

-ISLE OF THE- DREADED ACCURSED



A tier two adventure for 5th Edition

Mr.Tarrasque & JVC Parry



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Message to our backers:

Thank you to all of the wonderful backers who allowed this collaboration between the fantastic Mr.T, Nord Games, and myself, come to life. I hope you all love the adventure, and only a few of you are drowned by the kraken! - JVC Parry

I would love to express my gratitude to all backers for giving me the opportunity to not only write this amazing adventure, but also doing it while flanked by my favorite writer in the scene.

I hope you have as much fun running your players through Isle of the Dreaded Accursed as I had creating it. - Mr.Tarrasque



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INTRODUCTION

THE *SLE OF THE DREADED ACCURSED* IS AN ADVENTURE intended for a group of four to five 5th level characters. During the adventure, they may advance up to a maximum of 10th level, depending on their style of play and how much of the adventure they interact with.

This adventure includes content from *Ultimate Bestiary: The Dreaded Accursed*, created by Nord Games, and refers to creatures from that book throughout the module. All of the stat blocks for creatures mentioned in this adventure, including those from *Ultimate Bestiary*, are reproduced at the end of this adventure, in **Appendix C**.

ADVENTURE BACKGROUND

Several hundred years ago, the evil sea goddess, Elvirath, commanded a small cult of her worshippers to build a temple in her name. The cultists chose a rocky island, roughly four days sail from the settlement of Mountainfoot, as the spot to construct the place of worship. When the temple was finished, it didn't take long before seafarers of all kinds started to live in fear of the island and the cult of Elvirath. Each time a ship was sunk by a wave, or a sailor died from dehydration, people became more and more convinced it was Elvirath's doing. Ships of all shapes and sizes started to set sail for the island. Merchants, pirates, and even military vessels brought sacrifices and gifts to gain the favor of the evil sea goddess. It seemed to work.

Many years passed, and the world changed. There wasn't a soul alive who dared suggest stopping the ceaseless sacrifice. Some were convinced it was all for nothing, and Elvirath had little control over the ocean, but nobody was brave enough to take the risk. The cult of Elvirath knew the powers of their goddess though, and feared her as much as anybody. They lived a life of solitude, taking only what they needed from the ocean to survive. The best food, and most valuable items, were stored in Breakwave Dungeon - a series of caverns carved out from the bedrock of the small island.

Not long ago, the head cultist of Elvirath, referred to only as the High One, started experimenting with all kinds of different magic. He became so obsessed with necromancy that he began neglecting his duties. None of the other cultists knew what was going on inside his chambers until disaster struck. Elvirath was angry. She decided to punish the entire cult for their leader's transgression, and used her powers to turn them all into undead.

The once awe-inspiring halls are now home to all kinds of wicked creatures. Ships that wish to dock on the island to offer a sacrifice are assaulted by undead of all descriptions. Elvirath has turned the High One into a skeletal dragon. Although he has been polymorphed into a powerful creature, the curse prevents him and the rest of the undead from leaving the island.



As sacrifices can no longer be made, the oceans stir once more with Elvirath's wrath. Ships have started sinking in freak storms, sailors are getting sick with strange fevers, and powerful creatures from the depths can be seen on the surface once again. One of eight military battleships from Mountainfoot has even been dragged to the bottom of the ocean by a kraken. It is obvious that Elvirath is not happy. Somebody must deliver her an offering that surpasses all others to quell her ire.

ADVENTURE SYNOPSIS

What follows is a summary of each chapter of the adventure. The descriptions should help you run the adventure smoothly, and give an idea of what takes place during each chapter at a glance.

The adventure assumes you start with **Chapter 1** and work your way through chronologically. Another potential variation would be to have the characters discover the island during a sea voyage, only to travel to Mountainfoot later on to gather more information about what is occurring on the cursed isle.

CHAPTER 1 - MOUNTAINFOOT

The adventure starts in a settlement called Mountainfoot, which lies between the shoreline of the Great Sea and Mount Mitra. Although the city is not currently in distress, numerous incidents have occurred over the previous months that have put the populace on edge. Among other things, ships have sunk, sailors have been struck with deadly diseases, and a tidal wave has destroyed a large part of the dock. All of these events have been blamed on the wrath of Elvirath, the evil sea goddess.

Once the adventure begins, a shipwreck occurs out in the bay, and the characters are called upon to help the survivors. Little do they know that the sailors are being pursued by a colossal sea spider. The sailors adamantly blame Elvirath, and point the characters in the direction of several important individuals in town for more information. Eventually, the characters make their way to Duke Heinrich's mansion, where they can use his library to uncover what must be done; a kraken skull offering should be taken to the island. The gnome then gives them a ship, and assembles a fleet to help them take on such a beast.

CHAPTER 2 - THE KRAKEN

Soon after setting sail on the vessel gifted to them, the characters and the assembled fleet of Mountainfoot should take on a monstrous kraken. It doesn't take long to find such an abominable creature, but defeating it is no easy task.

Rather than taking on the kraken directly in a strict combat encounter, new rules are presented in this chapter for a cinematic challenge against the kraken which, if defeated, can be harvested for its skull.

CHAPTER 3 - TRAVEL TO THE ISLAND

After obtaining the kraken skull, the characters must travel to the Isle of the Dreaded Accursed to deliver it to the altar of Elvirath. The skull is a cumbersome burden that takes up a great part of the upper deck of their ship, so clever characters might think of a way to lessen this challenge, such as incinerating it.

The voyage to the island takes four days of sea travel. During this time, the characters have several encounters that foreshadow what they can expect on the island. One of these encounters, the shipwreck, occurs just before the characters reach the island, and is designed to give characters a magic item that will help them on their quest.

CHAPTER 4 - THE ISLAND

When the characters arrive at the island, they must search for Elvirath's altar so that they may enter Breakwave Dungeon beneath the island. The characters may encounter a variety of foes and other NPCs while exploring the island. During their exploration, the characters must continue to avoid the skeletal dragon that circles it.

Only after entering the Temple of Elvirath, finding the solution to a riddle within, and defeating their own shadows, can the characters gain access to the dungeon beneath the island, and search for the altar room in which to make their offering to the goddess of the seas.

CHAPTER 5 - THE DUNGEON

Once the characters have discovered the dungeon below the temple, they must find their way to the altar room and place the kraken skull on the altar there. To reach the altar room, they must navigate treacherous rooms filled with undead, traps, and other dungeon hazards, and solve a puzzle to open the doors. When they finally reach the altar room, the characters must find a way to finish their mission, while being hindered by the skeletal dragon.

Once the quest is complete, all the undead on the island crumble to dust, including the skeletal dragon. During their dungeon crawl, the characters might discover clues that reveal Duke Heinrich as the true villain. He convinced Elvirath to bring down her wrath on the cult, in order to facilitate his coming up with the solution and being crowned a hero in Mountainfoot.

CHAPTER 6 - CONFRONTING DUKE HEINRICH (OPTIONAL)

In this final, optional chapter, the characters can decide to confront the duke. There are options included for taking the duke on in combat, or using roleplay to expose him to the rest of the population. Of course, the characters can also simply accept their reward, walk away, and leave the duke to reign. The result of the characters' actions is handled in the adventure's epilogue.

STORY HOOKS

The following story hooks can be used to introduce your characters to the story. If none of these work for your group, feel free to create your own that suit the narrative. For an immediate, action-packed start to the adventure, begin with the 'Pursued Survivors' encounter in **Chapter 1**.

CALL FOR AID

After their arrival in Mountainfoot, the characters immediately notice that something is wrong - the inhabitants are rushing towards the harbor district. Following the crowd, the characters soon see a small sloop docking. Three battered sailors, two men and a woman, are helped ashore and taken to the military sick bay. They don't speak, but their eyes say enough. Their ship sank and, with it, the entire crew. If they choose to investigate further, the characters are approached by Mayor Mardusk, who tells them how they might be able to help.

KRAKEN SPOTTING

During a seafaring adventure, the characters witness a large military vessel being attacked and swallowed by a kraken. One of the few sailors that escapes their doom in the kraken's stomach swims to the characters' ship, and asks to be taken to a nearby settlement called Mountainfoot, so they can warn other ships.

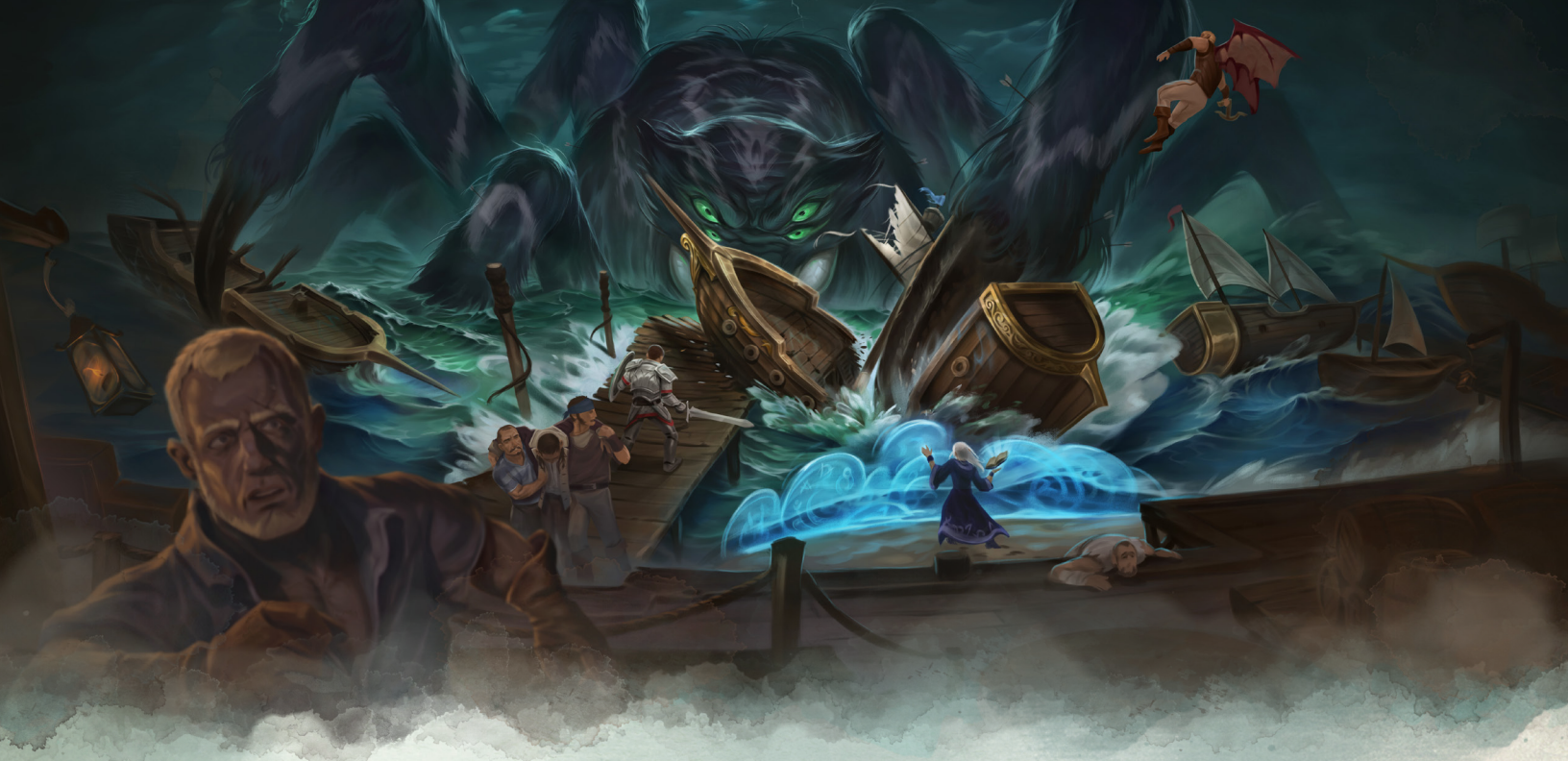
WEALTH & RICHES

While characters are out adventuring, they hear rumor of the Temple of Elvirath on a nearby storm-wracked island. Apparently, the island is now devoid of clergy for some reason, but the valuable offerings made to the sea goddess remain. Whenever characters ask where magic items can be found, fingers point towards the island.

SHIPWRECKED

The characters are caught in a storm that destroys their ship. They wake up on the craggy coast of the Isle of the Dreaded Accursed, with their damaged ship nearby. Characters learn about the curse through their own discoveries on the island, and should be allowed to retreat to Mountainfoot after repairs are made to their vessel.

Note: This hook requires chapters to be played out of the presented order.



CHAPTER 1: MOUNTAINFOOT



VER THE PAST DECADE, THE SETTLEMENT OF MOUNTAINFOOT has expanded vastly - the docks have become an important place for merchant and fishing vessels alike, and the harbor district around it has grown to suit

this increased trade. To back this up, a military presence has been established, keeping the harbor safe from monsters and crime alike. As befits its name, the town sits beneath Mitra Mountain, where the soil is fertile and great for growing all kinds of crops. Furthermore, there is gold and silver aplenty in the freshwater rivers that run down from the mount.

MITRA

The goddess of the sun, light, and all that is radiant, Mitra is said to live deep within Mitra Mountain. From her great halls, she watches over the coastline and the town that formed at her feet centuries ago. The dwarves of Mitra are always working to improve the architecture of their halls that symbolize her affinity with vibrant colors. Never has anybody seen a brighter white or deeper red. Every few years, some of the clan members come down from the mountain to live among the folk of Mountainfoot, spreading the word of their goddess with their arrival.

PURSUED SURVIVORS

When the characters arrive in town, they are thrown straight into the deep end, as three shipwreck survivors desperately row into port. They are pursued by a monster from the depths of the ocean.

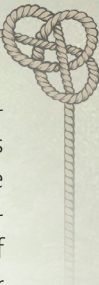
Once characters are within earshot of the harbor, read or paraphrase the following:

A woman walks onto the street and yells at the top of her lungs, "They're back! Survivors! In a sloop!"

The characters immediately notice the woman is pointing towards the shore, where a crowd has started to gather. When the characters arrive at the harbor, they see three survivors. Read or paraphrase the following:

Three wounded sailors are being helped out of a rowing boat. They lean heavily against the dockworkers as they limp across a small pier. Suddenly, a scream of agony tears through the panicked murmurs. An enormous beast, covered in a mat of wet hair, rises up from the ocean depths. A titanic leg, that of a sea spider, darts out and spears a dockworker through the torso, splattering their crimson blood across those standing nearby. The monstrous arachnid lifts the poor soul twenty feet into the air, before smashing them into the hard, wooden surface of the pier. The crowd descends into a chaotic melee. The wounded sailors fall into the water as a great wave hits the shore, dragging even more people into the sea to be devoured by the monstrosity.

The characters have a chance to save the people of Mountainfoot. They can try to help the crowd escape safely, assist the injured sailors and dockworkers, or try to slay the **titanic sea spider (Appendix C)**.



Environment. What was initially a peaceful docking area has quickly turned into a warzone. The titanic sea spider uses its many legs to pierce through everything it can see. Ships are cut in half, parts of the dock are ripped to pieces, and workers are murdered in seconds. The beach is covered in debris, and small fires start raging in different locations.

Tactics. The titanic sea spider uses its reach to stay in the safety of the water, while causing as much damage as possible. It uses its enormous body to bring about small tidal waves that drag people towards certain death. If not stopped by the characters, the sea spider will make its way towards the shore.

Map. A map of the docks for this encounter is presented on page 10. Another map of the damaged docks can be found on page 64.

GM Note. Most of the military personnel have fled the scene, but a small battery of brave archers remains at a safe distance from the monstrosity.

The challenge rating of the titanic sea spider is relatively high for a party of 5th level characters. Since the archers are helping the players, it is perfectly plausible for it to die before the characters reduce it to 0 hit points, as the archers can deal damage too. If you deploy the archers to help the characters, read or paraphrase the following:

The sound of arrows being released from their bows snaps across the docks. The wind is stirred by a cloud of arrows flying towards the sea spider, though only a few penetrate its enormous body. The source of the volley is a line of archers, timing their shots in a well-trained manner.

Once the spider has been killed, the characters can explore Mountainfoot. If they ask locals where to start, they are pointed toward Mayor Mardusk's house.

PLACES OF INTEREST

There are many interesting places for the characters to visit in Mountainfoot. Although some are designed to add weight to the overarching story, a few are meant to move the plot forward.

BARRACKS & SICKBAY

Mountainfoot's large military presence gives the impression that they are prepared for anything. A small but well trained force of dedicated soldiers works and rests within these structures. There are separate quarters for the army and navy, who have a healthy rivalry.

The characters only gain access to the barracks & sickbay after meeting Admiral Greysail. Many of the force's men and women have good stories to tell from their time at sea, though there are several who are clearly traumatized from encounters with krakens and other beasts of the deep. Others have served on land for most of their lives and know a thing or two about the dwarves of Mitra Mountain, and of mountain-dwelling monsters.

For opportunities to gamble with cards, backgammon, chess, and other games of luck or skill you can lose money on, this is the place to be. There is always a table to join or an armwrestling session to win. Soldiers are even found on the floors of their sleeping chambers shooting dice. Cheating is considered a useful and respected skill amongst the military here. Getting caught cheating might result in a fist fight, though this is likely to end with one soldier buying the other a drink.

Information. Through roleplay, or a successful DC 15 Charisma (Persuasion) check, the characters can uncover information regarding the disturbed seas.

A sailor named Armo was tasked with firing one of the ballistas on the lowest deck of the ship they were assigned to. After a giant hole was smashed in the hull of the galley by gods-know-what, two dozen merfolk entered, armed with simple but efficient weapons. They started murdering everybody in sight, and dragging some of Armo's crewmates into the deep. Having just loaded the ballista with a harpoon, Armo used all their might to turn the weapon in the direction of the merfolk, and killed five with a single shot. Unfortunately, because the weapon was not anchored to stop it from kicking back, it catapulted Armo into the ocean. With a broken arm and bruised body, Armo swam back towards the sinking warship. Only they and a few of their crewmates were rescued by a nearby merchant ship.

Steve Winter, a tower guard, tells the characters a tale. It is widely known that one of the most boring jobs in the Mountainfoot military is standing in the watchtowers overlooking the sea for eight hours straight. Nothing interesting ever happens. That's why almost nobody believes Steve when he recalls seeing a dragon turtle's head pop above the surface of the water to catch a breath. It is widely believed that dragon turtles can breathe underwater, but Steve wonders if there might be a land dwelling variety of the beast:

"I don't care if it was a dragon turtle or a dragon tortoise. I saw what I saw. And it ain't good news."

DUKE HEINRICH'S MANSION

After spending time in town, it is likely that the characters will want to talk to Duke Heinrich. Everyone in town knows he is obsessed with the lore of Elvirath and other deities. He has an entire section of his library dedicated to the goddess of the sea. His mansion sits just outside of town, circled by protective walls. When the characters visit Duke Heinrich's mansion, read or paraphrase the following:

You leave the noise and smell of town and walk for just under half an hour, up a staircase carved into the side of Mitra Mountain. The garden in front of Duke Heinrich's mansion is groomed to perfection. There are bushes and trees that hold the most beautiful flowers. Bees and other insects gently go about their business. A quaint stone path leads to the massive, wooden front door. The place is three stories high, and lavishly decorated. A golden bell next to the door invites you to ring it.

Before the characters can ring the bell, the door opens and a human butler, named Oscar Windermere (LG male human **commoner**), pops out his head.

"Good day, visitors. Forgive my enthusiasm, but I saw you walking up to the duke's humble abode. My master is bathing at the moment, would you mind if I inquired about your intentions on his behalf?"

Oscar is a friendly man in his mid thirties. He is the offspring of the fourth generation of butlers to the Heinrich dukedom. Although his facial expression suggests a strict mindset, he looks a comic figure in his outdated uniform, more like that of an orchestra conductor than a butler. If Oscar is satisfied that the characters are here to help out the town, he escorts them to the waiting room and offers them a drink and nibbles before heading to fetch the Duke. Read or paraphrase the following:

Oscar leaves you in a waiting room; a large chamber furnished with comfortable seats and deep shelves filled with ancient books. In the corner stands a beautiful, well-stocked, wooden bar, covered with exotic fruits. Perhaps the most eye-catching features of the room are the portraits hanging on the walls - each has been painted by the duke himself, and shows one of an array of interesting characters he has met on his travels. A few minutes pass before a broad-shouldered gnome, with a handsome pair of mustaches and wearing a rich velvet robe, enters and introduces himself as the duke.

Born into wealth, Duke Heinrich (LE male gnome **noble**) is the definition of a spoiled brat. His mansion is the kind only found in stories. It houses a kitchen big enough to roast a bulette, a library holding a wealth of knowledge, and a garden full of exotic vegetation. Many of Mountainfoot's citizens wonder how this lone gnome handles the upkeep of his living situation. The truth is, he doesn't. Everything he owns has been passed down from generation to generation, including the well-paid house staff who work around the clock for Duke Heinrich's comfort. Some of the older staff members have served the Heinrich family for generations.

Although he still carries the title of Duke, the gnome's ties to Mountainfoot's military and political systems are purely ceremonial. Every now and then, Duke Heinrich is asked to show face at an important gathering, such as the opening of a new bridge or the homecoming of a military fleet. Most of Mountainfoot respects the duke, and appreciates the job opportunities he creates.

Duke Heinrich is an artist, and is responsible for the portraits on the walls. If any of the characters wear unusual attire, or have an unusual appearance, he might ask them to sit for him one evening while they are staying in Mountainfoot. Read or paraphrase the following:

I apologize for my directness, but I am delighted by your appearance! I am a traveler and artist by heart, and would feel honored if you would grace me with your presence while I paint your portrait. As you know, I am a scholar, and have a thousand questions for you.



DUKE
HEINRICH



INQUIRING ABOUT ELVIRATH

Duke Heinrich is the most knowledgeable citizen of Mountainfoot when it comes to deities, though he possesses no divine powers himself and is not connected to any particular faith or deity. If the characters ask the gnome about Elvirath, the Isle of the Dreaded Accursed, or the titanic sea spider which attacked the docks, he looks expectant and pleased, as if he has been waiting this whole time for a question that will allow him to wax lyrical about his greatest passion. Read or paraphrase the following:

The duke snaps his fingers and, almost immediately after, Oscar enters the room. "Dear Oscar, could you be so kind as to fetch a few of my books on the perpetually fascinating goddess of the sea?" Not long after, Oscar returns with a pile of books and puts them on the small table next to the most comfortable chair in the room. After sitting down, picking up the top book, and looking you in the eye, he politely asks, "What do you want to know?"

It is not hard for the characters to learn more about Elvirath through the wisdom of Duke Heinrich. Whatever they want to know about her lore and history, he happily provides. At some point in the conversation, Heinrich shifts to talk about how he believes that Elvirath is somehow responsible for the disasters happening all around Mountainfoot and the neighboring coastal locations. Read or paraphrase the following:

The duke picks up the largest tome and opens it on a page he clearly knows by heart. Across the pages is a drawing depicting Elvirath's mythology. The rightmost portion illustrates an enormous tidal wave washing over the island, drowning Elvirath's cultists. "This happened many, many centuries ago - at least, according to the lore. I've always thought it was meant to strike fear into the reader and demand respect for the evil goddess. But I wonder now whether the goddess has punished her followers before."

The duke flips a few more pages through the tome and reads another passage from the book. This particular section of the tome is written in an old language that is no longer spoken by many:

"I have studied this language but, since it hasn't been used in recent history, the translations into our common tongue are ambiguous. To the best of my understanding, it says something along the lines of, "Bring me the skull of the kraken, and again I shall rest." The problem is, I don't know if this word really means 'skull'. It could very well mean 'brain', or even 'head'. But my money is on 'skull' since, according to the lore, that is what she was offered before."

After conversing with the duke, it should be clear to the characters that, in order to placate Elvirath, they must bring her the skull of a kraken. The duke advises them to talk to Mayor Mardusk about getting the help of Mountainfoot's navy in the endeavor.

If the characters take a look at the book themselves, they can understand the same information as the duke with a successful DC 15 Intelligence (Religion) check. If the check succeeds by 5 or more, they also spot another passage indicating that, previously, the skull offering was incinerated and placed on the altar in an urn rather than being taken to the altar whole.

If the characters have been good guests, Duke Heinrich grants them usage of his ship, the *Interceptor*. It is docked not far from his mansion, and requires only a small crew, who he has on retainer. He hands them a letter of access to give to Captain Leander.

*"Captain Leander will be at your service, but don't misunderstand ship hierarchy. You tell him where to go, but he decides how to get there. If he shouts at you, asking you to hold a rope, you hold the rope. Mutual respect will get you far with these sailors; stubbornness has capsized many ships. I have only one more condition for using the *Interceptor* if she survives, bring her back."*



MAYOR MARDUSK'S HOUSE

Mayor Mardusk lives in a large house in the center of town, decorated with nets, harpoons, and other naval equipment. The mayor answers the door in person, and gives off a more relaxed vibe than her chambers suggest. She wears common clothes, with small patches of leather armor and a beautiful shortsword on her waist. She is of the belief that, although the military is in the capable hands of Greysail, she must always be prepared to defend herself and the inhabitants of Mountainfoot when push comes to shove. When the characters arrive, read or paraphrase the following:

"Welcome to my humble home, adventurers. Talk about the right time and right place! That enormous arachnid could have done a lot more damage if you weren't there to help. I am in your debt!"

Mardusk welcomes the adventurers into her home and leads them to the kitchen. From the moment the characters enter the mayor's house, it is clear why some in town wonder 'how in Mitra's name she's able to run a town'. Every square inch is covered in books, files, papers, scrolls, and other possessions that are usually more likely to belong to a bookkeeper than the leader of a thriving city.

Mardusk skips all formalities and immediately presents the party with tea, water, or other non-alcoholic drinks. If the characters enquire if or why she doesn't drink alcohol, she looks the character in the eyes and says:

"Many died last time I touched a drop of alcohol, so I won't have it in the house."

If the characters were responsible for defeating the titanic sea spider in the marketplace, the mayor gives them a reward of 100 gp. It's not as much as she would like to give, but it is all the town coffers can spare at the moment.

If the characters ask about the monster attacks and awful weather in and around Mountainfoot, Mardusk points the characters to Duke Heinrich's mansion. The mayor knows that the duke is obsessed with divinity, and likely knows more than any other citizen about Elvirath, who the mayor thinks must be responsible.

If the characters have already visited Heinrich and inquired about the possibility of retrieving the kraken skull, the mayor becomes enlivened. The idea excites her incredibly, as does the thought of calming the angry deity.



MAYOR MARDUSK

"Oh wow! Imagine that - Mountainfoot's fleet killing a kraken and retrieving its skull. The world would not be able to ignore our prosperity much longer. We'll go down in history as the city that got rid of the Isle of the Dreaded Accursed. I'll talk to Admiral Greysail shortly, and find you when we're ready."

Mayor Mardusk tells the characters that she would like to introduce them to Admiral Greysail. She is convinced that, together with the party, they can take down a kraken and retrieve its skull. She begins organizing the fleet and leaves the characters to rest and recuperate in town. When the characters have had time to explore town and learn about Mountainfoot and the island, move on to **Chapter 2** of the adventure.

MARDUSK'S SHAME

Mardusk herself will not speak of the incident that turned her teetotal, but if characters ask around town they may be told a story.

"Years ago, a group of duergar made their way up through the bowel of Mitra Mountain. The mayor was so drunk when they attacked that she only managed to kill one of the invaders, while the rest took hostages and disappeared into the mountains. She has never forgiven herself, and hasn't ever touched a drink since."

Mayor Mardusk's backstory functions as the start of the Dwarves of Mitra Mountain sidequest (see **Appendix A**). She wants to recover the townsfolk kidnapped by the duergar, who she believes are enslaved beneath the mountain. She only presents this quest if the characters are kind to her about her past.

FUNKY FISH TAVERN

Some say to avoid restaurants where you can smell the fish, but that doesn't stop the Mountainfoot locals from enjoying the finest smoked manta at the Funky Fish Tavern. Once in a blue moon, the tavern makes a dish that brings ever-more people from afar, to see if it lives up to its reputation. Oris the cook (NG male orc **commoner**) prepares the finest of white wine sauces, along with all the seasonal vegetables he can get. Then the meat of a whole killer whale sits in it for fourteen days, giving it a taste that is, allegedly, 'to die for', though that could be the wine speaking.

The Funky Fish is never closed. The team of waiters and bar staff work around the clock to keep it open. It is not the largest of taverns but, despite its lack of space, enough tables and chairs have been shoved in to accommodate a large, cramped, crowd, so it is extremely cozy. When entering, many people just sit down at tables that are already taken by strangers. Nobody minds, and the atmosphere is almost always light-hearted.

"The best restaurants in the known world are the ones that only have a few items on the menu; then you can tell the cook knows their stuff. I happen to be the best seafood chef alive, so pick a darn dish out of the four options"

- Oris, Head Cook

If the characters sit down at a table, they are greeted by a young human who introduces herself as Stacy. Although she talks and behaves much like an adult, it's clear that Stacy can't be more than fourteen years of age. She keeps conversation friendly, but superficial. If the characters ask why she chooses to work here, she reveals that her family needs help paying for her baby brother's medicine.

The Funky Fish Tavern's menus are already arranged on the table. Each is handwritten, and some are almost unreadable (see **Appendix E**). Not long after ordering food and drinks, the characters are surprised by Oris kicking open the door from the kitchen leading into the tavern. The towering orc steps into the room, holding a giant tray full of dishes. The smell fills the room, and Oris has to tilt his head to get through the door. Oris is a big, purplish-skinned orc, with a tough but friendly appearance. His most distinguishable feature is the pair of squid-like tentacles coming from his waist, which help support the platter of food from below.

He sets the plate on the table and smiles at the characters:

"You think titanic sea spiders would be good with garlic?" asks the orc, before bursting into raucous laughter.

Oris then lets the characters know that the mayor has paid for their bed and board in the tavern as long as they stay in Mountainfoot.

When asked about his tentacles, Oris doesn't answer directly. Nobody in Mountainfoot knows where the tentacles came from, although there are plenty of weird theories about. Truth is, Oris was once a member of a secret military task force, whose duty it was to retrieve magic items from the most dangerous of locations. On one of these missions, Oris was taken hostage by a wicked wizard who performed body-altering experiments on him. After that, Oris decided it was time to pursue his dream of living a peaceful life.

If the characters take time to talk to Oris about his cooking, he tells them about a new meal he is trying to make: sticky rice rolled up with raw tuna inside, surrounded by a thin sheet of seaweed and dusted with ash from incinerated fish skulls.



ORIS



THE INTERCEPTOR & CAPTAIN LEANDER

After visiting Duke Heinrich, the characters might gain permission to use his ship, the *Interceptor*. Built for speed and maneuverability rather than warfare, she lacks the firepower of the other ships in Mountainfoot's fleet.

Captain Leander is at the characters' service, together with his crew of seven **thugs who man the ship**. Leander has a tendency to shout and swear while captaining, but is otherwise a loyal and brave individual. When the characters introduce themselves to the captain, he makes it clear that they have a say in where the ship goes, but he decides how to get there:

"If we ever find ourselves in a storm, battle, or god-knows-what-other life-threatening situation, I call the shots."

The *Interceptor* can function as a mobile base for the characters for the rest of the adventure. It is equipped with captain's quarters big enough to share with Leander. From here, they can prepare for their upcoming mission.

Optional Firepower. At the GM's discretion, the *Interceptor* can be equipped with four experimental weapons called cannons—the only ones of their kind in Mountainfoot's fleet. The *Interceptor*'s crew are the only local people who know how the cannons function, and they are looked upon with great skepticism by many seafarers.

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





CHAPTER 2: THE KRAKEN

BEFORE **CHAPTER 2**, THE CHARACTERS SHOULD have discovered that they need to get a kraken skull to serve as an offering for the enraged Elvirath. They likely discovered this information by visiting Duke Heinrich, who may have also loaned them a ship (the Interceptor) and asked Mayoress Mardusk to amass what remains of Mountainfoot's fleet.

Once the characters have had the chance to make any preparations they desire, the characters are introduced to Admiral Greysail. Read or paraphrase the following:

As your preparations draw to a close, you spot Mayoress Mardusk striding toward your ship. She is accompanied by a tall, broad woman wearing an embroidered, navy tailcoat over an engraved breastplate, which has seen better days. Once the pair arrive, the Mayoress introduces you to Admiral Greysail, commander of the Mountainfoot fleet.

The admiral introduces herself and thanks the characters for doing the research to help Mountainfoot. She then lays out the plan of action for the characters—the fleet will engage the kraken, and the characters must

take the opportunity to weaken it wherever possible, claiming its skull once it has been defeated. She urges the characters not to sail the Interceptor too close to the kraken themselves, lest their ship be destroyed or they be devoured by the beast. As soon as the characters are ready, they will sail out to Storm Wrack Reef, a known kraken lair.

STORM WRACK REEF

When the characters are ready to leave, read or paraphrase the following:

Mountainfoot's fleet, although far from mint condition, is an impressive sight to behold. Word has spread of the impending attempt to destroy the monstrosity that has been terrorizing the settlement, and many have gathered to say farewell to their spouses, offspring, and friends. A joyful atmosphere dominates the harbor as the seven ships set sail on, perhaps, the most important mission of their lives so far. The weather conditions are perfect. The ships' prow cuts through the waves with a satisfying slap, accompanied by perfectly synchronized drum beats from every upper deck.



ADMIRAL GREYSAIL



It takes less than an hour for the fleet to reach the edge of the reef. Once characters arrive, read or paraphrase the following:

As the battered flotilla draws close to the reef, it becomes evident why this area is named 'Stormwrack'. Dark thunderclouds rumble overhead, occasionally discharging thick bolts of bright-blue lightning down onto the ocean below. In places, coral and rocks spear up through the chaotic waves. The wind howls like a mourning widow."

The characters have a few moments before the kraken arrives. Read or paraphrase the following:

A few tense moments pass before there is any sign of the great monstrosity you are hunting but, sure enough, several hundred feet from your ship a mound rises up from the ocean. At first, it looks like the back of a whale breaking the surface, but it soon becomes clear that it is the enormous head of a colossal beast of the deep. A titan of tentacles and storm-charged destruction. The flotilla moves to engage.

FIGHTING THE KRAKEN

Despite appearances, the following encounter is not a combat encounter; communicate this to the players. Rather, this encounter is built like a complex trap, designed to challenge the players and their characters on a different level. While the Mountainfoot fleet takes on the kraken, the characters are expected to help where they can, dealing damage to the monstrosity when possible, but primarily assisting the other ships.

THE ENCOUNTER

During the encounter, the Mountainfoot fleet and the crew of the Interceptor do all they can to defeat the kraken. Meanwhile, the characters themselves should assist with other issues that occur throughout the encounter. In the background, the fight is still occurring, but it is the actions of the characters that make or break the assault.

At the beginning of the encounter, have the characters roll initiative, and then roll a d6. Consult the table below to determine which event occurs. Each description contains read aloud text, followed by what occurs and how the characters can respond, as well as the conditions of success and failure. Allow the characters to improvise if they have other ideas. No event should occur more than once.

If the characters succeed on three events before failing three, they keep the fleet in good enough condition to defeat the kraken and can harvest its skull. For each failed event, the characters gain one level of exhaustion. If the characters fail three of the five events the fleet is defeated, their ship is sunk, and they are either devoured by the kraken, drowned, or swept up on some distant shore—either way, their adventure is over.

| d6 | Encounter Event |
|----|-----------------|
| 1 | Fire |
| 2 | Krake Spawn |
| 3 | Shipwreck |
| 4 | Squall |
| 5 | Weak Spot |
| 6 | Double Trouble |

FIRE

The kraken reaches a tentacle up into the sky and points it toward a nearby Mountainfoot ship, sending a crackling bolt of lightning toward its main mast. The bolt hits with an explosion of blue flame, engulfing the ship in fire and igniting the deck.

The characters must act quickly to extinguish the flames before they do enough damage to the ship to render it useless, or sink it. First, characters must sail their ship close enough to help, with a successful DC 15 Wisdom (Survival) check. Once within range, the characters must extinguish the flames with three successful DC 15 Constitution checks. After this, they must do the following, in order:

- Administer first aid to the crew, with a successful DC 15 Wisdom (Medicine) check.
- Inspire the sailors to help, with a successful DC 15 Charisma (Persuasion) check.
- Salvage weaponry, with a successful DC 15 Strength check.

Success. The characters succeed if they extinguish the flames within two rounds, and then succeed on the remaining checks within one additional round.

Failure. The characters fail if they cannot extinguish the flames within two rounds, or if they fail to complete the subsequent checks within one additional round.

KRAKE SPAWN

You hear a strange scuttling sound by the edge of your own vessel and, peering over the edge, spot half a dozen crustacean-like monstrosities clambering toward you. Seawater drips from their weed-covered exoskeletons, and their tentacled mouths thrash with frenzied hunger.

The characters are attacked by six krake spawn (use **chuul** statistics, but their type is 'monstrosity'). The spawn attack the characters using their actions, but also kill a crew member each round, without using their action.

Success. The characters succeed if they kill four of the spawn within three rounds, at which point the rest flee by diving off the deck of the ship into the waters below.

Failure. The characters fail if they have not defeated the spawn after three rounds, at which point the spawn drop back into the ocean, having decimated the crew.

SHIPWRECK

An explosion of splinters and spume covers your ship as one of the kraken's tentacles smashes into a Mountainfoot warship, forcing it onto the rocks. The ship immediately begins sinking, and the crew throw themselves into the water to avoid being trapped beneath the flooded deck.

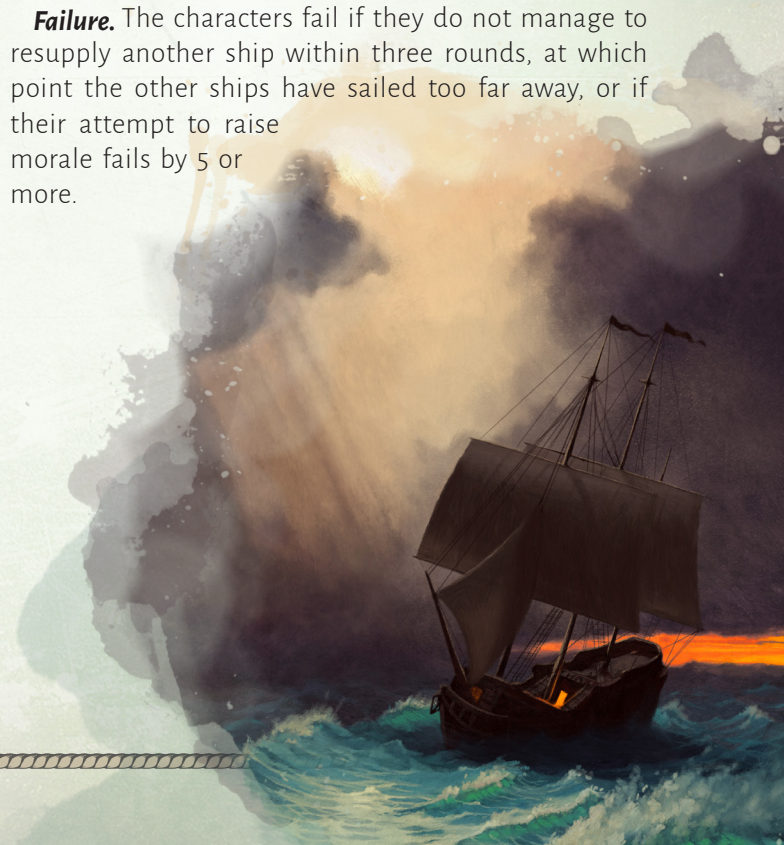
The characters must rescue as many crew members as they can. The saved sailors must then be taken to another vessel to restock their crew. First, characters must sail their ship close enough to rescue the sailors with a successful DC 15 Wisdom (Survival) check. Next, the characters can save the sailors by succeeding on the following checks:

- A DC 15 Dexterity check, to throw ropes to the sailors.
- A DC 15 Strength check, to haul the sailors closer.
- A DC 15 Constitution check, to row a lifeboat out to the sailors.

Once the characters have succeeded at three of these checks, in any order and combination, they can attempt to raise the sailors' spirits with a successful DC 15 Charisma (Persuasion) check. If they succeed, they need to safely navigate close enough to another ship so that the sailors can board with a successful DC 15 Wisdom (Survival) check.

Success. The characters succeed if they manage to save the crew and resupply another ship, within three rounds.

Failure. The characters fail if they do not manage to resupply another ship within three rounds, at which point the other ships have sailed too far away, or if their attempt to raise morale fails by 5 or more.





SQUALL

Your ship is suddenly beset by a buffeting wind, and lashed by droves of waves, as the kraken stirs up an immense maelstrom. Luckily, you are out of the reach of its flailing tentacles, but the storm throws your ship around like a child's bath toy.

The characters' ship is thrown around on the waves, threatening to capsize and throw them all overboard. Each character must succeed on a DC 15 Dexterity saving throw, or they fall prone and have to use their next action to right themselves again. To stabilize the ship, characters must succeed on the following checks, in order:

- A DC 15 Dexterity check, to climb the rigging and furl the sails
- A DC 15 Wisdom (Perception) check, to find some suitable ballast
- A DC 15 Intelligence (Sleight of Hand) check, to fasten the ballast
- A DC 15 Strength check, to throw the ballast overboard
- A DC 15 Wisdom (Survival) check, to sail free of the squall

Success. The characters succeed if they complete all five checks, in order, within two rounds.

Failure. The characters fail if they cannot complete the checks within two rounds, at which point their ship becomes damaged trying to escape the squall, forcing the characters to work harder to keep it sailing (reflected by their exhaustion).

WEAK SPOT

The kraken is caught off guard by a coordinated, mangonel attack which briefly stuns it. The monstrosity slumps over in the water, revealing its soft underbelly. You have mere moments to strike before it recovers.

To make the most of the opportunity, characters must succeed on the following checks, in order:

- A DC 15 Wisdom (Survival) check, to sail close enough to hit the kraken
- A DC 15 Charisma (Persuasion) check, to get the crew to rapidly reload the weapons
- A DC 15 Intelligence (Nature) check, to determine exactly where to hit the kraken
- A DC 15 Wisdom (Perception) check, to aim the weaponry

Once accomplished, a character must fire the weapons to hit the kraken. The kraken's weak spot has AC 15, and the character has a +6 bonus to their attack roll.

Success. The characters succeed if they succeed on all four checks, within three rounds, and then hit with the ship's weapons.

Failure. The characters fail if they cannot succeed on the checks within three rounds, or if they miss the attack roll.

DOUBLE TROUBLE

Roll twice, ignoring any sixes. Both of the rolled events occur at the same time, to the same ship. Ignore any repeats of the 'Double Trouble' event, and roll for a different event instead.

FINAL BLOW

If you are looking for an easy way to narrate the defeat of the kraken, save the 'Weak Spot' encounter event for last, when the characters already have two successes. This encounter event gives the characters the opportunity to land the killing blow on the kraken, which might be incredibly satisfying, depending on your group.





THE KRAKEN IS DEFEATED

If the characters succeed on three events before failing three, they manage to keep the fleet alive for long enough to defeat the kraken. Read or paraphrase the following:

Finally, the kraken shows signs of relenting. Several of its tentacles have been sliced off by naval rams, its great head has been battered by mangonel strikes, and its bulk is pin-cushioned with ballista bolts. As it starts to flee, descending beneath the waves, the ships harpoon it with enormous chains affixed to bolts, holding it in place for long enough to dispatch the creature. Over the next hour, the crews work to cut away the skin and flesh of the monstrosity, revealing your trophy, the skull, beneath.

Characters can then haul the skull aboard their own vessel. They may then decide to return to Mountainfoot to rest, or to press on to the island with their offering.

LEVELING UP

Once the characters defeat the kraken, they should reach 7th level in preparation for their voyage to the Isle of the Dreaded Accursed.

A FINAL PARTY

Carrying a kraken skull is not an easy task, due to its enormous size. It should not be long before the characters are debating how they are going to bring it to the Isle of the Dreaded Accursed. The party might decide to cremate it in Mountainfoot (after seeing hints in Duke Heinrich's book, or taking inspiration from Oris' cookery). If so, Mayor Mardusk is set on turning it into a grand beach party.

The night before the characters decide to leave for the Isle of the Dreaded Accursed, the beach in front of the Interceptor is prepared for great festivities. Lanterns are lit, tables and chairs are pulled up, and food is prepared for all the guests.

Everybody is invited, and the entire cast is present. Not only are the characters formally greeted by Admiral Greysail, and congratulated for their enormous success, a dozen or so officials and nobles from different cities are present to see the kraken skull for themselves.

The skull is the centerpiece of the party, and lays on the beach like a beached whale. After a while, at an appropriate point, it is set on fire and the ashes are collected in a large urn. The festivities continue until the early morning.





CHAPTER 3: TRAVEL TO THE ISLAND

BEFORE THE START OF **CHAPTER 3**, THE characters should be in possession of a kraken skull, in some form or other. They should be rested and ready to travel to the Isle of the Dreaded Accursed, if they have not done so already right after defeating the kraken. The journey to the isle from Mountainfoot, or the site of the kraken assault, is four days sail, assuming no adverse weather or other delays.

This chapter provides six encounters that can be dropped into the journey as you see fit, though we recommend one per day, that hint at the nature of the island. Additionally, it contains a short side-quest which occurs just before the characters reach the island, and sees them retrieve a magic item from a shipwreck near the shore. These encounters provide enough material for characters to advance to 8th level by the time they arrive at the Isle of the Dreaded Accursed.

OCEAN ENCOUNTERS

The following encounters can occur at any time while the characters are traversing the ocean on their way to the Isle of the Dreaded Accursed. We recommend that you run one encounter per day of travel (four in total), though you can use more or fewer encounters if you want to adjust the difficulty of the adventure. Whenever you need an encounter, roll on the following table (rerolling or ignoring repeat results).

| d6 | Encounter |
|----|------------------|
| 1 | Ghost Ship |
| 2 | Skeletal Dragon |
| 3 | Stranded Sailors |
| 4 | Undead Shark |
| 5 | Whale Carcass |
| 6 | Whirlpool |



GHOST SHIP

Over the past few minutes, a thick mist has begun to materialize around the ship. The air is obscured by swirling, white forms, making it impossible to navigate, and the wind has died entirely, causing the sails to hang limply. As you wait for the wind to rise, you spot something floating through the mists: a battered ship with a spectral crew.

Floating through the mist, which lightly obscures everything within it, is a battered warship—the crew of which consists of thirty ghostly, green **specters**. Characters can board the boat with ease and, provided they do not try to attack the crew, steal from or commandeer the ship, can walk around on board unmolested by the undead. The ship shows obvious signs of damage, and ceaselessly emits magical green smoke which is benign but certainly creepy. The deck is covered with an ash-like powder, which can be identified as disintegrated corpses with a successful DC 20 Intelligence (Arcana or Medicine) check. Characters that have already seen the skeletal dragon might realize the two magics are similar.

Characters that board the ship and try to interact with the specters cannot make any headway—the ghostly crew cannot interact with the living, and continue to work at their posts unaware. However, the characters soon hear a woeful sobbing from the lower decks. If they investigate, they discover a **ghost** who they can speak with. Characters that calm the ghost, by succeeding on a DC 16 Charisma (Persuasion) check or by casting *calm emotions*, can speak with her. The ghost's name is Mirabel van Laun—she is a former member of the crew. The ship was sent to patrol the Isle of the Dreaded Accursed, to ensure that nothing escaped the island, when they were attacked by a skeletal dragon that exhaled green magic over them all, disintegrating their physical forms and turning them undead.

Mirabel remains a ghost, rather than a specter, because she has unfinished business - her partner, Noor, saw something on the island and rowed ashore to investigate before the dragon attacked. Mirabel needs to deliver a token of her love, a clam-shaped locket, to Noor in order for her spirit to be put to rest. Mirabel asks permission to possess a character if they reveal they are headed to the island. She tries to possess a character if they attempt to leave without granting it. If Mirabel possesses a character, allow the player to retain control of their character, but assign them the following flaw - 'I'll do anything to deliver my locket to Noor.' The ghost ship passes out of sight, and the mists dissipate, an hour after they first appear.

SKELETAL DRAGON

A flapping cuts through the howling of the wind just as a silhouette crosses the sun, casting an enormous shadow over the ship. Looking to the skies, you spot a skeletal dragon, wreathed in green, smoke-like magic, swooping overhead on ragged wings of tattered skin. The undead wyrm circles the ship once before flying back toward the island.

The **skeletal dragon (Appendix C)** flies around the island, but cannot stray far from it for long due to its damaged wings and Elvirath's curse. Rather than attacking ships out at sea, it waits for them to come closer to the island, where the rest of the undead can help attack. Characters that attack the dragon are ignored. Ignore the dragon's Poor Flyer trait for this encounter.

STRANDED SAILORS

You hear cries of desperation carried across the deck on the wind. Searching for the source of the shouts, you spot a spit of sand on the horizon where a thin pillar of smoke fights against the gale to be seen.

If the characters approach closer, read or paraphrase the following:

As you draw close to the island, it becomes clear that there are a group of half a dozen sailors stranded on the sand. At least two of their number are injured, and lie propped up against the rocks.

The sailors are the survivors of a shipwreck. Their boat was scuppered by a giant, undead shark that smashed a hole in the hull and snapped up sailors who fell overboard. These few managed to swim to safety while their crewmates were devoured. Two of their number are in a critical condition - one is missing a leg, and the other has broken ribs. Characters with a passive Perception of 15 or higher spot that one of the standing sailors is also injured - they have a gash on their arm - but they have not noticed, due to shock.

An injured sailor can be treated with a successful Wisdom (Medicine) check, or with the administration of magical healing. The DC for the check is 10 for the arm gash, 15 for the broken ribs, and 20 for the missing leg. If the check fails, the injured sailor dies 1d4 hours later. If the check fails by 10 or more, they die immediately.





Any of the injured sailors that die rise as **zombies** at the start of their next turn and are driven by hunger to devour those nearby, including their former crewmates and/or the characters. Amalgamate their transformation with another encounter for added difficulty.

UNDEAD SHARK

The boat rocks as something heavy knocks into it. As you look for the source of the turbulence, an enormous, rotting fin rises above the surface of the waves.

The characters are attacked by a **giant shark zombie** (Appendix C). The enormous rotting fish circles the ship, ramming it as an action on its turns. Each creature standing on the deck when the ship is rammed must succeed on a DC 15 Dexterity saving throw, or be knocked prone. If the check fails by 5 or more, they fall overboard. If a character falls overboard, the shark can use a special bonus action (not included in its statistics) to make a bite attack against them. Characters must use an action to clamber back aboard the ship. If no characters are thrown overboard, the shark uses a bonus action to disgorge a **zombie**, which clambers aboard. If no characters are thrown overboard after three ramming attempts, the shark descends into the depths once again.

WHALE CARCASS

Suddenly, something large floats up from the depths in front of the ship. The enormous bulk glistens with drops of seawater, and bobs on the waves like a bloated buoy.

Characters that can see the object can identify it as a whale carcass with a successful DC 12 Intelligence (Nature) check. It is clear that, if the ship hits the carcass, it could cause serious damage. In order to avoid it, a character must succeed on a DC 18 Dexterity (Survival) check to rapidly change the ship's course. On a failure, the ship hits the carcass which explodes into a shower of gore and sends 2d4 + 2 **zombies** flying onto the deck. Each creature within 60 feet of the explosion must succeed on a DC 15 Constitution saving throw or become poisoned, and spend their action on their next turn retching, due to the charnel stench.

The zombies attack the characters and crew mindlessly, and without any tactical prowess. Although bloated and waterlogged, the zombies are clearly wearing clerical vestments. A character can identify the holy motifs as belonging to Elvirath with a successful DC 10 Intelligence (Religion) check.

WHIRLPOOL

A surging roar sends shudders through the ship, which quakes as the waters around it begin to swirl into a vortex of frothing foam. As the boards and ropes pull against each other, it seems like the ship is fit to tear itself apart. A whirlpool has formed not far from the ship, and there are objects in its waters.

Characters with a passive Wisdom (Perception) score of 12 or higher can see that the objects in the water are seaweed-strewn skeletons. It should be clear to the characters that they are able to avoid the whirlpool, but that getting caught in its rip for too long will be exhausting. In order to circumnavigate successfully, the characters must succeed on at least half of the following DC 15 checks:

- An Intelligence (water vehicles) check, to steer the ship
- A Strength (carpenter's tools) check, to repair damage caused by the pool
- A Wisdom (Nature) check, to read the whirlpool's rip
- A Dexterity (Sleight of Hand) check, to deal with the sails
- A Charisma (Performance) check, to motivate the crew
- A Constitution check, to hold steady against the pull

If the characters succeed, the whirlpool has no significant impact. If they fail, each character that failed a check gains a level of exhaustion, and the ship is boarded by 2d4 + 2 **skeletons** that immediately attack.

LEVELING UP

Once the characters reach the shore of the Isle of the Dreaded Accursed, they should advance to 8th level. This occurs even if the characters did not engage with any of the encounters during the journey.



THE SHIPWRECK

Once the characters are near the shore of the Isle of the Dreaded Accursed, read or paraphrase the following:

As you approach the high cliffs of the island, you spot a mast rising up from the waters of low tide. A tattered flag, torn into obscurity by the wind, hangs limply from its masthead. As the ship continues on its course, you begin to hear a melancholy song flowing from the shipwreck's direction.

As the ship veers closer to the wreck, the song intensifies. Each creature is subject to the Luring Song of the six **merfolk zombies** that haunt the waters of the wreck. The merfolk zombies use their song to entice humanoids underwater, where they watch them drown. Before the characters can reach the merfolk zombies, however, they pass through a cloud of stinging jellyfish. Each creature that enters the jellyfish cloud must make a DC 15 Constitution saving throw. On a failed save, a creature takes 22 (4d10) poison damage and is paralysed. On a success, a creature takes half the poison damage and is not paralysed.

The shipwreck itself is a battered, old, hulking frame of rotten wood that barely holds together. It is filled with cloying seaweed, making it difficult terrain. Despite this, there are clear signs of treasure - the merfolk zombies have decorated various parts of the wreck with coins and jewelry, stolen from the corpses of their victims, the collected total of which is worth 250 gp.

A character that collects the riches also spots a heavy, wooden chest at the bottom of the wreck. This chest is curiously untouched by the decay around it, and its brass bands still glitter with a golden hue. A character that opens the chest discovers a *spell scroll* of *purify food and drink* in a nacre scroll case (50 gp) and a random magic item. Roll on, or choose from, the table below:

| d6 | Magic item |
|----|-------------------------|
| 1 | The Revenant |
| 2 | Invisible Light |
| 3 | Crossbones |
| 4 | Martyr's Heart |
| 5 | Feathers of the Angels |
| 6 | Roll twice, ignoring 6s |

THE REVENANT

This longsword is rusted and bent, but somehow swings true and has a viciously sharp edge. You have a +1 bonus to attack and damage rolls made with this magic longsword. When you hit an undead creature with it, the creature takes an extra 2d6 slashing damage. In addition, attack rolls against undead creatures, made with this weapon, score a critical hit on a roll of 19 or 20.

INVISIBLE LIGHT

This small, black sphere has the ability to shine light (as per the *light* spell) for one hour per day. The light source cannot be seen by any creature further than 15 feet from the item. Undead in the light have disadvantage on Intelligence, Wisdom, and Charisma saving throws.

CROSSBONES

This crossbow is made from humanoid bones; the bolts fire out of a human skull's mouth. You have a +1 bonus to attack and damage rolls made with this magic heavy crossbow. In addition, an undead creature with a challenge rating of 1/2 or lower hit by the crossbow must make a DC 15 Wisdom saving throw. On a failed save, the undead creature is instantly destroyed.

MARTYR'S HEART

Encased in a stained-glass, hooded lantern is the desiccated heart of a priest, magically preserved. The lantern can be used as a mundane hooded lantern, without requiring oil. Once per day, a creature holding the lantern can use an action to speak its command word. Each undead creature within a 30-foot radius of the lantern must succeed on a DC 15 Wisdom saving throw, or become frightened of the lantern for 1 minute.

FEATHERS OF THE ANGELS

This suit of armor glitters with celestial light, even in total darkness. Each scale has the appearance of an angel's feather. You have a +1 bonus to AC while wearing this scale mail, and resistance to nonmagical damage dealt by undead creatures. You do not have disadvantage on Stealth checks while wearing this armor. Once per day, a creature wearing the armor can fly up to 120 ft. without provoking opportunity attacks.





CHAPTER 4: ISLE OF THE DREADED ACCURSED

WHEN THE CHARACTERS APPROACH THE island, they soon realize that there are not many spots suitable for landing. Read or paraphrase the following:

As you approach the isle, it becomes clear that the coastline is dangerous. Jagged rocks and rip currents make mooring your ship in most spots a death wish. As you circumnavigate the barren rock, you spot a single inlet where the shore is less dangerous. You also notice a rickety staircase on the island's westernmost side. Visible from all angles around the isle is a tall, domed temple that you think must belong to the cult of Elvirath.

The characters have a few options when it comes to reaching the temple, or entering the dungeons beneath (which they will not yet know about).

Moor the Ship. The only safe place for characters to moor their ship is the inlet; the rest of the coast is too dangerous. If the characters choose instead to drop anchor and swim to shore, they are able to do so without

trouble, provided they swim to the inlet. If they try to swim to any other part of the coast, they must succeed on a DC 18 Constitution (Athletics) check. Any character that fails the check gains a level of exhaustion during the swim.

Try the Stairs. The rickety stairs on the island's western flank leads from the ocean's surface to an opening in the cliff face, which leads into the dungeon (**area 16**) and then up again to the island's surface. The stairs are dangerous, see Offering Store (**area 16**) in **Chapter 5** for more information on their use.

Enter the Crevasse. A natural crevasse has opened up in the rock of the island. It is 15-foot wide, with unstable edges. It drops 50 feet from the island's surface to the dungeon (**areas 5, 7, and 10**) and a further 50 feet below the level of the dungeon into the earth. Characters can try to enter the dungeon this way, but there are hazards associated with it, see Crevasse (**area 5a**) in **Chapter 5** for more information.

Seek the Temple. Characters are most likely to head straight to the temple when they reach the island. It is the most obvious sign of Elvirath's presence here, but is not without its own hazards (see below).

EXPLORING THE ISLAND

The Isle of the Dreaded Accursed is not a pleasant place to spend time on. The island itself is mostly barren, with only a few sparse groves of palm trees and cacti, and the place is crawling with undead. Most are members of the cult of Elvirath, who have been transformed by her wrath, but the curse she has placed here has also spread to others who were unfortunate enough to be caught up in her anger.

The island is roughly 24 miles across, and characters can trek at a speed of 3 miles per hour through the terrain (4 miles per hour at fast pace, 2 miles per hour at slow pace). Characters can explore the island as much as they wish but, for each hour they spend trekking across it, roll a d20 and consult the table below.

| d20 | Encounter |
|-------|-----------------|
| 0–10 | No encounter |
| 11–14 | Zombies |
| 15–16 | Skeletons |
| 17–18 | Revenants |
| 19 | NPC |
| 20 | Skeletal Dragon |

ZOMBIES

Zombies swarm across the island like ink stains on parchment. The vast majority are transformed clergy, but there are a handful of unlucky fishers, sailors, and other unfortunates who strayed too close to the island and succumbed to Elvirath's curse.

The characters encounter 2d10 **zombies** that wander across their path looking for humanoid flesh to feast upon. If the result of the roll is 10 or more, the characters instead encounter a **zombie swarm** (Appendix C). Encounters with zombie swarms can be deadly.



SKELETONS

Skeletons - undead cultists with some of their base intellect remaining - linger on the island, acting out the tasks they once performed in life. They carry empty, damaged boxes and barrels, form prayer circles on the cliffs, and walk in meditation along the trails.

The characters encounter 2d4 + 4 **skeletons** engaging in some past activity. Unless they are disturbed, the skeletons do not attack.

REVENANTS

There are a few revenants on the isle - higher ranking priests and cultists whose personality still lingers within their undead forms. These revenants consider outsiders to be the cause of Elvirath's wrath, and thus pursue any 'intruders' they meet with dogged determination.

The characters encounter 1d4 **revenants** patrolling the island, hunting for non-undead creatures. If the characters have information that proves that they are not to blame for the curse placed upon the isle, they can attempt a DC 16 Charisma (Persuasion) check. On a success, the revenants stop pursuing the characters.

NPCs

Wandering the island are strange individuals who have somehow become embroiled in Elvirath's curse. The characters might interact with these individuals peacefully or engage in combat with them, depending on how their goals align and the roleplaying result of their encounter.

NOOR VAN LAUN

Hiding out on the island is Noor van Laun (LG female tiefling **veteran**). Noor was part of a military crew who came aboard the island after spotting one of the wraith disciples (see **Chapter 5**). Unfortunately for her, the rest of her detachment was killed, and the ship she came to the island on was sunk. Worse still, her partner Mirabel was on the ship, and died when it sank. The characters may have met Mirabel on their way to the island. Noor has suffered two levels of exhaustion, but has been holding out on the island as best she can. She is more than happy to accompany the characters and help them in whatever way she can.

ANTHAEUS OATHBREAKER

by Anthony Claes

Anthaeus Oathbreaker is an undead **knight** who was also cursed, but not by Elvirath. They were punished by their own deity for failing to uphold the tenets of their knightly order, and have since wandered the world searching for a way to return to life. They made their way here on their undead **giant crocodile** mount, and have been trying to question the cultists about what happened on the island. Through this investigation, Anthaeus learned that the High One became interested in necromancy, and Elvirath punished the entire cult for the transgression. Anthaeus has not worked out how the goddess came to know of the dark magic though, and they are yet to discover Breakwave Dungeon.

If the characters treat Anthaeus with respect, they can serve as a companion to the characters, and will reveal the information they have learned. If the characters tell Anthaeus that a magnificent offering might be the cult's salvation, they thank the characters for the information. However, if the characters reveal their own kraken skull offering, Anthaeus looks for an opportunity to take it from them.

ANTHAEUS
OATHBREAKER



THANATOS AMBROGIO

By Reece Hanlin

The High One's second in command, Thanatos has always been somewhat independent of the rest of the cult. When they saw those around them transforming into undead, they made a pact with the god of death by sacrificing their peers to maintain control over their undead self, causing them to transform into a **profane lich neophyte (Appendix C)**. Since then, Thanatos has been trying to reassert control over the undead on the island, and use the dungeon as their own lair. They believe they will be unable to properly gain control as long as the High One still exists in skeletal dragon form, however.

If the characters intend to destroy the skeletal dragon, Thanatos happily accompanies the characters and agrees to help destroy the dragon alongside them - they claim that they believe destroying the dragon might help to reverse the curse, but do not reveal that the dragon is actually the High One, transformed. Once the dragon is destroyed, Thanatos turns on the characters with the intent of killing them and raising them as undead servants for their own use.

THANATOS
AMBROGIO



SKELETAL DRAGON

The **skeletal dragon** swoops over the island in search of intruders. It has likely spotted the ship moored on the island, or out at sea, and is searching for those who would dare come inland. The characters have a chance to hide, with a successful DC 9 group Dexterity (Stealth) check, before the dragon gives up the search and plunges down the crevasse into the dungeon below.

The characters cannot encounter the dragon again until they meet face to face with the transformed High One in the altar chamber (**area 3**) of Breakwave Dungeon (**Chapter 5**).



TEMPLE OF ELVIRATH

After making your way towards the higher parts of the island, you get a closer look at the temple. Its rugged exterior appears more like an abandoned church than the famous Temple of Elvirath. The noise of crashing waves below makes it hard to hear.

The double door, made of strong but old wood, is closed. A successful DC 15 Intelligence (Investigation) check reveals a few small holes in the material. Characters who peek through these can make out the interior of the chapel:

A beautiful altar rests at the far end of the chapel, and six pews face it. The cleanliness of the interior is in direct contrast to the worn exterior.

The door can be opened with a successful DC 15 Dexterity check, using thieves' tools, or broken down with a successful DC 18 Strength (Athletics) check. If both checks fail, the characters must find another way into the dungeon (via either the stairs or crevasse).

On the altar, perfectly centered, sits a water-filled grail. If a character investigates, or picks it up, they notice something written on it in gorgeous letters.

*As you grant the power of the sea
Elvirath, I drink to thee*

A character who drinks from the cup without reciting these words takes 14 (4d6) necrotic damage, and finds it filled with salt water. When replaced on the altar, the grail magically fills with water again.

If a character speaks the words written on the grail before drinking from it, the altar moves under their feet, revealing a 5-foot wide spiral staircase that descends 60 feet into Breakwave Dungeon's antechamber (**area 1**).

The last character to descend is attacked by their own **treacherous shadow (appendix c)** while still in the temple.

Tactics. The shadow makes a surprise attack against the character at the rear. After the characters have rolled initiative, the shadow focuses its attacks on the character whose shadow it possessed. Whenever another character enters the temple from the staircase, its own shadow animates and attacks in the same way. The shadows do not pursue characters out of the temple.

Countermeasures. Filling the temple with light stuns any shadows within for 1d4 turns, giving the party a chance to flee into the dungeon, or out the door.

LEVELING UP

Once the characters enter Breakwave Dungeon—either through the temple, staircase, or crevasse—they should advance to 9th level, in preparation for their dungeon exploration.



CHAPTER 5: BREAKWAVE DUNGEON

BEFORE **CHAPTER 5**, THE CHARACTERS SHOULD have discovered the entrance to Breakwave Dungeon within the Isle of the Dreaded Accursed in the chapel on the island's rocky surface, or by the staircase or crevasse. The dungeon was used by the acolytes of Elvirath as a temple complex, though its numerous chambers served a panoply of purposes. The characters should have the kraken skull with them, and be searching for the altar chamber (**area 3**) where they can make the offering to Elvirath, and cure the curse of undeath that the goddess placed upon her clergy. Unfortunately for the characters, they must first overcome these undead to reach the chamber, then fend off the skeletal dragon that was once the High One while they make the offering. While in the dungeon, the characters might discover clues that implicate Duke Heinrich's role in the island's curse, and should advance to at least 10th, if not 11th, level.

LEVELING UP

Once the characters solve the puzzle chamber (**area 12**) or discover the secret door in the living chamber (**area 18**) they should advance one level. If they discover information about Duke Heinrich's betrayal of the priests, they may advance one level at the GM's discretion. If you intend to continue play after this adventure, the characters should advance one final level after successfully making the offering of the kraken skull to Elvirath.

BREAKWAVE DUNGEON

Originally a series of natural caves within the island, the worshippers of Elvirath carved out an elaborate dungeon from the existing chambers to create a subterranean temple which better served their purposes. Since the clergy were cursed by their goddess, a great fissure has opened up within the dungeon that threatens to eventually destroy it. Where once the place was filled with priests and clerics, it is now occupied by undead.

UNDEAD ACOLYTES

Elvirath's followers have been turned into undead. The majority are mindless zombies, skeletons, and shadows, but the higher ranking priests arose in other forms. Most notably, the High One was transformed into a skeletal dragon, and his three disciples into corrupted bright wraiths. Where the adventure mentions these creatures, assume they are the same creature each time. If the skeletal dragon is killed, it cannot be encountered again. For each bright wraith killed, there is a cumulative 33% chance that future encounters with a bright wraith do not occur.

DUNGEON OBJECTIVES

The characters are here to place the kraken skull on the altar of the altar chamber (**area 3**) and perform a short ritual that provides the grisly gift as a peace offering to Elvirath.

To access the altar chamber, characters must first solve the puzzle in the puzzle chamber (**area 12**), which unlocks the doors leading south from the antechamber (**area 1**). Beyond these doors is the guard chamber (**area 2**), containing powerful water elemental guardians, and the altar chamber where they can make the offering. The steps for the ritual are detailed in that area's description.

Characters might also find their way into the altar chamber via a secret door in the living space (**area 18**). If your players are struggling with the puzzle chamber, or simply do not enjoy puzzles, guide them toward the secret door with clues found in other rooms, such as blueprints of the dungeon in the library (**area 11**), notes in the journal of the High One in their chamber (**area 8**), or scratched dungeon maps on the walls of a prison cell (**area 7e**).

Characters might also find information in the dungeon that incriminates Duke Heinrich. This can be found in the High One's chamber, as well as in the divination chamber (**area 20**).

BREAKWAVE DUNGEON: GENERAL FEATURES

Unless the text says otherwise, the following rules apply throughout the dungeon.

Crashing Waves. The entire dungeon is filled with the sound of crashing waves. Wisdom (Perception) checks that rely on hearing have disadvantage.

Desecrated Ground. The dungeon is imbued with the unseen traces of Elvirath's evil and is desecrated ground, which can be detected with a *detect evil and good* spell. Undead in the dungeon have advantage on all saving throws because of this. A vial of holy water purifies a 10-foot-square area of desecrated ground, when sprinkled on it, and a *hallow* spell purifies desecrated ground within its area.

Light. The dungeons are unlit, save in areas where they are directly exposed to the outside (**area 5a**, and any adjacent chambers, and **area 16**). These areas are bathed in bright light during the daytime.

Locked Doors. Some doors within the dungeon are locked. Except where mentioned otherwise in the text, these doors can be broken down with a successful DC 15 Strength check, or the lock picked with a successful DC 15 Dexterity check, using thieves' tools.

Random Encounters & Resting. For every hour the characters spend in the dungeon, resting or otherwise, roll a d20. On a roll of 1–10, there is no encounter. On roll of 11–15, the characters are attacked by 2d4 **zombies**. On a roll of 16–18, the characters are attacked by 1d4 + 1 **shadows**, on a 19–20, the characters are attacked by a **corrupted bright wraith** and 1d4 **corrupted bright motes**.

Walls, Ceilings, & Floors. The walls, ceilings, and floors of the dungeon are cut from the surrounding stone. Ceilings are typically 8 feet high in corridors and 10 feet high in chambers.







1. ANTECHAMBER

You descend the shadowed, spiraling stair for what feels like an eternity. The air gets damper and saltier as you delve deeper into the island's core. When you finally reach the stair's terminus, it opens out into a pentagonal chamber. To the west, a cold breeze blows through a stone door, which hangs ajar. To the east, a pool of blood gathers around a pair of double doors. To the south, a pair of ornately sculpted stone doors block further passage.

West Passage. A cold wind blows up the east passage from the offering store (**area 16**), which opens out onto the cliff face.

South Passage. These stone doors bear a bas relief of a stormy ocean scene, where ships are tossed around like children's toys in the bath. There is a ship-shaped alcove (approximately the size of a human hand) in the center of the doors, where a model ship can be placed. These doors are magically sealed and cannot be opened, save by solving the puzzle in the puzzle chamber (**area 12**), which yields the model boat that serves as a key.

East Passage. A character can identify the pool of blood as humanoid with a successful DC 15 Intelligence (Medicine or Nature) check. The double doors are unlocked, but have bloody hand prints smeared across their surface.

2. GUARD CHAMBER

A strangely shaped chamber lies ahead. The walls and ceiling have been carefully carved to resemble the inside of an enormous clam. A water-filled trench splits the chamber in half, which is crossed by a broad, stone bridge. In the center of the bridge is a thin plinth, atop which sits a gleaming, white pearl, the size of a human head.

Water Elementals. Lurking in the seawater-filled trenches are two **water elementals** that are invisible while fully immersed in water. The elementals attack non-undead creatures that try to cross the bridge. When they attack for the first time, the giant pearl (see below) turns black and gleams with dark iridescence. The elementals do not pursue characters out of the chamber, if they leave.

Giant Pearl. The giant pearl activates and turns black as soon as the water elementals attack. While active, any damage the water elementals take is transferred to the pearl. If the pearl absorbs damage that drops it to 0 hit points, it is destroyed, and the targeted water elemental takes any leftover damage. The pearl regains all its hit points at dawn if it has at least 1 hit point remaining. The pearl can be deactivated by leaving the chamber, destroying it (AC 10, 50 hit points, resistance to damage from nonmagical attacks), or with a successful casting of **dispel magic** (DC 18). The pearl, if not destroyed, is worth 500 gp.

3. ALTAR CHAMBER

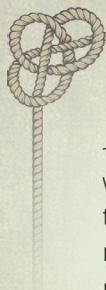
A wide staircase, inlaid with a wave motif in aquamarine, leads down into an enormous chapel-like chamber. The stairs are flanked by a pair of trident-wielding statues on plinths, whose scowling, piscine visages are truly formidable. Up above, a stone walkway crosses the chamber, held aloft by pillars sculpted to resemble colossal tentacles. In the south, where the chamber narrows, is a wooden altar magically encased in a globe of water. Barnacles and coral have made their home atop the sacred shrine, which is lit by tiny jellyfish that float around it.

Skeletal Dragon. Moments after characters enter the room, the **skeletal dragon (Appendix C)** flies in from the double doors to the north. The hideous undead wyrm roars with fury, and exhales a blast of green, necrotizing magic upon them. The skeletal dragon is probably too tough a foe for the characters to handle; illustrate this by having it wreak havoc around the room - toppling the statues, smashing the walkway, and gouging through the stone. Characters should focus on making the offering and completing the ritual, rather than fighting the dragon. The skeletal dragon does not pursue characters out of the chamber, if they leave.

Chamber Features. The chamber is 30 feet high. It is traversed by a walkway at a height of 15 feet. The altar in the south sheds bright light in a 10-foot radius sphere.

Offering & Ritual. In order to complete their quest, the characters must place the kraken skull (in whatever form it takes) onto the altar, and conduct a brief but dangerous ritual to appease Elvirath. The altar is surrounded by a globe of water, which surrounds it on all sides out to 5 feet. Creatures inside the globe are, effectively, submerged in water.





Placing the offering atop the shrine requires an action - it cannot merely be slapped down, but must be placed with grace and respect. Once the offering has been placed, the ritual must commence - a sequence of prayers, minor magical incantations, and performance. The characters must succeed on the following DC 20 ability checks, in any order:

- A Wisdom (Religion) check to recall and recite prayers to Elvirath
- An Intelligence (Arcana) check to incant a magical mantra and enchant the offering
- A Charisma (Performance) check to show due respect for Elvirath

Each check requires a creature to be within 5 feet of the altar and able to speak, and takes an action to complete. Once one check has been attempted, it must be succeeded upon before the next can be attempted. If a character fails one of the ability checks, they suffer a random divine retribution, determined by rolling on the table below:

d6 Divine Retribution

- | | |
|---|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Three spectral jellyfish appear around the character and attack them. They continue to attack until reduced to 0 hit points. Use specter statistics to represent them. |
| 2 | The room begins to sway for one character, causing them intense sea sickness. They are poisoned for 1 minute, or until the ritual is complete. |
| 3 | The tiny jellyfish flash brightly, sending a shock of electricity through the water. The character is stunned until the end of their next turn. |
| 4 | The water turns heavy and crushing. The character takes 11 (2d10) bludgeoning damage. |
| 5 | Elvirath's roaring countenance appears in the water. The character must move up to their speed away from the altar, and they are frightened of the altar until the end of their next turn. |
| 6 | A whirlpool appears around the character, and they are teleported to the divination chamber (area 20). |

3A. WALKWAY

This stone walkway spans the altar chamber at a height of 15 feet. Several pillars keep it upright. The walkway is accessible from the living space (**area 18**), or by climbing up the pillars in the altar chamber with a successful DC 12 Strength (Athletics) check.

3B. RELIC ROOM

The door to this chamber is locked (see General Features). The key is in the jailer's room (**area 6**). Inside are several magic items, relics of Elvirath, displayed atop plinths covered in silk sheets, as well as collections of shells and coral, and other treasures. The magic items are a *trident of fish command*, a *necklace of adaptation*, a *ring of swimming*, and a *staff of water* (**Appendix D**).

3C. ROBING ROOM

To the east of the altar is a short corridor leading to a robing room, which contains half a dozen vestments. A character that takes an action to search the chamber finds a *cloak of the manta ray* among the other robes, without needing to make an ability check.

UNDERWATER ENCOUNTERS

While near the altar, characters are underwater. This means that when making a melee weapon attack, a creature that does not 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.

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath (such as when they speak underwater) or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and cannot regain hit points or be stabilized until it can breathe again.



4. BLOODY CORRIDOR

Ahead is a corridor, the walls of which are covered in fine, sculptural reliefs. They display oceanic scenes, presumably meaningful to the worshippers of Elvriath. Toward the end of the corridor, the relief has been drawn over in blood, and a pool has collected on the floor beneath.

Reliefs. Characters that study the walls and succeed on a DC 12 Intelligence (Religion) check realize that the myth depicted represents the entire saga of Elvriath. There are stories of her actions that span centuries into the past. A cycle of peace and wrath is clear within the work. At some points, ships are sailing the seas without worry, bringing sacrifices and catching enough fish to feed their people while, just a few feet further, the same vessels are swallowed by krakens and other abominations.

Bloody Warning. Characters that view the final section in detail see that it has been finished in blood. It shows images of a gargantuan sea spider attacking a nearby town, undead sharks circling ships, disciples of Elvriath turning into undead, and a skeletal dragon flying above the chaos. It is clear that somebody is trying to warn any visitors who dare venture into the dungeon.


If the final section is examined, four bloodstained specters rise from the pool of blood at the wall's base and attack.

5. RUINED PRISON

This chamber is rent in two by a deep, broad chasm. Despite the seismic redecorating, some of the room's original features still remain; there are manacles on the end of chains hammered into the walls, and the floor is tiled to form a whirlpool mosaic. A pool of blood oozes under the western door, and it appears something has been dragged through it; a shivering and cowering man is shackled to the wall.

Survivor. Shackled to the wall is Randik Porth (N male human **priest**), who has managed to survive the undead transformation, at least partially, thanks to a magical amulet which puts him under the effects of the *protection from evil and good* spell. Despite this, unless immediately given magical healing, Randik dies and rises as a **revenant** that attacks the characters, after using an action to break free of its chains.

If Randik is healed, he can tell the characters what happened here: the High One, who ran the temple, became interested in necromancy and, when Elvriath found out, she cursed them all with undeath as a punishment.



5A. CREVASSE

A natural crevasse has opened up in the rock of the island, splitting some of the dungeon chambers. The crevasse is 15-foot wide, with unstable edges. It drops 50 feet below the level of the dungeon into the earth, where it narrows to an edge. It also rises 50 feet above the level of the dungeon to the island's surface.

Jumping. When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

A character that comes within 5 feet of the crevasse's edge must make a DC 10 Dexterity saving throw as the earth crumbles under their feet. On a failed save, the character falls 50 feet down the crevasse, taking 17 (5d6) bludgeoning damage when they land.

6. JAILER'S ROOM

The door to this chamber is locked (see General Features). The key is lost.

This cramped room contains a small desk and chair. Atop the desk are neatly organized piles of parchment, plus a handful of quills and ink bottles.

Parchment. Scrawled on the parchment are various names of criminals and prisoners, mostly pirates and those who have disrespected the ocean in some way. Next to the names are their crimes, then their punishments. Characters that read the parchments learn the following:

- Captain Sharp Smile, a pirate, is imprisoned in **area 7c** for smuggling.
- Auntie Driftwood, a powerful sea hag, is imprisoned in **area 7d** for wrecking ships.
- Adriene Javda, a priestess, is imprisoned in **area 7e** for being corrupted.
- Kynthia Balaskas, a fisherwoman, is imprisoned in **area 7f** for illegal fishing.

Desk. Characters that take a moment to look at the desk spot that there is a small hook beneath it, from which hangs a ring of keys. The ring holds the keys to **areas 3b, 7, 7a-f, 13, and 20**.

7. CELLS

The door to this chamber is locked (see General Features). The key is in the jailer's room (**area 6**).

A long chamber stretches ahead of you. Cut into the rock walls are short corridors leading to barred iron doors, which are obviously prison cells. This room, and several of the adjacent cells, have been damaged by the crevasse which cuts through the dungeon. A muttering can be heard from the southernmost cell.

Bright Wraith Disciple. Lingering in this chamber is a **corrupted bright wraith**, one of the disciples of the High One, and 1d4 **corrupted bright motes**. The wraith and motes attack intruders on sight.

Cell Doors. The cell doors, where present, are locked. The keys are in the jailer's room (**area 6**). The DC to open these doors by any other means is 20.

Chasm Damage. This chamber has been damaged by the opening of the chasm (see **area 5a**).

7A. EMPTY CELL

The door to this cell is locked (see above). It is empty.

7B. DESTROYED CELLS

These two cells are identical. They have both been destroyed by the opening of the chasm (see **area 5a**), and contain nothing of note.

7C. UNSTABLE CELL

The door to this cell is locked (see above). The floor of this cell is ready to give way. A creature that opens the door with a Strength check, or that enters the area, must succeed on a DC 15 Dexterity saving throw, or fall 50 feet into the crevasse.

Corpse. Inside the cell is a corpse. They died of starvation after the priests of Elvriath were transformed. The corpse is still dressed in pirate attire. A successful DC 12 Intelligence (Investigation) check reveals they have a bejeweled golden tooth (worth 250 gp), and managed to smuggle a *potion of invisibility* into their cell.

7D. HAG'S CELL

The door to this cell is locked (see above). Inside the cell is Auntie Driftwood (NE female **sea hag** with Innate Spellcasting, see below), who uses her Illusory Appearance to appear as an emaciated, elderly woman whose skin is taught across her face like a desiccated corpse. If she spots the characters, she pleads for her freedom, claiming she is dying of starvation. She promises them a gift if they will free her. Characters who succeed on a DC 16 Wisdom (Insight) check can tell that she is lying, and those who succeed on a DC 16 Intelligence (Investigation) check can discern that she is disguised.

If the characters free Auntie Driftwood, she gives them a boon of water breathing. For the next 24 hours, they can breathe underwater. If they refuse to set her free, she casts *suggestion* on one of the characters and compels them to free her instead. Auntie Driftwood wants to leave the dungeon, and does so as soon as possible once released. She accompanies the characters until then, if they can tolerate her ceaseless cackling.

Auntie Driftwood has the following trait:

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *ray of frost*

2/day each: *color spray*, *sleet storm*, *suggestion*

7E. ETCHED CELL

The door to this cell is locked (see above). Scratched on the walls is a strange diagram and, lying curled up on the floor, an emaciated corpse. The diagram is a mirrored, distorted map of the dungeon (**Appendix E**), which can be interpreted with a successful DC 18 Intelligence check. The corpse is that of a corrupted priestess, Adriene Javda.

7F. FISHERWOMAN'S CELL

The door to this cell is locked (see above). It contains the corpse of a fisherwoman. Characters with a passive Wisdom (Perception) score of 12 or higher notice the corpse is clutching a large clam shell in both hands. Inside the shell is a pearl which can be used once to cast the *create or destroy water* spell, as if using a 4th level spell slot. After its first use, the pearl turns to dust.

8. HIGH ONE'S CHAMBER

This domed chamber is lit by hanging shells that glow with magical, turquoise light. These illuminate the wonderful murals painted on the walls, which depict the best the oceans have to offer: vibrant coral reefs, pods of prancing porpoises, and the like. In the southern end of the chamber is a semicircular desk, inlaid with iridescent nacre in swirling patterns, behind which is a similarly decorated door. The northern end of the chamber, hollowed out into a spherical nook, is furnished as a bedroom.

Desk. The desk has numerous drawers, filled with papers and trinkets. Characters that spend ten minutes searching through the desk can make an Intelligence (Investigation) check. The result of the check determines the result:

- **Less than 10.** The characters find a diary belonging to the High One, with passages that reveal their growing interest in necromancy (**Appendix E**), plus a note revealing Duke Heinrich's betrayal (**Appendix E**).
- **10–14.** The characters discover the previous, as well as a note telling them how to open the secret door in the living space (see **area 18**).
- **15+.** The characters discover the previous two results, as well as one of the keys to the treasure vault door to the south of this chamber.

9. TREASURE VAULT

The door to this chamber is locked. It requires two keys, one of which can be found in the desk of the High One's chamber (**area 8**) and the other in the wine store (**area 13**). The DC to open the door by any other means is 20.

Arranged about this chamber are treasures belonging to the priesthood of Elvirath: enormous conch shells, driftwood sculptures, clusters of pearls, and other marvels of the ocean's depths.

Treasure. The chamber contains a wealth of treasure:

- A pair of enormous conch shells (150 gp each)
- An abstract driftwood sculpture (200 gp)
- A cluster of pearls in a velvet pouch (2,500 gp)

10. THANATOS' RESTING CHAMBER

On entering this room, you feel a strong, salty breeze coming from the north, where the crevasse must eventually break the edge of the rock. On the north-eastern side of the room stands a hideous goblet, forged of fused bone, that emits purple smoke.

Phylactery. The strange goblet is the phylactery of Thanatos Ambrogio (see **Chapter 4**). The souls of the creatures Thanatos kills are fed to the phylactery to keep the lich in a state of undeath.

Any non-undead creature that touches the phylactery, or hits it with a melee attack, takes 14 (4d6) necrotic damage. The phylactery cannot be affected or detected by spells of 6th level or lower unless Thanatos wishes it to be. It has advantage on saving throws against all other spells and magical effects. If the phylactery is targeted by a spell of 7th level or higher, roll a d6. On a 6, the spell has no effect on the phylactery and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster. If the phylactery is destroyed, it reforms again 1d4 hours later. It can only be truly destroyed by submerging it in holy water.

Chasm Damage. This chamber has been damaged by the opening of the chasm (see **area 5a**).

11. LIBRARY

This tall, dusty hall has been turned into a library. Stone bookshelves cut from the stone line the walls, and there are a couple of free-standing shelves to compliment them. Stacked on these shelves are a mixture of ancient tomes of mythology and more modern hymn books. Handholds built into the structures allow visitors to climb up to the higher shelves.

Ceiling. This chamber is 15 feet tall, rather than the usual 10 feet.

Books. Characters that spend 10 minutes searching the desk can make an Intelligence (Investigation) check. The result of the check determines the result:

- **Less than 16.** The characters fail to find anything useful, though there are twelve valuable books (50 gp each).
- **16+.** The characters find the valuable books, and dungeon blueprints that include secret passages.

If any of the books become fully submerged in water for 3 turns or more, they are destroyed.

Trap. The library is magically trapped. If a character takes a valuable book, or the dungeon blueprints, without first saying the phrase, "this tome shall return with the tide" (a clue for which can be found in area 19), they trigger the trap. The trap can be spotted by spells such as detect magic and find traps.

FLOODING LIBRARY

Complex trap (level 5–10, dangerous threat)

This trap is designed to destroy the library's books if they are taken by non-acolytes. There is a chance the trap will also drown thieves. It was created by the priests of Elvriath, who are dangerously secretive.

Trigger. This trap activates as soon as a creature takes a valuable book from the shelves without saying, "this tome shall return with the tide".

Initiative. The trap acts on initiative count 20 and initiative count 10.

Active Elements. The Flooded Library fills the room with water, in which a whirlpool forms that pulls toward the center of the room and crushes any creatures or objects.

Locked Door (Initiative 20). The door to the chamber locks and magically seals shut. This effect activates only once, the first time the trap is triggered.

Pooling Water (Initiative 20). 5 feet of water fills the room from holes that open in the floor. Creatures standing on the floor must swim, but have the opportunity to hold their breath if they choose to be submerged. Once the water reaches the ceiling (15 feet), all creatures in the chamber are underwater and the Pooling Water stops. If the water level drops below 15 feet, it activates again until the chamber is full, until the trap is disarmed.

Crushing Whirlpool (Initiative 10). A whirlpool forms in the center of the chamber, making the entire area difficult terrain. Each creature in the chamber must make a Strength saving throw. The DC equals 20 minus the distance, in feet, that the creature is from the center of the chamber (for example, a creature at the chamber's door is 15 feet away from the center, thus the DC is 5, but the DC for a creature in the center is 20). On a failed save, a creature takes 16 (3d10) bludgeoning damage, and is pulled 20 feet closer to the center of the chamber. On a successful save, a creature takes half as much damage and isn't pulled.



Dynamic Elements. The Crushing Whirlpool becomes less dangerous the higher the water rises.

Weakening Whirlpool. For each 5 feet the water level rises, the DC to overcome the whirlpool decreases by 5, the damage it deals decreases by 5 (1d10), and the distance it pulls creatures is decreased by 5 feet.

Constant Elements. The Crushing Whirlpool affects each creature that ends its turn in an area affected by it.

Crushing Whirlpool. A creature that ends its turn in the water must make a saving throw against the Crushing Whirlpool effect.

Countermeasures. The trap's active elements can be thwarted in particular ways, and there are two ways to disarm the trap: drain the water, or open the door.

Locked Door. Opening the door disarms the trap and drains the water. To open the door, a character must first succeed on a DC 15 Wisdom (Perception) check to study the door for opening mechanisms. A successful DC 15 Intelligence (Arcana) check is then required to understand the symbols engraved upon the service. A successful DC 15 Charisma (Religion) check allows a character to chant an opening prayer. Finally, a successful DC 15 Strength (Athletics) check is required to pull the door open against the weight of the water. Each check requires an action, and requires a character to be within 5 feet of the door.

Pooling Water. Characters can stop the flow of water into the room by plugging the holes. There are four holes, each of which can be plugged with a successful DC 20 Dexterity check using thieves' tools, or a successful DC 15 Strength check. Once a character succeeds on the check, someone must remain next to the hole to keep it blocked up. When all four holes are blocked in this manner, the Pooling Water deactivates, but any water in the room does not drain.

Crushing Whirlpool. Characters can brace themselves against the pull of the whirlpool by using an action to succeed on a DC 10 Strength check while holding onto a shelf or similar solid object. Doing so gives them advantage on their next saving throw against the Crushing Whirlpool effect.

Drain the Water. The fastest way to disarm the trap is to drain the water, which also causes the door to open. Doing so requires a casting of the Destroy Water effect of *create or destroy water*, cast using a spell slot of 4th level or higher. Other ingenious methods should be permitted.

12. PUZZLE CHAMBER

The corridor slopes down a few feet into an octagonal room flooded with opaque, black water, atop which float pieces of wooden debris. The air reeks of sewage and the walls are covered in a thick, black algae. An open corridor can be seen across the way. An algae-covered statue of a mermaid sitting on a rock is in the southern half of this room, facing the center. She has one hand outstretched, but it is obscured by the oozing algae.


Puzzle. This chamber contains a puzzle that, when solved, reveals a small, wooden, model ship. This model ship fits exactly into the doors in the south wing of the dungeon (area 2 and 3), unlocking and opening those doors. The puzzle has two parts: purify the water to collect the seven tridents, then solve the riddle and place the tridents in all but the southern holes. This causes the shattered pieces of wood to magically form the model boat. Interacting with the following elements should allow characters to solve the puzzle.

Foul Water & Algae. This room is flooded with two feet of stagnant sea water. The water is opaque, black, and has a horrid, sewer-like smell. The water is contaminated with a foul-smelling plant, known as sewer algae, identifiable with a successful DC 12 Intelligence (Nature) check. The algae growing on the walls oozes ink-like fluid.

Any creature that touches the algae, or the contaminated water, must succeed on a DC 12 Constitution saving throw, or take 11 (2d10) poison damage and become poisoned. The characters can purify the water with a *purify food and drink* spell, by mixing the water with elemental water from the living space (area 18), or by mixing antitoxin into the water. Purifying the water causes the algae to wither and die. Once purified, read or paraphrase the following:

The purification takes effect, accompanied by a sizzling sound, dissolving the impurities and algae. The water becomes clear, allowing you to see the stone floor. The walls and mermaid statue are restored to their original, architectural beauty. You now notice that the floor in the center of this room has twenty-four holes: eight sets of three, spaced evenly in an octagon pattern.





Mermaid Statue. When characters enter, the mermaid statue is covered in sewer algae. If the characters wipe away the algae covering her hand, or purify the water, they discover that she is holding a working compass, currently pointing north (the direction she is facing).

At the base of the statue, initially obscured by algae, is an inscription that reads:

If you seek to open the door, look to where it's safe to moor.

This inscription is a riddle. The word moor means 'to tie up a ship at a dock'. This should remind the characters of the only safe docking spot on the south of the island. A character can remember this with a successful DC 10 Intelligence (History) check. South is the answer to the riddle (see 'Holes' below).

Tridents. Hidden beneath the surface of the contaminated water are seven metal tridents, randomly scattered about the floor. If the characters walk through the room, they step on one or more of the tridents. Characters can find all seven tridents after 10 minutes of searching, if the water is not purified. If the water is purified, they can find them with ease.

Shattered Boat. There are hundreds of pieces of splintered wood swirling about the center of this room in a five foot radius. The splintered wood is beyond repair, even with magic or spells like the *mending* cantrip.

Holes. Once the water has been purified, the characters can spot twenty-four holes in eight sets of three, evenly spaced in an octagonal shape in the center of the room. There is a set of three holes for each cardinal direction: (N, NE, E, SE, S, SW, W, NW).

A character can determine that the tridents' prongs could fit into these holes with a successful DC 10 Intelligence (Investigation) check. Be sure to point out that there are eight sets of holes, but only seven tridents.

If the seven tridents are placed in all but the southern set of holes, the puzzle is solved. The magic from the tridents reconstructs the shattered boat, which then sails south through the open area not blocked by a trident. The characters can now safely pick up the boat and place it into the doors leading to the southern wing of the dungeon in the antechamber (**area 1**).

Failure: If a trident is placed into the south set of holes, a blast of electricity shocks everyone in the water, dealing 13 (3d8) lightning damage to them. Any tridents placed in the holes then eject, and scatter around the room.

DECREASING THE DIFFICULTY

Spells and cantrips such as *prestidigitation* can clean an object no larger than one cubic foot. The steady flow of ink from the algae and the massive contamination would make this type of cleanup nearly impossible. But, as GM, you could rule that the characters are able to use spells like this to clear up the contaminated waters.

If you would like to make the puzzle easier for your players, you could cut out the sewer algae and contaminated water entirely. Simply have the room flooded with clear sea water and continue with the tridents and riddle portion of the puzzle.

Rather than having the characters find the compass on the mermaid statue, you could simplify the puzzle by having each hole in the center of the room marked with a direction (N, NE, E, SE, S, SW, W, NW).

13. WINE STORAGE

This dark room was used as storage for expensive beverages brought in by sailors. It is obvious that, although they were intended as gifts for Elvirath, the guild kept them as their own. The northern and western walls are filled with all kinds of bottles, containing ancient liquids.

Bright Wraith Disciple. Lingering in this chamber is a **corrupted bright wraith**, one of the disciples of the High One, and 1d4 **corrupted bright motes**. The wraith and motes attack intruders on sight.

Beverages. Characters that spend half an hour searching through the bottles can make an Intelligence (Investigation) check. The result of the check determines the result:

- **Less than 10:** The characters find 1d6 bottles of expensive wine (50 gp each).
- **10–14:** The characters discover the previous, as well as a bottle of rum signed by Roy Rattleton, a renowned, gnomish rum-distiller who lived centuries ago (1,500 gp).
- **15+:** The characters discover the previous two results, as well as one of the keys to the treasure vault (**area 9**).

14. AUDIENCE CHAMBER

At the north end of this chamber is a great statue: a fearsome woman, holding a harpoon in one hand and a net in the other, her eyes gleaming with nacre and wrath. She has a hawkish visage, and wears a sneer upon her lips. Stone fish rise up around her feet on a vortex of flowing waves. The rest of the chamber seems to flow away from her like a tidal wave - the floor softly undulates like a sandy shore, and the walls are covered with coral-like carvings.

Zombies. Eight zombies stand gawping gormlessly at the statue, as if enraptured by it. They attack anyone that enters the chamber. **Elvirath Statue.** Characters with any passing familiarity with the area recognize the statue as an aspect of Elvirath. If no local characters are present, a DC 10 Intelligence (Religion) check suffices. A casting of *detect magic* reveals that both the spear and net are magic items.

Both spear and net can be removed with separate DC 20 Strength checks. The spear is a *+1 spear* that floats on water, and allows the wielder to cast *control water* once per day. The net is a *strangler net* (Appendix D). Removing either of the items causes the statue to animate as a **stone golem** and attack. If the statue's eyes have been removed (see below), it is blinded. The golem attacks until the items are returned, or it is destroyed.

Each of the eyes is a pearl worth 500 gp, and can be removed with a successful DC 15 Dexterity check, using an edged tool. A failed check damages the pearl, rendering it worthless. When a pearl is removed, sea water flows from the empty socket like tears, and the character that removed the pearl must succeed on a DC 20 Constitution saving throw or run out of breath and become unable to speak for 1 minute. During this time, the character is considered suffocating. At the end of each of its turns, it can repeat the save, ending the effect on itself on a success.

15. LARDER

This chamber was clearly used as a larder, at some point. Rotted foodstuffs line the shelves in decaying boxes and packets.

Zombies. Two **zombies** feast on the fetid remnants of food in this chamber.

16. OFFERING STORE

Old crates and flasks fill this chamber. It's most distinguishing feature is the giant opening in the west wall through which a salty wind blows.

This chamber was used to store offerings brought to Elvirath by seafarers who feared her. When the characters enter the room, they notice something moving behind the crates. A humanoid, missing his legs, bleeding from the hands and reeking of death crawls towards them. Read or paraphrase the following:

A man crawls out from behind the crates and, clearly in agony, moans, "Get out while you still can! I am the last survivor. Get free before my transformation is complete!"

Creatures. Moments later the survivor turns into a **red wisp** (Appendix C), and attacks a with its lightning strike. If the characters are still in the room when it transforms, it pursues them throughout the dungeon.


Treasure. A successful DC 18 Intelligence (Investigation) check, while searching the room, allows a character to discover a *potion of water breathing* amongst the otherwise useless junk in the room.

16A. CLIFFSIDE STAIRWAY

Rotten wooden steps are nailed to the side of the cliff, leading up toward the Temple of Elvirath. An untrustworthy looking rope dangles next to them, functioning as a makeshift handrail. Many of the planks are missing, leaving gaps that must be jumped to ascend. Looking down through the cracks of the wood, you immediately realize that nobody would ever survive the fall.

To ascend or descend the stairs, characters must succeed on the following checks. Each character that wishes to use the stairs must make a check. A check can be attempted by more than one character.

- A DC 16 Wisdom (Perception) check to determine which stairs can take weight.
- A DC 14 Intelligence (Investigation) check to plot a course up or down the stairs.
- A DC 12 Strength (Athletics) check to jump across the dodgy stairs.
- A DC 20 Dexterity (Acrobatics) check to shimmy along the stable stairs.



If a character fails three checks in a row, they slip from the stairs and fall onto the sharp rocks hundreds of feet below. A creature that falls takes 70 (20d6) bludgeoning damage from the fall, and an additional 22 (4d10) piercing damage from the sharp rocks.

17. KITCHEN

This chamber is outfitted as a kitchen, though it has clearly been some time since it saw any use. It appears to have been abandoned at a moment's notice, with half-cut vegetables rotting on the sides, and utensils scattered about the place. Hanging, in pride of place, above the oven is a silver dolphin.

Silver Dolphin. Hanging above the oven is a silver dolphin (150 gp). It can be used to open the secret door in the living space (**area 18**).

18. LIVING SPACE

Carved out of the rock into a sort of grotto, this chamber has a calmness to it. Shallow gutters cross the floor haphazardly, filled with turquoise water that gleams with its own magical light. The channels culminate in a small pool at the southern end of the room, where a stone dolphin dances gaily. Spread throughout the chamber are chairs, tables, and other comfortable furniture, and there are numerous shelves and alcoves cut into the walls, which contain books and other trinkets.

Bright Wraith Disciple. Lingering in this chamber is a **corrupted bright wraith**, one of the disciples of the High One, and 1d4 **corrupted bright motes**. The wraith and motes attack intruders on sight.

Secret Door. Built into the grotto wall, in the south-east corner of the room, is a secret door. Characters with a passive Wisdom (Perception) score of 18 or higher spot that the water in nearby gutters pools strangely here. A successful DC 18 Intelligence (Investigation) check reveals that the door can be opened by placing something into a vaguely dolphin-shaped depression. The key intended for this lock is the silver dolphin in the kitchen (**area 17**), but a successful DC 20 Intelligence (Sleight of Hand) check is enough to force another malleable, but firm, object into the depression.

Once the door has been opened, it remains open for 6 seconds before swinging shut and locking. The door can be opened from inside by pulling a lever next to the door.

Pool. The pool is filled with elemental water. If even a drop of this water is mixed with any other liquid, it turns it into pure water. A character can determine this with a successful DC 10 Intelligence (Arcana) check.

19. BUNKS

Three connected chambers contain a pair of bunk beds and trunks each. Each piece of furniture is either carved from driftwood, or cobbled together from ship timber. Lurking deep in the furthest chamber is an enormous mound of wretched flesh, which shudders and oozes repulsively.

Zombie Mound. An amalgamation of zombies, called a **zombie mound** (**Appendix C**), lurks in the furthest chamber. Characters that move closer and do not succeed on a DC 15 Dexterity (Stealth) check alert the undead to their presence.

Trunks. Each trunk contains a handful of worthless personal effects. One of the trunks in the second chamber contains a wealth of books, one of which has a bookmark scrawled with a handwritten note that reads, 'Remember, this tome shall return with the tide'.

20. DIVINATION CHAMBER

A short flight of steep steps leads down to this chamber, the floor of which drops down a few feet. The entire room is filled with seawater, lit from beneath the surface by flickering, magical flames. The surface of the water is eerily still, and the chamber's ceiling is painted to resemble a cloudless, midnight sky.

Light. This chamber is lit by blue *continual flame* spells.

Scrying Pool. The chamber's floor is three feet below the level of the door, and is filled with water to the same height. The water is enchanted so that nothing can ripple its surface. A successful DC 15 Intelligence (Religion) check reveals that this pool must have been used for divination spells, and that the *scrying* spell can be cast, using the pool, once per day (base DC 15). In order to cast the spell, a creature must be submerged in the water, and undertake a ritual lasting 10 minutes. When the spell is cast, a vision of the target appears on the surface of the pool.

The **corrupted bright wraith** in the living space (**area 18**) knows when the pool has been used, and comes forth to attack any creatures within, provided it has not yet been destroyed.



CHAPTER 6: CONFRONTING DUKE HEINRICH

IF THE CHARACTERS SUCCEED IN LIFTING THE curse of Elvirath, by bringing her the skull of a kraken, there is a big chance they also find proof of Duke Heinrich's betrayal. The note in the High One's chamber (**area 8**, presented in **Appendix E**) explains how the duke craves the accolade of 'hero', and the total respect of his fellow townspeople.

To achieve this, he convinced Elvirath to unleash her wrath on her cult, as well as the seas around the island, resulting in a great number of fatalities, illnesses, and other disasters. Heinrich planned to save the day, by dreaming up and presenting a grand solution to this dire situation and, by extension, gain more political power in Mountainfoot.

It is up to the characters to decide how they want to handle the situation. Below are a few possible scenarios. There is no way for Duke Heinrich to know in advance that the characters are holding on to his note, so he resides in his mansion, like always.

JUSTICE

If the characters decide to deliver the note proving Duke Heinrich's betrayal to Mayor Mardusk, or any other figure of power, the situation almost handles itself. The duke is arrested and held captive until he is given a proper trial. The characters might be tasked with escorting the Mayor and Admiral Greysail to Heinrich's mansion, in case he has some tricks up his sleeve.

The worst outcome that may come out of this situation is that it escalates to the point where the otherwise-calculated Greysail loses her temper and almost attacks the duke. She feels a deep hatred toward him for causing so many casualties amongst her ranks.

EXECUTION

The characters might feel that they have the proper authority to take matters into their own hands; they might not even fully discuss the note before deciding to execute the duke. He is, after all, the one who has put them in danger, and has potentially caused the death of some of their comrades. If this is the path the characters decide to take, they must do their best to not get caught. If they do, the characters are immediately considered criminals and fugitives in the eyes of Mountainfoot.

Even if the characters deliver the note after the fact, killing Heinrich on their own terms is considered a criminal act, and Mayor Mardusk does everything in her power to arrest the adventurers.

EXTORTION

If the note of Heinrich's betrayal is never shared with the right people, Duke Heinrich is crowned a savior of Mountainfoot, alongside the characters. The townsfolk seek out his intelligence and knowledge of the gods even more. Most importantly, he is given a seat on Mountainfoot's town council to help decide matters of faith in his beloved city. It is very easy for the characters to use the letter as leverage to gain power of their own. Since having it surface is the last thing Duke Heinrich wants, he is obliged to help the characters in almost any way they want.

EPILOGUE

The adventure concludes once the characters return to Mountainfoot, hopefully triumphant in their adventure. If the characters have managed to place the offering of the kraken skull on the altar, all of the undead on the island turn to dust, the seas calm, and Elvirath's wrath is quelled. Mountainfoot is no longer plagued by monstrous attacks from the ocean, trading can resume as normal, and fisherfolk no longer worry about being devoured by beasts. The characters are lauded as heroes, and celebrated with an enormous feast laid on by Oris of the Funky Fish Tavern. Mayor Mardusk gives the characters a small manor on the scenic coastline just outside of Mountainfoot, and promises to help them in any way she can, going forward. If the characters have not triggered the sidequest, The Dwarves of Mitra (Appendix A), this could be a way to continue their adventure.

If Duke Heinrich's betrayal has not been discovered and revealed, he too is given special treatment. He is appointed to the Mountainfoot town council as a faith advisor, and his renown grows massively within the town. Before long, he begins scheming once more, possibly colluding with the dwarves of Mitra Mountain to overthrow Mardusk and install himself as mayor.

If the characters fail to give the offering to Elvirath, things get worse and worse for Mountainfoot. Before long, the entire settlement is drowned by an enormous tsunami that practically wipes the place off the map.





APPENDIX A: THE DWARVES OF MITRA

BY MR TARRASQUE

THIS APPENDIX CONTAINS A SIDE QUEST, TIED to Mountainfoot, that can be run as part of *Isle of the Dreaded Accursed*. This side quest assumes you are already familiar with Mountainfoot and its cast of NPCs. It is written for a group of four or five 5th to 7th level characters.

BACKGROUND

Long before the formation of the settlement of Mountainfoot at the base of Mitra mountain, the dwarves worked around the clock to create the most beautiful stronghold ever gazed upon by mortal beings. Because of their worship of Mitra, the goddess of light, they took great pride in their usage of gems to build walls in the brightest of whites and deepest of reds. Not long ago a band of duergar, their worst enemy, demanded a share of the mountain's riches for their own. They threatened to raid the town of Mountainfoot within a fortnight, taking hostages to live a life of slavery in the mines, unless the dwarves of Mitra offered up their most valuable gems in a grand gesture of submission.

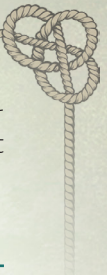
The dwarves of Mitra have watched over Mountainfoot for its entire existence, fending off orcs, trolls and even a dragon that would otherwise have laid waste to the city.

But, this time, they called the bluff of the duergar, believing that they were not strong enough to do any serious damage to the town. They were wrong.

Mountainfoot was attacked, and many innocents gave their lives. Mayor Mardusk, a warrior of great renown, happened to have been drinking that night. She managed to swing her sword and kill a single intruder, but her efforts were too little, too late. The rest of the gray dwarves were already on their way back to their stronghold with the greatest riches the town possessed: its people.

Nobody in Mountainfoot knows of the ultimatum that the dwarves of Mitra were given by the duergar, or that the town's losses are the consequence of its dismissal. As a matter of fact, to this day, every so often, a dwarf comes from the mountain to live amongst the humans and other races of Mountainfoot, to spread the word of Mitra.

Mayor Mardusk still wants revenge. Although she would never bring up this shameful chapter of her career unprompted, she is secretly always on the lookout for an adventuring party brave enough to enter the mountain. Killing the villains would be great; finding survivors from her beloved town would be even better.



ADVENTURE SYNOPSIS

The characters start the side quest in Mountainfoot, after talking to Mayor Mardusk. She will never bring up the mission, and the shame she feels about not being able to save her people, by herself. After digging around town will the characters then know that the attack took place.

When asked directly, Mardusk will tell the players to talk to Victor Mortin, one of the dwarves of Mitra, who lives a peaceful life in a small house near the edge of the city.

Once the characters retrieve the location of the stronghold of Mitra from Victor, they are tasked with talking to the current king to see if they can help locate the band of duergar responsible for the blackest day in the history of Mountainfoot. Because of the rugged terrain, it is a five-day journey on foot, or half as long on horseback.

On arrival at the stronghold, the party needs to gain an audience with King Bildar the Wise, beloved for his knowledge of the history and lore of Mitra, and chosen to lead by the dwarves themselves. It is here that the characters learn that the location of the duergar is not as secret as they might have thought. The duergar retreated into the mountain after a fight against the dwarves, who were attempting to undo their grave mistake. Not able to fully defeat the duergar, or save any of the hostages, the dwarves of Mitra closed off the only way out of the mountain, and vowed to never again talk about what happened.

It is up to the characters to venture into the abandoned hallways of Mitra mountain and find the last survivors and here they learn that a purple worm has caused mayhem. Proof of its consumption of duergar and multiple inhabitants of the town of Mountainfoot, lie everywhere.

The purple worm still roams the area, and ambushes the characters in a room that suits its fighting style the most. Once the purple worm is defeated, a lone survivor appears from hiding, and can be taken back to Mountainfoot.

PART 1: GATHERING INFORMATION

The only way to activate this side quest is for the party to learn about what happened those years ago. Many will tell the tale of the unspeakable things the duergar did to take as many hostages as they could on that fateful night, but only a few dare talk about how Mayor Mardusk has felt a lifelong guilt about it.

After an appropriate level of roleplay, or a successful DC 15 Intelligence (Investigation) check, to gather information around town, the characters learn about Mayor Mardusk's alcohol problem. Having sworn off the poison ever since she was unable to save the townsfolk, she lives in a constant state of regret.

Once the players visit her home and ask about the happenings directly, Mardusk will ask them to help her set things straight.

VICTOR MORTIN

Victor is one of the dwarves of Mitra tasked with living amongst the people of Mountainfoot, to help spread the word of their goddess. He is the person to talk to, according to the Mayor Mardusk.

Victor lives in a humble home on a quiet street at the edge of town, squeezed in between another dwelling to the left and a bakery to the right. A bright, white sun is painted on his wooden door, and a rusted bell hangs crooked from the wall.

Victor opens the door himself. He is well-mannered, and is almost always dressed in his priestly robes.

"Adventurers? I can recognize them with my eyes closed. Come in, my friends, and tell me why Mitra has blessed me with your visit."

Victor takes the party into his living room, which has a big window that looks out onto the street. A small flame burns on the stove, and the entire place smells exactly as you would expect, had you instead entered the bakery next door. Not long after the characters are seated, Victor retrieves a perfect, freshly prepared, apple pie, and some hot beverages to go along with it. Only after some small talk will he get to business.

Victor is glad to talk about the dwarves of Mitra, and how they have, for the entire existence of Mountainfoot, protected it from the dangers spawning out of the mountains. He will talk, with great pride, about the stunning halls built within the rock formations. When the party mentions their mission, he is happy to help.

"You'll want to gain an audience with King Bildar the Wise. He has been running the keep for many years now, and does an outstanding job. I don't know what exactly happened up there, but I've heard some stories. When you address him, do it in the proper manner. He won't give you any problems then."

Victor hands the characters a hand-drawn map that leads to the entrance of the keep. He adds that it is a five-day trip by foot, and to be careful of the dangers lurking there, such as trolls and, sometimes, even giants.



PART 2: TRAVELING TO MITRA MOUNTAIN

It takes 5 days of travel by foot to reach the well-hidden entrance to the keep of Mitra. If the characters can acquire horses, travel time is reduced to 3 days. The hand-drawn map, received from Victor Mortin, makes it relatively easy to find the entrance to the Keep of Mitra. With a successful DC 10 Wisdom (Survival) check, the characters stay on the right track. Each failed check adds a day to their travel.

ENCOUNTERS IN THE MOUNTAINS

The following encounters can occur at any time while the characters are traversing Mitra mountain. Roll once per day of travel, ignoring repeat encounters.

| d6 | Encounter |
|-----|--------------|
| 1 | Trolls |
| 2 | Orcs |
| 3 | Ettin |
| 4 | Merchant |
| 5—6 | No encounter |

TROLLS

Two **trolls** are fighting over a captured reindeer carcass. Both are holding on to one end, and they find themselves at a stalemate. The longer the trolls fight, the more guts drop out of the corpse as the game is torn asunder. The trolls have disadvantage on all Wisdom (Perception) checks while arguing. If the characters attempt to sneak past and are spotted, the trolls drop the reindeer and attack as a well-coordinated team.

ORCS

A small camp is nestled in a valley. A bonfire still smolders, spreading the smell of overcooked meat. Three animal-hide tents stand nearby. The camp belongs to a hunting group of six **orcs** who return from their trip 10 minutes after the characters arrive. They attack thieves on sight.

Treasure: The orcs carry mammoth ivory powder (150 gp). This substance is considered illegal in most civilized settlements, but is highly sought-after on black markets.

ETTIN

Hurdy Gurdy is a famous local **ettin**, known for its friendliness and extreme stupidity. Its two heads disagree with one another as often as they agree. Although there is not much useful information to be derived from Hurdy Gurdy, conversations are always fun. It is clear that the ettin longs for some good company.

"Oh gosh, me no know about where Mitra dwarves are, you Gurdy?"

If the characters are friendly to the ettin, it gives them a time crystal (see below).

"Me had this stuck between me teeth for long after we eat traveler who tried hurt us. Shame, their songs was much beautiful."

TIME CRYSTAL, 5000GP

This gemstone is cut with unnatural precision. When tapped as an action it resonates in perfectly equal intervals, like a metronome. A bard who relies on music to cast their spells gains +1 to spell attack rolls and spell save DC while the time crystal active.

MERCHANTS

Two women appear, traveling in the opposite direction to the characters. One pushes a wheelbarrow over the rugged terrain, while the other is equipped with a longsword and chainmail. If the women notice the characters, they immediately call out:

"Adventurers! Come and see our wares. We have everything you might need on your travels!"

These women are the Porlag Sisters. They are traveling merchants who have made a business buying all manner of items that are common and cheap in a particular area, and then traveling great distances in order to sell their wares as 'exotic'. The wheelbarrow is filled with toys, silverware, drinks, foods, and other curiosities that might strike the characters as unusual, as well as four **potions of healing** (60 gp each). The characters can also sell their own goods, but the Porlag sisters never pay more than 75 percent of an items standard value.

RETURNING MERCHANTS

The Porlag Sisters can return throughout the characters' adventures. Each time they're encountered, they've upgraded their method of transportation. For example, next time they meet, the sisters might own a donkey, then a coach, then a **carpet of flying** or some other magical transport.



PART 3: THE DWARVES OF MITRA

Although hidden quite well, and requiring the traversal of a few seemingly abandoned paths, the entrance to the Keep of Mitra soon comes into sight. A huge door is beautifully carved out of the mountainside, the familiar symbol of the same bright-white sun as on Victor Mortin's door, is painted on it. You have never seen a starker white in your life.

When the characters arrive, the heavy stone door is closed, and there seems no way to open it. Only if a character holds the hand-drawn map out openly, in plain sight, will the door start to move. Suddenly, the drawing on the map magically fades away and is replaced with dwarven script.

"Mikk, Victor Mortin, blethr passage ilv eth holder avor etta kjunn oz tharas nurnr"

Any character who understands dwarvish knows that this roughly translates to, "I, Victor Mortin, grant passage to the holder of this letter and their friends".

KING BILDAR THE WISE

You travel through the gate into the great hall. The ceiling is higher than your eyes can see, and a dozen pillars line both sides of a crimson carpet, rolled out before you. About twenty feet up is a stone balcony that encircles the entire room. Almost a hundred dwarves stand silent, aiming their crossbows at you. At the far end of the enormous chamber stands a throne, flanked by two doors. A lone dwarf, unmistakably King Bildar the Wise, sits awaiting your arrival. An awkward tension fills the room, but it is immediately resolved when the king speaks.

"Adventurers, holding a letter of passage from our friend Victor! I can only wish you welcome in our halls; it is an honor to share your company."

King Bildar speaks with a loud voice, and oozes extreme confidence. When asked a question, he always leaves a small pause before answering, contemplating his words carefully before uttering them. He does not look very old for a dwarf, but gives the impression of having life experience to spare.

Bildar will not speak directly about the circumstances that led to what happened with the duergar, however he will tell the characters that, after the attack on Mountainfoot, he and a band of his warriors tried to fight the duergar before they fled into the mountain. Not knowing what lurks there, and unwilling to risk the lives of his men on this matter, he closed off the only exit he knew of. According to the dwarves of Mitra, any survivors should still be down there.

Bildar offers the characters quarters so that they can rest before venturing into the darkness of the mountain. They are well taken care of; food, drinks and a comfortable bed are all included in his hospitality.

THE KEEP OF MITRA

Although the characters do not gain access to the largest part of the keep, they cross enough halls and rooms to see that the whole place is beautifully crafted. All the walls are cut out of the mountain, without any imperfections. Paintings of the goddess Mitra, as well as some of her lesser gods, are all around. The colors used are beyond anything seen in the common world, and the white sun imagery is everywhere, from paintings on doors, to delicate, enameled detail on armaments. While the characters stay in the keep, half a dozen dwarves are burdened with the honorable task of taking care of their every need.





PART 4: VENTURING INTO THE DEEP

If the characters decide to venture into the mountain in an attempt to find survivors, the dwarves assist by blowing up an enormous boulder with gunpowder. When the dust settles and the rubble cleared, a 15-foot wide tunnel is revealed, stretching back into the darkness beyond.

DUERGAR TUNNELS

A long tunnel descends into a large, cavernous room with yet more tunnels spawning from it. Your lungs burn with the feeling of breathing sand as you explore, quickly realizing that you have entered an almost unsolvable maze.

These tunnels were dug by the duergar's slaves. Stuck in the mountain, they desperately built a home for themselves, while still searching for a way out. The characters pass living quarters, tunnels, stock rooms, and prison cells all carved out of the hard stone. If the characters decide to keep exploring, read or paraphrase the following:

You eventually find yourself in an enormous, circular room that stretches up about a hundred feet. Four tunnels extend in different directions and huge boulders, big enough to stand on, stick randomly out of the wall. Suddenly, the ground below your feet starts trembling. An enormous monstrosity breaks through the floor and towers twenty feet above you, pincushioned with javelins, spears, arrows, and swords. With a deafening cry, the purple worm launches itself toward you.

WOUNDED PURPLE WORM

A wounded purple worm attacks the characters. It shows clear evidence of a battle that took place not long ago. Since the fight takes place in a 100-foot tall, cylindrical room, it can easily attack characters who climb or fly to different heights. A fight against a purple worm is often best when looked at three-dimensionally. The wounded creature uses the statistics of a **purple worm**, with the following changes:

- It has 120 hit points.
- Its attacks have a +9 bonus to hit.
- The saving throw against being swallowed is 13.
- The worm's attacks only deal half their usual damage.

CIRCULAR ROOM

The room is a huge cylinder, with easily climbable walls. Boulders stick out of the walls along their height, which characters can use to stand on without needing to hold on to the wall. Climbing the wall to a higher boulder requires a successful DC 12 Strength (Athletics) check. On a failure, characters must make a DC 15 Dexterity saving throw to grab hold of a nearby boulder or fall to the floor of the chamber, taking 1d6 bludgeoning damage for every 10 feet fallen.

ENVIRONMENTAL DANGER

On initiative count 20, the purple worm's movement causes smaller boulders to come loose from the walls and ceiling. All creatures in the room (including the worm) must succeed on a DC 13 Dexterity saving throw, take 7 (2d6) bludgeoning damage on a failed save.

PURPLE GEM

When defeated, the purple worm drops a gem from its enormous mouth worth 10,000 gp.

LONE SURVIVOR

If the purple worm is slain, a lone human survivor comes out of hiding. She walks up to the characters without hesitation, and tries to hug the first person she sees. Though clearly beaten up by the mountain and its dangers, she looks to be a warrior who can stand her ground. Her sword dangles at her waist, covered in purple blood. A round, wooden shield on her back is cracked almost across its entire diameter, and the tip of a crossbow bolt sticks out of her leg. The woman introduces herself as Eva Mardusk (LG female human **veteran**), sister of Mayor Ella Mardusk.

"Is she still running things? Show me where she is, so I can hug her - and then strangle her 'til she turns blue!"

Because Eva was enslaved by the duergar she knows the tunnels well, and has no problem finding her way out of the mountain and back to Mountainfoot, where she is reunited with her sister. The characters are lauded as true heroes of Mountainfoot. They can then continue with their main quest, if it is not yet complete, stay to enjoy the delights of their newfound celebrity, or move on to pastures new.



APPENDIX B: PLAYER OPTIONS

THE FOLLOWING APPENDIX CONTAINS NEW player options that can be used to create characters for this adventure. Some of these are from, or adapted from, those in *Ultimate Bestiary: The Dreaded Accursed* by Nord Games.

NEW PLAYER RACES

The following options present races, heritages, and ancestries for new characters.

ANGLERFOLK

The anglerfolk are semi-aquatic humanoids with bulbous faces, globular eyes, and enormous, teeth-filled mouths. Each has a dangling lure, rising in an arch from their head, which both provides light and can be used to stun foes. Most anglerfolk live in a purely mercantile society, buying and selling with ferocity. The leaders of their cultures are those with the most wealth, and thus leadership changes sporadically, based on market whims. Most anglerfolk live in the deepest reaches of the ocean, but they often undertake excursions to the surface world in order to acquire new goods and customers.

Ability Score Increase. Your Charisma score increases by 2, and your Constitution score increases by 1.

Age. Anglerfolk reach maturity around 16, and live up to 50 years.

Alignment. Individuals raised in anglerfolk society tend to be of neutral alignment, prioritizing personal freedoms and expression.

Size. Anglerfolk are slightly shorter than humans, around 5 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you have a swim speed of 30 feet.

Adapted to the Deep. Adapted to even the most extreme ocean depths, you have resistance to cold damage.

Amphibious. You can breathe both in air and water.

Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Glowing Lure. You have a lure that stretches out from your head. You can use a bonus action to cause the lure to glow, shedding bright light in a 10-foot radius, and dim light for an additional 10 feet. When you are attacked by a creature within 10 feet of you, while your lure is glowing, you can use your reaction to flare your lure and impose disadvantage on the attack roll. An attacker that cannot be blinded is immune to this racial feature.

You can use this feature a number of times equal to your proficiency modifier. You regain all expended uses when you finish a long rest.

Languages. You can speak, read, and write Common and Primordial.

AWAKENED DEAD

Necromancers raise volumes of zombies and skeletons as mindless servants however, sometimes, something goes awry, and the corpse awakens with all its memories of life intact. These awakened dead are usually swiftly disposed of if they do not immediately swear fealty to their reanimator but, sometimes, these unfortunate souls go unnoticed, or manage to escape. Left on their own, confused and trying to return to a facsimile of a normal life, the awakened dead will often find themselves rejected by the living, even if they bear no ill intent.

Ability Score Increase. One ability score of your choice increases by 1.

Age. Awakened dead do not grow, age, or die of old age. Zombies decompose over the years, though this does not adversely affect them until they deteriorate to such a degree as to become non-functional.

Alignment. Awakened dead can be of any alignment.

Size. Awakened dead are the same size as they were in life. Your size is your choice of Medium or Small.

Speed. Your base walking speed is 30 feet.

Undead. Your type is undead, rather than humanoid. You do not require food, drink, sleep, or air. You still need to rest for 8 hours to gain the benefits of a long rest.

Undead Resistance. You are immune to poison damage and the poisoned condition.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Subrace. Awakened dead are animated as either zombies or skeletons.

Languages. You can speak, read, and write Common, and one other language of your choice.

SKELETON

You are nothing more than a pile of animated bones. Your lack of flesh makes you more dexterous, and provides immunity to certain mortal conditions, but your frame is more fragile than those of your fleshy friends.

Ability Score Increase. Your Dexterity score increases by 2.

Skeletal Fragility. You are vulnerable to bludgeoning and radiant damage

No Flesh. You are immune to exhaustion and necrotic damage

ZOMBIE

You are a humanoid corpse that has not yet decomposed into a skeletal state. Because of this, your general fortitude bolstered, and you have the ability to reanimate after taking damage.

Ability Score Increase. Your Constitution score increases by 2.

Undead Fortitude. If damage reduces you to 0 hit points, 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, you drop to 1 hit point instead.



NEW PLAYER CLASS OPTIONS

The following options present alternate classes for new characters.

CLERIC - WATER DOMAIN

The Water domain is chosen by clerics who pledge their lives to deities of the oceans or other bodies of water, such as Elvirath, Poseidon, Sobek, Njord, or others. They become skilled navigators and gain mastery over water.

WATER DOMAIN SPELLS

| Cleric Level | Spells |
|--------------|--------------------------------------------|
| 1st | <i>fog cloud, speak with animals</i> |
| 3rd | <i>alter self, misty step</i> |
| 5th | <i>water breathing, sleet storm</i> |
| 7th | <i>conjure minor elementals, ice storm</i> |
| 9th | <i>cone of cold, conjure elemental</i> |

ACOLYTE OF THE OCEAN

At 1st level, you gain a 30 foot swim speed. You also gain proficiency in one of the following skills of your choice: Animal Handling, Nature, or Survival. Additionally, you cannot get lost while on a body of water, or while following a waterway.

CHANNEL DIVINITY: RESCUE SOULS

Starting at 2nd level, you can use your Channel Divinity to rescue those who are drowning. As an action, you can grant up to ten willing creatures you can see, within 30 feet of you, a 30 foot swim speed, and the ability to breathe underwater for 1 hour. Affected creatures also retain their normal mode of respiration.

WATER SOURCE

Starting at 6th level, you can cast the *create or destroy water* spell as a bonus action, without expending a spell slot. Furthermore, when you cast the spell, you create enough water to fill a 30-foot-by-30-foot chamber with 1 foot of water. You also gain the ability to breathe underwater.

ELEMENTAL STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with elemental energy. Once on each of your turns, when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 acid, cold, or lightning damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

OCEAN'S EMBRACE

Starting at 17th level, you become a master of working with water:

- You gain immunity to acid and cold damage.
- While standing in at least 1 foot of water, you gain temporary hit points equal to half your cleric level (rounded down) at the start of each of your turns.





DRUID - CIRCLE OF THE SEA

The Circle of the Sea is made up of wayfarers and ocean-goers of all varieties, but especially those who commune with the ocean itself to learn the wisdom of its waters. As a member of this circle, your magic is impacted by your connection to water and waves.

BONUS CANTRIP

When you choose this circle at 2nd level, you learn one additional druid cantrip of your choice.

NATURAL RECOVERY

Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with the ocean. You must be within 1 mile of the ocean to use this feature. During a short rest, you choose expended spell slots to recover.

The spell slots can have a combined level that is equal to, or less than, half your druid level (rounded up), and none of the slots can be 6th level or higher. You cannot use this feature again until you finish a long rest.

For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either one 2nd-level slot, or two 1st-level slots.

OCEAN SPELLS

Your mystical connection to the ocean infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the ocean, rain, and waves.

Once you gain access to a circle spell, you always have it prepared, and it does not count against the number of spells you can prepare each day. If you gain access to a spell that does not appear on the druid spell list, the spell is nonetheless a druid spell for you.

| Druid Level | Spells |
|-------------|-------------------------------------------|
| 3rd | <i>mirror image, misty step</i> |
| 5th | <i>water breathing, water walk</i> |
| 7th | <i>control water, freedom of movement</i> |
| 9th | <i>cone of cold, conjure elemental</i> |

WATER STRIDE

Starting at 6th level, you gain a 30 foot swim speed, gain the ability to breathe underwater, and gain resistance to cold damage.

ELEMENTAL FORM

Beginning at 10th level, you can expend a use of Wild Shape to transform into a **water elemental**. Furthermore, when you use Elemental Form in this way, you can do so as a bonus action, rather than an action. You can also use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended, while in elemental form.

ONE WITH WATER

At 14th level, your body transforms primarily into water. You can move through a space as narrow as 1 inch wide without squeezing, you become invisible while fully immersed in water, and you become immune to acid, cold, and poison damage.



CHARACTER TEMPLATES

Death doesn't have to be the end! The following templates can be applied to an existing player character upon their death, at the GM's discretion, to turn them into a ghost or revenant. These templates grant the character new abilities, but also strip certain features that are normally inherent to player characters, such as the ability to gain levels.

BECOMING A GHOST

If a player character dies with unfinished business, and the GM and player agree, the character may return as a ghost. While they are a ghost, the character cannot pass on to their afterlife, or be resurrected by any means.

Before becoming a ghost, agree with your GM on the parameters of your unfinished business and how to complete it. As a ghost, you gain the following features:

Ghost Form. Your soul leaves your body and reforms as a ghost. Your ghostly form retains clothing, armor, and weapons you regularly carried, or wore, in life. You retain the AC granted by any such armor, but you cannot doff the armor, and you no longer benefit from the magical effects of any items. If you drop any items that are part of your ghost form, the dropped item disappears and reforms on your form at the start of your next turn.

You can still make attacks with weapons that are part of your ghostly form, however, these attacks deal necrotic damage instead of the normal damage, and you use Charisma instead of your Strength or Dexterity for attack and damage rolls.

Your Strength score becomes 5. However, when you become a ghost, you may choose to increase your Charisma score to what your Strength score was before you died.

Undead. Your type becomes undead, rather than humanoid. You no longer require food, drink, sleep, or air. You no longer grow or age, and you can no longer gain experience or levels.

Incorporeal Movement. You gain a fly speed equal to your walking speed, and the ability to hover. You lose all other special speeds, and your walking speed becomes 0 ft. You can move through other creatures and objects as if they were difficult terrain. If you end your turn inside an object, you take $Xd10$ force damage, where X is equal to half your level.

Ghostly Resistance. You become immune to exhaustion, and to the charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, and restrained conditions.

You gain resistance to bludgeoning, piercing, and slashing damage from non-magical sources, as well as acid, fire, lightning, and thunder damage and immunity to cold, necrotic, and poison damage.

Ethereal Sight. You lose all your natural modes of vision, and gain darkvision within 60 feet of you. Additionally, you can see 60 feet into the Ethereal Plane, when you are on the Material Plane, and vice versa.

Etherealness. As an action, you can enter the Ethereal Plane from the Material Plane, or vice versa. You remain visible on the Material Plane while you are in the Border Ethereal, and vice versa, but you can't affect, or be affected, by anything on the other plane.

Horriifying Visage. As an action, you can warp your features into a terrifying countenance. Living creatures within 60 feet of you, that can see you, must succeed on a Wisdom saving throw or become frightened for 1 minute (the DC is equal to $8 +$ your proficiency bonus $+$ your Charisma modifier). 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 your Horriifying Visage for the next 24 hours. Once you have used this feature, you can't do so again until you finish a short or long rest.

Unfinished Business. If you complete your unfinished business, your ghostly form moves on to the afterlife. You die, and can't be resurrected by any means.

If you are destroyed before your unfinished business is completed, you cannot be resurrected by any means, but your ghost can be recalled to the material plane by a *wish* spell. If you do not want to be recalled, you must succeed on a Charisma saving throw against the caster's spell save DC to resist the spell. If you successfully resist, the spell's material components are not consumed.

BECOMING A REVENANT

If a player character is unjustly murdered, they may wish to seek vengeance against those who inflicted this injustice upon them. If the GM and player agree, the character may return as a revenant. While they are a revenant, the character cannot pass on to their afterlife, or be resurrected by any means.

Before becoming a revenant, agree with your GM on the reason for, and target or targets of, your revenge. As a revenant, you gain the following features:

Undead. Your type becomes undead, rather than humanoid. You no longer require food, drink, sleep, or air. You no longer grow or age, and you can no longer gain experience or levels.

Revenant Resistances. You become immune to exhaustion, and the charmed, frightened, paralyzed, poisoned, and stunned conditions.

You gain resistance to necrotic and psychic damage, and immunity to poison damage.

Regeneration. You regain a number of hit points equal to half your level at the start of each of your turns. If you take fire or radiant damage, you cannot regenerate on your next turn.

Darkvision. You gain darkvision within 60 feet of you, unless you already have darkvision with a greater range.

Vengeful Strikes. When you make a weapon attack against the target of your revenge, or a creature that is trying to protect the target from you, you roll the weapon's damage dice one additional time and add the result to the total.

Turn Immunity. You are immune to effects that turn undead.

Vengeance Seeker. You innately know the distance and direction of any and all creatures against whom you seek revenge, even if the creature and you are on different planes of existence. If all the creatures die, you learn of their deaths and lose your Regeneration ability.

Without Rest. If you are killed, you reanimate with full hit points after 24 hours. If your body has lost parts, it regenerates from the head, and any lost body parts are restored when you reanimate. If your head is destroyed, you can't reanimate and your soul is forced to the afterlife.

Revenge. If you, or one of your allies, slay all targets of your revenge, your purpose as a revenant is complete. You lose your Regeneration and Without Rest abilities, and you die.

If your soul moves on to the afterlife for any reason, you can't be resurrected by any means.



APPENDIX C: NEW MONSTERS

THE FOLLOWING APPENDIX CONTAINS NEW monsters featured in this adventure, some of which are from, or adapted from, those in *Ultimate Bestiary: The Dreaded Accursed* by Nord Games.



CORRUPTED BRIGHT WRAITH

Bright wraiths are priests and clergy turned undead, whose divine powers continue to manifest in their spectral state. These corrupted bright wraiths are those who used their divine power for evil deeds and paid the price - turned into undead by their deity.

CORRUPTED BRIGHT WRAITH

Medium undead, neutral evil

Armor Class 18 (radiant form)

Hit Points 165 (22d8 + 66)

Speed 0 ft., fly 60 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 6 (-2) | 16 (+3) | 17 (+3) | 14 (+2) | 19 (+4) | 20 (+5) |

Damage Vulnerabilities necrotic

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

Damage Immunities fire, poison, radiant

Condition Immunities charmed, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Incorporeal Movement. The bright 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.

Radiant Form. The bright wraith's armor class is equal to 10 + its Dexterity modifier + its Charisma modifier (already included above). Additionally, it sheds bright light to a radius of 30 feet, and dim light for another 30 feet.

Redeeming Light. A humanoid slain by the bright wraith rises 1d4 hours later as a **corrupted bright mote** under the bright wraith's control, unless the humanoid is restored to life or its body is destroyed. The bright wraith can have no more than fourteen bright motes under its control at one time.

ACTIONS

Searing Touch. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. **Hit:** 36 (8d8) radiant damage. If the target is a humanoid, it must succeed on a DC 16 Constitution saving throw, or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Radiant Burst (Recharge 5-6). The bright wraith emits a burst of radiant energy. Creatures within 30 feet of the bright wraith must make a DC 16 Constitution saving throw, becoming blinded for 1 minute and taking 45 (10d8) radiant damage on a failed save, or half as much damage on a successful one. A creature can repeat the saving throw at the end of each of its turns, removing its blindness on a success.

CORRUPTED BRIGHT MOTE

Small undead, neutral evil

Armor Class 14 (radiant form)

Hit Points 42 (12d6)

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

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

Damage Vulnerabilities necrotic

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

Damage Immunities fire, poison, radiant

Condition Immunities charmed, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Proficiency Bonus +2

Incorporeal Movement. The bright mote 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.

Radiant Form. The bright mote's armor class is equal to 10 + its Dexterity modifier + its Charisma modifier (already included above). Additionally, it sheds bright light to a radius of 20 feet, and dim light for another 20 feet.

Damning Light. If a humanoid is slain by the bright mote, the bright mote dies, and the slain humanoid's soul is doomed to return as a **revenant**.

ACTIONS

Searing Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 18 (4d8) radiant damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw, or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

GIANT SHARK ZOMBIE

Giant shark zombies are indomitable killing machines. They have the ferocity of their living kin, but are not deterred by a punch on the nose, and they can vomit forth the corpses of creatures they have previously eaten, which reanimate and join the fray.

GIANT SHARK ZOMBIE

Huge undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 137 (11d12 + 66)

Speed 0 ft., swim 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 24 (+7) | 11 (+0) | 23 (+6) | 1 (-5) | 6 (-2) | 1 (-5) |

Skills Perception +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., blindsight 60 ft., passive Perception 13

Languages -

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Blood Frenzy. The shark zombie has advantage on melee attack rolls against any creature that does not have all its hit points.

Disgorge Zombie. As a bonus action, the shark 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 shark zombie runs out of zombies to disgorge and loses this trait. If the shark 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 shark 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 shark zombie drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 23 (3d10 + 7) piercing damage.

MERFOLK ZOMBIE

Almost any creature can become a zombie, but the most commonly corrupted are humanoids and beasts. Merfolk zombies are created when necromancers cast reanimating spells on the corpse of a merfolk, or when a resurrection spell goes wrong and causes a merfolk to rise from the dead. These undead versions of merfolk retain most of the statistics they had in life, but are far harder to kill thanks to their undead fortitude, and develop a luring siren song reminiscent of a siren.

Siren's Song. When merfolk are turned undead, they undergo a strange transformation. While their bodies remain bloated with water and slowly decomposing, their voices take on a magical aspect. While they cannot speak, they are able to sing in beautiful, enchanting tones that allure other humanoids to them. These charmed individuals might even go so far as to jump overboard to get closer to the wonderful melodies.



MERFOLK ZOMBIE

Medium humanoid (merfolk), neutral evil

Armor Class 11

Hit Points 45 (7d8 + 14)

Speed 10 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 12 (+1) | 13 (+1) | 14 (+2) | 4 (-3) | 7 (-2) | 8 (-1) |

Damage Immunities poison

Condition Immunities poisoned

Skills Perception +0

Senses darkvision 60 ft., passive Perception 10

Languages can't speak, but understands Aquan and Common

Challenge 1 (200 XP)

Proficiency Bonus +2

Undead Fortitude. If damage reduces the merfolk 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 merfolk zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The merfolk zombie makes two claw attacks.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 6 (2d4 + 1) slashing damage.

Luring Song. The merfolk zombie sings a magical melody. Every humanoid and giant within 300 feet of the merfolk zombie that can hear the song, must succeed on a DC 15 Wisdom saving throw, or be charmed until the song ends. The merfolk zombie must take a bonus action on each of its subsequent turns to continue singing. It can choose to stop singing at any time. The song ends if the merfolk zombie is incapacitated.

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

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

PROFANE LICH NEOPHYTE

Profane liches are those who were once divine, but traded their god-given magic for the powers of necromancy and everlasting undeath. They are often the result of a divine spellcaster pursuing lichdom, rather than the typical lich formed when an arcane spellcaster undergoes similar dark and disturbing rituals.

Elvirath's Forsaken. Profane liches are truly dangerous foes who wield an unholy mix of divine and necromantic magic. On the Isle of the Dreaded Accursed, the profane liches are the remains of high-ranking priests animated in undeath. As well as their necromancy and divine magic, they have mastery over weather and the elements that are still granted by Elvirath, their previous deity.



PROFANE LICH NEOPHYTE

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|---------|---------|---------|
| 14 (+2) | 9 (-1) | 14 (+2) | 15 (+2) | 17 (+3) | 16 (+3) |

Saving Throws Con +5, Int +5, Wis +6

Skills Religion +5, Perception +6, Survival +6

Damage Vulnerabilities radiant

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralysed, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, plus up to three other languages

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Legendary Resistance (1/Day). If the neophyte fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery, the destroyed neophyte gains a new body in 4d10 days, regaining 1 hit point and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. The neophyte is a 6th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The neophyte has the following cleric spells prepared:

Cantrips (at will): *guidance, poison spray, thorn whip*
1st level (4 slots): *detect magic, fog cloud, thunderwave*
2nd level (3 slots): *gust of wind, hold person, moonbeam*
3rd level (3 slots): *dispel magic, protection from energy, sleet storm*

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

ACTIONS

Commanding Warhammer. **Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d8 + 2) bludgeoning damage, plus 4 (1d8) necrotic damage, and the target must succeed on a DC 14 Wisdom saving throw, or be charmed by the neophyte 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.

RED WISP

There is little subtle about red wisps. These enormous spectral balls are formed from souls who died while consumed by frustration, fear, and rage. The size and power of a red wisp makes them more than able to extend these feelings to their victims.

Fear Drinkers. The souls that became red wisps died in a state of absolute terror. In their undead form, they're able to sense that terror in others and feed upon it, making them, stronger and deadlier.



RED WISP

Huge undead, chaotic evil

Armor Class 16

Hit Points 105 (14d12 + 14)

Speed 0 ft., fly 50 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|---------|
| 8 (-1) | 22 (+6) | 12 (+1) | 8 (-1) | 15 (+2) | 18 (+4) |

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Ephemeral. The red wisp cannot wear or carry anything.

Fear Leech. As a bonus action, the red wisp feeds on the fear of all creatures within 60 feet. Each frightened creature, within range, must succeed on a DC 15 Wisdom saving throw, or take 21 (6d6) psychic damage. Additionally, the red wisp regains 10 (3d6) hit points for each creature that fails its saving throw.

Incorporeal Movement. The red wisp 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.

Variable Illumination. The red wisp sheds bright light in a radius of between 30 and 60 feet, and dim light in a radius of an equal number of feet. The red wisp can change the radius as a bonus action.

ACTIONS

Shock. Melee Spell Attack: +8 to hit, reach 5 ft., one creature. **Hit:** 13 (3d8) lightning damage.

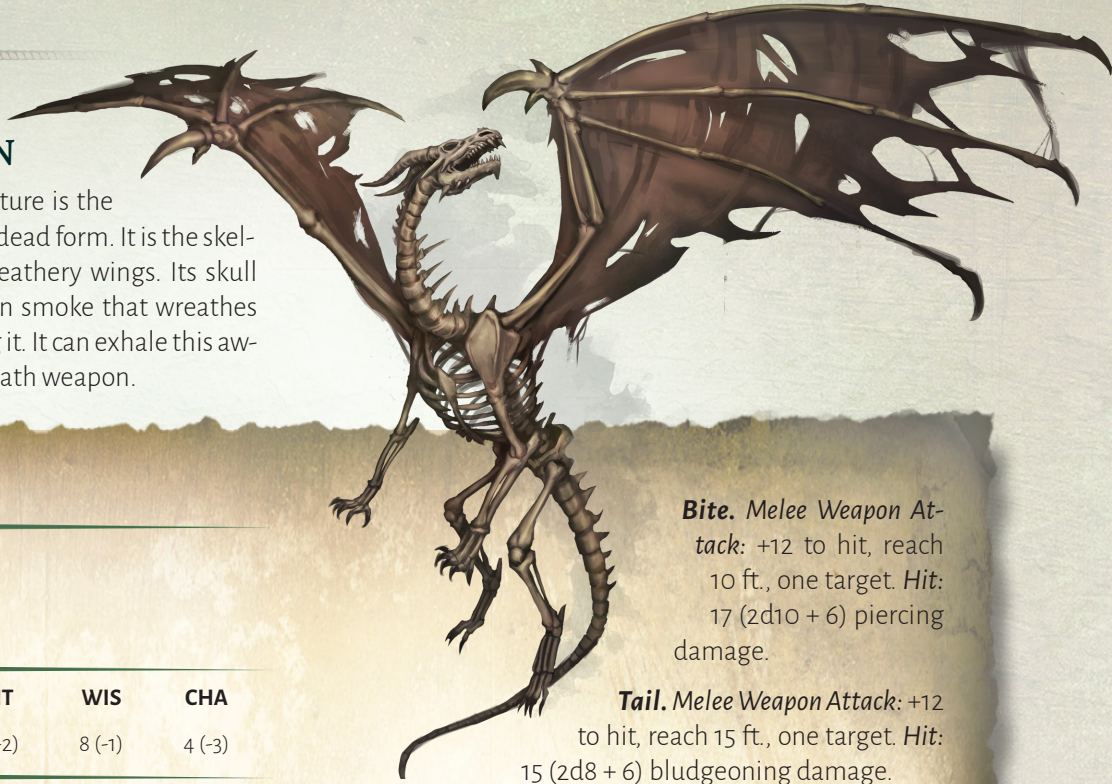
Lightning Strike (Recharge 5-6). The red wisp fires a red bolt of lightning in a 60-foot line that is 5 feet wide. Each creature in the area must make a DC 17 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one.

Invisibility. The red wisp, and its light, magically turn invisible until the red wisp attacks or uses its Lightning Strike. The red wisp must concentrate to maintain its invisibility, like concentrating on a spell.

Frightening Flash (While Invisible Only). The red wisp becomes visible for a moment, flashing with its eerie, red light. Creatures within the radius of the red wisp's bright light must succeed on a DC 15 Wisdom saving throw, or become frightened for 1 minute. At the end of each of its turns, a frightened creature can repeat the saving throw, ending the effect on itself on a success.

SKELETAL DRAGON

The skeletal dragon in this adventure is the High One, transformed into an undead form. It is the skeleton of a dragon with tattered, leathery wings. Its skull and ribcage emit a magical, green smoke that wreathes the rest of the skeleton, animating it. It can exhale this awful, necrotic magic as a deadly breath weapon.



SKELETAL DRAGON

Gargantuan undead, lawful evil

Armor Class 18 (natural armor)

Hit Points 310 (20d20 + 100)

Speed 40 ft., fly 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 23 (+6) | 12 (+1) | 20 (+5) | 6 (-2) | 8 (-1) | 4 (-3) |

Damage Vulnerabilities radiant

Damage Resistances piercing and slashing damage from nonmagical attacks

Damage Immunities poison, necrotic

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Draconic and Common, but can't speak

Challenge 17 (18,000 XP)

Proficiency Bonus +6

Legendary Durability (3/Day). If the skeletal dragon fails a saving throw, it can choose to reroll the saving throw.

Poor Flyer. The dragon's skeletal wings cannot hold it aloft for long. If it starts its turn flying, it must end its turn on the ground or fall prone.

Skeletal Appearance. While the skeletal dragon is lying still, it is indistinguishable from a mundane skeletal corpse. It can still be detected by a *detect evil and good* spell, or similar magic.

Skeletal Squeeze. The skeletal dragon's undead form allows it to squeeze through a space that is large enough for a creature two sizes smaller than it.

ACTIONS

Multiattack. The skeletal dragon makes two attacks with its claws, and one attack with its bite.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Necrotic Breath (Recharge 5-6). The skeletal dragon exhales necrotic energy in a 40-foot cone. Creatures in that area must make a DC 19 Constitution saving throw, taking 42 (12d6) necrotic damage on a failed save, or half as much damage on a successful one.

If this damage reduces a creature to 0 hit points, it is disintegrated, and rises as a **specter** under the skeletal dragon's control. Specters under the skeletal dragon's control obey its mental commands and act immediately after the skeletal dragon in initiative order.

LEGENDARY ACTIONS

The skeletal 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 skeletal dragon regains spent legendary actions at the start of its turn.

Tail. The skeletal dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The skeletal dragon beats its wings. Each creature within 15 feet of the skeletal dragon must succeed on a DC 20 Dexterity saving throw, or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The skeletal dragon can then fly up to half its flying speed.

Command Specters (Costs 1 Action per Specter). Up to three specters under the skeletal dragon's control within 60 feet of it can use their reactions to make a melee attack.

SWARM OF ZOMBIES

A swarm of zombies is just that: a crowd of undead that hungers for humanoid flesh and comes together to form a formidable gaggle of gnashing teeth and flailing limbs.

SWARM OF ZOMBIES

Large swarm of Medium undead, neutral evil

Armor Class 8

Hit Points 150 (20d8 + 60)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|--------|
| 18 (+4) | 6 (-2) | 16 (+3) | 3 (-4) | 6 (-2) | 5 (-3) |

Saving Throws Wis +2

Skills Perception +2

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, frightened, grappled, paralysed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 11

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

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

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

Undead Resilience. If damage reduces the swarm to 75 hit points or 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 swarm drops to 76 or 1 hit point instead, respectively.

ACTIONS

Multiattack. The swarm makes three attacks: one with its bites and two with its claws.

Bites. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 31 (6d8 + 4) piercing damage, or 17 (3d8 + 4) piercing damage, if the swarm has half of its hit points or fewer.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 25 (6d6 + 4) slashing damage, or 14 (3d6 + 4) piercing damage, if the swarm has half of its hit points or fewer.

TITANIC SEA SPIDER

Titanic sea spiders are creatures from the deep that rarely leave the ocean. Despite this, when drawn to the surface, they are terrifyingly dangerous monsters. Their bites can easily chop a person in half, and their piercing legs can thrust right through a ribcage as if it were a sheet of parchment.

TITANIC SEA SPIDER

Huge beast, unaligned

Armor Class 15

Hit Points 189 (26d12 + 21)

Speed 40ft., climb 40ft., swim 40ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 16 (+3) | 16 (+3) | 5 (-3) | 12 (+1) | 4 (-1) |

Skills Stealth +9

Senses darkvision 60ft., passive Perception 15

Condition Immunities charmed, frightened, paralyzed

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Spider Climb. The sea spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Siege Monster. The sea spider deals double damage to objects and structures.

Amphibious. The sea spider can breathe air and water.

ACTIONS

Multiattack. The sea spider makes three attacks: one with its bite and two with its piercing legs.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 30 (4d12+4) slashing damage.

Piercing Leg. *Melee Weapon Attack:* +7 to hit, reach 20ft., one target. *Hit:* 17(3d8+4) piercing damage. If the target is a creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained.

Leg Slam. The sea spider slams creatures that are grappled by it either into each other or a solid surface. Each creature must succeed on a DC18 Strength saving throw, or take 22 (4d8+4) bludgeoning damage and be stunned until the end of the sea spider's next turn. On a successful save, the target takes half the bludgeoning damage and is not stunned.

TREACHEROUS SHADOW

Particularly clever shadows can overwhelm and possess the shadows of living creatures, without their notice. These treacherous shadows might use this ability to stalk prey for days, waiting for an opportune moment to strike, to flee danger unseen by their enemies, or simply to quickly close a gap to spring an attack. These shadows are prized as assassins by those able to control them.



TREACHEROUS SHADOW

Medium undead, chaotic evil

Armor Class 14

Hit Points 65 (10d8 + 20)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|--------|
| 7 (-2) | 18 (+4) | 15 (+2) | 10 (+0) | 13 (+1) | 7 (-2) |

Skills Stealth +10

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Amorphous. The treacherous shadow can move through a space as narrow as 1 inch wide, without squeezing.

Shadow Camouflage. While fully within a natural shadow, or an area of dim light or darkness, the treacherous shadow is invisible.

Sneak Attack (1/Turn). The treacherous shadow deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the shadow that isn't incapacitated, and the shadow doesn't have disadvantage on the attack roll.

Sunlight Weakness. While in sunlight, the treacherous shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. **Hit:** 18 (4d6 + 4) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new **treacherous shadow** rises from the corpse 1d4 hours later.

Umbral Betrayal (1/Day). The treacherous shadow possesses a mundane shadow it can see, within 60 feet, that is cast by a humanoid who is unaware of the shadow's presence. The treacherous shadow disappears into the possessed shadow. The target is unaware of the possession and carries the treacherous shadow around as its own shadow, which can choose to mimic the target's movements.

While the treacherous shadow is possessing a creature's shadow, the shadow takes only half damage dealt to it, and the creature whose shadow is possessed takes the other half.

The possession lasts until the target drops to 0 hit points, the treacherous shadow ends it using a bonus action, or the treacherous shadow is turned or forced out by an effect such as a *dispel evil and good* spell. When the possession ends, the treacherous shadow reappears in an unoccupied space within 5 feet of the target.

ZOMBIE MOUND

Large undead, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., swim 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 18 (+4) | 8 (-1) | 16 (+3) | 5 (-3) | 10 (+0) | 5 (-3) |

Skills Stealth +2

Damage Resistances cold, fire

Damage Immunities necrotic, poison

Condition Immunities blinded, deafened, exhaustion, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages -

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Necrotic Absorption. Whenever the zombie mound is subjected to necrotic damage, it takes no damage and regains a number of hit points equal to the necrotic damage dealt.

Undead Fortitude. If damage reduces the zombie mound 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 mound drops to 1 hit point instead.

ACTIONS

Multiattack. The zombie mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the zombie mound uses its Engulf action on it.

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

Engulf. The zombie mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns, or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

ZOMBIE MOUND

When a host of zombies crams into a small, enclosed space, their decomposing, malleable corpses might splatter together, merging and melding to form a zombie mound. These heaps of humanoid flesh are slow thanks to a lack of coordination between their constituent parts, but are incredibly dangerous foes if encountered up close. Worse still, these mounds are immune to necrotic damage and can even be restored by such magic, causing them to knit together once more.

Sickening Swallow. A zombie mound's most terrifying ability allows it to engulf creatures that stray too close, crushing them under the weight of its own rotting flesh and fractured bones. Unless an engulfed creature can pull itself out of the crushing embrace, they'll die inside the mound and end up joining it, growing the undead mass.

APPENDIX D: NEW MAGIC ITEMS

THE FOLLOWING APPENDIX CONTAINS THE new magic items featured in *Isle of the Dreaded Accursed*. Characters that acquire these items during the adventure should check with their GM if they can keep them.

STAFF OF WATER

Staff, very rare (requires attunement by a druid, sorcerer, warlock, or wizard)

While attuned to this staff, you can breathe underwater, and you gain a swim speed equal to your walking speed.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *create or destroy water* (1 charge), *wall of water* (3 charges), or *control water* (4 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff blackens, crumbles into cinders, and is destroyed.



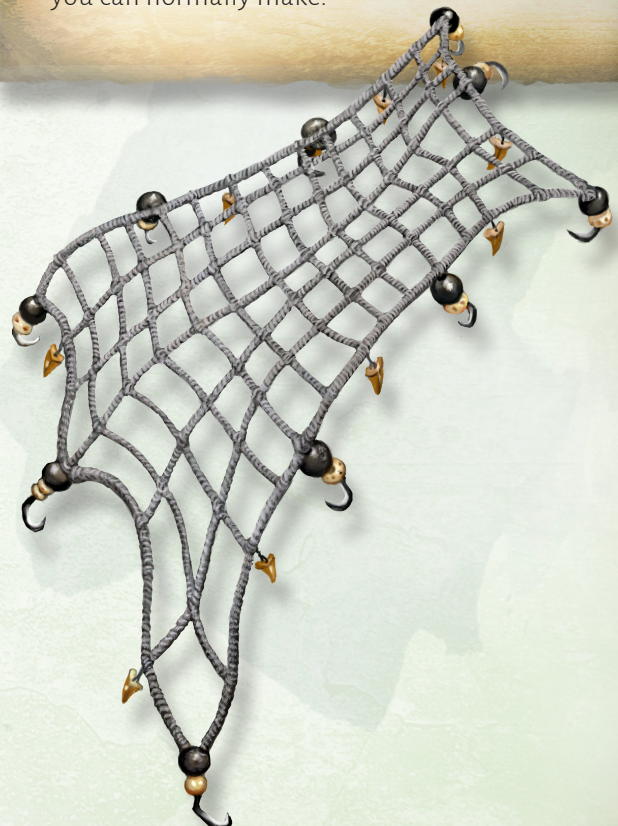
STRANGLER NET

Weapon (net), rare (requires attunement)

A Huge or smaller creature hit by this net is restrained until it is freed. The net has no effect on creatures that are formless, or creatures that are Gargantuan or larger. Until the creature is freed, the creature cannot breathe.

A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. Dealing 15 magical slashing damage to the net (AC 15) also frees the creature without harming it, ending the effect and destroying the net.

When you use an action, bonus action, or reaction to attack with the net, the attack with the net replaces only one of any attacks you can normally make.





APPENDIX E: PLAYER HANDOUTS

AREA 7E - DUNGEON MAP SCRATCHED INTO WALL



AREA 8 - HIGH ONE'S DIARY

18th Day of the Season of Squalls,

I have done it. Finally a breakthrough after all of this hard work. I have finally managed to bring back a creature that was once dead from its eternal rest. Elvirath be damned, this power is far beyond what she could give to me. I am master of life and death. I have plunged by hand between the gates of hell and kept them ajar. Through me all manner of dark beings may enter the world of the living, and all at my service.

No longer will I await Elvirath's permission for my work. I shall continue unbound by her morals and ethics. I am in charge now. Let the others continue their pathetic worship, soon they will all become my play things. Corpses reanimated with only my goals filling their empty, decaying brains.

In due time I will reveal my new powers to the world, but for now I must continue to work on this dark art, to master it, to become it. No longer am I the High One of Elvirath, from now on I serve myself.

AREA 8 - NOTE OF DUKE HEINRICH'S BETRAYAL

My Dear 'High One',

Your secret is now revealed. Your mistress will learn of your betrayal before nightfall.

I look forward to being there to clean up the mess you leave behind. The people of Mountainfoot will no doubt praise me highly for it. Thank you for this opportunity. I have been waiting for a long time for such a one to arise.

*Yours gratefully,
Duke Heinrich*

The Funky Fish Tavern

Fish Stew - 3 copper

a variety of seasonal fish in a delicious and cheap stew. look around, most people are eating it.

Smoked Manta - 4 gold

slowly smoked and salted manta ray fin. best dish in the world, be prepared to pay for it.

Seafood Salad - 4 silver

it's a salad with shrimp, mussels, and anything else i could pick off the bottom of the boat.

Orca Steak - 2 gold

only available when available. ask stacy. only a handful have eaten it, but it made me famous.

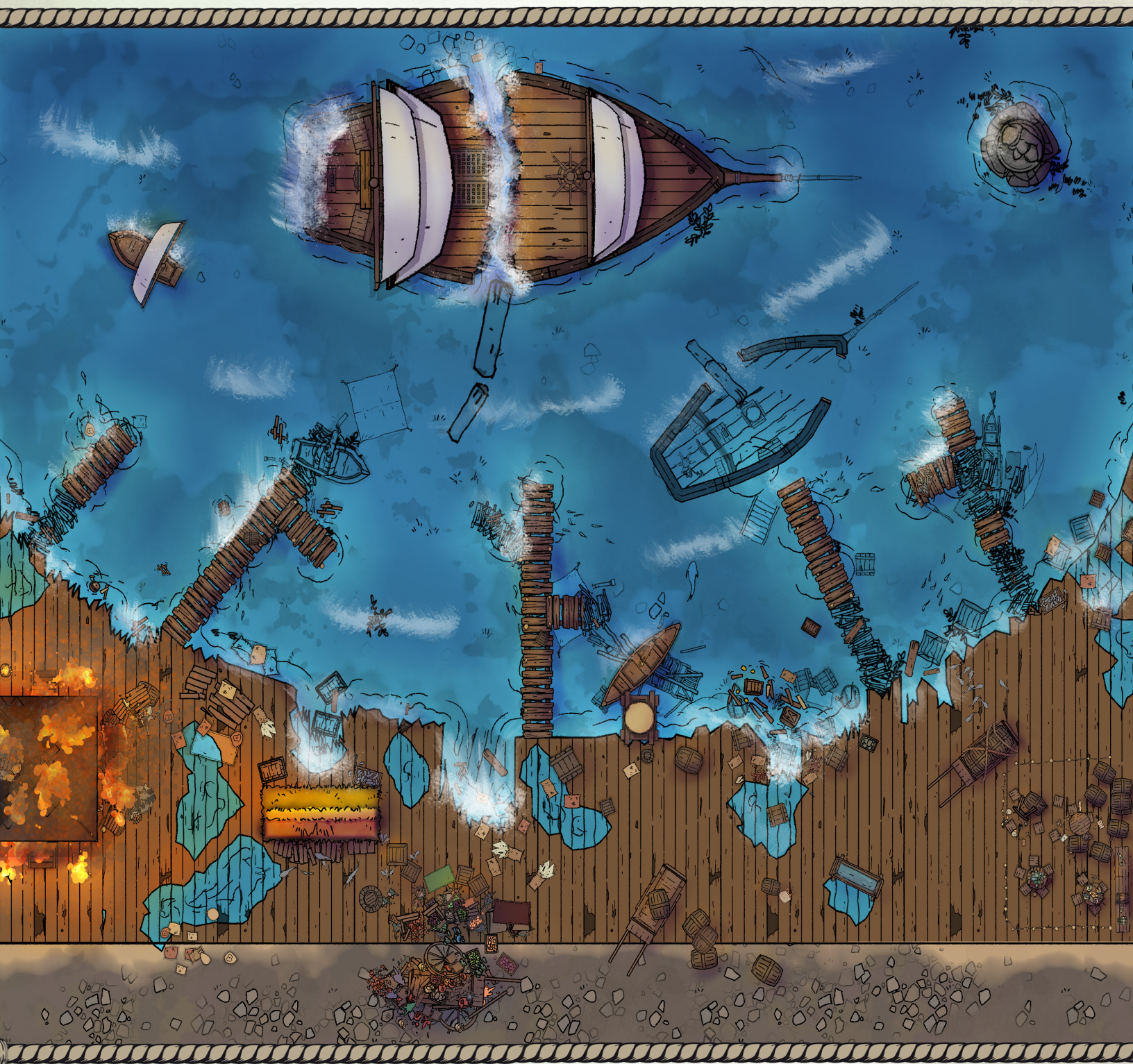
Smoked Sushi - 3 silver

rare fish rolled in sticky rice rolled in seaweed, dusted with ash from incinerated fish skulls

drinks: ale four copper, wine two silver, rum one silver



DAMAGED DOCKS MAP



DELIVER THE MOST VALUABLE SACRIFICE ELVIRATH HAS EVER RECEIVED!

When the sea goddess Elvirath discovered that her high priest had become obsessed with necromancy, she unleashed her wrath.

Her once beautiful temple was desecrated, filled with hideous undead that used to be her most devout worshippers.

Ships founder on sharp rocks. Sailors are dying of foul plagues. Powerful creatures from the deep are surfacing again. It has to stop.

A 5TH EDITION ADVENTURE FOR TIER
TWO CHARACTERS.

