**es have 72 hit points.
- **Very Strong:** Instead of **mag**es the first mate is an **evoker** and the captain is a **necromancer**.

#### AREA 4. FORECASTLE

A ballista is mounted to the forec

astle of the ship. Before it can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it. If the ballista is fired, the zombies in area 1 attack characters using the weapon. A character can pointed the ballista at the deck by making a success DC 15 Intelligence check with carpenter's tools or tinker's tools. If the characters fire the ballista into the deck of the ship three times, the ship becomes so damaged that it begins sinking and is totally submerged after 5 rounds.

#### AREA 5. QUARTERDECK

The quarterdeck holds the ship wheel, which is piloted by an unseen servant (per the *unseen servant* spell). The servant must be dispelled or destroyed for a character to take the wheel.

**Ballista.** The ballista on this deck can be used just like one on the forec

astle (area 4).

**Take the Wheel.** A character can use an action and make a DC 18 Dexterity check, adding their proficiency bonus if they're proficient with water vehicles, to attempt to crash the vessel by steering it into another ship. On a success the ship crashes into another Red Wizard vessel and becomes so damaged that it begins sinking and is totally submerged after 5 rounds. If the characters get control of the wheel, the zombies in area 1 notice them and attack.

#### AREA 6. CARGO HOLD

Creatures made of stitched-together flesh patrol among the boxes and barrels stored on this cargo deck.

Two **flesh golems** here attack the characters if they begin damaging the ship. If the flesh golems get into combat, the Red Wizards in area 7 emerge and attack at the start of the second round of combat.

The crates and barrels contain spell components and ammunition for siege weapons.

**Making Some Holes.** The characters can destroy the floor of the ship (AC 15, 150 hit points; immune to poison and psychic damage) with weapons and spells. A character may also drill a hole into the floor of the hold with a successful DC 15 Strength check using carpenter's tools over the course of 2d4 minutes each.

If the ship is destroyed or if three holes are bored into the bottom of the ship, the cargo hold begins filling with water, the ship begins sinking, and is fully submerged after 5 rounds.

#### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** The cargo hold contains one **flesh golem** with 132 hit points.
- **Weak:** Both **flesh golems** have 70 hit points.
- **Strong:** Add a third **flesh golem**.
- **Very Strong:** Add two more **flesh golems**.

#### AREA 7. SMOKEPOWDER STORAGE

The door to this area is locked (see "Warship Features"). Barrels of smokepowder marked "INFLAMMABLE" in red letters are stacked in the room. Two Red Wizards (LE male Thayan human **mag**es) are in this room checking on the smokepowder. They attack characters they notice.

**Explosion!** If one of the barrels of smoke powder takes 10 or more fire damage from a single attack or spell, all the barrels explode, immediately destroying the ship. All creatures on the ship when the barrels explode must make a DC 15 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one.

#### ENDING THE MISSION

If the characters fail to destroy or sink the ship, they fail the mission. If the characters destroy or sink the ship, they succeed.

When the mission is over, have your group captain immediately deliver a mission report (see **Appendix F**) to the administrator table. When the captain returns, have your group pick a new mission.

## MISSION 6: ASSAULT THE THAYAN FLAGSHIP



### INTRODUCTION

If the players choose this quest, read or paraphrase:

The Thayan flagship is a massive, armored, undead ship called the *Devourer*. Take command of one of our warships and make a run along the *Devourer*'s length. Do as much damage as you can without sinking your own ship! You'll have a half-minute. Make it count!

To complete this quest, the characters must deal at least 150 points of damage to the *Devourer*, a **death knight-dreadnaught**. The characters are the officers on a **warship** for this mission and command a crew of forty **guards**. This mission uses **Ship and Underwater Combat** rules from **Appendix C**.

### DEVOURER CREW

The *Devourer* crew consists of the following creatures:

- One captain (**mage** or for a **very strong** party, a **necromancer**)
- Five other officers: a first mate, a bosun, a quartermaster, a surgeon, and a cook (**apprentice wizards**)
- Forty-two sailors (**skeletons**)
- Twelve siege engineers (**zombies**)

### THE RUN ON THE WARSHIP

The characters have five rounds to deal as much damage as they can to the Thayan flagship before turning for safety. This isn't just a standoff with the *Devourer*. At the start of each round of combat, a complication is added to the fight. When the fight begins, read or paraphrase:

A ship made of hardened gray flesh moves with surprising speed across the ocean, leaving a trail of destroyed vessels its wake. Red eyes glow on the front of this undead vessel.

### ROUND 1

At the start of the first round of combat, a **beholder zombie** is teleported onto the deck of the characters' ship. This zombie fights to the death.

#### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** The **beholder zombie** has 50 hit points.
- **Weak:** The **beholder zombie** has 70 hit points.
- **Strong:** The **beholder zombie** has 143 hit points.
- **Very Strong:** Add a second **beholder zombie**.

### ROUND 2

At the start of the second round of combat, a huge ocean swell rocks the characters' ship. Each character on board must succeed on a DC 12 Dexterity (Acrobatics) check or fall prone. Those failing the check by 5 or more are thrown overboard.

### ROUND 3

At the start of the third round of combat, two **ogre zombies** are teleported onto the deck of the characters' ship. These zombies fight to the death.

#### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove one **ogre zombie**.
- **Weak:** The **ogre zombies** have 60 hit points.
- **Strong:** The **ogre zombies** have 126 hit points.
- **Very Strong:** Add a third **ogre zombie**.

### ROUND 4

At the start of the fourth round of combat, a whale zombie surfaces next to the characters' ship and releases a cloud of noxious gas from its blowhole. Each character on the ship must succeed on a DC 13 Constitution saving throw or become poisoned until the start of the next round. The whale then disappears beneath the waves.

### ROUND 5

At the start of the fifth round of combat, any undead creatures that remain on the deck of the characters' ship explode. Each creature within 15 feet of the undead must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

At the end of the fifth round of combat, read or paraphrase:

A slew of Thayan ships arrive, ready to the aid of the *Devourer*. You have done all you can in this fight, so your crew turns your vessel around, heading for safety.

## ENDING THE MISSION

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If the characters keep their ship intact, survive the mission, and deal at least 150 points of damage to the *Devourer*, they complete this mission successfully. Otherwise they fail.

When the mission is over, have your group captain immediately deliver a mission report (see **Appendix F**) to the administrator table. When the captain returns, have your group pick a new mission.

## MISSION 7: INFILTRATE THE FLAGSHIP



### INTRODUCTION

If the players choose this quest, read or paraphrase:

You've been tasked with sneaking aboard the Thayan flagship, the *Devourer*, and detonating an explosive to assist in incapacitating the vessel. Be quick! Our forces are also attacking from the outside!

To complete this quest, the characters must infiltrate the *Devourer*, a **death knight-dreadnaught**, deliver and detonate an explosive device, and escape.

### THE COUNTDOWN BEGINS

The characters have been summoned to a small rocky shore where the female Triton archmage **Lamora** stands with a male Triton, **Koros**, next to a wooden **rowboat**. Lamora advises the characters that Koros, a smuggler, will row them alongside the *Devourer*, which they must then board in order to find the ship's magazine, where the explosive ammunition is stored. Lamora unwraps a large green pearl the size of a plum and asks the party to select a command word for detonation. After the command is selected, she casts a spell, re-wraps the pearl, and hands it to the party. She advises that once the command word has been spoken, the party will have thirty seconds (5 rounds) to find themselves as far from the resulting explosion as possible.

**3...**

As the characters prepare to depart for the death knight-dreadnaught, read or paraphrase:

Lamora gestures for you to enter the rowboat, and Koros readies the oars. As you settle onto the seats of the boat, a huge shimmering sphere surrounds it. Koros begins to row, launching the boat into the dark, churning water. As you travel towards the dreadnaught, you notice that the sea is teeming with swimming zombies that swarm and devour any creature who falls overboard from one of the nearby ships. The undead clamber towards your boat when they spot it, but as they reach to attack, they are thwarted by the translucent sphere. As Koros continues to row, the sphere quietly parts the sea of undead, and you can see the frustration and anger on their faces as their desire to destroy you remains unmet.

Koros navigates the rowboat through the tumultuous waters as he imparts what the Myth Nantar forces know about the *Devourer*:

- The ship's magazine is on the first lower deck, just below the main deck, and is located at the rear of the ship.
- Koros will throw a rope through one of the ship's scuppers (a draining hole for sea water) on the main deck, allowing the characters to climb aboard.
- The magazine is on the same deck as the crew rowing the galley.
- The crew is comprised mostly of skeletons and zombies, with a few apprentice wizards as officers.

Koros steadies the rowboat alongside the *Devourer* and throws a grappling hook through a scupper on the rear of the ship, as promised. Characters must succeed on a DC 15 Strength (Athletics) check to climb the rope. If a party member fails the check they fall into the rowboat and take 3 (1d6) bludgeoning damage.

If at least half of the party succeeds on a DC 12 Dexterity (Stealth) check at the top of the rope, they avoid the notice of the four **skeletons** manning the catapults on the rear of the deck as they clamber aboard. The skeletons attack if the party fails in sneaking aboard.

**2...**

The stairs leading to the magazine room are covered by a trap door. A large iron bar with a protruding handle and a spring-loaded mechanism secures the door. The bar can be moved with a successful DC 15 Strength (Athletics) check, but must be held in place while another party member opens the door itself with a successful DC 15 Strength (Athletics) check.

Once opened, the party can descend the stairs. The trap door closes and re-engage behind them. The same mechanism is present on the lower side of the trap door when the players want to exit.

### 1...

The ship's magazine is 20 feet long by 30 feet wide and is completely dark. If the characters have darkvision or light sources, they can see wooden powder kegs lashed to the walls. As the characters place the explosive pearl and speak its command word for detonation, those with a passive (Wisdom) Perception score of 15 or higher hear the trap door being opened. If the party members do not hear the trap door, they are surprised as an **apprentice wizard**, two **skeletons**, and two **zombies** descend into the room.

Characters may try to avoid combat with the crew members by bluffing their way out. A successful DC 18 Charisma (Deception) check allows them to pass unhindered. Award advantage on the roll for clever roleplaying, or if the party has made use of a disguise kit, Thayan robes, or enemy weapons to aid in their plot.

If the party engages in combat, each round counts against the detonation countdown.

As the characters exit, they must once again disengage the trap door's locking mechanism with a successful DC 15 Strength (Athletics) check, as another party member lifts the door with a separate DC 15 Strength (Athletics) check. Each unsuccessful

pair of checks counts as a round against the detonation countdown.

### BOOM!

As the party ascends through the trap door, a ballista from a Nantarn ship strikes the *Devourer*. Characters must succeed on a DC 15 Dexterity saving throw or be knocked prone.

When the explosive detonates, a fireball fills the lower deck, dealing 42 (12d6) fire damage to each creature there. A successful DC 16 Dexterity saving throw halves the damage for characters on the lower deck for the explosion. If the characters are on the main deck when the explosion occurs, the damage is halved, and a successful DC 16 Dexterity saving throw halves the damage again.

Koros and his rowboat are waiting for the characters below the rope still dangling from one of the scuppers; if the characters are in the rowboat when the explosive detonates, they do not take any damage.

### ENDING THE MISSION

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If the characters detonate the explosive device on the *Devourer*, they complete the mission successfully. Otherwise they fail.

When the mission is over, have your group captain immediately deliver a mission report (see **Appendix F**) to the administrator table. When the captain returns, have your group pick a new mission.



## MISSION 8: STEAL A THAYAN VESSEL



### INTRODUCTION

If the players choose this quest, read or paraphrase:

A Thayan keelboat sits anchored a short distance from the thick of the fighting. Given a rowboat and your wits, can you liberate the ship and deliver it to the Nantarn forces?

To complete this quest, the characters must steal a Thayan vessel that can be used against the Red Wizards.

### SETTING OFF

The characters are tasked with boarding a nearby **keelboat** and sailing to back to the sea elves, who plan to put it to further use in missions to save their city. The keelboat is anchored approximately 500 feet from where the characters are lowered in a **rowboat** from a Nantarn vessel.

The party's first challenge is navigating the choppy waters to the enemy keelboat. The players must succeed on a DC 13 group ability check (adding proficiency in navigator's tools or water vehicles, if applicable) as they row the boat, navigate towards the ship, and avoid obstacles in the water. Examples of appropriate abilities include, but are not limited to:

- A single character may row the boat with a successful DC 15 Strength (Athletic) check; if two characters attempt to row the DC is lowered to 12 as they work together.
- Characters may direct the boat to avoid cresting waves or floating debris with a successful DC 15 Intelligence (Investigation) check. If the check is unsuccessful by 5 or more points, the boat is rocked by the waves or debris and characters must make a DC 15 Dexterity saving throw, taking 1d12 bludgeoning damage on a failure as they are knocked around the boat. A successful DC 15 Wisdom (Survival) check will result in direct navigation towards the Thayan

keelboat. If the check is unsuccessful by 5 or more points, the first mate (**sahuagin baron**) is on the ship's deck by the time the characters arrive at the Thayan vessel, and the DC of the Dexterity (Stealth) check to sneak aboard increases to 17.

### PERMISSION TO BOARD

Once the party arrives at the keelboat, they must decide how to get on board. The following list of methods is not exhaustive, and you should reward clever, reasonable ideas with success:

- Characters may secure a rope to the deck of the keelboat and climb the rope to board on successful DC 15 Strength (Athletics) checks, as well as a DC 15 Dexterity (Stealth) check.
- The party can alert the crew of the keelboat and bluff their way aboard with successful DC 15 Charisma (Deception) check.

### KEELBOAT FEATURES

The keelboat has a map in **Appendix E** and the following features:

- **Light.** A hanging lantern or two casts bright light across the ship.
- **Rigging.** Rigging on the ship can be climbed without an ability check.
- **Sails.** The keelboat has one 10-foot-tall mast with sails.
- **Ballista.** A ballista is mounted on the fore of the deck. Ten ballista arrows are stacked and secured nearby.
- **Oars.** The deck of the ship holds twelve benches and four 15-foot-long oars. When the ship is rowed, crew members sit on these benches to work the oars.
- **Railing.** The deck has a 3-foot-high rail around its perimeter that provides half cover for Medium creatures and three-quarters cover for Small creatures behind it.
- **Crew.** This keelboat is crewed by a captain (**sahuagin high priestess**), a first mate (**sahuagin baron**), and two crew members (**sahuagin champions**) all in service to the Red Wizards. If the party sneaks aboard, the high priestess and baron are in the captain's cabin and the crew members are on the deck, repairing some of the rigging.



### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak or Weak:** Remove one **sahuagin champion**.
- **Strong:** Replace the **sahuagin champions** with **sahuagin blademasters**.
- **Very Strong:** Replace the **sahuagin high priestess** with a **necromancer**.

### SAIL AWAY WITH ME

The next challenge for the characters to overcome is how to deliver the keelboat to the Nantarn forces. The DC is 15 for any ability checks the players need to pass in order to convince the crew of the party's plans or to sneak around them on the vessel.

Eliminating the crew is messy, but also an option.

In order to steer the vessel, the characters must make use of the ship's helm, which is protected by a magical glyph. The glyph prevents unauthorized piloting of the ship (the wheel does not turn while the glyph is active), and, every five minutes, tunes itself to a different school of magic. In order to bypass the protection spell, a character must first succeed on a DC 15 Intelligence (Investigation) check to locate it. A successful DC 17 Intelligence (Arcana) check allows a character to discern the current school of magic to which the glyph is tuned. To deactivate the glyph, a character must cast a spell of the same school of magic as the glyph is tuned to into it.

To determine what school of magic the glyph is tuned to when the characters approach the helm, roll a d8 and consult the following table:

### Glyph Schools of Magic

d8	School of Magic
1	Abjuration
2	Conjuration
3	Divination
4	Enchantment
5	Evocation
6	Illusion
7	Necromancy
8	Transmutation

If a character determines the tuning of the glyph but does not cast a spell of the correct school of magic into it, the ship's crew is alerted, and they attack the characters.

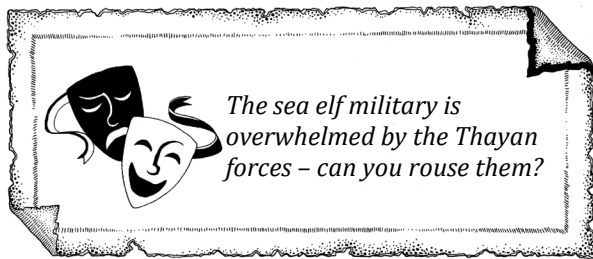
If a character determines the tuning of the glyph and correctly disengages it, the steering mechanism of the boat is freed, and the keelboat can be used to pilot the ship away. If the characters need a method of boat propulsion, the DC is 15 for any Strength (Athletics) checks to use the keelboat's oars.

### ENDING THE MISSION

If the characters liberate the keelboat from its crew, they complete the mission successfully. Otherwise they fail.

When the mission is over, have your group captain immediately deliver a mission report (see **Appendix F**) to the administrator table. When the captain returns, have your group pick a new mission.

## MISSION 9: RALLY THE SEA ELF MILITARY



### INTRODUCTION

If the players choose this quest, read or paraphrase:

Living in Myth Nantar, under the protection of the ancient mythal that guards the city, many of the elven forces have not seen true battle before, and as a result are shaken and afraid after their first taste of war. As accomplished adventurers, you've been asked to motivate the warriors.

To complete this quest, the characters must write and perform an inspirational speech to the gathered military forces.

### WE WILL NOT GO QUIETLY INTO THE NIGHT

The Nantarn military forces are fighting hard but struggling to stay afloat. A high-ranking officer of the sea horse cavalry asks the party to speak to an assembled group of fighters.

The characters must use what they know of war, despair, and triumph to encourage the elves and their allies to continue to strike back against the Red Wizards.

### DESSERTERS

After the characters speak to the general, a group of sea elves veterans begin fleeing, shouting, "All is lost! We must flee or die!" If a character can convince these deserters to rejoin the fold with a successful DC 15 Charisma (Persuasion) check, all characters have advantage on all Charisma checks made for the duration of this mission. If they kill the deserters, threaten them, or do nothing, all characters have disadvantage on all Charisma checks made for the duration of this mission.

### WE WILL NOT VANISH WITHOUT A FIGHT

Players may use **Handout 10: Motivational Speech** (see **Appendix C**) when writing their speech. This page details the required elements, and each player is encouraged to work on their own section, though collaboration is rewarding as well. The handout can be separated by section and distributed to players individually.

- **Introduction:** "We are here today..."
- **Restate the Risk:** "We know the odds are against us..."
- **Reminisce / Historical References:** "Did our/elven forces give up when...?"
- **Reminder / Appeal to Values:** "You/We are those who..."
- **Relationships / Appeal to Individuals:** "We fight for..."
- **Call to Action:** "Now let's return and..."

### WE'RE GOING TO LIVE ON

When the speechwriting has been completed, one character needs to perform the speech at the table, the more feeling, the better. Award advantage on the final check if appropriate, making special note to reward any nautical puns or turns of phrase in the speech.

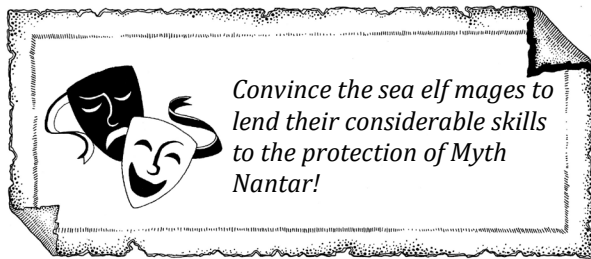
Despite the fact that only one player can deliver the speech, the players must succeed on a group check with each character making a DC 15 Charisma (Performance) or Charisma (Persuasion) check. If they pass the group check, the weary forces are successfully roused to fight.

### ENDING THE MISSION

If the characters perform an inspirational speech to the Nantarn forces, and succeed at the group check, they complete the mission successfully, and you should give them **Handout 11: You're Inspired!** and tell them to award it to another table of their choice. Otherwise they fail.

When the mission is over, have your group captain immediately deliver a mission report (see **Appendix F**) to the administrator table. When the captain returns, have your group pick a new mission.

## MISSION 10: RALLY THE SEA ELF MAGES



### INTRODUCTION

If the players choose this quest, read or paraphrase:

An exhausted-looking sea elf evoker approaches you and beckons for you to listen. They implore you to travel through the city to a wizard tower and bring back aid from the mages there.

To complete this quest, the characters must convince the mages to lend their power to the defense of the city.

### TOWER OF POWER

The mage's tower that the evoker directs the party to stands 50 feet high and 40 feet in diameter. Unlike the other glimmering and pristine buildings in the city of Myth Nantar, this one shows definite signs of age. The stone and coral from which it was built have become worn and faded. The single visible entrance to the tower is a wooden door at its base.

#### KNOCK, KNOCK

The door to the tower is locked. A *glyph of warding* is inscribed on the front door and is triggered when the door is opened. A successful DC 17 Intelligence (Investigation) check, allows a character to discover the glyph without triggering it. If the glyph is triggered, each creature within 20 feet of the door must make a DC 18 Dexterity saving throw. A creature takes 50 (11d8) lightning damage on a failed saving throw, or half as much damage on a successful one.

#### WELCOME HOME

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

The first floor of the tower looks like it was once a nicely furnished sitting room, with plush chairs and footstools neatly arranged around a low table. Several darkened *driftglobes* float silently along the walls. One side of the room is overgrown with various plant life, and another wall is home to several maps and pieces of art. As you walk through the room, you sense that this tower has been abandoned.

An aquatic **assassin vine** lurks on the overgrown wall and attempts to constrict any character who investigates the plants. A set of stairs opposite the door leads to the second floor.

#### WHAT'S COOKING?

The second floor is the mage's kitchen. The foods are rotted away or disintegrated; remnants of potions are visible in stoppered glass bottles on the small table in the center of the room. The lone chair at the table rests on its side, with one leg shorter than the others; it appears to have been broken or gnawed off. A set of stairs across the room from the first staircase leads to the third floor. This set of stairs is much more treacherous than the first and requires a successful DC 17 Dexterity saving throw to avoid tumbling through the weakening structure. Characters who fail the save take 2d8 bludgeoning damage as they fall through the wood and stone.

#### WHEN IN DOUBT, GO TO THE LIBRARY

The third floor is clearly the library; the books here were visibly well-loved and well-read. Notes on the table on one side of the room are crumbling around the edges but the writing is still visible, though the handwriting is impossible to decipher. Books are stacked next to the chairs and on the table.

A successful DC 15 Intelligence (Investigation) of the books on the table finds one titled *In Dire Need*. Opening the book triggers the end of a *sequester* spell, and a sea elf **archmage** suddenly appears in one of the chairs around the table. She shakes her head and looks up the party.

#### WHO ARE YOU?

The archmage stands and introduces herself as Zora. She politely asks the characters what their great need is, and patiently waits while they explain their purpose in her tower. If the party asks for her aid in the battle against the Thayans, she laughs quietly to herself and says that she would be of little use in battle after all these years. If the party mentions to Zora that they were promised help from the mages that live here, she pages through her notes before

beginning to cast a spell. After a moment a door appears, and Zora invites the party to step through with her.

### **MYTH NANTAR CALLS FOR AID**

Characters who step through the door find themselves in an almost perfect recreation of the tower they just left, though one in much finer condition. Sitting at the table are three more sea elf **archmages**. Zora introduces them as Ennastrea, Ulidor, and Maevrys. Characters who succeed on a DC 20 Intelligence (History) or (Arcana) check recognize these names, as these wizards are the ones who created the mythal that protects Myth Nantar.

Otherwise, the new mages inform the players that they have previously protected the city, but that their power is not to be wielded lightly. The mages have allowed themselves to be cordoned here, to be called upon as a last defense for the city. They ask the party to be sure that the need is great enough to request their aid.

The party can convince all four mages to return to the elven city and aid in its defense if they succeed at making a DC 17 group Charisma (Persuasion) check. Advantage on this check can be granted to individual characters if they convey the importance of the city's need for aid by relating tales of their escapades in and around the city or clever roleplaying.

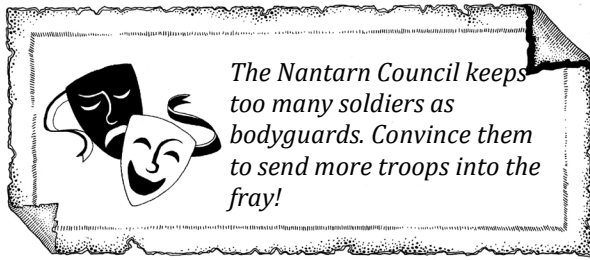
### **ENDING THE MISSION**

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If the characters locate Zora and convince the mages to defend the city, the mission is over, and they succeed. Otherwise the mission fails.

When the mission is over, have your group captain immediately deliver a mission report (see **Appendix F**) to the administrator table. When the captain returns, have your group pick a new mission.

## MISSION 11: RALLY THE COUNCIL



### INTRODUCTION

If the players choose this quest, read or paraphrase:

The Nantarn Council is on edge after sahuagin recently murdered one of their members, Faeler Xilrys. As such, they keep a large contingent of elite guards in the council chamber but having some of those troops on the field could turn the tide of battle. You stand in the council chamber with seven sea elf councilors. You must convince them to allow some of their bodyguards to join the battle outside.

To complete this quest, the characters must get the council to agree to send their bodyguards into the battle against the Red Wizards.

### COUNCIL CHAMBER

The council chamber is a 60-foot-radius, circular room brightly lit by phosphorescent plankton. The chamber's ceiling is 30 feet high. The council sits at a semicircular table. Their elite guards are posted all around the room's perimeter.

### SEA ELVES

The council chamber holds seven councilors (**nobles**) and forty elite guards (**gladiators**). All the sea elves have the following racial traits added to their statistics:

- They have darkvision out to a range of 60 feet.
- They have advantage on saving throws against being charmed. Magic cannot put them to sleep.
- They have a swimming speed of 30 feet and can breathe underwater.
- They can speak, read, and understand Common and Elvish.

### CONVINCING THE COUNCIL

Inform the characters they have time to talk to each council member individually.

#### COUNCILOR AQUILL LANNODEL

Aquill Lannodel (lawful good) is an elderly male still reeling from the death of Faeler Xilrys, his best friend. If the characters chat with Aquill, he tearfully tells them stories about how Faeler and he patrolled the seas to keep Myth Nantar safe from sahuagin. Aquill comments that Faeler was always brave and the first to charge into battle.

Aquill is scared he will be killed like Faeler if he sends bodyguards to fight the Red Wizards. A character who argues that Faeler would want the council to give up their bodyguards for the good of Myth Nantar must make a DC 15 Charisma (Persuasion) check. On a success, Aquill is swayed. On a failure, Aquill refuses to speak to them further.

#### COUNCILOR SEYO KALEEL

Seyo Kaleel (neutral) is a young male sea elf who believes the Red Wizards are going to win the battle. The young councilor sees his bodyguards as his best chance of survival. Though he tries to put on a brave face, a character who succeeds on a DC 15 Wisdom (Insight) check can tell Seyo is despairing and scared.

A character who argues that Seyo's best chances of survival are letting some of the bodyguards join the fray must make a DC 15 Charisma (Persuasion) check. On a success, Seyo is swayed. On a failure, Seyo refuses to speak further to the characters.

#### COUNCILOR DELIA VAYANNA

Delia Vayanna (chaotic good) is a young female sea elf who is convinced the Red Wizards are no actual threat, so the bodyguards are not needed outside.

A character who argues the Red Wizards are a much bigger threat than Delia believes must make a DC 15 Charisma (Intimidation) check. On a success, Delia is swayed. On a failure, she will hear no further arguments from them.

#### COUNCILOR EVINAS TELLORA

Evinas Tellora (lawful neutral) is a young female sea elf and the former romantic partner of Councilor Delia Vayanna. A character who succeeds on a DC 20 Intelligence (History) check knows the pair were involved. A character who succeeds on a DC 15 Wisdom (Insight) check can tell Evinas is still in love with Delia and wants to protect her. If a character accuses Evinas of loving Delia, the councilor denies it,

and the characters have disadvantage on all future Charisma checks made to influence Evinas.

A character who argues the council is safer with more people fighting the battle outside, must make a DC 15 Charisma (Persuasion) check. On a success, Evinas is swayed. On a failure, she cannot be swayed.

### COUNCILOR VERAS ILLATH

Veras Illath (neutral good) is a middle-aged male sea elf who believes it is irresponsible to send the bodyguards to fight the Red Wizards because spellcasters always win against those who are not. He argues that sending the bodyguards to fight is simply sending good people to die.

A character who argues that magic doesn't always win the day must make a DC 15 Intelligence (Arcana or History) check. On a success, Veras is swayed. On a failure, Veras refuses to speak further.

### COUNCILOR NALTIL LAYAWAH

Naltil Layawah (chaotic good) is a middle-aged nonbinary sea elf. Naltil admits they are distracted given the battle outside. Naltil asks the characters to perform their argument as a song, poem, dance, or other piece of entertainment to lighten the mood.

If a character's player performs a song, poem, or other piece, Naltil is swayed. Otherwise have the character make a DC 15 Charisma (Performance) check. On a success, Naltil is swayed. On a failure, Naltil thanks the characters, but their mind has not been changed.

### COUNCILOR FEYVELN OLLELLA

Feyveln Ollella (neutral) is a middle-aged female sea elf terrified of the Red Wizards. She does not want the bodyguards to leave. The only way to sway her is to lie. A character who assures Feyvlen everything will without a doubt be fine if the guards leave must make a DC 15 Charisma (Deception) check. On a success, she is swayed. On a failure, she refuses to trust the characters.

## DECISION

After the characters have had a chance to interact with all of the councilors, the council convenes to make a decision.

- If the characters swayed all seven council members, the council agrees to the characters'

request, releases some of their bodyguards. The mission is over. The characters succeed.

- If the characters swayed four to six council members, the council needs a final assurance before allowing the characters (see "Final Test").
- If the characters swayed three or fewer council members, the council does not approve their final. The mission is over. The characters fail.

### FINAL TEST

If the characters must give the council a final assurance, Veras Illath asks the characters to undertake this test:

"Pick your best warrior. If one of our guards can defeat that hero in one-on-one combat to the unconsciousness, we will know we are safer with fewer guards, and release many of them to go fight. No throwing the battle!"

One character must volunteer to battle one of the guards. In order to succeed on this mission, the character must lose, but make it look as if they were trying to succeed. A character who succeeds on a DC 17 Charisma (Deception) check puts on a convincing show during the fight. Other characters can try to aid the character with spells like *minor illusion*, granting advantage on the check. If the character fails this check, the character can still turn that failure into a success by allowing the guard to beat them to the point of unconsciousness (reducing the character to 0 hit points). The council stabilizes the character but provides no healing beyond this. If the check succeeds, the council is fooled, the mission is over, and the characters succeed.

If the character fails the check and doesn't fall unconscious, the council can tell the character is throwing the fight, refuses the characters' request, the mission is over, and the characters fail.

### ENDING THE MISSION

When the mission is over, have your group captain immediately deliver a mission report (see **Appendix F**) to the administrator table. When the captain returns, have your group pick a new mission.



## MISSION 12: FIND THE KWALISH ARMS



### INTRODUCTION

If the players choose this quest, read or paraphrase:

The sea elves of Myth Nantar have little use for an *apparatus of Kwalish*, so they didn't much care when their last one was destroyed, the parts scattered across the sea floor. Now that the Thayans are attacking, the elves can use all the help they can get – and if you can find the arms of the *apparatus*, you can rebuild this weapon!

To complete this quest, the characters must find both arms of the *apparatus of Kwalish*.

### FINDING THE ARMS

The party must descend to the floor of the Sea of Fallen Stars and search for two arms of an *apparatus of Kwalish* among the plant life and marine debris. At this depth, there is no light that makes its way from the surface.

#### ARM 1

Characters with a passive Wisdom (Perception) score of 15 or higher can hear the clanging of metal on metal reverberating through the water and are able to follow the noise to a heap of twisted scraps of metal and rotting wood, all debris from a sunken ship. Various wooden beams and metal scraps have been stood on end and formed into a curricular arena 80 feet in diameter, and the metallic sounds emanate from it.

Inside the makeshift arena are two **hydroloths**. One holds a greatsword, and the other is wielding an arm of the apparatus. They are dueling.

If at least half of the party succeeds on a DC 17 Dexterity (Stealth) check when nearing the arena, they avoid the notice of the hydroloths and can wait until they defeat each other. When the duel is over, the combatants drop their weapons and depart. Party members who wait for the hydroloths to leave

can dislodge the arm from the sea floor with a successful DC 15 Athletics (Strength) check.

If at least half of the party fails on a DC 17 Dexterity (Stealth) check when nearing the arena, or if the party attacks, both hydroloths fight to the death. The hydroloths use the items that they clutch as improvised weapons. The arm of the apparatus can withstand being used for four attacks before it breaks. If the arm is broken, the mission is over, and the characters fail.

If any characters speak Abyssal, Infernal, or via Telepathy, they can try to bargain with the hydroloths for the arm. If each character offers the hydroloths a story, memory, or piece of information that the hydroloths can take to their masters, they will give up the arm.

#### ARM 2

The second arm of the apparatus is at the center of a massive whirlpool 110 feet in diameter. Being fairly light, it bobs at the center of the vortex 50 feet above the sea floor and is not tossed about by the whirlpool. Party members may retrieve it by physically entering the whirlpool or through magical means.

### CREATURES IN WHIRLPOOLS

When a creature moves into the whirlpool or starts its turn there, it must make a DC 15 Strength (Athletics) check. On a success, the creature can move normally. On a failure, the creature is immediately moved 25 feet laterally toward the vortex's center, and the creature is restrained by the whirlpool until the start of its next turn. If the creature reaches the whirlpool's center, the creature plunges a number of feet underwater equal to the whirlpool's velocity, and the creature must succeed on a DC 15 Constitution saving throw or gain a level of exhaustion as the whirlpool knocks them about.

### ENDING THE MISSION

If the characters recover both arms, the mission is over, and they succeed. Otherwise they fail. If the characters succeed and have successfully completed mission 13, give them **Handout 5: Apparatus of Kwalish** and inform them they can use the magic item for the remainder of the event, or give it to any other table of any tier to use for the remainder of the event.

When the mission is over, have your group captain immediately deliver a mission report (see **Appendix F**) to the administrator table. When the captain returns, have your group pick a new mission.



## MISSION 13: FIND THE KWALISH LEGS



### INTRODUCTION

If the players choose this quest, read or paraphrase:

The last person to pilot the Myth Nantar *apparatus of Kwalish* got hit by something big. They managed to escape whatever it was, but all six of the apparatus's legs fell off and sank to the bottom of a sea canyon. Find them to help us rebuild a powerful weapon!

To complete this quest, the characters must find all six legs of the *apparatus of Kwalish*.

### FINDING THE LEGS

To find the legs of the *apparatus of Kwalish*, the characters must enter an undersea gorge shrouded in darkness. Each time the characters search for a leg, they must make a DC 15 group ability check. Each character can choose to use any of the following abilities: Strength (Athletics), Intelligence (Investigation), or Wisdom (Perception or Survival). The characters can use the *locate object* spell or similar magic to find the legs, bypassing the need for a check. If the check succeeds, the characters find a leg.

The first and second time the characters fail the check, they experience an encounter (see "Gorge Threats"). The third time the characters fail this check, they cannot find any legs, the mission is over, and they failed.

#### LEG 1

The first leg the characters find is on a rocky ledge in the gorge, just barely peeking out from under a pile of rocks. The leg is wedged into the rocks, but a character can remove it with a successful DC 15 Athletics (Strength) check. Removing the legs causes a small landslide in the gorge and each character within 20 feet of the rock pile must make a DC 15 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

#### LEG 2

Quiron (neutral male **merfolk salvager**) lives in the gorge and found one of the legs. The merfolk carries the leg with him, which he uses as a digging tool. If he learns the characters want the leg, he readies an action to break the leg if attacked. If the leg is broken, the mission is over, and the characters fail.

If the characters ask for the item, Quiron wants something in return. He'll accept any combination of gold, gems, or items worth 100 gp. If a character explains they need the leg to help stop a battle with the Red Wizards and succeeds on a DC 17 Charisma (Persuasion) check, Quiron hands over the leg for free. The item can be successfully stolen from Quiron with a successful DC 15 Dexterity (Sleight of Hand) check. Quiron only attacks the characters if his life depends on it.

#### LEG 3

The third leg the characters find is at the bottom of the gorge, covered in powdery substance known as sea snow, which is the remains of dead sea life. This sea snow has absorbed the necromantic energy of the Red Wizards' spells. Any character that touches the snow must make a DC 15 Constitution saving throw or take 10 (3d6) necrotic damage. The creature's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest.

The snow is stuck to the leg but can be scraped off by a character willing to touch the leg.

#### LEG 4

When the characters find the fourth leg, read or paraphrase:

Five dark forms come out of the abyss toward you. These behemoth fish with menacing jaws move with surprising speed through. One of these giant sharks seems to grin as it gets closer, showing a glinting piece of metal stuck between its teeth.

The fourth leg the characters find is stuck in the jaws of a **giant shark** traveling with four others of its kind. If the characters attack, the shark swallows the leg during the battle, and the characters can retrieve it from the shark's corpses by making a successful DC 17 Wisdom (Medicine) check.

A character can approach the sharks without the beasts attacking by making a successful DC 15 Wisdom (Animal Handling) check. A character who gets close to the shark can remove with leg from its

jaws with a successful DC 15 Wisdom (Medicine) check. Failing either check results in the sharks attacking.

## LEG 5

When the characters find the fourth leg, read or paraphrase:

A barnacle-covered shipwreck sits at the bottom of the ocean, seeming almost entirely intact. You can see a long piece of metal protruding from the deck.

The fifth leg is on the deck of a shipwreck at the bottom of the gorge. From a distance the galley looks to be completely intact. A *detect magic* spell reveals the ship radiates an aura of necromancy magic. This ship is the *Wight*, a Red Wizard galley that was destroyed at the beginning of the battle that absorbed the spirits of its crew.

Characters with a passive Wisdom (Perception) score of 18 or higher notice the surface of the ship is covered in hairline cracks. When a character gets within 60 feet of the shipwreck, it explodes in a cloud of spinning wood splinters with a 90-foot radius. Creatures that enter or start their turns in the cloud take 33 (6d10) piercing damage.

The leg floats at the center of this cloud, held in place by magic. A creature removes the leg with a successful DC 17 Strength (Athletics) check.

A successful casting of the *dispel magic* spell (DC 19) causes the cloud to collapse.

## LEG 6

The sixth leg the characters find is in a cave at the bottom of the gorge. An opening in the cave's ceiling leads down into a spherical chamber with a 90-foot radius. The leg is clutched in the claw of a sleeping **adult green dragon** named Noxitrollo, who has made this sea cave his lair.

A character can sneak into the cave without disturbing Noxitrollo with a successful DC 22 Dexterity (Stealth) check. Noxitrollo clutches the leg tightly, but a character who succeeds on a DC 22 Dexterity (Sleight of Hand) check coaxes the leg from the dragon's hand without waking him. If either check fails, the dragon attacks, fighting until reduced to half its hit points then fleeing. When the dragon attacks, it drops the leg to the floor of the cave.

## GORGE THREATS

The first and second time the characters fail to find a leg (see "Finding the Legs") they encounter a monstrous threat in the gorge.

## FIRST FAILURE

The first time the characters fail to find a leg, they encounter a **sahuagin high priestess** and four **sahuagin blademasters**. The sahuagin are hunting for sharks to capture but settle for tearing apart adventurers. They fight until one remains then flee.

### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** The **sahuagin blademasters** have 70 hit points.
- **Weak:** The **sahuagin blademasters** have 80 hit points.
- **Strong:** Add one **sahuagin blademaster**.
- **Very Strong:** Add one **sahuagin blademaster** and a **giant shark**.

## SECOND FAILURE

The second time the characters fail to find a leg, they encounter two **drowned masters** looking for allies of the sea elves to attack. The undead fight to the death.

### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

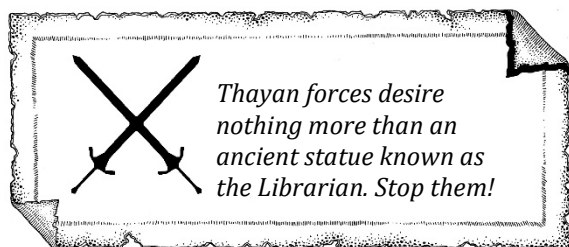
- **Very Weak:** The **drowned masters** have 100 hit points.
- **Weak:** The **drowned masters** have 125 hit points.
- **Strong:** Add one **drowned master**.
- **Very Strong:** Add one **drowned master**. The **drowned masters** have 200 hit points.

## ENDING THE MISSION

If the characters recover all six legs, the mission is over, and they succeed. Otherwise they fail. If the characters succeed and successfully completed mission 12, give them **Handout 5: Apparatus of Kwalish** and inform them they can use the magic item for the remainder of the event, or give it to any other table of any tier to use for the remainder of the event.

When the mission is over, have your group captain immediately deliver a mission report (see **Appendix F**) to the administrator table. When the captain returns, have your group pick a new mission.

## MISSION 14: PROTECT THE LIBRARIAN



### INTRODUCTION

If the players choose this quest, read or paraphrase:

The Librarian is an ancient statue carved of gem that resides in Myth Nantar's Hall of Living Memory. The Librarian is the reason that the Red Wizards are invading the city, and the statue must be protected at all costs!

To complete this quest, the characters must defeat the Thayan attackers who are trying to steal the Librarian.

### THE GREAT HALL

The Hall of Living memory is an underwater, two-story chamber with an enormous domed roof. The massive, ancient statue known to the people of Myth Nantar as the Librarian floats in the center of the dome. The hall is a remarkable structure, and one of the few in Myth Nantar that has glass. In the middle of the domed ceiling is a thick stained-glass circle that illuminates the Librarian as light shines through it.

### AREA INFORMATION

This area is depicted as a map in **Appendix E** and has the following features:

**Dimensions & Terrain.** The hall itself is circular with an 80-foot diameter. 15 feet above the first floor is a 15-foot-wide balcony around the perimeter of the room; the domed ceiling rises from 15 feet above the balcony to 30 feet above the center of the room. Eight large floor-to-ceiling windows (15 feet square) are spaced evenly around the main floor and balcony.

**Lighting.** The chamber is brightly lit with phosphorescent plankton and light coming through the ceiling's window.

### THE THIEVES

The Thayans have teamed up with a tribe of sahuagin and asked them to infiltrate the Hall of Living Memory and destroy its protectors. The sahuagin relish the thought of desecrating something so precious to the sea elves.

The invading forces consist of a **sahuagin high priestess**, two **sahuagin blademasters**, and one **sahuagin wave shaper**.

### ZOMBIE SHARKS

At the beginning of the third round of combat, two zombie sharks arrive, which the sahuagin high priestess commands to join the battle. The zombie sharks charge towards the Librarian through one of the hall's large windows. The sharks focus on attacking anyone that stands between them and the Librarian. The zombie sharks use the statistics of a **tyrannosaurus zombie** with the addition of a 40-foot swim speed.

### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Replace the **sahuagin blademasters** with **sahuagin champions**.
- **Weak:** Remove one **sahuagin blademaster**.
- **Strong:** Add one **sahuagin champion**.
- **Very Strong:** Add one **tyrannosaurus zombie**.

### THE LIBRARIAN

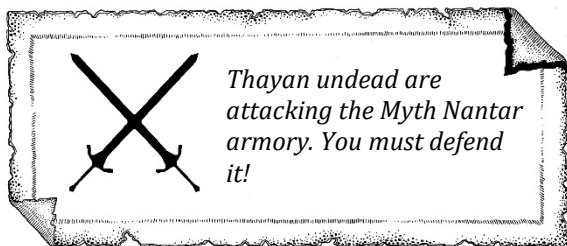
If any being, alive, dead, or undead, touches the Librarian, the Librarian takes memories from the trespasser. The transgressor must make a successful DC 20 Intelligence saving throw or come under the effect of a permanent effect that resembles the *feblemind* spell.

### ENDING THE MISSION

If the characters prevent the sahuagin forces from obtaining the Librarian, they complete this mission successfully.

When the mission is over, have your group captain immediately deliver a mission report (see **Appendix F**) to the administrator table. When the captain returns, have your group pick a new mission.

## MISSION 15: PROTECT THE ARMORY



### INTRODUCTION

If the players choose this quest, read or paraphrase:

Several barnacle-covered, rotting undead humanoids bang weapons and fists against a domed building made of coral. The Myth Nantar armory is starting to crack under the assault. You must stop them!

To complete this quest, the characters must defeat the undead attacking the Myth Nantar armory and save the structure from destruction.

### THE UNDEAD

Five **drowned assassins** and five **drowned ascetics** attack the armory. The drowned have orders to bring the armory down and do not engage the characters unless they can be reached. If the characters try to keep their distance during the fight, the assassins attack while the ascetics continue to attack the building.

#### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove one **drowned assassin**.
- **Weak:** Remove one **drowned ascetic**.
- **Strong:** Add one **drowned ascetic**.
- **Very Strong:** A **necromancer** that can breathe underwater commands the undead.

### SPECIAL BLUEROT

These drowned have been enhanced by the Red Wizard necromancer that created them and have a more rapid version of the disease bluerot (see the “Bluerot” sidebar in **Appendix A**). In this version of the disease, the boils manifest immediately upon infection, and a creature infected with the disease must make a DC 12 Constitution saving throw at the end of every mission instead of at the end of each long rest. If a character infected with the disease

during this epic survives the ordeal, they can purchase healing services as normal.

### THE ARMORY

The armory is already damaged and starting to crack. It has AC 15, 150 hit points remaining, immunity to poison and psychic damage, and a damage threshold of 5. If the armory falls, the mission is over, and the characters fail.

### DRACOLICH ATTACK!

After the characters destroy the undead outside the armory, read or paraphrase:

An enormous rumble comes from within the armory. Something must have burrowed inside of it!

### GETTING INTO THE ARMORY

To get inside the armory, the characters must get through the locked armory door, which has AC 19, 27 hit points, and immunity to poison and psychic damage. The lock can be picked with a successful DC 18 Dexterity check with thieves’ tools. The door can be forced open with a successful DC 20 Strength (Athletics) check. While the characters attempt to get into the armory, the dragon inside attacks the structure (see inside the armory).

### INSIDE THE ARMORY

When the characters get inside the armory, read or paraphrase:

An enormous undead dragon claws the coral walls of the armory, knocking weapon and armor racks to the ground and damaging the structure. An enormous hole in the floor gives way to a dark tunnel.

Calzocatrix, an **adult black dracolich**, clawed her way into the armory from below and is trying to bring down the structure. The Red Wizards made a deal with the dragon and turned her into a dracolich in exchange for a year of service. When she notices the characters, she fights until reduce to half her hit points then flees.

**Illumination.** Phosphorescent plankton shine bright blue light in the armory.

**Dimensions.** The armory is a 40-foot-tall, domed, cylindrical structure with a 50-foot radius.

**Hole.** A hole with a 15-foot diameter is in the center of the floor. This hole descends 100 feet into

darkness and connects to a natural cavern outside of Myth Nantar.

**Weapon-Covered Floor.** Mundane armor and weapons cover the floor. The characters can find multiple versions of every weapon in chapter 5 of the *Player's Handbook* as well as thirty suits of leather armor and twenty shields.

#### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** The **adult black dracolich** has 150 hit points.
- **Weak:** The **adult black dracolich** has 175 hit points.
- **Strong:** The **adult black dracolich** has 250 hit points.
- **Very Strong:** The **adult black dracolich** has 289 hit points.

#### ENDING THE MISSION

If the characters defeat the undead and the armory remains intact, they complete this mission successfully. Otherwise they fail.

When the mission is over, have your group captain immediately deliver a mission report (see **Appendix F**) to the administrator table. When the captain returns, have your group pick a new mission.



## MISSION 16: PROTECT THE COUNCIL



### INTRODUCTION

If the players choose this quest, read or paraphrase:

Rotting undead and bald wizards in red robes walk on the seafloor toward you. You are all that stands between them and the Myth Nantar council chamber.

To complete this quest, the characters must defeat the forces attacking the Myth Nantar council chamber. All creatures in this mission fight to the death.

### RED WIZARDS UNDERWATER

The Red Wizards in this battle can breathe underwater thanks to *potions of water breathing*.

### WAVE 1

The first wave of enemies the characters face consists of two Red Wizard **necromancers** and four **drowned ascetics**. At the end of the third round of combat, the next wave of enemies arrives.

#### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove one **necromancer**.
- **Weak:** Remove two **drowned ascetics**.
- **Strong:** Replace one **necromancer** with an **archmage**.
- **Very Strong:** Replace both **necromancers** with **archmages**.

### WAVE 2

The next wave of enemies the characters face consists of five **drowned assassins**. At the end of the sixth round of combat, the next wave of enemies arrives.

#### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak or Weak:** Remove one **drowned assassin**.
- **Strong:** Increase the **drowned assassins'** hit points to 88.
- **Very Strong:** Increase the **drowned assassins'** hit points to 99.

### WAVE 3

The third wave of enemies the characters face consists of a Red Wizard **mage** and two **storm giant skeletons**.

#### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** The **storm giant skeletons** have 80 hit points.
- **Weak:** The **storm giant skeletons** have 100 hit points.
- **Strong:** The **storm giant skeletons** have 140 hit points.
- **Very Strong:** Add an **archmage**.

### IN THE WAR ZONE

The battle in Myth Nantar is chaotic and full of dangerous events. Every round on initiative count 0, roll for a random event on the War Zone table.

#### War Zone

D4 Event

1	Crossbow Bolt
2	Ink Cloud
3	Rogue Spell
4	Undead Quippers

#### CROSSBOW BOLT

A rogue crossbow bolt from another battle flies through the area toward a random creature of the DM's choice. Make an attack roll with a +8 bonus against that creature. If the attack hit, it deals 1d6 + 5 piercing damage.

#### INK CLOUD

An ink cloud from an undead kraken submersible engulfs the area, heavily obscuring all vision until initiative count 0 of the next round.

#### ROGUE SPELL

A spell cast by a Red Wizard in another battle careens toward a random creature of the DM's choice. Roll or choose a spell from the Rogue Spells table. If the spell is a cantrip, roll a d20 to determine the level of the creature that cast the spell. These spells have a +9 bonus to hit and a spell save DC of 17.

## War Zone

d6	Hazard
1	<i>Acid splash</i>
2	<i>Chill touch</i>
3	<i>Ray of frost</i>
4	<i>Chromatic orb</i>
5	<i>Ray of sickness</i>
6	<i>Lightning bolt</i>

## UNDEAD QUIPPERS

A school of undead quippers swims through the area. Each character must succeed on a DC 15 Dexterity saving throw or take 11 (2d10) piercing damage.

## ENDING THE MISSION

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If the characters defeat the Red Wizards forces, they complete this mission successfully. Otherwise they fail.

When the mission is over, have your group captain immediately deliver a mission report (see **Appendix F**) to the administrator table. When the captain returns, have your group pick a new mission.



## SPECIAL MISSION 1: STOP THE THAYAN WEATHER WIZARD

The first **TIER 2** group to successfully complete one regular mission is assigned Special Mission 1. The administrator will inform you if your table is selected for this special mission, after which you should begin this event immediately.

### INTRODUCTION

When this mission begins, read or paraphrase:

You have been selected for a special mission. Oceanus calls you to his flagship for a meeting. He says, "A small fleet of Thayan vessels is heading towards Myth Nantar much more quickly than should be possible. We've received reports of a Red Wizard who is manipulating the weather to speed their ships. One of our mages will teleport you to his location so that you may deal with him directly. Be safe!"

The outcome of this mission directly affects play at tables across this epic event.

To complete this quest, the characters must kill the Thayan wizard who is controlling the weather.

### A FOUL WIND BLOWS

Just before departure, the mage in charge of transport warns the characters that they will be depositing the party aboard the main deck of a Thayan warship. Another mage will be transporting another fighting party who will dispatch the ship's crew so that the characters can focus on the wizard controlling the weather.

### WARSHIP FEATURES

A warship uses the map in **Appendix E** and has the following features:

- **Dimensions.** The main deck of the warship is 40 feet long and 20 feet wide. A mast is in the center,

and there are stairs up to the forecastle (in the front of the ship) and quarterdeck (at the rear).

- **Rigging.** Rigging on the ship can be climbed without an ability check.
- **Sails.** The ship has three 80-foot-tall masts with sails to catch the wind.

Standing just in front of the ship's forecastle is an **evoker** casting the *control weather* spell. The evoker has already cast *mage armor*. On the main deck with him are two **Thayan apprentices**, while two **greater zombies** stand on the forecastle above them. The second wave of fighters transported by the mages make short work of the rest of the ship's crew.

On the forecastle with the greater zombies is the ship's ballista and ten bolts. Before it can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it. The greater zombies may use their actions to load, aim, and fire the ballista.

### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove one **greater zombie** and one **Thayan apprentice**.
- **Weak:** The **evoker** has no remaining 6<sup>th</sup> level spell slots.
- **Strong and Very Strong:** The **evoker** has 108 hit points.

### ENDING THE MISSION

If the characters dispatch the Red Wizard, the mission is over, and the characters succeed.

If the characters retreat (or are defeated) and fail to kill the Red Wizard, they fail the mission.

When the mission is over, have your group captain immediately deliver a special mission report (see **Appendix G**) to the administrator table. When the captain returns, have your group pick a new mission.

## SPECIAL MISSION 2: DESTROY THE LINE-BREAKER

The second **TIER 2** group to successfully complete one regular mission is assigned Special Mission 2. The administrator will inform you if your table is selected for this special mission, after which you should begin this event immediately.

### INTRODUCTION

If the players choose this quest, read or paraphrase:

The Nantarn forces are being decimated by the Thayan line-breaker, a massive ship that itself is an undead death knight. The heat of battle may serve as the kind of distraction needed for someone to board it and destroy it from the inside. The outcome of this mission directly affects play at tables across this epic event.

To complete this quest, the characters must make their way aboard the Thayan line-breaker ship, a **death knight-dreadnaught**, navigate it, and blow up the pilot room. Though made from undead flesh, treat the vessel as an object.

### ALL ABOARD

The party has been advised that their best chance of sneaking aboard the line-breaker through its ballast tanks. Once out of the tanks, the characters can head upwards to the main deck and the pilot room, which is directly beneath the ship's forecastle. The characters avoid detection entering the ship's ballast tanks from the sea if more than half the group is successful on a DC 15 Dexterity (Stealth) check. Exiting the tanks on the inside of the ship will require a successful DC 15 group Strength (Athletics) check as the characters open a hatch to escape.

### LINE-BREAKER FEATURES

The line-breaker has the following features:

- **Ceilings.** The ceilings in the lower deck, holds, and cabins are 8 feet high with 6-foot-high doorways.
- **Doors.** The ship's doors are made of flesh and have AC 15, 18 hit points, and immunity to necrotic, poison, and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check.
- **Light.** Hanging lanterns cast bright light throughout the ship.
- **Rigging.** Rigging on the ship can be climbed without an ability check.

- **Sails.** The ship has three 80-foot-tall masts with sails to catch the wind and oars on the lower deck for rowing.

### BOTTOMS UP

The lowest level of the vessel is well-lit but contains mostly more ballast tanks and some water-worn crates. Everything is fairly damp, but a set of stairs near the front of the ship leads upwards. The door at the top of the stairs is locked but not trapped. Loud noises from the battle raging outside boom and reverberate through the ship.

### LOWER DECK

Taking the stairs leads the party into the crew's quarters, which is filled with rope hammocks attached to every outer wall. Several footlockers line the walls beneath the hammocks, where the crew members store their belongings. Footlockers on the ship are iron and have AC 19, 18 hit points, and immunity to poison and psychic damage.

Two hulking crewmembers (**water elemental myrmidons**) are in their hammocks, somehow sleeping through the fights. If the characters attract too much attention (or make too much noise forcing open the footlockers), the crewmembers wake up.

A set of stairs (directly next to the downward stairs) leads up to the oar deck.

### OR DECK

The party emerges on the oar deck, where a dozen benches line each wall of the line-breaker. Four are currently occupied, two rowers (**greater zombies**) on each side of the vessel. At the far end of the deck, two **skeleton** drummers pound out a thrumming beat, keeping time for the rowers. Neither the greater zombies nor the skeletons are particularly bright, but the players may still need to fight or deceive their way through the oar room.

If the drumming stops, the ship's quartermaster, a **kraken priest**, emerges from his quarters behind the stairs to find out why.

A set of stairs (directly next to the downward stairs) leads up to the main deck.

### MAIN DECK

The main deck is pure chaos, as the line-breaker is in the midst of battle. Most of the crew (**greater zombies**) is scrambling under the orders of the captain (**mage**), who is supervising the action from the quarterdeck at the rear of the ship. The pilot room is directly opposite the quarterdeck, underneath the forecastle, where a ballista is being

loaded, aimed, and fired by a pair of **water elemental myrmidons**. Ropes, crates, and bodies litter the deck itself.

### **PILOT ROOM**

The pilot room is littered with maps, plans, and navigational equipment. Allow the players to each contribute one method of destruction as they decide how best to wreck the pilot room and its contents. If they linger too long, the ship's bosun and first mate (mages) enter in search of a particular map and are not be pleased by the intruders.

When the characters are making their escape from the line-breaker, if they have no other options, they may jump overboard and swim towards the closest friendly vessel, or tread water until help arrives.

### **ENDING THE MISSION**

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If the characters destroy the ship's pilot room, the mission is over, and the characters succeed.

If the characters fail to destroy the ship's pilot room, they also fail the mission.

When the mission is over, have your group captain immediately deliver a special mission report (see **Appendix G**) to the administrator table. When the captain returns, have your group pick a new mission.

## SPECIAL MISSION 3: SAVE THE TURMISH MERCHANT SHIP

The first **TIER 2** group to successfully complete two regular missions that has not already tackled another special mission is assigned Special Mission 3. The administrator will inform you if your table is selected for this special mission after which you should begin this event immediately.

### INTRODUCTION

When this mission begins, read or paraphrase:

You have been selected for a special mission. Oceanus calls out, "The *Star Runner*, a Turmish merchant galley carrying magical ammunition to us, is caught in a losing battle with our enemy. You must try to distract the Thayans long enough for the *Star Runner* to get away, but if you cannot, destroy the Turmish ship. We cannot let our enemies get the cargo!"

The outcome of this mission directly affects play at tables across this epic event.

This mission has varying levels of success (see "Ending the Mission"). The characters are the officers on a **warship** for this mission and command a crew of forty **guards**. This mission uses the ship combat rules from **Appendix C**.

### RED WIZARD FORCES

The Red Wizards forces are aboard the *Specter*, a **warship** with the following crew:

- One captain (**mage**)
- Five other officers: a first mate, a bosun, a quartermaster, a surgeon, and a cook (**apprentice wizards**)
- Twenty-five sailors (**skeletons**)
- Eight siege engineers (**zombies**)

### ADJUSTING THE SCENE

If your party is **very weak**, they face only one Red Wizard warship.

### THE TURMISH MERCHANTS

The Turmish merchant ship is a **galley** called the *Star Runner*. The galley's hull has 200 hit points remaining, and its weapons have been destroyed when the characters arrive. It has the following crew:

- One captain (**noble**)
- Five other officers: a first mate, a bosun, a quartermaster, a surgeon, and a cook (**guards**)
- Forty-two sailors (**commoners**)

### THE BATTLE

When the characters arrive, the *Star Runner* is 300 feet away from the Red Wizard's ship, being bombarded with spells and siege weapon attacks. The characters' vessel starts 300 feet away from the *Star Runner*, opposite the Red Wizard ships. The Red Wizard forces focus on attacking the characters' ship once it gets within range of their weapons, giving the *Star Runner* a chance to escape. When the battle begins, read or paraphrase:

A warship with blood red sails crewed by skeletons and zombies speed toward a defenseless galley scarred with burns. The undead turn their siege weapons toward your vessel, calling and cursing at you over the choppy sea.

### ENDING THE MISSION

If the characters destroy the Red Wizard ship, kill the Red Wizard crew, or the characters' ship remains intact for 5 rounds, they buy the *Star Runner* enough time to get away, the mission is over, the characters succeed, and you should read or paraphrase:

The *Star Runner* rows toward your fleet, now safe as you allies' ships come out to meet it. You have won the day!

If the *Star Runner* is destroyed, the Red Wizards and the characters' allies cannot get the ship's cargo, the mission is over and ends in a draw.

If the characters' ship is destroyed, the Red Wizards take the *Star Runner*'s cargo, and the mission ends in failure.

When the mission is over, have your group captain immediately deliver a special mission report (see **Appendix G**) to the administrator table. When the captain returns, have your group pick a new mission.

## SPECIAL MISSION 4: SMUGGLE THE CONJURER

The second **TIER 2** group to successfully complete two regular missions that has not already tackled another special mission is assigned Special Mission 4. The administrator will inform you if your table is selected for this special mission after which you should begin this event immediately.

### INTRODUCTION

When this mission begins, read or paraphrase:

You have been selected for a special mission. Oceanus calls you to the flagship and introduces an old woman wearing dark blue robes named Rona Aila. He says, "Rona is the most powerful conjurer we have. Take a keelboat stolen from the Red Wizards and bluff your way past enemy lines. If you can do this, she can teleport some of our warships behind the Red Wizards to surround them. This mage knows many of our battle plans, so try not to get her captured."

The outcome of this mission directly affects play at tables across this epic event.

This mission has varying levels of success (see "Ending the Mission"). The characters are the officers on the *Ghoul*, a stolen Red Wizard **keelboat**, for this mission, which uses the ship combat rules from **Appendix C**.

### BATTLE!

To save time, if the characters battle their way through the first two checkpoints, skip the third checkpoint and proceed directly to "Behind the Red Wizard Fleet."

### RONA AILA

Rona Aila (neutral good female Turami human **mage**) is a good-natured elderly woman who is always imparting practical pearls of wisdom like, "If you don't know what to do next, take a breath then a drink," or, "If you can't avoid it, punch your enemy before they can punch you." She stays below deck while the characters move through the security checkpoints but tells them that she is willing to come out and fight if they call for her. If the characters try to kill Rona so she cannot be taken by enemy forces, she accepts her fate, trusting the characters to make the call for the greater good.

## GETTING BEHIND THE ENEMY

To move behind the Red Wizard fleet, the characters must get through three security checkpoints. Inform the characters that they can take 5 minutes to prepare disguises and cover stories about why they are headed away from the fight if they wish.

### CHECKPOINT 1

The first checkpoint the characters face is a **keelboat** captained by Maggotsoul, a **flameskull**, and carrying four **wights**. When the characters arrive at the checkpoint, Maggotsoul questions each character privately. To represent this questioning, give each character handout 6, "Maggotsoul's Questions," and give them 2 minutes to fill out the form. Do not allow the characters to speak to one another during this time.

If one character's answer does not match the rest, Maggotsoul then questions that character about the inconsistency in front of the rest (and he might question more than one character if there are several inconsistencies). A character who presents a decent excuse for the inconsistency and succeeds on a DC 15 Charisma (Deception) check convinces Maggotsoul that it is no problem, though each inconsistency requires a new check. If the characters fail this check, the undead attack, fighting to the death. If the characters succeed on the check (or no checks are needed), Maggotsoul allows them to pass.

### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove two **wights**.
- **Weak:** Remove one **wight**.
- **Strong:** Replace the four **wights** with three **wraiths**.
- **Very Strong:** Replace all the **wights** with **wraiths**.

### CHECKPOINT 2

The second checkpoint the characters face is a **keelboat** captained by Grubgums, a **deathlock**, and carrying six **ghasts**. When the characters approach, Grubgums asks why they have left the battlefield. A character who succeeds on a DC 15 Charisma (Deception) check and has a plausible story moves on to the next phase of the security check. On a failure the undead to attack, fighting to the death.

During the next phase of the security check, Grubgums picks one character at random (roll a die to determine who) then casts the *dispel magic* spell on the character to try to remove any magical disguises the character may have. If Grubgum's spell

reveals a disguise, the undead attack. If not, Grubgum allows the characters to move to the next checkpoint.

#### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove three **ghasts**.
- **Weak:** Remove one **ghast**.
- **Strong:** Replace the six **ghasts** with three **beholder zombies**.
- **Very Strong:** Replace the six **ghasts** with four **beholder zombies**.

#### CHECKPOINT 3

The second checkpoint the characters face is a **keelboat** captained by Favia (lawful evil female Thayan **mage** with *detect thoughts* prepared instead of *misty step*) and carrying three **sword wraith warriors**. Favia asks the characters why they are moving away from the battle. A character who succeeds on a DC 15 Charisma (Deception) check moves on to the next phase of the security check. On a failure, Favia and the undead attack, fighting to the death.

In the second phase of this check Favia picks a character at random (roll any die to determine who). She casts *detect thoughts* and reads the characters mind while questioning them further. This character must have a way to conceal their thoughts or succeed on a DC 19 Charisma (Deception) check to hide their thoughts, otherwise Favia and the undead attack.

After the thought test Favia barges onto the characters' ship with her crew and demands to go below deck. If the characters make a lot of noise to warn Rona they are coming downstairs, the mage casts the *greater invisibility* spell and hides from Favia, who then lets the characters move on. Otherwise Rona is sitting below deck and caught unaware, and Favia and the undead attack.

#### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove two **sword wraith warriors**.
- **Weak:** Remove one **sword wraith warrior**.
- **Strong:** Add one **sword wraith warrior**.
- **Very Strong:** Replace all the **sword wraith warriors** with **wraiths**.

#### BEHIND THE RED WIZARD FLEET

Once the characters are behind the Red Wizard fleet, Rona comes out on deck and begins entering the throws of spellcasting. As she casts a powerful conjuration spell of her own design, she begins gathering swirling, purple energy around the characters' ship. This energy is harmless but attracts the attention of a nearby Red Wizard boat.

#### RED WIZARDS INVESTIGATE

After 30 seconds of Rona's spellcasting, a **keelboat** captained by a Red Wizard **mage** and carrying three **wights** appears and questions the characters. A successful DC 20 Charisma (Deception) check (made with disadvantage for the suspicious situation) convinces the Red Wizard forces that everything is fine. Otherwise they attack, fighting to the death.

When the Red Wizards arrive, Rona must use her action to continue casting her spell on the deck of the ship for the next 5 rounds to complete the spell. The undead attempt to kill the characters so they can take Rona alive.

#### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove two **wights**.
- **Weak:** Remove one **wight**.
- **Strong:** Add one **wight**.
- **Very Strong:** Replace all the **wights** with **wraiths**.

#### ENDING THE MISSION

If the characters get Rona behind enemy lines and she successfully casts her spell, the mission is over, the characters succeed, and you should read or paraphrase:

Rona's yells the final words of her spell, waving her hands to open a massive purple portal in front of you. Several allied ships come through the portal and begin attacking the Red Wizards' fleet.

If Rona dies, the mission is over and ends in a draw.

If the characters' ship is destroyed or they are killed, the Red Wizards capture Rona, and the mission ends in failure.

When the mission is over, have your group captain immediately deliver a special mission report (see **Appendix G**) to the administrator table. When the captain returns, have your group pick a new mission.



## SPECIAL MISSION 5: DESTROY THE THAYAN SUBMERSIBLE

This is a **TIER 3** special mission open to any characters that wish to join. It begins 30 minutes after this epic event starts and is run by a special DM chosen by the event administrators.

### INTRODUCTION

When this mission begins, the special DM running the mission should get every tier 3 table's attention and read or paraphrase:

Horror of horrors! The Red Wizards unveil their new weapon: an undead submersible made from the corpse of a titanic kraken! This hollowed-out body carries mages shooting lightning from portholes and whips its tentacles in a fury as it speeds throughout Myth Nantar! All tier 3 characters must make a DC 18 Dexterity saving throw to avoid the kraken's lightning! **[PAUSE FOR ROLLING]** Those who failed take 44 lightning damage. Those who succeeded take 22 lightning damage.

These attacks will continue unless a brave group of heroes can defeat the kraken! Tier 3 characters who are up to the challenge should meet me at table [NUMBER OR LOCATION]. Each table can send only two heroes at a time! The first seven heroes to grab a chair get to throw down. Heroes may come and go from the fight, so if you see an empty chair at our table, come join us!

### HANDOUTS

Before the battle begins, give the characters handout 12, "Kraken Submersible Combat," and handout 2, "Ship and Underwater Combat" from **Appendix C**.

### THE SUBMERSIBLE BATTLE

The Red Wizards forces are aboard the *Lich*, a **mummy-kraken-submersible** (which is an undead object, not a creature) with the following crew (which can be targeted with spells through port holes that provide the crew three-quarters cover):

- One captain (**necromancer**)
- Five other officers: a first mate, a bosun, a quartermaster, a surgeon, and a cook (**mages**)
- Fourteen crewmembers (**skeletons**)

### RUNNING THE BATTLE

Instead of rolling for initiative, the character sitting to the DM's left goes first, followed by the character

on the first to act's left, and so on. All the creatures the DM controls act on the DM's turn.

A character has the following options on their turn:

- The character can take a turn as normal.
- If the character is not inside the submersible, they can disengage from the combat and return to their table.

If a character leaves a seat, a new character can immediately fill the seat but cannot take a turn until the following round. The new character can take reactions as normal. If a character dies, they should immediately return to their table (still dead).

### ENVIRONMENT

The submersible battle happens in the middle of Myth Nantar's city square, which has the following features:

- **Buildings.** Several evacuated buildings made of coral stand 30 to 60 feet high around the square.
- **Lightning.** Phosphorescent plankton bathes the area in bright blue light.

### ENTERING AND EXITING THE SUBMERSIBLE

The submersible has a hidden hatch in its walls that can be noticed as an action with a successful DC 20 Wisdom (Perception) check and opened as an action with a successful DC 20 Strength (Athletics) check. The hatch is magic and prevents water from entering the vessel even while open.

### EVERY 20 MINUTES

When the battle begins, set a timer. Every 20 minutes while the submersible is active, you should address all tier 3 tables and read or paraphrase:

The kraken strikes again! All tier 3 characters must make a DC 18 Dexterity saving throw to avoid the kraken's lightning! **[PAUSE FOR ROLLING]** Those who failed take 44 lightning damage. Those who succeeded take 22 lightning damage.

### ENDING THE MISSION

If the characters destroy the submersible, kill its crew, or otherwise disable the vehicle, the mission is over, and the characters succeed.

When the mission is over, immediately deliver a special mission report (see **Appendix G**) to the administrator table.

## SPECIAL MISSION 6: WAKE THE DRAGON TURTLE

The first **TIER 3** group to successfully complete one regular mission is assigned Special Mission 6. The administrator will inform you if your table is selected for this special mission, after which you should begin this event immediately.

### INTRODUCTION

When this mission begins, read or paraphrase:

You have been selected for a special mission. Oceanus calls you to his flagship for a meeting. He says, "Our fight is turning dire, and it's come to this. I'm afraid that I must ask you to head beneath the waves and approach one of the great guardians of this realm, the dragon turtle Dantaur. He resides in a cave made of coral along the ocean's floor, just outside Myth Nantar. Please, find him and urge him to fight!"

The outcome of this mission directly affects play at tables across this epic event.

### THE DWELLER IN THE DEPTHS

Dantaur's lair is a cavernous expanse of coral at the bottom of the Sea of Fallen Stars. The party must descend to the reef and find his lair before tracking him down to ask for his assistance in battling the Thayan invaders. At this depth, there is no light that makes its way from the surface.

The entrance to Dantaur's cave is obscured by tall, ancient sea grass. Characters find the opening on a successful DC 17 Intelligence (Nature) or Wisdom (Survival) check.

#### ANYBODY HOME?

Dantaur's lair is home not only to the dragon turtle, but to several other marine creatures who live in the shadow of his protection. If at least half of the party succeeds on a DC 20 Dexterity (Stealth) check when entering the cave, they avoid the notice of the four **shell sharks** swimming through the sea grass. The shell sharks attack if the party does not succeed in sneaking past.

Farther along the cave's length, the passageway splits into two. A character who succeeds on a DC 15 Intelligence (Investigation) or Wisdom (Survival) check determines which path leads directly to the dragon turtle. Going down the indirect path means the party must pass another two **shell sharks**.

#### A SURPRISE ENGAGEMENT

The dragon turtle is not used to interlopers in its home, so if the characters do not make their presence known before approaching the dragon turtle, he attacks with his *steam breath*.

#### INTERACTING WITH DANTAU

Characters who do not speak Aquan or Draconic can attempt to communicate with the dragon turtle some other way to the best of their abilities. Without speaking, and due to the imprecise nature of pantomime, Charisma ability checks to persuade the dragon turtle are made with disadvantage.

#### OLD HABITS DIE HARD

Dantaur is an ancient creature and finds petty humanoid squabbles beneath him. He has no interest in aiding the sea elves unless given an excellent reason or bribed. Dantaur agrees to help any character who succeeds on a DC 22 Charisma (Persuasion) check. A character who offers some of their personal gold or treasure to Dantaur worth a total of at least 50,000 gp or promises him more of the same after his service, makes the Charisma ability check with advantage.

Dantaur only permits the characters to harass him for so long before he grows irritated at them. If the characters fail two Charisma checks in his presence, he makes two claw attacks against characters of the DM's choice.

The characters can make one final plea after Dantaur attacks, but the only things that persuades him to help at that point is the surrender of one of a character's permanent magic items of rare, very rare, or legendary rarity. If Dantaur is not soothed by the lure of a magic item, he swims past the party, exits his cave, and attacks the Nantarn fleet.

### ENDING THE MISSION

If the characters convince Dantaur to attack the Thayan forces, the mission is over, and the characters succeed.

If the characters fail to convince Dantaur to aid the sea elves, they fail the mission.

When the mission is over, have your group captain immediately deliver a special mission report (see **Appendix G**) to the administrator table. When the captain returns, have your group pick a new mission.

## SPECIAL MISSION 7: KILL THE THAYAN ELEMENTALIST

The second **TIER 3** group to successfully complete one regular mission is assigned Special Mission 7. The administrator will inform you if your table is selected for this special mission, after which you should begin this event immediately.

### INTRODUCTION

When this mission begins, read or paraphrase:

You have been selected for a special mission. Oceanus calls you to his flagship for a meeting. He says, "We've discovered that a Thayan elemental is working to conjure water elementals in aid of the Thayan fleet. If you can put an end to her, the rest of our forces will have an easier time!"

The outcome of this mission directly affects play at tables across this epic event.

To complete this quest, the characters must kill the Thayan elemental conjuring water elementals in support of the Red Wizards.

### WATER FIGHT

The party is teleported to a rocky cove just outside of Myth Nantar, where a Thayan elemental (an **abjurer** with 130 hit points) is working to cast *conjure elementals* from a scroll. Accompanying and protecting her are four **water weirds** and one **marid**. The party has 5 rounds to kill her before a Nantarn mage arrives to teleport them back to safety.

### DIMENSIONS & TERRAIN

The cove is half-moon shaped and measures 60 feet long on its longest edge and 50 feet long at its widest point (see the **Cove Map** in **Appendix E**). The cove is

littered with rocks and stones of various sizes, making it difficult terrain. Large (10 feet by 10 feet) pools of water are scattered among the rocks where the water weirds reside.

### THE BATTLE

When the party arrives, the elemental has already cast *mage armor* and is beginning her casting of *conjure elementals* from a spell scroll. She does not voluntarily cast other concentration spells while working to conjure the water elementals, but if the party does break her concentration, she casts other prepared spells that require concentration.

### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak or Weak:** Remove one **water weird** and decrease the **marid's** hit points to 190.
- **Strong:** Replace the **water weirds** with **water elementals**.
- **Very Strong:** Replace the **water weirds** with **water elemental myrmidons**.

### ENDING THE MISSION

If the characters dispatch the Thayan elemental within ten rounds, the mission is over, and the characters succeed.

If the characters fail to kill the Thayan elemental within 5 rounds, she is able to complete her conjuring, the mission is over, and the characters failed.

When the mission is over, have your group captain immediately deliver a special mission report (see **Appendix G**) to the administrator table. When the captain returns, have your group pick a new mission.

## SPECIAL MISSION 8: FIND THE DEVASTATION ORBS

The first **TIER 3** group to successfully complete two regular missions that has not already tackled another special mission is assigned Special Mission 8. The administrator will inform you if your table is selected for this special mission after which you should begin this event immediately.

### INTRODUCTION

When this mission begins, read or paraphrase:

You have been selected for a special mission. Oceanus calls you to his flagship for a meeting. He says, "Our spies tell us the Red Wizards hid three destructive *devastation orbs* inside the *Sea Gem*, a shipwreck just outside of Myth Nantar. The orbs are rigged to explode and will have dire consequences for our troops if they are not found and disarmed in time!"

The outcome of this mission directly affects play at tables across this epic event.

This mission has varying levels of success (see "Ending the Mission").

### TIMED MISSION

Inform the characters that they have 1 hour to find and disarm all three *devastation orbs*. Set a timer when the mission begins (see "Ending the Mission").

### SEA GEM FEATURES

The *Sea Gem*, an old pirate ship, has the following features:

- **Ceilings.** The ceilings in the lower deck, hold, and cabins are 8 feet high with 6-foot-high doorways.
- **Doors.** The ship's doors are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check with thieves' tools, or the door can be force opened with a successful DC 20 Strength (Athletics) check.
- **Light.** There are no light sources inside the ship.
- **Submerged.** The *Sea Gem* is submerged 40 feet below the surface of the water.
- **Entrances.** The *Sea Gem* has two ways to enter to its enclosed areas. The first and most obvious are the openings in its deck. The second way to enter is a hole on its south side that leads to area 2.

### DEVASTATION ORBS

The *devastation orbs* are hidden in locked lead chests that weigh 500 pounds. A character can unlock a chest with a successful DC 20 Dexterity check with thieves' tool or force open a chest with a successful DC 22 Strength (Athletics) check. A chest has AC 19, 100 hit points, and immunity to poison and psychic damage.

### DISARMING THE ORBS

When the characters find a *devastation orb*, give them the corresponding handout from **Appendix C**, which contains directions for disarming the orb. As the characters work to solve the puzzle in the handout, a character can make a DC 17 Intelligence (Arcana) check whenever they need a hint. On a success, fill out two squares of the puzzle for them, using the answer keys in **Appendix D**. Tell the characters that if they fail two of these checks for the same orb, it explodes (see "Ending the Mission").

### AREAS OF THE SHIPWRECK

The *Sea Gem* map is depicted in **Appendix E**.

#### AREA 1. DECK

Dead grey barnacles are attached across the deck of the *Sea Gem*. A *detect magic* spell reveals these barnacles radiate auras of necromancy magic. Whenever a creature moves for the first time on a turn or starts its turn within 20 feet of the deck, the barnacles form tentacles. The creature must succeed on a DC 15 Dexterity saving throw or take 21 (6d6) bludgeoning damage and be restrained by the tentacles. A creature that starts its turn already restrained by the tentacles takes 21 (6d6) bludgeoning damage.

A creature can use its action to make a DC 15 Strength check, freeing itself or another creature it can reach on a success.

#### AREA 2. CARGO HOLD

A large smashed statue on the floor is broken in half in this cargo hold.

The Red Wizards enchanted the statue to become guardians. Whenever a creature enters this area, the two halves of the statue animate and attack, fighting to the death.

The pieces of the statue have the statistics of a **stone golem** with the following changes:

- The pieces are Medium.
- The pieces have a swimming speed of 30 feet.

#### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Each statue piece has 125 hit points.
- **Weak:** Each statue piece has 115 hit points.
- **Strong:** Each statue piece has 200 hit points.
- **Very Strong:** Each statue piece has 225 hit points.

#### AREA 3. SEA CAVE

This cave is enshrouded in a permanent *darkness* spell and necromancy magic. When a creature enters the cave for the first time on a turn or starts its turn there, the creature must succeed on a DC 15 Constitution saving throw or take 10 (3d6) necrotic damage. The creature's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest.

A chest at the back of the cave contains a *devastation orb* (use handout 7). A creature that cannot see the crate finds it in the darkness with a successful DC 20 Wisdom (Perception) check.

#### AREA 4. ILLUSION CABIN

The door to this cabin is locked (see “*Sea Gem Features*”). This cabin appears to contain a lead chest surrounded by a cage made of lightning in the center of the room. This chest and cage are illusions. A *dispel magic* spell ends the illusion.

#### AREA 5. GHOST CABIN

Rotting beds, barrels, crates, and human bones floating about this room. Salty Ruby, a middle-aged female human **ghost** wearing an eye patch, floats in the middle of the room. She calls out to characters she sees, “Finally someone found me bones! Gather ‘em up and burn ‘em so I can move on.” Salty has haunted the wreck for more than decade. She is bored. Strange magic tethers her to the place but burning all her bones allows her to move on.

A character who succeeds on a DC 15 Intelligence (Investigation) finds all Salty's bones. Dealing at least 10 fire damage to Salty's bones (which are resistant to fire damage underwater), causes the bones to burn to ash. As she disappears, Salty says, “Looking for the orbs? They're in the cave, the room

across the hall, and the room at the back of the boat. Hope you brought your lock picks!”

#### AREA 6. PANTRY

The door to this cabin is locked (see “*Sea Gem Features*”). A 10-foot-diameter cloud and glass shards swirl around a lead crate on the floor that holds a *devastation orb* (use handout 8). A *detect magic* spell reveals that the cloud radiates an aura of transmutation magic. A *dispel magic* spell makes the cloud disappear. Creatures that enter or start their turns in the cloud take 22 (4d10) piercing damage.

#### AREA 7. STORAGE

The door to this cabin is locked (see “*Sea Gem Features*”). This room has ten lead chests in it, but only one holds the *devastation orb* (use handout 9). If a character opens a chest without a *devastation orb*, each creature within 10 feet of the chest must make a DC 15 Constitution saving throw or take 16 (3d10) radiant damage and be blinded for 8 hours as the chest releases a burst of brilliant light.

If the characters pick a chest at random to open, roll a d10. On a result of 1, they selected the chest with the *devastation orb*. A character who examines all the chests and makes a successful DC 12 Intelligence (Investigation) check notices one chest is a bit heavier than the others. This chest holds the *devastation orb*.

#### AREA 8. EMPTY CABIN

Nothing of interest is in this cabin.

### ENDING THE MISSION

If the characters disarm all three *devastation orbs* before the time limit expires, the mission is over, and the characters succeed. Disabled orbs are surrendered to Oceanus. The characters cannot keep them.

If the characters send the armed orbs far away using a spell or other means so they do not explode near Myth Nantar, the mission is over and ends in a draw.

If the characters do not disarm the orbs in time, or an orb explodes, they all take 55 (10d10) force damage, and the mission ends in failure.

When the mission is over, have your group captain immediately deliver a special mission report (see **Appendix G**) to the administrator table. When the captain returns, have your group pick a new mission.



## ADVENTURE REWARDS

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

### ADVANCEMENT AND TREASURE CHECKPOINTS

#### TIER 2 AWARDS

Tier 2 characters receive **1 advancement checkpoint** and **1 treasure checkpoint** for **each mission** they complete.

#### TIER 3 AWARDS

Tier 2 characters receive **1 advancement checkpoint** and **2 treasure checkpoints** for **each mission** they complete.

### PLAYER REWARDS

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

#### MAGIC ITEM UNLOCK (TIERS 2 & 3)

Regardless of the event's overall success or failure, characters completing the adventure at either tier unlock the following item:

**Tentacle Rod.** Rod, rare (Table G)

Made by the drow, this rod is a magic weapon that ends in three rubbery tentacles. While holding the rod, you can use an action to direct each tentacle to attack a creature you can see within 15 feet of you. Each tentacle makes a melee attack roll with a +9 bonus. On a hit, the tentacle deals 1d6 bludgeoning damage. If you hit a target with all three tentacles, it must make a DC 15 Constitution saving throw. On a failure, the creature's speed is halved, it has disadvantage on Dexterity saving throws, and it can't use reactions for 1 minute. Moreover, on each of its turns, it can take either an action or a bonus action, but not both. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

#### SPECIAL MAGIC ITEM UNLOCK (TIER 2)

If the event is successful and the characters help to defeat the Red Wizards, Tier 2 players completing the adventure unlock the following special item:

**Gloves of Swimming and Climbing.** Wondrous Item, uncommon (requires attunement) (Table F)

While wearing these gloves, climbing and swimming don't cost you extra movement, and you gain a +5

bonus to Strength (Athletics) checks made to climb or swim.

#### SPECIAL MAGIC ITEM UNLOCK (TIER 3)

If the event is successful and the characters help to defeat the Red Wizards, Tier 3 players completing the adventure unlock the following special item:

**Staff of Thunder and Lightning.** Staff, very rare (requires attunement) (Table H)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. It also has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

**Lightning.** When you hit with a melee attack using the staff, you can cause the target to take an extra 2d6 lightning damage.

**Thunder.** When you hit with a melee attack using the staff, you can cause the staff to emit a crack of thunder, audible out to 300 feet. The target you hit must succeed on a DC 17 Constitution saving throw or become stunned until the end of your next turn.

**Lightning Strike.** You can use an action to cause a bolt of lightning to leap from the staff's tip in a line that is 5 feet wide and 120 feet long. Each creature in that line must make a DC 17 Dexterity saving throw, taking 9d6 lightning damage on a failed save, or half as much damage on a successful one.

**Thunderclap.** You can use an action to cause the staff to issue a deafening thunderclap, audible out to 600 feet. Each creature within 60 feet of you (not including you) must make a DC 17 Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 1 minute. On a successful save, a creature takes half damage and isn't deafened.

**Thunder and Lightning.** You can use an action to use the Lightning Strike and Thunderclap properties at the same time. Doing so doesn't expend the daily use of those properties, only the use of this one.



## DUNGEON MASTER REWARDS

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

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

## APPENDIX A. MONSTERS

### ABJURER

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 84 (13d8 + 26)

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	11 (+0)

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**Saving Throws** Int +8, Wis +5

**Skills** Arcana +8, History +8

**Senses** passive Perception 11

**Languages** any four languages

**Challenge** 9 (5,000 XP)

**Spellcasting.** The abjurer is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The abjurer has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *dancing lights*, *mending*, *message*, *ray of frost*

1st level (4 slots): *alarm*, \* *mage armor*, \* *magic missile*, *shield*\*

2nd level (3 slots): *arcane lock*, \* *invisibility*

3rd level (3 slots): *counterspell*, \* *dispel magic*, \* *fireball*

4th level (3 slots): *banishment*, \* *stoneskin* \*

5th level (2 slots): *cone of cold*, *wall of force*

6th level (1 slot): *flesh to stone*, *globe of invulnerability*\*

7th level (1 slot): *symbol*, \* *teleport*

\*Abjuration spell of 1st level or higher

**Arcane Ward.** The abjurer has a magical ward that has 30 hit points. Whenever the abjurer takes damage, the ward takes the damage instead. If the ward is reduced to 0 hit points, the abjurer takes any remaining damage. When the abjurer casts an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell.

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

## ADULT BLACK DRACOLICH

*Huge undead, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 195 (17d12 + 85)

**Speed** 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

**Saving Throws** Dex +7, Con +10, Wis +6, Cha +8

**Skills** Perception +11, Stealth +7

**Damage Resistances** necrotic

**Damage Immunities** acid, poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 21

**Languages** Common, Draconic

**Challenge** 14 (11,500 XP)

**Legendary Resistance (3/Day).** If the dracolich fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** If the dracolich has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The dracolich can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

**Frightful Presence.** Each creature of the dracolich's choice that is within 120 feet of the dracolich and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, 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 dracolich's Frightful Presence for the next 24 hours.

**Acid Breath (Recharge 5–6).** The dracolich exhales poisonous gas in a 60-foot line that is 5 feet wide. Each

creature in that area must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

The dracolich can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dracolich regains spent legendary actions at the start of its turn.

- **Detect.** The dracolich makes a Wisdom (Perception) check.
- **Tail Attack.** The dracolich makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dracolich beats its wings. Each creature within 10 feet of the dracolich must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dracolich can then fly up to half its flying speed.

## ADULT GREEN DRAGON

*Huge dragon, lawful evil*

**Armor Class** 19 (natural armor)

**Hit Points** 207 (18d12 + 90)

**Speed** 40 ft., fly 80 ft., swim 40 ft.

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STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

---

**Saving Throws** Dex +6, Con +10, Wis +7, Cha +8

**Skills** Deception +8, Insight +7, Perception +12, Persuasion +8, Stealth +6

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 22

**Languages** Common, Draconic

**Challenge** 15 (13,000 XP)

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

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

### ACTIONS

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**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, 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 dragon's Frightful Presence for the next 24 hours.

**Poison Breath (Recharge 5–6).** The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw,

taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

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The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

## APPRENTICE WIZARD

Medium humanoid (any race), any alignment

**Armor Class** 10

**Hit Points** 9 (2d8)

**Speed** 30 ft.

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

**Skills** Arcana +4, History +4

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 1/4 (50 XP)

**Spellcasting.** The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mending*, *prestidigitation*  
1st level (2 slots): *burning hands*, *disguise self*, *shield*

### ACTIONS

**Dagger.** *Melee Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

## ARCHER

Medium humanoid (any race), any alignment

**Armor Class** 16 (Studded Leather)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

**Skills** Acrobatics +6, Perception +5

**Senses** passive Perception 15

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

**Archer's Eye (3/Day).** As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

### ACTIONS

**Dagger.** *Melee Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

## ARCHMAGE

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 with Mage Armor)

**Hit Points** 99 (18d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

**Saving Throws** Int +9, Wis +6

**Skills** Arcana +13, History +13

**Senses** passive Perception 12

**Languages** any six languages

**Challenge** 12 (8,400 XP)

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

**Spellcasting.** The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility at will* and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor*, *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *fire shield*, *stoneskin*

5th level (3 slots): *cone of cold*, *scrying*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank*

9th level (1 slot): *time stop*

\*The archmage casts *mind blank*, *stoneskin* and *mage armor* spells on itself before combat.

### ACTIONS

**Dagger.** *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## ASSASSIN VINE

*Large plant, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 85 (10d10 + 30)

**Speed** 5 ft., climb 5 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

---

**Damage Resistances** cold, fire

**Condition Immunities** blinded, deafened, exhaustion, prone

**Senses** blindsight 30 ft., passive Perception 10

**Languages** -

**Challenge** 3 (700 XP)

**False Appearance.** While the assassin vine remains motionless, it is indistinguishable from a normal plant.

### ACTIONS

---

**Constrict.** *Melee Weapon Attack:* +6 to hit, reach 20 ft., one creature. *Hit:* The target takes 11 (2d6 + 4) bludgeoning damage, and it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and it takes 21 (6d6) poison damage at the start of each of its turns. The vine can constrict only one target at a time.

**Entangling Vines.** The assassin vine can animate normal vines and roots on the ground in a 15-foot square within 30 feet of it. These plants turn the ground in that area into difficult terrain. A creature in that area when the effect begins must succeed on a DC 13 Strength saving throw or be restrained by entangling vines and roots. A creature restrained by the plants can use its action to make a DC 13 Strength (Athletics) check, freeing itself on a successful check. The effect ends after 1 minute or when the assassin vine dies or uses Entangling Vines again.



## BEHOLDER ZOMBIE

*Large undead, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 93 (11d10+33)

**Speed** 0 ft., fly 20 ft. (hover)

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	8 (-1)	5 (-3)

---

**Saving Throws** Wis +2

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands Deep Speech and

Undercommon but can't speak

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

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

## ACTIONS

---

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 14 (4d6) piercing damage.

**Eye Ray.** The zombie uses a random magical eye ray, choosing a target that it can see within 60 feet of it

1. *Paralyzing Ray.* The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success

2. *Fear Ray.* The targeted creature must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. *Enervation Ray.* The targeted creature must make a DC 14 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

4. *Disintegration Ray.* If the target is a creature, it must succeed on a DC 14 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger nonmagical object or creation of magical force, this ray disintegrates a 10-foot cube of it.

## BERSERKER

Medium humanoid (any race), any chaotic alignment

**Armor Class** 13 (hide armor)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

---

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 2 (450 XP)

**Reckless.** At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

### ACTIONS

---

**Greataxe.** *Melee Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

## COMMONER

Medium humanoid (any race), any alignment

**Armor Class** 10

**Hit Points** 4 (1d8)

**Speed** 30 ft.

---

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

---

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 0 (10 XP)

### ACTIONS

---

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

## DEATHLOCK

Medium undead, neutral evil

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	14 (+2)	12 (+1)	16 (+3)

---

**Saving Throws** Int +4, Cha +5

**Skills** Arcana +4, History +4

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Elvish

**Challenge** 4 (1,100 XP)

**Innate Spellcasting.** The deathlock's spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:  
At will: *detect magic*, *disguise self*, *mage armor*

**Spellcasting.** The deathlock is a 5th level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *mage hand*  
1st—3rd level: (2 3rd-level slots): *arms of Hadar*, *dispel magic*, *faerie fire*, *hold person*, *invisibility*, *spider climb*

### ACTIONS

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**Deathly Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage.

## DRAGON TURTLE

*Gargantuan dragon, neutral*

**Armor Class** 20 (natural armor)

**Hit Points** 341 (22d20 + 110)

**Speed** 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+10)	10 (+0)	12 (+1)	12 (+1)

**Saving Throws** Dex +6, Con +11, Wis +7

**Damage Resistances** fire

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Aquan, Draconic

**Challenge** 17 (18,000 XP)

### ACTIONS

**Multiattack.** The dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

**Bite. Melee Weapon Attack:** +13 to hit, reach 15 ft., one target. Hit: 26 (3d12 + 7) piercing damage.

**Claw. Melee Weapon Attack:** +13 to hit, reach 10 ft., one target. Hit: 16 (2d8 + 7) slashing damage.

**Tail. Melee Weapon Attack:** +13 to hit, reach 15 ft., one target. Hit: 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.

**Steam Breath (Recharge 5–6).** The dragon turtle exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

## DROWNED ASCETIC

*Medium undead, chaotic evil*

**Armor Class** 13

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	3 (-4)	9 (-1)	5 (-3)

**Saving Throws** Dex +5

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 9

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

**Challenge** 3 (700 XP)

**Bottom Treader.** The drowned ascetic cannot swim, and it sinks to the bottom of any body of water. It takes no penalties to its movement or attacks underwater. It is immune to the effects of being underwater at a depth greater than 100 feet.

**Bound Together.** The drowned ascetic shares its mind with every other drowned one within 1 mile of it, and can communicate its thoughts and observations to them instantaneously and without limitation.

**Undead Fortitude.** If damage reduces the drowned ascetic to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the drowned ascetic drops to 1 hit point instead.

### ACTIONS

**Multiattack.** The drowned ascetic makes three unarmed strikes.

**Unarmed Strike. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage, and the target must succeed on a DC 12 Constitution saving throw or contract bluerot (see the "Bluerot" sidebar).

### REACTIONS

**Dexterous Target.** The drowned ascetic adds 3 to its AC against one ranged attack that would hit it. To do so, the drowned ascetic must see the attacker.

## DROWNED ASSASSIN

*Medium undead, chaotic evil*

**Armor Class** 14 (leather armor)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	9 (-1)	9 (-1)	16 (+3)

**Saving Throws** Dex +5, Con +5

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 9

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

**Challenge** 4 (1,100 XP)

**Bottom Treader.** The drowned assassin cannot swim, and it sinks to the bottom of any body of water. It takes no penalties to its movement or attacks underwater. It is immune to the effects of being underwater at a depth greater than 100 feet.

**Bound Together.** The drowned assassin shares its mind with every other drowned one within 1 mile of it, and can communicate its thoughts and observations to them instantaneously and without limitation.

**Undead Fortitude.** If damage reduces the drowned assassin to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the drowned assassin drops to 1 hit point instead.

## ACTIONS

**Multiattack.** The drowned assassin makes two hand crossbow attacks or two dagger attacks. It can then take the Dash, Disengage, or Hide action.

**Hand Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or contract bluerot (see the "Bluerot" sidebar).

**Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 9 (2d8) poison damage, and the target must succeed on a DC 12 Constitution saving throw or contract bluerot (see the "Bluerot" sidebar).

**Reveal (1/Day).** The drowned assassin removes its mask, revealing its rotting face. Each creature of the assassin's choice within 30 feet of it that can see the assassin must succeed on a DC 13 Wisdom saving throw or be frightened until the end of its next turn.

## BLUEROT

This disease targets humanoids. While afflicted with bluerot, a victim grows grotesque blue boils on their face and back. This disease is carried by undead, and victims most often acquire it through wounds caused by infected creatures.

The disease's boils manifest in 1d4 hours, causing the victim's Constitution and Charisma scores to decrease by 1d4 each, to a minimum of 3. This is quickly followed by a fever and tingling in the extremities. An infected creature is vulnerable to radiant damage and gains the ability to breathe underwater.

At the end of each long rest, an infected creature makes a DC 12 Constitution saving throw. On a success, the victim regains 1 point of Constitution and 1 point of Charisma lost to the disease. If the infected creature regains all the points lost to the disease, it is cured. Other effects that raise the victim's ability scores do not cure the disease. On a failed saving throw, the victim takes 18 (4d8) necrotic damage as the boils burst and spread. A creature reduced to 0 hit points by this damage cannot regain hit points until the disease is cured, though it can be stabilized as normal.

## DROWNED MASTER

*Medium undead, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 157 (21d8 + 63)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	9 (-1)	14 (+2)	12 (+1)

---

**Saving Throws** Con +7, Wis +6

**Skills** Perception +10

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 20

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

**Challenge** 9 (5,000 XP)

**Bound Together.** The drowned master shares its mind with every other drowned one within 1 mile of it, and can communicate its thoughts and observations to them instantaneously and without limitation.

**Cold Aura.** At the start of each of the drowned master's turns, each creature within 5 feet of it takes 5 (1d10) cold damage. A creature that touches the drowned master or hits it with a melee attack while within 5 feet of it takes 5 (1d10) cold damage.

**Undead Fortitude.** If damage reduces the drowned master to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the drowned master drops to 1 hit point instead.

## ACTIONS

**Multiattack.** The drowned master makes two attacks: one with its greatsword and one with its Life-Draining Tentacle. **Hand Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or contract bluerot (see the "Bluerot" sidebar).

**Dagger.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 14 (4d6) cold damage, and the target must succeed on a DC 12 Constitution saving throw or contract bluerot (see the "Bluerot" sidebar).

**Life-Draining Tentacle.** *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this effect reduces its hit point maximum to 0. This reduction lasts until the target finishes a long rest. On a failed save, the target also contracts bluerot (see the "Bluerot" sidebar).

**Necrotic Ink (Recharge 5–6).** The drowned master discharges foul ink in front of itself in a 30-foot cone. Each creature caught in the ink must make a DC 15 Constitution saving throw, taking 27 (6d8) necrotic damage on a failed save or half as much damage on a successful one. A creature that fails this saving throw is blinded until the end of its next turn and contracts bluerot (see the "Bluerot" sidebar).

## EVOKER

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 With Mage Armor)

**Hit Points** 66 (12d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

**Saving Throws** INT +7, WIS +5

**Skills** Arcana +7, History +7

**Senses** Passive Perception 11

**Languages** any four languages

**Challenge** 9 (5,000 XP)

**Spellcasting.** The evoker is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The evoker has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, \* *light*, \* *prestidigitation*, *ray of frost*\*

1st level (4 slots): *burning hands*, \* *mage armor*, *magic missile*\*

2nd level (3 slots): *mirror image*, *misty step*, *shatter*\*

3rd level (3 slots): *counterspell*, *fireball*, \* *lightning bolt*\*

4th level (3 slots): *ice storm*, \* *stoneskin*

5th level (2 slots): *Bigby's hand*, \* *cone of cold*\*

6th level (1 slot): *chain lightning*, \* *wall of ice*\*

\*Evocation spell

**Sculpt Spells.** When the evoker casts an evocation spell that forces other creatures it can see to make a saving throw, it can choose a number of them equal to 1 + the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

## ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

## FLAMESKULL

Tiny undead, neutral evil

**Armor Class** 13

**Hit Points** 40 (9d4 + 18)

**Speed** 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

**Skills** Arcana +5, Perception +2

**Damage Resistances** lightning, necrotic, piercing

**Damage Immunities** cold, fire, poison

**Condition Immunities** charmed, frightened, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common

**Challenge** 4 (1,100 XP)

**Illumination.** The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

**Rejuvenation.** If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

**Spellcasting.** The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrip (at will): *mage hand*

1st level (3 slots): *magic missile*, *shield*

2nd level (2 slots): *blur*, *flaming sphere*

3rd level (1 slot): *fireball*

## ACTIONS

**Multiattack.** The flameskull uses Fire Ray twice.

**Fire Ray.** *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage.



## FLESH GOLEM

*Medium construct, neutral*

**Armor Class** 9

**Hit Points** 93 (11d8 + 44)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (–1)	18 (+4)	6 (–2)	10 (+0)	5 (–3)

---

**Damage Immunities** lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands the languages of its creator but can't speak

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

**Berserk.** Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

**Aversion of Fire.** If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

**Lightning Absorption.** Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

**Magic Weapons.** The golem's weapon attacks are magical.

## ACTIONS

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**Multiattack.** The golem makes two slam attacks.

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

## GHAST

*Medium undead, chaotic evil*

**Armor Class** 13

**Hit Points** 36 (8d8)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (–1)

---

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common

**Challenge** 2 (450 XP)

**Stench.** Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

**Turning Defiance.** The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

## ACTIONS

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**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## GHOST

Medium undead, any alignment

**Armor Class** 11

**Hit Points** 45 (10d8)

**Speed** 0 ft., fly 40 ft.

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

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

**Damage Immunities** cold, necrotic, poison

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

**Senses** darkvision 60 ft., passive Perception 11

**Languages** any languages it knew in life

**Challenge** 4 (1,100 XP)

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

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

### ACTIONS

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

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

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

with a *greater restoration* spell, but only within 24 hours of it occurring.

**Possession (Recharge 6).** One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

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

## GLADIATOR

Medium humanoid (any race), any alignment

**Armor Class** 16 (studded leather, shield)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

**Saving Throws** Str +7, Dex +5, Con +6

**Skills** Athletics +10, Intimidation +5

**Senses** passive Perception 11

**Languages** any one language (usually Common)

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

**Brave.** The gladiator has advantage on saving throws against being frightened.

**Brute.** A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

### ACTIONS

**Multiattack.** The gladiator makes three melee attacks or two ranged attacks.

**Spear.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

**Shield Bash.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

### REACTIONS

**Parry.** The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

## GREATER ZOMBIE

Medium undead, neutral evil

**Armor Class** 15 (natural armor)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft.

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

**Saving Throws** Wis +1

**Damage Resistances** cold, necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 60 ft., passive Perception 8

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

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

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

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

### ACTIONS

**Multiattack.** The zombie makes two melee attacks.

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

## HYDROLOTH

*Medium fiend (yugoloth), neutral evil*

**Armor Class** 15

**Hit Points** 135 (18d8 + 54)

**Speed** 20 ft., swim 40 ft.

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STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+)	3 (-4)	11 (+0)	3 (-4)

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**Skills** Stealth +2

**Senses** blindsight 30 ft., passive Perception 10

**Languages** —

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

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

**Innate Spellcasting.** The hydroloth's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*, *invisibility* (self only), *water walk*

3/day each: *control water*, *crown of madness*, *fear*, *phantasmal killer*, *suggestion*

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

**Magic Weapons.** The hydroloth's weapon attacks are magical.

**Secure Memory.** The hydroloth is immune to the waters of the River Styx as well as any effect that would steal or modify its memories or detect or read its thoughts.

**Watery Advantage.** While submerged in liquid, the hydroloth has advantage on attack rolls.

## ACTIONS

**Multiattack.** The hydroloth makes two melee attacks. In place of one of these attacks, it can cast one spell that takes 1 action to cast.

**Claws. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

**Bite. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) piercing damage.

**Steal Memory (1/Day).** The hydroloth targets one creature it can see within 60 feet of it. The target takes 4d6 psychic damage, and it must make a DC 16 Intelligence saving throw. On a successful save, the target becomes immune to this hydroloth's Steal

Memory for 24 hours. On a failed save, the target loses all proficiencies, it can't cast spells, it can't understand language, and if its Intelligence and Charisma scores are higher than 5, they become 5. Each time the target finishes a long rest, it can repeat the saving throw, ending the effect on itself on a success. A greater restoration or remove curse spell cast on the target ends this effect early.

**Teleport.** The hydroloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

## KRAKEN PRIEST

Medium humanoid (any race), any evil alignment

**Armor Class** 10

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft., swim 30 ft.

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

**Skills** Perception +5

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** passive Perception 15

**Languages** any two languages

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

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

**Innate Spellcasting.** The priest's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *command*, *create or destroy water*

3/day each: *control water*, *darkness*, *water breathing*, *water walk*

1/day each: *call lightning*, *Evard's black tentacles*

### ACTIONS

**Thunderous Touch.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 27 (5d10) thunder damage.

**Voice of the Kraken (Recharges after a Short or Long Rest).** A kraken speaks through the priest with a thunderous voice audible within 300 feet. Creatures of the priest's choice that can hear the kraken's words (which are spoken in Abyssal, Infernal, or Primordial) must succeed on a DC 14 Charisma saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## LIZARD KING/QUEEN

Medium humanoid (lizardfolk), chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	11 (+0)	11 (+0)	15 (+2)

**Saving Throws** Con +4, Wis +2

**Skills** Perception +4, Stealth +5, Survival +4

**Condition Immunities** frightened

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

**Languages** Abyssal, Draconic

**Challenge** 4 (1,100 XP)

**Hold Breath.** The lizardfolk can hold its breath for 15 minutes.

**Skewer.** Once per turn, when the lizardfolk makes a melee attack with its trident and hits, the target takes an extra 10 (3d6) damage, and the lizardfolk gains temporary hit points equal to the extra damage dealt.

### ACTIONS

**Multiattack.** The lizardfolk makes two attacks: one with its bite and one with its claws or trident or two melee attacks with its trident.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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

**Trident.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.



## LIZARDFOLK

Medium humanoid (lizardfolk), neutral

**Armor Class** 15 (natural armor, shield)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (–2)	12 (+1)	7 (–2)

**Skills** Perception +3, Stealth +4, Survival +5

**Senses** passive Perception 13

**Languages** Draconic

**Challenge** 1/2 (100 XP)

**Hold Breath.** The lizardfolk can hold its breath for 15 minutes.

### ACTIONS

**Multiattack.** The lizardfolk makes two melee attacks, each one with a different weapon.

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

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

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

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

## MAGE

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 40 (9d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6

**Senses** passive Perception 11

**Languages** any four languages

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

**Spellcasting.** The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## MARID

*Large elemental, chaotic neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 229 (17d10 + 136)

**Speed** 30 ft., fly 60 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	26 (+8)	18 (+4)	17 (+3)	18 (+4)

**Saving Throws** Dex +5, Wis +7, Cha +8

**Damage Resistances** acid, cold, lightning

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 13

**Languages** Aquan

**Challenge** 11 (7,200 XP)

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

**Elemental Demise.** If the marid dies, its body disintegrates into a burst of water and foam, leaving behind only equipment the marid was wearing or carrying.

**Innate Spellcasting.** The marid's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *create or destroy water*, *detect evil and good*,

*detect magic*, *fog cloud*, *purify food and drink*

3/day each: *tongues*, *water breathing*, *water walk*

1/day each: *conjure elemental (water elemental only)*,

*control water*, *gaseous form*, *invisibility*, *plane shift*

### ACTIONS

**Multiattack.** The marid makes two trident attacks.

**Trident.** *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 13 (2d6 + 6) piercing damage, or 15 (2d8 + 6) piercing damage if used with two hands to make a melee attack.

**Water Jet.** The marid magically shoots water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw. On a failure, a target takes 21 (6d6) bludgeoning damage and, if it is Huge or smaller, is pushed up to 20 feet away from the marid and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone.

## MERFOLK SALVAGER

*Medium humanoid (merfolk), neutral*

**Armor Class** 12

**Hit Points** 22 (4d8 + 4)

**Speed** 10 ft., swim 40 ft.

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

**Saving Throws** Dex +4

**Skills** Athletics +3, Perception +2

**Senses** passive Perception 12

**Languages** Aquan, Common

**Challenge** 1 (200 XP)

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

### ACTIONS

**Multiattack.** The salvager makes two attacks with its coral rapier.

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

**Inject Toxin (2/Day).** *Melee Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage, and the creature must succeed on a DC 12 Constitution saving throw or be paralyzed until the end of its next turn.

## MERFOLK SCOUT

Medium humanoid (merfolk), chaotic evil

**Armor Class** 13 (leather armor)

**Hit Points** 16 (3d8 + 3)

**Speed** 10 ft., swim 40 ft.

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

**Skills** Nature +2, Perception +3, Stealth +4, Survival +3

**Senses** passive Perception 15

**Languages** any one language (usually Common)

**Challenge** 1/2 (100 XP)

**Keen Hearing and Sight.** The merfolk scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

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

### ACTIONS

**Multiattack.** The merfolk scout makes two melee attacks or two ranged attacks.

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

## NECROMANCER

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 66 (12d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

**Saving Throws** Int +7, Wis +5

**Skills** Arcana +7, History +7

**Senses** passive Perception 11

**Languages** any four languages

**Challenge** 9 (5,000 XP)

**Spellcasting.** The necromancer is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The necromancer has the following wizard spells prepared: Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *mending*

1st level (4 slots): *false life*, \* *mage armor*, *ray of sickness*\*

2nd level (3 slots): *blindness/deafness*, \* *ray of enfeeblement*, \* *web*

3rd level (3 slots): *animate dead*, \* *bestow curse*, \* *vampiric touch*\*

4th level (3 slots): *blight*, \* *dimension door*, *stoneskin*

5th level (2 slots): *Bigby's hand*, *cloudkill*

6th level (1 slot): *circle of death*\*

\*Necromancy spell of 1st level or higher

**Grim Harvest (1/Turn).** When necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

### ACTIONS

**Withering Touch.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) necrotic damage.

## NOBLE

Medium humanoid (any race), any alignment

**Armor Class** 15 (breastplate)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

**Skills** Deception +5, Insight +4, Persuasion +5

**Senses** passive Perception 10

**Languages** any two languages

**Challenge** 1/8 (25 XP)

### ACTIONS

**Rapier.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

### REACTIONS

**Parry.** The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

## OGRE ZOMBIE

Large undead, neutral evil

**Armor Class** 8

**Hit Points** 85 (9d10+36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

**Saving Throws** Wis +0

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands Giant and Common but can't speak

**Challenge** 2 (450 XP)

### ACTIONS

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

## SAHUAGIN

Medium humanoid (sahuagin), lawful evil

**Armor Class** 12 (natural armor)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft., swim 40 ft.

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

**Skills** Perception +5

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Sahuagin

**Challenge** 1/2 (100 XP)

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

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

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

### ACTIONS

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

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

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

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

## SAHUAGIN BARON

Large humanoid (sahuagin), lawful evil

**Armor Class** 16 (breastplate)

**Hit Points** 76 (9d10 + 27)

**Speed** 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	14 (+2)	13 (+1)	17 (+3)

**Saving Throws** Dex +5, Con +6, Int +5, Wis +4

**Skills** Perception +7

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Sahuagin

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

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

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

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

### ACTIONS

**Multiattack.** The sahuagin makes three attacks: one with his bite and two with his claws or trident.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Trident.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

## SAHUAGIN BLADEMASTER

Medium humanoid (sahuagin), lawful evil

**Armor Class** 20 (plate armor, shield)

**Hit Points** 97 (15d8 + 30)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	14 (+2)	13 (+1)	17 (+3)

**Saving Throws** Str +6, Con +5

**Skills** Athletics +6, Intimidation +4

**Senses** darkvision 120, passive Perception 10

**Languages** Sahuagin

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

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

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

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

### ACTIONS

**Multiattack.** The blademaker makes three attacks with its wavecutter blade, or one attack with its bite and two with its claws.

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

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

## SAHUAGIN CHAMPION

Medium humanoid (sahuagin), lawful evil

**Armor Class** 16 (Natural Armor)

**Hit Points** 71 (13d8 + 13)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

**Skills** Perception +5

**Senses** darkvision 120, passive Perception 15

**Languages** Sahuagin

**Challenge** 3 (700 XP)

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

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

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

### ACTIONS

**Multiattack.** The champion makes three attacks with its spear, or one attack with its bite and two with its claws.

**Spear.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

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

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.



## SAHUAGIN WAVE SHAPER

Medium humanoid (sahuagin), lawful evil

**Armor Class** 14 (natural armor)

**Hit Points** 60 (11d8 + 11)

**Speed** 30 ft., swim 40 ft.

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

---

**Saving Throws** Str +6, Con +5

**Skills** Arcana +6, Intimidation +4, Perception +5

**Senses** darkvision 120, passive Perception 15

**Languages** Sahuagin

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

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

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

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

**Innate Spellcasting.** The wave shaper's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells, requiring only verbal components:

At will: *message*

1/day: *comprehend languages*

### ACTIONS

**Multiattack.** The wave shaper makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 1) piercing damage plus 13 (3d8) cold damage.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 1) slashing damage plus 13 (3d8) cold damage.

**Whirlpool (1/day).** The wave shaper targets a body of water at least 50 feet square and 25 feet deep, causing a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, 25 feet tall, and lasts for 1 minute or until the wave shaper is incapacitated. Any

creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by succeeding on a DC 14 Strength (Athletics) check.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a DC 14 Strength saving throw. On a failed save, the creature takes 9 (2d8) bludgeoning damage and is caught in the vortex until it ends. On a success, the creature takes half damage and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but it has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 9 (2d8) bludgeoning damage. This damage occurs each round it remains in the vortex.

## SAHUAGIN HIGH PRIESTESS

*Medium humanoid (sahuagin), lawful evil*

**Armor Class** 14 (natural armor)

**Hit Points** 71 (11d8 + 22)

**Speed** 30 ft., swim 40 ft.

---

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

---

**Saving Throws** Wis +6

**Skills** Insight +6, Perception +6

**Senses** darkvision 120, passive Perception 16

**Languages** Sahuagin

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

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

**Limited Amphibiousness.** The high priestess can breathe air and water, but she needs to be submerged at least once every 4 hours to avoid suffocating.

**Shark Telepathy.** The high priestess can magically command any shark within 120 feet of her, using a limited telepathy.

**Spellcasting.** The high priestess is a 7th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance*, *mending*, *resistance*, *thaumaturgy*

1st level (4 slots): *bless*, *detect magic*, *guiding bolt*

2nd level (3 slots): *hold person*, *spiritual weapon* (*trident*)

3rd level (3 slots): *bestow curse*, *fear*, *mass healing word*, *tongues*

4th level (1 slots): *banishment*

## ACTIONS

**Multiattack.** The high priestess makes two attacks with her toothsome staff, or one attack with her bite and one with her claws.

**Toothsome Staff.** *Melee Attack:* +5 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

## SAURIV

Medium humanoid (lizardfolk), neutral

**Armor Class** 13 (natural armor)

**Hit Points** 9 (2d8)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	18 (+4)	16 (+3)

**Skills** Deception +7, Insight +6, Persuasion +7

**Senses** passive Perception 14

**Languages** Common, Draconic

**Challenge** 1/8 (25 XP)

**Hold Breath.** Sauriv can hold his breath for 15 minutes.

**Fading Eyesight.** Sauriv has disadvantage on all Wisdom (Perception) checks.

### ACTIONS

**Rapier.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

### REACTIONS

**Parry.** Sauriv adds 2 to his AC against one melee attack that would hit him. To do so, Sauriv must see the attacker and be wielding a melee weapon.

## SHELL SHARK

Medium monstrosity, unaligned

**Armor Class** 18 (shell plate armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	3 (+4)	10 (+0)	7 (-2)

**Saving Throws** Str +4

**Skills** Athletics +6

**Senses** darkvision 120 ft., Ppassive Perception 10

**Languages** --

**Challenge** 2 (450 XP)

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

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

**Water Breathing.** The shark can breathe only underwater.

### ACTIONS

**Multiattack.** The shark makes two bite attacks.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

## SKELETON

*Medium undead, lawful evil*

**Armor Class** 13 (armor scraps)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

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

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

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

**Challenge** 1/4 (50 XP)

### ACTIONS

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

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

## STORM GIANT SKELETON

*Huge undead, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 115 (10d12 + 50)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	4 (–3)	6 (–2)	6 (–2)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** lightning, poison, thunder

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands Giant but can't speak

**Challenge** 7 (2,900 XP)

**Evasion.** If the skeleton is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

**Turn Immunity.** The skeleton is immune to effects that turn undead.

### ACTIONS

**Multiattack.** The skeleton makes three scimitar attacks.

**Shortbow.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

## SWORD WRAITH WARRIOR

Medium undead, lawful evil

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	6 (-2)	9 (-1)	10 (+0)

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, frightened, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 9

**Languages** the languages it knew in life

**Challenge** 3 (700 XP)

**Martial Fury.** As a bonus action, the sword wraith can make one weapon attack. If it does so, attack rolls against it have advantage until the start of its next turn.

### ACTIONS

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

**Longbow.** *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

## THAYAN APPRENTICE

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

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	15 (+2)	13 (+1)	11 (+0)

**Skills** Arcana +4

**Senses** passive Perception 11

**Languages** Common, Thayan

**Challenge** 2 (450 XP)

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

Cantrips (at will): *fire bolt*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *burning hands*, *detect magic*, *mage armor*, *shield*

2nd level (3 slots): *blur*, *scorching ray*

### ACTIONS

**Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## TYRANNOSAURUS REX

*Huge undead, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 136 (13d12 + 52)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** -

**Challenge** 8 (3,900 XP)

### ACTIONS

**Multiattack.** The tyrannosaurus rex makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained and the tyrannosaurus rex can't bite another target.

**Tail.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

## TYRANNOSAURUS ZOMBIE (ZOMBIE SHARK)

*Huge undead, unaligned*

**Armor Class** 11 Natural Armor

**Hit Points** 136 (13d12 + 52)

**Speed** 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (-2)	19 (+4)	1 (-5)	3 (-4)	5 (-3)

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 60 ft., Passive Perception 6

**Languages** -

**Challenge** 8 (3,900 XP)

**Disgorge Zombie.** As a bonus action, the tyrannosaurus zombie can disgorge a normal zombie, which appears in an unoccupied space within 10 feet of it. The disgorged zombie acts on its own initiative count. After a zombie is disgorged, roll a d6. On a roll of 1, the tyrannosaurus zombie runs out of zombies to disgorge and loses this trait. If the tyrannosaurus zombie still has this trait when it dies, 1d4 normal zombies erupt from its corpse at the start of its next turn. These zombies act on their own initiative count.

**Undead Fortitude.** If damage reduces the tyrannosaurus zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

### ACTIONS

**Multiattack.** The tyrannosaurus zombie makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained and the tyrannosaurus zombie can't bite another target or disgorge zombies.

**Tail.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.



## WATER ELEMENTAL

*Large elemental, neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (–3)	10 (+0)	8 (–1)

**Damage Resistances** acid; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Aquan

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

**Water Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

**Freeze.** If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

### ACTIONS

**Multiattack.** The elemental makes two slam attacks.

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

**Whelm (Recharge 4–6).** Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

## WATER ELEMENTAL MYRMIDON

*Medium elemental, neutral*

**Armor Class** 18 (Plate)

**Hit Points** 127 (17d8 + 51)

**Speed** 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	8 (–1)	10 (+0)	10 (+0)

**Damage Resistances** acid; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** paralyzed, petrified, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Aquan and one language of its creator's choice

**Challenge** 7 (2,900 XP)

**Magic Weapons.** The myrmidon's weapon attacks are magical.

### ACTIONS

**Multiattack.** The myrmidon makes three trident attacks.

**Trident.** Melee *Weapon Attack*: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

**Freezing Strikes (Recharge 6).** The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) cold damage. A target that is hit by one or more of these attacks has its speed reduced by 10 feet until the end of the myrmidon's next turn.

## WATER WEIRD

*Large elemental, neutral*

**Armor Class** 13

**Hit Points** 58 (9d10 + 9)

**Speed** 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	10 (+0)

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, poisoned, restrained, prone, unconscious

**Senses** blindsight 30 ft., passive Perception 10

**Languages** understands Aquan but doesn't speak

**Challenge** 3 (700 XP)

**Invisible in Water.** The water weird is invisible while fully immersed in water.

**Water Bound.** The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

### ACTIONS

**Constrict.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

## WIGHT

*Medium undead, neutral evil*

**Armor Class** 14 (studded leather)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

**Skills** Perception +3, Stealth +4

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** the languages it knew in life

**Challenge** 3 (700 XP)

**Sunlight Sensitivity.** While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Multiattack.** The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

**Life Drain.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## WRAITH

*Medium undead, neutral evil*

**Armor Class** 13

**Hit Points** 67 (9d8 + 27)

**Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** necrotic, poison

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

**Senses** darkvision 60 ft., passive Perception 12

**Languages** the languages it knew in life

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

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

**Sunlight Sensitivity.** While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Life Drain.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Create Specter.** The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

## ZOMBIE

*Medium undead, neutral evil*

**Armor Class** 8

**Hit Points** 22 (3d8 + 9)

**Speed** 20 ft.

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

**Saving Throws** Wis +0

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 8

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

**Challenge** 1/4 (50 XP)

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

### ACTIONS

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

## APPENDIX B. SHIPS

### DEATH KNIGHT-DREADNOUGHT

*Gargantuan vehicle (100 ft. by 20 ft.)*

**Creature Capacity** 40 crew, 60 passengers

**Cargo Capacity** 200 tons

**Travel Pace** 4 miles per hour (96 miles per day)

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STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	12 (+1)	16 (+3)	18 (+4)

---

**Saving Throws** DEX +6, WIS +9, CHA +10

**Damage Immunities** necrotic, poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

**Senses** darkvision 60 ft., passive Perception 13

**Languages** cannot speak, read or write, but understands Abyssal and Common

**Magic Resistance.** The death knight-dreadnought has advantage on saving throws against spells and other magical effects.

**Marshal Undead.** Unless the death knight-dreadnought is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

**Spellcasting.** The death knight-dreadnought is a 19th-level spellcaster, though it is incapable of casting spells on its own. However, either the captain or the coxswain can forego their action to allow the ship to use them as a conduit for casting a spell, which originates from that individual. In such instances, the individual's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The death knight-dreadnought has the following paladin spells prepared:

1st level (4 slots): *command*, *compelled duel*, *searing smite*

2nd level (3 slots): *hold person*, *magic weapon*

3rd level (3 slots): *dispel magic*, *elemental weapon*

4th level (3 slots): *banishment*, *staggering smite*

5th level (2 slots): *destructive wave (necrotic)*

### ACTIONS

On its turn, the deathknight-dreadnought can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than twenty crew and only 1 action if it has fewer than ten. It can't take these actions if it has fewer than three crew.

**Fire Ballistas.** The death knight-dreadnought can fire its ballistas (DMG, ch. 8).

**Fire Mangonels.** The death knight-dreadnought can fire its mangonels (DMG, ch. 8).

**Cast A Spell.** The dread knight-dreadnought can cast a spell (see *Spellcasting*).

**Move.** The death knight-dreadnought can use its helm to move with its oars or sails. As part of this move, it can use its naval ram.

### HULL

**Armor Class** 20

**Hit Points** 500 (damage threshold 20)

### CONTROL: HELM

**Armor Class** 20

**Hit Points** 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the deathknight-dreadnought can't turn, unless the necromancer captain uses its action to guide the ship by making a successful DC 15 Intelligence (Arcana) check.

### MOVEMENT: OARS

**Armor Class** 20

**Hit Points** 100; -5 ft. speed per 25 damage taken

**Speed (water)** 20 ft. (requires at least 2 crew, service engineers only)

### MOVEMENT: SAILS

**Armor Class** 18

**Hit Points** 100; -10 ft. speed per 25 damage taken

**Speed (water)** 35 ft.; 15 ft. while sailing into the wind; 50 ft. while sailing with the wind

### WEAPONS: BALLISTAS (2)

**Armor Class** 18

**Hit Points** 50 each

**Ranged Weapon Attack:** +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage plus 18 (4d8) necrotic damage.

#### **WEAPONS: MANGONELS (2)**

---

**Armor Class** 18

**Hit Points** 100 each

**Ranged Weapon Attack:** +5 to hit, range 200/800 ft. (can't hit targets within 60 ft. of it), one target. *Hit:* 27 (5d10) bludgeoning damage plus 18 (4d8) necrotic damage.

#### **HELLFIRE ORB (1/DAY)**

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The death knight-dreadnought hurls a magical ball of fire that explodes at a point it can see within 240 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

#### **NAVAL RAM**

---

**Armor Class** 22

**Hit Points** 100 (damage threshold 20)

The deathknight-dreadnought has advantage on all saving throws relating to crashing when it crashes into a creature or object, and that creature or object has disadvantage on all saving throws related to crashing. Any damage it takes from the crash is applied to the naval ram rather than to the ship. These benefits don't apply if another vessel crashes into the deathknight-dreadnought.

## GALLEY

*Gargantuan vehicle (130 ft. by 20 ft.)*

**Creature Capacity** 80 crew, 40 passengers

**Cargo Capacity** 150 tons

**Travel Pace** 4 miles per hour (96 miles per day)

---

STR	DEX	CON	INT	WIS	CHA
24 (+7)	4 (–3)	20 (+5)	0	0	0

---

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

### ACTIONS

---

On its turn, the galley can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than forty crew and only 1 action if it has fewer than twenty crew. It can't take these actions if it has fewer than three crew.

**Fire Ballistas.** The galley can fire its ballistas (DMG, ch. 8).

**Fire Mangonels.** The galley can fire its mangonels (DMG, ch. 8).

**Move.** The galley can use its helm to move with its oars or sails. As part of this move, it can use its naval ram.

### HULL

---

**Armor Class** 15

**Hit Points** 500 (damage threshold 20)

### CONTROL: HELM

---

**Armor Class** 16

**Hit Points** 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the galley can't turn.

### MOVEMENT: OARS

---

**Armor Class** 12

**Hit Points** 100; –5 ft. speed per 25 damage taken

**Speed (water)** 30 ft. (requires at least 40 crew)

### MOVEMENT: SAILS

---

**Armor Class** 12

**Hit Points** 100; –10 ft. speed per 25 damage taken

**Speed (water)** 35 ft.; 15 ft. while sailing into the wind; 50 ft. while sailing with the wind

### WEAPONS: BALLISTAS (2)

---

**Armor Class** 15

**Hit Points** 50 each

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

### WEAPONS: MANGONELS (2)

---

**Armor Class** 15

**Hit Points** 100 each

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

### NAVAL RAM

---

**Armor Class** 20

**Hit Points** 100 (damage threshold 10)

The galley has advantage on all saving throws relating to crashing when it crashes into a creature or object. Any damage it takes from the crash is applied to the naval ram rather than to the ship. These benefits don't apply if another vessel crashes into the galley.



## KEELBOAT

*Gargantuan vehicle (60 ft. by 20 ft.)*

**Creature Capacity** 3 crew, 4 passengers

**Cargo Capacity** 0.5 tons

**Travel Pace** 3 miles per hour (72 miles per day)

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (–2)	13 (+1)	0	0	0

---

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

## ACTIONS

On its turn, the keelboat can take 2 actions, choosing from the options below. It can take only 1 action if it has only one crew. It can't take these actions if it has no crew.

**Fire Ballistas.** The keelboat can fire its ballista (DMG, ch. 8).

**Move.** The keelboat can use its helm to move with its oars or sails.

## HULL

**Armor Class** 15

**Hit Points** 100 (damage threshold 10)

## CONTROL: HELM

**Armor Class** 12

**Hit Points** 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the keelboat can't turn.

## MOVEMENT: OARS

**Armor Class** 12

**Hit Points** 100; –5 ft. speed per 25 damage taken

**Speed (water)** 20 ft.

## MOVEMENT: SAILS

**Armor Class** 12

**Hit Points** 100; –10 ft. speed per 20 damage taken

**Speed (water)** 25 ft.; 15 ft. while sailing into the wind; 35 ft. while sailing with the wind

## WEAPONS: BALLISTA

**Armor Class** 15

**Hit Points** 50 each

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

## LONGSHIP

*Gargantuan vehicle (70 ft. by 20 ft.)*

**Creature Capacity** 40 crew, 100 passengers

**Cargo Capacity** 10 tons

**Travel Pace** 5 miles per hour (120 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (–2)	17 (+3)	0	0	0

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

### ACTIONS

On its turn, the longship can take the move action below. It can't take this action if it has no crew.

**Move.** The longship can use its helm to move with its oars or sails.

### HULL

**Armor Class** 15

**Hit Points** 300 (damage threshold 15)

### CONTROL: HELM

**Armor Class** 16

**Hit Points** 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the longship can't turn.

### MOVEMENT: OARS

**Armor Class** 12

**Hit Points** 100; –5 ft. speed per 25 damage taken

**Speed (water)** 20 ft. (requires at least 20 crew)

### MOVEMENT: SAILS

**Armor Class** 12

**Hit Points** 100; –10 ft. speed per 25 damage taken

**Speed (water)** 45 ft.; 15 ft. while sailing into the wind; 60 ft. while sailing with the wind

## MUMMY-KRAKEN-SUBMERSIBLE

*Gargantuan vehicle (100 ft. by 20 ft.)*

**Creature Capacity** 20 crew, 40 passengers

**Cargo Capacity** 50 tons

**Travel Pace** 4 miles per hour (96 miles per day)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	20 (+5)	19 (+4)	15 (+2)	17 (+3)

**Saving Throws** STR +12, DEX +5, CON +10, INT +9, WIS +7

**Damage Vulnerabilities** Fire

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** lightning, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** truesight 120 ft., passive Perception 12

**Languages** understands Abyssal, Celestial, Infernal, and Primordial but can't speak; telepathy 60 ft.

**Magic Resistance.** The death knight-dreadnought has advantage on saving throws against spells and other magical effects.

**Freedom of Movement.** The mummy-kraken-submersible ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

**Siege Monster.** The mummy-kraken submersible deals double damage to objects and structures.

### ACTIONS

On its turn, the mummy-kraken-submersible can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than ten crew and only 1 action if it has fewer than five. It can't take these actions if it has fewer than two crew.

**Bite.** The mummy-kraken-submersible can use its bite.

**Tentacles.** The mummy-kraken-submersible can lash out, attacking with three of its tentacles.

**Lightning Strike.** The mummy-kraken-submersible can use its lightning strike feature.

**Move.** The mummy-kraken-submersible can use its helm to move. As part of this move, it can use its bite.

## HULL

---

### Armor Class 16

**Hit Points** 500 (damage threshold 20)

If you're inside the mummy-kraken-submersible, you must either be able to breathe under water naturally or magically to avoid drowning.

## CONTROL: HELM

---

### Armor Class 20

**Hit Points** 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the mummy-kraken-submersible can't turn, unless the necromancer captain uses its action to guide the ship by making a successful DC 15 Intelligence (Arcana) check. The Helm can only be attacked if you're inside the submersible, whether you get swallowed or find another way in.

## WEAPONS: BITE

---

### Armor Class 18

**Hit Points** 100 (threshold 20)

**Melee Weapon Attack:** +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage. If the target is a Medium or smaller creature grappled by the mummy-kraken-submersible, that creature is swallowed and the grapple ends. When first swallowed, the creature is prone and restrained, it has total cover against attacks and other effects outside the mummy-kraken-submersible, but the crew and passengers inside the mummy-kraken-submersible can attack it freely. A creature that makes a successful DC 20 Strength (Athletics) OR Dexterity (Acrobatics) check, can free themselves from being restrained, but is still inside the mummy-kraken-submersible. One Medium or two smaller creatures can be swallowed at the same time. The interior of the submersible is 20 feet long, 20 feet wide, and 7 feet high.

If the mummy-kraken-submersible is destroyed, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

## WEAPONS: TENTACLES (3)

---

### Armor Class 18

**Hit Points** 100 each

**Melee Weapon Attack:** +12 to hit, reach 20 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage plus 10 (3d6) necrotic damage, and the target is grappled (escape DC 20). Until the grapple ends, the target is restrained.

If the target is a creature, it must succeed on a DC 18 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

## LIGHTNING STRIKE

---

The mummy-kraken-submersible magically creates a bolt of lightning, which can strike a target within 90 feet of it. The target must make a DC 18 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

## LEGENDARY ACTIONS

---

The mummy-kraken-submersible can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mummy-kraken-submersible regains spent legendary actions at the start of its turn.

**Tentacle Attack (Costs 2 Actions).** The mummy-kraken-submersible makes one tentacle attack.

**Fling.** The mummy-kraken-submersible uses Fling.

**Ink Cloud (Costs 3 Actions).** While underwater, the mummy-kraken-submersible expels an ink cloud in a 40-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the mummy-kraken-submersible. Each creature other than the mummy-kraken-submersible that ends its turn there must succeed on a DC 18 Constitution saving throw, taking 11 (2d10) poison damage on a failed save or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the mummy-kraken-submersible's next turn.

## ROWBOAT

*Large vehicle (10 ft. by 5 ft.)*

**Creature Capacity** 2 crew, 2 passengers

**Cargo Capacity** 0.25 tons

**Travel Pace** 3 miles per hour (24 miles per day)

---

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
11 (+0)	8 (–1)	11 (+0)	0	0	0

---

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

## ACTIONS

---

On its turn, the rowboat can take the move action below. It can't take this action if it has no crew.

**Move.** The rowboat can use moving its oars.

## HULL

---

**Armor Class** 11

**Hit Points** 50

## CONTROL AND MOVEMENT: OARS

---

**Armor Class** 12

**Hit Points** 25

**Speed (water)** 15 ft.

Move up to the ship's speed, with one 90-degree turn. Without oars, the rowboat's speed is 0.

## WARSHIP

*Gargantuan vehicle (100 ft. by 20 ft.)*

**Creature Capacity** 40 crew, 60 passengers

**Cargo Capacity** 200 tons

**Travel Pace** 4 miles per hour (96 miles per day)

---

STR	DEX	CON	INT	WIS	CHA
20 (+5)	4 (–3)	20 (+5)	0	0	0

---

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

## ACTIONS

On its turn, the warship can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than twenty crew and only 1 action if it has fewer than ten. It can't take these actions if it has fewer than three crew.

**Fire Ballistas.** The warship can fire its ballistas (DMG, ch. 8).

**Fire Mangonels.** The warship can fire its mangonels (DMG, ch. 8).

**Move.** The warship can use its helm to move with its oars or sails. As part of this move, it can use its naval ram.

## HULL

**Armor Class** 15

**Hit Points** 500 (damage threshold 20)

## CONTROL: HELM

**Armor Class** 18

**Hit Points** 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the galley can't turn.

## MOVEMENT: OARS

**Armor Class** 12

**Hit Points** 100; –5 ft. speed per 25 damage taken

**Speed (water)** 30 ft. (requires at least 20 crew)

## MOVEMENT: SAILS

**Armor Class** 12

**Hit Points** 100; –10 ft. speed per 25 damage taken

**Speed (water)** 35 ft.; 15 ft. while sailing into the wind; 50 ft. while sailing with the wind

## WEAPONS: BALLISTAS (2)

**Armor Class** 15

**Hit Points** 50 each

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

## WEAPONS: MANGONELS (2)

**Armor Class** 15

**Hit Points** 100 each

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

## NAVAL RAM

**Armor Class** 20

**Hit Points** 100 (damage threshold 10)

The warship has advantage on all saving throws relating to crashing when it crashes into a creature or object. Any damage it takes from the crash is applied to the naval ram rather than to the ship. These benefits don't apply if another vessel crashes into the warship.

## APPENDIX C. HANDOUTS

The following handouts can be given to players during the course of the adventure when indicated in the text.

### HANDOUT 1: RULES EXCEPTIONS

---

The following restrictions apply throughout this D&D Epic™ event.

#### SHORT AND LONG RESTS

The event plays out in just a few hours of game time. Players can't afford to take long rests and can take only **one short rest**. Opportunities to earn additional short rests occur during play.

#### PLAYER SPELLCASTING

Right from the start of the adventure, the characters are in the middle of a battle and time is of the essence, making it difficult to cast certain spells.

- There is no time to cast spells with a casting time of longer than 5 minutes before the event begins.
- Spells with a casting time of longer than 5 minutes can only be cast during the event if the group takes a short rest.
- Spells with a casting time of longer than 1 hour can't be cast during the event at all.
- Spells that affect areas over 200 feet in radius (e.g. *control weather*) can affect other groups nearby at the administrators' discretion. Inform the administrators if one of your players casts a spell with such a range.

#### SPELLCASTING SERVICES

Between missions, allied clerics can provide any of the spellcasting services listed in the *Adventurers League Dungeon Master's Guide*. Players must cover the component costs for these spells, which are cast instantly and without the requirement to spend downtime days.

## HANDOUT 2: SHIP AND UNDERWATER COMBAT

This section provides guidance on using ships in combat.

### SHIPS AND INITIATIVE

A ship rolls initiative using its Dexterity, and it uses its crew's quality score as a modifier to that roll.

On a ship's turn, the captain decides which of the ship's actions to use.

### SPECIAL OFFICER ACTIONS

During an encounter, the captain, first mate, and bosun each have access to two special action options: Take Aim and Full Speed Ahead, both detailed below.

**Take Aim.** As an action, the captain, first mate, or bosun directs the crew's firing, aiding in aiming one of the ship's weapons. Select one of the ship's weapons that is within 10 feet of the officer. It gains advantage on the next attack roll it makes before the end of the ship's next turn.

**Full Speed Ahead.** As an action while on deck, the captain, first mate, or bosun can exhort the crew to work harder and drive the ship forward faster. Roll a d6 and multiply the result by 5. Apply the total as a bonus to the ship's speed until the end of the ship's next turn. If the ship is already benefiting from this action's bonus, don't add the bonuses together; the higher bonus applies.

Size	Bludgeoning Damage
------	--------------------

### CREW IN COMBAT

Managing a ship's entire crew in combat can prove cumbersome, especially as larger ships often host dozens of sailors. Typically, the crew is too busy managing the ship to do anything else during combat. Don't worry about tracking their specific positions unless you want to add that complexity. You can assume that the crew is evenly divided among the upper two decks of a ship.

**Crew Casualties.** Slaying a ship's crew reduces the number of actions most ships can take, making the crew a tempting target in combat. Resolve individual attacks as normal, using the guidelines for resolving many, identical attacks at once from the *Dungeon Master's Guide* as needed.

In the case of spells that cover an area, such as *fireball* or *lightning bolt*, you might track the exact location of the spell and crew to determine how many sailors it affects. Alternatively, you can roll 1d6

per level of the spell. The total of the dice is the number of crew members caught in the spell's area.

### CRASHING A SHIP

If a ship moves into the space occupied by a creature or an object, the ship might crash. A ship avoids crashing if the creature or object is at least two sizes smaller than it.

When a ship crashes, it must immediately make a DC 10 Constitution saving throw. On a failed save, it takes damage to its hull based on the size of the creature or object it crashed into, as shown on the Crash Damage table. It also stops moving if the object or creature is one size smaller than it or larger. Otherwise the ship continues moving and the creature or object collided with moves to the nearest unoccupied space that isn't in the ship's path. At the DM's discretion, an object that is forced to move but is fixed in place is instead destroyed.

A creature struck by a ship must make a Dexterity saving throw with a DC equal to 10 + the ship's Strength modifier, taking damage based on the ship's size (as shown on the Crash Damage table) on a failed save, or half as much damage on a successful one.

### War Zone

Small	1d6
Medium	1d10
Large	4d10
Huge	8d10
Gargantuan	16d10

### TYPES OF OFFICERS

Ship officers who fill six different roles. Each type of officer is described below, along with the abilities and proficiencies that help a character excel in that role:

**Captain.** The captain issues orders. The best captains have high Intelligence and Charisma scores, as well as proficiency with water vehicles and the Intimidation and Persuasion skills.

**First Mate.** This specialist keeps the crew's morale high by providing supervision, encouragement, and discipline. A first mate benefits from a high Charisma score, as well as proficiency with the Intimidation and Persuasion skills.

**Bosun.** The bosun (or boatswain) provides technical advice to the captain and crew and leads repair and maintenance efforts. A good bosun has a high Strength score, as well as proficiency with carpenter's tools and the Athletics skill.



**Quartermaster.** The quartermaster plots the ship's course, relying on knowledge of nautical charts and a study of weather and sea conditions. A reliable quartermaster tends to have a high Wisdom score, as well as proficiency with navigator's tools and the Nature skill.

**Surgeon.** The ship's surgeon tends to injuries, keeps illnesses from spreading throughout the ship, and oversees sanitation. A capable surgeon benefits from a high Intelligence score, as well as proficiency with herbalism kits and the Medicine skill.

**Cook.** A ship's cook works with the limited ingredients aboard a ship to make meals. A skilled cook keeps the crew's morale in top shape, while a poor one drags down the entire crew's performance. A talented cook has a high Constitution score, as well as proficiency with brewer's supplies and cook's utensils.

## UNDERWATER COMBAT

Underwater the following combat rules apply.

When making a melee weapon attack, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have resistance to fire damage.

### HANDOUT 3: MYTH NANTAR SEA MISSIONS

Tier 2 tables can select the following missions:

#### MISSION 1: RECRUIT THE MERFOLK



*Recruit the help of the nearby merfolk. These aquatic humanoids do not frequently work together.*

#### MISSION 2: RECRUIT THE LIZARDFOLK



*Recruit the help of a nearby tribe of lizardfolk. These isolationists typically keep to themselves.*

#### MISSION 3: RECRUIT THE LOCATHAH



*Recruit the help of a nearby community of locathah. These fish-folk like to stay hidden near the waves.*

#### MISSION 4: BATTLE THAYAN SHIPS



*A group of Thayan ships is approaching and must be stopped at all costs!*

#### MISSION 5: SABOTAGE A CARGO SHIP



*We identified an enemy ship with critical cargo. Sneak aboard and find a way to sink it!*

#### MISSION 6: ASSAULT THE THAYAN FLAGSHIP



*The Thayan flagship is covered in heavy armor. Make a run to damage it!*

#### MISSION 7: INFILTRATE THE FLAGSHIP



*Sneak aboard the Thayan flagship and plant an explosive to disable the vessel!*

#### MISSION 8: STEAL A THAYAN VESSEL



*Commandeer a Thayan vessel and deliver it to the Nantarn forces to aid in sneaking behind enemy lines.*

## HANDOUT 4: MYTH NANTAR UNDERWATER MISSIONS

Tier 3 tables can select the following missions:

### MISSION 9: RALLY THE SEA ELF MILITARY



*The sea elf military is overwhelmed by the Thayan forces – can you rouse them?*

### MISSION 10: RALLY THE SEA ELF MAGES



*Convince the sea elf mages to lend their considerable skills to the protection of Myth Nantar!*

### MISSION 11: RALLY THE COUNCIL



*The Nantarn Council keeps too many soldiers as bodyguards. Convince them to send more troops into the fray!*

### MISSION 12: FIND THE KWALISH ARMS



*The arms of our apparatus of Kwalish are laying somewhere along the sea floor! Find them!*

### MISSION 13: FIND THE KWALISH LEGS



*The legs of our apparatus of Kwalish are somewhere in this undersea gorge! Find them!*

### MISSION 14: PROTECT THE LIBRARIAN



*Thayan forces desire nothing more than an ancient statue known as the Librarian. Stop them!*

### MISSION 15: PROTECT THE ARMORY



*Thayan undead are attacking the Myth Nantar armory. You must defend it!*

### MISSION 16: PROTECT THE COUNCIL



*Thayan forces are gathered outside the council chamber. Defend our leaders!*

## HANDOUT 5: APPARATUS OF KWALISH

This item first appears to be a Large sealed iron barrel weighing 500 pounds. The barrel has a hidden catch, which can be found with a successful DC 20 Intelligence (Investigation) check. Releasing the catch unlocks a hatch at one end of the barrel, allowing two Medium or smaller creatures to crawl inside. Ten levers are set in a row at the far end, each in a neutral position, able to move either up or down. When certain levers are used, the apparatus transforms to resemble a giant lobster. The *apparatus of Kwalish* is a Large object with the following statistics:

**Armor Class:** 20

**Hit Points:** 200

**Speed:** 30 ft., swim 30 ft. (or 0 ft. for both if the legs and tail aren't extended)

**Damage Immunities:** poison, psychic

To be used as a vehicle, the apparatus requires one pilot. While the apparatus's hatch is closed, the compartment is airtight and watertight. The compartment holds enough air for 10 hours of breathing, divided by the number of breathing creatures inside.

The apparatus floats on water. It can also go underwater to a depth of 900 feet. Below that, the vehicle takes 2d6 bludgeoning damage per minute from pressure.

A creature in the compartment can use an action to move as many as two of the apparatus's levers up or down. After each use, a lever goes back to its neutral position. Each lever, from left to right, functions as shown in the Apparatus of the Kwalish Levers table.

### Apparatus of Kwalish Levers

Lever	Up	Down
1	Legs and tail extend, allowing the apparatus to walk and swim.	Legs and tail retract, reducing the apparatus's speed to 0 and making it unable to benefit from bonuses to speed.
2	Forward window shutter opens.	Forward window shutter closes.
3	Side window shutters open (two per side).	Side window shutters close (two per side).
4	Two claws extend from the front sides of the apparatus.	The claws retract
5	Each extended claw makes the following melee weapon attack: +8 to hit, reach 5 ft., one target. Hit: 7 (2d6) bludgeoning damage.	Each extended claw makes the following melee weapon attack: +8 to hit, reach 5 ft., one target. Hit: The target is grappled (escape DC 15).
6	The apparatus walks or swims forward.	The apparatus walks or swims backward.
7	The apparatus turns 90 degrees left.	The apparatus turns 90 degrees right.
8	Eyelike fixtures emit bright light in a 30-foot radius and dim light for an additional 30 feet.	The light turns off.
9	The apparatus sinks as much as 20 feet in liquid.	The apparatus rises up to 20 feet in liquid.
10	The rear hatch unseals and opens.	The rear hatch closes and seals.

## HANDOUT 6: MAGGOTSOUŁ'S QUESTIONS

---

Maggotsoul the flameskull asks you the following questions privately. Write your answers to these questions on this handout then return it to the DM. Do not share your answers or converse with anyone else while you fill out the handout.

1. What is your name?
2. What are the names of your party members?
3. Why do you seek to travel beyond this checkpoint?

## HANDOUT 7: AREA 3 ORB

Each row, column, and boldly outlined 3 x 3 region must contain only one X and O. Finish the grid below to disarm the orb. You can make an Intelligence (Arcana) check to get a hint from the DM. On a success, you get the hint but beware! If you fail two of these checks, the orb explodes.

						X		
								O
	X							
		X			O			
O					X			
							O	
				X				
X		O						

## HANDOUT 8: AREA 6 ORB

Each row, column, and boldly outlined 3 x 3 region must contain only one X and O. Finish the grid below to disarm the orb. You can make an Intelligence (Arcana) check to get a hint from the DM. On a success, you get the hint but beware! If you fail two of these checks, the orb explodes.

					X			
	O						X	
		X				O		
			O					
X								
		O				X		
O								
								O
			X					



## HANDOUT 9: AREA 7 ORB

Each row, column, and boldly outlined 3 x 3 region must contain only one X and O. Finish the grid below to disarm the orb. You can make an Intelligence (Arcana) check to get a hint from the DM. On a success, you get the hint but beware! If you fail two of these checks, the orb explodes.

O	X							
			X	O				
							X	
	O				X			
						X		O
			O	X				
		X						

## HANDOUT 10: MOTIVATIONAL SPEECH

**INTRODUCTION**  
"We are here today..."

-----

**RESTATE THE RISK**  
"We know the odds are against us..."

-----

**REMINISCE / HISTORICAL REFERENCES**  
"Did we/our forces give up when...?"

-----

**REMINDER / APPEAL TO VALUES**  
"You/We are those who..."

-----

**RELATIONSHIPS / APPEAL TO INDIVIDUALS**  
"We fight for..."

-----

**CALL TO ACTION**  
"Now let's return and..."

# Congratulations!

Thanks to the awesome efforts of another group of heroes, a rousing, inspiring speech has reached your ears. You are all awarded inspiration!

If you already have inspiration when your table receives this handout, you gain it again immediately upon using it (just this once)!

## HANDOUT 12: KRAKEN SUBMERSIBLE COMBAT

---

Instead of rolling for initiative, the character sitting to the DM's left goes first, followed by the character on the first to act's left, and so on. All the creatures the DM controls act on the DM's turn.

A character has the following options on their turn:

- The character can take a turn as normal.
- If the character is not inside the submersible, they can disengage from the combat and return to their table.

If a character leaves a seat, a new character can immediately fill the seat but cannot take a turn until the following round. The new character can take reactions as normal. If a character dies, they should immediately return to their table (still dead).

# APPENDIX D. PUZZLE SOLUTIONS

The following images are solutions to the *devastation orb* puzzles in special mission 8.

## AREA 3 ORB

	O				X		
			X				O
	X			O			
		X			O		
O				X			
					O	X	
						O	X
			O	X			
X		O					

## AREA 6 ORB

				O	X		
	O						X
		X				O	
			O	X			
X							O
		O				X	
O							X
	X						O
			X	O			

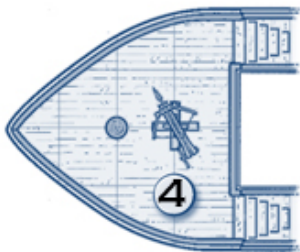
## AREA 7 ORB

O	X						
			X	O			
						O	X
X					O		
	O				X		
						X	O
			O	X			
		X					O
		O					X

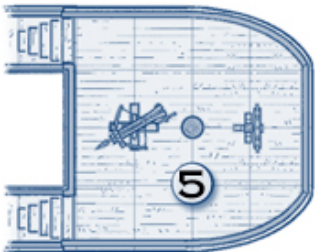
APPENDIX E. MAPS

WARSHIP

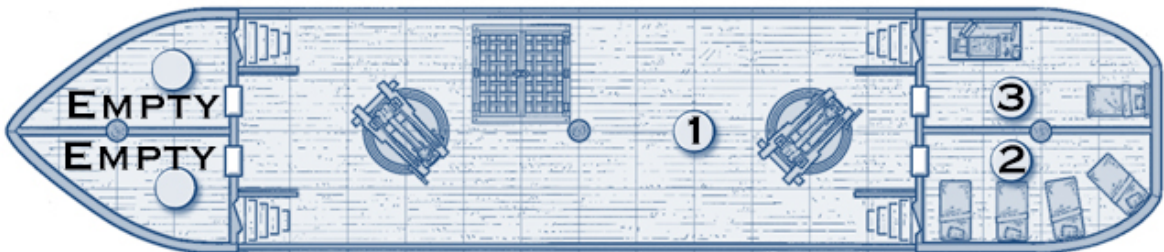
1 square = 5 feet



FORECASTLE



QUARTERDECK



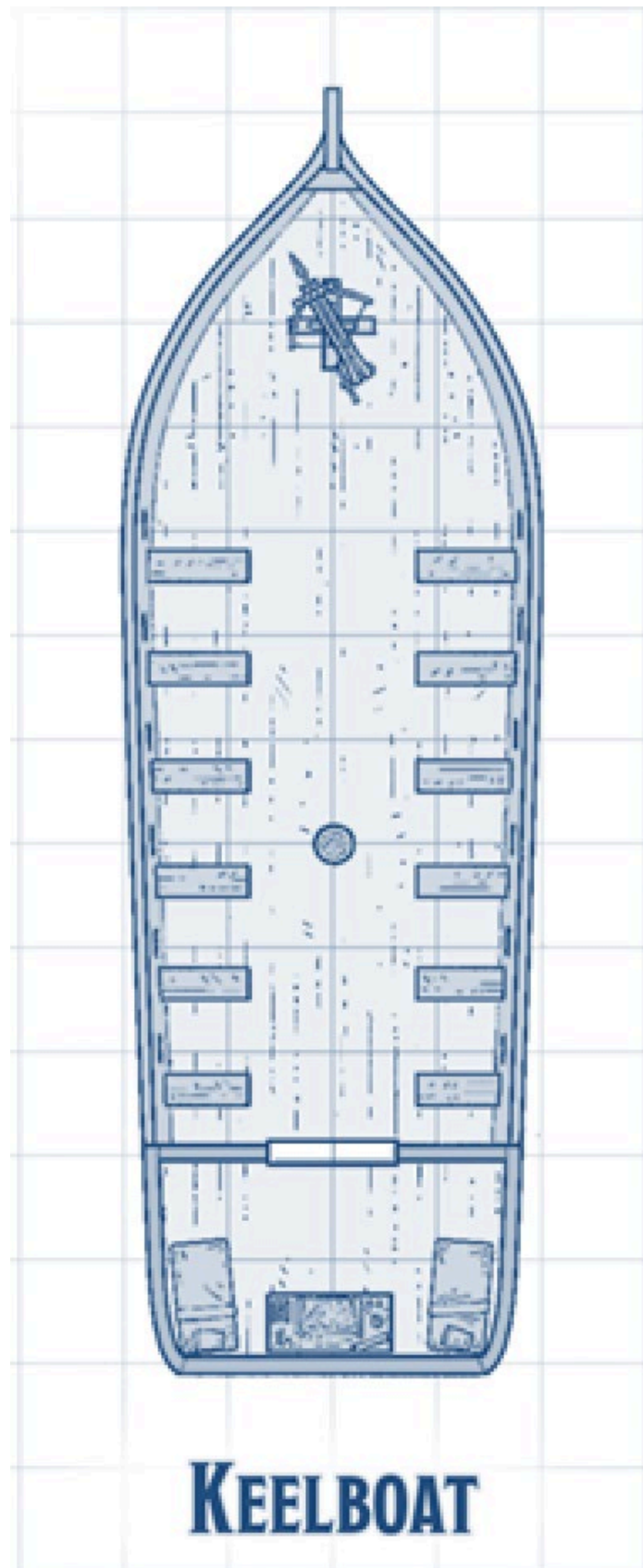
MAIN DECK



HOLD

## KEELBOAT

1 square = 5 feet

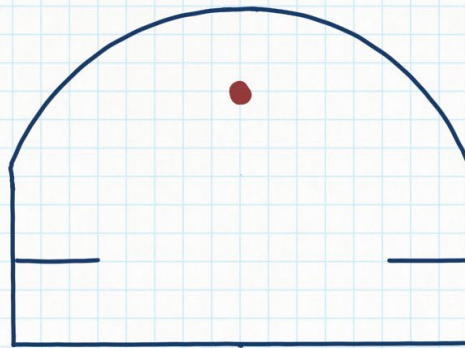




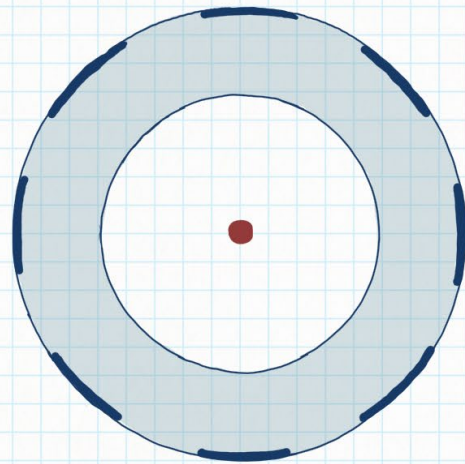
## HALL OF LIVING MEMORY MAP

1 square = 5 feet

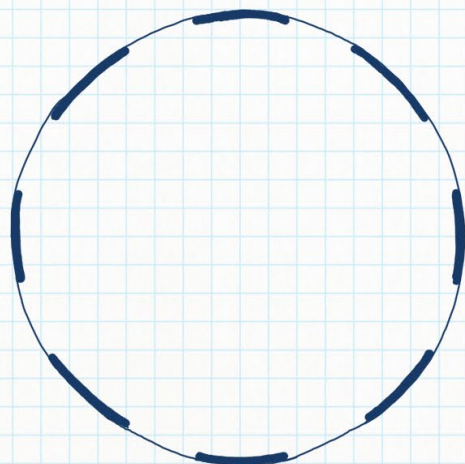
^North



HALL OF LIVING MEMORY - SIDE VIEW



HALL BALCONY - TOP VIEW



HALL FLOOR - TOP VIEW

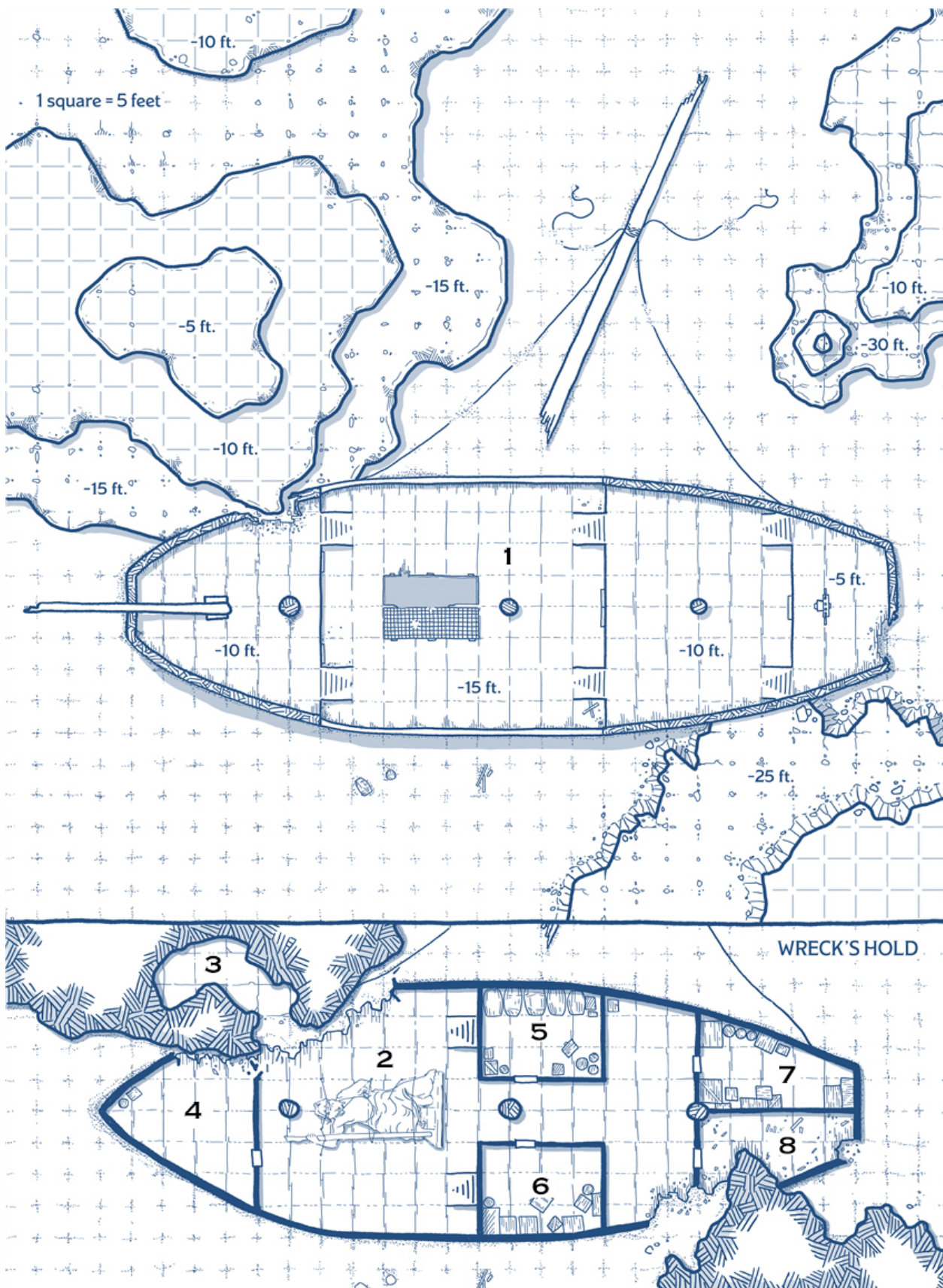
## COVE MAP

1 square = 5 feet

^North



## SEA GEM MAP





## APPENDIX F. MISSION REPORTS

If you are the event administrator, print out six copies of the “Mission Report” below per table and give them to each DM at the start of the event.

### MISSION REPORT

---

Please fill out the following information each time your table completes a mission then have the group’s table captain deliver this mission report to HQ.

**TABLE NUMBER:**

**DUNGEON MASTER:**

**TIER** (Circle one): 2 or 3

**MISSION NUMBER:**

**MISSION NAME:**

**MISSION END STATUS** (Circle one):

FAILURE or SUCCESS

### MISSION REPORT

---

Please fill out the following information each time your table completes a mission then have the group’s table captain deliver this mission report to HQ.

**TABLE NUMBER:**

**DUNGEON MASTER:**

**TIER** (Circle one): 2 or 3

**MISSION NUMBER:**

**MISSION NAME:**

**MISSION END STATUS** (Circle one):

FAILURE or SUCCESS

## APPENDIX G. SPECIAL MISSION REPORT

If you are the event administrator, print out ten total copies of the "Special Mission Report." Give these to DMs when you assign special missions.

### SPECIAL MISSION REPORT

---

Please fill out the following information each time your table completes a mission then have the group's table captain deliver this special mission report to HQ.

**TABLE NUMBER:**

**DUNGEON MASTER:**

**TIER** (Circle one): 2 or 3

**SPECIAL MISSION NUMBER:**

**SPECIAL MISSION NAME:**

**SPECIAL MISSION END STATUS** (Circle one):

FAILURE                  DRAW                  SUCCESS

### SPECIAL MISSION REPORT

---

Please fill out the following information each time your table completes a mission then have the group's table captain deliver this special mission report to HQ.

**TABLE NUMBER:**

**DUNGEON MASTER:**

**TIER** (Circle one): 2 or 3

**SPECIAL MISSION NUMBER:**

**SPECIAL MISSION NAME:**

**SPECIAL MISSION END STATUS** (Circle one):

FAILURE                  DRAW                  SUCCESS

## APPENDIX H. LEAD DUNGEON MASTER GUIDE

This section provides guidance for event administrators on running this adventure as a D&D Epics™ event for your game day or convention.

### PARTICIPANTS

The adventure requires the following participants.

#### EIGHT OR MORE GROUPS

A minimum of eight groups is needed.

- Each group requires 3-7 players. All players in a group must belong to the same tier (i.e. level 5-10 at tier 2 or level 11-16 at tier 2).
- There's no limit to how many groups can participate.
- At least four groups must represent each tier.

#### DUNGEON MASTERS (ONE PER GROUP)

Each table has one Dungeon Master. Dungeon Masters should read this adventure beforehand and prepare all encounters listed.

#### SPECIAL DUNGEON MASTER

A special guest Dungeon Master runs special mission 5, "Destroy the Thayan Submersible," for volunteer players. An administrator can take on the role of the guest DM if needed. That administrator simply bows out of their normal duties when they need to run the special mission.

#### SPECIAL DMs FOR SPECIAL MISSIONS

We assume many conventions do not have the resources to have DMs for the special missions in addition to the DMs and admins needed to run the event. However, some larger conventions may have such resources. If you have at least four special guest DMs, they can run all the special missions. The first DM runs special missions 1 and 3, the second runs 2 and 4, the third runs 5 and 7, and the fourth runs 6 and 8. With the exception of special mission 5, these DMs can simply temporarily relieve the DMs at tables chosen for these special missions.

#### 2-4 ADMINISTRATORS

The administrators adjudicate interactive events and answers questions posed by DMs. Administrators are also needed to tally mission results and update the large mission chart. Administrators can also liaise between tables to adjudicate interactive events.

#### ONE LEAD ADMINISTRATOR

The lead administrator oversees the event and announces important events. It's vital that players can hear the lead administrators announcements.

### SETUP

The following steps are important for ensuring the event runs smoothly.

#### STEP 1. PREPARE HEADQUARTERS

Headquarters (or "HQ") is an area set aside for the administrative staff.

- The lead administrator needs a clock or stopwatch, a pen or pencil, and at least one copy of this adventure.
- Every other administrator should also have a copy of the adventure.
- There should be at least ten copies of the "Special Mission Report" from **Appendix G** at HQ.
- The lead administrator should have the **order of events** from the end of this appendix ready.

#### STEP 2. PREPARE TABLES

One table is required for each group. All tables need a good view of HQ, so they can see and hear the lead administrator's updates. Plan to have all tier 2 tables on one side of the event space and all tier 3 tables on another side, or at least give each tier its own section of the event space so the tables are grouped together.

In addition to the normal tables, an extra table is required for the guest DM to run special mission 5, "Destroy the Thayan Submersible." If possible, place this table near the tier 3 tables.

#### STEP 5. DISPLAY MISSION CHART

Find an area to display the large printout of the mission charts (handouts 3 and 4). These versions should be large enough for everyone to see. You should also have a green marker and a red marker nearby.

#### STEP 4. GIVE MISSION REPORTS

Each DM should be given six copies of the **Mission Report** in **Appendix F**. You should keep extra copies at HQ, in case DMs need more.

#### STEP 5. MUSTER GROUPS

During muster, players are assigned to Dungeon Masters and tables.

## STEP 6. COUNT GROUPS

To determine victory or defeat, the administrators need to know how many groups are playing. When the event begins, the administrators must count the groups.

## STEP 7. PLAY!

When play begins, the lead administrator reads the briefing aloud to the assembled players (see “Order of Events”).

## TRACKING MISSIONS

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Each time a mission (not a special mission) is complete, an administrator should record the results:

- Update the Mission Tracker (later in this appendix) using tally marks.
- Update the Table Tracker (later in this appendix) using tally marks.
- Update the large mission charts you printed out by placing a visible green dot next to a mission if it was successfully completed, or a red X next to a mission if the table failed to complete it.

## WINNING THE ADVENTURE

To win the day against the Red Wizards, the tables must successfully meet all of the following win conditions. If they do not meet all of these conditions, they lose.

- The tables must have successfully completed more missions (not counting special missions) than they have failed.
- The tables must have successfully completed each mission (not counting special missions) at least once (or twice if there are more than thirty tables or three times if there are more than sixty tables).
- The tables must have successfully completed a total number of missions (not counting special missions) equal to the total number of tables participating times three (or times two if there is a total of ten or fewer tables).

## SPECIAL MISSIONS

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When a table earns a special mission, an administrator should return to that table with the table captain, inform the DM the table has been selected special mission and the number and name of the mission, and give the DM a copy of the **Special**

**Mission Report** from **Appendix G**. When a table returns a special mission report, inform the lead administrator so they can announce the mission’s results, found in the “Order of Events” later in this appendix.

### SPECIAL MISSION 1

“Stop the Thayan Weather Wizard” is a special mission given to the first tier 2 table to successfully complete a mission.

### SPECIAL MISSION 2

“Destroy the Line-Breaker” is a special mission given to the second tier 2 table to successfully complete a mission.

### SPECIAL MISSION 3

“Save the Turmish Merchant” is a special mission given to the first tier 2 table to successfully complete two missions that has not also already participated in a special mission.

### SPECIAL MISSION 4

“Save the Turmish Merchant” is a special mission given to the second tier 2 table to successfully complete two missions that has not also already participated in a special mission.

### SPECIAL MISSION 5

“Destroy the Thayan Submersible” is a special mission that occurs after 30 minutes of play and is introduced by the lead administrator and guest DM. See this special mission for more information.

### SPECIAL MISSION 6

“Wake the Dragon Turtle” is a special mission given to the first tier 3 table to successfully complete a mission.

### SPECIAL MISSION 7

“Kill the Thayan Elementalist” is a special mission given to the second tier 3 table to successfully complete a mission.

### SPECIAL MISSION 8

“Find the Devastation Orbs” is a special mission given to the first tier 3 table to successfully complete two missions that has not also already participated in a special mission.



**MISSION TRACKER**

<b>Mission Number</b>	<b>Failures</b>	<b>Successes</b>
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
<b>Total</b>		

### TABLE TRACKER

If you have more than 50 tables at your event, print as many copies as needed and renumber.

Table	Tier	Failures	Successes	Special?
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				
21				
22				
23				
24				
25				
Table	Tier	Failures	Successes	Special?

26				
27				
28				
29				
30				
31				
32				
33				
34				
35				
36				
37				
38				
39				
40				
41				
42				
43				
44				
45				
46				
47				
48				
49				
50				

## ORDER OF EVENTS

The lead administrator must supervise the following events and make the listed announcements when prompted to do so by the ext.

### +5 MINS: INTRODUCTION

Once everyone is settled, the lead administrator makes the following announcement:

The salty sea air is tinged with rot as the advancing undead ships of the Red Wizards approach. You've heard rumors the giant Thayan armada has troops above and below the waves.

Suddenly a conch blares, drawing your attention to the crow's nest atop your fleet's enormous flagship. From on high Oceanus the sea elf addresses the assembled adventures, "Friends! Thank you for your service to Myth Nantar! We shall not surrender to the evil mages of Thay. Let's put them back into their holes. For if they win the day, the Librarian, a construct with an incredible amount of knowledge held in our underwater city, will be theirs and our bodies will serve as undead soldiers to swell their ranks! If we do not stop the Red Wizard threat here, they will have the knowledge and power to take any land they desire."

As Oceanus speaks a group of sea elf mages surrounds half the ships. "Half of you shall dive under the waves to defend the Librarian! Our mages are using the underwater mythal to finish a spell that allows you to breathe and travel more swiftly in the water." A wave of warm energy washes over the ship.

Oceanus then addresses the other half of the fleet. "The rest of you are on the sea's surface, guarding our floating merchant outposts and the villages on the shore. You have your assignments. I'll be monitoring the progress here at HQ. Good luck!"

### +30 MINS: INTRODUCTION

The lead administrator makes the following announcement to the tier 3 tables:

Tier 3 tables! A new enemy has come crashing beneath the waves into Myth Nantar and we need people to stop it. I'll let our special guest DM reveal the danger!

The guest DM can take over from here, reading the boxed text in the introduction of special mission 5, "Destroy the Thayan Submersible."

## THROUGHOUT: SPECIAL MISSION RESULTS

During the event, administrators receive Special Mission reports. As each report comes in the lead administrator should read the appropriate result of the mission:

**Special Mission 1: Stop the Thayan Weather Wizard (Tier 2).** If the table that completed this mission **succeeded**, the lead administrator makes the following announcement:

The heroes at table [NUMBER] have just successfully completed a special mission! They killed a Red Wizard controlling the weather. Tier 2 table captains write this down. From now until the end of the event, the speed of your vessel and all allied vessels is increased as if they are sailing with the wind!

If the table that completed this mission **failed**, the lead administrator makes the following announcement:

The adventurers at table [NUMBER] have just failed to complete a special mission! They failed to kill a Red Wizard controlling the weather. Tier 2 table captains write this down. From now until the end of the event, the speed of your vessel and all allied vessels is decreased as if you were sailing against the wind!

**Special Mission 2: Destroy the Line-Breaker (Tier 2).** If the table that completed this mission **succeeded**, the lead administrator makes the following announcement:

The heroes at table [NUMBER] have just successfully completed a special mission! They killed destroyed a Red Wizard line-breaker ship. Tier 3 tables, the ship sinks to the bottom of the sea, depositing its magical cargo nearby. All tier 3 characters get can add a free *potion of greater healing* to their inventories!

If the table that completed this mission **failed**, the lead administrator makes the following announcement:

The adventurers at table [NUMBER] have just failed to complete a special mission! They failed to destroy a Red Wizard's line-breaker ship. The line-breaker retaliates by shooting several fireballs that engulf the tier tables. All tier 2 characters take 20 fire damage!

***Special Mission 3: Save the Turmish Merchant Ship (Tier 2).*** If the table that completed this mission **succeeded**, the lead administrator makes the following announcement:

The heroes at table [NUMBER] have just successfully completed a special mission! They saved a Turmish cargo ship full of magical siege engine ammunition. Table captains write this down. From now until the end of the event, whenever a player character makes an attack with a siege weapon on an allied vessel, that attack has a +3 bonus to attack and damage!

If the table that completed this mission **failed**, the lead administrator makes the following announcement:

The adventurers at table [NUMBER] have just failed to complete a special mission! They allowed a Turmish cargo ship full of magical siege engine ammunition to fall into the hands of the Red Wizards. Every player character takes 20 piercing damage as the Red Wizards unleash a barrage of ballista bolts upon you!

If the table ended the mission in a **draw**, make no announcement.

***Special Mission 4: Smuggle the Conjurer (Tier 2).*** If the table that completed this mission **succeeded**, the lead administrator makes the following announcement:

The heroes at table [NUMBER] have just successfully completed a special mission! They snuck a conjurer behind enemy lines to create a portal so we could surround the enemy! This has earned your forces a brief respite. All tables can take an additional short rest during this adventure.

If the table that completed this mission **failed**, the lead administrator makes the following announcement:

The adventurers at table [NUMBER] have just failed to complete a special mission! They allowed an important ally to wind up in enemy hands. DMs write this down. Every player character now has disadvantage on Charisma checks made to influence enemies until the end of the adventure!

If the table ended the mission in a **draw**, make no announcement.

***Special Mission 5: Destroy the Thayan Submersible (Tier 3).*** When the Thayan submersible is destroyed, the lead administrator makes the following announcement:

The Thayan submersible has been destroyed! It shall plague the tier 3 tables no longer! Huzzah!

***Special Mission 6: Wake the Dragon Turtle (Tier 3).*** If the table that completed this mission **succeeded**, the lead administrator makes the following announcement:

The heroes at table [NUMBER] have just successfully completed a special mission! They convinced Dantaur the dragon turtle to aid the Nantaran cause! Tier 2 DMs, any enemy-controlled vessels currently in play take 52 fire damage from Dantaur's terrible steam breath!

If the table that completed this mission **failed**, the lead administrator makes the following announcement:

The adventurers at table [NUMBER] have just failed to complete a special mission! They have angered the dragon turtle Dantaur! Tier 2 table captains, any vessel you or your allies control currently in play at your table take 52 fire damage from Dantaur's terrible steam breath!

***Special Mission 7: Kill the Thayan Elementalist (Tier 3).*** If the table that completed this mission **succeeded**, the lead administrator makes the following announcement:

The heroes at table [NUMBER] have just successfully completed a special mission! They killed a Thayan elemental preparing to summon elementals into this world! The Thayan forces need to regroup, so we get a breather. All tables can take an additional short rest during this adventure.

If the table that completed this mission **failed**, the lead administrator makes the following announcement:

The adventurers at table [NUMBER] have just failed to complete a special mission! They could not stop a Thayan elemental from summoning elementals to the aid of the Red Wizards. DMs write this down. The next combat encounter your table faces will include a water elemental in addition to the normal creatures.

**Special Mission 8: Find the Devastation Orbs (Tier 3).** If the table that completed this mission **succeeded**, the lead administrator makes the following announcement:

The heroes at table [NUMBER] have just successfully completed a special mission! They found a shipment of *devastation orbs* we are unleashing on our enemies. DMs, each creature and vessel currently fighting the player characters takes 30 force damage!

If the table that completed this mission **failed**, the lead administrator makes the following announcement:

The adventurers at table [NUMBER] have just failed to complete a special mission! They failed to disarm hidden *devastation orbs*. Every player character takes 30 force damage!

If the table ended the mission in a **draw**, make no announcement.

### **+3 HRS: FIRST WARNING**

The lead administrator makes the following announcement:

There are 45 minutes before the end of the adventure!

### **+3 HRS AND 35 MINS: SECOND WARNING**

The lead administrator makes the following announcement:

There are 10 minutes before the end of the adventure!

### **+3 HRS AND 45 MINS: WRAP UP**

The lead administrator makes the following announcement:

That's it! With that the adventure has ended! DMs submit your final mission reports to HQ. We will announce the results of the adventure in 10 minutes. In the meantime, DMs give the players their rewards.

### **ENDING THE ADVENTURE**

Tally all the mission reports. If the characters **lose** the battle against the Red Wizards (see "Winning the Adventure"), the lead administrator makes the following announcement:

The Red Wizard's forces come crashing through Myth Nantar's defenses, as sea elf warriors and vessels scatter everywhere. The city is lost! As you flee you can hear the gurgles of innocents left inside Myth Nantar to die. At least their bodies will rise again as servants of the Red Wizards, who now also hold the Librarian and all its knowledge. What horrors await the world now? Thank you for playing. Better luck next time!

If the characters **win** the battle against the Red Wizards (see "Winning the Adventure"), the lead administrator makes the following announcement:

Oceanus cries "Victory!" from atop his crow's nest as what remains of the Red Wizard fleet speeds away from Myth Nantar. As the final undead are dispatched and mages are taken away in chains, casks of ale are popped. You have saved the city, possibly the world, and won the day, heroes! Thank you for playing!

## APPENDIX I: MAGIC ITEM UNLOCKS

### MAGIC ITEM UNLOCK (TIERS 2 & 3)

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Regardless of the event's overall success or failure, characters completing the adventure at either tier unlock the following item:

#### **TENTACLE ROD**

*Rod, rare (requires attunement) (Table G)*

Made by the drow, this rod is a magic weapon that ends in three rubbery tentacles. While holding the rod, you can use an action to direct each tentacle to attack a creature you can see within 15 feet of you. Each tentacle makes a melee attack roll with a +9 bonus. On a hit, the tentacle deals 1d6 bludgeoning damage. If you hit a target with all three tentacles, it must make a DC 15 Constitution saving throw. On a failure, the creature's speed is halved, it has disadvantage on Dexterity saving throws, and it can't use reactions for 1 minute. Moreover, on each of its turns, it can take either an action or a bonus action, but not both. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

## SPECIAL MAGIC ITEM UNLOCK (TIER 2)

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If the event is successful and the characters help to defeat the Red Wizards, Tier 2 players completing the adventure unlock the following special item:

### GLOVES OF SWIMMING AND CLIMBING

*Wondrous Item, uncommon (requires attunement)  
(Table F)*

While wearing these gloves, climbing and swimming don't cost you extra movement, and you gain a +5 bonus to Strength (Athletics) checks made to climb or swim.



## SPECIAL MAGIC ITEM UNLOCK (TIER 3)

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If the event is successful and the characters help to defeat the Red Wizards, Tier 3 players completing the adventure unlock the following special item:

### STAFF OF THUNDER AND LIGHTNING

*Staff, very rare (requires attunement) (Table H)*

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. It also has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

**Lightning.** When you hit with a melee attack using the staff, you can cause the target to take an extra 2d6 lightning damage.

**Thunder.** When you hit with a melee attack using the staff, you can cause the staff to emit a crack of thunder, audible out to 300 feet. The target you hit must succeed on a DC 17 Constitution saving throw or become stunned until the end of your next turn.

**Lightning Strike.** You can use an action to cause a bolt of lightning to leap from the staff's tip in a line that is 5 feet wide and 120 feet long. Each creature in that line must make a DC 17 Dexterity saving throw, taking 9d6 lightning damage on a failed save, or half as much damage on a successful one.

**Thunderclap.** You can use an action to cause the staff to issue a deafening thunderclap, audible out to 600 feet. Each creature within 60 feet of you (not including you) must make a DC 17 Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 1 minute. On a successful save, a creature takes half damage and isn't deafened.

**Thunder and Lightning.** You can use an action to use the Lightning Strike and Thunderclap properties at the same time. Doing so doesn't expend the daily use of those properties, only the use of this one.