

THE OCEAN'S BOUNTY

PART 1 OF THE TIDES OF EXPLORATION
ADVENTURE SERIES

THE OCEAN'S BOUNTY

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A 4 to 6-hour adventure for 3rd-level characters.

BY TROY ALLEMAN

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ON THE COVER

Syedafarrwa captures the beautiful and haunting moment of the Ocean's Bounty at rest on the ocean floor where it sunk years ago. Captain Morton Geeseman and his crew sailed the Ocean's Bounty to Turucambi and back to Sulward bringing back wonderful and rare items for market at Elias Loudon's shop.

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The Ocean's Bounty

Captain Morton Geeseman of the *Ocean's Bounty* was famous for bringing back treasures of the oceans that no one had ever seen before of such quality. Ornate seashells of incredible colors, corals that radiated bioluminescent light, pearls of magnificent quality and size people could hardly believe if they were real or not. The only thing people knew was that he sailed out to sea to the east somewhere and when he came back weeks later, he appeared with these treasures of the sea. The last time the *Ocean's Bounty* was seen was when she left port over 10 years ago, never to be heard from again. Captain Morton was the only one that had ever brought back anything like he has, and no one knew where he went to acquire those treasures from the sea except, Elias Loudon. Elias owned the *Ocean's Bounty* and Capt. Morton ran the ship and crew for Elias to acquire rare and exotic wares from the oceans and around the world for his shop. Business was exceptionally good for Elias since he was the only one who had these items exclusively that all the rich people wanted to show off their wealth, wizards wanted for exotic spell components and more. Elias knew that Capt. Morton travelled east into the Solnor Ocean, that he went to an aquatic bazaar called Turucambi and that outsiders were not welcome and would be treated as hostiles. One trip headed east to look for rarities, a lookout up in the crow's nest seen something struggling on the oceans surface off in the distance. The lookout called out and notified the first mate and Capt. Morton of what he seen.

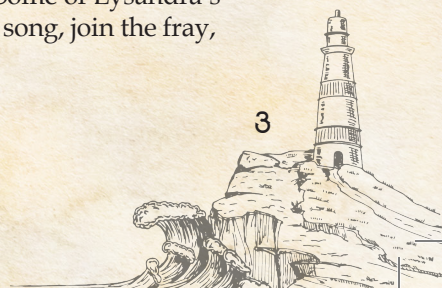
The ship cautiously pulled up alongside a mass of netting that looked discarded, but something was inside. Multiple sharks were nearby swimming circles around the mass and every now and again you would see one swimming in and bumping or probing it. Upon further inspection of the mass, the sailors figured out that inside were three merfolk trapped and desperate. The captain ordered the small boat crew to launch from the Bounty to assist in a rescue. The sailors used hooks to secure the netted mass and lifted it out of the water and onto the deck of the *Ocean's Bounty* using a davit. They cut the netting away to reveal three merfolk looking like they had been caught in that mess for quite some time. Captain Morton looked upon the merfolk having caught glimpses of them during his travels but never had the opportunity to interact with them. He was shocked when one of them spoke out and said thank you for rescuing them. This random act of kindness warranted him access to Turucambi due to the merfolk vouching for him and his crew. A

merfolk sea mage inscribed a rune on the bottom of the ship so that aquatic races would know that this ship was a friend to them and accepted at Turucambi. Initially the merfolk would bring stuff out to meet the ship and trade with them. Next, other Aquan merchants would come out and trade until finally the crew would be sent below decks, blindfolded and bees wax stuffed in their ears for sensory deprivation and even at times they were drugged, willingly. The ship was then towed to Turucambi to conduct trade by whales, giant sea turtles and one time a masher guided by the Kna was used. Once trade was complete, the ship was towed back out from Turucambi into the Solnor, the crew brought back up and the trip home was completed. To avoid detection, the ship's hull was inscribed with magical runes to protect it from people attempting to magical scrying to locate the ship and find out where the wondrous items were coming from.

On one trip coming back from Turucambi, the *Ocean's Bounty* set on a course for Sulward, a real peril loomed, not from the skies or the waves, but from the dreaded sahuagin, sent by Iblis himself. Unbeknownst to the Captain, Lysandra, a merfolk priestess, had been shadowing the ship for days. With a soft heart and bound by an ancient oath, she was compelled to protect these sailors from the marid's machinations. Seeing the frenzied sahuagin approach the ship, their predatory eyes reflecting their cruel intentions, Lysandra knew she had to act. Using her magic and a song only the creatures of the deep understood, she summoned a current that whisked her swiftly to the captain's cabin window. Inside, Captain Geeseman was preparing his saber, ready to face the onslaught, when he was startled by the mesmerizing eyes of Lysandra.

"Captain," Lysandra implored, "I am here to protect you. The enemy you face tonight is unlike any other. I must seal you in your cabin for your own safety." Captain Geeseman, taken aback but sensing the gravity in her voice, nodded. Lysandra began her incantation, her voice resonating with the essence of the deep blue, her hands tracing patterns in the salty sea air. The wooden door of the captain's cabin shimmered, its grains shifting and locking, sealing itself shut with an otherworldly glow.

Outside, the sahuagin attacked. Their sharp tridents and feal roars clashed with the desperate cries and courageous defense of the crew. Yet, every time they neared the captain's cabin, an invisible force repelled them. Frustrated and confused, they tried time and again, but it was of no use. Hours passed, and the tide of battle began to shift. Some of Lysandra's merfolk brethren, drawn by her song, join the fray,





but it was not enough in overpowering the sahuagin masses. Lysandra lay at the door of the cabin, impaled by two spears bleeding out. She called out "I'm sorry I failed you." to Captain Geeseman.

With dawn's first light breaking, the seas claimed, and the remnants of the *Ocean's Bounty* slipped below the waves and faded into the abyss.

Background

The orange glow of the suns hue over the horizon as the fishermen aboard "The Seagulls Whisper" began their morning ritual. With practiced hands, they cast their net into the sparkling waters of the Solnor, hoping for a bountiful haul to reward their early rise. The rhythmic creaking of the boat and the distant calls of seabirds set the day's tranquil tone.

After letting the net sink and settle, the crew started hauling it up. Muscles strained, and voices sang age-old shanties, synchronizing their efforts. As the net emerged from the water, shimmering fish flapped and glistened, the silver bounty a testament to the ocean's generosity. However, amidst the wriggling mass of fish, a peculiar wooden fragment caught their attention. Clearing the away the catch, Mael the netmender, uncovered a weathered signboard, its paint faded, and wood gnawed by time and salt. Though much of the writing had eroded, the discernible inscription read, "n's Bounty."

Old man Clint, with his sun-wrinkled face and salt-and-pepper beard, paused at the sight of the signboard. His eyes, usually half-closed in perpetual squint against the sun, widened in astonishment. Recognition flashed in those deep-set orbs. He took the broken nameboard to the wheelhouse and handed it to Gordon. Without a word, Gordon fumbled for the ship's charts, marking their current location with a shaky hand. He then traced the path they had traveled from their last position, his fingers moving with surprising urgency. The crew, sensing the gravity of their find, exchanged curious glances but said nothing. Orders were quickly given to set sail for the port. The journey back was tense. Rumors were spoken between old man Clint, Mael, and Sylas on how unlucky or cursed it was to find and disturb the shipwreck. The air thick with anticipation and the boat's sails catching every gust, urging "The Seagulls Whisper" faster towards the harbor.

As soon as the boat docked, Old man Clint, Mael and Sylas were mooring the ship while Gordon, clutching the signboard fragment wrapped in burlap, disembarked with a speed that belied his age. His boots thudded against the wooden pier as he disappeared into the labyrinthine streets of the

town, heading toward the market district. The crew were left buzzing with questions about the mysterious relic from the sea.

Elias Loudon

Tucked away in the heart of the town, Elias Loudon's modest shop stands as a testament to time, presenting a mosaic of memories to those who frequent its wooden doors. Elias, with his graying hair neatly combed and spectacles perched on the bridge of his nose, offers a courteous nod and a warm smile to each patron, making them feel right at home.

Beneath the gentle exterior of the affable shopkeeper lies a labyrinth of buried emotions and veiled histories. Those familiar with him know of his peculiar nervous tic: whenever a topic or remark hits too close to home, Elias inevitably breaks into a sudden cough. It's a defense mechanism, acting almost like an emotional shield, preventing the ghosts of his past from surfacing. He'd quickly change the subject, steering the conversation into safer waters.

While many find this quirk endearing or perhaps just a tad eccentric, others, more perceptive and empathetic, recognize it as assign of buried pain or discomfort. Gordon and Elias have not really spoken much after the loss of the *Ocean's Bounty*. Still, the townsfolk respect Elias, and many deliberately avoid topics that might distress him, for they value the sanctuary his shop provides and the kindness he extends to all, regardless of their past or status. Elias Loudon is more than just a shopkeeper. He's a symbol of the town's history, resilience, and compassion. While his cough may hint at stories untold, it also serves as a reminder that every person has layers and depths, some of which they'd rather keep hidden away. Elias is willing to negotiate with others about trade and possibly access to Turucambi if the trade route can be reestablished. His main concern is finding out what happened to Morton, the crew and the *Ocean's Bounty*. Elias is feeling the pressure of the Trade Consortium, the Arcanum Conclave and some other less than reputable, individuals since the loss of supply of these rare items. Elias's sales have dropped off considerably even though he has other wares he sells in his shop.

Elias's shop is located in the market district of Sulward. The storefront, though modest, is adorned with intricate nautical motifs, with a carved mermaid holding a lantern that casts a gentle azure glow, beckoning visitors inside. Upon entering, patrons are immediately enveloped in an enchanting ambiance. A large crystal chandelier hangs overhead, its shimmering light casting reflections on



the azure walls, creating an illusion of being underwater. Delicate notes of sea salt, exotic spices, and distant lands fill the air.

Elias's inventory is a trove of treasures. Polished glass cabinets display rare trinkets, coral amulets from the Sinking Isle, ornate locket that hold within them the whispers of ancient forests and vials filled with sands that shift colors with one's mood. There are beautifully detailed maps of lands both known and uncharted, alongside bottles containing undulating, luminescent creatures, captivating to all who gaze upon them. To one side is an entire section dedicated to maritime wonders. Here, one can find a collection of mysterious artifacts retrieved from shipwrecks consisting of a bejeweled spyglass, compasses that always point north or to dry land and even to what the heart desires most. Ancient coins from civilizations lost to the sea of unknown origin lay in a velvet lined box on display for all to see.

Elias, ever the attentive shopkeeper, is usually found behind the counter, organizing his wares or assisting customers with stories of each item's origin. However, visitors are advised to tread carefully around sensitive topics, lest they trigger Elias's peculiar nervous reaction. The shop, with its curated selection, is more than just a commercial establishment. It demonstrates Elias's dedication to preserving the world's wonders, both terrestrial and marine, but also making some lucrative money in the process. Every visit to Elias's shop promises not just a transaction but a journey to the distant and the deep.

Sulward: Capital of The Lordship of the Isles

City of Sulward

Who Rules: His Exalted Highness, Prince Frolmar Ingerskatti of Duxchan, Lord of the Isles, Scourge of the Waves (N male human Ftr 12).

Who Really Rules: Sulward is ruled by Prince Frolmar Ingerskatti of Duxchan, Lord of the Isles. Frolmar took over after Latmac was assassinated by the hand of the Scarlet Brotherhood. Frolmar is a puppet of the Scarlet Brotherhood who systematically assassinated other Oeridian rulers, some lords escaped and sailed to Dullstrand, where they wait an opportunity to return.

The Assassin's Guild is established in Sulward and was just recently paid a hefty sum on money by the Sea Barons for assassinating the Lordship of the Isles Grand Admiral. This has weakened the naval might of the Lordship and benefits the Sea Barons and other rival naval countries. They have information about an area out in the eastern Solnor Ocean called The Jungle of Lost Ships where a ship's captain confirmed he seen remnants of the Lost Treasure Fleet of the Sea Princes among the stranded ships within the sargasso entanglement. The Assassin's Guild has been trying to fund and hire for an expedition out to the Jungle of Lost Ships. The crew will use anyone they hire for the job, only to dispatch of them during a most opportune time and come back with the treasure for themselves.

The Trade Consortium serves the Scarlet Brotherhood by ensuring the continued flow of trade. Officially it is an advisory body to government, with no granted authority. However, the vizier of Weights and Measures is usually a cleric of Zilchus (as are many in the Ministry of Trade), and he will collaborate closely with his fellows in the Trade Consortium to maintain the sanctity of the marketplaces of Sulward.

The Trade Consortium also directs international trade, whether conducted over land or sea. Land trade is the province of the caravan-masters, and most caravan circuits are well established and assigned to specific merchant clans, though each journey offers its own unique dangers and challenges. Similarly, sea trade is the province of the merchant-fleet captains. Local sea traders may travel alone or in pairs, but those making longer journeys do so in larger flotillas of as many as a dozen ships. Candidates for mastery of a caravan or captaincy of a merchant ship must have fulfilled many years of service to the consortium, and they will only be installed after rigorous examination by the Board of Trade.

Population: 8,120 (current tax rolls), mixed (Human 78%, Elf 9% (high), Halfling 5%, Dwarf 3%, Gnome 2%, Half-elf 1%, Half-orc 1%).

Inside the city, a labyrinthine network of cobble streets leads to a myriad of wonders. The architecture reflects a harmonious blend of several styles, reflecting the diverse origins of its denizens. Elven spires stand alongside grand human manors, while sturdy dwarven buildings dot the streets, and exotic merchant stalls offer wares from distant lands.

The heart of Sulward is its bustling marketplace, where the vibrant colors of goods from every corner of the world catch the eye. Stalls overflowing with spices, textiles, and exotic treasures evoke a sense of wonder. The air is filled with the sounds





of haggling merchants, the sizzling of street food, and the murmur of countless languages. Navigating through the city streets, one can find an array of establishments to suit every taste. Taverns with lively music and hearty fare beckon weary travelers and temples dedicated to various deities stand as places of worship and reflection, offering solace and guidance to those in need. Sulward owes much of its prosperity to its strategic position as a trading hub. Its bustling port teems with activity as ships from distant lands arrive, their sails billowing with the winds of adventure. Dockworkers unload exotic goods, while sailors regale others with tales of their seafaring exploits.

Elves and halflings are more commonly seen, dwarves and half-elves slightly less so.

Major Products: Rare woods, spices, shipbuilding supplies, trained mercenaries/sailors (90% human, 7% orc/half-orc, 3% other), dry white wine, strong honey mead.

Armed Forces: The Sulward Blockade is the main fleet for Sulward. Comprised of captains that have

sworn an oath to the Lord of the Isles, the Sulward Blockade was once part of the Great Kingdom. They adapted their techniques from piracy into extracting a toll or tribute from vessels passing south to Hepmonaland or going through the Tilva Strait. The captains of Oerid background within the fleet have made them biased towards Aerdian ships unlike their fellow island rivals, the Duxchan Armada. Rivals of the Blockade are the Rel Astra Navy, Iron League, Duxchan Armada and Cousins of Tilva. Enemies include the Sea Barons, North Province Navy and the Spindrift Isles. There are a number of privateers that call Sulward home and would answer the call to defend her if needed and the pay was right. The town guard are well trained and most have some sailing experience as well. Sulward rotates their troops and sailors on and off of sea and shore duty. This makes their forces very flexible when needed to address threats.

Notable Mages: Sulward is home to a few notable casters part of the Arcane Conclave: Selene (NG human female **Wizard 18/Thief 7**); Maximillian (LN



human male **Wizard 17**, S: history, prophecies and divination); Lanthar (LN human male **Wizard 17**)

Notable Temples: Temple of Osprem: Dain Barrow (CG human male **Cleric 11**); 24 priests, 336 followers. Temple of Xerbo: Selma Stannick (LN human female **Cleric 10**); 19 priests, 447 followers. Temple of Norebo: Torrence the Wavespeaker (NG human female **Cleric 12**); 22 priests, 507 followers. Temple of Syrul: Jezel Solence (LN human male **Cleric 10**); 18 priests, 331 followers. Temple of Wee Jas: Ossum (CG human female **Cleric 11**); 34 priests, 728 followers. The city also holds shrines to other gods.

Notable Rogues' and Thieves' Guilds: Sulward Assassins Guild has a merchant shop as a front for their business. (Scarlet Brotherhood agents throughout the city).

Equipment Shops: Full

Adventurers' Quarters: Sulward has a decent number of inns. Adventurers are especially welcome at the *Salty Dog Tavern and Inn* (quality/price: good/reasonable; see "Features," below); *The Outer Docks Inn* (fair/cheap); *The Seas Mist Inn* (good/moderate); *The Albatross Inn* (good/cheap); and *The Empty Keg* (fair/cheap, and a source of much gossip and shady dealing). Those able to pay well are directed to *The Market Row* (good/expensive); *The Swinging Hammock* (excellent/moderate); and *The Weary Merchant* (good/moderate). Guests of the city government or Scarlet Brotherhood are usually quartered in *The Ocean View* guesthouse, not the Castle. Those planning an extended stay are directed to the many boarding houses (they will be most welcome at *The Resting Place* (good/cheap)).

Important Characters: Elias Loudon (LN human male Thief 7 / Fighter 4, S: Owner and operator of *Treasure from the Sea* shop); Lazarus "the Steady" (LN human male **Fighter 8**); Recruiter and adventurer in Sulward, works out of *The Albatross Inn*; Willa of the Light, Paladin of Pelor (LG human female Paladin 9); Karn (CN human male **Fighter 2**), merchant: deals in hardware goods, knows information of shady dealings happening; Milo Manaspark (CN Gnome male **Wizard 15**) of *Milo's Emporium*.

Important Features in Town:

- *The Salty Dog Tavern and Inn*, a famous rowdy tavern and hiring place.
- *The Albatross Inn*, a shabby, derelict inn that is usually packed with local sailors and fishermen. Good chance if you look vulnerable, you will end up pressganged and on a ship.
- *Milo's Emporium*, a very well-known shop for rare and unusual treasures, such as shark jaws and rare wood carvings (adventurers provide

much of its stock). Milo (CN gnome male **Wizard 15**) is known to quietly sell genuine sea serpent eggs to discerning buyers.

- *The Mists of the Sea*, a lushly furnished bath house and beauty parlor, famous for sensuous splendor. Taliah Joahith (NG human female Priest of Osprem **Cleric 8/Fighter 5**)
- *The Treasures From the Sea*, a unique shop providing rare items from the sea never before seen or heard of. Well known for exotic shells, corals, bioluminescent plants, and spell components. Elias Loudon (LN human male **Thief 7/Fighter 4**).

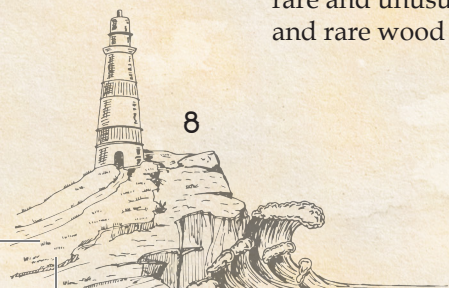
Local Lore: Beyond the city limits, the island's natural beauty unfolds. Verdant hills, dotted with wildflowers, slope gently towards sandy beaches and a turquoise sea. Hidden coves and grottoes invite intrepid explorers to uncover secrets and treasures long forgotten. A sense of magic permeates the air, as if the very essence of the island pulses with untapped potential.

On Diren Isle, the city Sulward, takes on a magical glow. From atop the city walls, one can gaze out over the moonlit sea, where distant islands shimmer like pearls, inviting further exploration and adventure. The Scarlet Brotherhood has plans to transition the capitol city from Sulward to Duxchan on Ansabo Isle, of the Lordship of the Isles.

Sulward is a trading hub along the Solnor coast of eastern Flanaess. Sulward lost some of its population due to the exodus of Oerdian lords fleeing to escape assassination. Changes are happening throughout the Lordship of the Isles. Political power shifts from Oerdian to Suel lords mostly. The Scarlet Brotherhood for now has decided to keep in place the pirate leaders since they remain loyal to the Scarlet Brotherhood agenda.

Outline

The party is hired by Elias Loudon to recover the map to a secret aquatic bazaar from a sunken ship. On the way, the party will encounter an unnatural storm and a bronze dragon wyrmling that has made its home in the wreck. The players must defeat or negotiate with the bronze dragon and solve a mysterious riddle to recover the map. On their return to the ship, they will be attacked by a band of sahuagin, seeking to recover the map. Within the map case is the captain's log, explaining that the market had been seized by a marid, Iblis, who sent his minions to sink the ship.



Brief

"You have been hired by Elias Loudon, a trader in rare and exotic wares. Ten years ago his most lucrative ship, the *Ocean's Bounty*, was lost at sea. Recently, pieces of her wreckage have been found and Elias wishes you to visit the shipwreck and recover any cargo that may remain. More importantly, he wishes you to find the Captain's maps, one of which shows the location of the mythical aquatic bazaar, Turucambi. He is willing to pay handsomely and has offered you his ship, the *Solnor Sound*, for the voyage.

Part One: The Voyage

The Helmsman

You will need to convince Gordon Geeseman to come along on the trip. Gordon has the map of the location to where the fishing vessel found the nameplate of the *Ocean's Bounty*. Gordon hangs out at a local tavern down by the docks called the Jackdaw. Keep your voices low when talking about this endeavor, many different people would be interested in what is going on."

The party must prepare for their voyage on the *Solnor Sound* and the first thing they require is a heading. The ship is fully crewed, but Elias has given them the name of one Gordon Geeseman, the brother to the unfortunate captain of the *Ocean's Bounty*. Gordon was a sailor on the fishing boat that discovered the *Bounty's* location and Elias suggests recruiting him for the voyage.

Gordon may be found in the port of Sulward, where the *Solnor Sound* is docked. He frequents a tavern called *The Jackdaw*.

As the party walks through town, they feel that they are being watched. This is to add tension and make the party realize just how important the *Ocean's Bounty* is. **The DM should roll a Passive Perception (12) Check** for the party to see if they notice a guy following them. If a player is successful in spotting the person, he shows up behind them, next time ahead of them, and if they decide to engage him, a bunch of beggar kids rush up to the adventurers and distract them. Once the party calms the beggar kids down they look again and the man is gone. If the party asks the kids questions, they say



that the guy said you are all generous.

Below are some examples of what the party observes if they notice with a perception check:

- From the high windows of the city's stone structures, curious faces peeked out, their interest piqued by the motley crew. From a shadowed corner, a pair of thieves' guild operatives watched closely, their eyes narrowed in speculation, fingers tapping on the hilts of their hidden daggers.
- Down a narrow alley, a rag-clad urchin watched them with wide eyes, tales of heroic deeds blossoming in his mind as he followed their trail. From the upper level of an exquisitely decorated balcony, a noblewoman, wrapped in silken drapes, took in their sight with an appraising gaze, her lips curling into a mysterious smile.
- In a bustling marketplace, merchants looked up from their stalls, momentarily distracted from their haggling. Some gripped their merchandise a little tighter, seeing potential thieves in the adventure band, while others saw potential customers with pockets full of hard-earned gold.
- Even from the city guard tower, a couple of watchmen observed them, one with suspicion, the other with a begrudging respect for the much-needed adventurers who often dared to venture where city guards would not.





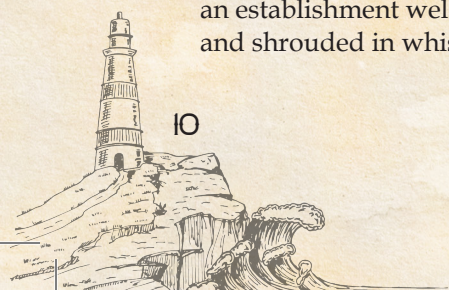
- *Whispers ripple through the crowd. Windows close hastily. Figures in dark cloaks seem to be just a moment too late in slipping out of view. The sensation is undeniable, not only are they being watched, but they're being followed.*

The Jackdaw Tavern

Tucked away in the tangled wharves of Sulward, the Jackdaw Tavern is a haven for the clandestine, an establishment well-acquainted with shadow and shrouded in whispers. Its worn, mossy exterior

blends into the dockside surroundings, making it all too easy to overlook, unless one knows precisely what to seek.

The tavern's sole announcement to the world is an old, weather-beaten sign: a jackdaw, its feathers worn and faded, grasping a gleaming key in its beak. It swings lazily in the salty sea breeze, a cryptic testament to the tavern's dubious reputation among the city's rough and tumble and seafaring folk. Crossing the threshold, one is instantly enveloped in a fog of hushed conversations and the



acrid scent of spilled ale and old tobacco. Flickering candlelight barely penetrates the gloom, illuminating pockmarked wooden tables and casting long, dancing shadows on the damp, stone floor.

A rough-hewn bar dominates one wall, stocked with all manner of questionable spirits. Above it hangs a tarnished, brass key – a mysterious twin to the one in the jackdaw’s beak from the sign outside. Its meaning, as obscure as the patrons themselves, is a constant source of idle speculation and drunken debates. Nestled in the rear is an old, soot-streaked hearth. Its feeble flames wage a constant battle against the pervasive chill of the ocean air, offering a grimly comforting reminder of the stormy sea outside. The rustling of worn-out cards and the clinking of weathered tankards provide a steady rhythm to the Jackdaw’s grimy symphony. The Jackdaw Tavern is no ordinary alehouse. It’s a gathering place for Sulward’s outcasts and misfits, a secluded corner of the

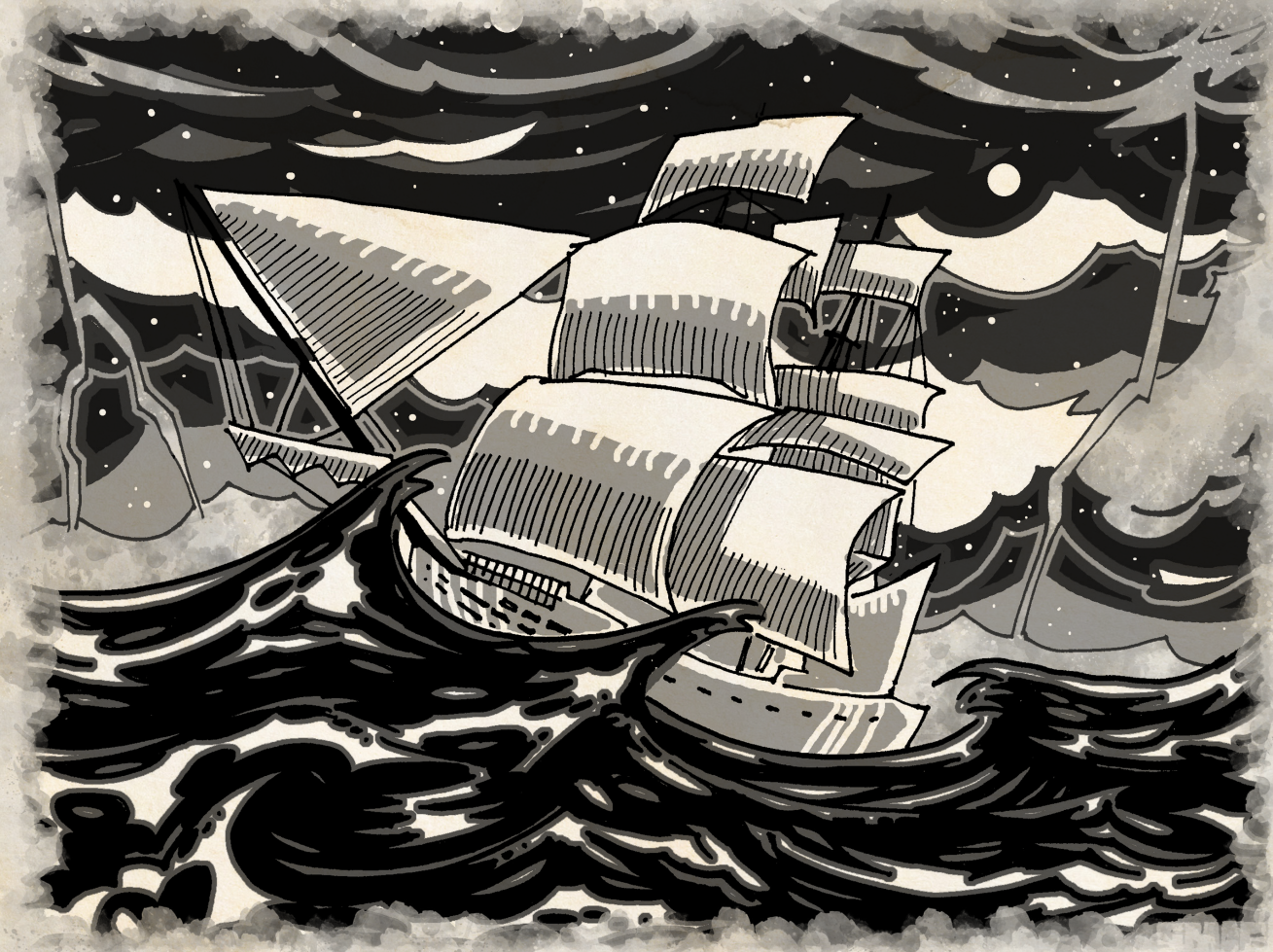
city where secrets pool as readily as the cheap gin and dockworkers, sailors, and even darker professions rub shoulders in the comfort of shared anonymity.

The adventuring party pushes open the door and walks in, the floorboards groaning in response. The faint glow of candles flicker across a diverse crowd, and you see a solitary figure seated at the far end of the bar. The party can feel the weight of curious gazes upon them by the bartender and three regular looking customers.

While the party is talking to Gordon, two more people enter the Jackdaw, they chose a spot close by the group and Gordon. (these two will attempt to eavesdrop the parties conversation with Gordon.)

Gordon will ask for another drink, during that time, three more people enter the Jackdaw. If a handshake happens, a map is pulled out, etc, the first two that entered the tavern will use the entry of the three recent patrons to position while the party





is distracted and perform an assassination attempt. One will attack Gordon and the other will chose a spellcaster looking target of the group.

Once the party engages in conversation with Gordon, chaos erupts when in mid-sentence, an Sulward assassin lunges at a random caster in the party, and simultaneously the second Sulward assassin attacks Gordon. The tavern's patrons scramble in panic. The Jackdaw Tavern, once filled with the merriment of tales and drinks, has now become the stage for a deadly dance.

The assassins will disengage from combat and flee if their initial attacks are not successful, and they are at half health. They know that the element of surprise is up and their advantage in this attempt. This should add to the tension of the party that there are other powers interested in the *Ocean's Bounty*.

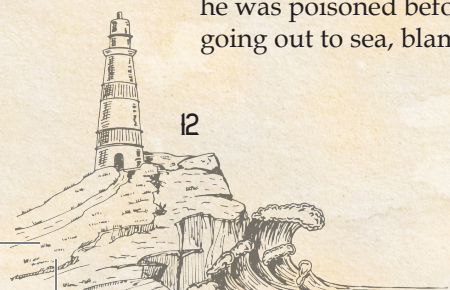
After the encounter is over the party can continue the conversation with Gordon. He is unhappy to hear the party is going after his cousin's ship.

After Gordon's assassination attempt, he thinks he was poisoned before and that is why he missed going out to sea, blaming himself for everything

with the loss of the *Ocean's Bounty* and everyone is out to get him and is noticeably paranoid.

Gordon is an experienced helmsman but feels a sense of responsibility for what happened. He's never heard of Turucambi but had persuaded his cousin to let him come along instead of hiring a new helmsman. When he got sick, Morton was forced to take the helm himself and sail forth. Captain Morton Geeseman made the map for Turucambi for Gordon who he was grooming to take over for Morton and the *Ocean's Bounty*.

A successful DC 14 Charisma (Persuasion) check will convince him to give up this information. He can be convinced to give up his map of the location with a successful DC 16 Charisma (Intimidation) check or a DC 14 Charisma (Persuasion) check. If the party plays upon his guilt, they may make these ability checks with advantage.



"Tis a nasty business. And bad luck to plunder a sunken vessel. Better the Bounty had stayed lost. I got lucky and broke my damn leg the day afore she sailed, or else I'd be just as dead as poor Morton. Or maybe if I'd been there... anyway, the answer's no."

If the check succeeds by 5 or more, Gordon will agree to accompany the party and the party will begin the "Sound of Storm" skill challenge with one success.

If the party fails to convince Gordon to part with his map to the location of the *Ocean's Bounty* or accompany them, they will have a few options:

- to make do with the rumors Elias has gathered from the other fishermen and begin the "Sound of Storm" skill challenge with one failure.
- to go to Gordon's home and attempt to steal the map from him. If they go to Gordon's home, the party will find Gordon hanging in his home with a rope around his neck tied off to a rafter in the ceiling appearing to be a suicide.

Investigation Results if Successful

Roll	Follow the facts
1	<i>You notice the knot tied off is not a sailor's knot.</i>
2	<i>You notice bruises on Gordon's head and face.</i>
3	<i>You can't seem to find any kind of chair or stool nearby that would have been used.</i>
4	<i>You can't seem to find any kind of note</i>

The Sound of Storm

When the party is ready to set sail, the *Solnor Sound* will leave on the next high tide. Encourage the party to visit the general store for any equipment they think they may need. The *Solnor Sound's* Captain, Edmund Burroughs, has a gift for the party from Elias, a **po-tion of water breathing** each and two spare.

Transit out to Sea

"As the *Solnor Sound* rises upon the tide and leaves Sulward far behind, you see dark clouds gathering upon the distant horizon and wonder if Gordon wasn't right about what lies in store."

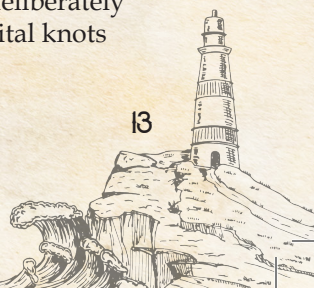
The *Solnor Sound*, a robust and elegant ship, cut a majestic silhouette against the backdrop of the slowly setting sun. Its tall masts and billowing sails painted a picture of maritime splendor. Aboard, an



assorted crew mixed of regulars and newly recruited individuals, together with a handful of adventurers, eagerly anticipated the journey across the vast expanse of the open sea.

The first days at sea were serene. Beneath a sky of endless blue, the ship sailed smoothly over calm waters, gently rocked by rhythmic waves. Seagulls soared overhead, their calls echoing the sentiment of freedom and exploration. Below deck, the adventurers shared tales and made plans for their destination. As the *Solnor Sound* ventured further from the safety of the coast, the mood began to shift. Dark clouds amassed on the horizon, and the once placid sea now thrummed with unrest. Whispers of an approaching storm circulated among the crew, and preparations for rough weather began in earnest.

It wasn't long before the tempest was upon them. Monstrous waves rose and crashed against the ship, each assault more ferocious than the last. Furious winds howled, threatening to rip the sails and pull down the masts. The crew worked tirelessly, scrambling to secure ropes and battening down hatches. Amidst the chaos, the adventurers lent their skills, reinforcing the ship's defenses with magic and might. In the midst of this struggle, a horrifying discovery was made. The rigging, which should have been sturdy and reliable, had been deliberately tampered with. Lines had been cut, and vital knots





had been untied. Panic spread among the crew as they realized they were fighting not just the wrath of nature but also the treachery from within.

About a day from port, the *Solnor Sound* is rocked by a sudden storm. The sky has been filled with dark clouds all day, but suddenly the deck rolls and everyone is knocked prone. The wind picks up and rain begins to fall, making the ship an area of *dim light*.

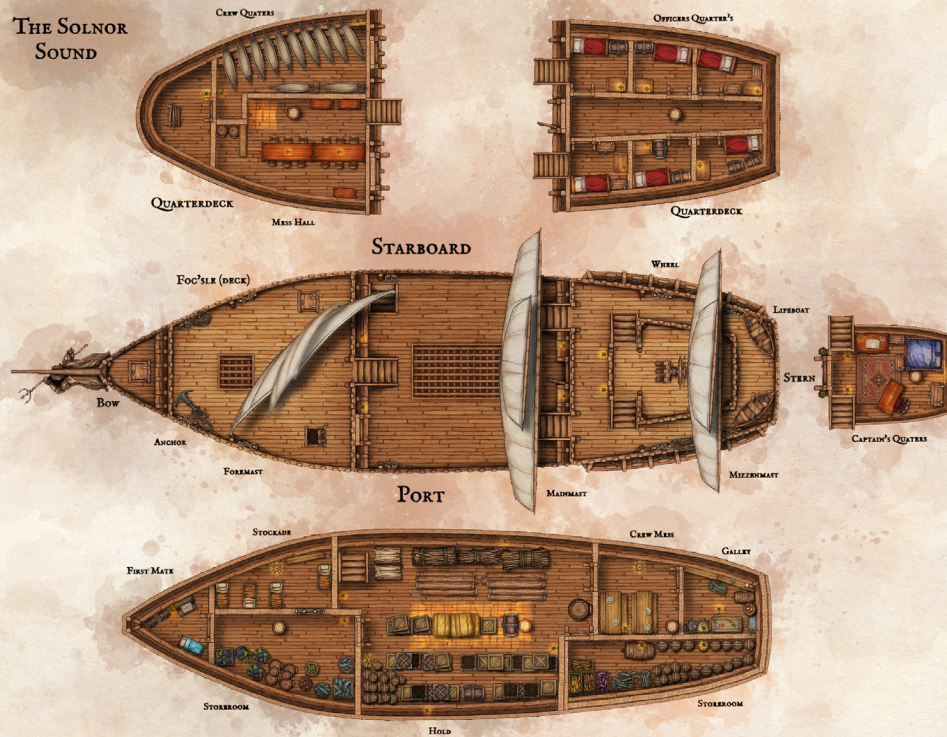
The crew has been taken by surprise and swift action is needed to protect the ship.

The Sound of Storm Skill Challenge

The party must take steps to secure the *Solnor Sound* against the storm. If the party failed to convince Gordon Geeseman to come along or give them his map, they begin with one failure. If they convinced him to come along, they begin with one success.



THE SOLNOR SOUND



Kaldor says: "All hands know of the mermaids, krakens, and the ghost ships, but there's something darker, more malevolent that dwells in the deepest trenches of our vast oceans. It can control the beasties of the sea, and call great storms to lash out at us on the water."

"Many sail the seas, lads, for fortune and adventure. Always remember, there are mysteries, ancient and dark, that are best left undiscovered."

Each player may use any skills they are proficient with, but may not use the same skill more than once. At the DM's discretion, expending spell slots to cast appropriate spells can count as a success.

Players should get creative with their skill use and there are some examples below. More unusual or unlikely uses will have a higher DC.

This Skill Challenge requires 5 Successes to pass before 3 fails are accrued.

The *Solnor Sound* will survive the encounter either way, but failures will have consequences such as random encounters and tougher foes later in the encounter.

Skill	Use	DC
<i>Arcane/Nature/ Survival</i>	To determine the storm is magical in origin and will be over swiftly.	13
<i>Athletics</i>	Bail out water that the ship is taking on.	15
<i>Sleight of Hand</i>	Untie the ropes securing the sails and lower them before they topple the mast.	14
<i>Perception</i>	Spot any hazards(such as open flames) before they can harm the ship or people overboard in the sea.	15
<i>Persuasion/ Intimidation</i>	Inspire or terrorize the crew to get to work on saving the ship.	14



Failures:

One failure means that the ship makes it through the storm but the party reaches the wreck with 1 level of exhaustion.

Two failures mean the ship is knocked off course and the party encounters pirates (They encounter three **berserkers** and one **bandit captain** who board the ship suddenly and try to seize the helm.)

Three failures means the **marid** who summoned the storm sends two additional **sahuagin** to pursue them in **Encounter 2**.

If two failures are accrued by the adventures, the Solnor Sound will be met by the following:

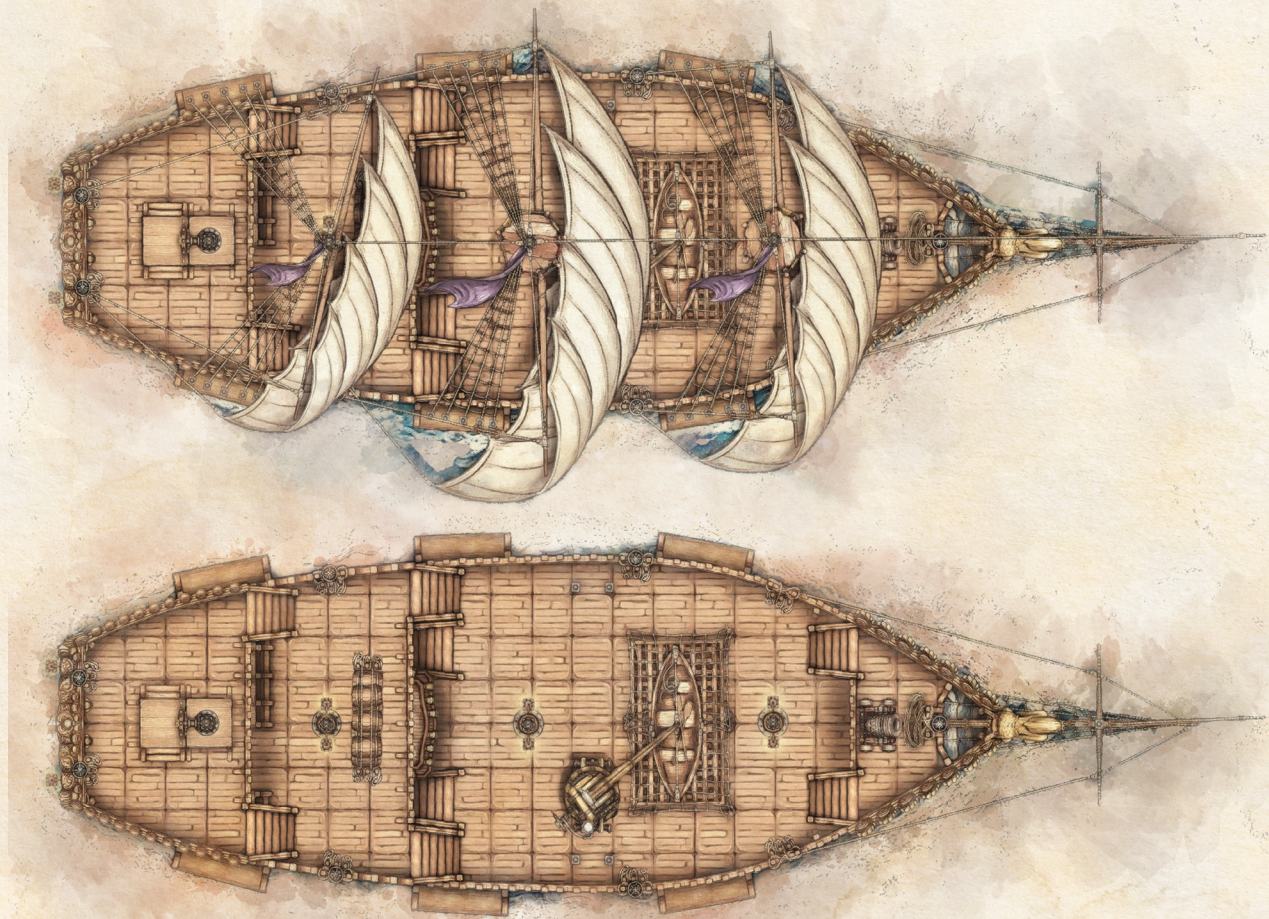
Captain Cutterstitch and the Deadboy Pirates

Whispers of the Deadboy Pirates, with their flag of a ghostly skull, strike fear into the heart of even the most battle-hardened sailors. The infamous crew, led

by the enigmatic Captain Cutterstitch, is a force that looms over the oceans like a storm cloud, shrouded in legends, myths, and spine-tingling tales.

Captain Cutterstitch, a towering figure, obese but muscular with tattered clothes and a leather apron stitched together in a patchwork fashion with sharks teeth and bone, is the embodiment of dread. With a weathered face, each scar speaks of countless battles, and his one milky eye, blinded from a previous skirmish, seems to see right through to one's soul. Rumors say that he once was a tailor, hence his name, who met an untimely death and returned with an insatiable thirst for treasure and vengeance.

His crew, the Deadboys, are no ordinary pirates. They are sea hardened sailors, veterans of life on the sea and experts at any of the many dangers one can experience at sea. Some people think they are phantoms of the deep, souls of sailors who met their end at sea, now bound to Cutterstitch's will. Silent as the grave, they move in eerie synchronicity, their footsteps unheard, and their presence felt like





a chilling breeze. It's said that they can emerge from the sea mist without a sound, striking their victims before they even realize what's happening.

The Deadboy Pirates' ship, "*The Drowned Maiden*", is as unique as its crew. Built from the sunken remains of countless ships, it's a floating fortress, its sails tattered, and its hull covered in barnacles and seaweed. Some say it can glide over water without creating a single ripple, making it nearly impossible to detect. Despite their fearsome reputation, the

Deadboy Pirates follow a strict code of honor. Their quarrels are mainly with those who have wronged them or stand between them and their coveted treasures. To some, they are merciless marauders; to others, they are avengers of the deep, but feared by all who sail the seas.

One thing is certain, to cross paths with Captain Cutterstitch and his Deadboy Pirates is to encounter a slice of the ocean's most infamous lore. Many have tried to hunt them, to unravel the mystery that surrounds





them, but few if any, return, and those who do are forever changed, their tales a mix of awe and terror.

There is a rumor that Cutterstitch stole a scroll from some fiend or eldritch horror of the deep. He uses the scroll – written on a special vellum made from the ritually flensed flesh of unwed mermaids, or in some accounts, merrow hide – to bind his undead crew to complete submission to his will. Some claim he keeps the scroll in a large bronze wood chest inlaid with pearls and unnatural clusters of rust-colored coral, along with a rib from each crewmen. At first glance, his gaunt berserkers look undead; they’ve adopted a form of facial tattooing once common to certain ancient Flan warrior cults, covering their faces with patterns that give the appearance of human skulls. Whether the crew consists of cultists descended from a tribe who took to the waves centuries ago or of ruthless sailors who simply assumed the

practice based on old tales from their place of origin is, and shall probably remain, unknown.

Common knowledge, survivors of the attacks are insane, having been forced to consume a “foul, hellish brew” and, according to some accounts, the meat of fallen comrades. Also, common rumors (no solid source, naturally) the “dead” crew salts their meat of their victims to keep it from rotting, it’s said the taste somehow reminds them of their own formerly living, undecayed flesh.

“Feast or be feasted upon; in the cruel seas, it’s eat or be eaten. Those not strong enough to stomach the rules of the Deadboys are doomed to become the next course.”

Deadboy Pirate Lore

A History check for characters with a nautical background. DC 12, they’ve heard about the scroll; DC 14, they’ve heard about the chest.

During the Fight

Adventurers will see the Deadboy pirate crew stop and start chanting “Cutterstitch” over and over through the encounter. This is a subtle clue that they should focus on taking out Captain Cutterstitch to demoralize the Deadboy pirates. If Captain Cutterstitch is killed, the Deadboy pirates will retreat back onboard their ship and leave immediately.

Part 2: The Bounty

“The water is unnaturally still and even as one of the sailors begins pointing, you spot the dim wreckage of a ship lying deep in the water.”

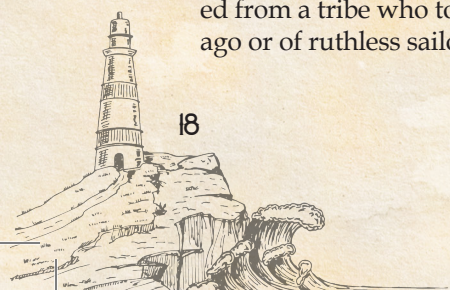
The wreckage is home to a **bronze dragon wyrmling** called Pearlaimon, or Pearl. She has gathered the Bounty’s treasures into a small hoard and trained **two hunter sharks** to protect it. She has been guarding it jealously since the fishing boat found the wreckage.

If the party surveys the wreckage, within an hour they can spot the patrolling sharks.

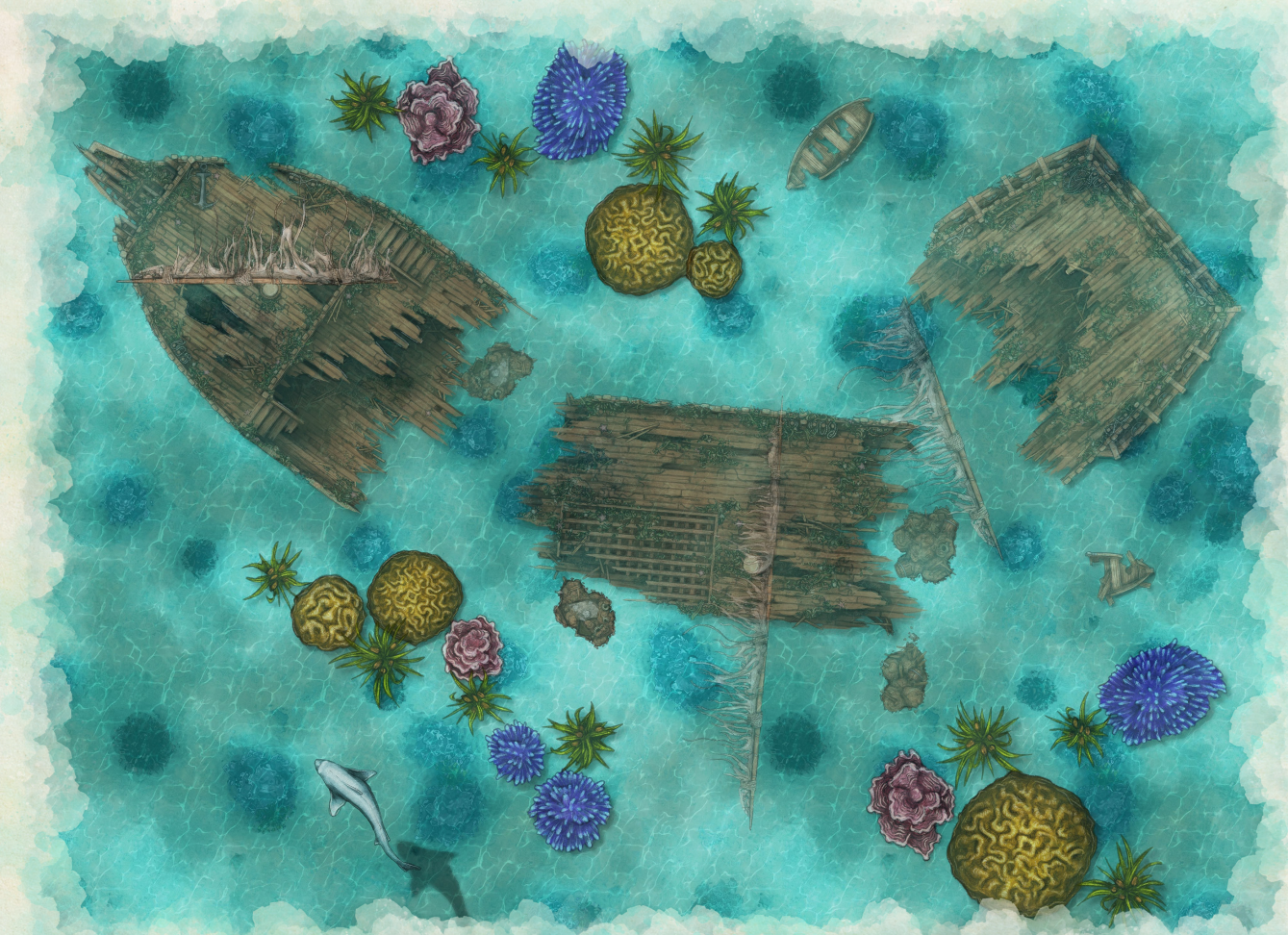
Within two hours they can deduce the sharks are acting intelligently, protecting the ship. If the party waits any longer, then Pearl becomes aware of them and begins hiding her treasure.

Descending down to the wreck of the *Ocean’s Bounty*

Amidst the vast and silent expanse of the deep blue, the descent begins. As the shimmering surface of the ocean recedes above, the world around becomes an enigmatic void, where sunlight dwindles, and a profound silence takes over. The weightlessness of the descent is juxtaposed against the oppressive







pressure of the surrounding waters. As the depth increases, the world takes on a darker hue, a realm where light is a rare luxury.

The diffused sunlight, filtering through layers of water, paints a world of twilight blues and muted greens.

Occasionally, fleeting shadows glide past, the denizens of the deep, their eyes reflective and curious. Schools of fish, their scales iridescent, shimmer briefly before dispersing into the murk. Luminescent jellyfish pulse gently, creating transient, ghostly displays in the abyssal dark. Emerging from the depths below, the ghostly silhouette of the shipwreck looms. Time and tide have left their marks on the vessel. Its once proud masts, now broken, stretch out like the skeletal fingers of a giant, reaching hopelessly towards the surface. Barnacles and corals have claimed the ship's hull, turning it into an artificial reef teeming with life. The ship's once sealed chambers are now doorways to gaping voids, windows into the ship's tragic past.

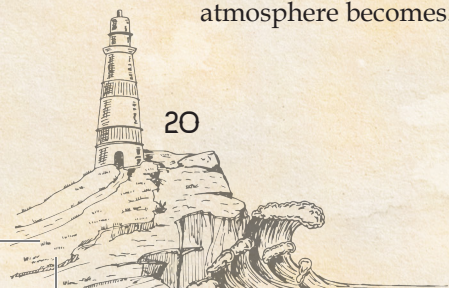
The closer one gets, the more tangible the eerie atmosphere becomes. The ship, once a symbol of

human endeavor and adventure, now lies defeated, a solemn testament to the unpredictable power of the ocean. Every creak of its timbers, every bubble that rises from its depths, seems to carry with it a whispered story of those who once called it their own. Swimming through the wreck, the remnants of the past are all too palpable, tattered flags, forgotten personal belongings, and ornate carvings depicting tales of the high seas. Shadows play tricks on the eyes, and the ambient sound of water moving across the shipwreck creates an otherworldly ambiance.

Encounter 1

The wreckage entrance is 150 feet below the water. The party is allowed to come within 80 feet of it before the two **hunter sharks** attack.

Tactics. The sharks are trained to ambush would-be thieves. They will make Stealth checks and the party must make opposing Perception checks to avoid being Surprised. The water counts as an area of dim light and if Pearl is aware of the party the sharks have advantage on their Stealth checks.



When the sharks are reduced to half their HP, or take a critical hit, they return to Pearl in her lair.

Pearl is ready to fight for her hoard, but when her sharks are beaten back, she is willing to talk first. She knows the party might be able to kill her, but that such a fight would not be in the party's interest. Pearl is able to speak Common and calls out to the party from inside the wreck as they approach.

"Beware mortals. You enter the realm of Pearlaimon, dragon of the sunken sands, mistress of shark and shoal. Why have you come to my lair and injured my allies?"

She is willing to negotiate and has even set aside part of her hoard to bribe the party to leave. She also wants the party to spread word of a fearsome dragon who guards the Bounty, to ward off any future treasure hunters. If the party states that they are here to find the Captain's map, she will say the following:

"The Cabin is sealed, it is merfolk magic, like the rune upon the hull. A riddle lies upon it, but I cannot fathom it. If I allow you to pass, will you leave me and my treasure in peace?"

The Map

Whether they fight Pearl, or she allows them to pass they will find the captain's cabin sealed by a thick oak door that has the following words burned into it.

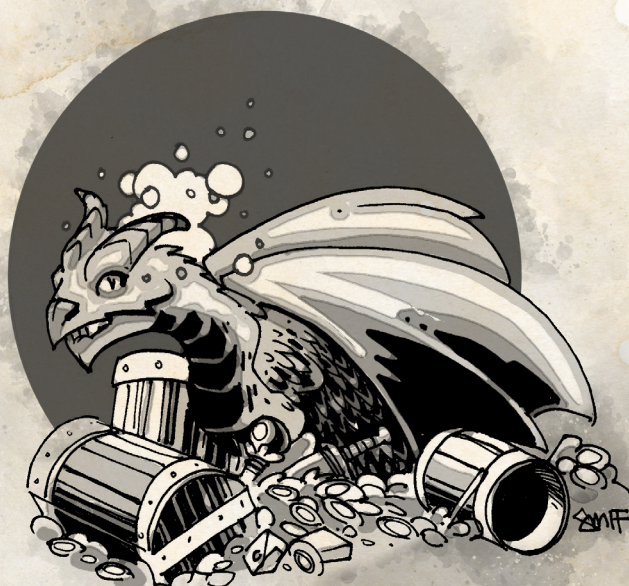
"I have towns without people, forests without trees, and rivers without water."

(If the party is unable to guess and Pearl is still alive, she can ask the party *"What is it you said you were looking for?"*)

When his ship sank, Captain Morton was sealed in his cabin by the merfolk priestess, Lysandra Shimmerscale. She used her divine magic to seal the door and died protecting Capt. Morton and his ship and crew from the sahuagin onslaught sent by Iblis the marid. Her merfolk skeleton lies at the door to the cabin. The divine magic also wrote a riddle only land-dwellers could solve. The solution is **a map**. Even underwater, speaking the word map causes the words to burn away the entire door, revealing the Captain's cabin.

Captain Morton's skeleton sits in his chair, holding his cutlass (**scimitar of speed**) and a long, cylindrical map case. It contains the map to Turucambi and the Captain's Log.

When the party is coming back up to the ship, someone should notice some kind of marking on the hull of the ship, some kind of rune of sigil...



Pearlaimon, the Bronze Dragon Wyrmling

Nestled within the tangled seaweeds and murky shadows of the ocean floor, the shattered remnants of the "Ocean's Bounty" ship conceal a secret marvel – Pearlaimon, the bronze dragon wyrmling.

Pearlaimon or Pearl, still in her youth, sparkles with scales of rich bronze, reflecting hints of green and gold when the scarce rays of sunlight penetrate the water's surface and touch her. Her eyes, large and curious, hold a cerulean hue, reminiscent of tropical lagoons. Though small, with a wingspan still growing, her posture is regal, horns already hinting at the majestic creature she's destined to become. No one knows for certain how Pearl came to reside in the wreckage. Some say she was drawn to the ship's demise, sensing the vast reassures it held. Others whisper that it was destiny, with the *Ocean's Bounty* resting atop the very location where she was born, hatching from an ancient egg long forgotten by time. Regardless of her origins, the wreckage has become her sanctuary.

Transforming the shattered vessel into a lair, Pearl has adorned it with all manner of oceanic wonders. Precious corals form archways, bioluminescent creatures light up its chambers, and treasures from the ship's hold are artfully displayed, hinting at her growing hoarding instincts. Her favorite spot is the ship's once-majestic prow, where she often lounges, observing the mysteries of the deep. Unlike many of her kind, who might be reclusive or wary, Pearlai-





mon is curious and often quite playful. She's taken a liking to the merfolk and aquatic creatures, often engaging in games or coming to their aid against predatory threats. Her nature is still taking shape, shaped by every encounter and experience.

Local sea dwellers tell tales of the "Bronze Guardian of the Sunken Vessel." Sailors share stories of a benevolent protector who guides lost ships safely through treacherous waters. There are also murmurs among treasure hunters, lured by both the *Ocean's Bounty* and the allure of a dragon's hoard. Adventurous souls might come seeking the treasures of the *Ocean's Bounty*, only to find themselves in the company of the young dragon. Whether she becomes a friend or foe would depend on their intentions and how they approach her. Given her age, she's impressionable, and interactions could shape her future views on humanoids, either solidifying her trust or planting seed of skepticism. In the ever-shifting world beneath the waves, Pearlaimon stands as a beacon of wonder, an example of the magic that still exists in hidden corners of the world.

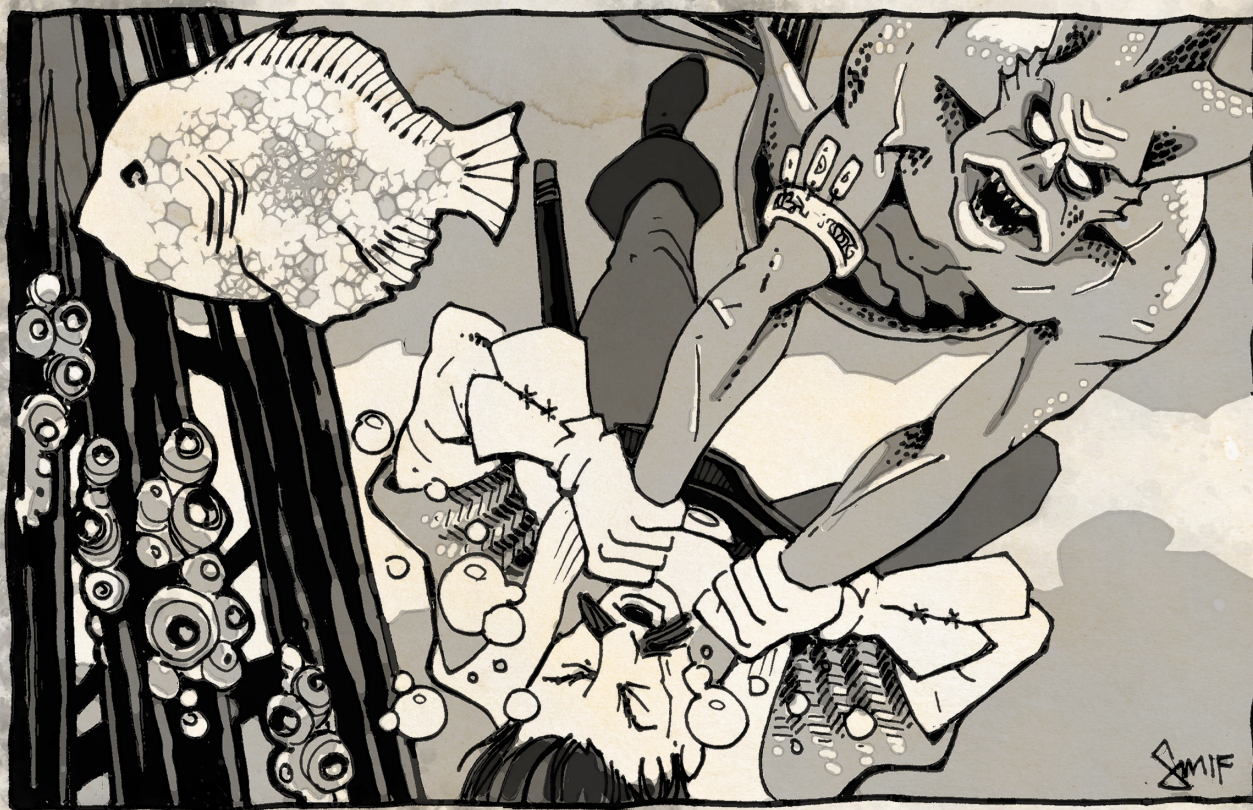
Part 3: Captain's Log

When they return to their ship, or sometime later, the party will open the case.

Within the case lies a carefully hand-drawn map and a sheaf of papers. The map does indeed depict a route to a place labelled Turucambi, but the papers seem to be the parts of the Captain's Log Morton Geeseman deemed important to preserve. They tell how the *Ocean's Bounty* was attacked and sunk by a marid called Iblis. His sahuagin followers butchered the merfolk and enslaved many more. Others faced an even worse fate. The log states a merfolk sea mage named Ossius was accompanying Captain Morton back to the mainland to seek aid in ousting this tyrant from Turucambi and freeing her people, but the last page simply says: "We were pursued."

As the *Solnar Sound* sails away from the *Bounty*, they are attacked by a warband. Unless the party places someone on watch, they are caught by surprise.





There is no sound but the rolling of waves and the creaking of the ship. Suddenly there is a sudden scream and a sailor pitches forward, a serrated spear between his shoulders. Even as you look to the water, a deadly harpoon sails towards you.

Encounter 2

Iblis, the marid, has dispatched a band of his minions to recover the map to Turucambi. There are five **sahuagin**, 3 **reef sharks** and two warped merfolk (**merrow**). If the party accrued three failures in the Sound of Storm skill challenge, then two additional **sahuagin** and two additional **reef sharks** are present.

Tactics. The band are hunting the party and will wait until the ship is in transit before striking, hoping to gain Surprise. The two merrow will use their harpoons to try and drag party members from the ship, where the reef sharks can attack them. The entire band will attack any characters dragged into the water during the initial attack, caught up in a feeding frenzy.

Otherwise, the reef sharks and one sahuagin handler remain together to deal with anyone the merrow can pull into the water, while the rest of the sahuagin attack from both sides. If the party can slay the sahuagin aboard the ship, the merrow will

continue to try and poach anyone who comes above deck in, forcing the party to confront them. The merrow will not flee, molded as they are by Iblis's magic. The sahuagin handler will flee if the merrow are killed and if all the sahuagin are killed, the reef sharks will flee.

This will be a tough fight. The warband is lead by Stickleback the sahuagin Tidecaller and his Abyssal hunters. Note for the DM: If the party fought Pearlaimon, this fight could be deadly. Adjust as necessary by using "ship's crew", NPC's or lessen the number of attackers. As the DM, you can also have the Sahuagin attack the next day to give the party a day of rest (remember, it is at least a three day transit back to Sulward). The sharks will only be in play if a merrow harpoons someone and drags them in the water, or if a sahuagin grapples and pushes or throws someone overboard. As DM, you will also have the traitors on board to play in at some point of the adventure. This would include Kralyn, Kaldor and Belvidin of the ship's crew who sabotaged the ship's rigging on the transit out and was found out during the storm.



BATTLE SCENARIO (DM)

This final battle could get hectic and the DM could have a lot of “monsters” to manage. This option could be used to make it fun and memorable:

While the adventurers are inside the captain's cabin and open the case to look at the map and or read the captain's log book, they hear a commotion outside. When they open the door, there stands the three traitors, Krayln, Kaldor and Belvidin. They tell the party to hand over whatever they retrieved from the wreck. (they are still trying to complete their task but are still concerned since a storm was sent after the ship, with them on it.)

Now the sahuagin attack, if the party engaged the traitors, they traitors will realize that Iblis sent the sahuagin to kill everyone. (no loose ends.)

If the party did not encounter Capt. Cutterstitch before, you can have someone see a ship on the horizon. This will give them false hope when they realize it is a pirate ship. They will ram the Solnor Sound and use alchemical fire spray across the deck before boarding to engage in battle against ship's crew and sahuagin alike.

If the ship's crew and adventurers are losing the fight, they can attempt to escape in the lifeboats that are on the ship and escape that way with the map and logbook. The traitors stashed rations and water on board that will last three days. They can be found by another vessel, picked up and returned to Sulward. Wreckage can be used as a floatation device to escape as well.

Stickleback: The Sahuagin Tidecaller

Deep within the cerulean depths, where light barely touches and ancient wrecks lie hidden, reigns Stickleback, a formidable sahuagin leader know and feared by all aquatic races. With blue-green scales that mirror the murkiest of oceanic trenches and eyes that glint like polished obsidian, Stickleback's very appearance radiates authority.

Stickleback's visage is one of elongated menace, with sharp dorsal fins running down his spine, reminiscent of the fish he's named after. Unlike most sahuagin, his scales are adorned with rare sea-gold patterns, a mark of divine favor among his kind. His hands and feet end in razor-sharp talons, and he wields a trident made from deep-sea coral, imbued with arcane energies.

Stickleback is not just a warrior but also a tidecaller – a sahuagin with the innate ability to commune with the darkest deities of the oceanic abyss. With their blessings, he can summon tidal waves, control sea creatures, and even predict oceanic events like eclipses and tempests. His unique talents quickly elevated him among the sahuagin, allowing him to command respect and form his hunting party.

The hunting party, known as “The Abyssal Hunters”, is a select group of sahuagin elites, handpicked by Stickleback himself. Each member is distinguished by their combat prowess, loyalty, and a unique ability, making them a formidable force underwater. The hunting party consists of the following members:

Fangsnare: An expert trapper who uses ocean flora, fauna, and his innate predatory instincts to ensnare the unaware. Fangsnare's knowledge of the seabed's topography is unparalleled, making him a master of ambush.

Whirlfin: With the ability to stir whirlpools with a flick of her tail, Whirlfin specializes in disorienting enemies, breaking their formations, and dragging them to watery graves.

Gloweye: A mystic with bioluminescent tattoos, Gloweye can send out hypnotic patterns of light, luring creatures close before the party strikes or using her illumination to navigate the darkest ocean caves.

Riptide: The brute force of the group. Riptide's immense strength allows him to wield large anchors and weapons, smashing through foes and obstacles alike.

Under Stickleback's command, the Abyssal Hunters employ a blend of guerrilla warfare and arcane might. They are known to lure their prey into dark kelp forests or shipwrecks, using the environment to their advantage. Stickleback often initiates with a powerful tidecall, disorienting foes before his team strikes.

Aftermath

If the party can escape the attack and return to Sulward, Elias will reward them with 500gp and invite them to dine with him and tell their story. He puts them up in his home and bids them goodnight, he has much to consider.

If you wish to continue this campaign, consider the following potential hooks:

- Elias wishes to hire the party to recover treasure from the Lost Treasure Fleet of the Sea Princes. He has discovered it has been caught up in the infamous Jungle of Lost Ships from



notes made on the map. (This is the part 2 of the Tides of Exploration series)

- Elias has friends among the Watchers, a group of knights who oppose extraplanar invaders such as marids. He believes you can convince them and others to join the quest to oust Iblis from Turucambi.
- A career like Elias's cannot be built without the occasional shady deal - unable to pay off his debts by renewing his trade with Turucambi, he intends to sell the map, even if it means abandoning helping the merfolk.
- Iblis is unwilling to let go of the party that easily and sends his emissaries to Sulward to expand his domain to dry land.

Iblis, The Marid of Malice

In the boundless depths of the Elemental plane of water, where the sea's mysteries remain uncharted and its power uncontested, Iblis rose to infamy. A Marid of exceptional power, he is a being whose disdain for land-dwellers transcends mere prejudice, evolving into a seething, fathomless loathing.

Iblis wasn't always a figure of dread. In his earlier days, he was known as a guardian of secret aquatic sanctuaries, protector of treasures that were sought by both land and sea denizens. His interactions with those from the surface were limited, but he observed them with an open, albeit cautious, mindset. This changed when a group of greedy

surface-dwellers breached one of his sacred sanctuaries in search of a legendary relic. Using powerful magics, they not only desecrated the shrine but also captured several of Iblis's close allies, holding them hostage. Although the Marid eventually retaliated, reclaiming the relic and annihilating the intruders, the damage was done. The once-beautiful sanctuary was left scared, razed by the surface-dwellers and some of Iblis's allies were lost forever.

From that point onward, Iblis's demeanor darkened. His heart, once filled with curiosity and wonder, was now a well of bitterness and rage. He declared a vendetta against all land-dwellers, viewing them as threats to the sanctity of his realm and the entirety of the Plane of Water. Harnessing his formidable power, Iblis often creates massive storms, shipwrecks, and other maritime calamities to punish those who dare sail the seas. He crafts illusions and enchantments to lure the unwary into deadly traps. His most sinister act, however, is his ability to forge dark pacts with desperate sailors, granting them boons in exchange for servitude or treacherous deeds against their own kind.

Whispers among the land-dwellers speak of this malevolent Marid, warning sailors of the dangers of the deep, and urging them to pay homage to the sea, lest they invoke the wrath of Iblis. Even among his own kind, Iblis is viewed with a mixture of respect and apprehension, for his power is unquestionable, and his quest for vengeance knows no bounds.



Sulward Assassin

Medium Humanoid (Any Race), Any Non-Good Alignment

Armor Class 15 (studded leather)

Hit Points 30 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	10 (+0)	11 (+0)

Saving Throws DEX +6, INT+4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances Poison

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blind Passive Perception 12 **Languages** --

Challenge 5 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half-damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) 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 assassin that isn't incapacitated, and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 12 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Captain Cutterstitch

Medium Humanoid (Any Race), any non-lawful alignment

Armor Class 15 (studded leather)

Hit Points 65 (10d8+20)

Speed 30 ft.

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

Saving Throws STR +4, DEX +5, WIS +2

Skills Athletics +5, Intimidation +4

Damage Resistances none

Senses Passive Perception 10

Languages Abyssal, Common

Challenge 2 (450 XP)

Sea Legs. The captain has advantage on ability checks and saving throws to resist being knocked prone.

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger, or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Hand axe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Shape up, Ye Dog (2/day). Whenever a friendly creature within 30 feet of the captain that can hear it misses with an attack, the captain can yell perilous threats to allow that creature to reroll the attack roll.

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.



Deadboy Pirate Berserker

Medium Humanoid (Any Race), any Chaotic alignment

Armor Class 11 (hide armor)

Hit Points 67 (9d8+27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (-4)	17 (+3)	9 (-5)	6 (-2)	1 (-5)

Saving Throws none

Skills none

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. This continues using the same stat block body style as in the previous section.

Hunter Shark, Pearlbaimon

Large Beast, unaligned

Armor Class 12 (natural armor)

Hit Points 45 (6d10+12)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Saving Throws none

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages --

Challenge 2 (450 XP)

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

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 913(2d8 + 4) piercing damage.



Pearlaimon, Bronze Dragon Wyrmling

Medium dragon, lawful good

Armor Class 17 (natural armor)

Hit Points 32 (5d8+10)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +4, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Immunities lightning

Senses blindsight 60 ft. passive Perception 10

Languages Draconic

Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Lightning Breath. The dragon exhales lightning in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must make a DC 12 Strength saving throw. On a failed save, the creature is pushed 30 feet away from the dragon.

Sahuagin Reef Shark

Medium Beast, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (4d8+4)

Speed 0 ft., swim 40 ft.

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

Saving Throws none

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages --

Challenge 2 (450 XP)

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

Water Breathing. The shark can breathe only underwater.

ACTIONS

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



Iblis Merrow

Large Monstrosity, Chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d10 +12)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	9 (-1)

Saving Throws none

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Aquan

Challenge 2 (450 XP)

Amphibious. The merrow can breathe air and water.

ACTIONS

Multiattack. The merrow makes two attacks: one with her bite and one with its claws or harpoon.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 5 (1d4 + 3) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

Krayln (Lead Traitor)

Medium Humanoid (Human), any non-lawful alignment

Armor Class 11 (natural armor)

Hit Points 32 (5d8 +10)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Saving Throws STR +2

Skills Intimidation +2

Senses Passive Perception 16

Languages Common, Aquan

Challenge 1½ (100 XP)

Sea Legs. The sailor has advantage on ability checks and saving throws to resist being knocked prone.

ACTIONS

Multiattack. Krayln makes two melee attacks.

Scimitar. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Hand axe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or ranged 20/60 ft., one target. Hit: 5 (1d4 + 3) slashing damage.



Sailor (Traitor)

Medium Humanoid (Human), any non-lawful alignment

Armor Class 11 (leather armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+3)	16 (+3)	12 (+1)	13 (+1)	11 (+0)	10 (+0)

Saving Throws None⁴

Skills None

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Sea Legs. The sailor has advantage on ability checks and saving throws to resist being knocked prone.

ACTIONS

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

Hand axe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or ranged 20/60 ft., one target. Hit: 3 (1d4 + 2)

Stickleback – The Tidecaller

Medium Humanoid (sahuagin), lawful evil

Armor Class 15 (natural armor)

Hit Points 38 (8d8+6)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	12 (+1)	13 (+1)	11 (+0)

Saving Throws none

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin, Abyssal

Challenge 2 (450 XP)

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

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

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

ACTIONS

Multiattack. *The sahuagin makes two attacks:* one with her bite and one with her claws.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 10 ft. or 20/60 ft., one target. Hit: 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 5 (1d4 + 3) piercing damage.



Gloweye – Sahuagin Priestess

Medium Humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)
Hit Points 33 (6d8 +6)
Speed 30 ft., swim 40 ft.

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

Saving Throws none
Skills Perception +6, Religion +3
Senses darkvision 120 ft., passive Perception 16
Languages Sahuagin, Aquan
Challenge 2 (450 XP)

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

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

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

Spellcasting. The sahuagin is a 6th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, thaumaturgy*

1st level (4 slots): *bless, detect magic, guiding bolt*

2nd level (3 slots): *hold person, spiritual weapon (trident)*

ACTIONS

Multiattack. The sahuagin makes two attacks: one with her bite and one with her claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one

Sahuagin Raiders

Medium Humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)
Hit Points 22 (6d8 +4)
Speed 30 ft., swim 40 ft.

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

Saving Throws none
Skills Perception +6, Religion +3
Senses darkvision 120 ft., passive Perception 16
Languages Sahuagin, Aquan
Challenge 1½ (100 XP)

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

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

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

ACTIONS

Multiattack. The sahuagin makes two attacks: one with her bite and one with her claws.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 10 ft. or 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 +1) piercing damage if used with two hands to make a melee attack.

Bite. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one



Gordon Geeseman (Helmsman)

Medium Humanoid (Human), any non-lawful alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 +10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Saving Throws STR +2

Skills Intimidation +2

Senses Passive Perception 10

Languages Common, Aquan

Challenge 1/2 (100 XP)

Sea Legs. Gordon has advantage on ability checks and saving throws to resist being knocked prone.

ACTIONS

Multiattack. Gordon makes two melee attacks.

Scimitar. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Sahuagin Raiders

Medium Humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 22 (6d8 +4)

Speed 30 ft., swim 40 ft.

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

Saving Throws none

Skills Perception +6, Religion +3

Senses darkvision 120 ft., passive Perception 16

Languages Sahuagin, Aquan

Challenge 1/2 (100 XP)

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

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

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

ACTIONS

Multiattack. The sahuagin makes two attacks: one with her bite and one with her claws.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 10 ft. or 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 +1) piercing damage if used with two hands to make a melee attack.

Bite. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one



The Drowned Maiden

Gargantuan vehicle (100 ft by 20 ft.)

Creature Capacity 30 crew, 20 passengers

Cargo Capacity 100 tons

Travel Pace 5 miles per hour (120 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	17 (+3)	0 (+0)	0 (+0)	0 (+0)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious.

ACTIONS

On its turn, the ship can take three actions, choosing from the options below. It can take only 2 actions, if it has fewer than twenty crew and only 1 action if it has fewer than ten. It can't take these actions if it has fewer than three crew.

Fire Ballista. The ship can fire its ballista.

Fire Alchemical Fire. The ship can fire its alchemical fire.

Deploy Grapple Claws. The ship can operate its grapple claws.

Move. The ship can use its helm to move with its oars or sails.

HULL REINFORCED

Armor Class. 15 *Hit Points.* 500 (damage threshold 15)

A master shipwright can use superior materials and clever design to make a ship's hull more resilient. Such reinforcement doubles the hull's hit point maximum.

CONTROL: HELM

Armor Class. 18 *Hit Points.* 50

Move up to the speed of the ship's sails, with one 90-degree turn. If the helm is destroyed, the ship can't be turned.

MOVEMENT: SAILS

Armor Class. 12 *Hit Points.* 100; -5 ft. speed per 25 damage taken

Speed (water) 45 ft; 15 ft. while sailing into the wind; 60 ft. while sailing with the wind.

BOARDING: GRAPPLE ARMS

Armor Class. 17 *Hit Points.* 50 (each) (damage threshold 15)

NAVAL RAM

Armor Class. 20 *Hit Points.* 100 (damage threshold 10)

The ship has advantage on all saving throws relating to crashing when it crashes into a creature or object. Any damage it takes from the crash is applied to the naval ram rather than to the ship. These benefits don't apply if another vessel crashes into the ship.

WEAPONS: BALLISTA

Armor Class. 15

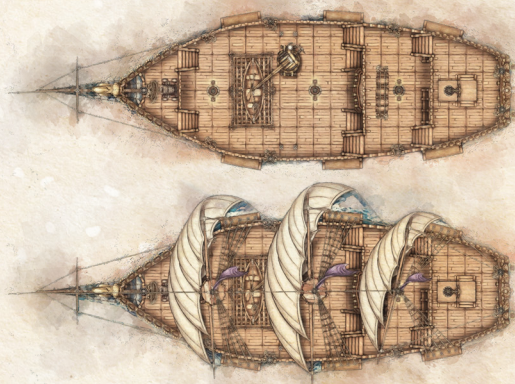
Hit Points. 50

Ranged Weapon Attack: +6 to hit, range 200/800 ft., one target. *Hit:* 16 (3d10) piercing damage.

WEAPON: ALCHEMICAL FIRE

Armor Class. 17

Hit Points. 100 (damage threshold 15)



The Solnor Sound

Gargantuan vehicle (100 ft by 20 ft.)

Creature Capacity 30 crew, 20 passengers
Cargo Capacity 100 tons
Travel Pace 5 miles per hour (120 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	17 (+3)	0 (+0)	0 (+0)	0 (+0)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious.

ACTIONS

On its turn, the ship can take the move action below. It can't take this action if it has no crew.
Move. The ship can use its helm to move with its oars or sails.

HULL

Armor Class. 15 **Hit Points.** 300 (damage threshold 15)

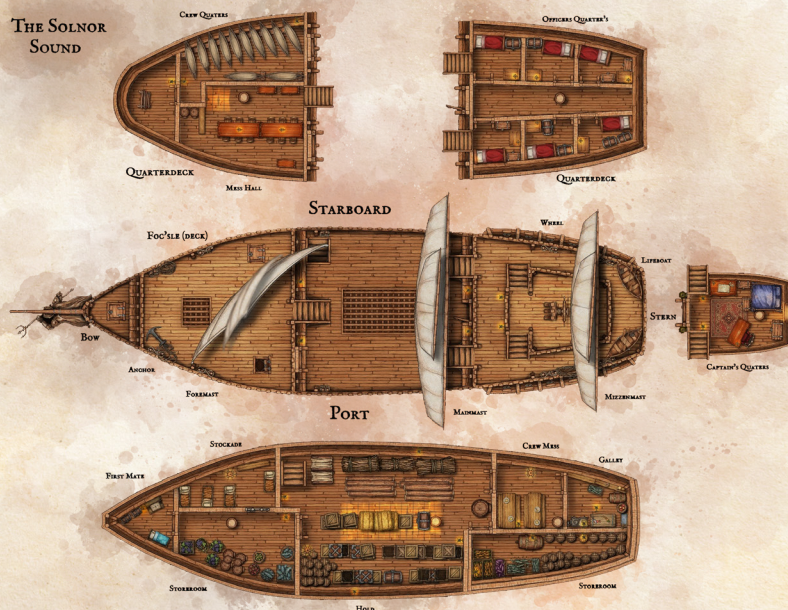
CONTROL: HELM

Armor Class. 18 **Hit Points.** 50

Move up to the speed of the ship's sails, with one 90-degree turn. If the helm is destroyed, the ship can't be turned.

MOVEMENT: SAILS

Armor Class. 12 **Hit Points.** 100; -5 ft. speed per 25 damage taken
Speed (water) 45 ft; 15 ft. while sailing into the wind; 60 ft. while sailing with the wind.



Marcus Latimore

Human (M) Fighter 3rd level

Champion martial archetype

Medium humanoid (human), Chaotic Good

Armor Class 13

Hit Points 33 (Hit Dice 3d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	11 (+0)	14 (+2)	12 (+1)

Proficiencies (+2 proficiency bonus)

Saving Throws Str +6, Dex +3, Con +6, Int +1, Wis +2, Cha +1

Skills Athletics +6, Acrobatics +3, Perception +4, Survival +4

Armor all, shields

Weapons Martial, simple

Tools Cartographer's Tools, Navigator's Tools, Vehicles (water)

Senses passive Perception 12

Languages Common, Dwarvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Scimitar +1. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 1d6 + 3 slashing damage.

BONUS ACTIONS

Second Wind. Regain 1d10 +3 hit points.

Action Surge. Take one additional action on top of your regular action.

REACTIONS

Protection. Impose disadvantage on an attack against a target within 5 feet of you.

OPTIONS

Improved Critical. *Champion feature.*

Marcus Latimore is a rugged and weathered man in his mid-40's, with a strong build and a tanned complexion that speaks of countless hours spend under the sun. Standing at an imposing 6'3" tall, he carries himself with the confidence and authority befitting a seasoned sailor. His storm-gray eyes possess a glint of adventure and a hint of mischief, reflecting the many tales and encounters he has experienced on the high seas.

He was born and raised in the bustling port



town of Sulward. From a youthful age, he felt an unbreakable bond with the sea, hearing its beckoning call whenever the salty breeze brushed against his face. His father, a renowned sailor himself, recognized this connection and nurtured it by teaching Marcus the ways of the ocean. As soon as he was old enough, Marcus eagerly embarked on his first voyage, working as a deckhand aboard a merchant vessel. It was during this time that he honed his sailing skills, learning to navigate treacherous waters, decipher charts, and anticipate storms. The ever-changing tides became his compass, and he developed an intimate understanding of the sea's moods and whims.

Marcus's true calling, however, lay in the thrill of combat. He was drawn to the exhilarating clashes with pirates, sea monsters, and other threats that prowled the vast expanses of the ocean. His natural strength and agility, coupled with his relentless determination, made him a formidable opponent in any battle. With each victory, his reputation grew, and he gained the respect of his crewmates and fellow sailors.

Eventually, Marcus's passion for the sea and his combat prowess led him to acquire his own ship, the "Tempest's Fury." As the captain, he commanded a loyal crew, and together they sailed the seas, searching for adventure, treasure, and the next great challenge to conquer. Marcus's leadership skills and tactical expertise made him a respected figure among the seafaring community, known for his fair treatment of his crew and his unwavering dedication to protecting the innocent. His ship was attacked while out at sea by a sahuagin raiding party. Shark riders and a small army of sahuagin attacked and boarded the ship. Much of the crew and the ship was lost that day, sunk by the hands of the sahuagin. At the time, a sea mage was able to port out the last 6 remaining crew members and Captain Marcus. Marcus vows revenge for the loss of his crew and his ship. He is ready to test his mettle against formidable foes, while never forgetting the lessons he learned as a sailor and captain – lessons of teamwork, resourcefulness, and the unbreakable bond between those who brave the untamed waters together.



Catherine Albright

Human (F) Cleric 3rd level

Zilchus Life Domain

Medium humanoid (human), Lawful Neutral

Armor Class 13 (14 w/shield)

Hit Points 27 (Hit Dice 3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	17 (+3)	12 (+1)	18 (+4)	13 (+1)

Proficiencies (+2 proficiency bonus)

Saving Throws Str +2, Dex +1, Con +6, Int +1, Wis +6, Cha +3

Skills Athletics +2, History +3, Perception +4, Religion +3

Armor all, shields

Weapons Simple.

Tools Medicine Kit

Senses passive Perception 12

Languages Common, Abyssal, Celestial, Primordial

ACTIONS

Attack. You can attack when you take this action, using the following:

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

Preserve Life. *Cleric channel divinity feature.*

Turn Undead. *Cleric channel divinity feature.*

OPTIONS

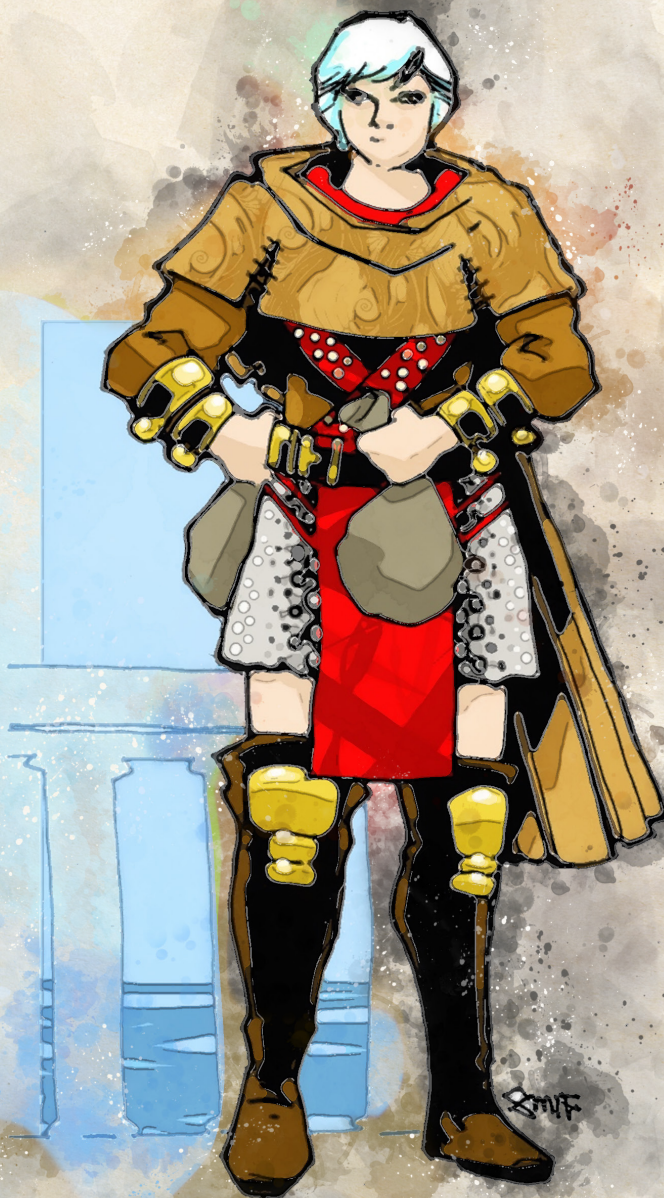
Spellcasting. You are a spellcaster (cleric feature) who uses Wisdom as your spellcasting ability (spell save DC 13; +5 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will). Sacred flame, spare the dying, thaumaturgy.

1st Level (4 slots). Bless*, cure wounds*, detect evil and good, detect poison and disease, guiding bolt, healing word.

2nd Level (2 slots). Calm emotions, lesser restoration*, prayer of healing, spiritual weapon* (Warhammer)* domain spell (Life Domain)

Catherine was born into a humble family in the bustling city of Dullstrand, where commerce thrived, and the pursuit of wealth was a way of life. From an early age, she displayed a natural inclination towards the divine, finding solace and purpose in the teachings of Zilchus, the deity revered by many in her community.



As she grew older, Catherine's devotion to Zilchus became all-encompassing, drawing her further away from the materialistic tendencies of the city. She sought to understand the true nature of wealth, not merely as a means to accumulate riches, but as a force that could bring prosperity and well-being to all. Guided by her faith, she embarked on a spiritual journey, joining the order of Zilchus as an acolyte.

Under the tutelage of wise clerics and scholars, Catherine delved into the sacred texts and teaching of her faith, learning to channel divine energy and perform miracles in the name of her god. She honed her healing abilities and studied the art of persuasion, understanding that power to influence and negotiate was an essential aspect of wealth and prosperity. Catherine's path led her to travel across the realms, ministering to the needy, healing the sick, and mediating in disputes. As a cleric of Zilchus, Catherine understands that wealth can be a double-edge sword, capable of great good or immense harm. She seeks to wield it responsibly, striving to create a world where resources are shared, and opportunities are accessible to all. She uses her divine gifts to bless merchants with fair trade, to inspire generosity in the hearts of the wealthy, and to offer comfort and aid to those who have fallen on challenging times.

Catherine Albright is a cleric of Zilchus. Assigned to this mission to assist Elias Loudon, the Trade Consortium is extremely interested in finding out what happened to the Ocean's Bounty and restoring that trade route it had back again because business was good, exceptionally good. The Ocean's Bounty brought rare items from the seas and was the only source for those items. It brought many travelers, wizards, alchemists and merchants to Sulward, increasing the city's notoriety and commerce. The Trade Consortium wants to restore that source of the economy and income which provided them considerable power and influence. She is familiar with ships and has completed many trips up and down the eastern coast of the Flanaess. She was part of protecting some of the Oeridian Lords that escaped Sulward and sailed to Dullstrand to avoid assassination. She is fully aware of the existing politics going on and will maneuver as necessary to avoid conflict or attention.



Sister Shaelene Marion

Human (F) Monk 3rd level

Way of the Open Hand Kord

Medium humanoid (human), Lawful Neutral

Armor Class 15

Hit Points 27 (Hit Dice 3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	13 (+1)	15 (+2)	17 (+3)

Proficiencies (+2 proficiency bonus)

Saving Throws Str +4, Dex +5, Con +3, Cha +3, advantage on saves against being frightened and poisoned.

Skills Athletics +2, Acrobatics +5, Perception +2, Persuasion +5

Armor none

Weapons simple

Tools Calligrapher's Supplies

Senses passive Perception 12

Languages Common, Undercommon

Ki Points 3

ACTIONS

Attack. You can attack when you take this action, using the following:

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 1d4 + 3 bludgeoning damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. Hit: 1d4 + 4 piercing damage.

BONUS ACTIONS

Flurry of Blows. *Monk Ki feature.*

Martial Arts. *Monk Ki feature.*

Patient Defense. *Monk Ki feature.*

Step of the Wind. *Monk Ki feature.*

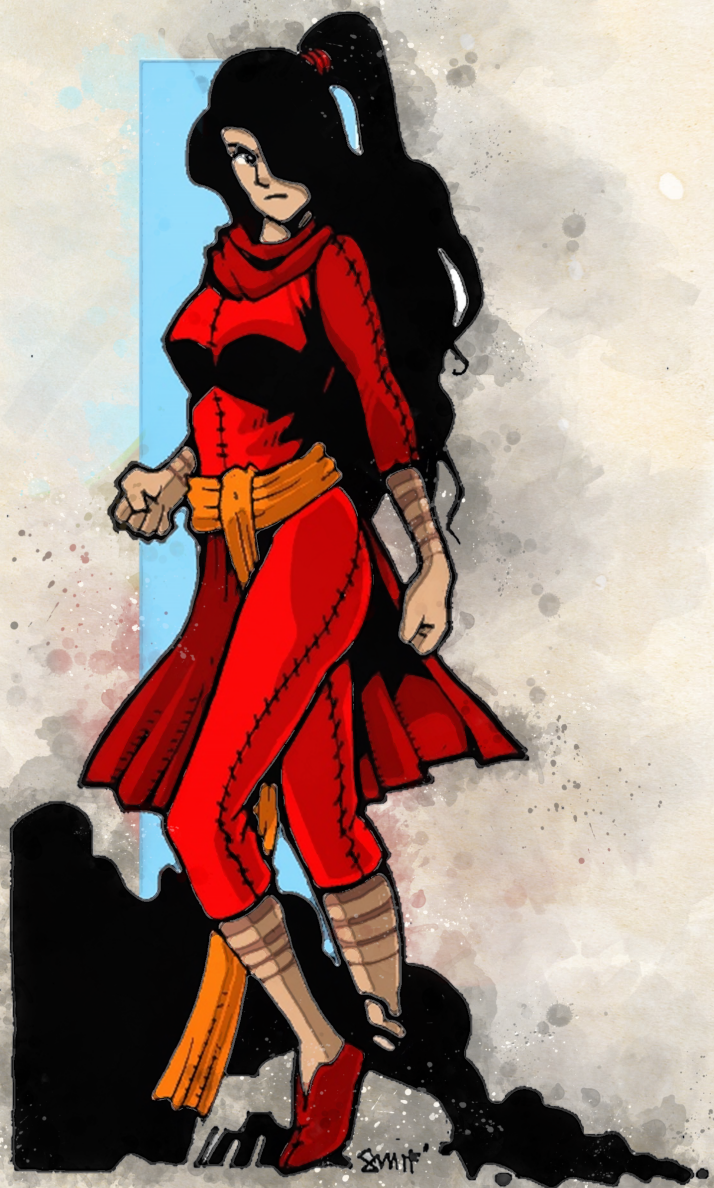
REACTIONS

Deflect Missiles. *Monk Ki feature.*

OPTIONS

Ring of Swimming

Sister Shaelene Marion is a woman of striking beauty, her lithe figure and graceful movements capturing the attention of those around her. With flowing ebony hair cascading down her back, piercing emerald eyes, and a serene smile that hides



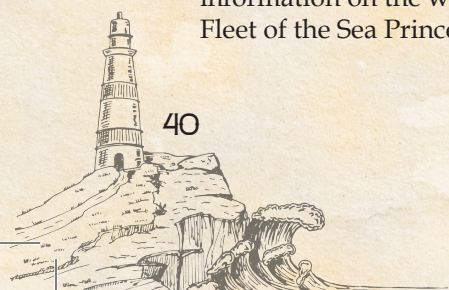
her true intentions, she possesses an air of mystery and intrigue. Clad in lightweight crimson garments that hug her form, she moves with a quiet confidence, her steps barely making a sound. Her path in life took a dark turn when she was recruited into the clandestine organization known as the Scarlet Brotherhood. Raised in a family of a noble Suel background, she was carefully groomed for a life of political intrigue and manipulation. Gifted with exceptional agility and honed combat skills, she was trained from a youthful age in the martial arts by a secret sect of monks within the Brotherhood.

The Scarlet Brotherhood, a secretive and enigmatic order, sought to exert control and influence over the political landscape of the realm. Embracing an ideology that espoused the superiority of a select few, they aimed to shape society according to their own hidden agenda. Shaelene's induction into their ranks marked her transformation from a curious young woman to a disciplined and deadly operative. Under the guidance of her mentors, Shaelene delved deep into the arts of stealth, combat, and espionage. She learned to move like a shadow, to read people's intentions through subtle cues, and to gather information with the utmost discretion. Her training as a monk further enhanced her physical prowess, granting her exceptional speed, agility, and the ability to channel her ki energy.

As a spy for the Scarlet Brotherhood, Shaelene was sent on covert missions to gather intelligence, sabotage rival factions, and eliminate key targets. She utilized her natural charm, blending seamlessly into high society gatherings and political circles, using her martial arts skills only when necessary. Her abilities as a monk allowed her to strike swiftly and silently, incapacitating foes without leaving a trace. As Shaelene conducted some of her assignments, she began to question the true motives of the Scarlet Brotherhood. Doubts gnawed at her conscience, and she started to question her loyalty to the organization. She uses her position as a spy to gather information not only for the Brotherhood but also for herself, seeking to unveil the secrets that lay at the heart of the organization.

Her mission is to find out any and all information discovered by this expedition to salvage the wreck of The Ocean's Bounty. The brotherhood know that The Ocean's Bounty had made multiple successful trips out into the eastern Solnor and back, returning with wondrous items from the sea. They have tasked Sister Shaelene to retrieve the Captain's log, Captain Morton Geeseman to see if there is any information on the whereabouts of the Lost Treasure Fleet of the Sea Princes. Shaelene's brother, Brother

Tristan Marion went missing 3-4 years earlier when the Scarlet Brotherhood tasked him to board a ship going east into the Solnor Ocean on an expedition of discovery. The ship never returned from its deployment. Shaelene will hide the fact that she is working for the Scarlet Brotherhood, that she does not care about anyone else on the expedition except succeeding on her mission. She is initiative-taking and has been moving up the hierarchy of the brotherhood with her accomplishing all of her missions so far. She will attempt to learn the party members weaknesses to use against them if necessary. Shaelene says that she is a mercenary for hire for security, diplomacy and sailing proficiency.



Ruldrig Kragpike

Dwarf (M) Rogue 3rd level

Rogue archetype Clangeddon

Medium humanoid (Mountain Dwarf), Chaotic Good

Armor Class 14

Hit Points 30 (Hit Dice 3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	14 (+2)	11 (+0)	14 (+2)

Proficiencies (+2 proficiency bonus)

Saving Throws Str +3, Dex +6, Con +4, Int +4, Advantage against poison.

Skills Athletics +5, Acrobatics +4, Sleight of Hand +6, Stealth +8

Armor Light, Medium.

Weapons battle axe, crossbow, hand, longsword, rapier, shortsword, simple weapons, Warhammer.

Tools Jeweler's Tools, Mason's Tools, Thieves' Tools.

Senses passive Perception 12

Languages Common, Dwarvish, Thieves' Cant.

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft. one target. Hit: 1d6 + 3 piercing damage.

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

Short Bow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit: 1d6 + 3 piercing damage.

BONUS ACTIONS

Cunning Action. *Rogue feature.*

Two-Weapon Fighting. When you take the Attack action with a shortsword in one hand, you can use a bonus action to attack with a dagger in the other hand. You don't add your ability modifier to the damage of the bonus attack. You can instead throw the dagger instead of making a melee attack with it.

OPTIONS

Sneak Attack. *Rogue feature.*

Sleight of Hand. *Rogue feature.*

Ruldrig Kragpike is a stout and muscular dwarf,



with a rugged exterior that belies his dexterous movements and nimble fingers. Standing at a modest 4 feet tall, his thick brown beard, adorned with intricately braided beads, cascades down to his chest, signifying his status as a master stonemason. His deep-set, obsidian eyes shine with a combination of craftiness and curiosity, a reflection of his keen intellect and love for the art of stone carving. Born into a renowned family of stonemasons in the mountainous kingdom in the Glorioles, the Dwur Kingdom of Glorvardum, Ruldrig inherited both his family's esteemed reputation and their exceptional skill in working with stone. From an early age, he displayed an affinity for sculpting and carving, his hands naturally attuned to the touch of rock and the shaping of its form.

Under the tutelage of his father, an esteemed master stonemason, Ruldrig learned the secrets of his craft. He honed his skills in chiseling, engraving, and understanding the unique properties of various stones. His precision and diligence set him apart, and he soon gained recognition within the dwarven community as a rising talent in the field of stonework.

The world beyond the kingdom walls intrigued Ruldrig. He yearned to experience the diversity of cultures, architecture, and stonemasonry techniques that lay beyond his mountain home. With his family's blessings, he embarked on a journey, combining his passion for stonework and a desire for adventure. In his travels, Ruldrig discovered the art of stealth and subterfuge, which complemented his natural affinity for sneaking into hidden corners and observing minute details. He learned to move silently, pick locks, and disarm traps, skills that proved invaluable when exploring ancient ruins and securing rare and precious stones. Ruldrig's unique combination of artisanship and stealth allows him to approach his work from unconventional angles. He became known for his ability to infiltrate places others couldn't, uncovering rare stones and acquiring invaluable knowledge about architectural techniques and hidden passageways.

Ruldrig's experiences as an artisan stonemason have also contributed to his rogue skills. His knowledge of stone structures allows him to quickly analyze the weak points in buildings and fortifications, giving him an advantage in both stealthy operations and planning heists. While Ruldrig often finds himself embroiled in dangerous and clandestine endeavors, his true passion lies in his artisanship. He dreams of someday returning to Glorvardum, armed with new skills, stories, and rare stones that he can use to create awe-inspiring works of art that blend

the traditional dwarven style with the influences of the many cultures he encountered during his travels. Ruldrig has heard rumors of a far off aquan bazaar called Turucambi. He has seen the unique corals, shells and pearls that have been sold in Elias's shop and wants to see if there are rarer materials or resources unknown to the dwarves and stonemasons.



Damaris Tideshaper

Druid 3rd level Wood Elf (F)
(The Sea of Storms Clan) Trishana
Medium humanoid (Wood Elf), Chaotic Neutral

Armor Class 13

Hit Points 27 (Hit Dice 3d8)

Speed 30 ft.

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

Proficiencies (+2 proficiency bonus)

Saving Throws Str +2, Dex +3, Con +3, Int +2, Wis +6, Cha +1, advantage against being charmed, immune to magical sleep.

Skills Athletics +4, Animal Handling +6, Perception +6, Insight +4

Armor light, medium, shields

Weapons club, dagger, dart, javelin, longbow, longsword, mace, quarterstaff, scimitar, shortbow, sickle, sling, spear.

Tools Herbalism Kit, Navigator's Tools, Vehicle (Water).

Senses passive Perception 16

Languages Common, Elvish, Druidic, Aquan.

ACTIONS

Attack. You can attack when you take this action, using the following:

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 1d8 + 2 bludgeoning damage.

Wild Shape. *Druid feature.*

Mask of the Wild. *Druid feature.*

OPTIONS

Spellcasting. You are a spellcaster (druid feature) who uses Wisdom as your spellcasting ability (spell save DC 13; +5 to hit with spell attacks). You have the following spells prepared:

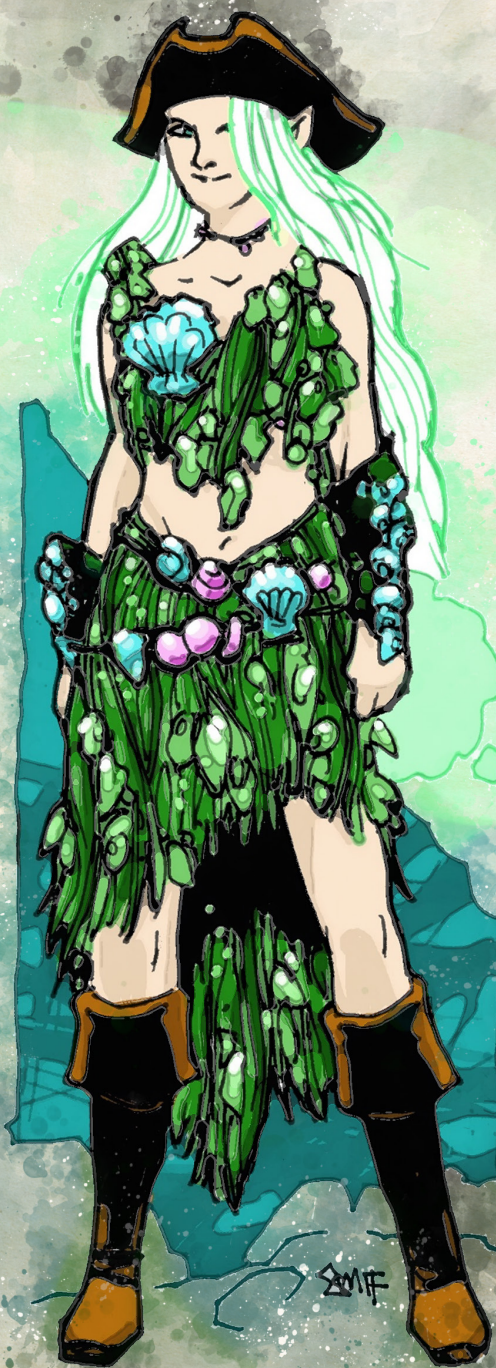
Cantrips (at will). Shape water*, Guidance, mending, poison spray.

1st Level (4 slots). cure wounds, entangle, faerie fire, fog cloud*, speak with animals (aquatic)*, thunderwave.

2nd Level (2 slots). Mirror image*, misty step*, enhance ability, spike growth, warding wind*.

Natural Recovery. *Druid Feature*

Damaris Tideshaper is an ethereal and graceful elf, with flowing sea-green hair that flows down her back like waves. Her emerald-green eyes mirror



the depths of the ocean, shimmering with ancient wisdom and a profound connection to the natural world. Adorned in robes made from seaweed and adorned with seashells, she moves with a fluid grace that mirrors the ebb and flow of the tides. She was born beneath the moonlit skies of a coastal elven forest enclave, where the melodies of the sea were a constant lullaby. From an early age, she felt the call of the ocean, drawn to its vastness, power, and ever-changing beauty. As she grew older, her bond with the natural world deepened, leading her to discover her affinity for druidic magic. Guided by her curiosity and desire to protect the fragile balance of nature, Damaris sought out the Circle of the Sea – a revered order of druids dedicated to the guardianship of the oceans, rivers, and all waterways. Under their tutelage, she learned to harness the elemental forces of water and adapt to the ever-shifting currents of life.

Immersed in the teachings of the Circle, Damaris discovered her unique ability to communicate with aquatic creatures, sensing their thoughts and emotions as if they were her own. She learned to manipulate water, summoning and shaping it to her will, and gained a deep understanding of the delicate ecosystems that thrived beneath the waves. Damaris's connection to the Circle of the Sea granted her a heightened awareness of the tides and the moon's influence upon them. She learned to read the subtle signs in the natural world, predicting changes in the weather and sensing the ebb and flow of life's currents. Through her druidic rituals, she communed with the spirits of the sea, gaining insight and guidance from ancient beings that dwelled in the depths.

As a druid of the Circle of the Sea, Damaris became a steadfast protector of marine life and an advocate for the preservation of water-based ecosystems. She witnessed firsthand the devastating effects of overfishing and the exploitation of aquatic resources. In her adventures, Damaris uses her druidic magic and her affinity for water to heal and protect her allies. She channels the power of the sea to assist her with whatever the task at hand. With her empathy for aquatic life and her ability to navigate treacherous waters, she becomes a guide and protector for those who venture into the ocean's depths.



Natalia Theymar

Wizard 3rd level

Half-Elf (F)

Arcane tradition, School of Illusion

Medium humanoid (half elf), Neutral Good

Armor Class 13

Hit Points 23 (Hit Dice 3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	17 (+3)	10 (+0)	12 (+1)

Proficiencies (+2 proficiency bonus)

Saving Throws Str +1, Dex +3, Con +3, Int +5, Wis +2, Cha +2, advantage against being charmed, and magic can't put you to sleep.

Skills Arcana +5, History +5, Investigation +5, Religion +3

Armor none

Weapons Crossbow, light, dagger, dart, quarterstaff, sling.

Tools none

Senses passive Perception 12

Languages Common, Abyssal, Celestial, Primordial

ACTIONS

Attack. You can attack when you take this action, using the following:

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 1d8 + 2 bludgeoning damage.

OPTIONS

Spellcasting. You are a spellcaster (cleric feature) who uses Wisdom as your spellcasting ability (spell save DC 13; +5 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will). Minor Illusion*, improved minor illusion*, dancing lights, firebolt, mage hand, ray of frost.

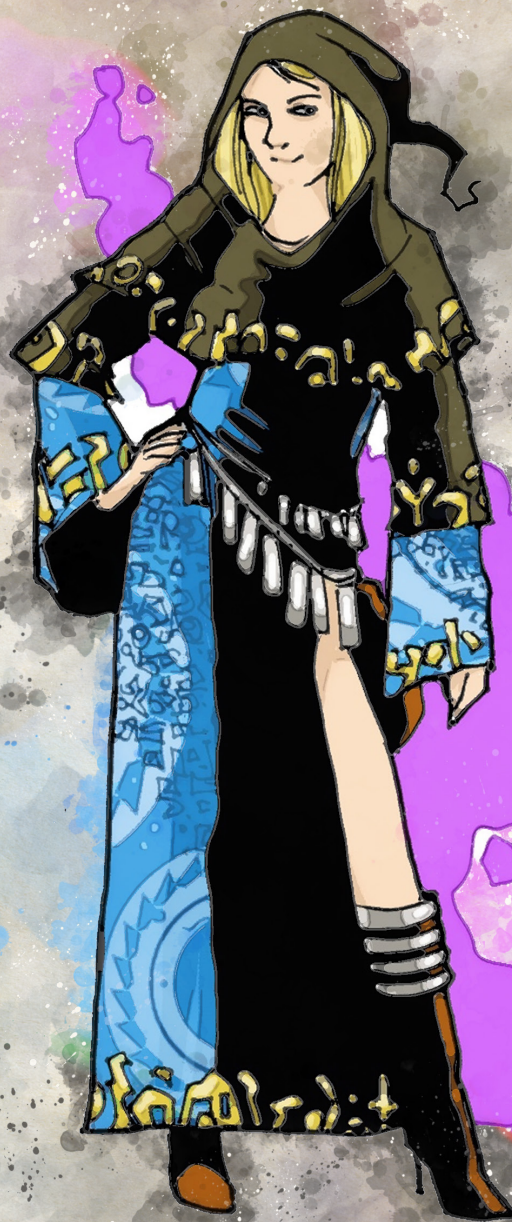
1st Level (4 slots). Color spray, mage armor, magic missile, shield.

2nd Level (2 slots). Invisibility, Mirror image.

Wand of Web (17 charges)

Arcane Recovery. Wizard feature.

Natalia Theymar is a striking figure, blending the elegance of her elven heritage with the determined gaze of a scholar. With flowing chestnut hair coming down to the middle of her back, framing her delicate features, and vibrant sapphire eyes brimming with curiosity, she exudes an air of intellect and potential. Clad in flowing robes adorned with intricate arcane

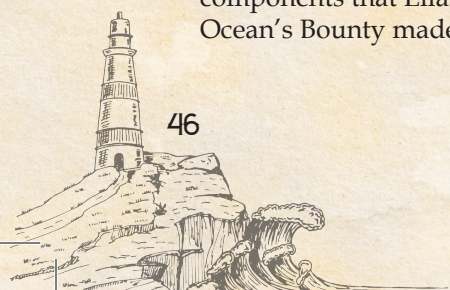



symbols, she carries herself with a sense of purpose, her every movement precise and deliberate. She was born to a human mother and an elven father, their union a testament to the unity of different worlds and the power of love. From an early age, Natalia exhibited a natural affinity for magic, her mind thirsting for knowledge and her heart yearning to understand the intricate workings of the arcane.

Raised in an ancient library nestled within a secluded elven enclave, Natalia was surrounded by tomes of knowledge and wise sages who nurtured her innate magical abilities. As she grew older, her insatiable curiosity led her to delve deeper into the realm of magic, immersing herself in the study of various schools and disciplines. Under the mentorship of learned wizards, Natalia shaped her arcane skills and developed a keen intellect. She excelled in the art of spellcasting, delving into the realms of illusion, evocation, and divination. Her versatility and natural talent made her a formidable force to be reckoned with. Seeking to broaden her understanding of the magical arts, Natalia embarked on a journey beyond the comforts of her home. She sought out ancient ruins, forgotten tombs, and arcane academies, seeking hidden knowledge and lost secrets. Along her path, she encountered numerous challenges, facing dangerous creatures, deciphering cryptic puzzles, and engaging in intellectual duels with rival spellcasters.

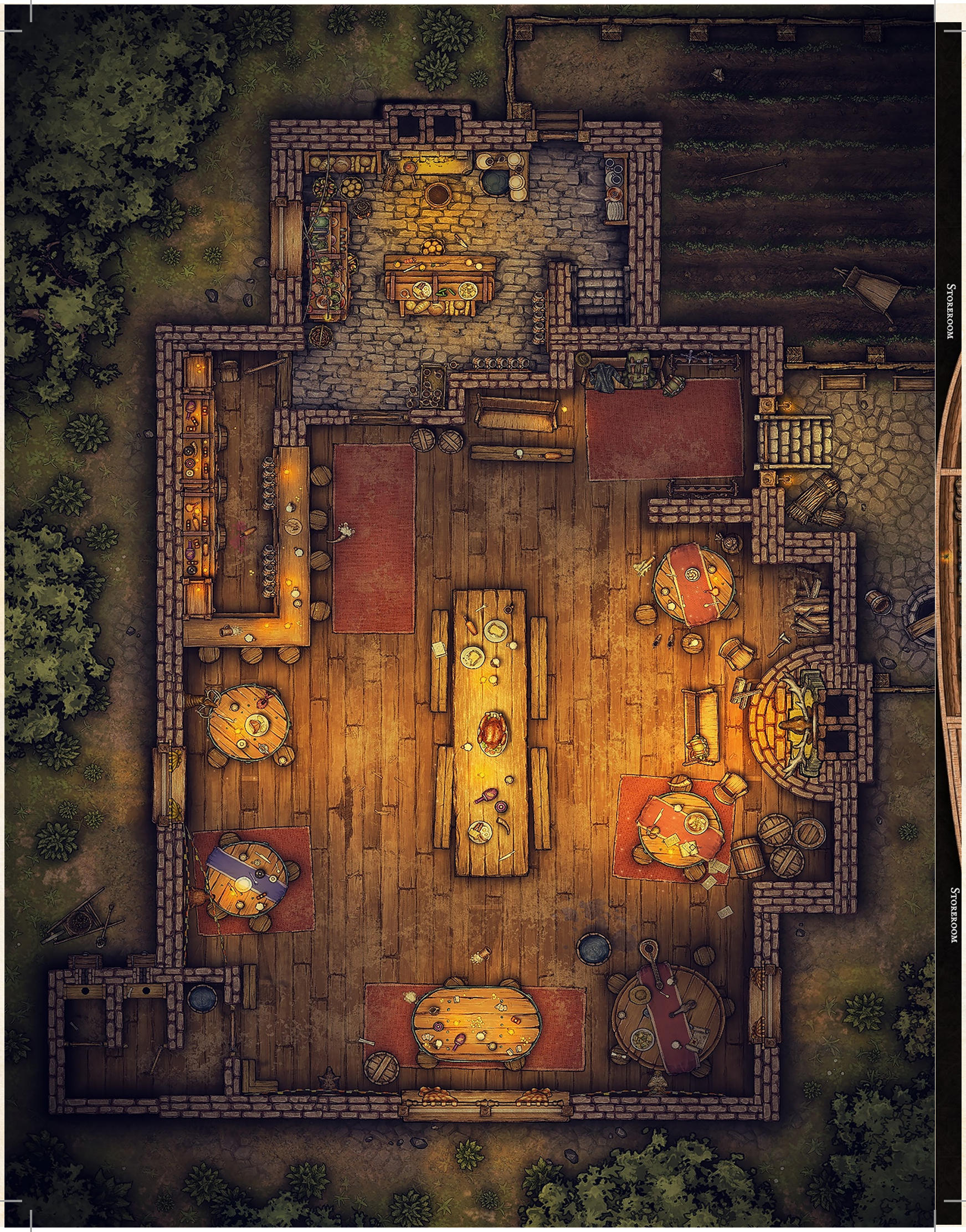
As Natalia's knowledge and power grew, so did her sense of responsibility. She realized the potential for magic to shape the world and impact the lives of those around her. With great power came the duty to wield it responsibly and to protect those who couldn't protect themselves. Now, as a half-elf wizard, Natalia Theymar stands at the crossroads of two worlds, bridging the gap between humanity and the mystical realm of the elves. Her unique heritage grants her a deep understanding of both cultures, allowing her to see the beauty and strengths in each. In her adventures, she employs her arcane knowledge and spellcasting abilities to overcome challenges and unravel mysteries. She uses her spells not only for destructive purposes but also to aid her companions, shield the innocent, and seek peaceful resolutions whenever possible. Her analytical mind and keen perception enable her to figure out the intricacies of ancient spells and uncover hidden enchantments.

Natalia is going to represent the Arcanum Conclave's interests in restoring a trade route to have a solid supply of those rare spell and alchemical components that Elias supplied in the past when the Ocean's Bounty made those runs.



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1. SALTY DOG TAVERN AND INN
 2. ALBATROSS INN
 3. CASTLE, CAPTOL BUILDING
 4. THE FIRE FORGE
 5. MITO'S LEXFORIUM
 6. STONE WALLS INNER, EXTERIOR WOODEN WALL
 7. TENTS AREA INSIDE THE WOODEN WALLS
 8. TEMPLE (PELOE)

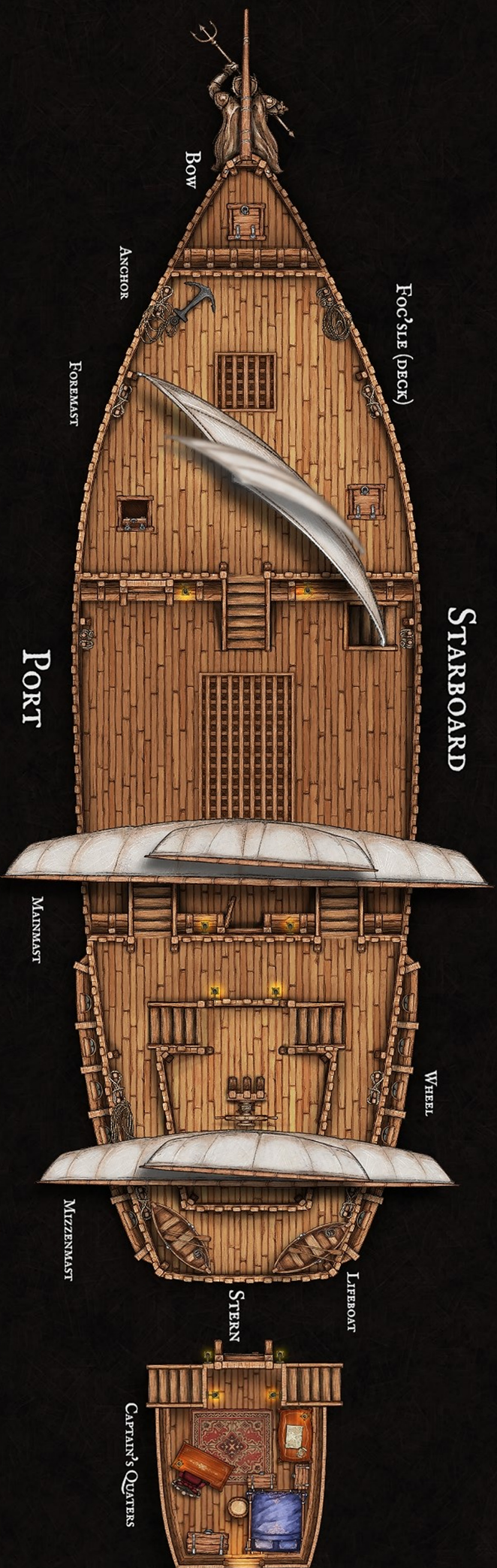
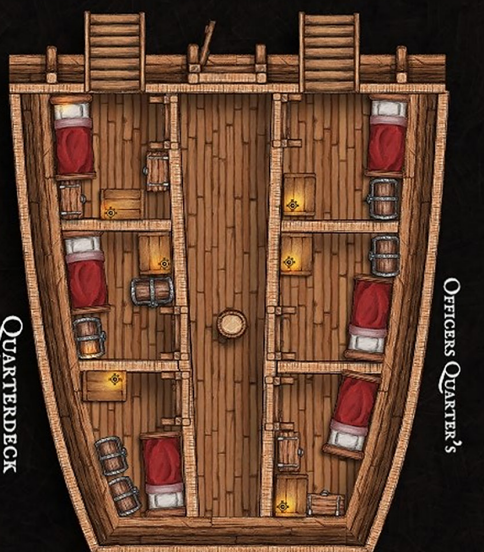
SULWARD



STOREROOM

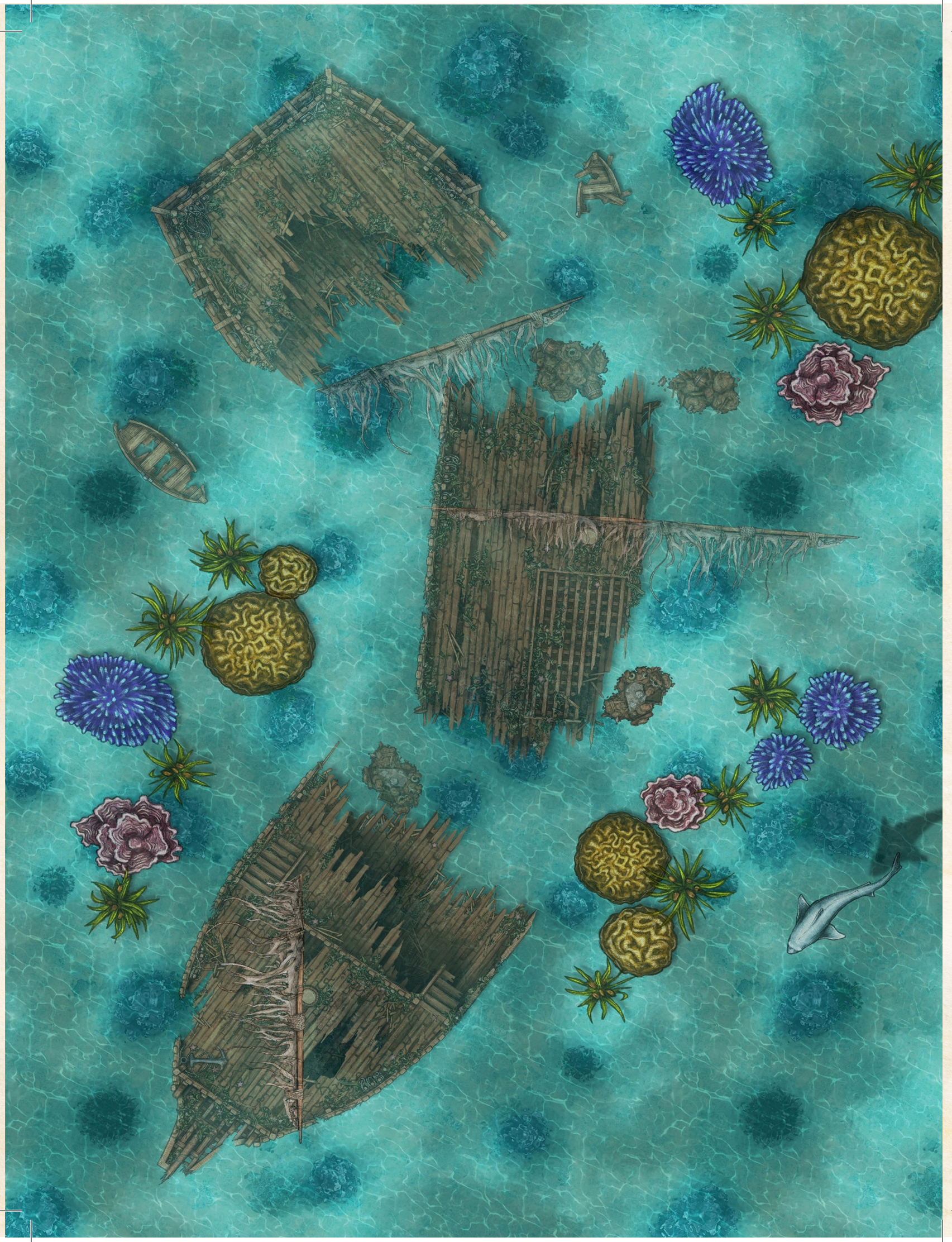
STOREROOM

THE SOLNOR
SOUND









THE OCEAN'S BOUNTY

The party is been hired by Elias Loudon, a trader in rare and exotic wares. Ten years ago his most lucrative ship, the Ocean's Bounty, was lost at sea. Recently, pieces of her wreckage have been found and Elias wishes you to visit the shipwreck and recover any cargo that may remain. More importantly, he wishes you to find the Captain's maps, one of which shows the location of the mythical aquatic bazaar, Turucambi. He is willing to pay handsomely and has offered you his ship, the Solnor Sound, for the voyage.

The *Ocean's Bounty* is an adventure designed for 4 to 6 3rd level characters.

The *Ocean's Bounty* contains 2 new ships, detailed information on the Sulward, Capital of The Lordship of the Isles, 6 pregenerated characters, and 10 new monsters for your 5th edition game.

