

Final Torch



Shadowdark RPG Zine

Issue 2

WHAT'S INSIDE:

New Pirate Setting
A Fey Ocean
Ship Rules & Stats
New Adventures
New Monsters
...And more!

Issue #2
.....

Pirates of Barnacle Bay

Designed for use with
ShadowDark RPG

**“Barnacle Bay was founded by us... pirates and scoundrels
who just wanted to retire in peace with a lifetime of loot.”**

- Longbeard, pirate (later stabbed in the back in Barnacle Bay)



gelatinous&grim

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INTRODUCTION

Let the Cannonballs Fly!

Build a nautical-themed pirate campaign where players can:

- ▶ Visit Barnacle Bay, nearby islands or venture into the whimsical **Fey Ocean**
- ▶ Solve the mystery of a **ghost ship** called *The Green Phantom*
- ▶ Explore a **pile of shipwrecks** in search of treasure and a lost captain's log
- ▶ Sign up for the **White Lodge Hunting Club Competition** to haul in the most dangerous catch
- ▶ **Walk the plank** above a deadly pit in **The Slaughtering Hole Tavern**
- ▶ Sail off the **edge of the world** and fight the **Battle of Shadows**

IN THIS ISSUE:

- ▶ 2 Hex Maps
- ▶ Port of Barnacle Bay (Level 1), including 2 tavern games
- ▶ Shipwreck Adventure (Level 1 or 2)
- ▶ Hunting Adventure (Any Level)
- ▶ Lost Treasures for additional adventure ideas and lore
- ▶ Ship rules and stats
- ▶ Over 40 adventure seeds
- ▶ Over 75 new monsters

Adventure Seeds

The following pages are full of ideas that are concise and open-ended yet still rich in potential — designed to ignite the creative process and inspire GMs to string sessions together into full campaigns.

Underwater Combat

How underwater combat is handled is up to you. Suggestions and a new weapon (**Spear Gun**) can be found on pg. 57.

How to Begin

Crawlers arrive in **Barnacle Bay** (pg. 40) and can explore the town.

You can either have them:

- ★ Begin with an old ship* (*they can upgrade later*).
- ★ Earn a ship* by completing the **Tomb of the Tides** (pg. 55)

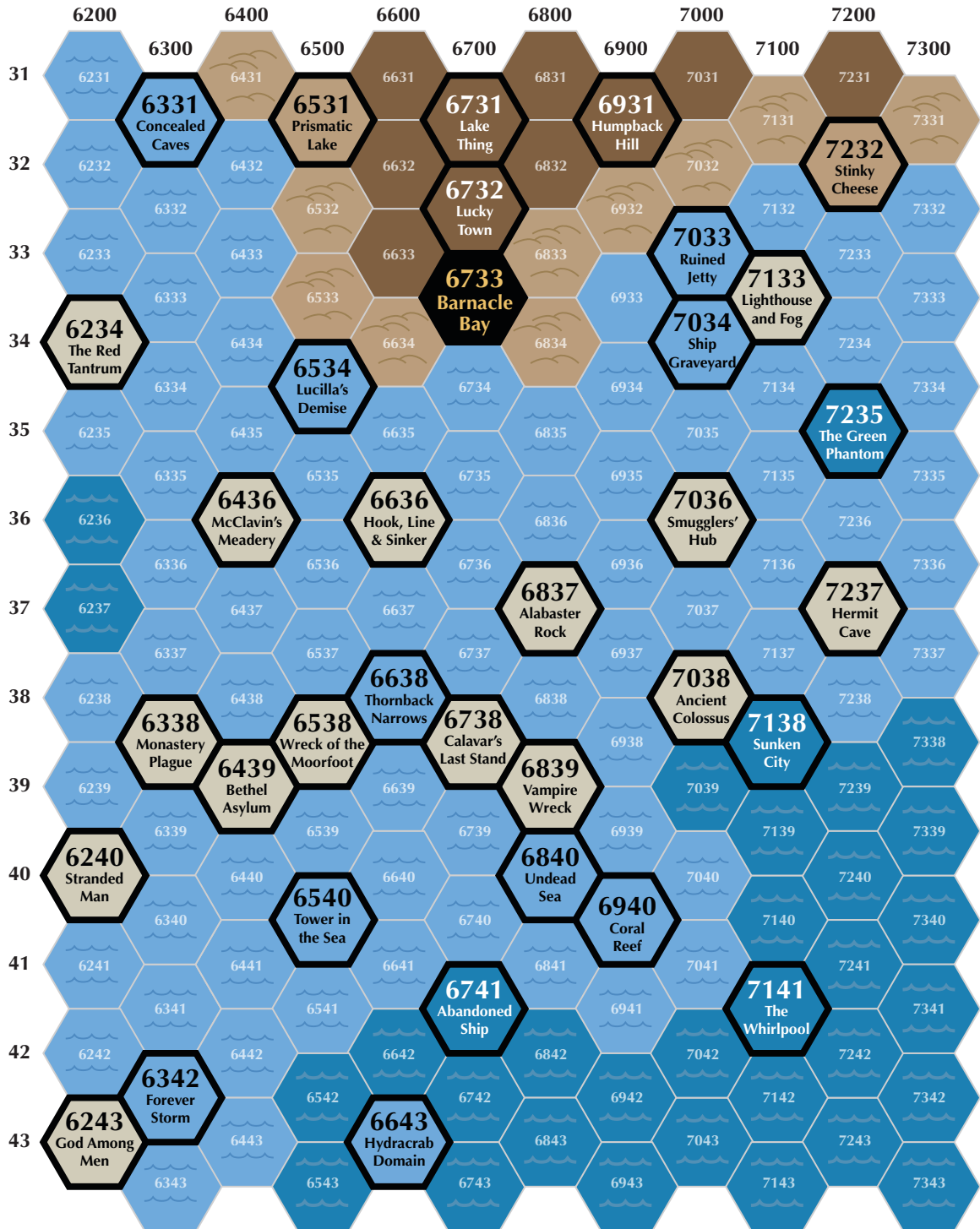
* Use the first two columns of table on pg. 38 to generate a ship name.

Random Adventures

For more pirate-themed adventuring, **In Search of Lost Treasure** (pg. 71) describes other legendary relics waiting to be discovered.

For **replayability**: the lost treasure, its location, map, and which NPC knows about it can all be randomly generated — **over 4,000 combinations!**

THE BARNACLE ISLES



HEX KEY

6234 THE RED TANTRUM

Volcano shrouded in dark, roiling clouds. When **The Red Tantrum** erupts without warning, its lava is supercooled by the sea, forming jagged obsidian monoliths all around it. For days after eruptions, the region is cloaked in darkness.

A clan of eight **Ember Giants** and their leader, **Gromar Stormforge**, dwell inside the volcano. With red-black skin that glows like embers, they use the darkness following eruptions to pillage the land.

6240 STRANDED MAN

Azby O'Doole, a seemingly innocent man, lives within a circle of hut-sized conch shells on an otherwise deserted island. Marooned long ago by the **Monks of St. Allesandra** (see **Monastery Plague** 6338), Azby is actually a trickster demon. The Monks created a protective circle made of shells to shield the world from his malevolence. Azby now hopes to persuade a passing ship to break the circle and take him to the mainland.

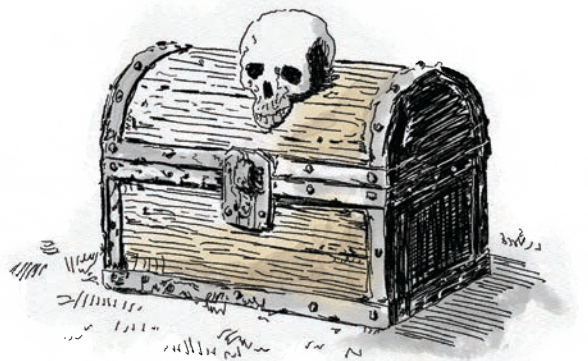
Brother Stimmlos, a Monk from the **Abbey of St. Allesandra**, is taking a vow of silence at **Hermit Cave** (7237). He is the only one who remembers why Azby was banished.

6243 GOD AMONG MEN

Conrad the Conjurer, a mage apprentice, accidentally ended up here years ago due to a misfire from *Tidecaller*, a powerful wand carved from driftwood. This mishap created the **Forever Storm** (6342). Conrad was content to stay when the **Sandfolk** on the island, convinced he had the power to summon storms, began to worship him.

6331 CONCEALED CAVES

Caves hidden behind rocks that jut out of the water like the fangs of an ancient sea monster. Long ago, pirates discovered the cave and thought themselves clever for hiding their ill-gotten loot within its depths. Only upon their return did they realize the cave was the lair of a **Seaweed Behemoth**. They fought valiantly, but in the end, the pirates were no match for the beast. The treasure still lies within, along with **Revenants** of the slain pirates.





6338 MONASTERY PLAGUE

A mysterious disease struck the **Abbey of St. Allesandra** after the inhabitants ate tainted fish (see **Undead Sea** 6840). The **Monks and Abbot of St. Allesandra** have suffered from severe memory loss for many months.

A decade ago, **Abbot Benedict Azby O'Doole** to a remote island (see **Stranded Man** 6240). Unfortunately, he and the Monks have all forgotten why.

A year ago, **Brother Stimmlos** left the abbey for a year of meditative silence (see **Hermit Cave** 7237). He is now the only one who remembers the threat that Azby poses to the world.

6342 FOREVER STORM

A violent storm perpetually churns here, believed to be a curse from **Sister Agatha**, a **Brine Hag** (see **Alabaster Rock** 6837).

In truth, the storm was accidentally created by **Conrad the Conjuror** (see **God Among Men** 6243). The area is extremely treacherous to navigate, and many ships have perished here over the years.

6436 McCLAVIN'S MEADERY

The **McClavin Brothers** — **Finlay, Rory, and Hammish** — were once inseparable, but now they are at war with each other. They vie for control of the apiary and its **Giant Bees**. Their infighting has disrupted the flow of mead (see **The Slaughtering Hole Tavern in Barnacle Bay**, 6733 and the **Hook, Line, and Sinker** 6636).

To boost her own mead business, the **Smuggler Boss Valentina Graves** uses her charm to make the brothers jealous of one another (see **Smugglers' Hub** 7036).

6439 BETHEL ASYLUM

The once-respected Bethel Asylum, perched on the rocky cliffs of **Tandy Isle**, has become a place of utter horror.

Harland Barker, a notorious pirate long thought dead, washed ashore after years of solitude in the **Fey Ocean**. Infested with fey parasites that warped his mind and body, he arrived at Bethel Asylum. Slowly, he infected both staff and patients with his madness. As his insanity spread, he began to rule over the asylum, commanding a court of subservient **Harland Mutants**. He believes himself a fey king and is driven by an insatiable desire for power and treasure.

Believed to be abandoned, the asylum was forgotten — until **Gilda Montclair** sent a **message in a bottle**. The message pleads for rescue and offers promises of treasure in return.

6531 PRISMATIC LAKE

A colorful lake, rich with strange mineral deposits. Each time a crawler takes water from the lake, it appears a random color and produces a random magical effect. When colors are mixed, they create unique effects (*at GM's discretion*).

A mixture in equal parts of four colors — red, blue, green and white — yields a rare and powerful potion called **The Rainbow Elixir** that allows lovers of nature to manipulate fire, water, earth, and air. Those who are not worthy and drink the potion with greed in their hearts will instead feel nature's wrath.

6534 LUCILLA'S DEMISE

In the shallow waters just off the coast lies the ill-fated shipwreck *Lucilla*. It is said to be haunted by the vengeful **Ghosts** of the merchant crew, who were sunk years ago by the **Dunham Sulk Pirates**. The ghosts of the *Lucilla* bargained for their souls with Shune the Vile and will not find peace until they exact their revenge, though they are unaware the Dunham Sulk Pirates are now also undead.

6538 WRECK OF THE MOORFOOT

The Moorfoot, often used to transport valuable treasure, was mysteriously shipwrecked deep inland — an event shrouded in legend. No one knows the wreck was actually caused by a rogue wave. Most believe a **Squall Giant** hurled the ship across the sea.

6540 TOWER IN THE SEA

A precarious tower juts from the sea, built by the wizard **Dolfor the Red**. At night, a pulsing red light emanates from the top floor as Dolfor works tirelessly on arcane experiments related to a device that can act as a portal to the Fey Ocean. Lately, Dolfor has been so consumed by his work that his promise to **Glyndor Uloff** is long forgotten (*see Lake Thing 6731*).

6636 HOOK, LINE, AND SINKER*

A saloon perched on a wide sandbar, full of scoundrels. Gambling events are held here, and the isolated location makes it difficult for would-be cheaters to escape. Mead deliveries have stopped recently, and the owners would pay to know why (*see McClavin's Meadery 6436*). The **White Lodge Hunting Club** hosts competitions here, awarding prizes for the most dangerous catch (*see adventure*).

6638 THORNBACK NARROWS

Jagged rocks pierce the water between two islands, poised to rip the hulls of passing ships. Legends speak of an ancient turtle beneath the waves. There is no truth to the tale — but even so, this may still be the last shortcut any ship ever takes.

6643 HYDRACRAB DOMAIN

A **Hydracrab** lurks beneath the waves, perched atop an underwater mountain. It regenerates two claws for every one that is severed, growing more formidable with each encounter — until it is defeated.



6731 THE LAKE THING

At every new moon, The **Lake Thing** rises from **Lake Eldermoor** and slithers toward **Reveler's Rest** (see **Lucky Town** 6732). To satisfy its insatiable hunger, the desperate townspeople offer a human sacrifice. The true history of the Lake Thing is a tragic tale. **Glyndor Uloff** was once a vain and handsome man, until he crossed the powerful wizard **Dolfor the Red** (see **Tower in the Sea** 6540). To teach the man a lesson in humility, Dolfor warped Glyndor into the monstrous creature that now torments Reveler's Rest. He promised to revert Glyndor to his former self after one year. It's now been a decade.

6732 LUCKY TOWN

The town of **Reveler's Rest** gained the ironic nickname **Lucky Town**. It appears innocent enough, but harbors a terrible secret. Fearful of the **Lake Thing** (6731), the residents offer human sacrifices every new moon to appease the beast that rises from the lake. Townsfolk hold lotteries to decide which resident will be next, but are eager to deceive an outsider into taking the sacrificial role instead.

This grim tradition keeps the town living in constant fear.

6733 BARNACLE BAY*

A bustling harbor town teeming with rogues and swindlers, existing in a state of disordered unity. Their motto is, "**There is no law; there is only the code.**"

Within the **Slaughtering Hole Tavern**, a deep stone-walled pit houses **Toby**, a colossal **White Worm**. Drunks dare each other to "**walk the plank**" that juts out over the ominous hole. Others play the drinking game, **Dwarven Shooters**.

The mead supply has suddenly stopped. The owner of the Slaughtering Hole will pay to know why — and he'll throw in a bonus if crawlers can strike an exclusive deal with the **McClavin Brothers** (see 6436).

6738 CALAVAR'S LAST STAND

Fort Calavar once stood as a bastion against pirate attacks, but fell decades ago when rogues and swashbucklers overran its defenders. All that remains now are the Calavar **Soldiers**, dejected descendants of those brave defenders, clinging to hopes of restoring the fort to its former glory.

Their efforts took a dark turn when a ship called *The Moontide* arrived (see **Vampire Wreck** 6839). A trail of dried white kelp leads from the ship to the fort, where soldiers fell victim to **Sea Vampires**. Most have since been transformed into thralls known as **Sea Vampire Insatiable**, further darkening the fort's grim legacy.

6741 ABANDONED SHIP

Anchored to the seafloor, *The Creaking Doom* spins endlessly in place. The secret of its demise lies in its drooping black sails — actually a flock of **Driftwind Bats**. Below deck, the mummified crew remains undisturbed. When the ship was attacked, it was carrying crates of food, but one crate contains the preserved parts of dead monsters — valuable ingredients for a skilled potion maker.

6837 ALABASTER ROCK

A solitary, sun-bleached rock serves as home to a coven of **Brine Hags**, who disguise themselves as large **black sea lions**. Many believe **Sister Agatha** is incredibly powerful (see *Forever Storm* 6342) and she is happy to take the credit.

6839 VAMPIRE WRECK

The hull of *The Moontide* is lined with shattered coffins — remnants of the **Blumenthals**, a high-born family of **Sea Vampires**, driven from their homeland by fearful citizens.

When the ship ran aground, the vampires swarmed Fort Calavar (see *Calavar's Last Stand* 6738). A brittle trail of dried white kelp leads from the ship to the fort where soldiers were transformed into thralls known as **Sea Vampire Insatiable**.

Desperately hungry, the vampires also preyed on nearby sea life, giving rise to the cursed waters now known as the **Undead Sea** (6840).

6840 UNDEAD SEA

Sea Vampires and their thralls fed on local marine life, transforming it into undead creatures (see *Vampire Wreck* 6839). **Bonefish**, **Death Rays**, and **Blood Sharks** lurk beneath the thick seaweed that chokes the surface, while the undead thrive below.

6931 HUMPBACK HILL

A hilltop graveyard haunted by the vengeful spirit known as the **Head of Brandimire**, who is endlessly searching for **Captain Jim Gray** — the ex-lover who beheaded her and sailed away with the **Dunham Sulk Pirates**.

Haunted Toys lie on the graves of the **Petrov children**, who died very young.

A circle of rune-covered gravestones in one corner forms a teleportation circle.

6940 CORAL REEF

A colorful coral reef teeming with **Giant Sea Cucumbers**, whose tentacles can be harvested to produce **Magical Paints**. These paints can be used to create *Illusory Images*, *Pigment Guardians*, *Spectral Traps* or *Temporary Teleportation Circles*.

7033 RUINED JETTY

A jetty once linked the Lighthouse to the mainland (see *Lighthouse and Fog* 7133). However, it was sabotaged by the **Smuggler Boss** and **Smugglers** to facilitate their operations under cover of darkness (see *Smugglers' Hub* 7036).

7034 SHIP GRAVEYARD*

With the lighthouse unlit for some time, this area is notoriously treacherous (see *Lighthouse and Fog* 7133). A large and precarious shipwreck graveyard lies below the surface. Rumor has it that secrets and valuable treasures lay waiting in the shipwrecks for those brave enough to navigate the waters. **Silas McGraw** (pg. 46) wants the wrecks explored to find his late wife's necklace (see *Tomb of the Tides* adventure pg. 55).

7036 SMUGGLERS' HUB

The secretive island, safeguarded by a powerful illusion spell, serves as a base of operations for **Smugglers**. They destroyed the jetty (see *Ruined Jetty* 7033) leading to the lighthouse to conduct their activities under cover of darkness (see *Lighthouse and Fog* 7133). They murdered several lighthouse keepers to perpetuate the rumor that the lighthouse was haunted.

Recently, the **Smuggler Boss Valentina Graves** fueled a bitter feud between **The McClavin Brothers** — using charm and deceit to stoke their rivalry and boost her own sales of smuggled mead.

7038 ANCIENT COLOSSUS

The lower half of a toppled statue juts out of the sea — remnants of a lost eldritch civilization (see *Sunken City* 7138). Beneath the waves, the upper half rests on the sea floor, revealing that the statue depicts an enormous **Brackish Overlord**.

7133 LIGHTHOUSE AND FOG

Years ago, **Smuggler Boss Valentina Graves** murdered the lighthouse keepers known as the Guardians of the Flame and spread a rumor that the lighthouse was haunted. For many years, the beacon remained dark (see *Ruined Jetty* 7033, *Ship Graveyard* 7034 and *Smugglers' Hub* 7036). Recently, a thick **Doom Fog** rolled in, and the lighthouse shines again after years of dormancy. The fog has awakened the vengeful **Revenants** of slain keepers — now restless spirits, seeking justice.

7138 SUNKEN CITY

Beneath the waves lies a lost city once inhabited by **Brackish Underlings** and a **Brackish Overlord** — now reduced to petrified coral formations. The ruins are home to **Brinesharks**, unaware that they dwell among a dormant power that could awaken if disturbed. Those who venture too deep feel the world begin to turn upside-down...and find themselves in the Fey Ocean (see *Fey Sunken City* (F702)).

7232 STINKY CHEESE

A family led by **Fromager-in-Chief, Delby Bergris**, produces cheese made from ambergris and fermented manatee milk. **Bergris Cheese** is known for its flavor, but the process is notoriously pungent — so the factory was built far from any complaining neighbors. In the basement, a **Cheese Ooze** — worshiped by Delby — has grown from discarded mold and is the most likely culprit behind a slew of missing workers at the factory.

7141 THE WHIRLPOOL

A massive whirlpool serves as a portal. Ships that spiral down into its depths vanish, only to resurface somewhere in the **Fey Ocean**. To determine their new location, roll 2d8 to select a random column and row on the Fey Ocean Hex Map.

7235 THE GREEN PHANTOM

Often mistaken for the ghost ship *The Green Phantom*, a huge **Glow Turtle** lives beneath a massive sea shelf, carrying a ship stuck to its back. Taverns brim with tall tales of the ship and its ghostly crew. There is an alternate entrance in the Fey Ocean (see **Green Phantom** F207).

7237 HERMIT CAVE

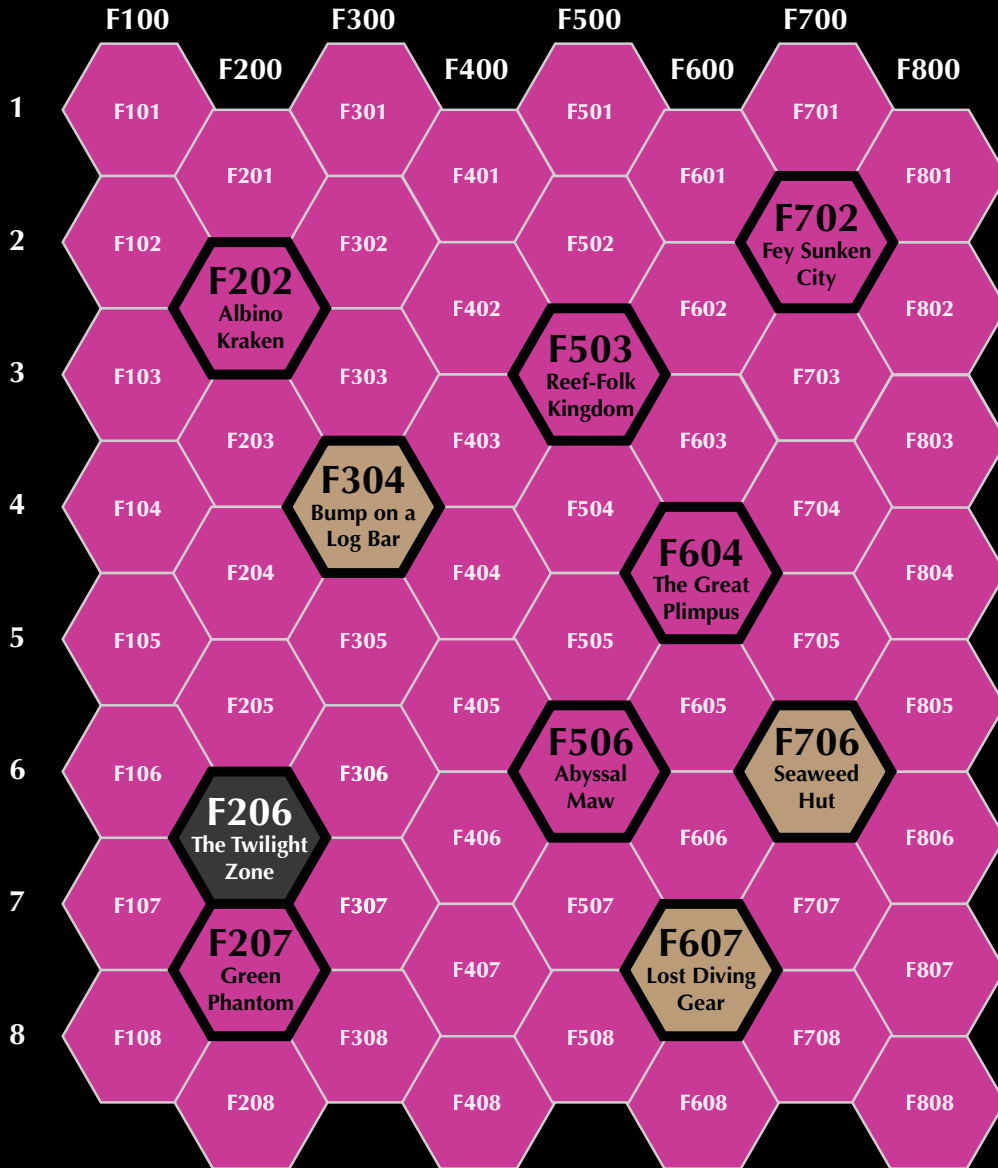
Brother Stimmlos of the **Monks of St. Allesandra** has taken a vow of silence and lived in such seclusion that he hasn't spoken to anyone for a year. Unaware of the mysterious disease that struck the **Abbey of St. Allesandra** — leaving the Abbot and Monks with severe memory loss — he is now sole keeper of the secret behind why **Azby O'Doole** was marooned a decade ago (see **Stranded Man** 6240 and **Monastery Plague** 6338).





*sailing over the edge
of the fey ocean*

THE FEY OCEAN



▲ North 1 hex = 6 miles

The Abyss

The black area surrounding the map is The Abyss. Hexes that border the black have waterfalls spilling into the nothingness of The Abyss (pg. 18).

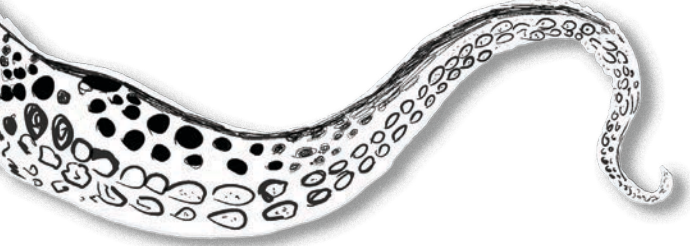
Within Far of a waterfall:

Ship needs a **DC 12 Maneuver** (pg. 21) and **Swimmers** need a **DC 18 STR** or are pulled toward the edge.

FEY OCEAN HEX KEY

F202 ALBINO KRAKEN

The **Albino Kraken** is a titanic fey creature with long, crushing tentacles and a deadly pink stare. It buries itself deep in the white sandy sediment of the sea floor. **Silas McGraw** (pg. 46) seeks vengeance against the Albino Kraken for sinking his ship, *The Crimson Terror*.



F206 THE TWILIGHT ZONE

An evil darkness created by the archmage **Morvath the Unseen**, where standard torches are useless. Only magical light can penetrate the inky expanse. The **Glow Turtle** (see **Green Phantom F207**) uses the cover of this magical darkness to hide its lair in the Fey Ocean.

F207 THE GREEN PHANTOM

Often mistaken for the ghost ship *The Green Phantom*, a huge **Glow Turtle** lives beneath a sea shelf, carrying a ship stuck to its back. Taverns brim with tall tales of the ship and its ghostly crew. There is an alternate entrance (see **Barnacle Isles Hex Map** at **Green Phantom 7235**).

F304 BUMP ON A LOG BAR

A lively sandbar saloon where **Merfolk** and anthropomorphic sea creatures — **Card Sharks**, **Lobstrosities**, and **Parrot Crabs** — partake in games of chance. **Rowena Blue** concocts exotic cocktails called “weekly specials” for **Morganthia** (see **Seaweed Hut F706**). A portal in the basement connects to the basement of the **Slaughtering Hole Tavern** (see **Area 2 of Barnacle Bay 6733**).

F503 REEF-FOLK KINGDOM

Just beneath the waves lies a kingdom inhabited by the **Reef-Folk**, a vibrant community flourishing among colorful coral reefs. They have a complex society that embodies their connection to **The Great Plimpus** (see **F604**).

F506 ABYSSAL MAW

A feature, not a creature, of the Fey Ocean, this otherworldly maw spans miles.

Thunder in the area is rumored to be its stomach rumbling. If swallowed, crawlers travel down its throat, riding a dangerous fairytale river known as the *Gullet Stream*. Along this grim waterway, they encounter **Waterlog Rats**, **Fungal Trolls** and vibrant, flying **Parrot Crabs**, before eventually being deposited in a random water hex on the **Barnacle Isles Hex Map**.

F604 THE GREAT PLIMPUS

The **Great Plimpus Hole** is a hex-wide opening in the ocean floor that appears to breathe, as if the sea itself were alive.

According to myth (see *Reef-Folk Kingdom F503*), it is the blowhole of the dreaming **Plimpus** — the **Whale of Eternity** — whose massive back is said to be the foundation of the Fey Ocean. **Reef-Folk Elders** believe that those brave enough to venture into the blowhole of the forever-slumbering Plimpus might be granted a *Wish* by the god in his dream-mind.

F607 LOST DIVING GEAR

An eerie sandbar littered with remnants of lost diving expeditions. **Archaic Diving Suits** lie half-buried along the black-sand beaches. Choked by thick seaweed and twisted by the Fey Ocean; the distorted gear seems to change positions from time to time — but never when someone looks directly at them. Yet crawlers swear they hear the creak and drag of them moving.

Helmets, once gleaming with a metallic sheen, are dulled by years of exposure to salt water. Many of them now contain **Mind Barnacles**, which burrow into the memories of those who dare to climb into the suits.

Each apparatus holds the warped spirit of a long-lost diver who ventured into the Fey Ocean depths and met with a strange — and often surreal — fate.

F702 FEY SUNKEN CITY

Beneath the waves lies a lost city once inhabited by **Brackish Underlings** and a **Brackish Overlord** — now reduced to petrified coral formations. The ruins are home to **Brinesharks**, unaware that they dwell among a dormant power that could awaken if disturbed. Those who venture too deep feel the world turn upside-down...and find themselves back in the Barnacle Isles (see *Sunken City 7138*).

F706 SEAWEED HUT

Within a muck-and-seaweed hut dwells the enigmatic hag known as **Morganthia**. Her darkly enchanted home is a place of surreal transformation — each visitor sees a different interior, shaped by their fears and desires. Morganthia's grotesque figure is draped in thick slime, with writhing catfish-like tendrils hanging from her mouth and milky, lidless eyes that ooze a viscous fluid. She invites visitors inside one by one, offering promises of power and wealth through dark bargains.

Her true intentions, however, are far from benevolent. She seeks to trick her victims into relinquishing pieces of themselves — everything from limbs to memories. These offerings are used to brew potent enchantments in a hydrothermal cauldron on the ocean floor.

Barkeep **Rowena Blue** (see *Bump on a Log Bar F304*) has struck a secret pact with her and slips one of her weekly specials to unsuspecting patrons.

THE ABYSS

Sailing Into The Abyss

Crawlers who sail over the edge of the world and into the Abyss find themselves in total nothingness. There is no light, no sound — only the echo of their own voices. They are in limbo.

As their eyes adjust, they see floating bodies with white featureless faces. These are **The Forgotten**.

The Edge Keeper's Offer

Out of the silence, a ghostly whisper drifts through the void — the voice of the invisible **Edge Keeper**.

The crawlers are given a single chance to prove themselves worthy of returning to the world of the living. This offer can only be made once per character.

They must choose: engage in the **Battle of Shadows**, or join the faceless masses of The Forgotten, forever lost in the Abyss.

The Battle of Shadows

Each player's **Original** crawler battles a **Shadow** version of themselves — identical in form, abilities, and equipment. Players have a minute to decide who will act first, then proceed in clockwise order as usual.

Each Crawler Battles

They decide on an action, then make two rolls:

- ★ 1st roll: **Original** attacks **Shadow**
- ★ 2nd roll: **Shadow** attacks **Original**
- ★ A roll of 20 destroys the target
- ★ A roll of 1 destroys the attacker

Continue until either the Original or the Shadow is destroyed.

Note: For faster play, let a single action determine the fate of each crawler.

If Shadow Wins...

- The **Original** joins the faceless legions of The Forgotten (*body slowly loses all its features and turns ghostly white*).

If Original Wins...

- Winner floats in a **Triangle of Fire**.
- After all fates determined, winners are branded by the **Edge Keeper**. The brand is a red triangle in the center of the forehead — only visible to other Abyss Walkers.
- Each player rolls a d20 on **Returning From The Abyss** table to see the lasting effect of The Abyss on their character.
- The winners are returned to the world in a place of their choosing at full HP.

RETURNING FROM THE ABYSS

1d20	Lasting Effect
1	Depleted. Permanent 1d4 loss to CON score.
2	Coward. 2:6 chance that you flee from first battle each day when your Hit Points are at half or less. You do not have to roll again for the rest of the day.
3	Nightmares. 1:6 chance that when you sleep you cannot gain benefits of rest.
4	Trauma Paralysis. When surprised, you cannot move or act for 2 rounds.
5	Follower. You are too afraid to lead the marching order.
6	Hideous. Oozing facial wounds permanently lower your CHA score by 1d4.
7	Reflection. Seeing your reflection triggers memories of The Battle of Shadows. You roll with DISADV for 1d4 hours.
8	Outsider. Others who have not been to The Abyss sense “something off” about you. You roll with DISADV when trying to gain the trust of others.
9	Pyrophobia. You are unable to light or carry a torch or other non-magical flame.
10	Sun Sensitive. You need to cover your skin completely when the sun is out, or suffer 1d4 damage each round from imaginary blisters.
11	Shame. You must cover your face when strangers are around, or suffer 1d4 damage each round from mental anguish and embarrassment.
12	Jumpy. When you first hear a loud sound each day, you must shriek loudly...even if inconvenient.
13	Klepto. First shiny object you see each day (<i>fist-sized or smaller</i>) that you don't own incites terrible greed. DC 12 WIS or try to steal, even if inconvenient.
14	Wings of Fury. Flying creatures are oddly irritated by you and will try to attack you first in battle. On subsequent turns, they choose any target they want.
15	Nyctophobia. When in total darkness, fear leaves you paralyzed for 1d4 rounds.
16	Abyssal Luck. You start each day with a luck token (<i>if you don't have one already</i>).
17	Arcane. You somehow know a random Wizard spell of any level, can try to cast it 1x per day. Reroll if you already know the spell. Normal mishaps apply.
18	Divine. You somehow know a random Priest spell of any level, can try to cast it 1x per day. Reroll if you already know the spell. Normal penance rules apply.
19	Lunacy. The full moon drives you into a frenzy. When you first see it, you gain ADV on attacks for 1d4 rounds.
20	Menacing Presence. Head-to-toe ghastly scars give you ADV when intimidating. You do not intimidate other Abyss Walkers.

SHIPS & COMBAT



Ship Combat

- Roll **2d6** for **Current Weather**.

2	Stormy. All checks DISADV
3-4	Windy. Navigate with DISADV
5-9	Normal.
10-11	Fog. Distant attacks impossible.
12	No wind. Sails are useless.

- Roll for **Initiative** (*add Ship Speed*)

Morale (for enemy crews only)

- At half HP or death of Captain, crew makes a [DC 15 WIS](#) or flees.

Pursuit (one ship chasing another)

- Each side rolls a d20 (*add Ship Speed*)
★ Best 2 out of 3 decides outcome

Sinking

- At 0 HP, ship sinks in 1d6 rounds.
► 1d6 to determine fate of each crawler:

1	Pulled down w/ ship and drown
2	Cling to flotsam, lose 1d6 HP, roll again tomorrow w/ DISADV
3	Alive, but roll again tomorrow
4	A Brine Hag bargains for your life
5	Wash ashore in 1d4 days
6	Blessed by Great Plimpus , arrive miraculously on shore at full HP

Distance Levels (between ships)

- ★ **Close** = Can easily jump onto
- ★ **Near** = Can easily swim to normally
- ★ **Far** = Can easily see on clear day
- ★ **Distant** = Can barely see on clear day

Crew Actions (replaces PC action)

MOVEMENT. (choose **Propel** or **Maneuver**)

Propel (*to change distance levels*)

- ★ All crew must choose **Movement**
- ★ **Large Ships.** Takes 1 round
(e.g. *to move from Distant to Far*)
- ★ **Small Ships.** Takes 3 rounds
(e.g. *to move from Distant to Far*)

Maneuver (*to point fixed weapons*)

- ★ Roll a d20 + Ship Agility:
 - » Fire from 1 side: [DC 9](#)
 - » Fire from 2 adjacent sides: [DC 15](#)
- ★ Weapons are not positioned to fire until successful Maneuver
- ★ If neither ship has moved since last success, no maneuver needed
- ★ Two can choose this action for **ADV**

WEAPON. (choose **Load** or **Fire**)

Load (*for loadable weapons*):

- ★ Requires one action
- ★ Can load after firing to prepare for next round

Fire (*only after Maneuver*):

- ★ Loaded weapons fire 1x per round
- ★ See **Weapons Table** to determine appropriate Stat to use (e.g. *use crawler's DEX to fire cannon*)
- ★ Ammo determines effect/damage
- ★ If attempting to fire at upper range, roll with **DISADV** (e.g. *try to fire cannon at Distant ship*)

REPAIR. *Patch, bail, etc.*

- ★ Each crawler, 2x per day
- ★ [DC 12 STR](#) or [DEX](#) to repair 1d6 Hull Points each round

SHIP & WEAPON STATS

Definitions

- ▶ **AC.** Armor Class
- ▶ **HP.** Hull Points
- ▶ **Speed.** Used for initiative only
- ▶ **Slots.** Number of weapons that can be added
- ▶ **Crew.** Minimum crew / maximum occupancy.
- ▶ **Agility.** Larger ships offer more options but are harder to maneuver.
- ▶ **Propulsion.** Affects movement and maneuverability.
 - ★ **Legs.** Same as crawler's walking speed
 - ★ **Oars.** Half speed in all weather
 - ★ **Sails.** Only moves with wind
- ▶ **Size.** Width and length in feet.

SMALL (BY COST)

Type	AC	HP	Speed	Slots	Crew	Agility	Propulsion	Size (ft)	Cost
Funball*	9	5	0	0	1/1	+3	Legs	10 (sphere)	30
Raft	10	5	1	0	1/4	+1	Oars	5 x 10	40
Rowboat	12	10	1	0	1/2	+2	Oars	5 x 10	200
Paddleboat†	12	10	2	1 ⁺	1/6	+0	Legs	10 x 20	300

* Giant transparent sphere like a hamster ball

† Rear ballista only

LARGE (BY COST)

Type	AC	HP	Speed	Slots	Crew	Agility	Propulsion	Size (ft)	Cost
Sailboat	14	40	8	2	2/8	-1	Sails	10 x 30	400
Schooner	14	50	6	4	2/10	-2	Sails	10 x 40	500
Sloop	15	60	4	6	4/12	-3	Sails	20 x 60	700
Galleon	15	70	2	8	6/40	-4	Oars, Sail	20 x 80	1000



Fixed Weapon Placement (limited by Slots stat of ship)

Port and Starboard: Large ships can have up to 2 per side, but Galleons can have up to 3.

Bow and Stern: Large ships can have only 1 weapon each for bow or stern.

WEAPONS (BY COST)					
Weapon	Range*	Loadable	Fixed	Stat	Cost
Large Grappling Hook	Close	No	No	STR	10
Fishing Nets	Close	No	No	STR	10
Boarding Planks	Close	No	No	STR	20
Ballista	Up to Distant	Yes	Yes	DEX	125
Catapult	Near/Far	Yes	Yes	DEX	200
Trebuchet	Near/Far	Yes	Yes	DEX	200
Cannon	Up to Distant	Yes	Yes	DEX	300
Dragon in a Cage	Dragon Stats	Dragon Stats	Yes	WIS	GM decides

* If using exact distances: **Close** = 5 feet, **Near** = 30 feet, **Far** = 200 feet, **Distant** = 1,000 feet

AMMUNITION (BY COST)			
Ammo	Effect and Hull Damage	Appropriate For	Cost
Basket of Rats	Opens on impact, releases Swarm of Rats	Catapult, Trebuchet	10
Bag of Bats	Opens on impact, releases Swarm of Bats	Catapult, Trebuchet	10
Ball of Flammable Oil	Crew has DISADV on all Crew Actions for 1d4 rounds	Catapult, Trebuchet	20
Smoke Screen Bomb	ADV on hiding, DISADV on sight-related checks	Catapult, Trebuchet	20
Arrows (20)	1d4 damage	Ballista	20
Flammable Arrows (20)	1d4 damage + 1d4 damage each round from fire until extinguished with water	Ballista	40
Cannonballs (10)	2d4 damage	Cannon, Catapult, Trebuchet	60
Frostbolts (20)	1d6 damage + DC 12 CON or frozen 1d4 rounds	Ballista	80
Holy Water Barrel	2d6 damage to all Undead within Near of impact	Catapult, Trebuchet	200
Fluorescent Fire	Near-sized area burns 1d8 rounds, floats on water, cannot be extinguished with water, 2d6 damage each round	Catapult, Trebuchet	200

BARNACLE BAY (TOWN)

BARNACLE BAY TOWN ENCOUNTERS	
d100	Details
01	Life Leech latches onto back of neck of whoever rolls lowest WIS check
02-03	Peasant tries to pick the pocket of random party member (DC 12 INT to notice)
04-05	A seller sells delicious but extremely pungent Bergris cheese from a cart (Hex 7232)
06-07	Overhear: “ The Monks of St. Allesandra have gone completely mad! ” (Hex 6338)
08-09	Overhear: “ What became of Glyndor Uloff? He was so handsome. ” (Hex 6731)
10-11	2d6 Peasants arrive in port using a Hippocampus mount as transport
12-13	Pirate looks at your party, mumbles: “ They let anyone into port these days ”
14-15	A Bandit tosses party a satchel holding a ruby (100 gp) and runs away, scared
16-17	A Peasant boy from Hook, Line and Sinker (Hex 6636) hands out event flyers
18-19	A Mocking Gull lands nearby, picks at rotten fish chunks on the ground
20-21	A Driftwind Bat Swarm flies into town and townsfolk scream
22-23	Lowest CHA check is challenged by Pirate to Walk the Plank (Area 2)
24-25	Rival crawlers (Pirates) challenge party to rumble (<i>same size group as party</i>)
26-27	Torch Whale spotted, whaling ship captain needs a crew immediately
28-29	Salt Thing forms out of pile of salt crystals
30-31	Overhear Smugglers : “ McClavin can’t know about our mead ” (Hexes 6436, 7036)
32-33	Dockmaster needs help breaking up rumble at Rumble Docks (Areas 3 & 6)
34-35	Black ship drifts into port, sails are Driftwind Bat Swarm and Driftwind Bat Mother
36-37	Pirate Ship arrives in port (roll on pg. 38)
38-39	Pirate Ship arrives in port (roll on pg. 38)
40-41	Pirate Ship arrives in port (roll on pg. 38)
42-43	Pirate Ship arrives in port (roll on pg. 38)
44-45	Lawful Ship arrives in port, looking to make arrests (roll name on pg. 39)

BARNACLE BAY TOWN ENCOUNTERS

d100	Details
46-47	Degenerate gambler (Pirate) asks to borrow 50 gp to Walk the Plank (Area 2)
48-49	Thug in an alley nearby sells stolen goods from a battered steamer trunk
50-51	Townsfolk (Peasants) scream and run as a Limb Thief moves down the street
52-53	Perfumery (Area 14) will pay party to collect ambergris (<i>floating whale vomit</i>)
54-55	Lowest CHA check mistaken for someone who cheated Pirate at poker
56-57	Mayor (Peasant) of Lucky Town (Hex 6732) wants help (<i>aka victims</i>) with Lake Thing
58-59	Overhear: Knight (Abyss Walker, pg. 18) recounting sailing off edge of the world
60-61	Fishermen (Peasants) haul in Great Black Marlin (Area 5)
62-63	Fishermen (Peasants) cut open Shark , find sack of Haunted Toys inside (Area 5)
64-65	Fishermen (Peasants) bring in Brineshark Snapjaw that isn't quite dead (Area 5)
66-67	Overhear: Lizardfolk planning uprising at Duluth's Armory (Area 12)
68-69	Red Tantrum (Hex 6234) rumbles and spews smoke, will erupt in 1d4 days
70-71	Drunks (3 Pirates) swim in the town fountain (Area 11), townsfolk are very upset
72-73	Townsfolk (Peasants) scream and run as a Rancid Horde moves down the street
74-75	Sea Vampire Insatiable with dying gasps turns to dried white kelp (Hex 6839)
76-77	Silas McGraw (Area 4) hears of Albino Kraken sighting, needs help
78-79	Overhear: "Couldn't pay me enough to be a Lighthouse Keeper" (Hex 7133)
80-81	Overhear: "That last storm was the dark magic of Sister Agatha " (Hex 6837)
82-83	Overhear: "I heard Scuttleton kept a log book of secret portals" (pg. 63)
84-85	Overhear: "Couldn't sleep after I saw the Green Phantom last night" (Hex 7235)
86-87	Overhear: "The lighthouse lit up again the night that fog rolled in" (Hex 7133)
88-89	Notice message in a discarded bottle, from Gilda Montclair (Hex 6439)
90-91	Overhear: Someone retrieved a magic sword from a Giant Fey Oyster
92-93	Highest INT check sees Thief run away with sack after robbing nearby building
94-95	A drunkard (Peasant) drops a map (<i>reveals one secret/location of GM's choosing</i>)
96-97	Someone drops a sack containing a random magic item (SD Core, pg. 282)
98-99	Roll two encounters and combine the results (<i>reroll 98-99</i>)
00	Overhear: "The Green Phantom ain't a ship, it's a giant glowing turtle" (Hex 7235)

COASTAL / ISLAND

COASTAL / ISLAND ENCOUNTERS	
d100	Details
01	A Limb Thief moves toward you
02-03	A black ship drifts offshore, sails are Driftwind Bat Swarm and Driftwind Bat Mother
04-05	Giant Coconut Crab (Young) erupts from hiding place below ground
06-07	Muffled cries for help come from a barrel nearby that was nailed shut
08-09	Highest INT check sees 1d4 Smugglers secretly transporting barrels of mead
10-11	Offshore, a Great Black Marlin crests the waves
12-13	A black sea lion splashing nearby is actually a Brine Hag
14-15	Life Leech latches onto back of neck of whoever rolls lowest WIS check
16-17	Notice message in a discarded bottle, from Gilda Montclair (Hex 6439)
18-19	See glowing ship as the Green Phantom briefly breaches surface near shore
20-21	A Mocking Gull lands nearby, picks at rotten fish chunks on the ground
22-23	2d6 Peasants pass by in the water using a Hippocampus mount as transport
24-25	A delirious man (Peasant) claims to be a missing Lighthouse Keeper (Hex 7133)
26-27	Sea Vampire Insatiable with dying gasps turns to dried white kelp (Hex 6839)
28-29	A dead Torch Whale lays beached on the shore nearby, worthless after 1 hour
30-31	A Rancid Horde is seen heading your way
32-33	Salt Thing forms out of pile of salt crystals on the ground
34-35	Red Tantrum (Hex 6234) rumbles and spews smoke, will erupt in 1d4 days
36-37	A corpse holds a note with a recipe for Rainbow Elixir (Hex 6531)
38-39	The Revenant Crew of the Dunham Sulk and Captain Jim Gray argue nearby
40-41	400 gp found. Anyone taking the coins is ruthlessly hunted by Dunham Sulk Pirates
42-43	Unnaturally bright burst of light from lighthouse can be seen for miles (Hex 7133)
44-45	Offshore, an Albino Kraken capsizes a ship and pulls it under

COASTAL / ISLAND ENCOUNTERS

d100	Details
46-47	Stumble across a discarded sack with a Haunted Toy Swarm inside
48-49	A Hexbeak lands nearby; bother it and it casts a Mis-Spell
50-51	Highest <u>INT check</u> sees Smugglers sabotaging McClavin's transport boat (Hex 6436)
52-53	Offshore, a Shadow Leviathan swims beneath surface appearing as dark water
54-55	A Xyphish is beached on shore nearby
56-57	An Archaic Diving Suit is found half buried, holds a Mind Barnacle
58-59	Calavarian Soldier lays on ground at 1 HP, turns to Sea Vampire Insatiable at 0 HP
60-61	Someone drops a sack containing a random magic item (SD Core, pg. 282)
62-63	A ship is seen near shore (roll for Pirate Ship Encounter pg. 38)
64-65	A ship is seen near shore (roll for Pirate Ship Encounter pg. 38)
66-67	A ship is seen near shore (roll for Pirate Ship Encounter pg. 38)
68-69	A ship is seen near shore (roll for Pirate Ship Encounter pg. 38)
70-71	A ship is seen near shore (roll for Pirate Ship Encounter pg. 38)
72-73	A ship lands ashore (roll for Pirate Ship Encounter pg. 38)
74-75	A ship lands ashore (roll for Pirate Ship Encounter pg. 38)
76-77	A ship lands ashore (roll for Pirate Ship Encounter pg. 38)
78-79	A ship lands ashore (roll for Pirate Ship Encounter pg. 38)
80-81	A ship lands ashore (roll for Pirate Ship Encounter pg. 38)
82-83	A ship is seen near shore (roll for Lawful Ship Encounter pg. 39)
84-85	A ship is seen near shore (roll for Lawful Ship Encounter pg. 39)
86-87	A ship is seen near shore (roll for Lawful Ship Encounter pg. 39)
88-89	A ship is seen near shore (roll for Lawful Ship Encounter pg. 39)
90-91	A ship lands ashore (roll for Lawful Ship Encounter pg. 39)
92-93	A ship lands ashore (roll for Lawful Ship Encounter pg. 39)
94-95	A ship lands ashore (roll for Lawful Ship Encounter pg. 39)
96-97	A ship lands ashore (roll for Lawful Ship Encounter pg. 39)
98-99	Roll two encounters and combine the results (<i>reroll 98-99</i>)
00	The Green Phantom can be seen to be the Glow Turtle (Hex 7235)

DEEP SEA

DEEP SEA ENCOUNTERS

d100	Details
01	A Seaweed Behemoth surrounds you
02-03	A sunburnt castaway (Archmage) with no memory floats on a raft
04-05	Bobbing corpse was stabbed in back, Sharks ate lower half
06-07	Sister Redtide , a Brine Hag disguised as black sea lion, splashes about playfully
08-09	Empty ship, in 1d4 minutes 2d8 Ghosts appear (<i>can offer secrets if not attacked</i>)
10-11	Abandoned rowboat with random magic item (SD Core, pg. 282) hidden under tarp
12-13	Partially submerged abandoned Funball (<i>pg. 22</i>) holds a Life Leech
14-15	A Clackerfish Swarm attracts 1d4 Darkshroud Lurkers
16-17	A Parrot Crab approaches (<i>lands if it can</i>) speaks nonsense in Common
18-19	1d4 Xyphish begin to swell as they get closer
20-21	2d4 Reef-Folk and Reef-Folk Elder search for artifact of Great Plimpus (Hex F604)
22-23	Pirate Ship Encounter (roll on pg. 38)
24-25	Pirate Ship Encounter (roll on pg. 38)
26-27	Pirate Ship Encounter (roll on pg. 38)
28-29	Pirate Ship Encounter (roll on pg. 38)
30-31	Pirate Ship Encounter (roll on pg. 38)
32-33	Pirate Ship Encounter (roll on pg. 38)
34-35	Pirate Ship Encounter (roll on pg. 38)
36-37	Lawful Ship Encounter (roll on pg. 39)
38-39	Lawful Ship Encounter (roll on pg. 39)
40-41	Lawful Ship Encounter (roll on pg. 39)
42-43	Lawful Ship Encounter (roll on pg. 39)
44-45	Lawful Ship Encounter (roll on pg. 39)

DEEP SEA ENCOUNTERS

d100	Details
46-47	Glow Turtle appears, 1:6 chance it tries to capsize ship
48-49	A Blood Shark and Bonefish Swarm circle you
50-51	A white tentacle of the Albino Kraken emerges from the waves
52-53	Lone Mage passes by using a Hippocampus mount as transport
54-55	A Crowned Starfish clings to a piece of flotsam from a shipwreck
56-57	An angry Doldrum whirls on the surface, looking for trouble
58-59	A black ship drifts, its sails are Driftwind Bat Swarm and a Driftwind Bat Mother
60-61	A wounded Great Black Marlin is pursued by a Blood Shark
62-63	A Squall Giant , disturbed by your presence, summons a Tidal Wave
64-65	A pool of shimmering oil (Surface Ooze) floats on the surface of the water
66-67	A Shadow Leviathan passes beneath you, like the reflection of a dark cloud
68-69	Highest INT check sees 1d4 Smugglers secretly transporting barrels of mead
70-71	Life Leech latches onto back of neck of whoever rolls lowest WIS check
72-73	The eyes of a Hydracrab (with 2d4 claws) peer out of the water
74-75	Ahead, a small island (Island Mimic) rumbles
76-77	A dead marlin (Maritime Mimic) bobs up and down in the waves
78-79	A Hexbeak flies overhead and casts a Mis-Spell
80-81	1d6 fishermen (Peasants) aboard a fishing ship chases down Albino Kraken
82-83	The ghost ship The Green Phantom is seen on the horizon
84-85	A lone fisherman (Peasant) chases a Torch Whale
86-87	A floating sack is filled with a Haunted Toy Swarm
88-89	A Brineshark Snapjaw swims nearby
90-91	2d4 Mocking Gulls circle over the floating corpse of a one-eyed Dwarf
92-93	Brinesharks (Deep Singer, Gnasher Swarm, Piercer and Snapjaw) circle you
94-95	Brinesharks (2 Piercers and 4 Snapjaws) circle you
96-97	Floating corpse carrying 50 gp and 3 Starfish Balms
98-99	Roll two encounters and combine the results (<i>reroll 98-99</i>)
00	Witness Glow Turtle cresting waves with ship on its back

FEY OCEAN

FEY OCEAN ENCOUNTERS	
d100	Details
01	A pool of shimmering pink oil (Surface Ooze) floats on the surface of the waves
02-03	A Shadow Leviathan passes beneath you, like the reflection of a dark cloud
04-05	2d4 Mocking Gulls peck at a floating corpse
06-07	A Brineshark Piercer swims nearby
08-09	A floating sack is filled with a Haunted Toy Swarm
10-11	A lone fisherman (Peasant) chases a Torch Whale
12-13	The ghost ship The Green Phantom is seen on the horizon
14-15	Brinesharks (Deep Singer, Gnasher Swarm, Piercer and Snapjaw) circle
16-17	A Seaweed Behemoth approaches
18-19	An Oxypus Rebel leaps onto face of whoever rolls lowest DEX check
20-21	A rainbow-colored Hexbeak flies overhead and casts a Mis-Spell
22-23	Ahead, a small island (Island Mimic) rumbles
24-25	Life Leech latches onto back of neck of whoever rolls lowest WIS check
26-27	The eyes of a Hydracrab (with 1d4+1 claws) peer out of the water
28-29	A sunburnt castaway (Archmage) with no memory floats on a raft
30-31	A dead marlin (Maritime Mimic) bobs up and down in the waves
32-33	Bobbing corpse was stabbed in back, Sharks ate lower half
34-35	Black sea lion, splashing playfully turns out to be a mirage
36-37	Empty ship, after 1d4 minutes 1d4 Ghosts appear, can offer directions in Fey Ocean
38-39	An empty schooner with random magic item (SD Core, pg. 282) tied to mast
40-41	A Squall Giant , disturbed by your presence, summons a Tidal Wave
42-43	A wounded Great Black Marlin is pursued by a Blood Shark
44-45	Bloated floating corpse carrying 30 gp and 2 Starfish Balms

FEY OCEAN ENCOUNTERS

d100	Details
46-47	Lost Pirate Ship Encounter (roll on pg. 38)
48-49	Lost Pirate Ship Encounter (roll on pg. 38)
50-51	Lost Pirate Ship Encounter (roll on pg. 38)
52-53	Lost Pirate Ship Encounter (roll on pg. 38)
54-55	Lost Pirate Ship Encounter (roll on pg. 38)
56-57	Lost Pirate Ship Encounter (roll on pg. 38)
58-59	Lost Pirate Ship Encounter (roll on pg. 38)
60-61	Lost Lawful Ship Encounter (roll on pg. 39)
62-63	Lost Lawful Ship Encounter (roll on pg. 39)
64-65	Lost Lawful Ship Encounter (roll on pg. 39)
66-67	Lost Lawful Ship Encounter (roll on pg. 39)
68-69	Lost Lawful Ship Encounter (roll on pg. 39)
70-71	Lost Lawful Ship Encounter (roll on pg. 39)
72-73	2d4 Reef-Folk and Reef-Folk Elder search for artifact of Great Plimpus (Hex F604)
74-75	A Blood Shark and Bonefish Swarm circle
76-77	Partially submerged abandoned Funball (pg. 22) holds a Life Leech
78-79	A Blood Shark and Bonefish Swarm circle you
80-81	White tentacle of Albino Kraken emerges from the waves
82-83	Lone Mage passes by using a Hippocampus mount as transport
84-85	A Crowned Starfish clings to a piece of flotsam from a shipwreck
86-87	An angry Doldrum whirls on the surface, looking for trouble
88-89	A black ship drifts, its sails are Driftwind Bat Swarm and a Driftwind Bat Mother
90-91	Glow Turtle can be seen in the pink gloomy waters
92-93	A Clackerfish Swarm attracts 1d4 Darkshroud Lurkers
94-95	A Parrot Crab flies nearby (lands if it can)
96-97	1d4 Xyphish begin to swell as they get closer
98-99	Roll two encounters and combine the results (<i>reroll 98-99</i>)
00	Witness Glow Turtle cresting waves with ship on its back

INLAND

INLAND ENCOUNTERS

d100	Details
01	Life Leech latches onto back of neck of whoever rolls lowest WIS check
02-03	An Archaic Diving Suit far from water is found half buried
04-05	Sack containing a random magic item (SD Core , pg. 282)
06-07	Stumble across a discarded sack with a Haunted Toy Swarm inside
08-09	A Rancid Horde is seen heading your way
10-11	Salt Thing forms out of pile of salt crystals on the ground
12-13	Red Tantrum (Hex 6234) rumbles and spews smoke, will erupt in 1d4 days
14-15	Group of 3d6 Peasants worship a standing stone with red markings on it
16-17	A hole in the ground turns out to contain a Gray Ooze
18-19	Jerontus , a halfling obsessed with numbers, sketches on ground with stick
20-21	Pinkbeard , a Pirate stuck in quicksand, says there's a sack of gold below him
22-23	Highest INT check notices a Portable Hole (SD Core, pg. 309) on ground
24-25	A statue turns out to be victim of a nearby Medusa
26-27	2d6 Giant Spiders have built a web across your path
28-29	1d4 Giant Wasps buzz nearby in a mud nest
30-31	Goblin on ground, moans in pain while 1d4 Goblins hide nearby ready to ambush
32-33	2d6 Violet Fungi close in around you
34-35	A Limb Thief is seen heading your way
36-37	Lowest INT check falls in shallow pit trap set by 1d4 Hobgoblins
38-39	2 Ogres fight over a large burlap sack (contains a Swarm of Rats and 3 rations)
40-41	1d4 Gnolls prowl for food or a fight, whichever comes first
42-43	Half-buried sack contains a recipe book with a random Tier 2 Wizard scroll inside
44-45	An Invisible Stalker hunts whoever rolls lowest INT check

INLAND ENCOUNTERS

d100	Details
46-47	2d4 Kobolds climb out of their hiding place, holding head of a Troll they killed
48-49	A sack hanging from a tree turns out to be from a Thief who triggered a net trap
50-51	An odd clearing where no vegetation grows
52-53	A Wyvern corners a wealthy Dwarf in ruins of an old house
54-55	An oak armoire in the middle of a field turns out to be a Mimic
56-57	A circle of salt lays in a clearing (<i>break circle and summon 2d4 Shadows</i>)
58-59	A pile of dried leaves hides a Shambling Mound
60-61	Severed head of a Goblin Boss on ground beside a note: "This is your last warning!"
62-63	Page with a cursed love poem (<i>reader falls in love with the next non-human they see</i>)
64-65	A Scarecrow stands alone, surrounded by 12 ravens who stare at it
66-67	A Strangler climbs eerily down from a nearby tree
68-69	The Wandering Merchant appears, gives party something they need (<i>for free</i>)
70-71	3 Potions of Healing in a bag labeled "Do Not Use," but they are normal
72-73	A Goblin Shaman riding a Worg blows a horn, calling for back up
74-75	A Hill Giant rubs its back against a tree to scratch an itch
76-77	Corpse holds a note, "Meet me at the Slaughtering Hole tomorrow" (Hex 6733)
78-79	The Revenant Crew of the Dunham Sulk and Captain Jim Gray argue nearby
80-81	400 gp found; anyone taking coins is ruthlessly hunted by Dunham Sulk Pirates
82-83	A Hexbeak lands nearby and casts a Mis-Spell
84-85	A delirious man (Peasant) claims to be a missing Lighthouse Keeper (Hex 7133)
86-87	A Mocking Gull lands nearby, picks at dead rat on the ground
88-89	Giant Coconut Crab climbs down from a tree
90-91	Giant Coconut Crab (Young) erupts from hiding place below ground
92-93	Muffled cries for help come from a wooden crate that was nailed shut
94-95	Highest INT check finds hidden barrel of rum stashed by Smugglers
96-97	Highest INT check finds hidden barrel of mead stashed by Smugglers
98-99	Roll two encounters and combine the results (<i>reroll 98-99</i>)
00	The Green Phantom can be seen to be the Glow Turtle (Hex 7235)

SEA

SEA ENCOUNTERS

d100	Details
01	Glow Turtle appears, 1:6 chance it uses Void Wake ability
02-03	A Blood Shark and Bonefish Swarm circle you
04-05	A white tentacle of an Albino Kraken emerges from the waves
06-07	Lone Mage passes by using a Hippocampus mount as transport
08-09	A Crowned Starfish clings to a piece of floating wood from a shipwreck
10-11	An angry Doldrum whirls on the surface, looking for trouble
12-13	A black ship drifts, its sails are Driftwind Bat Swarm and Driftwind Bat Mother
14-15	A wounded Great Black Marlin is pursued by a Blood Shark
16-17	A Squall Giant , disturbed by your presence, summons a Tidal Wave
18-19	A pool of shimmering oil (Surface Ooze) floats on the surface
20-21	A Shadow Leviathan passes beneath you, like the reflection of a dark cloud
22-23	Highest INT check sees 1d4 Smugglers secretly transporting barrels of mead
24-25	Life Leech latches onto back of neck of whoever rolls lowest WIS check
26-27	The eyes of a Hydracrab (with 2d4 claws) peer out of the water
28-29	Ahead, a small island (Island Mimic) rumbles
30-31	A dead marlin (Maritime Mimic) bobs up and down in the waves
32-33	A Hexbeak flies overhead and casts a Mis-Spell
34-35	1d6 fishermen (Peasants) aboard a fishing ship chases down Albino Kraken
36-37	The ghost ship The Green Phantom is seen on the horizon
38-39	A lone fisherman (Peasant) chases a Torch Whale
40-41	A floating sack is filled with a Haunted Toy Swarm
42-43	A Brineshark Snapjaw swims nearby
44-45	2d4 Mocking Gulls circle over the floating corpse of a one-eyed Dwarf

SEA ENCOUNTERS

d100	Details
46-47	Brinesharks (Deep Singer , Gnasher Swarm , Piercer and Snapjaw) circle you
48-49	An Oxypus Rebel leaps out of water onto face of whoever rolls lowest DEX check
50-51	Floating corpse carrying 50 gp and 3 Starfish Balms
52-53	A Seaweed Behemoth surrounds you
54-55	A sunburnt castaway (Archmage) with no memory floats on a raft
56-57	Bobbing corpse was stabbed in back, Sharks ate lower half
58-59	Sister Redtide , a Brine Hag disguised as black sea lion, splashes about playfully
60-61	Empty ship, after 1d4 minutes 2d8 Ghosts appear, can offer info and clues
62-63	Abandoned rowboat with random magic item (SD Core , pg. 282) hidden under tarp
64-65	Partially submerged abandoned Funball (pg. 22) holds a Life Leech
66-67	A Clackerfish Swarm attracts 1d4 Darkshroud Lurkers
68-69	A Parrot Crab flies nearby (lands if it can)
70-71	1d4 Xyphish begin to swell as they get closer
72-73	2d4 Reef-Folk and Reef-Folk Elder search for artifact of Great Plimpus (Hex F604)
74-75	A Blood Shark and Bonefish Swarm circle
76-77	Pirate Ship Encounter (roll on pg. 38)
78-79	Pirate Ship Encounter (roll on pg. 38)
80-81	Pirate Ship Encounter (roll on pg. 38)
82-83	Pirate Ship Encounter (roll on pg. 38)
84-85	Pirate Ship Encounter (roll on pg. 38)
86-87	Pirate Ship Encounter (roll on pg. 38)
88-89	Lawful Ship Encounter (roll on pg. 39)
90-91	Lawful Ship Encounter (roll on pg. 39)
92-93	Lawful Ship Encounter (roll on pg. 39)
94-95	Lawful Ship Encounter (roll on pg. 39)
96-97	Lawful Ship Encounter (roll on pg. 39)
98-99	Roll two encounters and combine the results (<i>reroll 98-99</i>)
00	Witness Glow Turtle cresting waves with ship on its back

UNDERWATER

UNDERWATER ENCOUNTERS	
d100	Details
01	Waterproof scroll of random Tier 4 Wizard Spell
02-03	Albino Kraken seems disturbed by your presence
04-05	A Blood Shark and Bonefish Swarm circle you
06-07	2d4 Reef-Folk and Reef-Folk Elder search for artifact of Great Plimpus (Hex F604)
08-09	A Crowned Starfish clings to an Archaic Diving Suit , home to a Mind Barnacle
10-11	Brineshark (Snapjaw) looking for 1d4 Brineshark Piercers who arrive in 1d4 rounds)
12-13	Huge statue of a Brackish Overlord (Hexes 7038, 7138, F702)
14-15	A Bulbfish swims toward you, looks like a swimming flashlight beam
16-17	Darkshroud Lurker pulses toward you like a jellyfish
18-19	Ribbony piece of gray flesh (Death Ray) dances in the water ahead
20-21	Dread Eye with 6 Dread Fingers attached to it
22-23	Highest INT check sees diver (Thug) place drawing of sword into Giant Fey Oyster
24-25	1d4 Giant Pistol Shrimp swarm nearby
26-27	Highest INT check sees diver (Thug) extract tentacles from a Giant Sea Cucumber
28-29	A Parrot Crab tries to speak to you underwater, only bubbles come out
30-31	A Great Black Marlin is attracted by your light source
32-33	A Hydracrab sleeps by sack with 3 diamonds (<i>150 gp each</i>), DC 15 DEX to steal
34-35	2d4 Xyphish begin to swell as they get closer
36-37	Lobstrosity blends in with its surroundings, watches you with great interest
38-39	An Archaic Diving Suit with warped corpse of Fenric Tuttle (pg. 76) inside
40-41	Rusted diving bell contains corpse and random magic item (SD Core, pg. 282)
42-43	You find the remains of a Shark Megalodon being eaten by small fish
44-45	Screeching Eel slithers into view

UNDERWATER ENCOUNTERS

d100	Details
46-47	Sea Monkey Swarm tries to steal light source
48-49	1d4 Sea Spiders scuttle silently across the sea floor
50-51	Seaweed Behemoth undulates, blending in with vegetation
52-53	Shadow Leviathan heads toward you like a moving shadow
54-55	Treasure chest half-buried on sea floor holds random magic item (SD Core , pg. 282)
56-57	Clackerfish Swarm attracts a ravenous Blood Shark
58-59	Waterproof map rolled to appear like scroll (<i>reveals one secret of GM's choosing</i>)
60-61	Waterproof scroll of random Tier 3 Priest Spell
62-63	Wand of random Tier 3 Wizard Spell (<i>2 charges left</i>)
64-65	Corpse with throat slit weighed down by solid gold ingot (painted black) (500 gp)
66-67	Sunken ship with 1d4 Revenants hiding in a footlocker
68-69	Huge bones of a Shadow Leviathan
70-71	2d6 Torch Whales communicating in whale song (<i>discuss being hunted for wax</i>)
72-73	1d4 Merfolk and 1d6 Reef-Folk fight over Trident of the Seas (SD Core)
74-75	Thief with Ring of Invisibility tries to steal item from whoever rolls lowest INT check
76-77	Rival Pirates exploring with 1d4 Breathing Packs and 1d4 Torchjelly Sacks
78-79	On the surface, a ship stops overhead (roll for Pirate Ship Encounter on pg. 38)
80-81	On the surface, a ship stops overhead (roll for Pirate Ship Encounter on pg. 38)
82-83	On the surface, a ship passes overhead (roll for Pirate Ship Encounter on pg. 38)
84-85	On the surface, a ship passes overhead (roll for Pirate Ship Encounter on pg. 38)
86-87	On the surface, a ship passes overhead (roll for Pirate Ship Encounter on pg. 38)
88-89	On the surface, a ship stops overhead (roll for Lawful Ship Encounter on pg. 39)
90-91	On the surface, a ship stops overhead (roll for Lawful Ship Encounter on pg. 39)
92-93	On the surface, a ship passes overhead (roll for Lawful Ship Encounter on pg. 39)
94-95	On the surface, a ship passes overhead (roll for Lawful Ship Encounter on pg. 39)
96-97	On the surface, a ship passes overhead (roll for Lawful Ship Encounter on pg. 39)
98-99	Roll two encounters and combine the results (<i>reroll 98-99</i>)
00	Overhead the Glow Turtle cresting surface with ship on its back

PIRATE SHIPS

PIRATE SHIP ENCOUNTERS

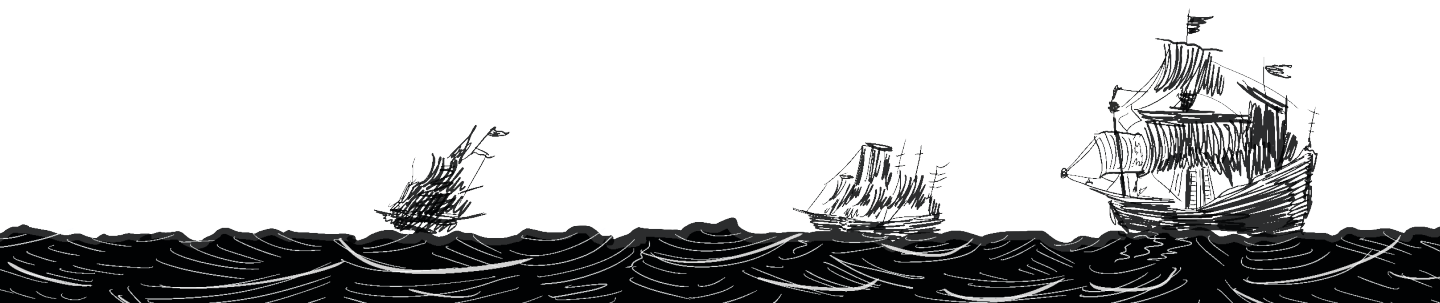
3d20	Name Part 1	Name Part 2	Crew/Contents
1	Mirthless	Blood Wake	2d6 Ghosts and a Ghost Captain
2	Stalking	Heart	2d6 Zombies with 2d100 gp
3	Blacksoul	Sorrow	Eerily empty other than 1 random magic item
4	Midnight	Fever	Lone survivor (Peasant) of crew slain by Pirates
5	Shadowy	Horror	1d6 Pirates ravaged by disease
6	Pillaging	Rage	1d4 Sea Hags appearing as peasants in peril
7	Rogue	Wench	2d10 Skeletons hiding below deck
8	Hellbound	Kraken	1d6 Shadows
9	Deathless	Bastard	Crates of food (20 rations) and 2d4 Rat Swarms
10	Nightbringer	Monstrosity	2d10 corpses desiccated by 1d6 Giant Spiders
11	Creaking	Doom	Driftwind Bat Swarm posing as black sails
12	Rotting	Lurker	A Void Spawn
13	Venom-Touched	Nightmare	A Mummy guarding 1,000 gp
14	Ghost-White	Terror	Albino Kraken lurking below the surface
15	Devil's	Vengeance	1d4 Pirates, chest filled with a Black Pudding
16	Villainous	Despair	A Djinni who wants to hear a good story
17	Jaded	Treachery	The Wandering Merchant
18	Unholy	Maelstrom	2d4 Peasants chased by a Megalodon Shark
19	Apocalypse	Tyranny	A Vampire nailed in a crate below deck
20	Endless	Avenger	2d20 Bandits fleeing sinking ship



LAWFUL SHIPS

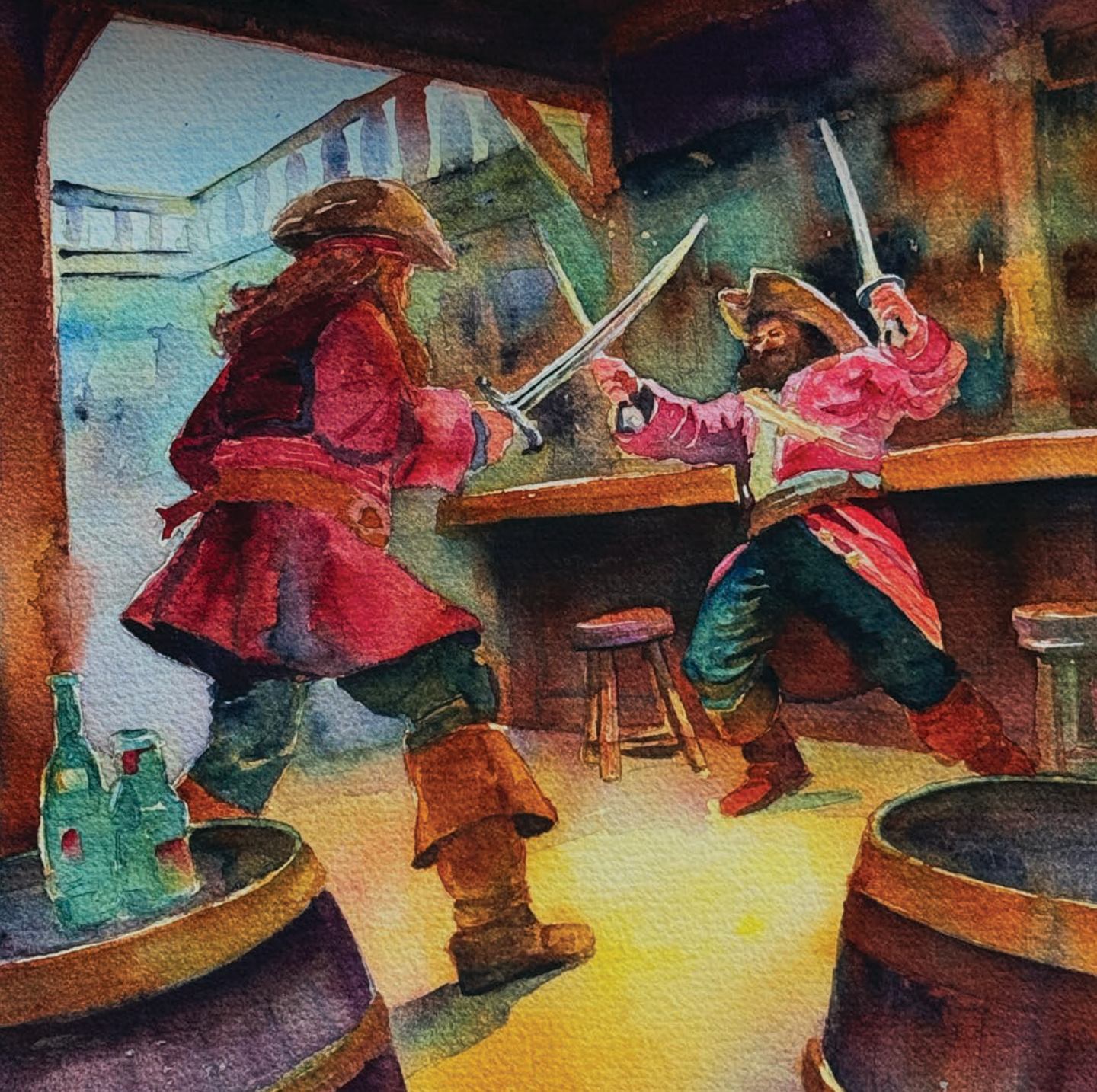
LAWFUL SHIP ENCOUNTERS

3d20	Name Part 1	Name Part 2	Crew/Contents
1	Boundless	Hope	d8x100 gp Cursed Gold (<i>GM's discretion</i>).
2	Proud	Heart	1d6 Soldiers in search of pirates
3	Gilded	Spirit	2d6 naive Peasants heading for Barnacle Bay
4	Mithral	Goddess	Soldiers with Bandit prisoners
5	Moon-Bright	Soul	A fisherman (Peasant) with a Shark he caught
6	Splendid	Beauty	2d20 Soldiers looking to hang Smugglers
7	Wave-Cresting	Pride	Soldiers carrying rare treasure (<i>GM's choice</i>)
8	Sturdy	Bounty	Soldiers hunting the Albino Kraken
9	Beaming	Bliss	2d4 Pirates , 3 kidnapped Soldiers below deck
10	Celestial	Wave Breaker	1d6 Peasants , ship overrun by 2d4 Zombies
11	Shining	Justice	2d6 Peasants pursued by a Megalodon Shark
12	Pristine	Jewel	6 Soldiers with confiscated smuggled goods
13	Untouchable	Lady	Lone survivor (Peasant), bite marks on neck
14	Gleaming	Maiden	2d10 corpses, all missing their eyes
15	Silvery	Victory	Peasant who says Red Tantrum (6234) will erupt
16	Unchained	Majesty	2 Soldiers carrying half of a treasure map
17	Faithful	Champion	Peasant tormented by invisible Life Leech
18	Merciful	Warrior	A Sea Hag appearing as an old elf woman
19	Steadfast	Sunbeam	Soldier , pursued by vengeful Ghost
20	Glorious	Darling	Anchored, empty, 1d100 gp scattered on deck



Port of Barnacle Bay

Level 1 Pirate Town for Shadowdark RPG



LOCAL LEGENDS

All locals know these legends. Roll to use them as rumors, or weave them into conversations as you see fit. Each has some basis in truth, though the details are often exaggerated or distorted over time. [Text in blue is for GM reference only.](#)

d12 Local Legend

- 1 The eerie ghost ship known as **The Green Phantom** attacks ships on moonless nights. -- See [Hexes 7235, F207](#) and [Lost Treasure of The Green Phantom](#) (pg. 74).
- 2 A magical pink ocean exists “out there somewhere,” but how to get there is a mystery. **Captain Elias Scuttleton** said he was documenting his journeys to and from the strange ocean before he went missing. -- See [Scuttleton’s Log](#) (pg. 63).
- 3 **Fenric Tuttle**, a local legend who went missing, was a diver and bold explorer. People often use his name in phrases such as, “even Fenric Tuttle wouldn’t dare do that,” and “you’re as bold as Fenric Tuttle.” -- See [Lost Treasure of Fenric’s Last Dive](#) (pg. 74).
- 4 When **The Red Tantrum** erupts, ash darkens the sky for days and huge fire beings roam the region. -- See [Hex 6234](#) and [Lost Treasure of Gromar Stormforge](#) (pg. 74).
- 5 **Sister Agatha** (a **Brine Hag**) has otherworldly powers and once created a storm at sea that rages to this day. -- See [Hexes 6243, 6342](#) and [6837](#).
- 6 A **Squall Giant** was once so angry that it hurled a ship called *The Moorfoot* clear across the sea and it landed up on a grassy hill. -- See [Hex 6538](#) and [Lost Treasure of The Moorfoot](#) (pg. 74).
- 7 **The White Lodge Hunting Club** holds tournaments where teams compete to catch dangerous creatures. Winners are hailed as heroes and worshipped throughout the land. -- See [Hex 6636](#) and [Adventure](#) on pg. 65.
- 8 **Lucky Town** visitors are often never heard from again. Townsfolk debate over whether it’s because the town is delightful or deadly. -- See [Hex 6732](#).
- 9 **Fort Calavar** was once a proud military fort. Descendants of brave soldiers lived there for years, but recently the fort went eerily dark. -- See [Hexes 6738](#) and [6839](#).
- 10 Years ago, the **Lighthouse** stopped working. After losing dozens of Lighthouse Keepers (aka Guardians of the Flame), townsfolk stopped volunteering. Recently, a strange **gray fog** rolled in and mysteriously the lighthouse is lit again. -- See [Hexes 7036](#) and [7133](#).
- 11 Some people claim to have been branded in “the darkness at the end of the world.” These stories are often met with laughter, but a few believe. -- See [pgs. 15-18](#).
- 12 Patrons of the **Slaughtering Hole Tavern** in **Barnacle Bay** say that a “treasure beyond your wildest dreams” can be found in Toby’s hole. They usually say this as a way to entice newcomers to **Walk the Plank**. -- See [Hex 6733 \(Area 2\)](#).

BARNACLE BAY



LOCATIONS

OVERVIEW

Bustling port town established by retired pirates. Full of gamblers, fishermen, and eccentrics, it has become a safe haven for those living outside the law. Key locations detailed below. When in town, use **Barnacle Bay Encounters** (pg. 24).

1. WELCOME BOAT

- ★ Whenever newcomers arrive in port, they are greeted by **Dylan Farnum** on his *boat* to “assess their character.”

DYLAN FARNUM

- ★ **Appearance.** Sun-baked, unshaven, many missing teeth (*use **Pirate stats***)
 - ★ **Attitude.** Tries to project authority as a deterrent to unruly newcomers, but backs down in the face of violence
 - ★ **Secret.** Disgruntled, he got this job when he lost a drunken bet at **The Slaughtering Hole Tavern** (*Area 2*)
- **BOAT.** A black flag proudly displays the jolly roger (*skull and crossbones*).
- Details:**
- ★ Painted on the side of his boat in large red letters, **‘There is no law, there is only the code,’** which refers to an ‘honor among thieves’ policy that is loosely enforced.

QUICK REFERENCE

- **1. Welcome Boat.** Greets newcomers
- **2. Slaughtering Hole Tavern.** Hot spot for drinking, gambling, fighting and, of course, carousing
- **3. Rumble Docks.** Unofficial place where drunks fight each other
- **4. Sacks and Packs.** Underwater light and breathing products sold here
- **5. Fishing Docks.** Locals bring in their catches and leave on expeditions
- **6. Dockmaster Residence.** Closest thing to law in these parts
- **7. Gear & Guts.** Adventuring gear, fishing supplies and rumors sold here
- **8. Whalefall Inn.** Quaint and quiet
- **9. Pastry Shop.** Magical confections
- **10. Hall of Records.** Small, but useful for research
- **11. Fountain.** Common meeting place
- **12. Duluth’s Armory.** Weapons and armor are bought, sold and tested
- **13. Sales Office.** Handles land and ship purchases and upgrades
- **14. Perfumery.** Scents that attract specific creatures or people
- **15. Seafoam Sanctuary.** Religion, healing and whipped coffee!

2. SLAUGHTERING HOLE TAVERN

Owner/bartender, **Kaleb Yardling** serves *mead* and rum drinks. His pet **Hexbeak Scallywag** swoops around the tavern wreaking occasional havoc. Patrons play a game called **Dwarven Shooters**. Some dare each other to **Walk the Plank** at back of tavern (see *Tavern Games* pg. 45).

KALEB YARDLING

- ★ **Appearance.** Burly with handlebar mustache (use **Peasant** stats)
- ★ **Attitude.** Friendly, but when a fight breaks out, he yells “**Take it to the Rumble Docks!**” (Area 3)
- ★ **Secret.** Portal in basement connects to basement in **Bump on a Log Bar** (F304) bar in the Fey Ocean

► **MEAD.** Delivered from **McClavin’s Meadery** (6436) on a weekly basis.

Adventure Seed: Weekly shipments of mead have stopped. **Kaleb Yardling** would pay to find out why — and pay extra if he ends up with an *exclusive* supply of mead.



RANDOM TAVERN ENCOUNTERS

1d20 Tavern Encounter

- 1 **Pirate (Gilded Jack)** challenges someone in party to duel
- 2 **White Worm** tongue lashes out, swallows someone by pit (pg. 45)
- 3 **Drunk** asks party if they’ve ever played **Dwarven Shooters** (pg. 45)
- 4 **Silas McGraw** (pg. 46) drinks and mumbles about **Albino Kraken**
- 5 A drunk drops a random magic item
- 6 Whoever rolls highest **INT check** finds map or clue on floor
- 7 Drunk stumbles, falls in pit at back
- 8 Brawl breaks out, **Kaleb Yardling** yells, “Take it to the Rumble Docks!”
- 9 A drunk **Walks the Plank** (pg. 45)
- 10 Rumor: **Doom Fog** (Hex 7133)
- 11 Rumor: **Green Phantom** (Hex 7235)
- 12 Rumor: **White Lodge Hunting Club** starts soon (pg. 65)
- 13 **Pirate** says he fought his shadow, patrons all laugh (pg. 18)
- 14 **Fromager-in-Chief** talks piously about **Cheese Ooze** (Hex 7232)
- 15 Drunk tattoo artist offers a free tattoo
- 16 **Hexbeak (Scallywag)** casts Mis-spell
- 17 **McClavin (Rory)** stumbles in
- 18 **Pirate (Ginger Finnegan)** approaches
- 19 Tavern erupts into drunken rendition of “**Show me the way to go home**”
- 20 No more alcohol, bar brawl ensues

3. RUMBLE DOCKS

Blood-slicked docks where fights occur among rival **Pirates** and drunken locals. **Barrels, gaffing hooks, nets, and ropes** are often used as improvised weapons.

TAVERN GAMES

DWARVEN SHOOTERS

- Drinking version of Russian Roulette.

Rules:

1. Up to 6 participants wager same amount, add coins to a central pot.
2. The bartender secretly pours one shot for each participant.
3. One of these shots — known as “**The Skunk**” — is foul-tasting. It looks identical to the others and cannot be identified by smell.
4. The GM secretly assigns The Skunk to one of the numbered shots.
5. Players (and NPCs) roll to decide drinking order each round (*lowest goes first*). They then take turns in clockwise order selecting and drinking a shot.
6. Participant who drinks The Skunk is eliminated and must pass [DC 12 CON](#) or take 1d4 damage.
7. Once The Skunk is revealed, the round resets. Repeat steps above until only one drinker remains — that player wins the pot.



WALKING THE PLANK

- At back of tavern is a 20-foot-wide pit of unknown depth, home to a **White Worm** named **Toby**. Drunks dare each other to walk a narrow plank that juts out over the center of the pit, where Toby lurks in the darkness below.

Rules:

- ★ Getting caught cheating will get you thrown into the pit.
- ★ Wagers made by patrons who won't bet if they suspect game is rigged.
- ★ **Plank Walker** — called Toby's Chum — makes wager (*see below*).
- ★ The farther out you go, the higher the payout.
- ★ Winnings are dangled from a rope above the end of the plank.
- ★ Luck token can only be used once.
- ★ Toby **always** jumps up. [DEX check](#) to avoid being swallowed:

How Far Out	Win	DEX
1/4 way	1.5 x Bet	12
1/2 way	2 x Bet	15
All the way	3 x Bet	18

Outcome:

- ★ **Success:** Dodge Toby, win the money
- ★ **Fail:** Swallowed by Toby, all bets split among remaining gamblers.
- ★ **Chicken Out:** Mocked, must buy everyone in tavern a drink *or else...*

SILAS MCGRAW

OVERVIEW

Silas McGraw is a retired **Pirate** who spent many years on the open seas. Recently, he opened *Sacks and Packs*, a dockside business that sells “underwater light and breathing solutions for the seafaring adventurer.” With many years of experience at sea, Silas is an excellent source of advice and rumors. See **Tomb of the Tides** (pg. 55).

UNDERWATER LIGHT (10 GP EACH)

This product uses **Torchjelly Sacks** — mesh bags filled with glowing, bioluminescent jellyfish. They function like nature’s glow sticks. To activate: Shake vigorously for 1 round. Last for 1 hour (*real time*).



UNDERWATER BREATHING (25 GP EACH)

These **Breathing Packs** contain a specially bred cephalopod known as an **Oxypus**, designed to help adventurers breathe underwater. The highly effective (*and disgusting*) process involves allowing the Oxypus to snake its exhalation tube down your throat, which enables underwater breathing if an underwater light source is active. If the light is extinguished unexpectedly — or if a 1 is rolled while underwater — a mishap occurs (*see below*). Silas offers no refunds, claiming all failures are “acts of Shule.”



d6 Breathing Pack Mishaps

- 1 Oxypus stops working. You have 1d4 rounds to get to breathable air. Take 1d4 damage each round you breathe water. If reduced to 0 HP, you drown.
- 2 Oxypus tube makes you nauseous, [DC 9 CON](#) check to keep tube down your throat. On failure, you have 1d4 rounds to get to breathable air. After that, take 1d4 damage each round you breathe water. If reduced to 0 HP, you drown.
- 3 A violent muscle spasm in the Oxypus’s exhalation tube deals 1d6 damage.
- 4 Oxypus burps — releasing acid instead of air for 1 round. You take 1d4 damage.
- 5 You are struck by a strange vision from the mind of the Oxypus.
- 6 Oxypus produces mixture of oxygen and ink. Feels strange, but heals 1d4 HP.

4. SACKS AND PACKS

Silas McGraw (pg. 46) sells underwater light and breathing solutions. He lives in the small shack behind the shop.

Adventure: Can ask the crawling party to retrieve his late wife's necklace (see **Tomb of the Tides** adventure on pg. 55).

► **SHACK.** Smells of fish and seaweed. A cot, desk and dresser against a wall. Weathered floorboards.

Desk search reveals:

- ★ Sketch of dead wife stained with dry tears

Floorboard search reveals:

- ★ Loose floorboard hides: 300 gp, Rope, *Scroll of Alter Self*, *Scroll of Detect Magic*, 2 Starfish Balms

5. FISHING DOCKS

Fishermen haul in their catches and sell them. Sometimes, whaling or hunting boats can also be found here.



6. DOCKMASTER RESIDENCE

Jacob Barrone tries to keep order at the busy and rowdy docks, but it's not easy. He spends most of his time exasperated, breaking up fights, huffing and puffing as if he might have a heart attack.

JACOB BARRONE

- ★ **Appearance.** Very short with stubby legs, waddles when he walks (use *Peasant stats*)
- ★ **Attitude.** Forever frustrated that no one respects his authority
- ★ **Secret.** At any moment, he might go on a murderous rampage

7. GEAR AND GUTS

Millie Monroe sells adventuring gear and everything needed for fishing.

MILLIE MONROE

- ★ **Appearance.** Rat's nest of a hairdo (use *Peasant stats*)
- ★ **Attitude.** Agreeable on the outside, backstabber at heart
- ★ **Secret.** Has secret stash of enchanted lures for the right price

SAMPLE PRICES

Spyglass (Distant appears Near) (5 gp)

Rod and Reel (1 gp)

Fishing Net (5 gp)

Bait (GM decides)

Enchanted Lure (see pg. 101)

8. WHALEFALL INN

Irena Quigley is the proprietor of this charming inn. The cozy décor makes this an excellent place to rest. She also offers home-cooked meals.

IRENA QUIGLEY

- ★ **Appearance.** Short and spectacled (use **Archmage** stats)
- ★ **Attitude.** Mother hen to every lost soul who takes up residence
- ★ **Secret.** A retired powerful wizard, she can cast any Wizard spell

- **REST.** Irena has placed impenetrable enchantments around the building that protect her residents. Irena wants peace and quiet for herself and her guests and will not tolerate unruliness. She knows spells to run a tight ship. **This is a safe haven for West Marches campaigns.**
- **MEALS.** Delicious home-cooked meals for all guests at any hour.

9. PASTRY SHOP

Priscilla Dunlop is the owner and sole employee of the shop. With backgrounds in both potions and baking, she takes Special Orders and sells Daring Delights.

PRISCILLA DUNLOP

- ★ **Appearance.** Buttoned up, short hair (use **Mage** stats)
- ★ **Attitude.** Professional and ambitious
- ★ **Secret.** Discreetly sells cures for embarrassing ailments

- **SPECIAL ORDERS.** Upon request can concoct custom pastries for a price.
- **DARING DELIGHTS.** Fresh-baked pastries, random magical effects (*below*). Nibble gives hint of effect.

DARING DELIGHTS

1d12 Magical Effect

- | | |
|----|---|
| 1 | Acidic. 1d6 damage from acid |
| 2 | Zzz. DC 18 CON or sleep 1d6 minutes (<i>up to LV 4 creature</i>) |
| 3 | Glow. Glow green for 1 hour |
| 4 | Stone. Take half damage 2 rounds |
| 5 | Poison. DC 18 CON or poisoned for 1d4 rounds |
| 6 | Night Terrors. Bad dreams next rest |
| 7 | Morph. Can change appearance for 1 minute |
| 8 | Wings. Fly for 10 rounds |
| 9 | Euphoria. 1d6 healing |
| 10 | Gills. Breathe underwater for 1 hour |
| 11 | Invisible. Last 10 rounds |
| 12 | Euphoria. 1d6 healing |



10. HALL OF RECORDS

A modest records office and library. Useful in a limited way. Archivist **Bartholomew Snivelton** knows the region, including details of local legends and Lost Treasures.

BARTHOLOMEW SNIVELTON

- ★ **Appearance.** Bookish and serious (use **Pirate** stats)
- ★ **Attitude.** No sense of humor
- ★ **Secret.** Was once a failed pirate who became seasick easily

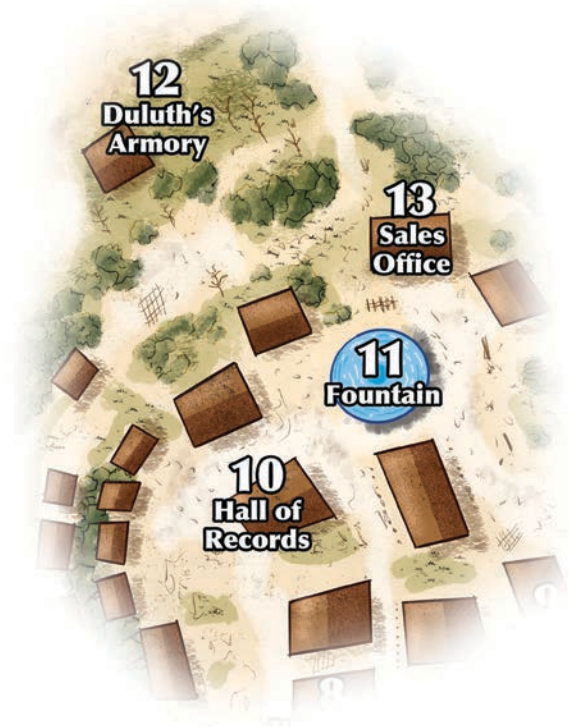
11. FOUNTAIN

A covert meeting place. Lovers sometimes throw coins in and make wishes.

- **COINS.** 4d100 gp on the bottom

Taking Coins or Disgracing Fountain:

- ★ Incites anger of many townsfolk



12. DULUTH'S ARMORY

Armstrong Duluth sells weapons, armor and shields, though rarely has anything magical. A gifted blacksmith, he can take custom orders, but has a monopoly so can charge what he wants.

ARMSTRONG DULUTH

- ★ **Appearance.** Towering, muscular (use **Thug** stats)
- ★ **Attitude.** Bully, insensitive to the **Lizardfolk** he exploits
- ★ **Secret.** He'd be mortified if anyone found out he secretly adores **Liara**, a female Lizardfolk that he kidnapped and keeps hidden in his basement

- **WEAPONS.** Armstrong will rather cruelly demonstrate sharp weapons by lopping off the limbs of **Lizardfolk** in his employ. "They grow them limbs back anyway. No harm," he says.

Adventure Seed: The **Lizardfolk** are secretly planning a revolt.

13. SALES OFFICE

Charlie Fernwood will act as go-between, sell anything from a boat to ship upgrades if he can make a profit.

CHARLIE FERNWOOD

- ★ **Appearance.** Thin, oily comb-over (use **Peasant** stats)
- ★ **Attitude.** Bombastic and slick
- ★ **Secret.** Likes to skim profits, so he's made a lot of enemies

14. PERFUMERY

Eduardo Eddington sells bewitching scents of all kinds and Love Mists.

EDUARDO EDDINGTON

- ★ **Appearance.** Well dressed, long neatly trimmed white beard (use *Mage stats*)
- ★ **Attitude.** Punctual and ethical
- ★ **Secret.** Provides key ingredients for **Millie Monroe's Enchanted Lures** (Area 7)

- **SCENTS.** Can target any creature, but the harder to get, the higher the price
- **LOVE MISTS.** Comes in a spray bottle
 - ★ Can target specific humanoid (LV 3 max)
 - ★ Need strand of their hair
 - ★ DC 15 CON or charmed for 1 hour



15. SEAFOAM SANCTUARY

Ned Rydell offers brutally honest spiritual guidance in a calm voice. He provides warm, healing seafoam bubble baths and religious services for any faith — which is problematic among the deeply religious.

His whipped coffee is also delicious!

NED RYDELL

- ★ **Appearance.** Flowing new-age robes (use *Priest stats*)
- ★ **Attitude.** Kind, but brutally honest.
- ★ **Secret.** None, **he cannot lie.**

- **BUBBLE BATHS.** Can heal wounds that healing potions cannot.

Remove Curse:

- ★ An overnight bath is required and a 200 gp “offering”

- **RELIGIOUS SERVICES.** Services for any denomination, but his honesty causes him to continually suggest that you worship **Saint Terragnis** if you don't already.

- **WHIPPED COFFEE.** Made with beans from the Jungles of Qaratha and frothed manatee milk, slightly tinted to resemble seafoam.

- ★ Free coffee to any who partake in his services
- ★ Otherwise cost is 5 sp which includes a souvenir copper mug with etching of his logo and tagline “Whip It and Slow Drip It!”



CAROUSING

For carousing in the **Barnacle Bay** area, each crawler antes up the cost for the event. Everyone then individually rolls 1d8 + the event's bonus to find out their specific outcome. Refer to **Shadowdark Core Rules (pg. 92)** for full carousing mechanics.

OUTCOMES

Each crawler gains both the XP along with any positive or negative effects.

CAROUSING EVENT		
Cost	Event	Bonus
30 gp	A worthy night of drink and song at the Slaughtering Hole Tavern (Area 2).	+0
100 gp	A day and night of gambling and merriment at the Hook, Line and Sinker bar (see <i>Hex 6636</i>).	+1
300 gp	Two days of roaming the streets drinking and singing, buying rounds and telling your adventurous tales to anyone who will listen.	+2
600 gp	A two-day boat ride gambling and drinking aboard a plush pirate ship. You can't remember the name of the ship, but the food and the rum were amazing.	+3
900 gp	A lost weekend that meandered through the streets, docks, bar and alleyways and, at one point, even ended up in a cemetery for a raucous celebration dancing among the gravestones (see <i>Humpback Hill 6931</i>).	+4
1,200 gp	A ten-day "drunk and stumble" that sent you down a whirlpool (<i>did you dream that?</i>) and had you playing cards with actual sharks (see <i>Bump on a Log Bar F304</i>). (<i>Wait, did that actually happen?</i>)	+5
1,800 gp	Fortnight of partying that attracts every reveler and roustabout for miles. You bought many rounds and mumbled "I love you" to countless faces you can't remember now. The townsfolk of Barnacle Bay won't soon forget that party! A plaque hangs in Slaughtering Hole Tavern (Area 2) to commemorate the event.	+6

CAROUSING OUTCOME

d8	Outcome	Benefit
1	You wake up on Dylan Farnum's boat (<i>Area 1</i>), shackled until you "dry off." You are fined 20% of your wealth for damages to "fine people and property."	Gain 2 XP
2	You wake up outside Perfumery (<i>Area 14</i>) hungover.	Gain 2 XP
3	You wake up at the Hook, Line and Sinker Bar (6636) with Merfolk bites on your arm.	Gain 3 XP
4	A band of Pirates seemed so nice, then beat you to a pulp in an alley and took 15% of your wealth.	Gain 3 XP
5	You hazily remember promising to buy rounds for everyone , but there were a LOT of thirsty people. Some of them even wore cheap disguises to receive extra drinks. You spent 10% of your total wealth.	Gain 3 XP and a Pirate ally
6	You singlehandedly talked two rival Pirates out of a drunken fight to the death on the Rumble Docks.	Gain 4 XP and 2 Pirate allies
7	You vaguely remember changing your religion at the Seafoam Sanctuary (<i>Area 15</i>) and donating 5% of your wealth as a tithe.	Gain 4 XP and a Priest ally
8	You helped a stranger at the Rumble Docks (<i>Area 3</i>) who turned out to be the son of a noble.	Gain 4 XP, owed a favor by the noble
9	You either dreamt or actually saw a Glow Turtle with a pirate ship on its back.	Gain 5 XP
10	Whether by luck or talent, you beat a Pirate (Gilded Jack) in a duel and embarrassed him.	Gain 5 XP, and Pirate enemy
11	On a dare, you water-skied on driftwood off back of a pirate ship and were almost eaten by Blood Sharks .	Gain 5 XP, and a luck token
12	You survived a near-death experience when you slipped into the pit in The Slaughtering Hole Tavern (<i>Area 2</i>). You managed to grab the plank, held on for dear life, and climbed out just in time! You're a legend.	Gain 5 XP, get a free drink every day at The Slaughtering Hole
13	You wake up in the basement of the Bump on a Log Bar (F304) and notice a portal behind some kegs.	Gain 6 XP
14+	You climbed up a huge tower on a drunken dare and rummaged around until you found "something worth taking" (see Tower in the Sea 6540).	Gain 6 XP and random magic item (SD Core, pg. 282)

QUEST IDEAS AND THINGS TO DO

Level Range*	Quest
Any	Explore the Port of Barnacle Bay (pg. 40)
Any	Play Tavern Games (pg. 45)
Any	Battle with an Enemy Ship* (pg. 20) Challenge: Enemy ship with similar crew and weapons as party
Any	Explore the Fey Ocean and The Abyss (pgs. 15 - 18) and perhaps survive the Battle of Shadows
Any	White Lodge Hunting Club competition (adventure pg. 65)
1-2	Tomb of the Tides (adventure on pg. 55)
1-2	Find out why McClavin's Meadery (6436) has stopped delivering mead Monsters: McClavins , Giant Bees (Giant Wasps)*
2-4	Expose Smuggler Boss and Smugglers as manipulating McClavin Brothers. Monsters: Smuggler Boss and Smugglers*
2-4	Choose sides or help bring peace in the Lizardfolk* Rebellion that is brewing at Duluth's Armory (pg. 49)
2-5	Visit Lucky Town and learn the mystery of the Lake Thing (6732 and 6731)
3-5	Visit Humpback Hill (6931) Monsters: Head of Brandimire , Haunted Toy (Swarm)*
3-5	Fight the Hydracrab*
4-6	Investigate the Abandoned Ship (6741) and black sails of <i>The Creaking Doom</i> Monsters: Driftwind Bat (Mother) and Driftwind Bat (Swarms)*
5-8	Hunt the Albino Kraken
5-8	Investigate Calavar's Last Stand (6738) Monsters: Sea Vampire Master* and Sea Vampire Insatiable*
5-9	In Search of Lost Treasures* random adventure (pg. 71)
6-7	Torch Whale hunting for ambergris (for Perfumery , pg. 50). Wax from its skull is also always in high demand.
6-7	Investigate Lighthouse (7133) and the missing Lighthouse Keepers Monsters: Doom Fog and Revenants* of Lighthouse Keepers
6-8	Investigate Bethel Asylum (6439) after finding message in a bottle. Monsters: Harland Barker (Bone, Flesh and Viscera) , Harland Mutants*
8-10	Awaken the Brackish in the Sunken City (7138) Monsters: Brackish Overlord and Brackish Underlings*
8-10	Uncover the mystery of the Green Phantom (aka Glow Turtle)
10	Conquer Toby, the White Worm in the Slaughtering Hole Tavern (pg. 44)

* Increase number and/or strength at higher levels. See **Shadowdark Core Rules** (pg. 193) for guidance.

Tomb of the Tides

1st or 2nd-Level Adventure for Shadowdark RPG



OVERVIEW

WHAT THE PLAYERS KNOW

Silas McGraw (see pg. 46) asks party to explore sunken ships that have piled up (see *Ship Graveyard* 7034) to **retrieve a charm necklace** from a lockbox in a broken ship that sank. The necklace belonged to his deceased wife and was being delivered to him by **Captain Elias Scuttleton** when the ship went down. Silas would retrieve it himself, but is too old to adventure anymore. He will take the party there in his boat, provide **Breathing Packs** for underwater breathing (one each, plus a spare) and **three Torchjelly Sacks** for underwater illumination. If the party does this favor for him, they will gain a valuable ally in Silas McGraw. **His reward: a ship** (or ship upgrade).

WHAT THE GAME MASTER KNOWS

The lockbox was in the broken ship, but has since fallen down into the deep chasm below the wrecks. The necklace is worthless beyond its sentimental value. The real treasure (of which Silas is unaware) is **Scuttleton's Log** (pg. 63), a ship log kept by the captain, which describes various ways to enter and exit the Fey Ocean.

RANDOM ENCOUNTERS

d12 Encounter

- 1 Roll on **Breathing Pack** Mishap table (pg. 46)
- 2 Torchjelly spooked, **Torchjelly Sack** goes dark
- 3 A **Lawful Ship** approaches Silas's boat (roll on table on pg. 39)
- 4 A large blowfish is actually a **Maritime Mimic**
- 5 A **Brineshark Gnasher Swarm** moves into the area, attracted by sounds
- 6 A **Screeching Eel** slithers out of a hole
- 7 A **Sea Spider** scuttles within near
- 8 A **Crowned Starfish** scuttles across a nearby surface
- 9 A **Pirate Ship** approaches Silas's boat (roll on table on pg. 38)
- 10 A **Bulbfish** inspects the area, shining its light like a flashlight in the gloom
- 11 Discarded **Torchjelly Sack** is found and can be used for 30 minutes
- 12 **Sea Monkey** offers random magic item (*SD Core*, pg. 282)

ABOUT THE MAP

ROOM KEY

The descriptive keywords at the start of each location can be freely shared with players. The **bullet points** that follow are intended for the Game Master only.

DANGER LEVEL

Unsafe. Check every 3 crawling rounds for random encounters.

LIGHT

Total darkness unless otherwise noted.

Silas McGraw provides **Torchjelly Sacks** (pg. 46).

BREATHING

Silas McGraw provides **Breathing Packs** for underwater breathing (pg. 46).

UNDERWATER COMBAT

- **Ranged weapons** ineffective, except if using a Spear Gun (*below*)
- **Finesse and Thrown** weapons work as per usual
- **Difficulty Options:**
 - » **Easy.** No further restrictions.
 - » **Medium.** -2 on Attack/Damage rolls
 - » **Hard.** All attacks with **DISADV.**

SPEAR GUN (NEW WEAPON)

Range: Near

Damage: 1d6

Properties: Two-Handed, Loading

Cost: 10 gp

Spear Gun Ammo:

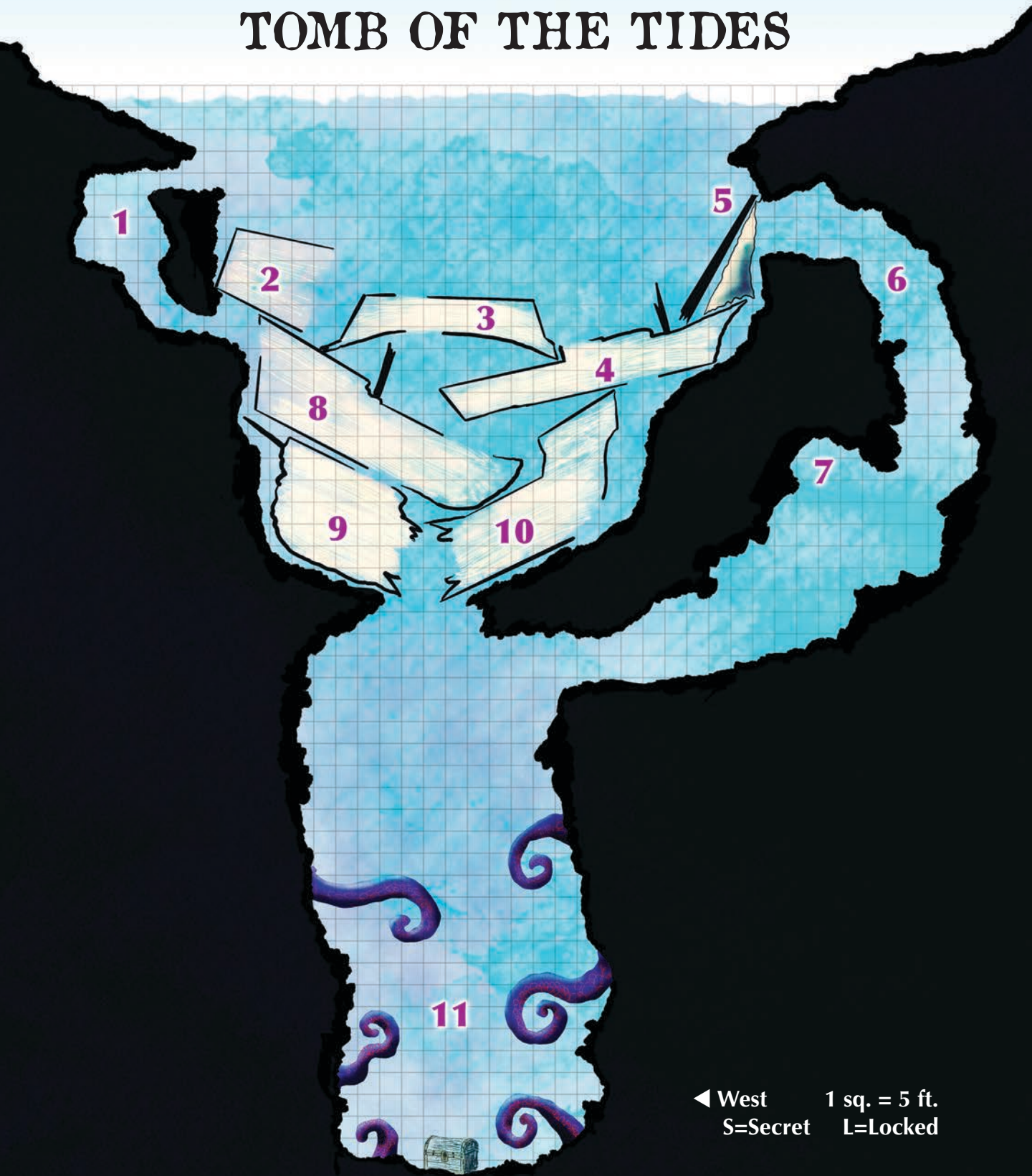
- » **Small Spears (10):** 10 gp, 1 slot
- » **Tethered Spears (10):** 20 gp, 1 slot, Near-sized tether connected to spear

RUMORS

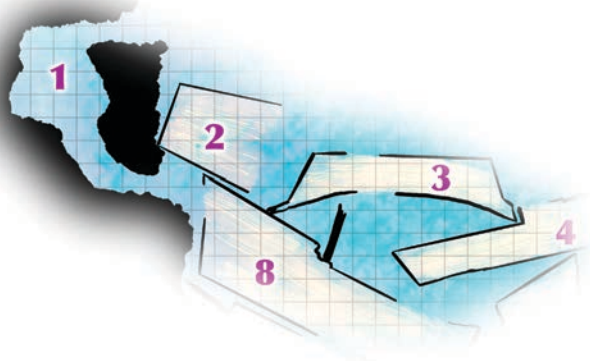
d6 Rumor

- 1 Silas McGraw used to drink quite heavily, but after an **Albino Kraken** sank his ship (*The Crimson Terror*), he swore off drinking so he could remain vigilant in case the kraken was ever spotted again.
- 2 Last year, someone tried to explore the shipwrecks by being lowered in a diving bell. They were never heard from again.
- 3 Purple tentacles have been reported in the area.
- 4 Many of the Guardians of the Flame (lighthouse keepers) have disappeared over the years, so no one volunteers for the job anymore.
- 5 The area wasn't as dangerous before the lighthouse went dark.
- 6 Captain Elias Scuttleton kept a ship's log of his travels to and from the Fey Ocean.

TOMB OF THE TIDES



LOCATIONS



1. EEL CAVE

Cave barely big enough to squeeze into. Inside floats an old diving suit. At both top and bottom, there are exits.

- **INSIDE.** A **Screeching Eel** slinks in the dark recesses.

If the Eel Screeches:

- ★ 1:6 chance it alerts the **Darkshroud Lurker** (Area 7), which is attracted to the sound.

Search reveals:

- ★ **Torchjelly Sack** (25 gp)

- **DIVING SUIT.** Contains the long-dead corpse of an ex-adventurer.

Searching corpse reveals:

- ★ **Jewel of Barbalt** (SD Core)

- **BOTTOM.** Shortcut to Dread Eye Sloop (Area 8).

2. DIVING BELL

A toppled diving bell with a slack cable attached to the top. Floating in the upper corner is a waterproof bag.

- **WATERPROOF BAG.** Made from the treated skin of a shark, contains:
 - ★ **Starfish Balm**
 - ★ **Bronze Key** (*opens the lockbox in Area 11*).

3. UPSIDE-DOWN BOAT

Doll-sized underwater primates huddle in lower east corner. A hole in splintered wood leads farther into the depths.

- **PRIMATES.** Mischievous, but harmless, **Sea Monkey Swarm**. While here, there is a 1:6 cumulative chance they try to steal a light source (*win STR contest to hold on*).

- **CORNER.**

Search reveals:

- ★ **Pearl Bracelet** (80 gp)

"I would have stopped coming through here after the first few ships went missing."

- Colodur, dwarf fighter



**“Just try not to think too
much about the slimy tube
down your throat.”**

*- Fenric Tuttle, renowned diver
on using an Oxypus*

4. SAILBOAT

Hole at top leads up toward surface. In lower west corner is a pumpkin-sized pile of shells. In upper east corner, a corpse floats. Hole in bottom leads farther down.

- ▶ **SHELLS.** Pile conceals **Oxypus Rebel** that escaped during its conditioning.
- ▶ **CORPSE.** Wears wetsuit and diving goggles, large suction marks on face.

Search reveals:

- ★ Silver earrings (30 gp each)
- ★ Spear Gun with 2 Small Spears (12 gp)

Diving Goggles:

- ★ Goggles of Sorros (100 gp)

- ▶ **HOLE IN BOTTOM.** Leads to narrow cavern that leads to Area 10. There is a 2:6 chance that a **Bulbfish** hides here.

5. MAST AND SAIL

A drooping sail and broken mast lean against a rocky wall.

- ▶ **SAIL.** Bears the faded name of the once-proud vessel: *Unending Silence*.

Moving the sail:

- ★ Reveals hidden cave (Area 6).
- ★ 3:6 chance it alerts the **Darkshroud Lurker** (Area 7), which is attracted to the sound.

- ▶ **BROKEN MAST.** Splintered wood

Search reveals:

- ★ Words carved into the wood:
"Beware of the orange."

6. HIDDEN CAVE

Winding cave. Rocky walls with long and ominous cracks.

- ▶ **CRACKS.** Cumulative 1:6 chance while in this area that boulder falls, creates barrier (between Areas 6 and 7). DC 9 DEX to avoid, or 1d4 damage. GM decides if barrier splits the party.

7. ORANGE BLOB

In small alcove, a beachball-sized orange blob dwells. Cave floor is 30 feet below.

- ▶ **BLOB.** **Darkshroud Lurker.**

If alerted by noises:

- ★ It is attracted to the sound.

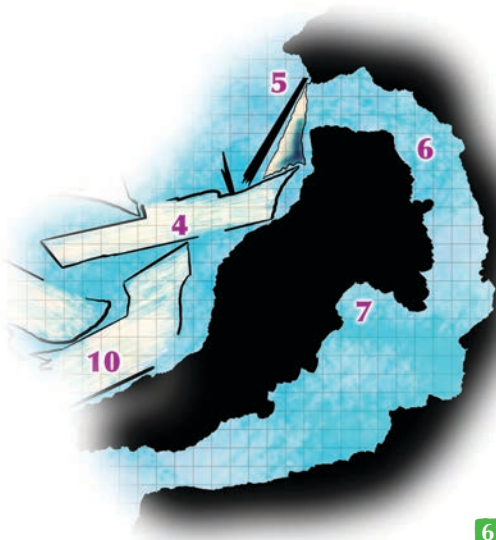
Otherwise asleep:

- ★ Each round in sight of it, there is a cumulative 1:6 chance it wakes up.

- ▶ **CAVE FLOOR.** Covered in sediment.

Search sediment:

- ★ Starfish Balm (150 gp)
- ★ 100 gp



8. DREAD EYE SLOOP

A horse-sized slimy purple globule blocks hole in ship bottom. Beside globule, a chest.



- **GLOBULE. Dread Eye** (without tentacles) stuck in hole (see *Dread Fingers in Area 11*). Terrifying eye opens if anyone approaches chest.
- **CHEST.** Lid broken.

Search reveals:

- ★ Bracers of Defense (SD Core)
- ★ Starfish Balm
- ★ Dagger

9. BROKEN SHIP FRONT

Empty other than glowing green slime on the walls. A hole in top of broken ship is blocked by a large, slimy, purple ball.

- **GREEN SLIME.** Harmless remnants of Torchjellies.
- **BALL. Dread Eye** (Area 8), will look down into Area 9 if it hears sounds.

10. BROKEN SHIP REAR

Small fish swim in and out of holes in the ship. There are slide marks on floor.

- **FISH. Clackerfish Swarm**
 - ★ 3:6 chance that noise alerts the **Darkshroud Lurker** (Area 7), which is attracted to the sound.
- **SLIDE MARKS.** Left by lockbox (*slid and dropped down to Area 11*).

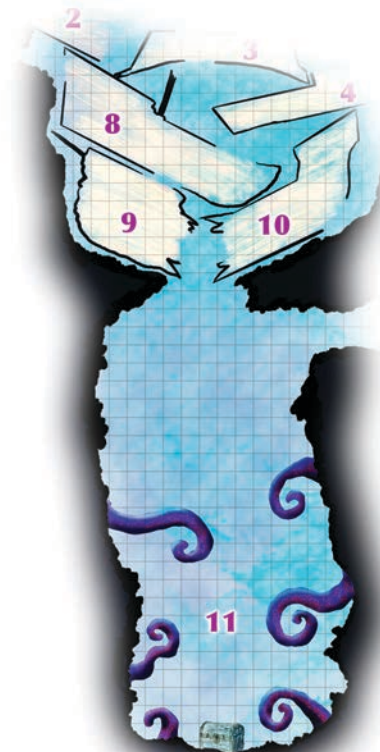
11. DREAD FINGERS

A deep chasm with otherworldly purple tentacles reaching out from rocky walls. On bottom, a salt-encrusted lockbox.

- **TENTACLES. Dread Fingers** from the Dread Eye (Area 8) that went rogue. Adjust for average party level:
 - ★ **Level 1: 3 Dread Fingers**
 - ★ **Level 2: 6 Dread Fingers**
- **LOCKBOX.** Bronze. It is locked, but can be opened with:
 - ★ **Bronze Key** (from Area 2)
 - ★ DC 21 STR check. After each hit on the lock, DC is reduced by 3.

Search reveals:

- ★ McGraw's Charm Necklace (2 sp)
- ★ **Scuttleton's Log** (pg. 63) (700 gp)



SCUTTLETON'S LOG

Waterproof Ship's Log kept by **Captain Elias Scuttleton**. Written in ink from a fey squid, it describes methods of traveling to and from the Fey Ocean.

When log is first found, roll a d10 to determine what entry is currently visible. **Bold text** at end is only for GM reference.

Each day, a different log entry appears in the Ship's Log, replacing the entry that was there the previous day.

Entry 1 is replaced by Entry 2; Entry 2 is replaced by Entry 3, etc. When the journal reaches Entry 10, the next day it cycles back to Entry 1.

SHIP LOG ENTRIES

Ship Log Entry

- 1 Today, we ventured into the swirling depths of a formidable whirlpool, our ship boldly plunging into its tumultuous waters. After a wild descent that had the crew praying to their respective gods, we emerged in the enchanting waters of the Fey Ocean, where shades of pink and blue danced like fairies of the sea. The phantasmagoric beauty that surrounded us was unlike anything we had ever beheld. **(see Hex 7141)**
- 2 Today, as we swam through the ruins of an undersea city, ancient coral structures hinted at a lost eldritch civilization. In the far depths, a captivating pink light seemed to invite us to dive deeper. Then came a strange sensation, as if the entire ocean had turned upside-down. Down was now up! To our amazement, we discovered that the alluring pink light was the surface of the Fey Ocean above us! We had clearly been transported to another realm, far from our intended course. What mysteries lie ahead, we cannot yet tell. **(see Hexes 7138 and F702, and Lost Treasure of the Sunken City on pg. 74)**
- 3 Sunken City update: After several days looking for a way back, we decided to retrace our steps. We swam once more through the depths of the submerged city. At last, we spotted a brilliant light (*this one blue*) that revealed itself to be the very ocean from which we had first departed. We set sail for Barnacle Bay, eager to share what we had learned. Alas, no one believed a word of our account. **(see Hexes 7138 and F702)**
- 4 Today, we rescued a curious man named **Barnaby** who shared a harrowing tale of his time adrift in the Fey Ocean. He recounted a moment of terror when he was consumed by a gigantic mouth he claimed was many miles wide. But instead of succumbing to fear, he rode a powerful waterway that he called the Gullet Stream, which he claimed was filled with wondrous creatures. His strange journey eventually led him to "bob up like a cork" in the heart of the ocean where we happened upon him, and returned him to Barnacle Bay. Most pirates there say he is a compulsive liar. **(see Hex F506)**

SHIP LOG ENTRIES

Ship Log Entry

- 5 Yesterday, we met an intriguing character named **Zacharia Van Hausen** who regaled us with stories of his recent wanderings in the Fey Ocean. He claimed he and his crew had plummeted over a massive waterfall, tumbling them into a void as black as the ink on these pages. He said the void was “full of white bodies with no faces to speak of.”

The tale grew stranger when he said that he and his frightened crew “battled our own shadows” and ultimately “found our way back to a world that nearly forgot us.”

He attempted to demonstrate the truth of his rantings by showing us a glowing red mark on his forehead. Alas, we saw nothing there. For this reason, I find myself hesitant to include his bizarre claim in these pages, as it seems too fantastical to be true. Still, there may be something to glean from his tale. (see **The Abyss on Fey Hex Map**)

- 6 There is a curious red-haired wizard Dolfor who lives in a tower that juts out of the sea. He claims to have journeyed both to and from the Fey Ocean using a peculiar arcane device of his own design. This warrants further investigation, as the implications of this technology could unlock secrets hitherto unknown. (see **Hex 6540**)

- 7 This morning, we encountered **Gilbertus Fairview**, a rather inebriated individual who shared a most peculiar tale. He claimed to have donned an ancient diving suit that somehow transported him between Barnacle Bay and the Fey Ocean.

While the Fey realm is undoubtedly a place of wonder and intrigue, this story stretches the bounds of credulity, far beyond what I find reasonable. Nonetheless, his enthusiasm is notable and, for now, I’m including his account herein. (see **Hex F607**)

- 8 A mysterious and dense fog rolled in this past fortnight and some of our crew took a rowboat to investigate. Eventually, they were enveloped in the thick fog and we could no longer see them. We heard them shouting to us, warning us about pink lights and an inky blackness before they vanished, rowboat and all.

The superstitious crew believes this fog swept those unfortunate souls into the Fey Ocean. (see **Doom Fog and Hexes 7133 and F206**)

- 9 We spoke with the barkeep at the **Bump on a Log** — named Ramona or something like that — her name eludes me. Anyway she told us of a connection between her establishment and the **Slaughtering Hole Tavern** in **Barnacle Bay**. She insisted that a portal existed amidst the kegs stored in her tavern, a hidden gateway of sorts. Whether her claims hold any truth remains to be seen, but at the very least this warrants investigation. (see **Rowena Blue, Hexes 6733 [Area 2] and F304**)

- 10 Rumors flourish of a spectral vessel known as **The Green Phantom**, which is said to ferry souls back and forth between the oceans. However, one must be prepared to embrace the idea of sailing on a ghost ship. The mere thought of such an experience excites the imagination, prompting questions about the nature of this haunting vessel. We will continue our exploration, but the location (*or very existence!*) of the Green Phantom is as yet unproven. (see **Glow Turtle, Hexes 7235 and F207**)

The White Lodge Hunting Club

Adventure for Any Level for Shadowdark RPG



OVERVIEW

WHAT THE PLAYERS KNOW

The **White Lodge Hunting Club** (WLHC) is an organization that holds competitions in every type of environment. The goal is to catch deadly creatures — dead or alive. Most teams compete for prizes, but some go just for the thrill of the hunt.

- ★ The **timeline** varies. It could be an afternoon or a month.
- ★ Creatures brought in **alive score double points**.
- ★ **Prizes and trophies** are secret, but are highly sought after.
- ★ Teams are given **Target List**, but may catch other creatures.
- ★ **Sabotaging** other teams (*without killing them*) is allowed.
- ★ Cheating or lying is magically detected and met with severe consequences.
- ★ The WLHC provides boats, underwater light, breathing equipment and other assistance (*pg. 67*).
- ★ **Purple flares** (*provided*) can be fired and WLHC reps will collect dead monsters, but teams need to figure out how to bring in live monsters.
- ★ **All creatures (dead or alive)** become property of the WLHC.



WHAT THE GAME MASTER KNOWS

The WLHC sells and ships the creatures to various wealthy individuals. Some are chefs who need exotic ingredients, while others are upper-crust braggarts who display mounted heads in their dens and claim they single-handedly felled every beast. If teams are successful, the WLHC may ask them to go out on special missions.

AUTHOR'S NOTE

This idea was born out of a desire to run certain monsters but needing a simple excuse. It's perfect for **West Marches** or **sandbox** campaigns because players choose what they want to catch and where they want to go. In a more **narrative-driven** campaign, the WLHC can act as a recurring quest-giver.

The **Target List** can contain any regionally appropriate monsters you feel like running, including homebrew creations! Populate the region with whatever monsters you want!

Adaptable to any region/level and can be either a **one-shot** or a **recurring event** in longer campaigns.

RUNNING THE EVENT

- ▶ **Belmont Pinkerton III** hosts the event with 20 Henchmen (**Pirates**).

BELMONT PINKERTON III

- ★ **Appearance.** Dressed in white from head to toe, wears a monocle (*Mage stats with the **Zone of Truth** spell*)
- ★ **Attitude.** Generous, gifted orator and salesman
- ★ **Secret.** His generosity is only a ruse; any amount he spends is recouped via sales to his exclusive clientele.

- ▶ This event is specifically for **aquatic creatures**, but other events vary.
- ▶ Choose a timeline that allows for travel time in the region. If hex crawling, a week or two is reasonable.
- ▶ The **WLHC** provides scoresheets for teams to track their catches (pg. 108).
- ▶ Players choose a Team Name.
- ▶ At least one Rival Team is encouraged and should be portrayed as deplorable.
- ▶ 2x per day (*or at GM's discretion*), have players roll a d6. On a roll of 1, they roll on the **Random Encounter** table for current environment (pgs. 24-36).

IDEAS FOR PRIZES

- ★ Magic items
- ★ A ship (*or ship upgrade*)
- ★ Ship weapons
- ★ Home or land in **Barnacle Bay** (6733)
- ★ Treasure map
- ★ Anything to incentivize players

RIVAL TEAMS

Determine names for Rival Team(s):

d8	Team Name
1	Reef Madness
2	The Bait and Switchers
3	The Reel Deal
4	The Barnacle Bandits
5	Anglers of Anarchy
6	The Tide Turners
7	Wave Warriors
8	The Kraken Killer Squad

ASSISTANCE

The WLHC staff is happy to assist with team requests (*since they turn a heavy profit*). Be careful not to make it too easy for players though by giving them too many healing potions, etc.

Assistance is provided in equal measure to all teams. The list includes, but is not limited to:

- ★ Healing at the end of every tournament day (*if you survive*)
- ★ Boats with fun weapons (pg. 23)
- ★ Ropes, Nets, Rods and Reels
- ★ Gaffing Hooks
- ★ **Torchjelly Sacks** for underwater light, and **Breathing Packs** for underwater breathing (*courtesy of sponsor **Silas McGraw**, pg. 46*)
- ★ **Enchanted Lures** to attract specific monsters, but be careful what you wish for (*courtesy of sponsor **Millie Monroe**, pg. 47*)

SCORING

SCORING

- ▶ Creatures worth their LV in stat block. Alive, they're worth double. At least two creatures of a swarm must be captured or killed to count.
- ▶ The minimum value is the average party level +2 (e.g. *Level 4 crawlers score with Level 6 monsters or higher*).
- ▶ Racking up points by collecting a boatload of easy prey is discouraged and is called "sandbagging." Blatant or excessive sandbaggers are sabotaged by rival teams.
- ▶ Only one creature of each kind will be accepted from each team. Variations of a species are allowed (e.g. *two or three **Brinesharks** with distinct stat blocks*).
- ▶ **Keep the race dramatic:** Every time players catch something, roll a **d6**:
 - ★ **1-2:** Rivals catch something of **slightly higher** value
 - ★ **3-4:** Rivals catch something of **equal** value
 - ★ **5-6:** Rivals catch something of **slightly lower** value

MULTIPLE PLAYER TEAMS

- ▶ This is a natural fit for GMs who like to run tournament dungeons wherein multiple teams of players compete with (*and possibly sabotage*) each other.

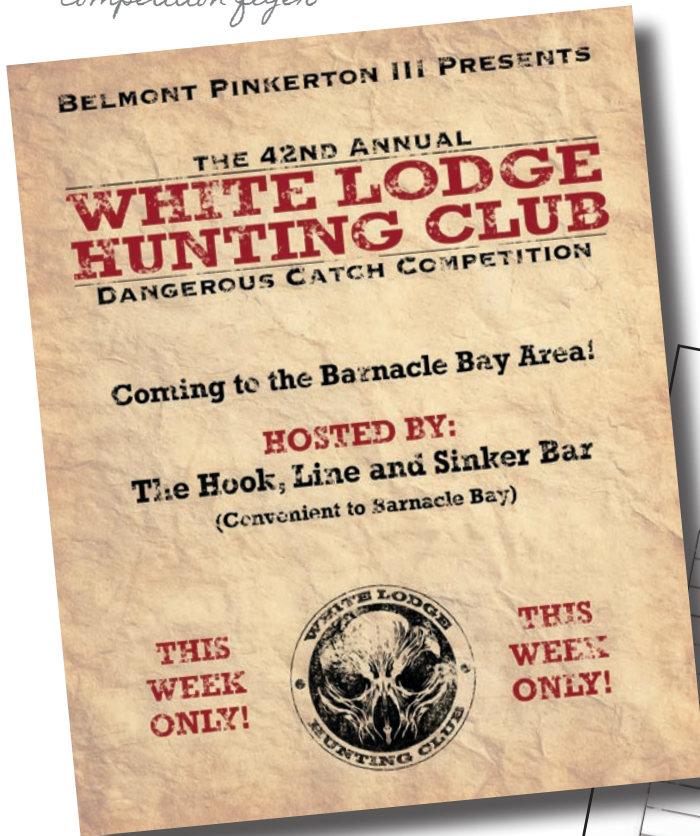
CEREMONY

- ▶ At the conclusion of the competition, an extravagant banquet and award ceremony is held at the **Hook, Line and Sinker** (Hex 6636).
- ▶ **Belmont Pinkerton III** hands out medals, awards, and trophies, such as:
 - ★ **White Lodge Championship Trophy** (*huge, the Stanley Cup of hunting*)
 - ★ **Most Dangerous Catch** (*gold trophy shaped like shark tooth*)
 - ★ **Most Exotic Catch** (*silver trophy shaped like one-eyed cephalopod*)
 - ★ **Toughest Fight** (*bronze trophy shaped like battered shield*)
 - ★ **Broken Compass** (*light-hearted mocking award like a Razzie, cheap copper trophy shaped like a cracked compass*)
- ▶ The crawler team may be pulled aside and given access to:
 - ★ Further quests on behalf of the WLHC
 - ★ **White Lodge Hunting Club** permanent membership

"It is the thrill of the hunt that counts. Oh, and the points."

- Belmont Pinkerton III

*competition flyer**



*team scoresheet**

** included in supplemental materials*

TARGET LIST (SAMPLE)

LV	Monster
3	Bonefish (Swarm), Dread Eye, Giant Pistol Shrimp, Piranha Swarm (SD Core), Reef-Folk (Elder), Shark (SD Core)
4	Blood Shark, Brineshark Snapjaw, Maritime Mimic, Parrot Crab, Siren (SD Core)
5	Chuul (SD Core), Giant Crab (SD Core), Giant Octopus (SD Core), Sea Spider
6	Death Ray, Doldrum, Sea Hag (SD Core)
7	Great Black Marlin
8	Aboleth (SD Core), Brineshark Deep Singer, Giant Manta Ray (SD Core), Shark (Megalodon) (SD Core)
10	Hippocampus
12	Squall Giant
13	Seaweed Behemoth
14	Shadow Leviathan
15	Albino Kraken
16	Sea Dragon (SD Core)
17	Torch Whale
25	Glow Turtle

**“If it weren’t for the White Lodge Hunting Club,
I wouldn’t be where I am today.”**

*- Gondrik Olafssen, previous winner,
who later died in a hunting accident*

In Search of Lost Treasures

Further Adventure Seeds for Barnacle Bay and Fey Ocean





"The seas are filled with lost treasure. You just have to be diligent enough to find it, strong enough to fight for it, and bold enough to claim it for your own."

- Jameson Mulroney, dwarf bard and notorious braggart

OVERVIEW

Adventure Seeds

The following tables provide a loose framework for further adventure. How it all unfolds is up to you; these are merely the seeds for adventure.

Choose or roll for the following:

- ★ **Lost Treasure** and its lore
- ★ **NPC** with knowledge of treasure
- ★ **Location** of treasure cave
- ★ **Map** of cave containing treasure

Of Monsters and Maps

Since party levels vary, the **boss monsters** that guard treasure are up to you; they just need to be level appropriate. Consult the **Shadowdark Core Rules** (pg. 193) for advice on level-appropriate monsters. Eight sample cave **maps** are included.

LOST TREASURES

1d8	Lost Treasure (details on pg. 74)
1	<i>The Crimson Terror</i>
2	Fenric's Last Dive
3	Fort Calavar War Chest
4	<i>The Green Phantom</i>
5	Gromar Stormforge
6	<i>The Moontide</i>
7	<i>The Moorfoot</i>
8	The Sunken City

LOCATIONS

1d8	Location of Treasure Cave
1	Behind secret door at back of Hermit Cave (7237) . Brother Stimmlos is unaware of the hidden door or the treasure within.
2	Halfway down the pit in the Slaughtering Hole Tavern (6733) .
3	Beneath a coffin in an unmarked grave on Humpback Hill (6931) .
4	Behind vines along the banks of the Gullet Stream (F506) .
5	Near lair of Glow Turtle (7235) .
6	Beneath a large shipwreck on the Fey Ocean floor (F308).
7	Inside an underwater mountain by the Hydracrab (6643) .
8	In an undersea lava deposit (6333)

NOTABLE NPCS

1d8	NPC (details on pg. 76)
1	Lady Gallowsdodger (6733)
2	Rory McClavin (6436)
3	Gilded Jack (6636)
4	Rowena Blue (F304)
5	Dolfor the Red (6540)
6	Fromager-in-Chief (7232)
7	Glyndor Uloff (6731)
8	Creaking Doom Captain (6741)

LOST TREASURES

THE CRIMSON TERROR

A smuggling ship that once belonged to **Silas McGraw** before being sank by the **Albino Kraken** (F202). Silas claims he stopped drinking after the sinking of *The Crimson Terror* because he wanted to be ready to hunt the Albino Kraken. The real story is: when his ship sunk, it carried the **Bottomless Jug of Grog**, which fills once a day with fresh, delicious grog. Silas can't bring himself to ever pay for grog again.

Believing it to be a holy relic gifted to them by **The Great Plimpus** (F604), the jug was taken by **Reef-Folk**. It has since been stolen from them. Both the Reef-Folk and Silas want it back.

FENRIC'S LAST DIVE

Fenric Tuttle, a renowned diver, made a fantastic discovery while exploring the Fey Ocean floor. While fleeing a **Great Black Marlin**, he accidentally disturbed a layer of sediment and uncovered a full set of **Leviathan Skin Armor**. Fenric hid the armor away until he could research it further. The armor, he learned, was crafted by **Morvath the Unseen**, an archmage who still resides in the inky waters of **The Twilight Zone** (F206). Before he could retrieve the treasure, Fenric went missing.

FORT CALAVAR WAR CHEST

When the **Soldiers** at **Fort Calavar** (6738) were being overrun, they loaded a ship called *Calavar's Pride* with treasure they had stockpiled.

A young corporal, **Reginald Allbright**, fled with the treasure-laden ship. As a last desperate act while being pursued by greedy pirates, he steered the ship into a raging storm and was never seen or heard from again. The treasure contained:

- ▶ 6000 gp embossed with the letter "C" and the phrase, "For Liberty and Law"
- ▶ **Merfolk Crown and Trident**

THE GREEN PHANTOM

Before *The Green Phantom* was impaled on the back of the **Glow Turtle**, it carried a powerful magic item known as **The Siren's Chalice** (*made from a conch shell*). Legend says that when the chalice is filled with seawater, you can hear whispers of the ocean in the shell, revealing lost ships and hidden treasures. The Siren's Chalice, found by the **Brine Hag Sister Agatha**, is hidden in a cave so she can use it for her own gain.

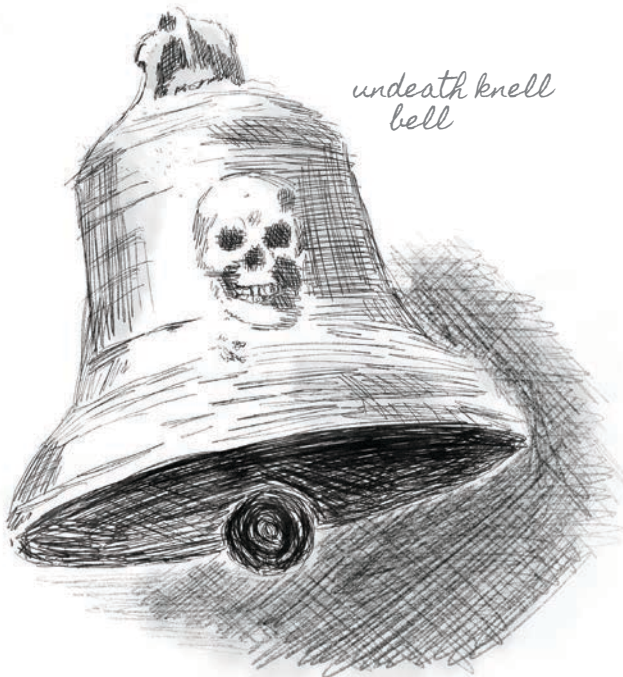
See **Alabaster Rock** (6837).

GROMAR STORMFORGE

Whenever the **Red Tantrum** (6234) erupts and darkness covers The Barnacle Isles for days, the **Ember Giant** leader known as **Gromar Stormforge**, along with his Clan of Eight, use the cover of darkness following eruptions to pillage the land. The treasure they have stolen is tucked away in a cave. Among their treasure is **The Lava-forged Blade**, a greatsword that can create a wall of flame when swung.

THE MOONTIDE

When it was clear that *The Moontide* (6839) would be dashed against the rocky shore, **Nikolai Blumenthal**, a high-born **Sea Vampire**, dove into the stormy seas with his family's prized possession — the **Undeath Knell Bell**. When the bell is tolled, the dead rise as **Sea Vampire Insatiabes**, bound in servitude to whoever rings it for one unholy night.



THE MOORFOOT

Long ago, when a rogue wave deposited *The Moorfoot* deep inland at the top of a grassy hill, it was carrying a locked iron chest whose contents were kept secret from both captain and crew. The chest was later stolen by **Jonas Blackheart**, who stumbled upon the hilltop wreck. Unable to bypass its magical lock, he hid the chest until he could learn how to retrieve its bounty. The chest contains the legendary sword called **Waveparter**, which can part an ocean.

See **Wreck of the Moorfoot** (6538).

THE SUNKEN CITY

Brackish Underlings and a huge **Brackish Overlord** once ruled an undersea city.

When a long-dead Wizard (**Erasmus the Gray**) created a vial containing **Brackish Essence**, the entire civilization of eldritch creatures withered into dead, pale coral.

Knowing the power the vial held, he hid it where no one could find it.

If the vial containing the essence is ever uncorked, the eldritch beings will return to their former glory. They could be strange, powerful allies... or enemies.

See **Sunken City** (7138) and **Fey Sunken City** (F702).

NOTABLE NPCs

CREAKING DOOM CAPTAIN

Dead captain, below deck with the rest of his desiccated crew. **No stats needed.**

- **Appearance.** Body, drained of life by **Driftwind Bats**.
- **Attitude.** Um...dead?
- **Treasure Info.** In his pocket are a map to the cave and scrawled notes about the treasure.

DOLFOR THE RED

Red-haired wizard, loves to experiment in his tower (see **Tower in the Sea** 6540). Use **Archmage** stats.

- **Appearance.** Crazy, unkempt hair, wide and wild eyes.
- **Attitude.** Brilliant, but forgetful.
- **Treasure Info.** An empty rowboat washed ashore with clues about the treasure carved in the wood.

FROMAGER-IN-CHIEF

Delby Bergris, cheesemaker, recently became religious. Use **Peasant** stats.

- **Appearance.** Posh and well dressed.
- **Attitude.** Usually stays at factory to receive instructions from his god.
- **Treasure Info.** Was told location of treasure by his odd, newfound god (**Cheese Ooze**).

GILDED JACK

Hook, Line and Sinker gambler who loves to drink and then duel with his cutlass. Can be helpful during rare moments of sobriety. Use **Pirate** stats with **HP 12** and **2 attacks**.

- **Appearance.** Wears a fake gold nose, lost the real one in a duel.
- **Attitude.** Quick temper, drinks all day.
- **Treasure Info.** Knows what guards the treasure, but not the cave location.

GLYNDOR ULOFF

Handsome man who had knowledge of the treasure before being transformed into the **Lake Thing** by **Dolfor the Red**. Use **Peasant** stats.

- ▶ **Appearance.** Handsome and muscular with blonde hair.
- ▶ **Attitude.** Very grateful and emotional if finally returned to human form.
- ▶ **Treasure Info.** Knows all about the treasure and how to obtain it. If you helped him return to human form, he'll share what he knows.

LADY GALLOWSDODGER

Barnacle Bay pirate. She's cheated death many times to earn this moniker. Use **Pirate** stats with **HP 18** and **2 attacks**.

- ▶ **Appearance.** Flowing blue suit, wears a waxed mustache disguise, has a hangman tattoo on her back.
- ▶ **Attitude.** Spars as well with an insult as with a sword.
- ▶ **Treasure Info.** Knows **Ermin Voltaire** who has map to the cave tattooed on his back, but she doesn't know that Voltaire was sent to **Bethel Asylum** (6439).

RORY MCCLAVIN

Mead brewer greatly distrustful of his brothers (see **McClavin's Meadery** 6436). Use **Peasant** stats.

- ▶ **Appearance.** Tall, dark and menacing.
- ▶ **Attitude.** Believes that his brothers conspire against him.
- ▶ **Treasure Info.** Overheard his brother **Hamish** talking about treasure. Details are in locked desk drawer in Hamish's bedroom.

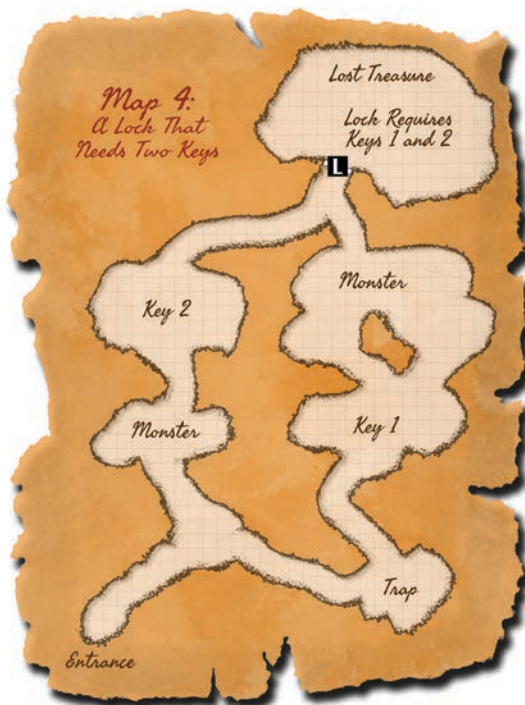
ROWENA BLUE

Barkeep at a bar in the Fey Ocean (see **Bump on a Log Bar** F304). Use **Peasant** stats.

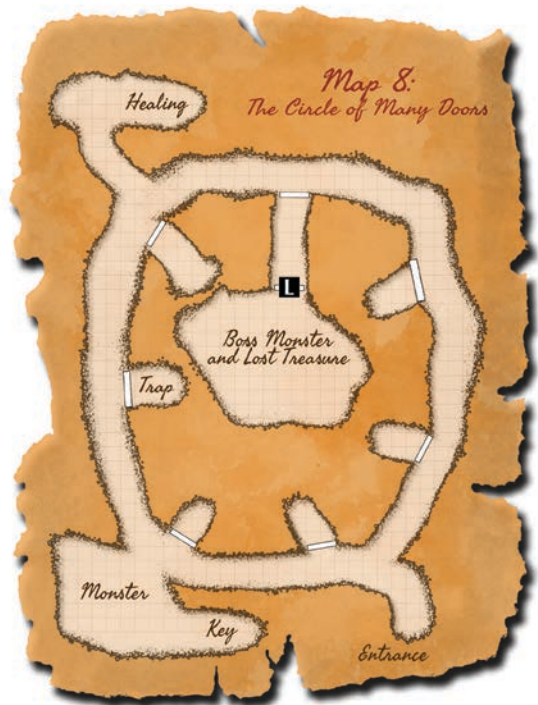
- ▶ **Appearance.** Short blue hair, extra eye in center of forehead that never shuts even when she sleeps.
- ▶ **Attitude.** Talkative and curious, but naïve to a fault.
- ▶ **Treasure Info.** Pirate came into bar ranting about treasure before dying.

TREASURE MAPS

Roll a d8 to determine a map OR choose a map OR use a map of your own



For Boss Monsters and Lesser Monsters, choose something level-appropriate (*land or sea depending on location of cave*). These maps are meant to be a loose framework so that traps, hazards, and lesser treasures can be filled in however you see fit. **Player and GM VTT maps available via QR code in Supplemental section (pg. 105).**



MONSTERS

ALBINO KRAKEN

Bleached-white tentacted monstrosity, big as a galley ship with glowing pink eyes.

AC 17, **HP** 72, **ATK** 4 Tentacle (near) +9 (2d10), or Pink Eye Glare or Whirlpool, **MV** double near (swim), **S**+6, **D**+3, **C**+3, **I**+4, **W**+3, **Ch**+3, **AL** C, **LV** 15

Crush. Tentacle attacks do double damage against objects.

Impervious. Fire immune.

Pink Eye Glare. A five-foot-wide line extending far from its pink eyes. [DC 15 WIS](#) or 5d6 damage.

Whirlpool. Seas swirl violently in 1 mile radius around kraken, drawing in floating creatures and objects. Lasts 2d4 rounds. Seaborne vessels have a 1:6 chance of capsizing each round.

blood shark



AZBY O'DOOLE

Trickster demon that cannot cross water without help.

AC 15, **HP** 40, **ATK** 2 Mind Lashes (near) +6 (1d10 + Jeer), **MV** near, **S**+4, **D**+1, **C**+4, **I**+3, **W**+2, **Ch**+2, **AL** C, **LV** 8

Conch Barrier. Can be contained within a near circle of conch shells.

Hydrophobia. Cannot cross water without the help of others. Water deals 1d8 damage per round.

Jeer. Mock target based on their deepest insecurities. [DC 15 WIS](#) or 1d6 damage.

BLOOD SHARK

Undead sharks with peeling papery skin and jagged teeth, and even greater thirst for blood than their living counterparts.

AC 11, **HP** 20, **ATK** 2 Bite +3 (1d6 + Eye Roll), **MV** near (swim), **S**+3, **D**+2, **C**+2, **I**-2, **W**+0, **Ch**+0, **AL** C, **LV** 4

Blood Bath. If creature is wounded in the water within near, they are drawn to attack that creature.

Death Aura. Living creatures the first time within near: [DC 12 CON](#) or **DISADV** on attacks and spellcasting for 5 rounds.

Eye Roll. When it tastes blood from a bite, eyes roll back in its head, it heals 1d4.

Undead. Immune to morale checks.

BONEFISH SWARM

School of undead fish skeletons.

AC 11, **HP** 14, **ATK** 2 Bite +3 (1d4 + Stun),
MV near (swim), **S**+3, **D**+1, **C**+1, **I**+0,
W+1, **Ch**+1, **AL** C, **LV** 3

Death Aura. Living creatures the first time within near: [DC 12 CON](#) or **DISADV** on attacks for 2 rounds.

Stun. [DC 12 CON](#) or stunned until the end of its next turn.

Undead. Immune to morale checks.

BRACKISH OVERLORD

Otherworldly hulk, resembles an upright squid with tendril feelers.

AC 17, **HP** 75, **ATK** 4 Feelers +10 (2d12 + Adhere) or Horrify or Manipulate, **MV** near (swim), **S**+5, **D**+4, **C**+6, **I**+4, **W**+4, **Ch**+3, **AL** C, **LV** 16

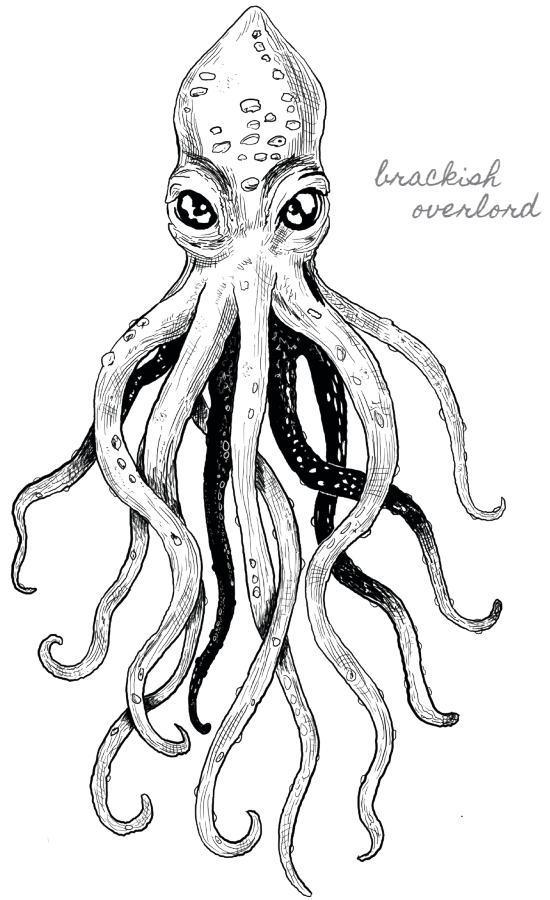
Adhere. Feeler bonds to skin of target, and it auto hits next round ([DC 18 STR](#) on turn to remove 1d4 Feelers). If all four Feelers are bonded to same target for 1 round, target's skin is ripped off and consumed.

Detect Fear. Can sense fears of intelligent creatures within near.

Horrify (near). Horrific images emanate from it, based on **individual fears**. [DC 18 WIS](#) or 2d12 damage, stunned 1d4 rounds.

Manipulate. Chooses a target within near. [DC 18 WIS](#) or Brackish Overlord controls them through fear for 1d6 rounds.

Sonar Sense. Underwater echolocation, can sense movement without sight.



BRACKISH UNDERLING

Otherworldly dolphin-like creature with kelp-like feelers sprouting from its back.

AC 14, **HP** 38, **ATK** 3 Feelers +6 (1d10 + Adhere) **MV** near (swim), **S**+1, **D**+3, **C**+0, **I**+4, **W**+4, **Ch**+3, **AL** C, **LV** 8

Adhere. Feeler bonds to skin, auto hits next round ([DC 15 STR](#) on turn to remove all Feelers).

Broadcast Fear. Can sense fears of those with adhered Feelers and broadcast fears to **Brackish Overlord** within far.

Sonar Sense. Underwater echolocation, can sense movement without sight.

BRINESHARKS

Undersea humanoid sharks — gray-skinned hunters who thrive on blood and are led by priestesses tattooed with squid ink.



DEEP SINGER

Tattooed with squid ink, these priestesses emit spells and sounds like whale song.

AC 14, **HP** 36, **ATK** 2 Sonic Blasts +6 (1d10) or Spell, **MV** near (swim), **S**-1, **D**+0, **C**+0, **I**+3, **W**+4, **Ch**+1, **AL** N, **LV** 8

Blood Shark (WIS, 1/day). Summon a **Blood Shark** to fight beside them.

Confuse (WIS). One target within near [DC 15 WIS](#) or roll with **DISADV** for 1d4 rounds.

Paralyze (WIS). One target within near [DC 15 WIS](#) or paralyzed for 1 round.

Revitalize (WIS, Near). Heal one ally 1d8.

GNASHER SWARM

School of juveniles with razor-sharp teeth.

AC 11, **HP** 4, **ATK** Bite +1 (1d4), **MV** near (swim), **S**+0, **D**+1, **C**-1, **I**+0, **W**+0, **Ch**-2, **AL** N, **LV** 1

Bloodlust. If there's blood in the water, they fight to the death.

PIERCER

Warriors who throw tethered harpoons at victims to pull them closer.

AC 12, **HP** 10, **ATK** 1 Harpoon +2 (1d6 + Tether), **MV** near (swim), **S**+2, **D**+2, **C**-2, **I**+0, **W**+0, **Ch**-2, **AL** N, **LV** 2

Bloodlust. If there's blood in the water, they fight to the death.

Tether. [STR contest](#) each round or pulled (near) toward Piercer with attached tether.

SNAPJAW

Hulking with powerful jaws and hands.

AC 13, **HP** 19, **ATK** 2 Bite +3 (1d6 + Grab), **MV** near (swim), **S**+3, **D**+2, **C**-0, **I**-2, **W**-2, **Ch**-1, **AL** N, **LV** 4

Bloodlust. If there's blood in the water, they fight to the death.

Grab. [STR contest](#) to break free or it automatically bites on its turn.



BULBFISH

Pumpkin-sized plump fish whose head stalk emits beam like a flashlight.

AC 12, HP 4, ATK Bite +1 (1d4) or Light Lure, **MV** near (swim), **S**+0, **D**+2, **C**-1, **I**-1, **W**+0, **Ch**+2, **AL** N, **LV** 1

Light Lure. Hypnotic effect. Those within near who see eye stalk, [DC 12 WIS](#) or hypnotized for 1 round.

CARD SHARK

Degenerate fey mutation of Brineshark who drinks and gambles.

AC 13, HP 14, ATK 2 Bite + 3 (1d6) or Legerdemain, **MV** near (swim), **S**+1, **D**+2, **C**-1, **I**+1, **W**-1, **Ch**+2, **AL** C, **LV** 4

Amphibious. Can breathe air or water.

Blood Frenzy. If there's an open bloody wound within near, they are drawn to it.

Legerdemain. Uses sleight-of-hand to cheat in games. [DEX contest](#) to notice the trick.

CHEESE OOZE

Fermented ooze that bubbles and stinks of pungent cheese.

AC 15, HP 45, ATK 3 tendril (near) +7 (2d8) and 1 Mold Meld, **MV** near (climb), **S**+5, **D**+3, **C**+4, **I**+2, **W**+3, **Ch**+4, **AL** C, **LV** 10

Rubbery. Half damage from stabbing weapons.

Mold Meld. One creature in far [DC 15 CON](#) or 1d4 CON damage. If reduced to 0, the target dies as it is absorbed into the Cheese Ooze.

CLACKERFISH SWARM

Harmless, hand-sized silver fish whose teeth rattle.

AC 10, HP 4, ATK Clack, **MV** near (swim), **S**-3, **D**+2, **C**+0, **I**-2, **W**-2, **Ch**-2, **AL** N, **LV** 1

Clack. Teeth rapidly clack, creating an ominous rattling sound.

CONRAD THE CONJURER

Tall and tanned. Threatens more magical power than he actually has.

Use **Apprentice** stats.

CROWNED STARFISH

Fist-sized starfish with a dozen thorny appendages, poisonous if touched.

AC 12, HP 9, ATK 1 Sting +1 (1d6 + Deathly Poison), **MV** close (swim), **S**+1, **D**+2, **C**+1, **I**-3, **W**-2, **Ch**-4, **AL** N, **LV** 2

Deathly Poison. [DC 12 CON](#) or reduced to 1 HP.

DARKSHROUD LURKER

Beachball-sized orange blob, engulfs head of its victim.

AC 12, HP 10, ATK Shroud, **MV** near (swim), **S**+2, **D**+2, **C**-1, **I**-2, **W**+0, **Ch**-1, **AL** N, **LV** 2

Shroud. One target within Near, [DC 12 DEX](#) or head engulfed. 1d6 damage each round. [DC 12 STR](#) on turn to remove. If Darkshroud Lurker takes damage while on victim's head, it takes half the damage and victim takes the other half.

DEATH RAY

Shred of undead flesh in shape of sting ray.

AC 14, **HP** 29, **ATK** 2 Sting +4 (1d6 + Life Drain), **MV** near (swim), **S**+2, **D**+4, **C**+2, **I**+3, **W**+5, **Ch**+1, **AL** C, **LV** 6

Life Drain. Stung target takes 1d4 CON damage. Target reduced to 0 CON this way withers to Death Ray in 1d4 rounds.

Undead. Immune to morale checks.

DOLDRUM

Air elementals that steal the wind.

AC 16, **HP** 29, **ATK** 3 Slam +6 (2d6) or Windkill, **MV** double near (fly), **S**+3, **D**+5, **C**+2, **I**-2, **W**+1, **Ch**-2, **AL** N, **LV** 6

Impervious. Only damaged by magic.

Windkill. Wind ceases to blow within Far for 1d4 hours. Sails useless.

DOLFOR THE RED

*Red-haired wizard. Use **Archmage** stats.*

DOOM FOG

Ghostly fog that awakens restless spirits.

AC 17, **HP** 70, **ATK** Anoxia or Wake, **MV** near (fly), **S**+3, **D**+5, **C**+5, **I**+3, **W**+5, **Ch**+2, **AL** C, **LV** 15

Anoxia. Near-sized sphere depleted of air for 1d4 rounds. All within fog, [DC 18 CON](#) or 2d10 damage each round in area.

Misty. Only damaged by magic.

Portal. 1:6 chance that any shrouded in fog emerge in **Twilight Zone** (F206).

Wake. 10 dead within Far rise as **Revenants**.

DREAD EYE

*Horse-sized purple blob from Fey Ocean with huge yellow eye and 1d6 detachable tentacles (use **Dread Finger** stats).*

AC 13, **HP** 14, **ATK** Chaotic Blink, **MV** near (swim), **S**+0, **D**+1, **C**-2, **I**+2, **W**+3, **Ch**-2, **AL** N, **LV** 3

Chaotic Blink (near). Target 1 creature with random effect. [DC 12 WIS](#) to resist.

Chaotic Blink	
1d10	Effect
1	Teleported to area within 200 ft. (GM's choice)
2	Blind for 1d4 rounds
3	Confused for 1d4 rounds
4	Lose one luck token (if you have one)
5	Lose use of 1 limb for 1d4 rounds
6	Silent for 1d4 rounds
7	Skin turns purple until you sleep
8	Invisible for 1d4 rounds
9	Gain luck token
10	Heal 1d4 HP

DREAD FINGER

*Tentacle from a **Dread Eye** that acts on its own. Latches on surfaces, but can detach to attack. Blind, but senses movement.*

AC 12 **HP** 6, **ATK** Lash +2 (close, 1d6) or Stranglegrip, **MV** near (swim), **S**+2, **D**+1, **C**-1, **I**+0, **W**-2, **Ch**-2, **AL** N, **LV** 2

Stranglegrip. Grab 1 target. [DC 12 STR](#) to break free or can't move. If held by more than one Dread Finger, target can't take action other than trying to break free.

DRIFTWIND BATS

Giant black bats. When hanging, look like drooping sails of a ship. In addition to flying, can glide below surface of water for surprise attacks. Their guano is used to make **Flash Powder** (see pg. 101).

MOTHER

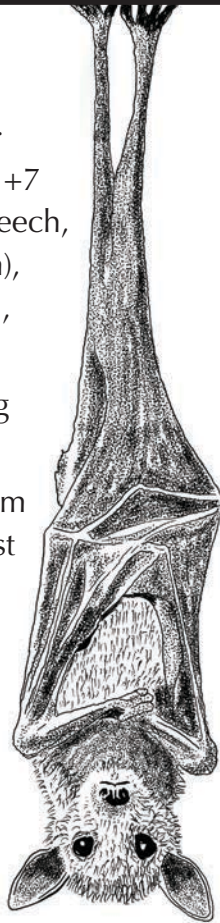
Sail-sized mother bat that commands her children. Her bite induces madness.

AC 15, **HP** 50, **ATK** 2 Bite +7 (2d8 + Rabid) or Sonar Speech, **MV** double near (fly, swim), **S**+2, **D**+5, **C**+3, **I** -2, **W**+1, **Ch** -4, **AL** N, **LV** 10

Echolocation. "Sees" using sonar.

Rabid. [DC 15 CON](#) or foam at mouth and attack closest creature (*friend or foe*) for 1d4 rounds.

Sonar Speech. Uses her high-pitched chirps to command children to flee, attack creatures, or bite objects such as sails or riggings.



CHILDREN (SWARM)

Flock of quilt-sized children of Mother.

AC 12, **HP** 13, **ATK** 2 Bite +3 (1d6), **MV** near (fly, swim), **S**-1, **D**+2, **C**+1, **I**-2, **W**+1, **Ch**-3, **AL** N, **LV** 3

Echolocation. "Sees" using sonar.

DUNHAM SULK PIRATES

Undead pirates of shipwrecked Dunham Sulk. In tireless hunt for their lost treasure, they are unaware they are dead. They crumble to sea salt if killed.

REVENANT CREW (SWARM)

AC 13, **HP** 36, **ATK** 3 Deathblade +6 (1d8) or Death Shriek, **MV** near, **S**-4, **D**+4, **C**+0, **I**+0, **W**+0, **Ch**+3, **AL** C, **LV** 8

Death Shriek. All within near, [DC 15 CON](#) or paralyzed 1d4 rounds.

Ghostly. Can pass through solid objects.

Salty Dogs. Turn to sea salt if Capt. Jim Gray is killed.

Undead. Immune to morale checks.

CAPTAIN JIM GRAY

One-eared pirate, travels with Hexbeak named Havoc. He carries Malady, the cutlass with which he beheaded his lover, Brandimire (see **Head of Brandimire**).

AC 14, **HP** 32, **ATK** 3 Cutlass + 6 (1d10 + Life Drain), **MV** near, **S**-4, **D**+4, **C**+1, **I**+1, **W**+1, **Ch**+4, **AL** C, **LV** 7

Ghostly. Can pass through solid objects.

Greater Undead. Immune to morale checks. Only damaged by silver or magical sources.

Life Drain. 1d4 CON damage. Die when reduced to 0 CON.

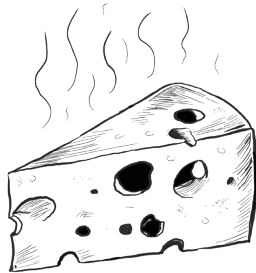
Salty Dog. Turns to sea salt, along with crew, if killed.

FROMAGER-IN-CHIEF

Delby Bergris, cheese maker. Mold grows on skin from time near fermentation vats.

AC 12, **HP** 10, **ATK** Mold Touch +2 (1d6), **MV** near, **S**+0, **D**+0, **C**+2, **I** -1, **W**+2, **Ch**-2, **AL** N, **LV** 2

Pungent. Anyone within close must make [DC 12 CON](#) or be unable to do anything but gag due to his stench.



GIANT BEE

Use *Giant Wasp* stats.

GIANT COCONUT CRAB

Hut-sized crab with crushing claws. An agile climber and burrower, avoids water.

AC 15, **HP** 24, **ATK** 2 Claws +4 (1d8 + Crush), **MV** near (burrow, climb), **S**+3, **D**+2, **C**+3, **I**-3, **W**+0, **Ch**-3, **AL** N, **LV** 5

Crush. [DC 15 STR](#) or 1d8 more damage.

Stealthy. Lurks beneath soft, tilled soil.

Terrestrial. Can't swim.

GIANT COCONUT CRAB YOUNG

Dog-sized burrowing crab, avoids water.

AC 13, **HP** 15, **ATK** 2 Claws +3 (1d6), **MV** near (climb, burrow), **S**+1, **D**+2, **C**+2, **I**-3, **W**+0, **Ch**-2, **AL** N, **LV** 3

Stealthy. Lurks beneath soft, tilled soil.

Terrestrial. Can't swim.

GIANT FEY OYSTER

Wagon-sized bivalve that can produce valuable gems and magic items.

AC 14, **HP** 38, **ATK** 3 Spit +6 (1d10) or Slam Shut, **MV** near (swim, climb), **S**+4, **D**+3, **C**+4, **I** -1, **W** 1, **Ch**+1, **AL** N, **LV** 8

Alchemy (1/month). If a picture and a description is left in its open shell, it can produce that item in a month. Often the magic items it creates have strange, whimsical side effects or curses.

Fleetfooted. Can use foot appendage to sprint, climb or adhere to surface.

Slam Shut. Close quickly on greedy hands. [DC 15 DEX](#) or 1d10 damage.

GIANT PISTOL SHRIMP

Dog-sized shrimp with asymmetrical claws (one big, one small). Larger claw snaps shut, shoots air bubble that stuns.

AC 13, **HP** 15, **ATK** 1 Snapping Claw +3 (1d6 + Stun), **MV** near (swim), **S**+2, **D**+1, **C**+0, **I**-2, **W**-1, **Ch**+0, **AL** N, **LV** 3

Regeneration. Regrows claw in 1 week.

Stun. Shoots an air bubble at one target. [DC 12 CON](#) or stunned for 1 round.

GIANT SEA CUCUMBER

Watermelon-sized with magical tentacles.

AC 8, **HP** 1, **ATK** None, **MV** close (swim), **S** -3, **D** -4, **C** -2, **I** -1, **W**+0, **Ch**+1, **AL** N, **LV** 0

Tint-acles. Its tentacles can be used to make **Magical Paints** (pg. 101).

GIANT, EMBER

Flying giant with red-black skin that glows like embers, lives inside volcano. Black plates of cooled lava form a moving layer of natural armor. When flying, moves like sparks leaping from fire.

AC 15 (natural), **HP** 45, **ATK** 3 Sparking Greatswords +7 (2d8) or Spew Lava, **MV** double near (fly), **S**+6, **D** -1, **C**+4, **I**+2, **W**+1, **Ch**+1, **AL** C, **LV** 9

Cold Aversion. Extreme cold freezes their blood and reduces their speed to close for 1d4 rounds. They petrify if kept in freezing conditions for 10 minutes.

Lavablood. Fire immune.

Spew Lava. Vomits lava in a line up to near. [DC 15 DEX](#) or 2d8 damage.

GIANT, SQUALL

Swirling sea tyrants resembling typhoons. Can control the weather at sea.

AC 15 (natural), **HP** 60, **ATK** 3 Tempest Greatswords +8 (2d10) or Tidal Wave or Whirlpool, **MV** double near (swim), **S**+6, **D**+2, **C**+4, **I**+3, **W**+3, **Ch**+4, **AL** L, **LV** 12

Impervious. Can only be harmed by magical sources.

Squall Blood. Electricity immune.

Tidal Wave (1/day). Huge wave double near in width, pushes all creatures and unsecured objects a far distance. [DC 15 CON](#) or 1d12 damage (*drown on a roll of 1*).

Whirlpool. Ship needs [DC 15 Maneuver](#) (pg. 21) or becomes trapped, spinning in the vortex.

GLOW TURTLE

Warship-sized dragon turtle, glows green and has a ship attached to its back. It is often mistaken for ghost ship known as The Green Phantom. Its undersea lair beneath a massive sea shelf is a portal both to and from the Fey Ocean. It is the last creature of its kind.

AC 22, **HP** 140, **ATK** 3 Thrash (near) +10 (2d12) and Ooze Blast (near), or Swallow, **MV** triple near (swim), **S**+7, **D**+2, **C**+5, **I**-2, **W**+2, **Ch** -3, **AL** N, **LV** 25

Bioluminescent. Glows ghostly green.

Fey Shell: Immune to energy beams, rays, blasts, or bolts. 1:6 chance these attempts reflect back at originator.

Impervious: Can only be harmed by magical sources.

Ooze Blast. Spews phosphorescent green ooze that floats on surface of water in a double near circle. Lasts 1d4 hours. Every creature or object in circle takes 1d12 damage each round from chemical burns that permanently bleach skin.

Self Heal. Regains 4d8 HP at start of turn.

Swallow. [DC 18 STR](#) or swallowed. Total darkness within, 4d10 damage per round. If dealt at least 24 damage in one round to its insides, vomits everything recently swallowed.

Void Wake. Its powerful swirling wake creates a void that pulls down ships and creatures. Crawlers make [DC 20 DEX](#) or take 3d10 damage. Ship needs [DC 18 Maneuver](#) (pg. 21) or it sinks.

GREAT BLACK MARLIN

Orca-sized legendary fish. Its chrome stripes light up with a blinding flash when it attacks.

AC 14, **HP** 34, **ATK** 3 Bite +6 (2d6 + Flashkill) or Spear Nose +6 (2d6 + Impale), **MV** triple near (swim), **S**+5, **D**+3, **C**+1, **I** -4, **W**+0, **Ch** -3, **AL** N, **LV** 7

Breakneck Speed. Moves so quickly that anyone holding rod and reel with hooked Marlin makes [DC 15 STR](#) or rolls 1d4 for result: **1.** Pulled in **2.** Fishing rod snaps in face (1d6 damage) **3.** Line breaks **4.** Slack in line, Marlin still hooked.

Flashkill. Stripes light up when it attacks. Anyone within near makes [DC 12 CON](#) or blinded next round.

Impale. [DC 12 DEX](#) or impaled (1d10 additional damage and gaping wound).



THE GREEN PHANTOM

*Only a legend. See **Glow Turtle**.*

GROMAR STORMFORGE

Use **Giant**, **Ember** stats with **AC** 16, **HP** 55 and it is **LV** 11

HAGS, BRINE

Sisters of chaos from depths of the Fey Ocean. Sparse clumps of algae-covered hair drape from their pale sunken skulls. Often appear as lounging sea lions, but can shapechange.

AC 15, **HP** 32, **ATK** 2 Claws +4 (1d10) or Special (varies), **MV** near (swim), **S**+2, **D**+3, **C**+1, **I**+1, **W**+2, **Ch**+2, **AL** C, **LV** 6

Coven Chant. When all three sisters join hands, they can speak an incantation in a chant resembling seal barks. Any within near, [DC 15 CHA](#) or 3d8 damage.

Shapechange. Instantly morph to look like any other humanoid.

SISTER AGATHA

SPECIAL: Rogue Wave. Command sea water to surge at one creature within near. [DC 15 STR](#) or swept to sea (2d6 damage). Waves overwhelm target. Repeat check each round until success or 1d6 damage each round. Drown on 4 failures.

SISTER REDTIDE

SPECIAL: Algae Touch. Touch a creature with an algae-coated finger. [DC 15 CON](#) or 1d8 damage from poison.

SISTER SALTMIRE

SPECIAL: Sea Change. Point one bony finger at one creature within near. [DC 15 WIS](#) or gills form on target's neck and they must submerge their head in salt water or take 2d4 damage each round. Lasts 1d6 rounds.

HARLAND BARKER

Mad pirate who was distorted by parasites from the Fey Ocean. He can separate into three entities: Bone, Flesh and Viscera. They all work together in battle.

BONE

Harland's bones move as a deformed mass, like a scrambled skeleton.

AC 13, HP 14, ATK 2 Bone Hurl (near) +3 (1d6), MV near, S+2, D+2, C+0, I -2, W -2, Ch -1, AL C, LV 3

FLESH

Harland's translucent skin devoid of its insides. Without mass, it can fly, leap and climb easily.

AC 14, HP 28, ATK 2 Parasitic Touch, MV near (fly, climb), S+1, D+4, C+3, I -1, W -2, Ch -2, AL C, LV 6

Parasitic Touch. Touch a creature, [DC 15 WIS](#) or 1d10 damage. Repeat check each round until success or 1d10 damage each round. Transform into **Harland Mutant** on 4 failures.

VISCERA

Bloody ooze of all that remains of Harland that isn't flesh or bone (e.g. organs and muscles).

AC 13, HP 24, ATK 2 Viscera Hurl (near) +3 (1d6 + Paralyze), MV near, S+2, D+3, C+0, I -2, W -2, Ch -1, AL C, LV 5

Paralyze. [DC 15 CON](#) or unable to move for 1d4 rounds.

HARLAND MUTANT

Warped humanoid touched by Harland's flesh, eager to assist his many forms. Dark sunken eyes have pulsing pink irises.

AC 12, HP 10, ATK Infest, MV near, S+1, D+1, C+2, I-2, W-2, Ch+2, AL C, LV 2

Infest (near). Breathes a swarm of parasites at 1 target. Swarm looks like pink wasps. [DC 12 CON](#) or 1d6 damage.

Servant. If all parts of Harland Barker die, mutant reverts to its original form.

HAUNTED TOY SWARM

Imbued with evil spirits, can levitate to move. Could be any type of small toy (ball, doll, jump rope, spinning top, etc.).

AC 9, HP 20, ATK 2 Remote Control, MV near (fly), S -2, D+2, C+0, I+1, W -2, Ch+3, AL C, LV 4

Remote Control (close). One target, [CHA contest](#) or toys control target's actions for 2d4 rounds. Target moves like a marionette.

Unholy. Only harmed by magical or holy means.

HEAD OF BRANDIMIRE

Spectral head of Brandimire Gray.

AC 13, HP 27, ATK Shriek, MV near (fly), S -2, D+3, C+0, I+0, W+0, Ch+4, AL C, LV 6

Restless. Can only rest after taking revenge on **Dunham Sulk Capt.** who beheaded her.

Shriek. All within near [DC 15 CHA](#) or 2d4 damage.

HEXBEAK

Colorful parrot that inaccurately repeats spells it has heard (in a squawking parrot voice) with chaotic effect. Its eggs are rare and valuable.

AC 13, **HP** 4,
ATK Mis-Spell,
MV near, **S**-2,
D+3, **C**+0, **I**+1,
W+0, **Ch**+1,
AL C, **LV** 1

Mis-Spell. Roll on table, affects 1 crawler within near. [DC 15 INT](#) to avoid (may choose to fail).



MIS-SPELL

d20 Mis-Spell

- 1 **Magic Missile -> Tragic Missile.** 3 tragic memories fill your head, all rolls with **DISADV** for 10 minutes.
- 2 **Alter Self -> Elder Self.** You age 100 years for 1 hour. Walking speed is close, **DEX** modifier becomes -4.
- 3 **Polymorph -> Polly Morph.** Transform into a parrot for 1 hour. **AC** 10, **HP** 5, **MV** near (fly), revert to self if killed.
- 4 **Detect Thoughts -> Eject Thoughts.** You forget *everything* you ever knew for 10 minutes.
- 5 **Fireball -> Furball.** You retch up fur balls for 10 minutes, unable to take actions or move.
- 6 **Invisibility -> Invincibility.** You become immune to all damage for next minute.
- 7 **Control Water -> Control Walter.** **Peasant** named Walter appears. You control him for remainder of the day, then he vanishes.

MIS-SPELL

d20 Mis-Spell

- 8 **Detect Magic -> Deflect Magic.** You negate a magical attack or effect at a time of your choosing.
- 9 **Dimension Door -> Don't Mention Door.** Can't say "door" ever again. 1 HP damage every time you say it.
- 10 **Fabricate -> Fabric Ate.** Thousands of moths eat any fabric you are wearing, then vanish.
- 11 **Fly -> Flee.** You run your full speed in a random direction. If you run into a solid object, take 1d4 damage.
- 12 **Knock -> Knack.** You permanently add 1 to a random ability score.
- 13 **Animate Dead -> Agitate Dead.** One dead creature (*GM's choice*) returns to life. It is annoyed with you.
- 14 **Magic Armor -> Magic Armoire.** A wizard's armoire falls out of the sky. It contains robes and 1 potion, scroll, or wand (*GM's choice*).
- 15 **Mass Cure -> Massacre.** Magic sword appears, attacks party until destroyed. **AC** 12, **HP** 10, **ATK** +1 (1d4)
- 16 **Pillar of Salt -> Caterpillar Assault.** A swarm of black caterpillars attacks. **AC** 10, **HP** 14, **ATK** 2 Bites +2 (1d6)
- 17 **Sending -> Spending.** Half of the coins you have vanish.
- 18 **Wall of Force -> Wool, Of Course.** All hair on your body permanently becomes wool.
- 19 **Shield of Faith -> Shield of Fate.** At 0 HP, you rise again with 1 HP instead. One use, at a time of your choosing.
- 20 **Wrath -> Wraith.** An angry **Wraith** appears. Roll 1d6: **On 1-3**, it hates you with a passion. **On 4-6**, it hates a creature of your choosing.

HIPPOCAMPUS

Elephant-sized aquatic beast with the head and front legs of a horse, and a dolphin tail.

AC 15, **HP** 48, **ATK** 2 Hoof +7 (2d8) and 1 Tail +6 (1d8), **MV** double near (swim), **S**+5, **D**+4, **C**+1, **I**+0, **W**+0, **Ch**+2, **AL** N, **LV** 10

Mountable. If befriended, it can be used as a mount, and can carry up to 6 human-sized creatures.

Skimming. Can gallop across the surface of water.

HYDRACRAB

Orca-sized crab that regrows claws. If it has too many claws, it becomes clumsy.

AC 12, **HP** Varies, **ATK** Claw (close) +6 (1d8), **MV** near (swim), **S**+5, **D**+2, **C**+3, **I**-3, **W**+1, **Ch**-3, **AL** N, **LV** Varies

Amphibious. Can crawl or swim. Must be submerged in water every 4 hours or take 2d6 damage every hour.

Claws. Choose how many claws it has (*usually 4 when first encountered*). Each claw is **LV** 2, **AC** 12, **HP** 10, and can make 1 Claw attack. A destroyed claw sprouts into 2 new claws at start of its turn unless seared with fire beforehand. Hydracrab's LV is all claws combined.

Clumsy. Becomes awkward when it has 12 or more claws (*rolls with **DISADV**, and its movement becomes close*).

Shed Claws. Over the course of a week, it can willingly let unwanted claws wither and fall off.

LAKE THING

Hideously deformed humanoid that lurks in lake water and feasts every full moon. It has one large eye and one small, and its skin covered in boils and muck. It is a sad and reluctant carnivore.

AC 15, **HP** 48, **ATK** 3 Bite +7 (2d6 + Stun), **MV** near (swim), **S**+4, **D**+4, **C**+1, **I**+1, **W**-2, **Ch**-5, **AL** L, **LV** 10

Amphibious. Can run, crawl or swim, but must be submerged in water every 4 hours or take 2d6 damage every hour.

Stun. [DC 15 CON](#) or stunned 1d4 rounds.

Unwilling. Cursed, must eat a humanoid every new moon. It weeps as it eats, but is compelled to do so until curse is lifted.

LIFE LEECH

An invisible life-draining slimy creature roughly the size and shape of a slug. You can't see it, but you can feel its slimy body on the back of your neck.

AC 12, **HP** 24, **ATK** Drain, **MV** near (fly), **S**+2, **D**+2, **C**-1, **I**+3, **W**+0, **Ch**+0, **AL** C, **LV** 5

Back Attack. Attaches to back of neck of those it tries to drain.

Drain (1/day). [DC 12 CON](#) or lose 1d4 HP and you unable to harm it for 24 hours. [DC 18 STR](#) to remove. If removed within an hour of Drain, victim drops to 1 HP.

Shares All. While attached, any damage it takes is also taken by its victim. Any healing the victim receives is also granted to the Life Leech.

LIMB THIEF

Amorphous mass of stolen arms and legs that jut out of a central pink brain mass.

AC 12, HP 36, ATK 3 Kick/Punch +6 (1d10), **MV** near, **S**+3, **D**+1, **C**+3, **I** -2, **W**+0, **Ch** -3, **AL** N, **LV** 7

Night Thief. Sends detachable hands to rip limbs (*determined randomly*) off sleeping humanoids. One hand covers mouth of victim ([DC 12 DEX](#) or *can't scream*), while other hands pull at limb. Win [STR contest](#) or take 1d6 damage. If victim succeeds, the hands give up and try to flee. After 3 consecutive failures, victim loses limb.

LOBSTROSITY

Wagon-sized fey crustacean that can hide in plain sight and has a magical shell that can reflect spells.

AC 15, HP 30, ATK 2 Claw +6 (1d10 + Ink Dream), **MV** near (swim), **S**+4, **D**+1, **C**+2, **I** -3, **W**+0, **Ch** -2, **AL** N, **LV** 7

Amphibious. Can scuttle on land or swim, but must be submerged in water every 4 hours or take 2d4 damage every hour.

Camouflage. Can expend 15 HP to blend in with any background.

Drum Roll (1/day). Can tap claws in a rhythmic drum roll to regain 1d20 HP.

Ink Dream. [DC 15 CHA](#) or eyes fill with inky images of eldritch horrors, leaving them blinded for 1d4 rounds.

Reflective Shell. 2:6 chance that magic reflects back at originator.

MCCLAVIN BROTHERS

Finlay, Hamish and Rory. Use [Peasant](#) Stats.

MIMIC, MARITIME

Form-shifting sea creatures that look like driftwood or other objects found in water.

AC 11, HP 20, ATK 2 Sting +3 (1d4 + Venom), **MV** near (swim), **S**+2, **D**+0, **C**+2, **I** -2, **W**+0, **Ch** -2, **AL** N, **LV** 4

Venom. [DC 12 CON](#) or 1d4 damage, and movement reduced to Close for 1d4 rounds.

MIMIC, ISLAND

Near-sized island with a hole in the center. The entire island is actually a creature that tries to swallow those standing on it.

AC 17, HP 77, ATK Flytrap, **MV** none, **S**+6, **D**-4, **C**+0, **I** -4, **W** -1, **Ch** -1, **AL** N, **LV** 16

Flytrap (1/day). Island's edges slam shut like a huge Venus flytrap, as it tries to hurl up to four creatures down its sandy throat. All creatures on island make [DC 18 DEX](#) or land in the 20-foot-deep pit and take 2d12 damage each round inside it. A creature can attempt a [DC 18 STR](#) check on its turn to climb out. *Note: After it shuts, the island's edges flatten again.*

Quake. Before swallowing, ground shakes and deep laughter echoes from central hole.

island mimic



MIND BARNACLE

Acorn-sized, dome-shaped parasites from the Fey Ocean. They fuse with the skin and siphon both memories and abilities.

AC 13, **HP** 24, **ATK** Adhere (+ Siphon), **MV** close (swim, burrow), **S**+2, **D**+0, **C**+0, **I**+3, **W**+0, **Ch** -2, **AL** N, **LV** 5

Adhere. Fuses with skin on touch. [DC 15](#). [STR](#) to tear off, causing 1d8 damage.

Impervious. Only harmed by magical or fey sources.

Siphon (1/day). Drains one memory or ability from a creature it is adhered to:

What Is Forgotten	
1d10	Memory or Ability
1	Your name
2	Faces of your parents
3	How to use one weapon you own
4	Name of an object (<i>GM's choice</i>)
5	Name of someone in crawling party
6	Event from last hour (<i>GM's choice</i>)
7	Your childhood
8	How to navigate without help
9	How to tell weapons apart
10	GM's choice

MOCKING GULL

A seagull that emits a shrill, mocking laugh.

AC 11, **HP** 4, **ATK** Mocking Laugh, **MV** near (fly), **S** -2, **D**+1, **C**+0, **I** -3, **W**+0, **Ch** -1, **AL** N, **LV** 1

Mocking Laugh. [DC 12 WIS](#) or filled with feelings of self doubt, becoming unable to move or act on your next turn.

MONKS OF ST. ALLESANDRA

Pious island Monks who have all lost their memories except Brother Stimmlos.

ABBOT BENEDICT

Use **Peasant** stats if he has no memory, but **Priest** if he regains memory.

BROTHER STIMMLOS

Use **Priest** stats, but add the Tier 2 Wizard spell **Silence**.

MONK

Use **Peasant** stats if they have no memory, but **Acolyte** if they regain memory.

MORGANTHIA

Lone hag with writhing catfish-like tendrils hanging from her mouth. Her milky, lidless eyes weep a viscous fluid. She collects everything from trinkets and gems to thoughts and souls.

AC 14, **HP** 37, **ATK** 3 Tendril (near) + 6 (1d10), **MV** near (swim), **S**+4, **D**+3, **C**+1, **I**+2, **W**+2, **Ch**+3, **AL** C, **LV** 8

Dark Bargain. Will exchange valuable things for anything she covets — whether tangible or intangible. She secretly imbues objects she offers with a link to her crystal ball (*a large pearl*). This allows her to spy on those who possess the objects she gives. See *Scrying* spell (SD Core).

Supernatural Sight. Can see the invisible, and sees everything in its true form.

MORVATH THE UNSEEN

Dark-dwelling wizard and “darksmith.”

Use **Archmage** stats, with these additions:

Photo-sensitivity. Takes 2d8 damage each round in bright light (*natural or magical*).

Darksmith: Can forge weapons and armor in total darkness using sinister fey magic.

Veil of Night (INT). DC 14. Summon a near-sized sphere of magical darkness. As his action, he can move it up to near.

OXYPUS REBEL

A curious cephalopod that tries to jam its exhalation tube down throats of others.

AC 12, HP 4, ATK Tube Jam, **MV** near (swim), **S+2, D+2, C-2, I+2, W-2, Ch+1, AL N, LV 2**

Ink Death. When killed, it emits ink that obscures a near-sized area for 1d4 rounds.

Tube Jam. [DC 12 DEX](#) or attaches to face and jams tube down throat (*if you resist, 1d4 damage each round*). If it succeeds, you can breathe, but are essentially blind. [DC 12 STR](#) to remove.

PARROT CRAB

Colorful flying crab with parrot head, grabs and gabs. Claws have a long reach.

AC 13, HP 19, ATK 2 Longclaw (near) +3 (1d6), **MV** near (burrow, fly, swim), **S+2, D+2, C+1, I -1, W -2, Ch+1, AL N, LV 4**

Gift of Gab. Can speak Common.

Versatile. Claws can reach to near, or spin rapidly so it can burrow, fly or swim.

PIRATES

All use **Pirate** stats except where noted.

CAT'S EYE

Has a glass eye made from cat's eye marble.

DEAD-EYE DEVLIN

Can't see out of milky left eye. Has terrible peripheral vision on that side.

DYLAN FARNUM

The disgruntled Port Inspector. Sun-baked, unshaved, and missing many teeth.

GILDED JACK

Wears a gold nose on a strap (50 gp), having lost the real one in a duel.

Use **Pirate** stats with **HP 12** and **2 attacks**.

See pg. 76.

GINGER FINNEGAN

Red-headed. Brings bad luck to any boat she travels on. All aboard mysteriously lose a luck token at some point.

LADY GALLOWSDODGER

Wears a flowing blue suit and wax-mustache disguise. Has a hangman tattoo on her back.

Use **Pirate** stats with **HP 12** and **2 attacks**.

See pg. 76.

ROUGHNECK

Rope burns scar his neck from a failed lynching.

SALLY “GASHBROW” MCGEE

Interrupting her right eyebrow is an open “weeping” wound that never heals.

RANCID HORDE (SWARM)

A running, ravenous mob of disease-ridden undead, unified in their hunger and rot.

AC 14, HP 38, ATK 3 Rancid Bites +6, MV near, S+3, D+2, C+2, I-4, W-2, Ch-4, AL N, LV 8

Rancid Bite. [DC 15 CON](#) each round until success. For each failure, CON and INT scores drop by 2 each failure.

At 0 CON, join ranks of the horde under GM's control.

Ways to stop disease before 0 CON:

- ★ [DC 20 INT](#) check by you or ally.
- ★ *Restoration* spell
- ★ Amputate infected area and deal with the consequences.

Any of the above will restore lost CON and INT points.

Undead. Immune to morale checks.



REEF-FOLK

Deeply superstitious small humanoids who dwell near reefs.

AC 12, HP 4, ATK Spear +1 (1d4), MV near (swim), S -2, D+2, C+0, I -1, W+0, Ch+1, AL N, LV 1

Coral Camouflage. Can expend 1 HP to blend in with coral for 1d4 rounds.

REEF-FOLK ELDER

Pious leaders of the Reef-Folk with magic imbued to them by The Great Plimpus.

AC 13, HP 14, ATK 2 Spell +3, MV near (swim), S -1, D+2, C+1, I -1, W+3, Ch+1, AL N, LV 3

Aqualung (WIS). DC 11. One near target [DC 9 INT](#) or feel like they inhaled seawater and are incapacitated 1d4 rounds.

Bubble (WIS). DC 11. Point to creature within near, surround them in refractive bubble. Any within roll with **DISADV** and can't see clearly for 1d4 rounds.

Great Plimpus Wish (1/lifetime). As they die, they ask **Great Plimpus** for a *Wish*.

Wish Result	
1d4	Result
1	Silence. Elder dies full of doubt.
2	Wish denied, with explanation.
3	Wish granted with caveat.
4	Wish granted, Elder rises with 1 HP.

Tidal Step (1/day). Teleport to spot up to near that they can see.

Zealot (WIS). DC 13. All allies within near roll with **ADV** next round.

REVENANT

Vengeful spirit who cannot find peace in the afterlife, inhabits newly dead bodies.

AC 11, HP 28, ATK 3 Chill Touch +5 (1d10), **MV** near, **S**+3, **D**+2, **C**+1, **I** -4, **W**+1, **Ch** -4, **AL** N, **LV** 6

Body Snatcher. Inhabits newly deceased body. If body is destroyed, spirit survives and finds new body within 24 hours.

Greater Undead. Immune to morale checks. Only damaged by holy or magical sources.

Relentless Tracker. Endlessly hunts for any who wronged it in life. Exists until it gets revenge or is destroyed with a *Wish* spell.

Stench of Death. Smells like rancid meat and rotten fruit.

SALT THING

Roughly human-shaped salt formation, can rearrange crystals.

AC 11, HP 28, ATK 3 Salty Barb +4 (2d6 + Stun), **MV** near, **S**+3, **D** -1, **C**+3, **I** -4, **W** -2, **Ch** -4, **AL** N, **LV** 6

Amorphous. Crystals rearrange at will to form shapes, can fit through keyholes.

Stun. Target can't act or move next round.

SANDFOLK

Humanoid with insect limbs and stinger.

AC 11, HP 9, ATK 1 Sting +2 (1d4 + Zap), **MV** near (burrow), **S**+0, **D**+3, **C**+2, **I**-2, **W**+1, **Ch**-2, **AL** N, **LV** 2

Zap. [DC 12 CON](#) or pushed back 10 feet.

SCREECHING EEL

Ribbon-thin except for its bulbous head, this arm-length gray eel screeches loudly.

AC 12, HP 4, ATK Piercing Screech, **MV** near (swim), **S**+0, **D**+2, **C**+0, **I**+0, **W**+0, **Ch**+0, **AL** N, **LV** 1

Piercing Screech. Emits a high-pitched screech that leaves ears ringing. Within near, [DC 12 WIS](#) or 1d4 damage.

SEA MONKEY SWARM

Mischievous fist-sized aquatic monkeys. They are drawn to light sources and try to steal them.

AC 12, HP 4, ATK 1 Bite (1d4) or Light Envy, **MV** near (swim), **S**+1, **D**+2, **C**+0, **I**+0, **W**+0, **Ch**+1, **AL** N, **LV** 1

Light Envy. If unafraid, they try to steal light sources. [STR contest](#) to hold on.

SEA SPIDER

Pumpkin-sized with tiny body and spindly legs, scuttles on sea floor, shoots barbs.

AC 13, HP 22, ATK 2 Barb +4 (1d8 + Tether), **MV** near (swim), **S**+1, **D**+3, **C** -2, **I** -2, **W**+0, **Ch**+0, **AL** N, **LV** 5

Cloudburst. If it flees, it emits a milky cloud that obscures a near-sized area for 1d4 rounds.

Tether. Each barb is connected to the spider's legs by a thin, wire-like tether. [DC 15 STR](#) check to remove. If two or more tethers are attached to the same target, the spider channels electricity through them, dealing 2d6 damage.

SEA VAMPIRE MASTER

Undead humanoid related to Brinesharks. It has razor-sharp teeth and sucks salt from its victims' skin. It can also create servants known as Insatiable. The Blumenthals are the last remaining family.

AC 15, HP 50, ATK 3 Bite +7 (1d8 + Desalinate) or Mesmerize, **MV** near (climb, swim), **S+4, D+4, C+4, I+1, W+2, Ch+4, AL C, LV 11**

Blumenthal Curse. Must sleep under pile of wood from shattered coffins in the hull of *The Moontide*. If it doesn't do this daily, it loses 2d6 HP. This damage cannot be healed by any means until it rests beneath the shattered coffin wood.

Desalinate. When it bites, it extracts salt from the body through sweat. Heals 2d6 HP and target permanently loses 1d4 CON. At 0 CON, target dies, rises as **Sea Vampire Insatiable**.

Enduring. 3d8 damage each round in direct sunlight. Cannot be killed unless pierced through heart with a wooden stake (*made of driftwood*) while at 0 HP.

Mesmerize. Chooses one humanoid within near who can see it. [DC 15 CHA](#) or under its control for 1d4 days.

Shapechange. Instead of attack, morphs into either Sea Mist (*can fly at double near speed*), **Bonefish Swarm, Centipede Swarm** or back into regular form.

Supreme Undead. Immune to morale checks. Can only be damaged by magical sources.



SEA VAMPIRE INSATIABLE

Servant of Sea Vampire. It has razor-sharp teeth and sucks salt from victims' skin to help replenish their masters.

AC 13, HP 20, ATK 2 Bite +3 (1d4 + Desalinate), **MV** near (climb, swim), **S+2, D+1, C+1, I -2, W+1, Ch+3, AL C, LV 4**

Desalinate. When it bites, it extracts salt from the body through sweat. Heals 2d6 HP and target becomes disoriented and fatigued for 1d4 rounds.

Greater Undead. Immune to morale checks. Only damaged by magical or holy sources.

Servant. Willingly allows Master to extract salt from its body, thus destroying Insatiable. The Master gains 1d6 HP in the process, without hesitation from its loyal servant.

Sunlight Sensitivity. 1d6 damage each round in direct sunlight.

Wither. As they wither and die, they try to crawl away. On land, this leaves a trail that resembles dried white kelp.

SEAWEED BEHEMOTH

Towering tangle of seaweed with tendrils.

AC 16, **HP** 60, **ATK** 4 Tendrils +8 (near, 2d10 + Strangle) or Spore Burst, **MV** near (climb, swim), **S**+0, **D**+0, **C**+0, **I**+0, **W**+0, **Ch**+0, **AL** N, **LV** 13

Amorphous. Due to its vague shape, it is unaffected by piercing/stabbing weapons. Takes double damage from fire and cold.

Camouflage. Blends with undersea plant life, can ambush easily.

Spore Burst. Releases near-sized cloud of spores (*into air or water*). All within cloud [DC 15 CON](#) or blinded for 1d4 rounds.

Strangle. [DC 15 STR](#) to break free or 1d8 additional damage from strangulation. Repeat check at start of each turn.

SHADOW LEVIATHAN

Whale-sized spectral beast that glides as a stealthy shadow below the waves. Its true form is a black whale with four mouths.

AC 20, **HP** 70, **ATK** 4 Bite +9 (2d10) or Capsize, **MV** double near (swim), **S**+4, **D**+5, **C**+2, **I**+1, **W**+2, **Ch**+2, **AL** N, **LV** 14

Bloodied. At half HP, its AC becomes 15.

Capsize. Attempts to capsize ship. Ship needs [DC 12 Maneuver](#) (pg. 21) or it is capsized. On a success, ship remains upright, but takes 1d6 damage.

True Form. The leviathan's true form becomes visible if it breaks the surface of the water or is reduced to half its HP.

SMUGGLER

Profiteer who moves and sells goods or services in a clandestine manner.

AC 13, **HP** 7, **ATK** 1 Dagger +1 (1d4) or 1 Shortbow (far) +0 (1d4), **MV** near, **S**+1, **D**+0, **C**+0, **I**-1, **W**+0, **Ch**-1, **AL** C, **LV** 2

Cover of Night. Dressed in all black, has **ADV** on attempts to hide or sneak.

Work in the Shadows. When undetected, deals double damage.

SMUGGLER BOSS

Ringleader and master planner.

AC 14, **HP** 18, **ATK** 2 Dagger +2 (1d4) or 2 Shortbow (far) +1 (1d4), **MV** near, **S**+1, **D**+2, **C**+1, **I**+2, **W**+0, **Ch**+1, **AL** C, **LV** 4

Cover of Night. Dressed in all black, has **ADV** on attempts to hide or sneak.

Smokescreen. In an enclosed or obstructed area, can throw down a smoke bomb that obscures vision. [DC 15 INT](#) to detect hiding place or path of retreat.

Work in the Shadows. When undetected, deals double damage.

SURFACE OOZE

Lurks on surface of water like an oil spill.

AC 11, **HP** 10, **ATK** Corrode, **MV** near (swim), **S**+1, **D**+1, **C**+0, **I**-4, **W**-3, **Ch**-4, **AL** N, **LV** 2

Corrode. Wood that touches it becomes brittle, requiring repairs.

Flammable. Burns completely in 1d4 rounds. Anything touching it as it burns takes 1d4 damage each round.

TORCH WHALE

*Gigantic white whale with bulbous head. The wax from inside its skull is coveted as fuel for **Whale Wax Lamps**.*

AC 17, **HP** 80, **ATK** 4 Slam +10 (2d12) or Blowhole, **MV** triple near (swim), **S**+7, **D**+2, **C**+4, **I**+0, **W**+2, **Ch**+2, **AL** N, **LV** 17

Blowhole. Spout attack from below. Ship needs [DC 15 Maneuver](#) (pg. 21) or it is capsized. On success, all those unsecured on deck make [DC 12 DEX](#) or are thrown overboard.

Hard to Harvest. To get the wax, children or those of smaller stature (*i.e. halflings*) are lowered through a tight hole in top of massive skull. Typical wax yield is enough for 100 lamps.

Wax. Burns for twice as long and casts light twice as far as normal torches.

TROLL, FUNGAL

*Fey troll that lives along Gullet Stream in throat of the **Abyssal Maw**.*

AC 12, **HP** 25, **ATK** 2 Claw +4 (1d6) or 1 Bite +4 (1d10), **MV** near, **S**+3, **D**+3, **C**+2, **I**-2, **W**+0, **Ch** -1, **AL** C, **LV** 5

Mycotoxins. When it dies, it releases toxic cloud. All within close [DC 12 CON](#) or inflicted with **Ebhardt's Revenge** (*below*).

Regenerate. Regain 2d6 HP on turn unless wounds were from fire or cold.

Ebhardt's Revenge: Every day lose 1 HP permanently until dead or cured. Cured by *Restoration* or *Wish* spells or dark deal with **Morganthia** at **Seaweed Hut** (F706).

WATERLOG SWARM

Arm-length creatures that look like soggy chopped firewood with millipede legs.

AC 12, **HP** 12, **ATK** Stampede, **MV** near, **S**+0, **D**+1, **C** -1, **I** -4, **W** -2, **Ch**+0, **AL** N, **LV** 3

Stampede. Run underfoot in near-sized area. All in area [DC 12 DEX](#) or fall down (1d6 damage).

WHITE WORM

*Massive white worm, size unknown. Toby in Slaughtering Hole Tavern is the only of its kind. See Items section (pg. 101), **Mace of Mondür** for more details.*

AC 20, **HP** 110, **ATK** 1 Bite +10 (2d12 + Swallow), **MV** triple near (burrow), **S**+6, **D**+6, **C**+5, **I**+2, **W**+0, **Ch** -1, **AL** C, **LV** 24

Impervious. Can only be harmed by the **Mace of Mondür** or a *Wish*.

Swallow. [DC 18 STR](#) or swallowed. Total darkness within, 4d10 damage per round. If dealt at least 24 damage in one round to its insides, it vomits everything.

Reflective. Other than single strike from **Mace of Mondür** or a *Wish*, all magic bounces back. Originator must make [DC 18 DEX](#) or is hit by their own magic.

XYPHISH

Melon-sized plump fish with four eyes.

AC 10, **HP** 4, **ATK** Poof, **MV** near, **S**+0, **D**+2, **C** -4, **I** -4, **W**+0, **Ch**+0, **AL** N, **LV** 1

Poof. Willingly dies in burst of its gases. Within near [DC 12 DEX](#) or 1d4 damage.

MONSTERS BY LEVEL

LV	Monsters
0	Giant Sea Cucumber, Xyphish
1	Brineshark Gnasher (Swarm), Bulbfish, Clackerfish (Swarm), Mocking Gull, Reef-Folk, Screeching Eel, Sea Monkey (Swarm), Hexbeak
2	Brineshark Piercer, Crowned Starfish, Darkshroud Lurker, Dread Finger, Fromager-in-Chief, Harland Mutant, Oxypus Rebel, Sandfolk, Smuggler, Surface Ooze
3	Bonefish (Swarm), Dread Eye, Driftwind Bat Children (Swarm), Giant Coconut Crab (Young), Giant Pistol Shrimp, Harland Barker (Bone), Reef-Folk (Elder), Waterlog (Swarm)
4	Blood Shark, Brineshark Snapjaw, Card Shark, Haunted Toy (Swarm), Mimic (Maritime), Parrot Crab, Sea Vampire Insatiable, Smuggler Boss
5	Giant Coconut Crab, Harland Barker (Viscera), Life Leech, Mind Barnacle, Sea Spider, Troll (Fungal)
6	Death Ray, Doldrum, Hag (Brine), Harland Barker (Flesh), Head of Brandimire, Revenant, Salt Thing
7	Dunham Sulk Pirates (Captain Jim Gray), Great Black Marlin, Limb Thief, Lobstrosity
8	Azby O'Doole, Brackish Underling, Brineshark Deep Singer, Dunham Sulk Pirates (Revenant Crew), Giant Fey Oyster, Morganthia, Rancid Horde (Swarm)
9	Giant (Ember)
10	Cheese Ooze, Driftwind Bat (Mother), Hippocampus, Lake Thing
11	Sea Vampire (Master)
12	Giant (Squall)
13	Seaweed Behemoth
14	Shadow Leviathan
15	Albino Kraken, Doom Fog
16	Brackish Overlord, Mimic (Island)
17	Torch Whale
24	White Worm
25	Glow Turtle

ITEMS

ARCHAIC DIVING SUIT

Warped by the Fey Ocean (see **Lost Diving Gear** F607), these waterproof canvas suits have glass-and-metal helmets that often contain **Mind Barnacles**.

Uncanny Movement: Change positions, but never if someone looks directly at them. Crawlers hear creaking and dragging sounds, but never witness actual movement.

Risky to Wear. Anyone wearing a diving suit gains underwater breathing, but:

- ★ **Donning.** Each time suit is donned, a d20 is rolled. On a roll of 1, the crawler is transported to (*or from*) Fey Ocean into a random water hex on the other hex map.
- ★ **Deathly Images.** 1:6 chance that wearer may see horrific and often whimsical images that a perished diver saw at the moment they died.

BOTTOMLESS JUG OF GROG

An unbreakable brown jug that fills once per day with a gallon of delicious grog.

BREATHING PACK

Used for underwater breathing, but only if there is underwater light.

See **Silas McGraw** (pg. 46).

BRACKISH ESSENCE

Corked vial of purple liquid. If opened, begins resurrection of the Brackish race.

It would take a *Wish* to put the Brackish Essence back into the vial again.

See the **Lost Treasures (The Sunken City)** (pg. 74) and **Hexes 7138 and F702**.

ENCHANTED LURE

Can be bewitched to attract a specific aquatic creature. Cost is up to GM, but should scale by level (*i.e. 10 gp x LV*).

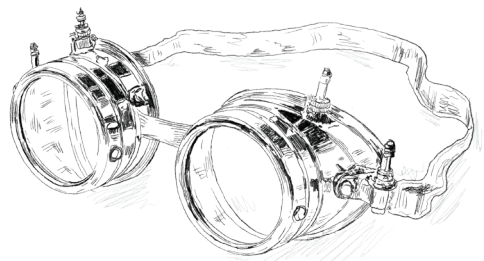
FLASH POWDER

Must be refined then mixed with sulfur and charcoal to create gunpowder (*hard, not impossible, for crawlers to create*).

GOGGLES OF SORROS

While worn, a phantom green hand holding a torch appears. The wearer can see underwater as if carrying a torch, though the light is visible only to them.

Risk. Roll a d20 when these are worn. On a roll of 1, their magic expires.

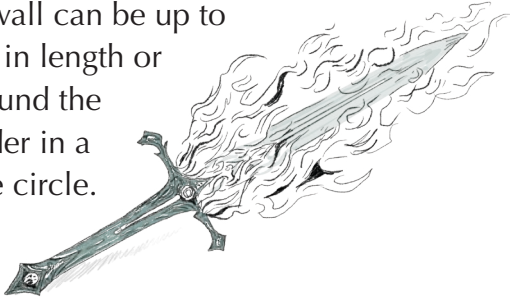


LAVA-FORGED BLADE

+2 **Greatsword** forged long ago inside the **Red Tantrum** (6234).

Stats. Melee, Close range, 1d12 damage
2-Handed, takes up 2 gear slots

Flame Wall. At the wielder's will, can create a wall of flame when swung. The wall can be up to Near in length or surround the wielder in a Close circle.



LEVIATHAN SKIN ARMOR

Armor made from the skin of a **Shadow Leviathan** in the darkness of **The Twilight Zone** (F206).

Stats. Gear Slots (-1), Move underwater without restriction, **AC 14** + DEX mod, **DISADV** on stealth checks out of water (*armor squeaks like rubber boots*)

MACE OF MONDÜR

The wizard (*now dead*) who created Toby, the **White Worm** in **The Slaughtering Hole Tavern** in **Barnacle Bay** (6733), made him nearly invincible. Simultaneously, he forged this mace in the event that the worm ever needed to be destroyed. A single hit from the Mace of Mondür will destroy Toby. When used against any other target, it functions as a normal mace.

MAGICAL PAINTS

Colorful paints harvested from tentacles of **Giant Sea Cucumbers**, can be used to make one of the following (1/day):

Illusory Image. Paint a surface (*up to 5 feet in any direction*) to change its appearance (e.g. *door to look like a wall, object to blend in with background*). Anyone touching the image will be able to tell it is a fake.

Pigment Guardian. Paint animal symbol, acts as an alarm if anyone comes within Close of the symbol (*i.e. roars like a lion if you paint a lion*). Painter can hear the sound no matter how far away they are. Image disappears after alarm sounds.

Spectral Trap. Paint a circle (*up to 5 feet wide*) that can act as a magical snare. A creature (*up to Level 4*) who steps into the circle is bound with paint that looks like a rope. [DC 18 STR](#) to escape.

Temporary Teleportation Circle. Paint a one-use teleportation circle (*5 feet wide*) that links to anywhere painter has been before on same plane of existence. Circle must be used within 1 minute of painting and immediately vanishes after.

MERFOLK CROWN AND TRIDENT

Crown of rigid, dried seaweed and **Trident** carved from jawbone of a **Torch Whale**.

Useless worn separately. Together, allow wearer to **breathe underwater**, speak **Merran** (*Merfolk, Sahuagin, Siren*), and gain a **swim speed** of triple near.

RAINBOW ELIXIR

A mixture made from equal parts of four colors — red, blue, green, and white — gathered from **Prismatic Lake** (6531).

When consumed, drinker may summon an **Elemental (Air, Earth, Fire or Water)**.

If the drinker shows respect for nature, the Elemental will act as their ally — so long as it is not commanded to act against nature.

Those who drink the potion out of greed or disrespect find the Elemental turns its wrath on them instead.

SCUTTLETON'S LOG

A waterproof ship's log kept by **Captain Elias Scuttleton**. Written in ink from a Fey Squid, it contains methods for traveling to and from the Fey Ocean.

The log reveals only one entry per day, no matter how many times it is read.

See pg. 63.

SIREN'S CHALICE

Crafted from a mug-sized conch shell.

Once per week, if filled with seawater, the holder may raise the chalice to their ear and hear whispers from the ocean depths. These whispers reveal locations of sunken ships, lost souls, and hints of hidden treasure.

STARFISH BALM

Crystals scraped from the abrasive skin of a rare starfish.. Heals 1d6 and grants **ADV** on the next round after it is consumed.

TIDECALLER

Wand made from driftwood floating in the Fey Ocean.

Control Seas (1/month). On a full moon, can control the tides in an area up to a Far distance (lasts 1d4 hours). When used, roll a d20. On a roll of 1, permanent swirling storm is created at sea, covering hex where wand was used.

TORCHJELLY SACK

Sack of glowing jellyfish for underwater light.

See **Silas McGraw** (pg. 46).

UNDEATH KNELL BELL

Chest-sized bell, it is a Blumenthal family heirloom (see **Vampire Wreck** 6839).

Once per month, when tolled, up to ten dead (*within Far*) rise as **Sea Vampire Insatiable** bound in servitude to whoever rings the bell. Lasts one unholy night.

WAVEPARTER

Greatsword that can be swung at the ocean and part the waves for one day.

Allows the wielder to carve a path across the ocean floor with high, sheer walls of water on either side.

WHALE WAX LAMP

Filled with wax from the cranial cavity of a **Torch Whale**. Burns twice as long and casts light twice as far as normal torch, and cannot be extinguished with water.

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**TOTAL
SCORE**

Ship Type _____

Notes

Name _____

AC _____

Hull Points _____

Speed _____

Slots _____

Crew (min/max) _____

Agility _____

Propulsion _____

Size _____

Weapons (indicate number in box to right)

1 _____

2 _____

3 _____

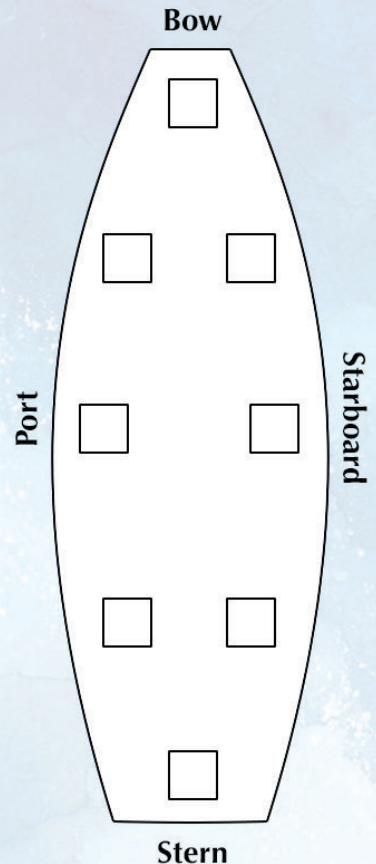
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