

GHOSTS OF SALTMARSH

TAMMERAUT'S FATE



DM's Resources for Ghosts of Saltmarsh
Chapter 7: Tammeraut's Fate

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INTRODUCTION

TAMMERAUT'S FATE IS THE SIXTH ADVENTURE OF seven in Ghosts of Saltmarsh campaign book.

It has the party traveling to a mysterious island where everyone has gone missing.

The adventure contains investigation, an epic horrific zombie survival battle, and a deep dive underwater to confront the final foe.

Tammeraut's Fate is a short adventure that will take most groups two sessions, but can be run as a one-shot after trimming some of the extraneous material. The adventure starts with the unraveling of a mystery and then proceeds with a few large encounters. In this document, we seek to make running Tammeraut's Fate fun and memorable for you and your players, as well as give you advice on how to fit Tammeraut's Fate into a campaign. This document includes:

- **Advice on fitting it in a larger campaign** or tying it together with other Ghosts of Saltmarsh adventures.
- **Advice on pacing the story** and keeping the adventure exciting and potentially trimmed down to a one-shot length.
- **DM's Notes** for quick and easy reference at the table.
- **Monster Stat Blocks** for every foe in the adventure arranged for swift and easy use.

ADVENTURE SUMMARY

Here is a quick summary of the adventure.

- The characters are traveling when they encounter a group of harpies eating a corpse of a hermit from Firewatch Island.
- Characters arrive at the village of Uskarn and are asked to make sure the hermitage is safe. They can get a ferry ride to Firewatch Island from Uskarn.
- When the characters arrive at Firewatch Island, a monstrous peryton attacks them.
- Afterward, the characters investigate the old fortress on Firewatch Island and find it mysteriously empty. After some investigating, they may find evidence of an attack inside, the bodies of the victims out back, and a few survivors in the basement.
- The survivors tell the characters that undead attacked the hermitage last night and will likely return tonight.
- Characters can prepare the fortress for a night time defense.
- Characters fight off the undead horde that arrives after night falls.
- Characters survive until morning at which point an intelligent seagull is able to show them the way to the source of the undead, an underwater shipwreck (the *Tammeraut*).
- Characters explore the underwater shipwreck and defeat the undead captain. Characters may also close the Pit of Hatred, an evil link to Orcus in the Abyss.

RUNNING TAMMERAUT'S FATE

In this section, you'll find advice on how to run Tammeraut's Fate. We strongly recommend that you read Chapter 7 of Ghosts of Saltmarsh before reading these suggestions. As always, use only what makes sense to you – you know best, what works at your table.

PART OF A CAMPAIGN

Here are a few suggestions for how to run Tammeraut's Fate as part of a campaign rather than a short or one-shot adventure.

LOCATION OF THE ADVENTURE

If you are running several adventures from Ghosts of Saltmarsh, Tammeraut's Fate is the first departure from the Saltmarsh vicinity. The book suggests a few locations for placing Firewatch Island, however, the suggestion for Faerûn is a little strange. The book suggests placing it on a lake west of Cormyr, which is over 1000 miles away from the suggested location of Saltmarsh and would require a wild land-based adventure to get there. Instead, you can place Firewatch Island about 20 miles off the coast of wherever you place Saltmarsh or the Styes. The location is unimportant, but it is recommended to have it be located about a day's travel off-shore.

PART OF GHOSTS OF SALTMARSH

If you want to tie in Tammeraut's Fate to a full Ghosts of Saltmarsh campaign, then you will likely have just concluded the battle between Saltmarsh and the sahuagins in *The Final Enemy*. During the celebrations in the aftermath of the battle (if there's cause for celebration, of course), or a few uneventful days later, a body of one of the hermits washes up on shore as detailed in the section "Unfortunate Swimmer." From here, the council asks that their heroes check on the people of the hermitage to make sure everything is okay and that the sahuagin have not taken over the island as a new base. If you do this, you may want to skip a lot of the introductory material for this chapter as suggested later in this guide and have the party depart directly from Saltmarsh or the Styes. If you used the Styes as a point of origin for this quest, you can begin the Styes adventure from Chapter 8 once the characters get back to town.

PART OF ANOTHER CAMPAIGN

If you are planning to plug in Tammeraut's Fate into another campaign or run it as a short adventure, it can work fairly well in any campaign that takes place near the ocean. Because the adventure has no ties to Saltmarsh you can simply substitute the Village of Uskarn with any port town and launch into the adventure. You can change the premise of the adventure having the characters seek out Firewatch Island in order to get some key information from Janore Stormswake, the human female cleric of Procan survivor on the island. Alternatively, you can have a rumor that Captain Syrgaul of the Tammeraut found a particular item that the characters need for a larger quest, but nobody knows where his ship wrecked.



RUNNING AS A ONE-SHOT

Tammeraut's Fate makes for an excellent one-shot adventure if you trim away some of the extraneous material. Here are some ideas to keep the story moving along for a shorter, but potentially more exciting adventure.

SKIP THE HARPIES ENCOUNTER

This encounter has nothing to do with the story and has similar effectiveness in foreshadowing the dangers of Firewatch Island if townsfolk suddenly cry out and gather to see the body of the unfortunate swimmer Philpert.

SKIP THE TOWN OF USKARN

Uskarn is quickly covered in the module, but is otherwise unrelated to the story. You can easily run this adventure right out of any port town, such as Saltmarsh or the Styes. Unless you need a new town to use, introducing Uskarn may consume time that could be spent investigating Firewatch Island.

LIMIT THE NUMBER OF ISLAND MONSTERS

The value of the assassin vines (area 2), rats (area 5 and 11), and snakes (area 18) is that they can potentially be used to aid the defense against the drowned ones. To avoid additional time consuming combat encounters, you can omit the sea hags and invisible stalker in area 3 and the chuuls in area 14.

ALTERNATE ADVENTURE HOOKS

Here are three adventure hooks that can be used as alternatives to the ones presented in the book.

UNFORTUNATE SWIMMER

As the characters arrive in town after concluding another quest, the corpse of Philpert washes up on shore. The townspeople can explain to the characters that Philpert was one of the hermits of Firewatch Island. The town council or leadership hires the characters to investigate what happened there and to make sure everyone is okay.

INFORMATION FROM THE PRIEST

Janore Stormswake is a human female cleric of Procan on Firewatch Island. The characters are tasked with seeking her out to learn a key piece of information for another quest. Perhaps Janore may know the location of a sunken treasure.

FINDING THE MCGUFFIN

Captain Syrgaul of the Tammeraut was a powerful pirate during his life. Rumor has it that he found a particular treasure that followed him to his watery grave. A patron has hired the characters (or they are seeking the item themselves) to question the monks of Firewatch Island about the location of the shipwreck and recover the item.

LOCATION NOTES

Below are some additional notes for particularly important and/or troublesome locations in the adventure.

10. DISTILLERY.

A number of locations (2. Courtyard Gardens, 9. Library, 10. Distillery, and 11. Hermit Cells), mention the druid Tallos who was killed during the attack on the hermitage. If you want the characters to better understand Tallos's activities (and how they may benefit during the defense), you can put notes in the distillery that Tallos would write to himself while inebriated so that he would remember things, such as:

- *Note to self: ask the vines if they like the new soil. Let's hope their wine this year is better than last.*
- *Note to self: ease off the drink when making scrolls. Where did I put those derved things?*
- *Note to self: storing my charm in my partition wall.*

22. ABANDONED QUARTERS

In order for characters to safely travel to the Pit of Hatred, unless they have other means to breathe water and survive the ocean depths, they will need to have discovered the treasures in Archais's Abandoned Quarters (area 22). If the characters don't find this on their own, Virgil can lead them to it. Virgil may even suggest that his master wished to use the *sovereign glue* to seal the evil rift.

25. BOLT-HOLE

It is fairly important for the story that the characters find the survivors in the Bolt-Hole (area 25). If the characters pass through the larder without finding this area, you can have Janore seek them out shortly before nightfall.

DEATH FROM THE DEEP SCENARIO

Death from the Deep offers two scenarios for your characters to fight the drowned ones. The first scenario is an all-at-once onslaught of enemies and the second is waves of smaller groups. There are a few things to consider when choosing which scenario to run.

SCENARIO 1: UNDEAD HORDE.

This scenario is much scarier and challenging for the characters. The strongest part of this scenario is that because the undead are coming from all sides, the characters may need to split up to defend, which is something that normally does not happen in battle and can be exciting. The characters have to figure out where the enemies are coming from and where to assign resources to win the day, which creates a dynamic combat encounter.

The main downside of this scenario is that the encounter is much harder to run for the DM since there are many (20 total) monsters. In addition, it is harder to balance the encounter if things start going very poorly for the characters.

SCENARIO 2: WAVES OF UNDEAD

This scenario is a far easier encounter for both the characters and the DM. Because there are waves of monsters, you can dial back or ramp up later waves to better challenge your players. The main downside is that the idea that these monsters arrive in perfect waves may seem a bit convenient and takes away from the horror of the situation. If you want to leave the characters guessing how much time they have between waves, you can have them arrive 1d10 x 10 minutes apart and allow them to make further preparations in 10 minute intervals.

OTHER NOTES

Here are some miscellaneous notes that you may want to consider to help run this adventure.

SPENDING THE NIGHT

This adventure works best if the characters make it to the island and are stranded there for the night. If the characters can rescue the survivors and leave, they'll skip the entire Death from the Deep encounter, which is the highlight of the adventure. If the characters do not have their own boat, you can have Raserhill drop off the characters on the island saying that he'll return the following morning. In this scenario he is too afraid of the rumors going around to stay and wait. If the characters do have a boat, you can have the monstrous peryton attack it when the characters arrive, causing some structural damage that will take hours to repair.

THARIZDUN AND ORCUS

If you plan on running the Styes after this adventure. You may want to substitute Orcus with Tharizdun. While Orcus is more thematically oriented towards undeath in Forgotten Realms canon, Tharizdun is certainly powerful and evil enough to be the source of the drowned ones. The Pit of Hatred is similar to a pit found at the end of Chapter 8: The Styes. Perhaps in your adventure, there are multiple pits to the Abyss that all must be closed to defeat the evil god, but that's up to you!



DM'S NOTES

The following are quick reference notes for you to use at the table while running the session. You will need a copy of Ghosts of Saltmarsh if you plan to read the boxed text for each area.

BACKGROUND

- Ten years ago a fearsome pirate named Syrgaul and his crew aboard the *Tammeraut* met their end when they tried to attack Firewatch Island.
- The island's wizard, Archais, and his familiar, Virgil, alerted the priest of Procan, Oloran, that the ship was approaching and Oloran prayed for his god to save the garrisoned troops.
- Procan sent a storm, which destroyed the *Tammeraut*, but Syrgaul and the crew turned into undead creatures due to their worship of the demon lord Orcus.
- The undead Syrgaul and his drowned ones marched across the seabed to kill the people garrisoned on Firewatch Island.
- The garrison on Firewatch Island was resettled five years ago by hermits.
- All the while, Syrgaul opened the Pit of Hatred, creating a link to Orcus that allowed him to create undead minions.
- Yesterday, a priest of Procan named Janore Stormswake arrived on Firewatch Island.
- Last night, the undead minions launched an attack against the hermits, attempting to bring their bodies to the Pit of Hatred to create more undead.

HARPY ATTACK

- Party is traveling along the coast near the village of Uskarn.
- **Description.** Hot day on a gravel trail by the sea. Suddenly you hear cries up ahead. Eight harpies circle over a woman sobbing over a body.
- **Enemies.** The woman sobbing is a **harpy matriarch** and eight **harpies** are overhead. DC 17 Wisdom (Insight) reveals the matriarch is not human.
- **Closer Description.** The woman turns and reveals a bloody mouth and black eyes and shapeshifts into a harpy.

UNFORTUNATE SWIMMER

- Body of Philpert, a hermit of Firewatch Island, washes up on shore. He escaped the drowned ones' attack by swimming, but died of exhaustion.
- DC 12 Wisdom (Medicine) check reveals he died of exhaustion.
- A *Speak with Dead* spell reveals limited information because he went insane from witnessing the attack.

VILLAGE OF USKARN

- Population: 900 (mostly human, plus a few elves, dwarves, and gnomes).
- Tavern: Fog and Frog, run by Skeldruff Plenk. House brew is called Plenk's Plenk.
- Villagers know about Philpert and the hermitage and can provide transport via ferry.

PEOPLE OF NOTE

Council members include:

- Vortanim (NG male human druid), an elderly and good-natured sage and bookseller
- Bellis Bellweather (CG female halfling commoner), a bright-spirited cheese shop owner
- Mirria Delvane (N female human guard), a retired soldier turned blacksmith
- Valissia Arrowen (CN female elf spy), an elf guide and scout who runs a fur and leather shop
- Skeldruff Plenk (LN male gnome commoner), a beer maker and proprietor of the Fog and Frog tavern
- Marius Golpin (NE male human thug), the unscrupulous owner of a general store

Other people of note include:

- Feldrin Kane (LN male human knight), an intimidating bailiff who is the true power in the town
- Merrick (N male halfling veteran) commands a small force of deputies and officers who maintain order in the village and works for Feldrin
- Griff Talsin (CE male human bandit captain), ostensibly a maritime merchant who trades in fine cloth and dry goods and controls a number of Merrick's deputies
- Ulder Raserhill (LN male half-orc commoner) who runs the ferry to Firewatch Island for 5 sp.

FIREWATCH ISLAND

- The tiny island, 800 feet long by 400 feet wide, is a mixture of scrubby woodland and rocky hills. Three stony peaks rise above the grass and shrubs. The tallest stands more than 400 feet high along the southern coast of the island, while the other two are 300 and 100 feet high respectively.
- **Description.** Faint sound of a large bell being rung, but fades quickly. Three large hills rise from the rocky beach. A small stone two-story fortress sits between two of them with a bell tower rising above it.

THE HERMITAGE

- **General Features.** 10-foot high ceilings. Doors are usually unlocked. A locked door can be bashed open with a successful DC 12 Strength (Athletics) check, or smashed through (AC 15, 18 hit points, immunity to poison and psychic damage).
- **Several Entrances.**
 - Main doors (between area 2 and area 4)
 - Back door 1 (into area 11 hermit cells)
 - Back door 2 (into area 12 kitchen)
 - Hole in the midden (area 5) - small creatures only
 - Guard tower (area 21)
 - Second-story windows (climbing requires DC 12 Strength [Athletics] check and window requires DC 10 Strength [Athletics] check)

FIRST FLOOR

The following rooms are on the first floor of the hermitage.

1. PIER AND BEACH

- **Description.** A short pier connects to a path that leads to the front of the fortress. No signs of people, only birds and crashing of waves.
- **Footprints.** DC 16 Wisdom (Perception) check to notice humanoid tracks from the water to the hermitage. DC 14 Intelligence (Investigation) or Wisdom (Survival) reveals distinct tracks returning to the waterline.
- **Look Out Above.** There is a **monstrous peryton** named Rasp that attacks minutes after player arrival. It was attracted to the island by the smell of death. It leaves the island if reduced below half. If it reduces a character to 0 hit points it takes it to the tower (area 24).

2. COURTYARD GARDENS

- **Description.** Archway in the outer wall leads to the double door entrance to the fortress. There is a vegetable garden in the courtyard. Stairs lead up to the walls to the east and west. Vines are present on the west stairs and base of the bell tower.
- **Vines.** Four **assassin vines** grow on the base of the bell tower (area 15).
- **Outer Wall.** 15 feet high and 3 feet wide walkway atop.
- **Barricaded Doors.** Double doors leading into the fortress appear to have been broken open and boarded up again. Can be opened with a DC 16 Strength (Athletics) check.

3. YARD AND CISTERN

- **Description.** Large oval pool in the middle of a yard surrounded by a low unfinished stone wall. Stairs lead up to a small tower.
- **Unfinished Walls.** 3 feet high.
- **Enemies.** Two **sea hags** hide in the scrub near the wall. DC 17 Wisdom (Perception) check to notice the hags. One **invisible stalker** hides in the pool. They attack if seen or if anyone gets within 5 feet of the cistern.
- **Development.** If captured, the hags know that "walkers" attacked the hermitage and know that they came from the Pit of Hatred and how to get there.
- **Treasure.** DC 14 Wisdom (Perception) check reveals treasure within the muck in the cistern. Anyone who swims to the bottom of the 7-foot deep cistern can recover a leather sack containing 125 gp, a gold paperweight in the shape of a tortoise (100 gp), a silver candelabra stamped with the symbol of the sea god Procan (50 gp), and two potions of greater healing.

4. MAIN ENTRY

- **Barricaded Doors.** Requires a DC 16 Strength (Athletics) check to open.
- **Description.** Floor and walls are bloodstained. North door is reinforced by broken planking and debris and south doors ripped off their hinges. Arrow slits on the east wall are shrouded in cob webs and arrow slits in the west wall have been bricked over.
- **Arrow slits.** DC 18 Strength (Athletics) check to break through brick arrow slits allows viewing of the Midden (area 5).

- **Tracks.** DC 16 Wisdom (Perception) check reveals humanoid tracks in blood and dirt on the floor. DC 14 Intelligence (Investigation) or Wisdom (Survival) reveals dozens of tracks outlined in salty crust.

5. MIDDEN

- **Description.** Foul smelling room full of filth. Trapdoor in the ceiling with a ladder leading up. Arrow slits to the east have been bricked up as well as the door to the south.
- **Enemies.** Five **giant rats** attack intruders.
- **Ladder.** DC 14 Wisdom (Perception) check reveals ladder is weak and will break if 50 lbs is applied to it. If it breaks, a creature falls 10 feet and has a 50% change to fall in the waste pile.
- **Pile of Waste.** Creatures that contact the waste pile must succeed a DC 14 Constitution saving throw or contract sewer plague.
- **Treasure.** There is a *brooch of shielding* hidden in the waste pile.

Sewer Plague (DMG, Chapter 8)

It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

6. ARCHER'S POST

- **Description.** Room looks abandoned. There are 3 arrow slits in the west wall. Ladder on the eastern wall leads to a trapdoor in the ceiling.

7. SCULLERY

- **Description.** Stairs lead up to a 2nd floor balcony, ten feet above the floor. Ceiling tiles appear to be missing and have been covered in thatch. A large tub and wooden frame near the staircase and flood stains on the floor show a recent scuffle.
- **Blood.** DC 14 Intelligence (Investigation) check reveals several people were slain here within a day. Tracks suggest someone survived the fight.
- **Bricked Up Door.** Bricked up door to the Archer's Post (area 6) can be broken through with a DC 18 Strength (Athletics) check.
- **Treasure.** Ivory teeth worth 150 gp can be found in the tub.

8. DINING HALL

- **Description.** Thirty-foot high ceiling. Flagstone hearth at the north end and a twenty-foot-high wooden balcony to the south, supported by rickety-looking posts. High windows (many are smashed) are set into the east and west walls. A broken table is in the center of the room with chunks of food.
- **Balcony.** Collapses if more than 200 pounds of weight are on it. Creatures on it fall 20 feet.

9. LIBRARY

- **Description.** Tapestries of storms and ocean scenes are on the walls. Carpet is woven to depict a crashing wave. Full bookshelves sit against the east wall. Books are strewn about.
- **Carpet.** DC 14 Intelligence (History or Religion) indicates that the carpet has the symbol of Procan, the sea god.
- **Books.** Books have no value. A search of the library reveals a handwritten poem that reads:

Beware the sea and its scarlet harbinger.

Beware the sword and death that await.

For guidance, we beseech almighty Storm Lord;

Consign to our foes Tammeraut's fate.

- DC 18 Intelligence (History) check reveals Tammeraut is a family name that belonged to a noble clan that faded from history years ago.
- **Treasure.** Lying atop the bookshelf are four spell scrolls: *gust of wind*, *speak with animals*, *speak with plants*, and *control water*.

10. DISTILLERY

- Can only be accessed by a trapdoor in area 21 on the second level.
- **Description.** Smells of fermentation. No ladder leads to the trapdoor in the ceiling. Copper tubes, vats, and casks can be found inside.
- **Casks.** Characters who drink the wine must succeed a DC 14 Constitution saving throw or become poisoned for 1d4 hours. Characters can repeat the saving throw every 15 minutes.

11. HERMIT CELLS

- Door to area 7 is barricaded from the Scullery side. DC 14 Strength (Athletics) check to open.
- **Description.** Looks like it was once a barracks but now is meditation cells. Curtains and poles partition the room. Ceiling is 20 feet high and made of thatch. The room is in shambles with destroyed furniture and gore strewn about.
- **Enemies.** Three **swarms of rats** appear each round out of one of the cots for four rounds.
- **Treasure.** Hallowed out space can be found with a DC 16 Intelligence (Investigation) check in one of the cells. Two flasks of wine (from area 10) and a *charm of plant command*.

12. KITCHEN

- Door is barred from within the room and can be opened with a DC 14 Strength (Athletics) check.
- **Description.** Kitchen is clean and recently used. There is a kettle above a fireplace and a half loaf of bread on a cutting block.
- **Locked Door.** West door is locked and can be opened with a DC 14 Dexterity check using thieves' tools.
- **Treasure.** DC 14 Intelligence (Investigation) check reveals *oil of slipperiness* in the cupboard.

13. LARDER

- **Description.** Supplies are all over the floors. An undisturbed potato bin has been scooted up against the rear of the kitchen's brick hearth.
- **Ruined Map.** One of the drowned ones dropped a map that shows Firewatch Island and the nearby coast.

DC 15 Intelligence (Investigation) check reveals that it details the original plans for invading the island and assaulting the mainland.

- **Secret Door.** A DC 12 Intelligence (Investigation) check reveals a hollow behind the potato bin on the fireplace. The hollow contains a ladder that leads down to the cellar (area 25).

14. GROTTO

- **Description.** A walkway overlooks a grotto on the southwest side of the fortress. A path leads 10 feet down from the fortress to a beach with a boat sticking out of the water.
- **Bodies.** DC 12 Wisdom (Perception) check or approaching the boat reveals a mass of bodies (13 total) bound together in a fishing net.
- **Enemies.** Three **chuuls** hide beneath the corpses and attack those who draw near. All show signs of vicious stabbing and slashing wounds, broken bones, and blunt trauma. The bodies have been dead for about a day and submerged since dawn.
- **Boat.** Holds eight medium creatures and is propelled by oars and a small sail. The boat has holes in it.

15. OLD STOREROOM

- Locked but can be opened with a successful DC 14 Dexterity check with thieves' tools.
- **Description.** The room is damp and smells of rot. Puddles of water on the floor. There are heaps of mold of what must have once been crates.
- **Green Slime.** 10x10-foot patch of green slime lurks on the ceiling and can be spotted with a DC 16 Wisdom (Perception) check.

Green Slime (DMG, Chapter 5)

A patch of green slime covers a 5-foot square, has blindsight out to a range of 30 feet, and drops from walls and ceilings when it detects movement below it. Beyond that, it has no ability to move. A creature aware of the slime's presence can avoid being struck by it with a successful DC 10 Dexterity saving throw. Otherwise, the slime can't be avoided as it drops.

A creature that comes into contact with green slime takes 5 (1d10) acid damage. The creature takes the damage again at the start of each of its turns until the slime is scraped off or destroyed. Against wood or metal, green slime deals 11 (2d10) acid damage each round, and any nonmagical wood or metal weapon or tool used to scrape off the slime is effectively destroyed.

Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys a patch of green slime.

SECOND FLOOR

The following rooms are on the second floor of the hermitage.

16. JUNK ROOM

- **Description.** Bundles, barrels, and boxes are strewn around the tower. A staircase leads up to a trapdoor.
- **Useful Items.** There is a 10-pound cask of iron nails, a bent crowbar, three clay planters for the garden, a hammer, a rusty hand saw, a hooded lantern, a few 10-foot lengths of hempen rope, and a stack of firewood.
- **Treasure.** Careful search reveals twelve *+2 bolts*.

17. BATTLEMENT

- **Description.** An open-air crenelated walkway overlooks a grotto set with arrow slits.
- The door leading towards area 18 is barricaded and can be opened with a DC 14 Strength (Athletics) check.
- **Enemies.** Unless characters move quietly, the three **giant coral snakes** from area 18 slither through arrow slits and attack.

18. SCRIPTORIUM

- **Description.** A partial wall splits the room. Two arrow slits are set in the west wall. Tables are covered in paper, quills, ink, and books. One inkwell has been overturned.
- **Enemies.** Three **giant coral snakes** lurk here and attack those who enter.

19. DEFENSIVE OVERLOOK

- **Description.** Arrow slits line the walls. A murder hole opens up into the main entrance below. There is a dusty kettle on the fireplace. A trapdoor is set into the floor at either end of the chamber.
- **Defensive notes.** Oil was once boiled in the kettle and tossed on enemies through the murder holes leading to the entryway.

20. PRIOR'S QUARTERS

- **Description.** The door is propped open by the head of a mace. The room has a bed, table, chest, and a chair. An oddly shaped basin sits on the table.
- **Treasure.** The unlocked chest contains a selection of threadbare garments and worn sandals. It also holds a religious icon set with fourteen small diamonds (100 gp each), two blocks of amber (50 gp each), and a *quaal's feather token (anchor)*. The metal basin on the table is a *helm of underwater action*.

21. GUARD TOWER

- Door is barricaded from the inside and can be opened with a DC 14 Strength (Athletics) check.
- **Description.** Part of the west wall has been knocked out to create a doorway. Arrow slits provide a view of the surrounding area. A ladder sits next to a sweet smelling trapdoor in the floor.

UPPER LEVELS AND CELLAR

The following rooms are above the second floor or below the hermitage.

22. ABANDONED QUARTERS

- **Description.** A stove and the frame of an old bed reside within the room. A staircase winds up to a trapdoor in the ceiling. Part of the southwest wall has collapsed inward, opening to the island's southwest hill ten feet below. The rubble covers the remains of a chair.
- This room used to belong to the wizard Archais.
- **Treasure.** DC 16 Intelligence (Investigation) check or a search of the rubble reveals a secret compartment, which contains a *ring of free action*, three ounces of *oil of slipperiness*, three *potions of water breathing*, an *immovable rod*, a *folding boat*, a *bag of holding* containing several fishing nets and 500 feet of weighted hempen rope, a small metal baton the size of a torch with *continual flame* cast on it, a small metal

container holding six *pressure capsules*, and three ounces of *sovereign glue*.

- **Journal.** The compartment contains a journal, which contains the following entry:

Our worst fears are confirmed. Virgil has brought word of disaster. A war galley fully loaded with pirates approaches from the southwest. It flies the flag of the raiders and bears the name of the cursed ship Tammeraut. We must prepare what feeble defense we can muster. Woe to the folk of the coast at the approach of this bloody tide.

Miracle of miracles! The storm lord has answered the prayers of our illustrious chaplain. A furious storm blew in from the open sea and swept the war galley to its doom. But I believe that the vessel went down near the Pit of Hatred, an ill-starred undersea chasm two miles south of Firewatch Isle. This does not bode well, for the rift is said to be a passage to a source of interminable evil that was long ago sealed away. If the wreckage should rupture the wards, terrible darkness might be unleashed. I must mount an expedition to the sunken hulk and make sure all is well.

A fell wind blows this evening. I fear the wards on the rift have been broken. I must set out first thing in the morning to inspect the wreckage.

- DC 16 Intelligence (History) check reveals that the raiders mentioned in the journal is related to the pirate captain Syrgaul, a notorious sorcerer who forged an unholy pact with the demon lord Orcus. He and his crew never left survivors of their attacks, and his ship, Tammeraut, was the scourge of the seas.

23. ROOF

- **Description.** Slate tiles cover most of the roof, which has been patched with thatching. A flat center of the roof provides a defensive platform, with the surrounding peaks providing cover.
- **Weak Roof.** Slate tiles can support large creatures. Thatch can only support small creatures. Medium or larger creatures must succeed a DC 12 Dexterity saving throw or fall through the hatch.

24. BELFRY

- **Description.** The coast can be seen from the belfry. The conical roof peaks 20 feet above. A torn open human body lies on the floor. A large bell with a pull rope hangs above it. A message is written on the floor in chalk that reads: "BEWARE THE SEA KILLERS."
- **Aaron's Last Message.** The body is Aaron, who survived the drowned ones' attack, but died to the monstrous peryton, Rasp, after ringing the bell when he saw the approaching adventurers. He wrote the message in chalk.
- **Enemies.** If Rasp, the monstrous peryton, is still alive, it is here along with any captured characters.

25. BOLT-HOLE

- **Description.** A ladder leads down to a musty cellar. Three trembling figures are inside with the remains of an armored corpse, which clutches a silver disk. Daylight can be seen between blocks in the south wall.
- **Survivors.** The survivors of the drowned ones' attack are here:
 - Janore Stormswake (**priest**), a human female cleric of Procan
 - Barret Gloffrin (**commoner**), a very ill male human
 - Morley Tobe (**commoner**), a slightly ill and heavily indebted male dwarf
- **Sickness in the Bolt-Hole.** Morley and Barret contracted bluerot from the drowned ones.
 - Barret has lost 4 points of Constitution and Charisma from bluerot. Unless cured, Barret must succeed on a DC 12 Constitution saving throw or take 18 (4d8) necrotic damage one hour after found.
 - Morley has lost 1 point of Constitution and Charisma. He must make his first DC 12 Constitution saving throw against the disease in roughly 20 hours.

Bluerot (GoSM, Appendix C)

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

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

- **Treasure.** The dead body wears a *+1 breastplate*.
- **Janore's Tale.** Janore shares the following information:
 - Another survivor Aaron left the bolt-hole to see if the fortress was safe, but never returned. She heard the bell ring.
 - Her god, Procan, warned her of the attack coming through whispers from the dead priest (the body) in the bolt-hole.
 - Janore quickly grabbed Aaron, and later found Morley and Barrett in the larder.
 - Janore briefly saw a drowned one in the larder. It looked like a corpse, dripping wet, that stalked the room searching for them but couldn't find them. It fled at the light of dawn.
 - The survivors saw the drowned ones gather the slaughtered bodies into nets in the grotto.
 - She suspects the drowned ones will return tonight.

PREPARING FOR THE DROWNED ONES

The following actions can help characters prepare for the assault.

- Convincing survivors to leave the bolt-hole and fight requires a DC 15 Charisma (Persuasion) check.

- Arrow slits can be used to attack drowned ones and provide three-quarters cover.
- The **assassin vines** in area 15 can be moved if charmed by *charm of plant command* from area 11 or similar magic.
- The **giant rats** in area 5 or **giant coral snakes** in area 18 can be charmed or convinced to help fight through magic.
- The **swarm of rats** in area 11 attack any drowned ones who enter the hermit cells.
- Doors at areas 4, 11, 12, 17, and 21 can be reinforced with wood and nails. It takes a character 1 hour to gather the required materials and reinforce one door. The time is cut in half if another character (including one of the survivors) helps. A reinforced door cannot be broken through with a Strength check, but must be battered down (AC 15, 30 hit points, immunity to poison and psychic damage).
- The roof can be rigged to collapse causing enemies approaching from the roof to fall into tactical places.
- *Oil of slipperiness* found in area 12 or 22 can be applied at entry points.

DEATH FROM THE DEEP

- **Description.** At sunset characters can see a dark humanoid standing at the shoreline. As darkness falls, and waves crash the humanoid disappears.

SCENARIO 1: UNDEAD HORDE

In this scenario, all of the enemies attack at once.

Horde Attack Points

Area (Entry Point)	Creatures
4 (Main Entry Door)	5 zombies, 3 drowned blades, 1 drowned ascetic
11 (Hermit Cells Back Door)	5 zombies, 2 drowned blades, 1 drowned ascetic
12 (Kitchen Back Door)	1 drowned ascetic
17 (Climb Open Battlement from Area 14. Grotto)	1 drowned assassin
21 (Side Door to Guard Tower)	1 drowned blade

SCENARIO 2: WAVES OF UNDEAD

Waves arrive 30 minutes apart:

- **Wave 1.** Six **drowned blades** assault the main entry door (area 4). If they can't break the door in 3 rounds, they try the door that leads into the Guard Tower (area 21).
- **Wave 2.** Five **drowned blades** attack the back door to the Hermit Cells (area 11) and two **drowned ascetics** enter through a door that has not been reinforced or the Kitchen door (area 12).
- **Wave 3.** Three **drowned blades** and two **drowned ascetics** enter through a previously opened door, the Main Entrance (area 4) or Guard Tower (area 21). One **drowned assassin** climbs the wall of the Grotto (area 14) up to the Battlements (area 17).

SAFE BY DAY

- **Description.** The day is quiet. A old gull approaches the characters with intelligence behind its eyes.
- **Virgil.** Virgil was the familiar of the wizard Archais and wants to help the characters defeat the undead at the Pit of Hatred. He can lead characters to the Pit of Hatred.

THE WRECK

- The Pit of Hatred is 300 feet below the surface of the ocean 2 miles south of Firewatch Island.
- Note that unless aided by magic, a character can't swim for a full 8 hours per day. After each hour of swimming, a character must succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Swimming for an hour at a depth greater than 200 feet counts as 4 hours (Chapter 5, DMG).

THE REMAINS OF TAMMERAUT

- **Description.** The rotting ship can be seen at the ocean bottom split in half. Bones and debris scatter the floor and the water becomes unnaturally cold as you approach.
- **Unhallowed Ground.** Within 300 feet of the Pit of Hatred, celestials cannot enter the area. Each time another sort of non-undead creature enters the area, it must make a DC 16 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one. The creature must also make a DC 16 Charisma saving throw when it enters the area, gaining vulnerability to necrotic damage on a failed save. This vulnerability ends when the creature leaves the area. DC 19 check to dispel using *dispel magic*.
- **Ancient Warning.** A slab can be found in the sand near the ship. If it is pulled out (requiring a successful DC 15 Strength check), it is found to be inscribed with ancient runes. DC 14 Intelligence (Investigation) check reveals that the slab is the product of magic. DC 16 Intelligence (Arcana) check confirms it was made using a stone shape spell. The runes are in Elvish. They communicate a warning to stay away from the sealed rift and the horror that lies below.

INSIDE THE SHIP

- **Description.** The interior of the ship is a ruin covered in muck. An eerie light pulses from deep within.
- **Enemies.** Three **drowned blades**, one **drowned ascetic**, and one **drowned assassin** lurk inside.

THE RIFT

- **Description.** A pulsating light permeates the rift. The light reveals more humanoid bones than could have possibly belonged to the ship. A rotting sea chest sits besides a funnel-shaped hole in the floor from which the light is emanating from.
- **Enemies.** Syrgaul Tammeraut, a **drowned master** and a **drowned blade** lurk near the rift in a pile of bones.
- **Treasure.** The chest holds 5,000 sp, 1,850 gp, 75 pp, and ten masterfully cut pieces of jade depicting various sea animals (100 gp each).
- **Sealing the Rift.** The funnel-shaped rift is 3 feet in diameter and descends 2 feet to a 1-inch-wide vent at the bottom and continues for hundreds of feet. It can be sealed with *sovereign glue* or a *stone shape* spell. Sealing the rift ends the *hallow* spell in the area.

MAGIC ITEMS

BROOCH OF SHIELDING

Wondrous item, uncommon (requires attunement)

While wearing this brooch, you have resistance to force damage, and you have immunity to damage from the *magic missile* spell.

CHARM OF PLANT COMMAND

Wondrous item, rare (requires attunement)

This fist-sized charm is made from a bundle of dried plant stems wrapped in silver thread. Hung on a leather thong, it is typically worn around the neck or attached to a belt.

This charm has 3 charges. While you bear the charm, you can expend 1 charge as an action to cast the *speak with plants* spell. For the duration of the spell, you also have advantage on Charisma checks made to influence the behavior, demeanor, and attitude of plants. The charm regains all expended charges at dawn each day.

OIL OF SLIPPERINESS

Potion, uncommon

This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a *freedom of movement* spell for 8 hours.

Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the *grease* spell in that area for 8 hours.

POTION OF GREATER HEALING

Potion, uncommon

A character who drinks the magical red fluid in this vial regains 4d4 + 4 hit points. Drinking or administering a potion takes an action.

QUAAL'S FEATHER TOKEN (ANCHOR)

Wondrous item, rare

You can use an action to touch the token to a boat or ship. For the next 24 hours, the vessel can't be moved by any means. Touching the token to the vessel again ends the effect. When the effect ends, the token disappears.

POTION OF WATER BREATHING

Potion, uncommon

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

HELM OF UNDERWATER ACTION

Wondrous item, uncommon (requires attunement)

While wearing this brass helmet, you can breathe underwater, you gain darkvision with a range of 60 feet, and you gain a swimming speed of 30 feet.

RING OF FREE ACTION

Potion, rare (requires attunement)

While you wear this ring, difficult terrain doesn't cost you extra movement. In addition, magic can neither reduce your speed nor cause you to be paralyzed or restrained.

IMMOVABLE ROD

Rod, uncommon

This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.

FOLDING BOAT

Wondrous item, rare

This object appears as a wooden box that measures 12 inches long, 6 inches wide, and 6 inches deep. It weighs 4 pounds and floats. It can be opened to store items inside. This item also has three command words, each requiring you to use an action to speak it.

One command word causes the box to unfold into a boat 10 feet long, 4 feet wide, and 2 feet deep. The boat has one pair of oars, an anchor, a mast, and a lateen sail. The boat can hold up to four Medium creatures comfortably.

The second command word causes the box to unfold into a ship 24 feet long, 8 feet wide, and 6 feet deep. The ship has a deck, rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The ship can hold fifteen Medium creatures comfortably.

When the box becomes a vessel, its weight becomes that of a normal vessel its size, and anything that was stored in the box remains in the boat.

The third command word causes the folding boat to fold back into a box, provided that no creatures are aboard. Any objects in the vessel that can't fit inside the box remain outside the box as it folds. Any objects in the vessel that can fit inside the box do so.

PRESSURE CAPSULE

Wondrous item, common

This small capsule is made of beeswax blended with sand and a variety of enchanted water plants. A creature who consumes a pressure capsule ignores the effects of swimming at depths greater than 100 feet (see "Unusual Environments" in chapter 5 of the *Dungeon Master's Guide*).

SOVEREIGN GLUE

Wondrous item, legendary

This viscous, milky-white substance can form a permanent adhesive bond between any two objects. It must be stored in a jar or flask that has been coated inside with *oil of slipperiness*. When found, a container contains 1d6 + 1 ounces.

One ounce of the glue can cover a 1-foot square surface. The glue takes 1 minute to set. Once it has done so, the bond it creates can be broken only by the application of *universal solvent* or *oil of etherealness*, or with a *wish* spell.

BAG OF HOLDING

Wondrous item, uncommon

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

MONSTERS

HARPY MATRIARCH

Medium monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 88 (16d8 + 16)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	9 (-1)	10 (+0)	16 (+3)

Saving Throws Dex +6, Cha +6
Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 5 (1,800 XP)

Luring Maestro. While within 60 feet of the matriarch, creatures have disadvantage on saving throws against the matriarch's Luring Song.

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

ACTIONS

Multiattack. The matriarch makes two claws attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage.

Fleeting Form. The matriarch can magically disguise itself to resemble a humanoid of roughly similar size and shape for up to 1 hour. It can revert to its true form as a bonus action. This illusion does not hold up to close scrutiny.

Luring Song. The matriarch sings a magical melody. Every humanoid and giant within 300 feet of the matriarch that can hear the song must succeed on a DC 14 Wisdom saving throw or be charmed until the song ends. The matriarch must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the matriarch is incapacitated.

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

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

Visage of Desire (1/Day). The matriarch projects a vision into the minds of creatures within 30 feet of it that aren't constructs or undead, showing each creature achieving whatever it most desires. An affected creature must succeed on a DC 14 Wisdom saving throw or drop whatever it is holding and become paralyzed until the end of its next turn.

HARPY

Medium monstrosity, chaotic evil

Armor Class 11
Hit Points 38 (7d8 + 7)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (-2)	10 (+0)	13 (+1)

Senses passive Perception 10
Languages Common
Challenge 1 (200 XP)

ACTIONS

Multiattack. The harpy makes two attacks: one with its claws and one with its club.

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

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

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

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

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

GIANT RAT

Small beast, unaligned

Armor Class 12
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10
Languages --
Challenge 1/8 (25 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

ASSASSIN VINES

Large plant, unaligned

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 5 ft., climb 5 ft.

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

Damage Resistances cold, fire

Condition Immunities blinded, deafened, exhaustion, prone

Senses blindsight 30 ft., passive Perception 10

Languages --

Challenge 3 (700 XP)

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

ACTIONS

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

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

GIANT CORAL SNAKE

Large beast, unaligned

Armor Class 13

Hit Points 90 (12d10 + 24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	2 (-4)	10 (+0)	3 (-4)

Skills Persuasion +2

Senses blindsight 10 ft. passive Perception 12

Languages --

Challenge 4 (1,100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be stunned until the end of its next turn. On a failed save, the target begins to hallucinate and is afflicted with a short-term madness effect (determined randomly or by the DM; see "Madness" in chapter 8 of the *Dungeon Master's Guide*). The effect lasts 10 minutes.

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 (+2)	13 (+3)	16 (+2)	12 (+1)	12 (+1)	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 effect 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.

INVISIBLE STALKER

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +8, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 18

Languages Auran understands Common but doesn't speak it

Challenge 6 (2,300 XP)

Invisibility. The stalker is invisible.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

ACTIONS

Multiattack. The stalker makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 (50 XP)

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

ACTIONS

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

MONSTROUS PERYTON

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 144 (17d10 + 51)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	9 (-1)	14 (+2)	10 (+0)

Saving Throws Str +8, Dex +6, Wis +6

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages understands Common and Elvish but can't speak

Challenge 11 (7,200 XP)

Flyby. The peryton doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Sight and Smell. The peryton has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

ACTIONS

Multiattack. The peryton makes two attacks: one with its gore and one with its talons.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Talons. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Warp Shadow. The peryton chooses up to three creatures within 60 feet of it that it can see. Each creature must succeed on a DC 14 Wisdom saving throw or become cursed. While cursed, whenever the creature makes an attack roll, an ability check, or a saving throw, it must roll a d4 and subtract that number from the roll. A cursed creature can repeat this saving throw at the end of each of its turns, ending the effect on itself with a success. A creature that succeeds on this saving throw is immune to this peryton's Warp Shadow for 24 hours.

LEGENDARY ACTIONS

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

Detect. The peryton makes a Wisdom (Perception) check.

Talons Attack. The peryton makes one attack with its talons.

Dive Attack (Costs 2 Actions). The peryton moves up to its speed toward one target of its choosing. It then makes a gore attack that deals an extra 9 (2d8) piercing damage on a hit.

SWARM OF RATS

Medium swarm of Tiny beasts, unaligned

Armor Class 10
Hit Points 24 (7d8 - 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+2)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 10
Languages --
Challenge 1/4 (50 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

JANORE (PRIEST)

Medium humanoid (human), lawful good

Armor Class 13 (chain shirt)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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

Skills Medicine +7, Persuasion +3, Religion +5
Senses passive Perception 13
Languages Common
Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS

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

CHUUL

Medium aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages understands Deep Speech but can't speak
Challenge 4 (1,100 XP)

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

ACTIONS

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

Tentacles. One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DROWNED ASSASSIN

Medium undead, chaotic evil

Armor Class 14 (leather armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

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

Saving Throws Dex +5, Con +5

Skills Intimidation +5, Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 4 (1,100 XP)

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

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

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

ACTIONS

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

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

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

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

DROWNED ASCETIC

Medium undead, chaotic evil

Armor Class 13

Hit Points 75 (10d8 + 30)

Speed 30 ft.

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

Saving Throws Dex +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 3 (700 XP)

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

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

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

ACTIONS

Multiattack. The drowned ascetic makes three unarmed strikes.

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

REACTIONS

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

DROWNED BLADE

Medium undead, chaotic evil

Armor Class 10 (leather armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	3 (-4)	9 (-1)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 2 (450 XP)

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

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

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

ACTIONS

Multiattack. The drowned blade makes two rusted longsword attacks.

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

DROWNED MASTER

Medium undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 157 (21d8 + 68)

Speed 30 ft.

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

Saving Throws Con +7, Wis +6

Skills Perception +10

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 20

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

Challenge 9 (5,000 XP)

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

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

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

ACTIONS

Multiattack. The drowned master makes two attacks: one with its greatsword and one with its Life-Draining Tentacle.

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

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

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

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We hope you've enjoyed the content in this compendium. If you find any errors, have a good idea, or just want to get in touch, you can reach out to Dan Kahn at leprekahn7@gmail.com or J. A. Valeur jvaleur@eventyrgames.com.

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