

FOR USE WITH D&D
5th EDITION RULES

Dungeon Module U5

Dread Shelan

and the Sahuagin

An Adventure for 4 to 6 Characters of 5th to 10th Level



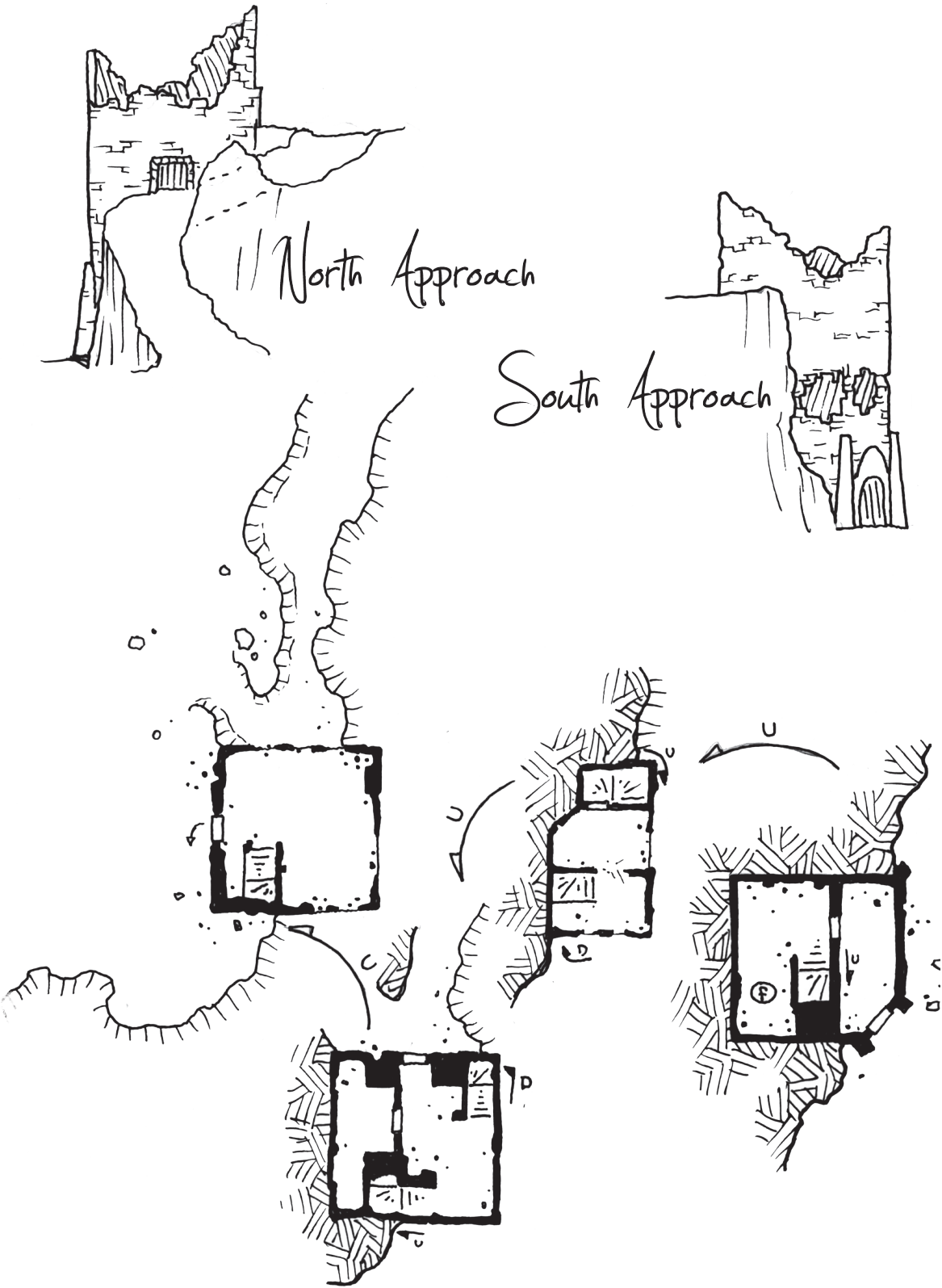
By R P Davis

A hideous hag threatens to corrupt everything it can, including a young bronze dragon who protects this stretch of coastline.

The heroes must stop Dread Shelan at all costs, lest the entire area come to ruin.

Can the brave adventurers defeat Dread Shelan and her pet sahuagin?





MAP 1 - THE TOWER

Dread Shelan

DUNGEON MODULE U5: DREAD SHELAN & THE SAHUAGIN

A 5E ADVENTURE FOR 5 8TH-LEVEL CHARACTERS

BY R P DAVIS



This package (adventure, maps, and handouts within) forms a complete module for use with DUNGEONS & DRAGONS® 5TH EDITION RULES. It is especially designed for Dungeon Masters to initiate play with a minimum of preparation.

In addition to descriptive and situational material, this module also includes special informational sections giving background history and legends, listings of possible monsters and treasures and how to place them, a list of adventuring characters, tips on various aspects of play for the Dungeon Master, and helpful advice for starting players.

If you enjoy this module, look for more releases from R P Davis.

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Dread Shelan

& the Sahuagin

This is a short adventure you can drop in to an existing campaign or use as a “side quest” adventure in your Saltmarsh campaign. All it requires is that the heroes are currently operating in a coastal area.

ADJUSTING THE ENCOUNTERS

Sidebar in each encounter provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels. These adjustments are not required, nor are you bound to the suggestions -- they are recommendations provided for your guidance and convenience.

This adventure's encounters are optimized for a party of five 8th level characters. To determine whether you need to adjust the encounters:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up; round fractions of less than .5 down.

You've now determined the average party level (APL). To determine 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

Average party strength indicates no recommended adjustments to the encounter. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

BACKGROUND

Dread Shelan is a powerful grandmother sea hag (for more on hags, see Volo's Guide to Monsters, starting on p. 52, or the Hags Revisited blog posts on [The Monsters Know What They're Doing](#)) who has controlled this section of coastline for decades. She has a tribe of sahuagin completely under her control (you'll want to read the [sahuagin entry](#) on TMKWTD too), which she uses to enforce her will in her domain.

Thanks to her pet sahuagin, she only a few days ago captured Parinoth, a young bronze dragon who was her only challenger for control of the area. Parinoth was greatly weakened by a fight with a manticore which went horribly awry; though he slew the beast, he was gravely wounded and resting on the beach when the sahuagin baron Zam Tokaz led his warriors to capture the dragon.

Dread Shelan is keeping Parinoth barely conscious as she works on his mind, hoping to corrupt him to her service.

HOOKS

THE DRYAD'S TREE

As the party travel cross country, they encounter a dryad who is seriously injured and weakened. She is weeping in pain. She tells the party that a great evil has come to her home, a sickness and madness that corrupts all that it touches. Her home is an oak tree near Shelan's lair. She tells them of the wicked old hag and gives directions.

A HAG'S BARGAIN

Dread Shelan uses her kettle to see the party traveling on the fringes of her domain. She disguises herself as an old woman and hurries to meet them, waiting on the side of the road. While disguised, she tells the heroes of the nasty, wicked hag that lives just up the coast, gives directions, and begs them to investigate. She hopes to trap them and bargain for their souls.

IN SEARCH OF THE DRAGON

The heroes have heard of Parinoth “The Waves-masher,” a bronze dragon nearly one hundred years in age who has protected the coast for his entire life. He either holds lore they seek, or his recent absence has sent up red flags among the Harpers, Lord's Alliance, Zhentarim, and a faction or factions of your choice to which the characters are beholden. The party is sent to determine Parinoth's fate. Their search has led them to the path to Dread Shelan's lair.

TRAVELING TO THE LAIR

WATER APPROACH

Should the heroes approach Dread Shelan's lair by sea, when they are within a mile of the lair they begin to see the effects a hag has on her surroundings. Read or paraphrase the following:

So far your voyage has been uneventful, even quite pleasant. The sun sparkles on the spray as the prow of your vessel slices through the water, and you can taste the salt on your lips. You have the wind on the starboard quarter, and you're making nice way on a close reach. You're about a half-mile offshore, running parallel with some shoals. Gulls are wheeling overhead, crying out and swooping to fish in your wake.

The water around you gradually becomes murky, with patches of diseased-looking algae and seaweed cresting with each swell. The salty smell of the sea has given way to a noisome reek of rot which gets worse the further you sail. You begin to see dead fish floating in the rotting kelp, white eyes staring sightlessly skyward.

Suddenly you hear a wet slap and a gull's startled squawk rising to a call of alarm which ends abruptly. At the same time, the wind violently changes direction, causing your vessel to heel alarmingly.

Heroes with a passive Wisdom (Perception) of 16 or higher saw, out of the corner of their eye, an arm made of water snatch a bird from the sky and crush it before disappearing beneath the waves.

Heroes who notice the arm and make a successful DC16 Intelligence (Nature) check recognize a water elemental. Those heroes who noticed the water elemental are not surprised at the start of *Water, Water Everywhere*.

From here to the mouth of the lair, sailing becomes much more difficult, as the sea currents and erratic gusts of wind combine to challenge the most skilled of sailors. The character at the helm of the heroes' vessel must make three successful DC18 skill checks before three failures:

Athletics: The hero uses great brawn to simply muscle the tiller and keep the vessel on her course.

Survival: The hero skillfully reads wind and wave to thread a safe course.

Heroes with the Sailor background have advantage on skill checks in this challenge.

Success: The heroes arrive at the start of *Water, Water Everywhere*.

Failure: They run aground on the shoals just offshore from the tower detailed in the land approach, below, then arrive at the start of *Water, Water Everywhere*.

After they finish with that encounter, they will have to find some way to get to shore, which though only 100 yards away is separated by water infested with 6 reef sharks.



LAND APPROACH

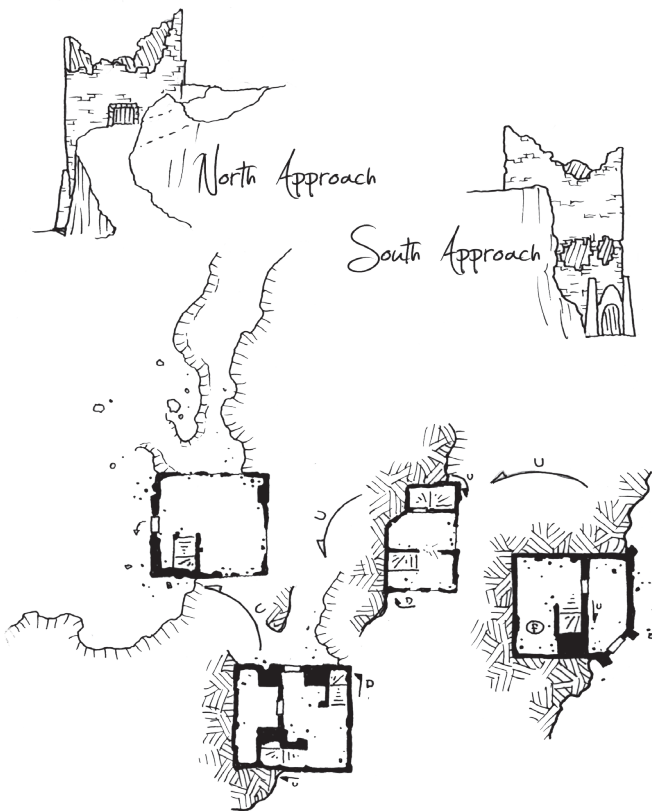
Should the heroes approach by land, when they are within a mile of the lair they begin to see the effects a hag has on her surroundings. Read or paraphrase the following:

So far your journey has been uneventful, even quite pleasant. The sun sparkles on the waves out to sea as you walk along the shoreline. The rocky path you've been following leads you along the edge of a short cliff which rises above a rocky beach. The breeze is in your face, smelling of brine, and you can taste salt on your lips. The cries of gulls wheeling overhead reaches your ears.

When you've traveled a few hundred more yards, things begin to change. The wind begins to abruptly shift direction, and now it brings a noisome reek. Looking down at the beach, you see the shiny corpses of fish half-concealed in piles of dead and rotting seaweed. The stones become slick with a sticky, brownish-green slime.

Ahead, the path approaches an ancient watch-tower, covered with dead or dying vegetation and crumbling into ruin. The path runs to a door, which stands open.

A raiding party of 14 sahuagin, led by 2 sahuagin priestesses, is lurking in ambush inside the tower. Compare their Stealth checks (sahuagin get no bonus to this check) against the heroes' passive Perception scores or Perception checks to determine surprise. When the first hero passes between the two rocks, the sahuagin leap out to attack.



ADJUSTING THE ENCOUNTER

This is a medium encounter. Here are recommendations for adjusting this combat encounter. These are not cumulative.

- Very weak party: Remove one priestess and four sahuagin.
- Weak party: Remove four sahuagin.
- Strong party: Add four sahuagin.
- Very strong party: Add six sahuagin and one priestess.

Tactics. The sahuagin are hidden in the crumbling remains of the uppermost floors of the tower, where they enjoy half cover and hurl spears at heroes who approach. When the heroes enter either door, they cease ranged attacks and go into a melee frenzy.

The priestesses hurl spells. On their first turn, they each cast *bleed* on as many of their warriors as they can effect. On subsequent turns, they target heroes who look like wizards with damaging spells.

The path which runs through the tower is the only way down to the beach which does not involve a sheer drop of nearly 100 feet. Heroes who wish to climb down may of course make the attempt, but the sahuagin will pepper them with spears. In addition, the cliffs are very sheer and slick with hag-slime, which means any hero climbing down must make a successful DC 16 Strength (Athletics) or Dexterity (Acrobatics) check with disadvantage. Failure indicates the hero slipped and fell. Roll 1d10 to determine how many feet (i.e., a result of 6 means the hero fell 60 feet) and roll falling damage accordingly.

Once the heroes defeat the sahuagin, they can move freely through the tower. Like the rest of the area, however, the ancient stones of the tower are slick with slime and fishy offal, making the stairs treacherous. Each hero taking the stairs must succeed on a DC 12 Dexterity saving throw or fall, taking 7 (2d6) bludgeoning damage from falling on a failure.

Development: The doors in the tower are ancient and slimy, but can be secured sufficiently for the heroes to take a short rest.

From here, the heroes can easily walk down to the beach, where they encounter the Wreck of the Starstrider.

Treasure: Exploring the tower reveals dozens of mostly-eaten fish carcasses, damaged equipment, and ruined gear. Scattered among these are an assortment of coins and jewels worth 50 gp per character. One of the priestesses has a *Quaal's feather token - swan boat* concealed in her myriad shamanistic totems.

WATER WATER EVERYWHERE

Whether or not the heroes master their vessel or run aground, Dread Shelan's pet water elementals greet them. Read or paraphrase the following:

The struggle with your vessel is over, but you are not past all danger. Before you, rising from the sea, are cresting waves which form into vaguely humanoid shapes. They splatter you with foul-smelling water as they surge forward to attack.

The heroes have encountered 3 water elementals, guardians bound by Dread Shelan to guard the water approaches to her lair.

ADJUSTING THE ENCOUNTER

This is a *hard* encounter. Here are recommendations for adjusting this combat encounter. These are not cumulative.

- Very weak party: Remove one elemental.
- Weak party: Remove one elemental.
- Strong party: Add one elemental.
- Very strong party: Add one elemental.

Tactics: The elementals fight until slain.

Periodically in the fight, they take on Dread Shelan's face, and she taunts them. You can make up taunts based on how you've decided to roleplay Dread Shelan or choose from the list in the sidebar.

ROLEPLAYING DREAD SHELAN

Dread Shelan has pale skin covered in greenish-blue scales, her hair a mix of rusty, brown-orange and sickly green seaweed. Her gaze is glassy and dead. She is tall and emaciated, with scaly skin stretched over long bones. Her tone is always mocking and sneering.

Dread Shelan feels she is well protected in her lair, and is feeling especially powerful since she thinks she won her conflict with Parinoth. She is in a gloating mood. She is fond of coarse language and brutal honesty, except when she is concealing her plans for a deal of some sort. She is very fond of one-liners and quips. At right is a list of possible one-liners you can use.



Why so hostile? Come, let's make a deal!

Buckle up, meat sack, 'cause this is going to hurt.

There's only two ways this can end, with me winning or with me winning.

I am gravely disappointed in you, my children.

Poor little dearie, did I hurt you with my naughty servant? Tough!

Are you gonna do something or just stand there and bleed?

What's it like knowing you're about to die?

Most people are so ungrateful to be alive.

This is a battle I do not think that you can win.

Such ingratitude after all the things I've done for you.

Does this mean we're not friends anymore?

You learn quickly. That's good. I like that.

All right, that's the last straw, time to take out the trash.

Stop fighting back, it's not fair.

[aside] All right, all right, we'll kill them first and then have tea and biscuits.

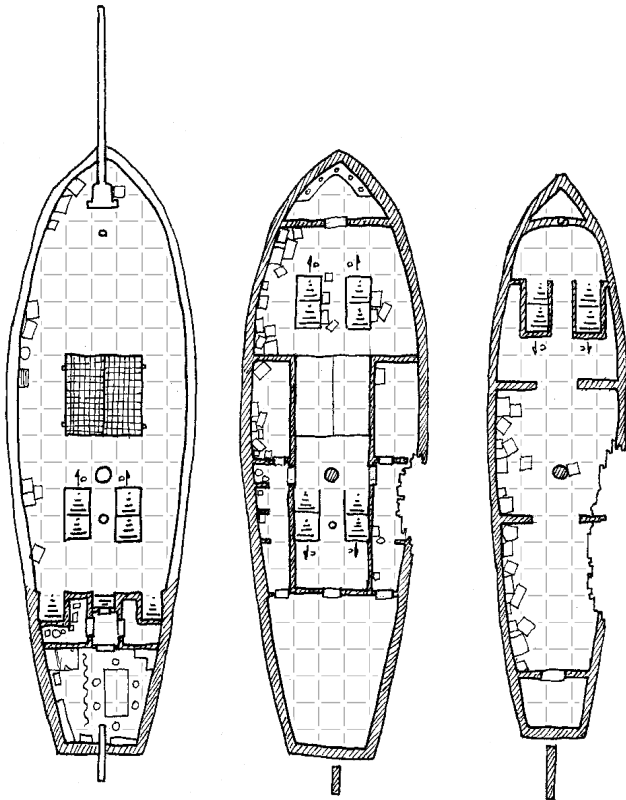
Okay, everybody get in a line so I can whup alla y'all asses.

Hey! Whoever's in charge here! Ain't you got nothin' better to do?

Dearies, the potential for something to happen is very high.

THE WRECK OF THE STARSTRIDER.

When the heroes reach the beach outside Dread Shelan's lair grotto, they come upon the following encounter: 12 sahuagin, led by 2 sahuagin priestesses and a sahuagin baron, are attacking a freshly-wrecked ship.



ADJUSTING THE ENCOUNTER

This is a **hard** encounter. Here are recommendations for adjusting this combat encounter. These are not cumulative.

- Very weak party: Remove one priestess and four sahuagin.
- Weak party: Remove four sahuagin.
- Strong party: Add four sahuagin.
- Very strong party: Add six sahuagin and one priestess.

Just outside the entrance to Dread Shelan's cave grotto is a fresh shipwreck. The ship is not a normal coasting vessel -- it is a crashed Spelljamming ship. Aboard the ship's wreckage is a trio of humanoid sailors with Renaissance firearms (see DMG) and a substantial supply of smoke powder.

The men are the only survivors of the wreck and incessant sahuagin attacks. They are all injured (half their hit point total), haggard, and tired. They have no real idea where they are, having been brought down in a terrible but very localized storm caused by Dread Shelan.

Treat the leader of the men, Presmer (PREZ-merr) Chalanost (CHAW-lann-awst), as a **champion** (Volos), and his two crew as archers (Volos), except their

ranged attacks are Renaissance firearms rather than bows.

The sahuagin are led by sahuagin baron Zam Tokaz. They have been sent by Dread Shelan to plunder the wreck, as she covets the spelljamming helm. Zam Tokaz has the hag eye, so Dread Shelan knows everything that's happening.

As the heroes approach, read or paraphrase the following.

The waves lap at your feet as you walk along the base of the cliff. You are treading a narrow shelf of sand and shingle covered with slime, which is as close as you are likely to get to a beach this close to the hag. The cliff bends off to your left, and yawning in the cliff face about a hundred yards away is a cave mouth.

About dozen yards out to sea away from the cave mouth is a reef. The swell crashes into spray and foam at this reef, and around a wooden ship dashed on those rocks. Surrounding the ship is a force of sahuagin. Even this far away, and over the sound of the waves, you can hear their furious bellowing.

Suddenly you hear a loud crack, as though someone left off a firecracker from Kara-Tur. Then you hear another, and another. You can see puffs of smoke waft away from the deck of the wrecked ship, and you also see several sahuagin fall as though stricken by an unseen force.

If the heroes peer carefully, trying to see who or what is aboard the ship, they spot the movement of humanoids from place to place on the deck, but cannot make out the species.

The sahuagin have not noticed the heroes, and don't until the heroes actually engage with them, so intent are they on their quarry.

Note: A character within 30 feet of Zam Tokaz who can see the baron notices a strange item worn on a strand of plaited seaweed around Zam Tokaz's neck. It looks like a humanoid eyeball. A character who succeeds on a DC 14 Arcana check knows this is a hag eye.

Tactics: The sahuagin attack until slain, driven by Zam Tokaz. The sahuagin attack with ranged attacks until they can close to melee. The priestesses cast beneficial spells on their allies, then harmful spells on foes if they can.

When the attackers are reduced to half their number, or Zam Tokaz himself is reduced to half his hit point maximum or less, he uses the Disengage action and flees by diving into the sea and swimming for the grotto. His minions follow suit on their turns. If the heroes cannot prevent them from escaping, add them to the Dread Shelan's Lair encounter.

If the fight goes too easily for the heroes, consider adding a manticore swooping in to attack them from the sky.

Treasure: Aboard the wreck of the Starstrider is an assortment of oddments, all in a state of disarray and destruction. The sailors have no magical items other than the spelljamming helm, which is on the middle deck in the aft-most compartment. Their treasure hoard is in the forward secret compartment on the lower deck, which is submerged.

As none of the sailors are spellcasters, they cannot power the helm to lift the Starstrider out of the water and effect repairs. Presmer asks if a character wishes to help them set the ship atop the cliff out of the water, and promises to reward the party with a supply of potions of greater healing if they do so.

Creatures who attempt to use a spelljammer helm for the first time must succeed on a DC20 Arcana Check. Failure indicates the creature got a reaction from the helm, but cannot quite fathom how it works; that creature can try again after it finishes a short rest. Failure by more than 5 causes the creature to be rejected by the helm until it finishes its next long rest. Success means the creature can begin to mentally access the helm's functions; that creature can make a second DC20 Arcana check with advantage to fully access the helm. Success by more than 5 indicates the creature has intuitively melded with the ship, and has full control at once.

Any character who has levels in a class that grants access to spell slots can use a helm. Even an Eldritch Knight or Arcane Trickster, for example, could pilot a ship. The helm draws magic from the character and converts it into energy to move and maneuver the ship.

A spelljamming character must remain seated and in full contact with the spelljammer helm during operation. Operating the helm drains all remaining spell slots from the spellcaster regardless of the time spent in the helm. The pilot is left too exhausted to cast spells at all until he or she finishes a long rest. Cantrips are not affected by this magical drain.

NB: Unless the character is already familiar with spelljamming, he or she is unaware of these ramifications of acting as a pilot!

Pulling the Starstrider from the reef requires the character using the helm to succeed on a DC14 Arcana check. Failure indicates the ship does not move at all. Success means the ship lurches itself into the air as if piloted by a committed alcoholic. Success by more than 5 indicates the pilot has enough control to gently maneuver the ship. In any case, seawater cascades out of her

hull breaches in the time it takes to fly her to the top of the escarpment over Dread Shelan's lair.

If the characters fly the ship to the top of the escarpment, if they haven't experienced the Land Approach Encounter (above), they do so making their way back to the mouth of the lair.

The Starstrider is skyworthy but neither spaceworthy nor seaworthy. Her keel is intact, but there are too many hull breaches for safe space travel. She can only be piloted for brief distances of a few miles before she must set down again. Once Presmer and his men can repair the structure, though, she will be capable of longer in-atmosphere flight. Presmer hopes to fly her to a shipyard in Halruaa, Lantan, or if all else fails Shou Lung in far Kara-Tur, as those are the places most familiar with spelljamming vessels.



DREAD SHELAN'S GROTTO

Encounter: in a lagoon inside the main cave are 12 sahuagin, 2 sahuagin priestesses, 2 hunter sharks, 8 reef sharks, **Dread Shelan** (see Appendix for stat block), and Parinoth (young bronze dragon).

FEATURES OF THE AREA

There are no light sources at all within the grotto. Creatures lacking darkvision are blind without light.

Lair effects: All surfaces in the lair are covered by a thin film of slime, which is slick and sticks to anything that touches it. Currents and tides are exceptionally strong and treacherous. Any ability check made to swim or safely navigate or control a vessel moving through these waters has disadvantage.

ADJUSTING THE ENCOUNTER

This is a *deadly* encounter. Here are recommendations for adjusting this combat encounter. These are not cumulative.

- Very weak party: Remove two sahuagin, one hunter shark, and four reef sharks.
- Weak party: Remove two sahuagin and two reef sharks.
- Strong party: Add two hunter sharks, two reef sharks, and two sahuagin.
- Very strong party: Add two hunter sharks, two reef sharks, and four sahuagin.

In order to enter the lair, the heroes must swim or row a small boat. Any ability check made to swim or safely navigate or control a vessel moving through waters inside the lair has disadvantage.

When the heroes enter the lair, read or paraphrase the following:

As you enter the grotto, your stomach turns. Filth and slime coat every surface, your breath is short from the foul miasma, and there is an oily sheen on the water.

The short passage from the sea widens into a large cavern. The roof vaults high above you, easily 60 feet high, in the shape of a dome. Before you is a rocky promontory on which is a sandy beach fouled with rotting seaweed.

On the beach is coiled the sinuous form of a young dragon with scales the color of tarnished bronze. It too is soiled with filth and slime, and its eyes, while open, are unfocused. A tendril of drool drips from one corner of its mouth. Sahuagin surround the dragon.

Standing atop the dragon is an ugly old woman, her gnarled hands clutching a driftwood staff. She cackles when she sees you.

"Why, hello, dearies," she says in a voice like nails on slate. "Welcome to my humble home. I'm sorry there's no tea and cakes for you, but I'm afraid you caught me unawares. Come closer so we can talk without shouting."

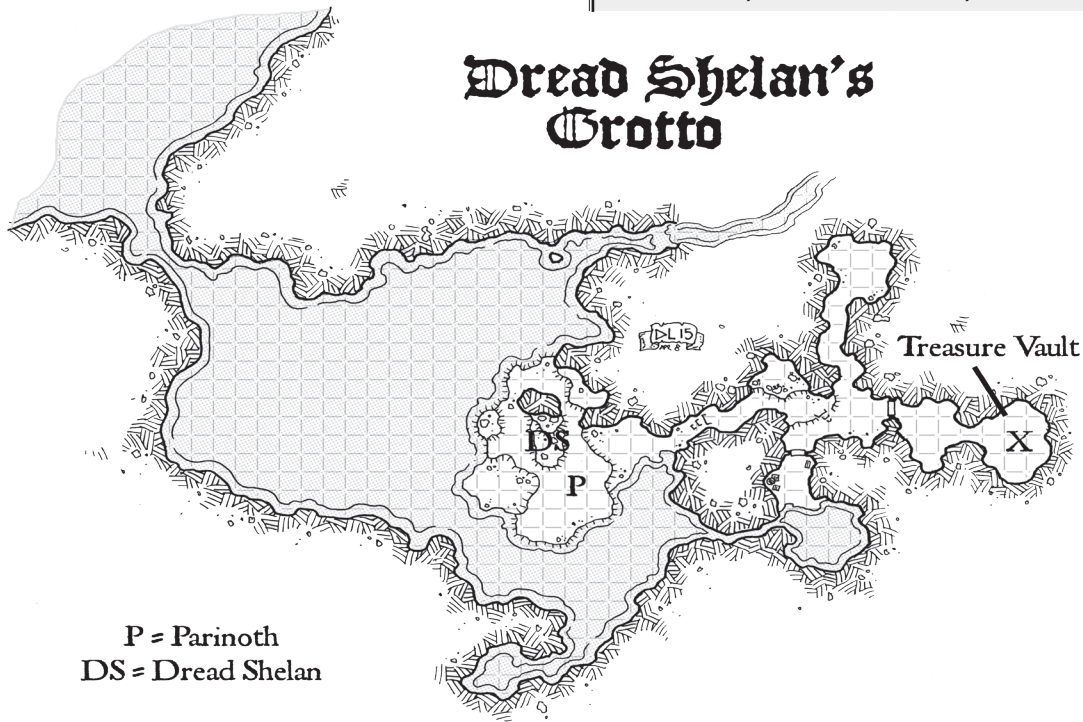
Of course the hag's intent is not good.

The heroes notice a powerful force of sahuagin, supported by vicious-looking sharks of various sizes, pouring into the cavern from the open sea, cutting off the only obvious escape route. The creatures do not attack, however, apparently waiting for the hag.

"I see you've met my children," she says. "They know they ain't to harm ye, not unless I tells 'em to."

A cunning glint enters her eyes.

"I ain't a bad sort, dearies, oh no. I'll even let ye go, if that's what ye want. O' course, ye'll owe me a favor



after that, but there ain't no use in killin' ye just like that," she says, snapping her fingers.

"What say ye? Have we a deal?"

If the heroes agree, she nods, cackles, and waves to the sahuagin to let the heroes go. It's up to you to decide when she'll call in the favor and its exact details.

If the heroes refuse, she looks sad for a moment and sighs. Then she reverts to her true, horrible visage, triggering her Horrific Appearance ability, targeting as many of the heroes as are within 30 feet of her, which triggers initiative. Then, on her turn, read or paraphrase the following:

She screeches, "You children wore out your welcome long ago." She turns toward you, dead, fishy eyes glaring.

Tactics: The pool is 60 feet deep at its center. The sahuagin throw their spears before leaping into the pool. Their intent is to try to grapple the heroes and drag them to drown at the bottom of the pool. The priestesses cast spells.

If the sahuagin cannot grapple the heroes, the sharks leap out of the water to bite (if the heroes are in boats).

Dread Shelan uses her Death Glare ability, starting with the hero who seems like they ought to have the lowest Wisdom saving throw modifier, preferring a frightened opponent. Note that sea hags are smart enough to make good guesses, but not so intelligent that they can infallibly know a character's ability scores and saving throws. She uses her Lair and Legendary actions whenever she can.

If Dread Shelan is reduced to half her hit point total or less, she uses the Disengage action (if necessary) and dives into the pool, hoping to use her superior swimming speed to escape out to sea. Otherwise she surrenders.

Special Note: The heroes can attempt to bring Parinoth over to their side. He is gravely wounded -- he has only 40 hit points remaining -- and very tired, but he can be convinced to help if the heroes make a good case. He is willing, and if asked respectfully decides to help the heroes, reasoning that the enemy of my enemy is my friend (no check necessary). If the players insist on a skill check, he agrees to help them if they succeed on a DC 10 Persuasion check. If the heroes attempt to use Deception on him and he spots their play (remember

he is proficient in the Insight skill), he refuses to help them, preferring to remain in a wounded funk. If the heroes use Deception on him and he succumbs to their subterfuge, when the truth comes out he is in a towering rage and refuses to trust them.

Treasure: In a hidden alcove above the high-tide line behind a locked door, the heroes find Dread Shelan's treasure hoard.

Trap: A poisoned needle is hidden within the door's lock. Opening the door without the proper key (which is around Dread Shelan's neck) causes the needle to spring out, delivering a dose of poison.

When the trap is triggered, the needle extends 3 inches straight out from the lock. A creature within range takes 1 piercing damage and 22 (4d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. A successful DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the needle. A successful DC 15 Dexterity check using thieves' tools disarms the trap, removing the needle from the lock. Unsuccessfully attempting to pick the lock triggers the trap.

The hoard contains:

A whalebone and scrimshaw chest (500gp), which contains 2600 gp in coins and 2000gp worth of cut gems

Large well-made tapestry (250 gp)

Brass mug with jade inlay (250 gp)

Gold ring set with bloodstones (250 gp)

Brass mug with jade inlay (250 gp)

Gold ring set with bloodstones (250 gp)

Box of turquoise animal figurines (250 gp)

Large gold bracelet (250 gp)

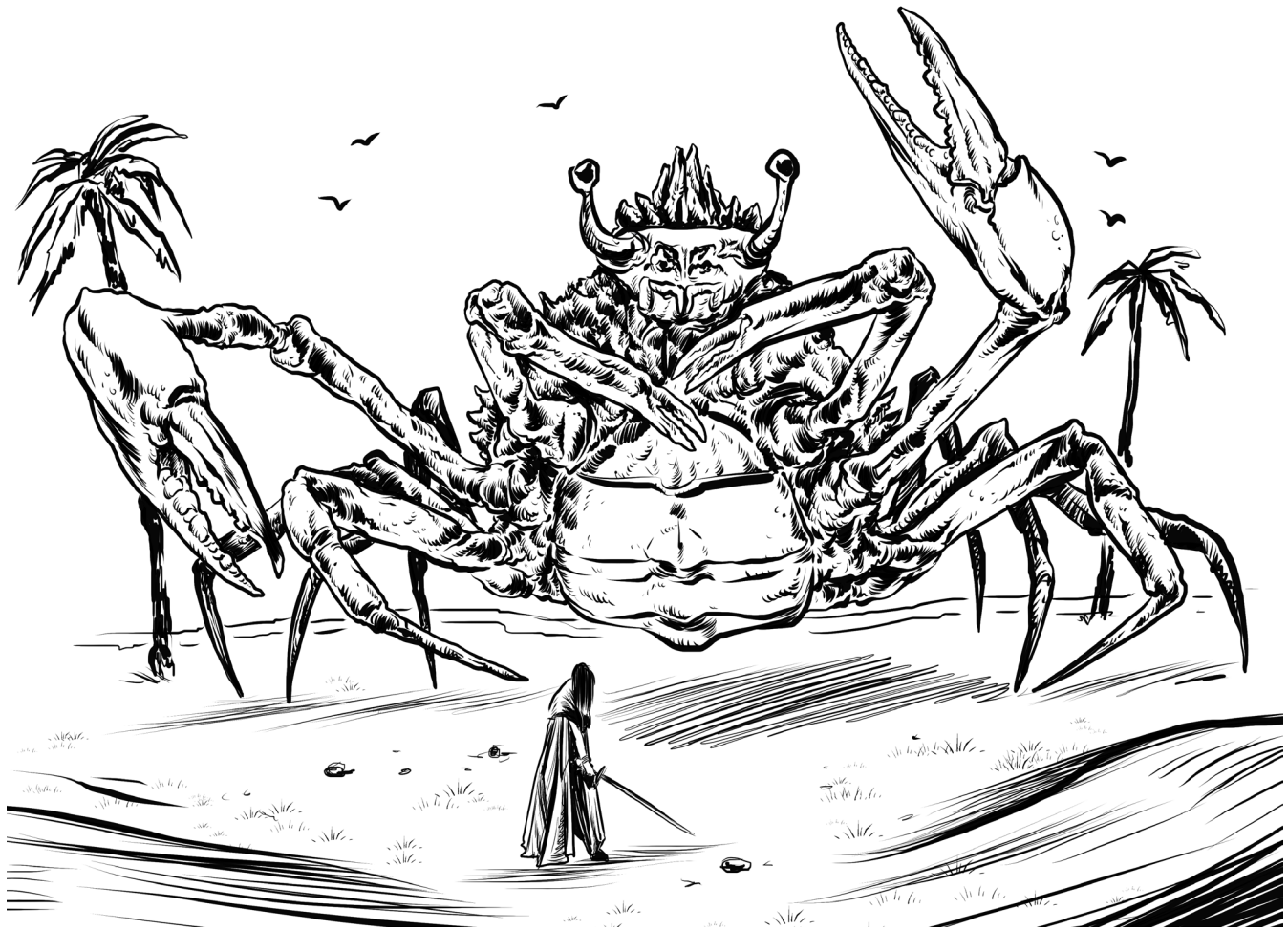
Spell scroll of [rope trick](#)

[Mirror of life trapping](#)

[Potion of greater healing](#) (2)

[Oil of slipperiness](#)

The *mirror of life trapping* is activated! Dread Shelan leaves it as a trap in case anyone sneaks into her lair.



CONCLUDING THE ADVENTURE

DREAD SHELAN

If Dread Shelan escapes, or if she bargains for her life and the heroes let her live, the heroes have gained a powerful enemy. She should bane them for the rest of their careers, or at least as long as they remain in her area of interest. Her revenge can (and probably should) be indirect and discreet, such as working deals with the authorities in the area to make the heroes' downtime more complicated than it should be—higher taxes, investigations by law enforcement, formerly willing vendors refusing to supply necessary supplies—in short, annoyances. She also sends thieves to burgle their lodgings, and assassins to strike when they least expect it.

If the heroes captured Dread Shelan hoping to bring her to justice, she take the first opportunity to escape. Once she's outside her lair, she no longer can use Lair or Legendary Actions, but she can still use the rest of her powers.

PARINOTH

If the heroes made a friend in Parinoth (and assuming he survived), he can also be a recurring NPC

who, at your option, becomes a quest-giver or *deus ex machina* when the heroes' bacon needs to be saved (don't use the latter option more than once; if he saves them, he considers his debt paid). If Parinoth survived and the heroes annoyed him, he doesn't become their enemy, but he doesn't become their friend, either. He simply flies off into the sunset. Whether or not he becomes a recurring NPC is up to you. In either case, when the heroes encounter Parinoth again, he is an adult bronze dragon, so he can be in humanoid form if you choose.

THE DRYAD

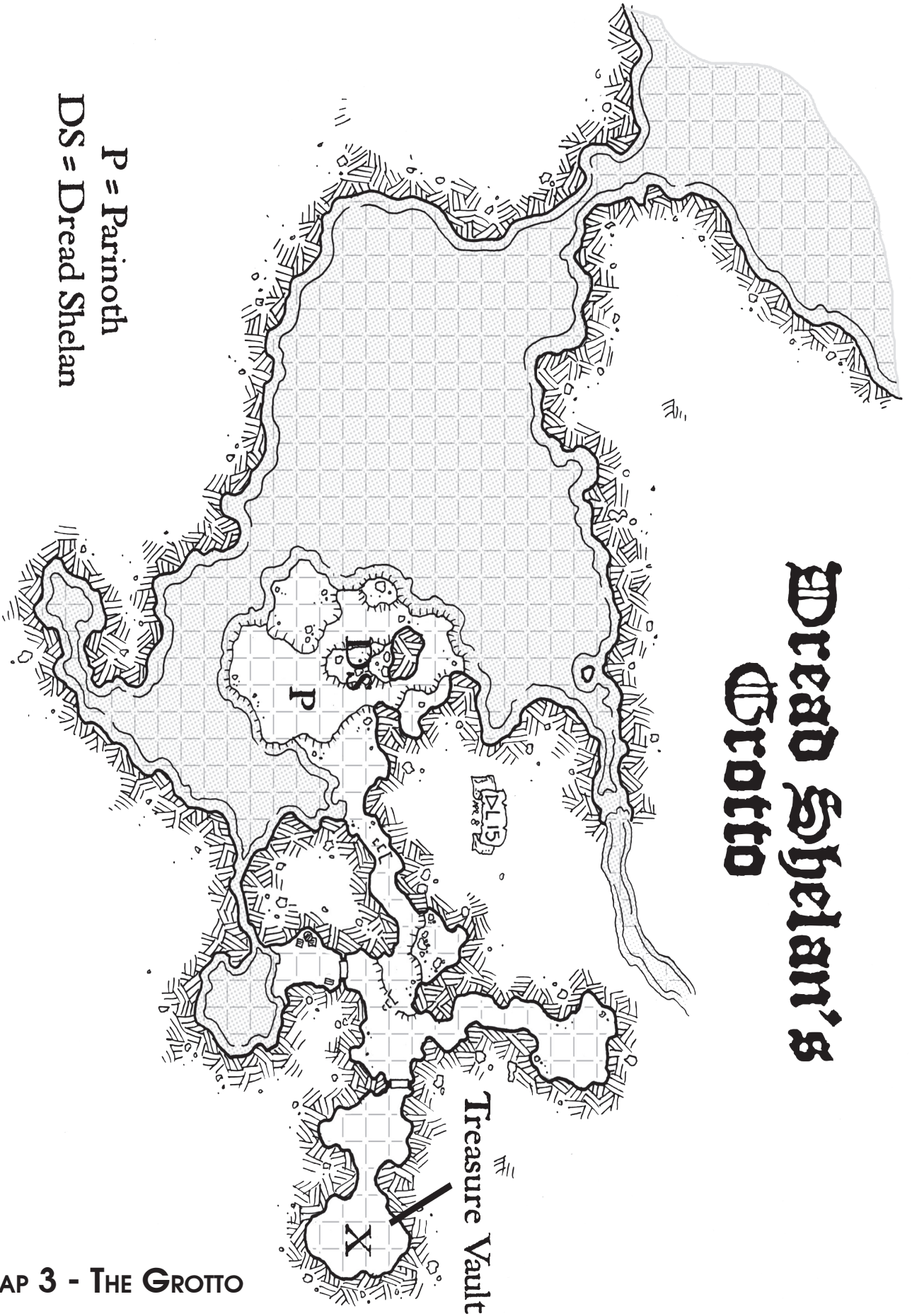
If the hook came from the dryad, on the way back to town the dryad steps out from a tree and hails the heroes, thanking them for their bravery. She gives them a blessing:

Dryad's Blessing. The next time you roll a saving throw, if you roll a 1 you can immediately reroll the die and use the second roll. Once you use this power, you can't use it again.

FACTIONS

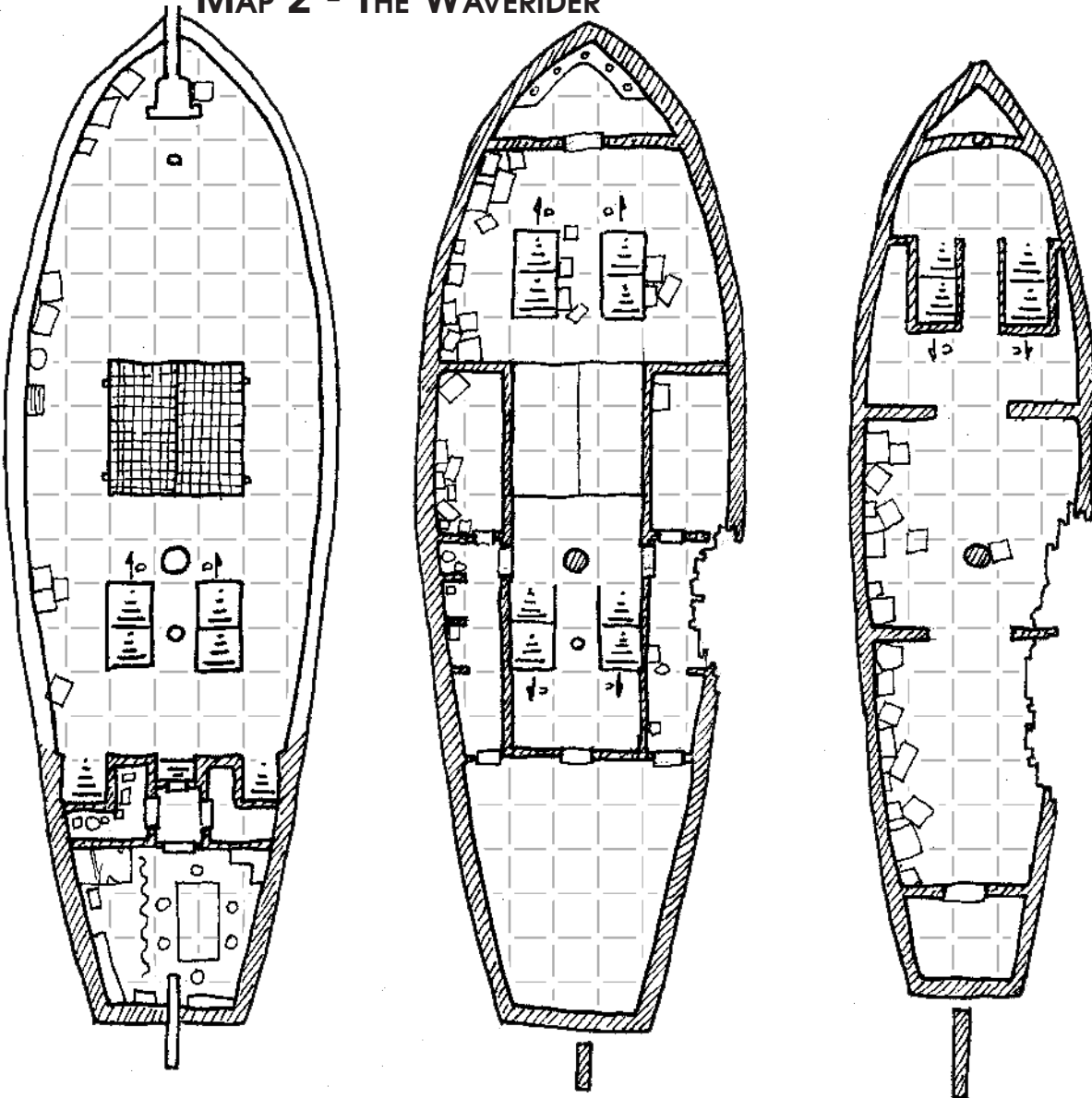
If the hook came from an NPC faction, what happens next is up to you.

Dread Shelan's Grotto



MAP 3 - THE GROTTTO

MAP 2 - THE WAVERIDER



CREDITS:

InDesign template: Nathanaël Roux

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Cartography: Dyson Logos

Editing: Tim Bannock

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DREAD SHELAN

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)	12 (+1)	13 (+1)

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common, Giant

Challenge 0 (10 XP)

Amphibious. The Dread Shelan can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the Dread Shelan and can see the Dread Shelan'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 Dread Shelan 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 Dread Shelan's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the Dread Shelan'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 Dread Shelan.

ACTIONS

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

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

Illusionary Appearance. The Dread Shelan covers itself and anything it is wearing or carrying with a magical illusion that makes it look like another creature of its general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if it dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the Dread Shelan could appear to have smooth skin, but someone touching it would feel its rough flesh. Otherwise a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the Dread Shelan is disguised.

LEGENDARY ACTIONS

The dread shelan can take 1 legendary action, choosing from the options below. The dread shelan regains the spent legendary action at the start of its turn.

Create Simulacrum. On initiative count 20 (losing initiative ties), Dread Shelan can take a lair action to cause one of the following effects, but can't use the same effect two rounds in a row: On initiative count 20 (losing initiative ties), Dread Shelan chooses one humanoid within the lair and instantly creates a simulacrum of that creature (as if created with the simulacrum spell). This hideous simulacrum is formed out of seaweed, slime, half-eaten fish, and other garbage, but still generally resembles the creature it is imitating. This simulacrum obeys the hag's commands and is destroyed on initiative count 20 on the next round.

Dominate Parinoth.

Dread Shelan attempts to dominate Parinoth into using his breath weapon to protect her, causing an ability contest. Dread Shelan makes a Charisma check against Parinoth's Wisdom check. If Dread Shelan wins, Parinoth uses his lightning breath on the largest concentration of heroes. If Parinoth wins, he refuses to act. If he wins by 5 or more, he uses his repulsion breath on everyone within range, and attacks only to defend himself. Due to his injury and fatigue, his breath weapon recharges only on a 6 in this encounter.

About the Author

R P Davis is a freelance writer, editor, and adventure designer. He has been a tabletop RPG player and referee the entire time he's been sentient, and a role-playing addict for more than 30 years. In that time he's written countless things, from simple spells and effects to complete game worlds to complete roleplaying games.

You can find R P Davis on [Facebook](#), [Twitter](#), [Patreon](#), and his [website](#).

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