

STEAMY SHORES OF DANGER

An urgent plea for assistance comes from the coastal village of Jarko'tu'ta. Traders are dead, canoes destroyed, bloodthirsty sharks spotted! A perilous canoe journey and fog-shrouded mysteries await adventurers.

A 2- or 4-Hour Adventure for 1st-4th Level Characters



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Version 2.0

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INTRODUCTION

Welcome to *CCC-CIC-09 Steamy Shores of Danger*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and Con Created Content Program.

This adventure takes place in Moonsea.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3rd**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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

Determining Party Strength

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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

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

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

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

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

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

ADVENTURE PRIMER

—“Sharks. I never saw that coming.”
—Sharknado

ADVENTURE BACKGROUND

The tiny coastal village of Jarko'tu'ta, located on the Moonsea coast between Elventree and Elmwood, is a wonder of nature. Despite the cold and inhospitable climate of the Moonsea, geothermic activity keeps the air and water around the village warm year-round.

Finding their trade with the mysterious inhabitants of a nearby island suddenly and violently disrupted, the typically isolated villagers are forced to send for help.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Artao (ar-TAY-o). Half-elf, half-earth genasi guide from Jarko'tuta village. Only survivor of the last attempt to visit Big Folk Island.

Chieftain Big Ear (Big Ear). Firbolg druid and leader of the Big Folk.

Ida Barnaclebones (EYE-DA Barnacle-bones). Sea hag with delusions of grandeur on a quest to found a kingdom of evil seafolk.

Island of the Big Folk. Geothermal island home of the Big Folk, now invaded by Ida Barnaclebones and her sahaugin.

Jarko'tuta. (Zhar-ko, too-ta) Geothermal village of the Whanau, tribal Half-elf, half-earth genasi stone carvers.

Osse'Tinne (Oss-eh-tin). Awakened Hunter Shark, companion of Sharkfriend Who left. Speaks common.

Sharkfriend Who Left. Firbolg Druid that lives in seclusion from the rest of the tribe.

Yska (yis-KA). Half-elf, half-earth genasi guide from Jarko'tuta village. Currently in a coma, cursed by Ida Barnaclebones.

ADVENTURE OVERVIEW

This adventure begins after the characters have arrived on the island.

After arriving in the village, the adventurers must make a dangerous canoe crossing, negotiate with the mysterious Big Folk islanders and deal with a hidden evil, Ida Barnaclebones.

The adventure is broken down into four parts:

Part 1. The characters arrive in the village of Jarko'tu'ta and meet with the half-elf, half-earth genasi villagers that call themselves the Whanau. They are introduced to the wounded guide Artao who explains how their trade delegation was attacked while trying cross over to Big Folk Island.

Part 2. While trying to make the crossing, the characters must content with becoming separated in the fog, and a shark attack.

Part 3. The party is greeted by Chief Big Ear and the Big Folk and challenged with the Greeting of the Forefathers. If the party is successful in this social challenge they find safe harbor with the firbolgs. If they fail, they are pushed toward a dangerous cove and asked to prove themselves.

Part 4. The characters seek out the cove where an evil presence dwells. In the process they meet Ida Barnaclebones and her sahaugin minions.

EXPANDING THE ADVENTURE

If you wish to expand *CCC-CIC-09 Steamy Shores of Danger* from a two-hour to four-hour experience, additional content is provided in the **Expanding the Adventure Appendix**.

This content is 100% optional to the storyline and need not be mentioned if there is no time to run it. The content in the Appendix takes place during Part 3 of the adventure: after the adventurers arrive on Big Folk Island and have their initial interaction with the Firbolgs, but before they set out to find the source of evil on the island.

Playing through this additional encounter gives no additional experience though there is one consumable magic item that can be found in that portion of the adventure.

If you are unsure about whether you will have time to play through this content, compare how long it has taken your players to arrive at Big Folk Island (the conclusion of Part 2) and consult the total estimated time to finish the adventure with and without the appendix in the following table. This is only an estimation and you consider the playstyle and wishes of your players when making this decision.

Arrival Time	Approx. Finish	With Appendix
45 min or less	90 min	120-150 mins
60 min	120 min	180 min
90 min	150 min	200-240 min.

ADVENTURE HOOKS

The adventure with the characters arriving Jarko'tu'ta. There are several reasons they might have come here.

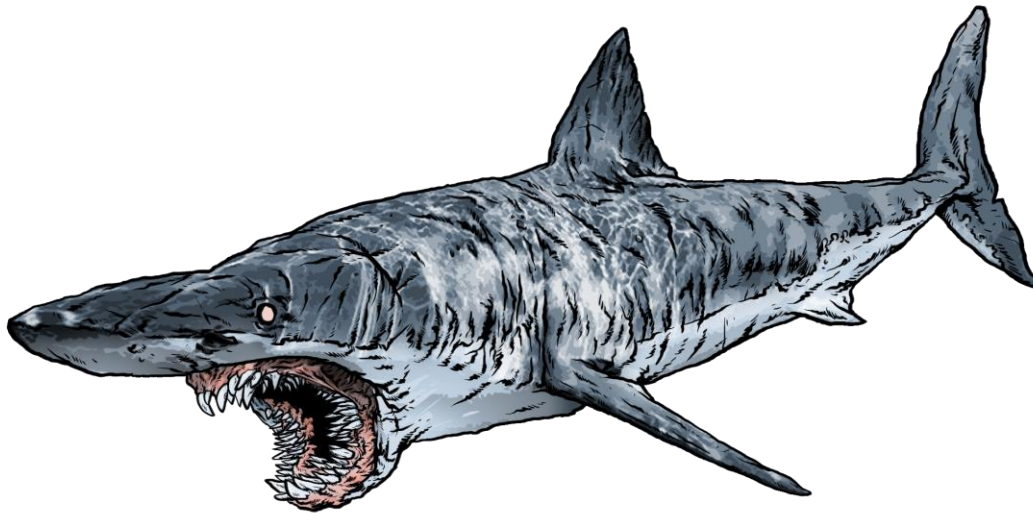
Druids, Emerald Enclave, or other Primal PCs: Stories talk about a strange area of the Moonsea near the Bell in the Deep where geothermal vents create a unique landscape not seen elsewhere in this part of the world. Seeing these lands west of Mulmaster and meeting their tribal people might be worthy of pilgrimage for those with deep ties to nature.

Faction Curiosity: An elven messenger has arrived in Elmwood, seeking help for his village, Jarko'tu'ta. Few people have ever heard of this village, so the factions are curious and decided to send some of their greenest recruits to take a look.

Rebuilding the Moonsea: Rumors say that there are a group of reclusive stone carvers in a coastal Moonsea village. Given the necessity to rebuild many of the cities of the Moonsea, trained stone masons are needed. Characters could have been by Zor Van Finklestein of Mulmaster in search of trained help to benefit their home city.

Do You Want to Know More?

This adventure is the ninth adventure associated with Mulmaster, Windy Valley, and the people with an interest in it. You can learn about other Cold Iron Conventions shows in Milwaukee & Chicago by going to <http://www.coldironconventions.com/>. All of these adventures can be purchased at <http://www.dmsguild.com/>.



PART 1. STEAMY SIGHTS

Estimated Duration: 15 minutes

Story Beat: The characters arrive in the unique village of Jarko'tu'ta, on the Moonsea coast between Elventree and Elmwood, and discover that a tragedy has occurred.

After spending a freezing cold night camped in the woods, your journey continues through fog that seems to grow denser and denser. The fog seeps into your clothing, making it easy for the wind to chill you to the bone. But the cold does not last, as after a while the fog grows warmer and you notice in places that steam is coming off the ground. The foggy forest gives way to a rocky, more open terrain.

The morning sun cuts its way through the fog, offering a view of a village made up of strangely constructed huts. Seemingly made of a combination of mud, stone and light wood, the huts stand on porous stone ground that is punctuated by pools of steaming water.

Almost as if to announce your arrival, a large geyser near the center of the village erupts in an exclamation of steam and water. Lightly dressed humanoids approach through the steam.

Roleplaying the villagers

Centuries ago, a group of wood elves and earth genasi drove out the Bloody Scales sahaugin in the area and founded this village. Many years of cross-breeding have resulted in the current population consisting of a people that are half elf and half genasi. For the most part, they have elven features, but with darker skin and occasional "szuldar" line patterns that mark their skin.

The villagers, who call themselves the Whanau, are friendly but reserved – not used to having outsiders in their village. They move slowly and gracefully, and are slow to judge, taking time to ponder and answer any question even when those questions are inconsequential in nature. To each other, they act as a big family – a trait of the genasi heritage – everyone seems to be a "sister", "brother" or "uncle". If there are any half-elves, wood elves or genasi in the party, they will also be addressed as part of the villagers extended family.

As a society, the Whanau egalitarian eschewing gender roles. They are also deeply suspicious of magic that does not come from their racial heritage, and are especially cautious around those who display it openly.

The adventurers are met by a party of very concerned and somber villagers who thank them for coming and beseech the party's aid. The party learns the following:

- The tiny village is remote and keeps largely to themselves. The climate is unusual for the Moonsea and between the heat, scalding geysers and constant fog, the village is left alone by both outsiders and predators. The closeness of the Bell in the Deep also gives the area a sinister reputation that deters unexpected visitors.
- The Whanau are largely self-sufficient, but they do have some uniquely talented stone artisans and for years have had a trade relationship with a tribe of "the big folk" that live on a secluded island not far off shore. **DM Note:** The manifestation of earth genasi powers allows their artisans to manipulation stone in unique ways, but this is not openly shared with characters unless the party presses them.
- Because of the geothermal activity, there is a constant mist over the sea passage to Big Folk Island, making it very hazardous to navigate.
- A tenday ago, their trading party – led by their most experienced guide – was unexpectedly attacked on the water. Only Artao – the guide – managed to make it back to the village, but he was gravely wounded by a shark and they fear that he may not survive.
- Artao spoke of unnatural attackers and urged the villagers to send for help rather than venture out. Artao is an experienced guide – well respected and not easily shaken. They heeded his advice.

After these quick explanations, the villagers quickly take the adventurers to speak with Artao.

Your hosts lead you to a brightly decorated house. Atop the house you notice several foot-high figurines made of colorful natural stone. The workmanship is exquisite. One of the most prominent figurines is that of an elven fisherman and is detailed right down to his smirking facial expression and odd trident. Other figurines are just as detailed.

Inside, the house is brightly lit by the natural sunlight that falls in dusty beams through a pair of large open windows.

A series of loud, labored coughs draws your attention to a heavily bandaged older half-elf, lying atop a padded cot. "Good. You have come," he says.

This is the guide – Artao. If the adventurers offer him medical assistance or magical healing, he refuses it. He is proud and is very worried about his people. If the characters insist, they must succeed in a DC 10 Charisma (Persuasion) check to convince him to accept it voluntarily. Using a healer's kit with the

Healer feat, or other non-magical healing requires no check.

In truth, he is gravely injured and in dire need of such medical attention. If the players ignore his refusal and examine anyhow, a successful DC 10 Wisdom (Medicine) check reveals that he will soon die without attention. If the character succeeds by 5 or more, they realize that in order to save Artao, he requires 5 points of healing (from any source). Otherwise, if they apply less than 5 points of healing tell the players *“you ease his pain, but aren’t sure if what you’ve done is enough to save him.”*

Regardless of any healing, Artao speaks to the characters and tells them the following:

- While the waters leading to Big Folk Island are dangerous due to the sharp rocks and fog, they typically hold no other dangers. Reef sharks have never attacked people before and the other sea life is not dangerous.
- He believes that unnatural forces are behind the attack on him and his delegation. They were attacked by vicious sharks and *“it sounded like there was something bigger too.”* The canoe he was in got broken apart by a shark and he was bitten before swimming away as one of his companions had speared and wrestled the shark. Artao had passed out in pain and somehow washed up back on shore.
- There were five others with him. The half-eaten corpses of three of them eventually washed up on shore, but the other two were not found.
- Artao begs the “experienced adventurers” to travel across to the island and search for the two missing half-elves, as well as to discover the true source of the threat. He also asks that you try to make contact with the Big Folk and warn them of danger and ensure that their trade agreement remains.
- Only experienced guides go to Big Folk Island on trading missions. Aside from navigation skills, trade with “the big folk” is complicated and requires a very specific approach and diplomacy.
- If asked about the Big Folk and diplomacy, Artao tells them that the most important thing is to properly perform *the greeting of the forefathers*. “You must speak of your ancestors and of your deeds. You will understand when you meet them. Do as they do and be truthful.” He is too tired (or passes out) before explaining further. None of the other villagers have ever been to the island and do not know the Big Folks’ ways.
- If asked about the fisherman carving and the odd trident, the Whanau note that it is a sahaugin

trident. Their ancestors once fought with the creatures when the village was founded, but they have not been seen for decades.

- **DM Note:** Details of “the big folk” are vague, though if pressed, Artao or others would note that they are the only inhabitants of the island and can’t be missed. They are simply the Big Folk.

After having a chance to speak with Artao, the villagers ask the adventurers to undertake the quest of going across to Big Folk Island, searching for the two missing men and warning the Big Folk of the danger while re-establishing trade. No one left alive in the village has made the crossing, as trading and boating has historically been left to the few specially trained for it (Earth Genasi generally don’t like traversing water). They aren’t able to offer much information beyond that already shared by Artao. They do have canoes the characters may use to attempt the crossing. If the characters ask, the Whanau can also provide food and water for their trip.

DEVELOPMENT

The villagers have no goods for sale beyond stone carvings. Anything the characters need, they will have to fashion themselves.

TREASURE

The villagers do not have much gold, but offer several of their sculptures, which they know are quite valuable. They will give each adventurer a figurine (50g each).

PART 2: CANOEING 101

Estimated Duration: 30-45 minutes

Story Beat: The adventurers traverse dangerous waters on the way to Big Folk Island in canoes.

DO WE NEED BIGGER BOATS?

Having been given rough directions by the Whanau and descriptions of many specific outcroppings and islands to orient yourselves in the mist, the villagers escort you to the seashore, where a number of sturdy-looking canoes await you for the crossing. Fishing nets and crude harpoons lie on the shore, having been hastily unloaded to make room for you.

- The number of canoes available is the same as the number of characters in the party. The characters must choose how many to take. This is an important choice (though the characters may not realize this!)
- The canoes are small enough to be used by a single person, but big enough to accommodate up to three people, with two rowing and a third in the middle. A canoe CANNOT carry more than three people and no more than two can row.
- A DC 12 Intelligence (Investigation, History, or Nature) allows the characters to ascertain the following about the choice of canoes:
 - Having more people in a canoe makes it harder to tip over.
 - Having a non-rower in a canoe might allow that person to focus on navigation or other tasks.
 - Canoes are fastest with 2 people in them.
 - More canoes will extra space if it becomes needed to ferry back the missing villagers or objects of value the party might find.
 - There is no right answer for how many canoes to take.
- After choosing the number of canoes to take, the characters must decide who goes in which canoe. Make a note of this! Simple canoes that you can cut out and use on a battlemat are provided in the Appendix.
- If the characters ask the villagers, they may also take nets or crude fishing spears. There is one net and one spear up to the number of available canoes – see the **Making Harpoons** sidebar for more details on the crude fishing spears or rules for making more.

Tricks of the Trade – New Players

If new or inexperienced players are present at the table, this may be a good time to provide a refresher on Underwater Combat (*Players Handbook*, p. 198). If your players are all new to the game, you might consider pointing out that their weapons might not be appropriate for fighting creatures underwater.

Making Harpoons (Optional!)

IF CHARACTERS ASK about fashioning a harpoon or more of the crude fishing spears, they may attempt to do so. A non-standard Survival (Dexterity) check with a variable DC is required. The characters do not know how successful their attempt to fashion the harpoon is and you should NOT reveal the DC of this check! As long as the result of the roll is above DC 5, inform the player that they've successfully crafted a crude harpoon and make a note of their roll. In reality, the quality of the created harpoon is as follows:

- **DC 5-9:** The harpoon is functional but flimsy and will break off after the first ranged attack attempted with it.
- **DC 10-14:** The harpoon is functional but has a flaw and will break off after the second ranged attack attempted with it.
- **DC 15-19:** The harpoon is sturdy and will not break from normal use.
- **DC 20+:** The character creates a sturdy harpoon (as DC 15) and also notices ONE other character's harpoon is not sturdy (if any) and fixes it. This results in that harpoon also being considered sturdy (DC 15). This bonus applies even if a faulty harpoon is created after.

These harpoons have all the properties of a spear (*Player's Handbook*, p. 149), with one difference: a character can use their bonus action to pull on the rope and retrieve it after it has been thrown. Due to the crude nature of spear, they are not strong enough to allow the impaling and dragging of the target.

DM Note: These harpoons cannot be kept or used outside of this adventure.

TRAVERSING THE MOONSEA

With your canoes set up, you pick up the paddles and set off across the water. Steam rises from the water, making it difficult to see more than few paces.

The water is calm and your vessels glide smoothly. Occasionally you notice some of the landmarks that had been described to you by Artao: such a tiny island with a large tree or a nose-shape rock; confirming you're going the right way.

Navigating across takes **three** successful DC 12 Wisdom (Survival) checks. Do not tell the players that they need to succeed. These are **group checks**

per canoe. Characters with nautical backgrounds or water vehicle proficiency make the check with advantage.

Players may ask about tying canoes together with rope. This is **NOT** recommended. The passage contains many small islands and sharp rocks. The ropes will make it very difficult to navigate. It may lead to canoes capsizing or the ropes becoming tangled on obstacles.

The following additional modifiers apply to all checks:

- If a canoe has three people in it, the person not rowing gets advantage.
- If a canoe has one person in it, the person must first succeed on a DC 8 Strength (Athletics) check or have disadvantage on the Survival check.
- If characters have somehow tied their canoes together (despite warnings not to), the result is that they cannot become separated after the first check regardless of result. However, characters in canoes tied together must succeed on a DC 12 Constitution saving throw or suffer a level of exhaustion as the constantly fight against the rocks their boats slam into. After the first check, they find the ropes have frayed and become unusable.
- If characters have chosen to drag an empty canoe with them, the characters in the canoe it is tied to must succeed in a DC 12 Strength (Athletics) check or have disadvantage on their Survival check due to its drift.
- It's possible the characters may use magic or other creative plans to aid in the crossing. The DM should grant bonuses as appropriate.

Tricks of the Trade - Getting Separated

Where there is a DM choice in which canoe gets separated from the rest, it is not recommended that a canoe with a single level 1 character in it be chosen.

Resolve the Checks as Follows:

Check 1:

- **All Canoes Succeed:** Proceed to second check.
- **All Canoes Fail:** The canoes all become separated. Proceed to second check.
- **Some Canoes Fail:** One canoe becomes separated from the rest. Proceed to second check.

Check 2:

- **All Canoes Succeed:** Proceed to third check. On a result of 15 or more, a separated canoe (if any) finds one of the other canoes.

- **All Canoes Fail:** The canoes all become separated. Proceed to third check.
- **Some Canoes Fail:** One canoe becomes separated from the rest. Proceed to third check.
- **Fail Two Checks:** If any canoe fails both of the first two checks, all characters in that canoe must succeed in a DC 12 Constitution saving throw or gain a level of exhaustion.

Check 3:

- **All Canoes Succeed:** On a result of 15 or more, a separated canoe finds one of the other canoes. Proceed to **Shark Attack!**
- **All Canoes Fail:** The canoes all become separated. Proceed to **Shark Attack!**
- **Some Canoes Fail:** One canoe becomes separated from the rest. Proceed to **Shark Attack!**
- **Fail Two Checks:** If any canoe fails a total of two checks, all characters in that canoe must succeed in a DC 12 Constitution saving throw or gain a level of exhaustion.
- **Fail Three Checks:** If any canoe fails all 3 checks, the characters in that canoe get turned around and confused. They are surprised when combat begins (do not tell the players this yet).

Read only if NO canoes are separated:

Navigating the misty seaway has proven rather easy given the directions you had received. You have been rowing for a few hours and now, when the steam clears and the features of what must be Big Folk Island solidify out of the mist. You're almost there.

Read only if any canoes are separated:

Navigating the misty seaway has proven more difficult than expected. The directions you had received have turned out to be too vague. Tired, you have lost sight and sound of some of the other canoes. There is hope however, as there are moments when the fog clears and you can see the features of what must be Big Folk Island solidify out of the mist. You're almost there.

SHARK ATTACK!

The party begins the encounter 30-feet from the line of 10' by 10' platforms. Any characters in a canoe that failed all three Survival checks begin the combat surprised.

Sighting of the final landmark, a line of strange, large crabbing platforms that you were told the Big Folk utilize in their fishing, your approach slows. You are an easy toss of javelin from the line of platforms when something large suddenly hits your canoe with a loud thump!

The canoe jolts violently and you struggle to hold on! Above the misty surface of the water you see an ominous grey fin – SHARKS!

Eerily, all of the canoes are attacked by sharks simultaneously. If any canoes are separated, they are part of the same combat, but with those characters and sharks out of sight of the rest. The separated canoes are not close enough to each other to see or assist, though they might hear calls for help or screams of battle.

Canoes that are not separated begin combat 20-feet from each other and may collaborate normally. Each canoe gets its own set of sharks. The encounter relies on nonstandard tiering based on how many characters are in each canoe (see the **Adjusting the Encounter** sidebar).

The water is still so any swim checks are DC 10.



General Features and Combat Tactics

The combat begins with every canoe being rocked by the attacking sharks making a **ram** attack. Each character must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check to hang on to

something or be knocked into the water and be thrown 10-ft from the canoe. The DC of the check equals $12 + [\text{number of sharks attacking the canoe}] - [\text{number of characters in canoe}]$.

Canoe Speed and Size

Speed: Canoes do not move on their own. A character that spends their action rowing can move a canoe 30-ft, minus 5-ft for every person in the canoe. A maximum of two people can row per round. This translates to following speeds (per round):

- 3 characters in canoe: 2 rowing: 30-ft; 1 rowing: 15-ft
- 2 characters in canoe: 2 rowing: 40-ft; 1 rowing: 20-ft
- 1 characters in canoe: 25-ft

Size on a Grid: For the purpose of drawing on a grid, each canoe is 15-ft long, comprised of 3 5-ft map squares. Despite the front and back of the canoe being elongated for shape, consider the 3 squares as identical.

Canoes and Opportunity Attacks: Characters climbing into a canoe while adjacent to a shark are leaving the sharks' reach and provoke an opportunity attack. Sharks moving away from the canoes also provoke opportunity attacks. The special maneuver for the shark to ram the canoes does not provoke opportunity attacks.

Climbing in and Out of Canoes: A character that is adjacent to a canoe can use an action to climb back into it using 10-ft of movement and succeeding on a DC 12 Strength (Athletics) check. This check can only be attempted once per turn. A Climb or Swim speeds have no impact on this requirement.

Crabbing Platforms: A character that swims up to the crabbing platforms can climb up onto one using 10-ft of vertical (climbing) movement and a by making a successful DC 12 Strength (Athletics) check to not slip off. A grappling hook and rope or similar equipment grants advantage to this check. A character with a climb speed automatically succeeds on this check.

Empty Canoes: If a canoe is empty at the end of a round, there is a 50% chance that it flips over and can't be climbed back into. It takes an action and a successful DC 12 Strength (Athletics) check to turn it back over. Characters proficient in water vehicles gain advantage to this check.

Running Away: If the occupants of a canoe choose to row away from the sharks, any sharks attacking them follow the moving canoe for three rounds and will **ram** the canoe each round trying to shake loose a meal. While it is unlikely to work, running away is a perfectly acceptable tactic for dealing with this event.

Separated Canoes: While the characters in a separated canoe, are effectively treated as being in a separate area from all other canoes, two special circumstances apply:

- If only one character in a separated canoe remains conscious and is below half *hp* points, they have begun to drift towards the remaining canoes. The other canoes hear their screams and the fog parts revealing the separated canoe 90-ft away from one of the other canoes (chosen randomly).
- If a canoe defeats their sharks, the fog parts as described above. The characters can choose whether to either approach the separated canoe (using rowing rules in the **Canoe Speed and Size** sidebar), aid other canoes, or to head to shore.

Shark Tactics: Sharks can only attack characters in the water. If there are no characters in the water, the sharks will **ram** the canoes (use same rules above). Ramming is done by the sharks as a group and consumes their actions for the turn. The sharks can also attempt to **ram** the crabbing platforms; however, the additional stability of the platform gives those characters advantage on the check to hold on. Sharks prefer to attack those in the water and will prioritize attacking swimmers over making **ram** attacks. The sharks do not eat or drag away unconscious characters.

Adjusting the Encounter

The encounter begins with sharks ramming canoes, so consider them to be first in initiative.

- For every *level 1 character* present in a canoe, add **1 reef Shark** to the encounter.
- For every *level 2 characters* present, add **2 reef sharks**.
- For every *level 3 characters* present, add **1 hunter shark**.
- For every *level 4 characters* present, add **1 hunter shark** and **1 reef shark**.

Tricks of the Trade: Wrapping Up the Sharks

If the canoes are separated, it is possible that one canoe will finish their combat before the other characters rejoin them. Once a canoe wraps their combat, you may choose to allow them to find one of the other canoes and assist.

Depending on approach and party composition, the shark encounter can vary greatly in time to complete. If running in a tight 2-hour timeslot, you should aim to have the encounter completed no later than 70 minutes into the overall runtime.

DEVELOPMENT

Once the battle is over, a successful DC 12 Intelligence (Nature) check recognizes that there was “something off” about their behavior. These types of shark are not known for attacking humans unless desperate, and the coordinated ramming of boats is completely unheard of. Also, the sharks did not seem very interested in eating, but simply in killing anything that moved.

After the encounter is done, the line of crabbing platforms obvious landmark and successfully locate each other and may proceed to land.

PART 3: BIG FOLK ISLAND

Estimated Duration: 20 minutes

Story Beat: The adventurers encounter a tribe of highly ritualistic Firbolgs (initially using illusions of elves), and must present themselves properly in order to be received.

GREETINGS OF THE FOREFATHERS

The rocky shores of Big Folk Island are a welcome sight after the deadly crossing. The beach is made of the same rocky terrain and steam beds as you saw in Jarko'tu'ta. Small geysers erupt in the distance.

Before you can rest, three humanoid forms emerge from a tree-covered ridge a bowshot inland. The three figures stop half-way to you along a small path. One of them calls out "Approach!" in a surprisingly deep voice.

The characters may be apprehensive, but this encounter is peaceful. If they decide against approaching or dilly-dally, the voice will call out "Approach!" two more times, before they turn around and walk away. If the characters do not approach, the social encounter has failed and the characters will need to find another way to appease the Big Folk.

If players approach, they may notice several things:

- **No check required:** The approaching party consists of three darker skinned elves with reddish hair; possibly wood elves. One is holding a wooden staff and two have wooden shields and spears on their backs.
- **No Check Required:** The character recalls that they had been warned about the critical importance of proper greetings with "The Big Folk."
- **DC 10 Wisdom (Insight):** The elves seem to have a peaceful disposition and body language.
- **DC 12 Wisdom (Perception):** All three elves are approximately 5-ft tall and somewhat stocky in build. If the character succeeds by 5 or more, they also note that there are several more figures watching from the tree line.
- **DC 12 Intelligence (Investigation History, or Nature), elf and firbolg PCs get advantage:** The height and body type are entirely wrong for elves, or at least unlike any kind of elves anyone has ever seen. Their coloring also seems slightly off.

Roleplaying the Firbolgs of Big Folk Island

The firbolgs of Big Folk Island are a proud tribe with a strictly patriarchal society, where one's forefathers and deeds carry great meaning. They are not warlike and when offended simply leave silently rather than threatening with violence. Their chieftain is called Big Ear (because he has one big ear - Firbolg names are typically given to them by others.)

Once the party approaches, the "elf" with the staff begins to speak in a deep rumbling voice.

"You are not known. I am Chieftain Big Ear, son of Chieftain Two-Clubs, grandson of Chieftain Bonethrower, great grandson of Healer Soft-hand, father of Two Hunters, Blessor of Eight Unions, and Guardian of the Old Staff."

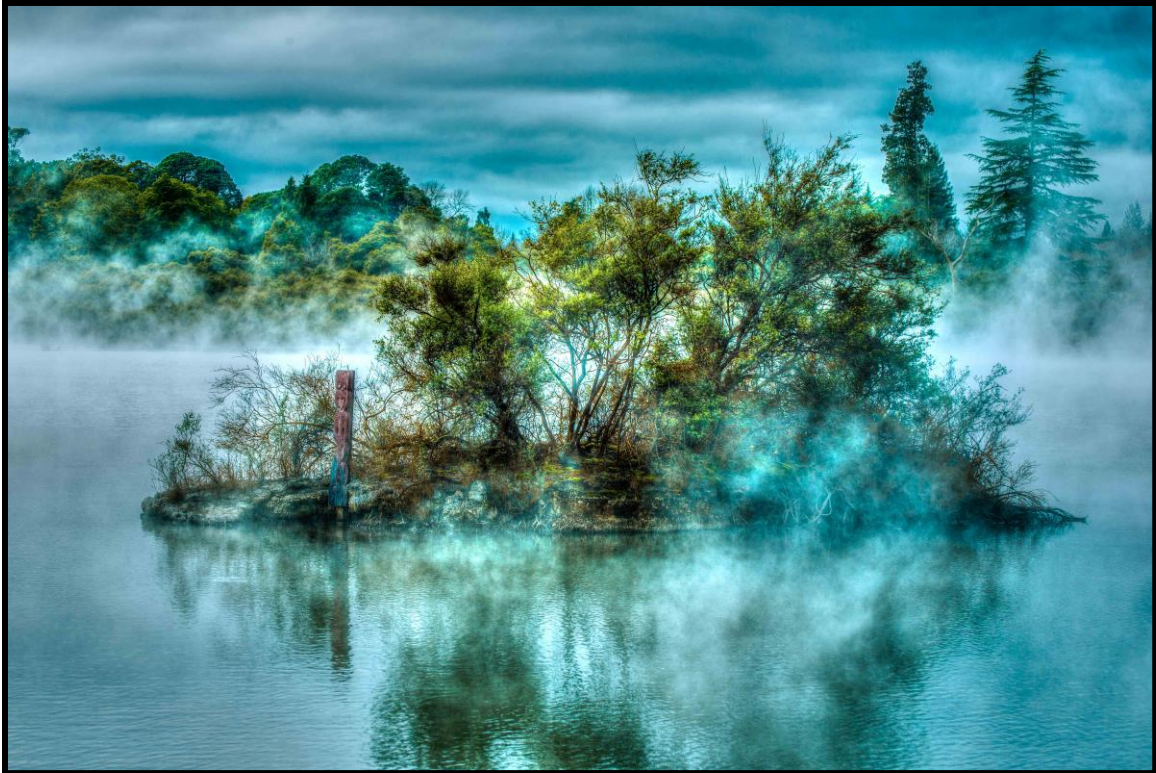
When he finishes, he nods to the elf on his left, who in turn introduces himself saying: "I am Topknot, son of Healer Three-Stones, grandson of Hunter Crabtaker, great grandson of Seer Starwink, father of Hunter Throwing Rock, Builder of Three Huts, six times Trader with Small Folk."

After the second elf finishes, the Chieftain nods to the third, who gives his name as Long Runner before reciting a similar lengthy greeting. The Chieftain then looks to you, saying: "You come in small boats. Like Artao, son of Etheryl, Grandson of the Earth, Builder of Many Boats, thirty-seven times Trader with the Big Folk, Teacher to Many Scouts. But I do not see him among you. Speak true of who you are and of your forefathers and you may be welcomed."

This is a social challenge. Each character must introduce themselves with a proper "greeting of the forefathers." If the characters try to talk about business or anything else, they are simply reminded to "speak true of who you are and of your forefathers and you may be welcomed." After two such reminders, the Firbolgs turn around and begin to leave. See **Resolving the Greeting of the Forefathers Challenge** for more on the effects of succeeding or failing.

The greeting of the forefathers is simple and consists of 7 parts:

- Part 1: Name of character
- Part 2: Name of father
- Part 3: Name of grandfather
- Part 4: Name of great grandfather
- Parts 5, 6, 7: Life accomplishments



This is a great opportunity to roleplay and talk in-character. The DM should consider awarding Inspiration to players who perform well.

Truth and Lies: Chieftain Big Ear is quite perceptive and will spot if the characters are lying. It is entirely possible that players do not have a full family history for their character. This is ok! They can make it up on the spot, however, you should ask if their intention is to give the true names or if their characters are attempting to lie. The same applies to the character accomplishments. If a character purposely lies, they must do a DC 16 Charisma (Deception) check to beat Chieftain Big Ear's Passive Insight.

Resolving the Greeting of the Forefathers Social Challenge:

Encounter is a group challenge.

- A character automatically succeeds if at least 6 parts of the greeting are used and all are true.
- If a character lies and is noticed, they counted as a failure.
- If a character lies and is not noticed, they counted as a success.

- If less than 6 parts of a greeting are used, the character must succeed on a Charisma (Persuasion) check with a DC of 12 + [the number of missing parts]. The character gains advantage if the Persuasion check is accompanied by an appropriate explanation (i.e. character is actually an orphan or something similar).

If more than half of the party succeeds, the group is successful. Otherwise the group fails.

If the group check succeeds, all characters that succeed on their individual checks earn the **"Greeting of the Forefathers"** story award at the end of the adventure.

If the Group Check Fails:

"You have not spoken honorably and are not welcomed. We will not speak. There is a cove to the north. Prove yourselves there if you can. We will return tomorrow. Do not sleep."

With that they walk away and do not answer replies. If players threaten the three, twelve more "elves," with bows appear from the trees to help discourage the hostilities.

The characters will not get a long rest before facing the final battle. Their rest is interrupted by the Big Folk if the characters try. The party CAN get a short rest before proceeding to **Part 4**.

If the Group Check Succeeds:

The smiling faces of the elves melt away and you can see their true forms. Giant-kin taller than two men with fleshy pink skin and red hair, they bow deeply to you. Chieftain Big Ear's name is well earned, as his right ear is particularly large and floppy.

"You are welcomed," he says, rumbling voice matching his massive stature. "Please find rest in our village."

If any character failed the Greeting of the Forefathers:

"This/These one(s) must be silent, but may come."

Characters that failed will have disadvantage on any skill checks within the Firbolg camp (if any).

THE VILLAGE OF THE BIG FOLK

At the village, the characters welcomed. Injured characters are treated (nonmagically) and receive 1d6 points of healing as firbolg healers gently apply poultices and bandages to their wounds.

The characters are invited to stay the night and partake in a welcoming feast. The party gains all the benefits of a long rest and 5 temporary hit points.

During the evening, the party find that one of the missing half-elves from the original expedition is here (Yska). She has been unconscious since being found, but is stable and seems to be slowly recovering. She cannot be woken or spoken to and the firbolgs do not know why. The characters are welcome to examine her. If checked for, Yska radiates magic (necromancy) and is cursed.

Big Ear is concerned about the attack and agrees that it is unnatural. He says that the Big Folk have witnessed strange behavior in the sharks as well and have not gone out to their crabbing platforms for a few days since the sharks became aggressive. Their seer, Sees Beyond Sight, has detected a dark presence in a seaside cove and the Big Folk's scouts have sighted a strange humanoid creature there. Their calls to contact it were not answered, however so they do not believe it is friendly and so according to their customs, they have left the creature be.

Big Ear tells the characters that they investigate if they wish and perhaps they find the missing half-elf there.

After the long rest, **proceed to part 4.**

The Firbolgs of Big Folk Island

As firbolgs, all of the Big Folk have the following traits in addition to those in their stat blocks.

- All of the Big Folk are Neutral Good.
- **Firbolg Magic.** Can cast *detect magic* and *disguise self* once per short or long rest. When using *disguise self*, the firbolg can seem up to 3 feet shorter than normal.
- **Hidden Step.** Once per short or long rest, as a bonus action, the firbolg can magically turn *invisible* until the start of their next turn or until they attack, make a damage roll, or force someone to make a saving throw.
- **Powerful Build.** The firbolg counts as one size larger when determining your carrying capacity and the weight it can push, drag, or lift.
- **Speech of Beast and Leaf.** The firbolg has the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of the firbolg's words, though the firbolg has no special ability to understand them in return. The firbolg has advantage on all Charisma checks made to influence them.
- **Languages.** Firbolgs can speak, read, and write Common, Elvish, and Giant.

PART 4: SEA NO EVIL

Estimated Duration: 30-40 minutes

Story Beat: The characters face off against the true threat on the island.

APPROACHING THE COVE

After either a short rest on the rocky shore (failing in the social challenge) or their long rest at the Firbolg Camp (succeeding in the social challenge), the adventurers find their way to a cove where they discover a watery grotto.

After walking along the rocky seashore, your path becomes blocked by a natural stone wall that leads into a small rise on your right. To the left, a narrow section of wet jagged rocks could be used to circumvent the wall. Waves periodically splash sea foam onto the rocks, making them hazardous to walk upon.

In order to continue, the characters must either climb the rise, getting a better view but taking more time, or take the slippery seaside path.

The Slippery Path: If the characters choose the quicker slippery path they must succeed on a DC 10 Dexterity (Acrobatics) check to avoid slipping. If they slip, the character takes 2 (1d4) slashing damage as they are swept off the rocks. The character must then succeed in a DC 12 Strength (Athletics) check to swim to shore. Those that fail take another 3 (1d6) points of bludgeoning damage as they are slammed against the rocks before climbing out.

Climbing the Rise: From the outside, the ground rises gently and walking up does not require a check. On the other side, however, is a sheer drop of 40-ft down into the cove (see read aloud text below). Getting down to the inner side of the cove requires a successful DC 12 Strength (Athletics) to avoid falling. Characters that fail fall 10-ft unless they fail the check by 5 or more, in which case they fall 20-ft. Normal falling damage applies. Having a rope or climbing gear grants advantage on this check. Characters can safely walk down on the side of the wall they began on and take the slippery shore path instead.

Beyond the rock wall, you see a semi-circular natural grotto with several steaming pools. In the center of the grotto, a large stone formation rises out of the water and perched atop it is a small hut, which seems to be made of seaweed. A natural stone bridge leads to it from the side of the grotto.

Examining the Scene with Passive Perception. A Passive Perception of 12 or higher notices a half-elf, with seaweed stuffed in his mouth tied to a rock in one of the steaming pools. Only the top half of his body is visible above the water. With the steam and distance, it's hard to see anything else without getting closer. A Passive Perception of 15 or higher notices a shape quickly move and then disappear beneath the water in one of the pools. While the sahuagin are not revealed by the check, succeeding on the check prevents the players from being surprised when they reveal themselves (after Ida exits her hut).

THE HUT OF IDA BARNACLEBONES

The players can't see into the hut from where they are, though they are already expected. The shack belongs to a horrific **Sea Hag**, Ida Barnaclebones. Ida and her minions have been waiting for the characters ever since the characters tangled with her sharks.

At approach, something stirs from within the hut and its seaweed drape flies open as a horrific beast emerges!

The monster has one giant lobster claw which looks to be dripping fresh blood while its other arm is a myriad of slime-dripping tentacles that twitch and grope as the creature steps sloppily out on its webbed feet.

"Come to trr-y the warm waterr-s have you? It's... very... nice..." says the creature in a hoarse female voice before breaking off into a maniacal laugh: "HAHAHAHAHAHA".

The hag waits for the party to approach within 30-feet before emerging from the hut wearing the illusion of a horrific sea beast (see her stat block for full description of the *illusionary appearance* ability). In addition, her servants, **2 Sahuagin** and a **Sahuagin Priestess** are lurking underwater in the interconnected pools, ready to spring. Ida stands her ground hoping to lure the characters toward her, only to be ambushed by Sahuagin hidden in the depths.

Adjusting This Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak:** Remove the **sahuagin priestess** and 1 **sahuagin**.
- **Weak:** Remove the **sahuagin priestess**.
- **Strong:** Add two **sahuagin**.
- **Very strong:** Add two **sahuagin** and a **sahuagin priestess**.

Half-elf Corpse: Close inspection of the allows a character to realize the half-elf has died. He appears to have been tied with seaweed with the top half of his body is above water. Unfortunately, his feet and most of his legs are missing, the crabs and other local fauna having eaten him alive at the hags urging.

Waking Yska: In the hut is a fist-sized green orb with an image of a sleeping female half-elf inside. A successful DC 10 Intelligence (Arcana) check suggests it the focus of a curse which is keeping her unconscious and could be used to syphon away the elf's soul to power other magic. Smashing the orb frees Yska and wakes her from her slumber.

Roleplaying Ida Barnaclebones

The sea hag recently crossed paths with a group of sahuagin, the remnants of the Bloody Scales tribe that lost control of the area to the Whanau. Ida dreams of founding a coastal sea kingdom that she rules and wooing the sahuagin who can control sharks are the first step in her megalomaniacal plan. She does anything she can to embarrass, or frighten those around her in order to demonstrate her superiority. She is crazed, rude, vicious, and revels in torture.

TREASURE

Inside Ida's hut, the party finds a *potion of healing* and small stash of looted treasure worth 200 gp.

DEVELOPMENT

If Ida or any of the sahuagin are captured, they can be forced to tell of Ida's plan to raise a kingdom of evil sea folk starting from her base on Big Folk island. Her plan to humiliate and eventually kill the Whanau and the Big Folk was intended to demonstrate worthiness as a leader. If any of the captives are alive, the Big Folk agree to take them and imprison them.

If none of their enemies are captured alive, a successful Intelligence (Nature or History) check reminds a character that Sahuagin can control sharks, explaining the odd behavior.

CONCLUSION

After their combat in the cove, the characters are met on the rocky shore by Chief Big Ear and some of the Big Folk Firbolgs.

With them is the injured half-elf, Yska. If the characters smashed the orb, she has wakened from her coma. She is able to guide the characters back to Jarko'tu'ta without incident.

Back at Jarko'tu'ta, they players are rewarded with their individual carved statuettes as promised, which they can sell for 50g. In addition, they have crafted a special statuette for the party.

TREASURE

The half-elves have also fashioned one special statuette in the shape of a geyser and imbued it with some magic, so that it can spout water on command (*decanter of endless water*).

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE (MIN/MAX XP: 450/600 EA.)

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

Combat Awards

Name of Foe	XP Per Foe
Big Folk Warrior (MA Adept)	700
Chieftain Big Ear (Druid)	450
Hunter Shark	450
Ida Barnaclebones (Sea Hag)	450
Reef Shark	100
Sahuagin	100
Sahuagin Priestess	450

Non-Combat Awards

Task or Accomplishment	XP Per Character
Freeing Yska from her curse	100
Succeeding in the Greeting of the Forefathers	100

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Carved Figurines	50 per PC
Ida's Loot	200
Sharkfriend's reward (expanded adventure)	50

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

GEYSER FIGURINE (DECANTER OF ENDLESS WATER)

Wondrous Item, uncommon

This small figurine is intricately carved in the shape of a spouting geyser. It behaves as a *decanter of endless water*.

This item can be found in **Player Handout 8**.

POTION OF HEALING

Potion, common

This item can be found in the *Dungeon Master's Guide*.

This following consumable item is only available in the four-hour version of the adventure:

SPELL SCROLL OF PROTECTION FROM EVIL AND GOOD

Scroll, common

This item can be found in the *Dungeon Master's Guide*.

STORY AWARDS

During the course of this adventure, the characters may earn the following story award:

Greeting of the Forefathers: You have learned how to introduce yourself in a formal and impressive way. During your future encounters with members of tribal cultures of Big Folk Island or the village of Jarko'tu'ta you may gain advantage on social checks if you recite your Greeting during introductions (DM discretion).

PLAYER REWARDS

For completing this adventure, players earn downtime and renown as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*.

DM REWARDS

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*.

APPENDIX. MONSTER/NPC STATISTICS

Chieftain Big Ear (Druid)

Medium humanoid (any race), any alignment

Armor Class 11 (16 with *barkskin*)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*
1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with *shillelagh* or if wielded with two hands.

Source: Monster Manual

Firbolg Warrior (Martial Arts Adept)

Medium humanoid (any race), any alignment

Armor Class 16

Hit Points 60 (11d8 + 11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Skills Acrobatics +5, Insight +5, Stealth +5

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 3 (700 XP)

Unarmored Defense. While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The adept makes three unarmed attacks or three dart attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage. If the target is a creature, the adept can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (adept's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft, one target. *Hit:* 5 (1d4+3) piercing damage.

Reactions

Deflect Missile. In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10+3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

Source: Volo's Guide to Monsters

Giant Octopus

Large beast, unaligned

Armor Class 11

Hit Points 52 (8d10 + 8)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	4 (-3)	10 (+0)	4 (-3)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

Actions

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

Source: Monster Manual

Hunter Shark

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 45 (6d10 + 12)

Speed swim 40 ft.

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

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

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

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Source: Monster Manual

Reef Shark

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed swim 40 ft.

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

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages –

Challenge 1/2 (100 XP)

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

Water Breathing. The shark can breathe only underwater.

Actions

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

Source: Monster Manual

Sahuagin

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 40 ft.

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

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 1/2 (100 XP)

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

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

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

Actions

Multiattack. The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

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

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

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

Source: Monster Manual

Sahuagin Priestess

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 40 ft.

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

Skills Perception +6, Religion +3

Senses darkvision 120 ft., passive Perception 16

Languages Sahuagin

Challenge 2 (450 XP)

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

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

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

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

Cantrips (at will): *guidance*, *thaumaturgy*

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

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

3rd level (3 slots): *mass healing word*, *tongues*

Actions

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

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

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

Source: Monster Manual

Ida Barnaclebones (Sea Hag)

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., swim 40 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common, Giant

Challenge 2 (450 XP)

Amphibious. The hag can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

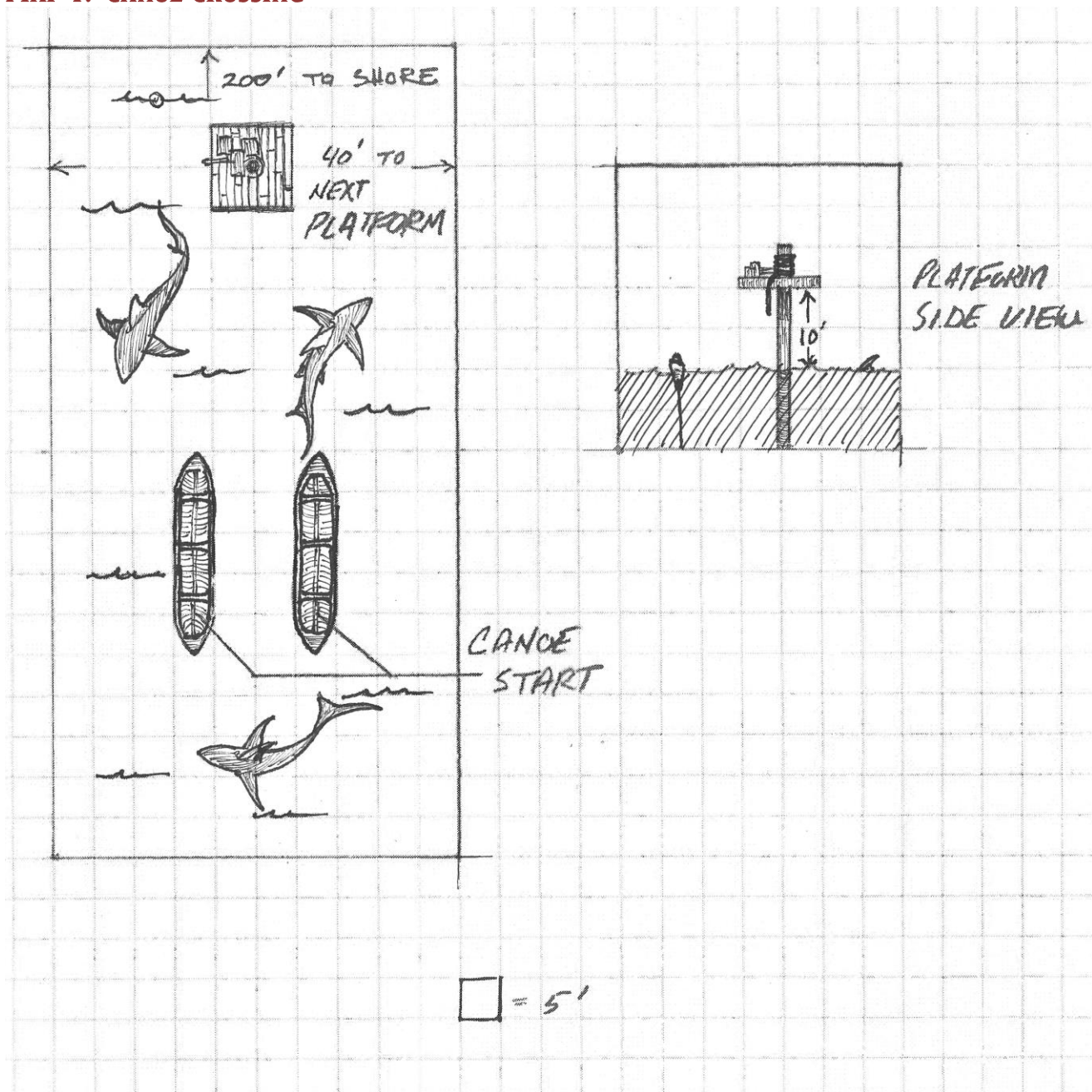
Death Glare. The hag targets one frightened creature she can see within 30 feet of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

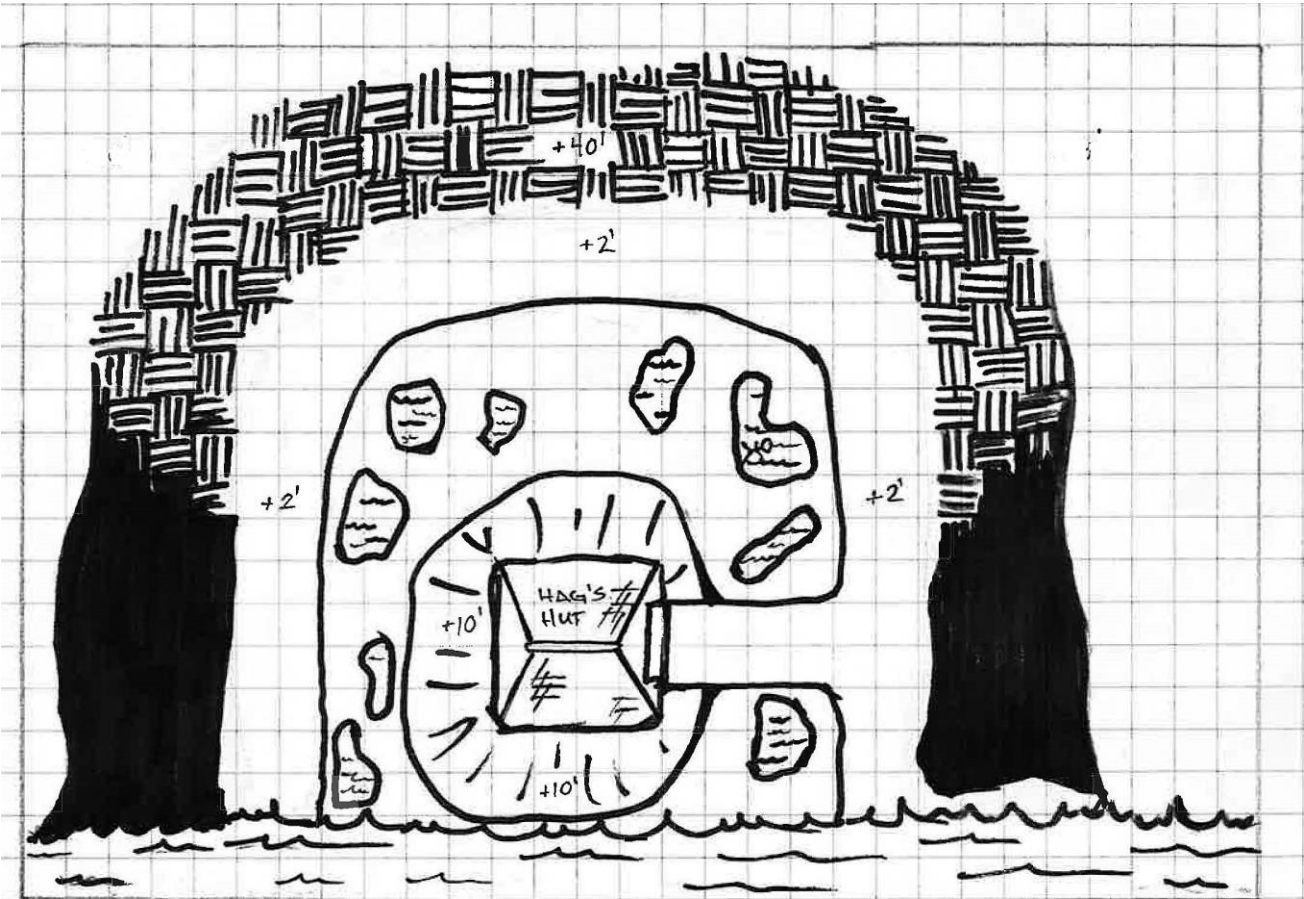
The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

Source: Monster Manual

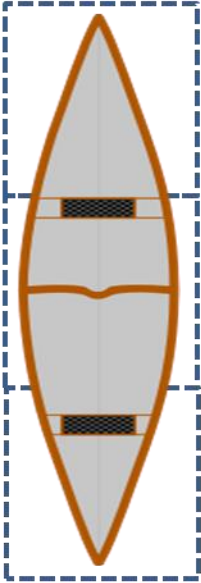
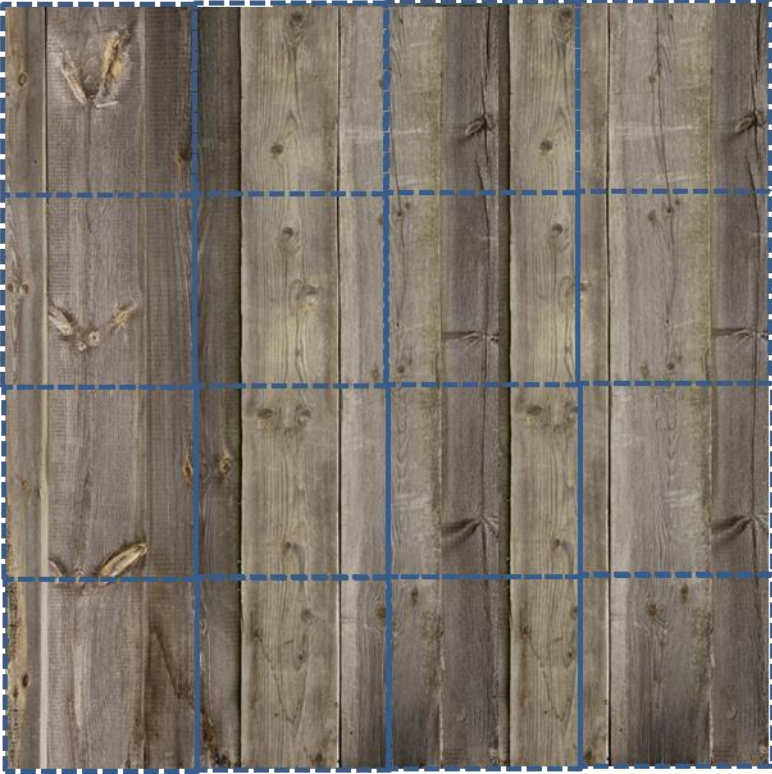
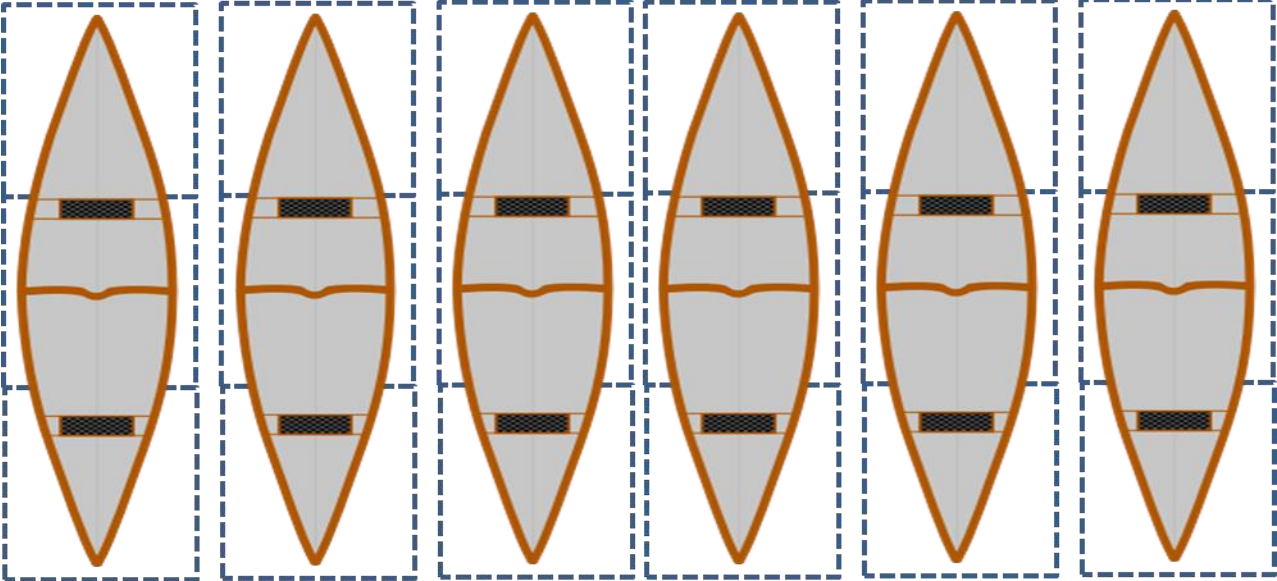
MAP 1: CANOE CROSSING



MAP 2: MYSTERIOUS COVE



APPENDIX: CANOES, CRABBING PLATFORMS, AND RAFTS



APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Artao (ar-TAY-o). Half-elf, half- earth genasi guide from Jarko'tuta village. Only survivor of the last attempt to visit Big Folk Island.

Chieftain Big Ear (Big Ear). Firbolg druid and leader of the Big Folk.

Ida Barnaclebones (EYE-DA Barnacle-bones). Sea hag with delusions of grandeur on a quest to found a kingdom of evil seafolk.

Island of the Big Folk. Geothermal island home of the Big Folk, now invaded by Ida Barnaclebones and her sahaugin.

Jarko'tuta. Geothermal village of the Whanau, tribal Half-elf, half- earth genasi stone carvers.

Osse'Tinne (Oss-eh-tin). Awakened Hunter Shark, companion of Sharkfriend Who left. Speaks common.

Sharkfriend Who Left. Firbolg Druid that lives in seclusion from the rest of the tribe.

Yska (vis-KA). Half-elf, half- earth genasi guide from Jarko'tuta village. Currently in a coma, cursed by Ida Barnaclebones.

APPENDIX: EXTENDING THE ADVENTURE

This section is designed to allow a DM to extend the adventure to run over a longer time slot. Depending on pace of play, using the content in this appendix adds approximately 60 to 90 minutes to the adventure.

Before beginning this section, make certain that you have enough time available to complete this encounter.

ADJUSTMENTS TO PART 3:

Incorporating this appendix is easy. Run the encounter with the Firbolgs (**Greetings of the Forefathers**) as is, but with one of the following adjustments dependent on the characters' result in the social challenge:

- If the party succeeds on the Greeting of the Forefathers social challenge, remove any mention of the Firbolgs having sent scouts or those scouts finding anything. Instead, after the long rest have them tell the party that they have no idea what is causing the strange shark behavior, but they know someone that might. They mention *"Sharkfriend Who Left, Daughter of Hunter Stonehand, Granddaughter of Hunter Stonefoot, Great Granddaughter of Hunter Stonetooth, chaser of sharks, maker of rafts, knower of the sea."* The Big Folk refuse to say much about her, but give the party directions and suggest seeking her out. Characters with a Passive Insight of 12 or higher receive the impression that there was some sort of falling out that cause her to be separated from the tribe.
- If the party fails on Greeting of the Forefathers, remove any mention of the Cove or *"proving yourselves."* Big Ear simply tells the party that they can rest briefly on the shore and return home (also that it is not safe to sleep). Then, either during their short rest on the beach or shortly after, the characters hear a stick cracking and discover Sharkfriend Who Left hiding in the bushes, watching the party.

PART 3B: SHARKFRIEND WHO LEFT

Estimated Duration: 60 minutes

Story Beat: The characters make a new ally, rescue a friend, and get find the location of the true evil on the island.

The snapping of a twig echoes from the bushes, followed by a shuffle and a barely audible curse.

"I mean no harm," offers a voice, followed by a large pink-skinned female emerging from the bushes.

Standing a good two heads taller than most humans, she sports dirty red hair that has been tied into three topknots and has a large fishing spear across her back. Both her pudgy young face and her voice are marred by sadness as she introduces herself.

"I am Sharkfrend Who Left, daughter of Hunter Stonehand, granddaughter of Hunter Stonefoot, great granddaughter of Hunter Stonetooth, chaser of sharks, maker of rafts, knower of the sea."

This is a prompt for a character from the party to introduce themselves, however, Sharkfriend is distraught and not interested in hearing full greetings from the rest of the party. She interrupts whoever is speaking in order to plead her case if they begin the Greeting of the Forefathers.

Tricks of the Trade - Timing

The timing of Sharkfriend's interruption is entirely up to you. Use your judgment based on how the Greeting of the Forefathers challenge went – if players were not engaged, there is no need to make them suffer more. If they liked it, give one of them a chance to use their greeting in practice. Sharkfriend either says that she'd overheard their introductions or that she doesn't care who they are. Tailor the response to your group.

DEVELOPMENT

Sharkfriend Who Left tells the party the following:

- Her shark companion Osse'Tinne has been missing for several days and she is very worried.
- The previous day, she went out on her raft to look for him, but it was attacked and destroyed by some sharks. She had to kill one (an act that clearly pains her) just to make it back to shore.
- The sharks' behavior is extremely strange. They typically do not attack anything other than fish and doing something as meaningful and

aggressive as ramming a raft (or a canoe!) is entirely beyond their typical behavior.

- Sharkfriend believes that there is something on the island affecting the sharks. In fact, she and Osse'Tinne had been investigating, but had thus far not found anything out of the ordinary.
- The reef where Osse'Tinne typically makes his home is not far off shore, but her raft has been destroyed and the players' canoes are both not big enough to carry her and too flimsy to survive the reef. If the characters are willing, she hopes to build a new raft and head out to the reef to look for Osse'Tinne. In return she pledges to assist the adventurers in looking for their missing half-elf. Having a friendly shark would be an obvious advantage as well. (**DM Note:** If the players failed the Greetings of the Forefathers social challenge, she also offers to provide them with safe shelter for the night – a long rest.)
- If asked, Sharkfriend has no qualms about explaining the Firbolgs penchant for disguising themselves like elves. She even changes to one to demonstrate (**DM Note:** Do this in a sad way, rather than playful, so as to maintain the somber mood of her separation from the tribe). They view this as natural way to meet unknown outsiders rather than as a deception.



BUILDING THE RAFT

Sharkfriend leads the party to her hut, where they find that she has already started the building process. Most of the supplies are gathered and ready for assembly. The real reason Sharkfriend needs the party is not because she is incapable, but because time is of the essence and she is uncertain of what she will face when she arrives at the reef. After their encounter with sharks during the crossing, the party should be fully aware of how dangerous the waters around Big Folk Island have become.

The raft Sharkfriend is building looks pretty basic. The party should be encouraged to come up with suggestions for ways to reinforce the raft or create defenses for it. This is entirely open to the players' imagination (and DM discretion). Each party member should be asked what they'd like to do to help with the raft. At least 2 people need to be helping Sharkfriend with general assembly, while others can create defenses or reinforcements. Players should be encouraged to use their characters' backgrounds, special skills or tool proficiencies (if any).

Have each player attempt a roll using an appropriate skill or tool proficiency as determined by the DM. The DM should decide on the benefits of any modifications. For example, attaching railings

Roleplaying Sharkfriend Who Left

Sharkfriend Who Left is relatively young female Firbolg (40ish in Firbolg years, which is the equivalent of an early 20s human). She left the tribe several years ago, for reasons she does not discuss but it is obvious that the separation pains her. She still interacts with the tribe, so there is no hostility, but now she prefers solitude and independence.

She lives in a small hut near the shore of the Moonsea on the opposite side of the island from where the characters arrived.

She is a skilled huntress and fisher. From a young age, she has been fascinated by sharks and had an uncanny gift for befriending them. Once, while fishing, she inadvertently hit a young shark with her spear. While her spear would kill most young sharks outright, this particular one was tough and survived. With care, she managed to nurse it back to full health and *awakened* it in the process (her ability to do so is part of reason for her separation from the tribe). She called the shark Osse'Tinne, meaning "harpoon-breaker" in Giant. The shark has since grown up and remains her friend and accompanies her whenever she ventures onto the Moonsea.

Sharkfriend is highly distraught that Osse'Tinne has recently disappeared and is looking for help in finding him and ensuring he's not killed (including by the adventurers).

might give advantage on checks made to avoid falling overboard.

Resolve success as follows:

- **Result of 0-9:** The idea doesn't quite work, so while the activity still helps with the overall assembly, it offers no special advantage.
- **Result of 10-14:** Moderate success. You manage to accomplish what you were attempting, but aren't sure just how well it'll hold up. (Provides advantage on related check or save).
- **Result of 15+:** Great success. You manage to accomplish what you were attempting and believe it will help. (Provides advantage and +1 on related check or save).

Once the raft is built, Sharkfriend insists on setting out immediately. You are not going far off shore or into deep water, so no stocking up is required. She has a long sturdy oar that can be used to guide the raft. The raft is 20x20 in size and Sharkfriend counts as a medium size creature despite her larger size. The raft travels at the speed of 10-ft per round and can go up to 15-ft if any extra measures are taken to make it go faster.

Mist and steam intermix as you set off from the steamy shore and across the shallows off the northern side of the island. The going is slow and quiet as Sharkfriend methodically dips her oar into the warm water and pushes the raft along. Do more bloodthirsty sharks lurk in these waters or will your new companion's name ring true?

After an hour or so, the raft reaches the area of the reef. This is evident by Sharkfriend becoming much more careful with her large oar, which she explains is done to avoid hurting the fragile reef as much as it is to avoid beaching the raft.

As on your crossing over to the island, the mist makes it hard to see more than a few raft lengths ahead. Your vessel wades its way across the reef, slowly revealing more and more open water.

Suddenly, there is a series of violent splashes from the mist ahead. Sharkfriend's gaze turns alarmingly to the water below; water that begins to bleed a strange shade of purple. Just then, the raft enters a clearing in the mist where a massive creature flailing its tentacles wildly as several large fins circle menacingly in the expelled purple ink around it.

Sharkfriend looks up and points excitedly: "The scarred fin! Osse'Tinne!" She calls out to her companion and the scarred fin stops visibly in place and...speaks! "Shaark..friieeend," comes a struggling deep voice from the water "yyoouu mmmuust goo... I can..not..." the voice trails off as if interrupted and his large scarred fin charges the octopus as the other fins turn toward the raft. "Please," pleads Sharkfriend, "don't hurt him."

The encounter begins with several **sharks** (see Adjusting the Encounter below), Osse'Tinne (awakened **hunter shark**) and a **giant octopus**. All of the creatures are 30 feet away from the Raft. The adventurers can see them coming, so in this case, all sharks go last in initiative. There is 1 **sahuagin** hidden in the water, 50 feet away from the raft and behind partial cover (reef). Unless the party is very weak, this sahuagin has 38 hit points.

Adjusting the Encounter

- For every level 1 character present, add 1 **reef shark** to the encounter.
- For every level 2 characters present, add 2 **reef sharks**.
- For every level 3 characters present, add 1 **hunter shark**.
- For every level 4 characters present, add 1 **hunter shark** and 1 **reef shark**

Tricks of the Trade - Tactics

- The sharks use the same ramming and recovery tactics outlined in Part 2 of the adventure.
- The sahuagin is well hidden 10 feet under the water (Passive Perception of 20 or higher to notice him) and all non-awakened sharks are fully under his control. He directs them to attack the adventurers and ignore the octopus. Because Osse'Tinne is awakened, it takes the sahuagin an action to command him. Unless something is done to prevent this or to force the sahuagin to defend himself, he remains hidden and uses his action each round to command Osse'Tinne to join the other sharks in attacking the party. The DM is encouraged to use Osse'Tinne to vocalize his struggles against that control.
- Unless the sahuagin's control is broken, Sharkfriend is distraught and spends the first two rounds trying to talk to Osse'Tinne and get him to switch sides (unsuccessfully).
- The giant octopus is injured and starts with only 25 hit points. It does not care about the adventurers, but tries to grapple and kill one of the sharks.
- When Osse'tinne joins the other sharks in ramming the raft, if the party has not yet figured out that they need to save him, they can be given a clue that the constant ramming is actually hurting the sharks.

SAVING OSSE'TINNE

Osse'Tinne's awakened sentience makes it harder for the sahuagin to control him, yet he is still compelled to obey.

- Any spell or ability that allows for control of beasts is enough to permanently break the sahuagin's ability to command Osse'Tinne. At that point Osse'Tinne immediately joins the party and points out the sahuagin's location.
- The *calm emotions* spell will also immediately break the Sahuagin's control (no save required for Osse'Tinne).
- A player using their action and demonstrating EXCEPTIONAL roleplaying may be able to get Osse'Tinne to throw off the mental control through persuasion. The DM should set DC based on quality of argument, references to first meeting Sharkfriend, etc.... It is recommended that the DC be 15-25 based on these criteria.
- If the players have no access to such abilities, Sharkfriend casts *animal friendship* during the third round of combat and then again if necessary.
- If it becomes necessary, use the Chieftain Big Ear (Druid) stat block for Sharkfriend. Replace *Longstrider* with *Animal Friendship* on her spell list.

DEVELOPMENT

Consider the following various possibilities as the encounter wraps up.

Flight of the Sahuagin: The sharks fight to their deaths, but the sahuagin does not. If Osse'Tinne is turned to the party's side and the battle looks to be lost to him, the sahuagin will attempt to flee. The raft is not nearly fast enough to chase him, however, Osse'Tinne is. He takes off and comes back having killed the sahuagin. The sahuagin cannot be captured unless the characters are capable of underwater combat themselves. If captured, the sea devil is one of Ida's minions but refuses to speak any details. He says only "*death, she awaits you in the cove of blue coral.*"

Return of Osse'Tinne: Upon his return, Osse'Tinne tells the party that he had discovered some kind of presence within a seaside cove. He tasted rot and elf blood in the water near there. As he was approaching, he felt his mind invaded by the sahuagin and had no choice but to obey as the sea devil's natural ability to control sharks. Osse'Tinne gives the characters directions to the cove.

The Death of Osse'Tinne: If Osse'Tinne dies and the sahuagin gets away, Sharkfriend discovers a blue

coral scratch on Osse'Tinne's body, which serves as a clue to the location of the hidden cove as it's the only place on the island where such coral is present. While the party doesn't know what evil awaits them, at least they know where to go.

Sharkfriend's Gratitude: Sharkfriend thanks the characters profusely for saving her friend and rewards them with a small sealed chest that she and Osse'Tinne found in the sea. She also offers them a safe place to rest at her hut if they are injured. She recommends that the party go investigate the cove, while she goes on their behalf to speak to the Big Folk the danger to the island and of the party's bravery.

TREASURE

The chest Sharkfriend gives the party contains 500 silver coins and an intact scroll of *protection from evil and good* in a watertight scroll tube.

Proceed to **Part 4** after this is done.

PLAYER HANDOUT 1. STORY AWARD

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

GREETING OF THE FOREFATHERS

You have learned how to introduce yourself in a formal and impressive way. During your future encounters with members of tribal cultures of Big Folk Island or the village of Jarko'tu'ta you may gain advantage on social checks if you recite your Greeting during introductions (DM discretion).

The greeting of the forefathers is simple and consists of 7 parts:

- Part 1: Name of character
- Part 2: Name of father
- Part 3: Name of grandfather
- Part 4: Name of great grandfather
- Parts 5, 6, 7: Life accomplishments

PLAYER HANDOUT 2. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

GEYSER FIGURINE (DECANTER OF ENDLESS WATER)

Wondrous Item, uncommon

This small figurine is intricately carved in the shape of a spouting geyser. It behaves as a *decanter of endless water*.

This figurine sloshes when shaken, as if it contains water. The decanter weighs 2 pounds. You can use an action to speak one of three command words, whereupon an amount of fresh water or salt water (your choice) pours out of the flask. The water stops pouring out at the start of your next turn. Choose from the following options:

- "Stream" produces 1 gallon of water.
- "Fountain" produces 5 gallons of water.
- "Geyser" produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide. As a bonus action while holding the decanter, you can aim the geyser at a creature you can see within 30 feet of you. The target must succeed on a DC 13 Strength saving throw or take 1d4 bludgeoning damage and fall prone. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 200 pounds. The object is either knocked over or pushed up to 15 feet away from you.

This item can be found in the *Dungeon Master's Guide*.



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