



presents

"For The Jar!!" series continues:

# KING of the DEEP

Prosperity lies below these frigid waters.  
But can you find its wealth  
before The Deep finds you?

5e

A unique module for  
Dungeons & Dragons' 5<sup>th</sup> edition

WRITTEN BY NEIL PASCALE / CONTRIBUTORS: NOAH PASCALE AND DEVON DODGE

**SPECIAL NOTE TO READERS – PLEASE READ!**

“King of the Deep” is written for the clients of Heroes B&B to enjoy as part of their ultimate gaming experiences with us. Heroes B&B is a Twin Cities-based company that caters to gaming groups in Minnesota, Wisconsin and Iowa who wish to heighten their RPG 5e gaming experience. If you’re planning on spending a day or weekend playing with us, then **STOP right here!** We don’t want to spoil your fun by giving away the plot twists in “King of the Deep.”

If that’s not the case, then enjoy this extended adventure module that provides equal doses of RP and combat, not to mention more than a few unique gaming moments.

“King of the Deep” is unofficial Fan Content permitted under the Wizards of the Coast’s Fan Content Policy. It is not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

For monsters, we’ve either created them from common creature templates or made recommendations on which ones to use from our favorite 5e publisher, Kobold Press.

All images/visuals were used from Creative Commons sites; we would like to thank these generous and talented artists for their work!



For details on the  
ultimate 5e gaming experience for  
Minnesota, Wisconsin and Iowa adventurers,  
check out [www.heroesbnb.com](http://www.heroesbnb.com)



### **ABOUT THE ADVENTURE**

“King of the Deep” is the second chapter in the “For the Jarl!” series.

Through courage and discovery, you and your band of heroes have given a small Northlands tribe hope for a life that far exceeds its current, meager existence. But turning that hope into prosperity will require delving into a foreign

place of unimaginable depths, where creatures and calamity await in equal measure. Will you take up the Northlands’ war cry once more in the name of your people?

A LOOK BACK at the first chapter in the “For the Jarl” series:

In a world filled with raging seas, frigid storms and Loki’s influence dwells two Northland settlements. One of them swells with the riches of countless, successful raids; the other one stewes on its perpetual bad luck and paltry earnings. For the latter group, there is no gold, nor bejeweled treasures secured away in locked chests, just rusty, copper pieces. And



few of them! You, adventurer, and your hardy band are part of this ill-regarded Northland tribe, the Ligr. But today, the plight of their tribe will change. For it is foretold!

Today the Ligr’s shaman will call upon your small warband to ask one question: Will you take up arms against your powerful neighbor and forever banish your tribe’s ill-favored luck?

### **MODULE OVERVIEW:**

Here are special notes on the module:

- It is intended to take at least 15 hours to complete;
- It has been written to accommodate all player levels in 5<sup>th</sup> edition Dungeons and Dragons; GMs will have to change creatures and some conditions depending on player levels;
- We have provided monster recommendations as well as where to find these monsters’ stat blocks in different 5e publications.
- Locations are loosely described in most parts of this module as Heroes B&B gamers play 5<sup>th</sup> edition adventures in a unique gameplay environment that features high-detailed maps, multiple monitors and a sound system.

## ADVENTURE BACKGROUND & HISTORY

### ABOUT THE PCS

The PCs reside in Ligr, a Northlands settlement located on a chain of small, rocky islands. These islands are covered most of the year by ice and the entire year by an unbreakable spell of bad luck. The spell is hardly magical, just the outcome of living in largely unlivable land that provides little in terms of resources, besides the plentiful cod caught in their tides. There is naught for iron here, nor much wood, even the skinny sheep are sparse. The Ligr trade their catch of cod to a much larger settlement of Northmen called the Bjarni. The

Bjarni are located, with an aiding wind, two days away by sea-going boat. Even though the settlements are close, the two Northland tribes are worlds away in terms of living conditions and prosperity. The Bjarni live on a vast mainland amongst towering trees and have resources aplenty, enough that the smaller, scrawnier men of Ligr say the Bjarni - meaning "bear" in Norse - could hibernate through the fall and winter and still have enough food and ale to survive comfortably the next spring. Not surprisingly, the Bjarni are a strong, physically imposing people, rich in their history of successful raiding in the South. Both Northland settlements are made up of primarily humans but other races dwell here as well.

Because the Bjarni prefer to raid than to spend the long summer days of the North catching fish, they do trade with the Ligr. So there is



familiarity between the tribes, but certainly not friendship, nor any reason for pleasantries. For one Northlands tribe represents a mighty, full-grown bear and the other a scrawny, sliver of a mouse. The mice, the Ligr, harbor resentment for their life, but most see their plight as a result of their inability to successfully raid other lands. The Ligr, physically, are mostly a smaller folk. They are tough and resourceful but lack adequate equipment. Their arms and armor are known to break under the slightest stress.

The Ligr live in a series of villages located in the center of their islands, as far away from the sea and its dangers as possible. The largest of the villages houses the jarl, a blacksmith of sorts, and crudely built, small housing structures. More recently, a band of Ligr heroes foiled a

god's plot and in so doing, discovered a valuable source of oil on their islands. Now this small but courageous band of heroes has the means to seek even more prosperity for their small tribe.

### **ABOUT THE PCS' NEMESIS**

Merrow Arkosh Ulathoep (pronounced U-la-thop and meaning King of the Deep in Abyssal) has appeased his demon god for centuries, providing it untold sacrifices. So numerous are these sacrifices that entire kelp beds lay submerged underneath clouds of stained blood-red water from the Merrow's evil work. In return, Ulathoep's demon god has recently rewarded him with a magical instrument that can summon and command a colossal water creature. With this new power, Ulathoep's desire to reward his demon patron has only heightened. Thus he has set his sights on a new territory where he could enslave and make

sacrifices out of the largest Sea Devil population in the underwater world – a vast and strong population settled in the nutrient-rich waters to the north. The Sea Devils are so numerous there that even Ulathoep knows his growing band of Merrows would be no match, which is why the centuries-old leader lured another civilization to this underwater territory. A civilization that commands hundreds of brawny, skilled warriors on the surface world: the Bjarni. The Bjarni, however, have given this opportunity little thought or resources for their prosperous raids to other areas of the south show no sign of slowing. There is, however, a new interest. One that is tied to the uninhabited land above this underwater territory claimed by the Sea Devils. An uninhabited land that will lead a small but powerful group of adventurers to this area to do, without their knowledge, the bidding of the King of the Deep.

### **NPC PROFILE: THE MERROW KING**

#### **ARKOSH ULATHOEP**

(Pronounced U-la-thop; his name means King of the Deep in Abyssal)

Like his kin, the Merrow King is physically imposing, standing over 7 feet tall and broad in the shoulders.

Arkosh wears a crown of poisonous, black-colored coral, which shoots out sickly ink clouds should enemies come too close. The crown also summons and commands one colossal water creature, presently a water elemental of Titan-like size and power.

Ulathoep rides atop this elemental as he searches the sea for new sacrifices. This elemental can call forth up to 3 other water elementals per day (their size depends on the players' tier level).





## **ADVENTURE OUTLINE**

### **Part One – To the sea!**

The PCs will travel to the Bjarni mainland and discover the danger looming over their small, rocky group of islands.

Activity: Combat

### **Part Two – Feast & Meet**

At the hall of their Bjarni ally, Frey Hakon, the PCs will learn about threats facing their homeland and how a quest could help their small nation grow in size and prosperity.

Activity: RP

### **Part Three – Prepare for the journey**

The PCs outfit their new longboat and learn underwater combat techniques.

Activity: RP

### **Part Four – Travel to the Gem Islands**

The PCs will spend four treacherous days at sea, which could include a kidnapping of a prominent NPC.

Activity: Combat/RP

### **Part Five – Gem Islands**

The PCs arrive at their temporary new home - a seemingly large cave at the larger of the two Gem Islands. The PCs will plan how they will defeat the region's aggressive seafolk, the Sea Devils. They could either secure the area by clearing out the Sea Devil's tower and/or seek out the precious gems in an encounter that will

foreshadow a mysterious part of the island that is about to come to life.

Activity: RP/combat

### **Part Six – The Awakening**

The PCs' are staying inside the shell of a Zaratan, a Titan of a turtle. Through mysterious means the Zaratan awakens at dawn and suddenly the PCs' temporary house is shaking and bouncing uncontrollably as the titanic turtle moves and then descends into the sea.

Activity: RP/combat

### **Part Seven – An unexpected alliance**

Wherever the PCs land – on either of the Gem Islands – their housing and protection are gone. Sometime after dawn, what's left of the Sea Devils' presence around the islands – still dozens strong in warriors and priests - will emerge out of the sea. They will approach the PCs – weapons drawn – and then offer a surprise truce. Their plan: To team with the PCs to defeat the Merrow King, the King of the Deep, and its building presence within the Gem Islands.

Activity: RP

### **Part Eight – The King of the Deep**

Battle with the Merrow King and his unknown ally – a colossal water elemental with legendary abilities.

Activity: Combat



## PRELUDE: Pick a Jarl

The first “For the Jarl!” adventure ended with the death of the Ligr’s popular jarl, Destin. Now three years later – in gametime – the PCs should determine a leader for their small Northlands tribe. The new jarl won’t have a tremendous impact in this second chapter of the adventure but could be key in some of the early game decisions the PCs make.

Candidates for the new Jarl could include:

- \* **the former Jarl’s son, Cnute**, now 10. Still a boy, Cnute is beginning to fill out, looking very much the offspring of his tall, broad shouldered father. Cnute has a close relationship with the PCs, each of whom serve somewhat as a parent to him. Cnute will gladly accept whatever place is given to him in the tribe;
- \* **Hrut the dwarf**, nicknamed “Old Fish Bones.” Hrut’s a clever one, having used the sea’s resources and his ingenuity to create tools and

weapons for the community of the Ligr, including the PCs. Now can Hrut be pulled away from his tool-making to lead the Ligr? The dwarf figures to prefer crafting to leading but either way, he will ask to join the PCs on their journey to the Gem Islands, knowing he may find some interesting new resources for his crafting;

- \* **Finn the Finder**, a fisherwoman of some

fortune. Finn did not have a big presence in the opening chapter but she is thought to be a favorite among the Ligr’s gods for she has always had good fortune in finding precious resources in the sea. Finn would fancy the idea of leading her tribe;

- \* **A member of the PCs’ party**, which defied one

god’s treacherous plans in the opening module and gained a second god’s favor for completing a dangerous quest. The PCs are thought of heroes among their kin.





**Being in the extreme north, the Ligr islands have snow on them most of the year.**

## INTRODUCTION

The adventure begins three years to the date after the PCs' successful thwarting of a god's plans for the small, rocky islands of the Ligr nation.

On this day, as the first rays of dawn spread across a warm summer day, the PCs will look up from their daily chores – probably fishing or tending to fishing nets – and see a wondrous sight: a newly built longboat slowly sailing into the small, cramped Ligr harbor.

The past three years have been little but toil for the PCs, who have helped their small tribe overcome the ravages of the war with a god's undead minions. Still, over those three years, the PCs were able to harvest a number of barrels of their newly discovered oil and turn that into gold. This trading occurred with the aid of a merchant of the neighboring Northlands tribe, a giant of a man named Frey Hakon.

This merchant, part of a powerful political and trading group called the Bjarni Trading Council, has worked with the Ligr to convert their oil funds into the first longboat the Ligr have ever

owned. It is this craft that sails into the Ligr harbor this morning, along with news the Bjarni sailing crew will pass on to the PCs.

That news: The Bjarni, a powerful nation not two days away by sea, has evidence of what promises to be a wealth of naturally growing gems. These multi-colored, precious gems remain largely untouched as they lie dozens of feet under the sea and in the realm of an aggressive and populous sea folk called the Sea Devils. The harvest of such gems, both today and in the future, is an incredibly dangerous proposition. There is, however, an upside: These gems are found in the warmer waters of the southeast, near an uninhabited island. The coastal shores of this spacious island could be just what the Ligr need for a more comfortable and prosperous life.

Besides this news, the sailing crew carries a sealed message from the merchant Frey Hakon, who will ask the PCs to immediately journey to his hall on the Bjarni mainland.

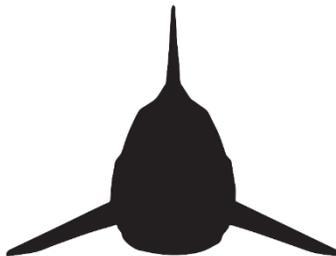


## PART ONE: To sea!

The new longboat carries two items of importance for the PCs: a sealed message from Frey Hakon and a gift from the Bjarni merchant. The latter is a masthead figure shaped in the form of a red dragon's head, one that has its eyes wide open, as if just spotted a treasure hoard. The head is fully colored and rich in detail.

The sealed message, delivered by the Bjarni sailing crew, reads: "Friends, the tide is changing. Fortune and danger encircle you in equal measure – you must choose a course. Sail here as soon as the wind permits, with whatever amount of oil you've been able to collect. Seek out our friend Baen – he knows where I can be found. Yours, Frey Hakon."

The Bjarni sailing crew will ask the PCs to immediately sail to the Bjarni mainland and make their way to Frey Hakon's hall, located about a half's day walk from the Bjarni harbor. Baen, a former Ligr resident, can be found in a tavern at the Bjarni harbor.



The Njord's emblem

En route to the Bjarni mainland, the PCs will encounter a large ship owned by one of the different clans in the Bjarni nation, named the Njord. The larger ship will bear the Njord's emblem, an approaching shark, on a flag that flies over their longboat.

The Njord ship will attack the PCs upon sight.

The encounter will last only for 2-3 rounds as this is a test of the PC's strength. At that point, the Njord will sail away, although not in the direction of the Bjarni harbor.

The Njord's attack could include summoned creatures, fireballs and a strong dose of arrows or crossbolts.

The Njord ship will have two defensive features the PCs don't have in their boat: 1) rigging set up to deflect arrows or range weapons; and 2) a magical coating that makes the boat resistant to fire damage and all non-magical damage.

### **Monster recommendations:**

Bandit Lord, Tomb of Beasts, pg. 418; Elvish Veteran Archer, Tomb of Beasts, pg. 422; Mage, Monster Manual, pg. 347

"Friends, the tide is changing.  
Fortune and danger encircle you in equal measure."

-Frey Hakon, Bjarni merchant and ally to the PCs



## PART TWO: Feast at the Frey's hall

After the sea battle, the PCs will travel without incident to the Bjarni harbor. During this time, the Nord's ship will not follow the PCs or be seen.

Once they arrive at the harbor, the PCs can talk with their friend Baen and then discover the whereabouts of Frey Hakon. The merchant is at his hall, about a half-day trek from the harbor. This overland trip is made mostly on a busy, guarded roadway leading east. As they arrive at the hall, Hakon's guards, familiar to the PCs from the first Jarl adventure, will greet the PCs. The guard will ask for the PCs' weapons, reminding them that all who walk within these halls should be treated and regarded as friends.

One of the guards, who once traveled with the PCs to the Cave of the Gods, will quietly tell one of the PCs, "Hakon asks me to warn you: Be on your guard for there are those inside who will test you."

Once in the hall, Hakon will welcome them and ask them to join in the feast he is hosting. He also will quickly murmur about meeting later in a quieter setting to discuss the matters he

referred to in his letter. In the meantime, the PCs are encouraged to participate in the feast and meet his guests.



Frey Hakon's hall is about a half day walk from the Bjarni harbor.

### THE GUESTS INCLUDE:

\* **Four members of the Njord clan**, including three barbarians and a warlock, named **Tadeus**. (Tadeus' name means "gift given by a god" and by his arrogance and lack of social etiquette, the warlock seems to believe this.) While these are not the same Njords who attacked the PCs on their boat, they are of the same clan and secretly, know of the plan to attack the PCs.

These Njord are here to discover information of a growing rumor within the Bjarni nation: the discovery of a precious resource (oil) somewhere close to the Bjarni mainland, potentially within the Ligr islands. The Njords will prod the guests, including the PCs, for information, either through persuasion or intimidation. They will be especially curious if they discover the Ligr have a new ship, something that is largely unknown among the Bjarni.

**\* Vasili, a female member of the Bjarni Trading Council,** a group within the Bjarni nation that is treated with respect by all jarls for they hold the nation's wealth. This female half-elf will provide details on the trading council and the Bjarni nation. She also will try to break up any potential fight between the PCs and the Njord. If warranted, she'll secretly tell the PCs – through messaging in their minds – that the Njord are here to prod them for information and she'll caution the PCs to hold their tongues. Otherwise, Vasili will share the following information:

-Details on the Bjarni nation, which has eight jarls, four of significance and four that rule over smaller territories. The Njord represents one of these smaller factions and is the most dangerous of the smaller tribes, for they have the least resources and thus the least to lose

from any aggression.

-About the Bjarni Trading Council and its importance within the Bjarni nation. As well, Vasili will discuss Frey's place within the council; he is one of the group's leaders.

**\* Two Melanti Sea Devils** – These are Sea Devils that, for unknown reasons, are born looking

exactly like their ancient enemies, the Sea Elves. These Melanti have made a deal with Frey Hakon: to provide information and underwater warfare training in exchange for "land" – an underwater area near the Bjarni mainland where they can live undisturbed. The Melanti can speak Common but are often difficult to understand.

However, they will say they fled the area in which they previously

lived, to the south, because of a great evil, a sea monster of incredible size. This creature is unusually intelligent for it speaks to seagulls, who then tell lies to land settlers of recent shipwrecks and massive amounts of gold from these wrecks that lie on the floor of the sea. These land settlers, believing the lies of the seagulls, flock to the sea and are then eaten by the monstrous creature. The latter is described as being as large as two Bjarni longboats placed side by side. What the PCs won't learn: These Melanti are in fact not who they say they are. They are spies for the Merrow King who wishes



Vasili, a member of the Bjarni Trading Council, is a druid by class and often is seen with her snowy owl by her side.

to control the underwater area near the Gem Islands so he can build more sacrificial areas to his demon lord.

\* **An old fortune-teller, named Ibbie**, is dressed in furs, with various animal parts serving as ornaments across her thin, frail frame. Ibbie is a thrower of bones, with a few tiny, sharp teeth that show when she smiles and cackles. (See below for poems she will utter in a trance-like state.) Ibbie will require blood and gold for her

visions. The blood, a small amount taken from near the eye of a PC, will be used in the actual telling.

#### Monster recommendations:

\* The Njord clan includes barbarians (Berserker, Monster Manual, pg. 344) and a warlock (use Devilbound Gnomish Prince stats, Tomb of Beasts, pg. 420, but consider lessening its spells, hp, etc. for lower tiers).

#### THE FORTUNE TELLER'S VISIONS:

Adventurer, take heed:  
The land you seek  
isn't the land you'll see,  
The land you seek  
is the land you'll flee.  
The land you seek  
turns you into a flea.  
So say those  
who dwell under the sea.

Stab 'em. Block 'em. Bite 'em.  
Curse 'em.  
Stab 'em. Block 'em. Bite 'em.  
Repulse 'em.  
Stab 'em. Block 'em. Bite 'em.  
Embrace 'em.  
Perish the thought?  
*(Ibbie cackles before looking straight at the PC  
and utters in a dead-serious voice)*  
Perish.

#### THE PCS' JOURNEY: From the Ligr Islands to Frey's hall



## A PRIVATE MEETING WITH FREY HAKON

This discussion, held after the feast, with Frey Hakon will be held in a private chamber in the back of his large hall. The merchant – a former warrior who still bears injuries to his raider days – will speak of three issues:

- 1) **The PCs are welcome to use his shipyard** to improve their new longboat. What they improve will depend on what they can afford. (See pgs. 15-16 for possible upgrades)
- 2) Now that the Ligr have some wealth – and a valuable resource to guard – **they must decide their future**. They have two options: 1) they can align with the Bjarni Trading Council, providing a third of their income to the trading council in return for their protection from the Bjarni jarls. With this, the Ligr jarl would continue to rule over their people; or 2) remain an independent nation and have no protection, meaning any Bjarni clan could attack them on the open sea.  
**For GMs:** If the PCs opt to align with the trading council, they will have immediate protection and the Njord will not attack their ship for the remainder of this module. However, one-third of their gold they receive from the sale of their latest shipment of oil will go to the trading council, giving them less money to improve their ship and/or their own armor and arms. If the PCs opt to remain independent, there will be a 50% chance the Njord attack them while they are away from the Bjarni mainland, sailing to and from the

Gem Islands. The PCs, however, will keep all the gold from the sale of their oil.

- 3) **There is an opportunity for the Ligr**, who undoubtedly will require more than the islands they live on now to properly grow their community. Fray has an idea that suits both his purpose, to build his trading business, and provides the Ligr a place to build a colony: The Gem Islands. By sea, these islands lie four days southeast of the Bjarni mainland. (Five and a half days away from the Ligr Islands) With their new longboat, the PCs now have the proper vessel to reach the Gem Islands, a luxury they have not had previously. The Gem Islands are two islands, one larger than the other. At these islands, the Bjarni Trading Council has evidence of what promises to be a wealth of naturally growing gems. These multi-colored, precious gems remain largely untouched as they lie dozens of feet under the sea and in the realm of an aggressive and populous sea folk known as the Sea Devils. The harvest of such gems, both today and in the future, is an incredibly rewarding and dangerous proposition for the Ligr and of course the Bjarni Trading Council. If the Ligr can fend off the Sea Devils, find a way to harvest the sea gems and scout for a place to live, they could not only grow more prosperous but build themselves a new colony.



### **PART THREE: Prepare for the journey**

Before the PCs leave for the Gem Islands, they can upgrade their longboat as well as possibly improve their own equipment.

First, however, they will be given three weeks of underwater warfare training from the two Melanti “Sea Devils” they met at the feast. From that training, the PCs can each select one boon shown below.

#### **UNDERWATER COMBAT BOONS:**

**Shark command** – You have a 50% chance of commanding a reef shark to be your ally for one minute. It will take 1d4 rounds to reach you. Use once per short rest.

**Reef knowledge** – Understand the toxins and natural healing elements that can be found within the reefs where Sea Devils dwell.

Ability check role (Nature +4) to find either a healing element or poison can be done once per long rest.

**Weapon knowledge** – Learn how to use a net and trident. This will provide proficiency on your attacks with these special weapons. The net can be used as a bonus action to grapple and restrain a creature.

**Craft a sea turtle shield** – These shields act as a weapon of warning, shining a bright green light



Knowledge of the reefs could be key for the PCs at the mysterious Gem Islands.

when trouble is near. The bearer of the shield can not be surprised.

**Cost per shield:** 200 Gold

**Sea urchin’s sting** – Use a sticky substance found in coral to coat a PC’s knuckles. This coating allows the bearer to “wield” spiny sea urchins. These sharp spines can be used as part of an unarmed attack. Provides poison damage; damage amount varies by tier. Two types of sea

urchin can be found: 1d4 blue urchin is found on Nature roll of DC10 and lower, and 1d6 red urchin on Nature roll of DC11 and higher. Use once per long rest. DC is lowered if someone in the party learns "Reef Knowledge." The urchins are only good for one day. After that, they must

be replaced, if more can be found.

**Swim speed** – Use a bonus action to move at your regular speed underwater.

**Water sensitivity** – Have twice the length of vision as normal under water (30 feet) and have a blind sense of 10 feet.

## LONGBOAT UPGRADES

The PCs will receive 600 gold from the sale of their latest oil shipment to Frey Hakon. If the PCs decide to align with the Bjarni Trading Council, they will have to give one-third of that gold to the council. If they don't align with the council, they can use all of that gold either on the longboat or on equipment for themselves. Here are possible upgrades to their longboat that Frey Hakon's shipyard can provide them, at a cost:

**Rigging:** This is a crafted set of thick hemp rope that can be set up in advance of a battle. This spider web-like covering of ropes can provide partial cover from range missiles (+2 AC) and slow down boarders (makes an enemy's initial movement into the boat at half speed).

Cost: 50 gold

**Top rigging:** This is thick hemp rope that can be placed near the top of the sails, allowing archers to easily shoot from above. The rope also allows easy movement between sails and/or masts. (Caution: Archers using a top

rigging for movement will not be covered by the lower rigging and thus their AC will not be positively impacted.)

Cost: 50 gold



Top rigging will make it easier for archers to shoot down arrows at enemies.

**Ballista:** These require one action to load and one action to fire. They do 3d10 damage.

Cost: 500 gold (each)

**Anti-fire resin:** This resin is created by the wizards of the Olve, one of the Bjarni clans. It is a coating that gives a boat resistance to fire damage.

Cost: 500 gold to coat the entire boat or 300 gold if the PCs are part of the Bjarni Trading Council

**Aegir's resin:** Named after the god of the sea, this resin, also created by the wizards of the Olve, provides protection from fire and makes the boat resistance to all non-magical damage. Cost: 2000 gold to coat the entire boat, or 1500 gold if the PCs are part of the Bjarni Trading Council

### **POSSIBLE PLAYER PURCHASES**

**Ring of swimming** – Provides swimming speed of 40 feet.

Cost: 200 gold

**Cap of water breathing** – Allows you to breathe underwater.

Cost: 200 gold

**Tritan +1:** A magical tritan.

Cost: 200 gold

**Electric eel net:** Grappled creatures take 1d6 lightning damage and disadvantage on their escape check.

Cost: 100 gold

**Marlin Bill Sword** – This unique piercing sword is made out of a marlin's bill so the sword's shaft is rounded and pointed. If a creature is hit on consecutive swings, the PC can opt to try to hit a creature with the rounded part of the sword on the second attack, potentially stunning it. If it hits, the creature needs to make a DC10 Con check or be stunned until the end of the PC's next turn. Otherwise the sword uses the size and statistics of a longsword or short sword.

Cost: 100 gold

## **ABOUT THE GEM ISLANDS: An explorer's journals**

Frey Hakon's knowledge of the Gem Islands is limited to what was discovered by a group of Bjarni the trading council sent to the islands some months ago. The group consisted of 11 Bjarni raiders and one veteran explorer named Roscoe Anders. Hakon had worked with Anders on many occasions and often tasked him with recording, in written journals, all he saw and experienced.

Roscoe and the 11 warriors never returned from the Gem Islands, although one of the two longboats they traveled in was found floating aimlessly about two days south of the Bjarni mainland. The recovered boat was a grisly scene, with blood splattered in several locations on its top deck. Two important items were recovered on the boat: a handful of the precious gems that were harvested at one of the islands and two of Roscoe's journals. (GM note: The PCs won't know but what was left of the original Bjarni party that were not killed by the Sea Devils were later slain by the Merrow King as they were traveling back to the Bjarni mainland.)

Roscoe's journals were skimmed over by Hakon

and as a result the merchant can pass over general information about the Gem Islands to the PCs.

Roscoe's voluminous journals are not easy to read as the explorer believed writers should detail every bit of knowledge possible. As a result, many of his accounts are long-winded and confusing. One PC can roll an Intelligence check once per day to see how much of Roscoe's journals they can get through in a day. On an Intelligence check of 12 or higher, a reader can get through two days of accounts in a single day.

Here is the general information Hakon can provide the PCs on the Gem Islands, thanks to Roscoe's accounts:

\* The Bjarni party established a safe housing location within a cave at the larger of the two Gem Islands. The cave was large enough not only for a couple of small houses but also to anchor their boat inside;

\* The party encountered an aggressive and populous group of Sea Devils that they eventually fled from;

\* For unknown reasons, the Sea Devils did not

venture into the island cave the PCs inhabited;  
\* The precious gems were found at the larger island, not far from the cave the party lived in.

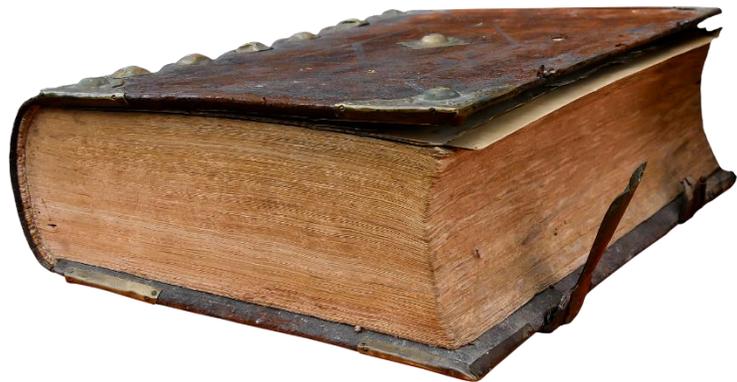
Roscoe's journals will be available to the PCs once they begin their journey to the Gem Islands. Until then, the journals will be kept by a

Bjarni Trading Council member (not Hakon) who will be reviewing them. Hakon will not be able to access the journals until the PCs leave as per his agreement with the Bjarni Trading Council.

Here are the day-to-day accounts from Roscoe's journals:

### **ROSCOE, DAY ONE**

"We arrived with the morning tide. Eleven of us strong warriors, plus myself. Frey Hakon says I am here to watch and write. Nothing else. I remind the warriors of this whenever there are chores to be done. They sneer at me and call me "Hemming," meaning shape-changer. They say, "You look like a man but act like a child." But I pay no heed. I watch and write, as the good Frey directed. And what I watched today was truly memorable – the Gem Islands are a sight! They glisten like gold from afar, one island small and forgettable, the other much



Roscoe Anders was an explorer for the Bjarni Trading Council. His journals on the Gem Islands could provide the PCs valuable clues.

larger, with a mountain range that appears to start at sea level and grow into a formidable sight in the center of this impressive isle."

### **ROSCOE, DAY TWO**

"We have truly arrived, seeking refuge in what appears to be a large island cave from outside but actually somewhat confined once within its shelter. And I have seen the enemy: the Sea Devils. From the mouth of the cave, they are easily sighted, swimming. They are as thick as fleas on a dog and are a distasteful sight. Their heads appear like a poor combination of fish and man, as if their creator wasn't sure what it was attempting. But they appear savagely strong and frightenly quick underwater. They

are armed and call out to us in some guttural tongue. Taunts? Promises of misfortune? I know not. I know only this: They already outnumber us, and their numbers grew at dawn ..."

"The cave walls shook today, for mere moments. But what a fright! Everything was vibrating, beneath us, above us, around us. And then it stopped, as suddenly as it began ..."

### **ROSCOE, DAY THREE**

“We have searched the inside of this cave and found little to speak of, and less to eat. The cave ceiling is high enough that we cannot climb to its top, nor would we want to for not far beyond the reach of the sea, the walls are slick and a sickly green color. Is everything around here the color of the sea?”

“And no gems, those that which we are here to gather. We looked everywhere but found nothing ...”

### **ROSCOE, DAY FOUR**

“We have disassembled one of the boats and used that wood and the logs we brought to construct two small houses and a watch tower inside the island cave. This is slow work as the grimy cave walls make this a tough and slippery task. The Sea Devils, seemingly endless in number, watch us from the mouth of the cave. They won’t enter, thank the gods. For what reason they stay away I can not fathom. Perhaps they know what we’re beginning to understand: There is not enough food within the cave for us to survive on. We must venture outside and find food. We must break through them ... ”

### **ROSCOE, DAY FIVE**

“We have finished the houses and watch tower, meaning we can finally look forward to a rest

underneath a roof. I can’t even remember what dry feels like ...”



The cave that the original Bjarni party took refuge in at the Gem Islands includes two small houses and a watch tower.

### **ROSCOE, DAY SIX**

“At nightfall, most of the warriors swam to the mouth of the cave and found just a handful of the Sea Devils still guarding the area. Most of the few seafolk were slain but not without injuries to our folk. The Devils are as strong as I guessed and capable fighters. Our warriors took one prisoner and tried to drag the strange-looking creature inside the cave. But it struggled like a possessed one as it deduced – even without speaking our language – what we were attempting to do. It scratched and clawed at us in desperation before our warriors finally gave up. However, they did show a gem to the sea creature. This is the gem Frey Hakon gave us and asked to find in great number. The Sea Devil understood we were seeking more of the gems and led our warriors out of the cave and then on a westward course, not a few hours from the cave mouth. There our warriors spotted the gems and harvested a fair quantity ....”

### **ROSCOE, DAY SEVEN**

“Under the threat of death, the Sea Devil prisoner was convinced to enter our cave. It was then brought to me, tied up in ropes. Even if it was not tied, it would move slowly on land, apparently unsure of its footing. Using magic, I was able to communicate with it, or at least understand it. It could not understand me so what I learned feels incomplete, like reading a page out a chapter. The creature warns us the ‘Mother’ knows of our presence, although what that ‘Mother’ is I can’t fathom. When I press the prisoner further on this ‘Mother,’ it only exaggerates its movements and tries to stand

taller....

“It also won’t say why it and the other Sea Devils are so fearful of this cavern, saying only ‘land-walkers cannot see the currents that surround them!’”

### **ROSCOE, DAY EIGHT**

“The Sea Devil prisoner grows weary of me, and I of it .... But this much I was able to deduce: Where this ‘Mother’ exists, there is a structure of some size. There, a great host of Sea Devils exist, in seemingly close proximity to this cavern. Perhaps if our warriors can destroy this Mother and her band of Devils, we can dive for more gems without the fear of an army of sea creatures descending upon us.

“ ... our food rations grow scarce and our courage with it. The warriors seem divided on whether to try to find this Mother and her lot .... We must do something; we must eat ..... the Sea Devils’ presence outside the cave is ever-present and unnerving...”

*(On Days 9 and 10, there is nothing of significance and Roscoe’s writings reduce in volume on each of those days)*

### **DAY 11**

“There are few of us left now, and those of who live do so in sad shape. Broken of body, equally broken in spirit .... Our flight in the middle of the night from the cave was spotted, probably expected ... They attacked in great numbers – I saw the Mother .... Her incredible bulk shall remain present in my mind .... Now the seas grow calm, our trek back temporarily halted, and the fog thickens around us. It reminds me of the mists that encircle a cemetery on a moonless night. My breath grows cold ...”

## **BEFORE THE SEA JOURNEY: Assign watches**

Assign watches for the boat trip and make sure each watch has a Ligr NPC (Baen, Cnute and Hrut).



## PART FOUR: Travel to the Gem Islands

Here is what the PCs will encounter on their four-day journey from the Bjarni mainland to the Gem Islands:

### FIRST NIGHT

\* A Sea Dragon (the age of it will depend on the PC's tier) will rise from the depths of the sea and approach the PCs' ship. The sea dragon's initial thought is to satisfy its hunger. But then it beholds the dragon masthead on the PCs' ship and becomes infatuated with it. In the sea dragon's mind, this masthead must be the centerpiece of its considerable underwater hoard! The dragon will be so incredibly pleased with its finding that it will playfully flip around near the PCs' boat. These playful flips will cause hazardous conditions as waves will erupt over the boat and potentially cast PCs into the sea. These careless flips could also damage the boat, causing siege damage (double damage) to the boat. The sooner the PCs can figure out a trade for their masthead, the better. The dragon will bring some of its current "treasures" for possible trade, including other ship mastheads that have deteriorated due to being in the sea dragon's hoard for so long. One particular masthead brought up to trade is especially ugly – it's a statue of a prominent but ancient humanoid queen. The sea's constant wear and tear has turned the statue's face into something resembling a hag.



The sea dragon will bring up a couple of trade options for the PCs, including this old rusted armor that still has half a corpse inside of it.

(The 'queen' statue has been magically blessed and could help the PCs later on during the adventure – during the Reawakening - should they have it on their boat). If the Sea Dragon doesn't get a "fair" trade quickly, it will attack.

### Monster Recommendation:

Monster: Sea Dragon, Tomb of Beasts, pg. 135

### SECOND DAY

\* This is a restful day, with one or two Bjarni ships spotted far to the south. None of the ships approach the PCs' ship and the day passes uneventfully.

### THIRD DAY

\* The PCs will spot a disturbance in the water, far away from the boat. (At least 100 feet away) Closer inspection will show a number of sharks attacking a humanoid (later revealed as a large Merfolk man) and other creatures (a small pod of dolphins). There is blood in the water and the sharks are in a frenzy. The PCs can try to save the Merfolk and the dolphins by fighting off the sharks. If at least two sharks die, the others will flee. Once saved, the Merfolk will introduce himself as Vigg Roc. Vigg will tell the PCs much of the blood in the water is not his but rather a large fish he speared with his trident. The blood of the large fish drew the sharks, which then attacked. Vigg will tell the PCs he is fishing in foreign waters so he had no idea the sharks would be so aggressive. He and his folk – including the dolphins - have recently moved from warmer waters (to the south) to flee an evil uprising. He will tell of a creature called “The Deep,” an ancient power that kills for pleasure and leaves its victims’ bodies tied to pieces of kelp as symbols of its power. There is little known about the “Deep,” save for it has been seen with the demon-worshippers of the sea, the Merrow, and it has the capacity to affect large volumes of water around it. If the PCs treat Vigg and his dolphins well, he will offer to give one of his dolphins to the PCs to use during their upcoming quest as just payment for their aid.

#### **Monster recommendation:**

Lower tier: Reef shark, Monster Manual, pg. 336

Higher tier: Hunter shark, Monster Manual, pg. 330

### FOURTH NIGHT

\* On the eve of this night, a thickening fog will

develop as the previous steady breeze drops to barely a wisp of wind. The sea turns into a calm lake, with even the ever-present swells lessening. By nightfall, the fog has thickened so much that anything beyond 10 feet is almost impossible to see. From this fog a creature emerges, its form first seen as a humanoid hovering over the ocean. As this figure becomes slightly more clearer, the PCs on watch will recognize the humanoid as a type of seafolk with a crown upon its head. The seafolk, a Merrow, rides atop a huge water elemental, so large that only the top of the elemental’s clear-colored head is above the waves. (Because the elemental is all but invisible in the fog, it probably won’t be seen by the PCs.) The Merrow, actually suspended over the water on the water elemental’s head, will repeat a story the PCs have heard before, about a monstrous-sized sea monster that haunts coastal villages by using deceptions to lure villagers to the sea. The Merrow will say it is hunting this monster and it has tracked it in this direction. (If the PCs insight this, the Merrow is speaking only half the truth as he hunting the creature, but not in hopes of killing it but to magically possess it.) As this conversation is occurring, the huge water elemental will use the fog concealment – magically created and concentrated on by the Merrow King – to try to capture a Ligr NPC located near the back of the longboat as a slave. If this NPC is dragged into the water, the Merrow King and the elemental will disappear beneath the murky water. Vigg, the Merfolk, also could be a victim as he will act to save the PCs.

#### **Monster Recommendation:**

See pg. 28 for recommendations on the water elemental and the Merrow King combat stats.



## PART FIVE: Gem Islands

Once the PCs arrive at the Gem Islands, they'll be able to enter the cave at the larger of the two islands. Inside this cave, as noted in Roscoe's journals, is two small houses and a watch tower, with the latter overlooking the area outside the cave. The houses are small, one-room structures with some storage area. The water inside the cave is deep enough for the PCs to anchor their longboat there.

The larger of the two Gem Islands, unbeknownst to the PCs, is the shell of the Zaratan, a colossal turtle. The top of the shell features a dense forest, a freshwater creek and an assortment of typical creatures (deer, rabbits, squirrels, etc.)

The smaller of the two Gem Islands is much like the Ligr's homeland – mainly rocky terrain with little livable land or useable resources.

Once the PCs arrive at the islands, they have two possible activities. Allow them up to three days to complete either or both of these activities before moving on to part 6.

### OPTION 1: Secure the area

As Roscoe's journal notes, the Bjarni have discovered the territorial Sea Devils have settled in a structure at the bottom of the sea, not far from the island's shores. What the PCs don't know is the structure is a tower, mostly in ruins, but with multiple floors. It houses the Sea Devils' leader, known as the "Mother," a

priestess. There is also a number of Sea Devils there, although not in their typical numbers as many of the creatures have been sent to find the Merrow King and his forces. The Merrow King Arkosh Ulathoep has already killed a number of Sea Devils in the area, causing the Mother to re-align her forces. Still, if the PCs venture to the Sea Devils' tower, they will face a formidable force of Sea Devils, their sharks and the Mother's personal guard.

As Roscoe's journal noted, if the PCs were to clear this tower, forcing the Sea Devils to flee, they could get better control of the immediate area and have easier access to the gems.

**GM note:** The Sea Devils' tower is played here as two floors, with the Mother and her personal guard found on the second floor. There should be a light force outside the tower as well as more Sea Devils or their allies on the first floor. However, this structure could be made larger with additional floors or with nearby shipwrecks adding exploration and additional threats.

**Monster recommendations:** Sahuagin, Sahuagin Priestess and Sahuagin Baron, *Monster Manual*, pg. 263-264

**Magic items:** The Mother has a Spellguard Shield (*Dungeon Master's Guide*, pg. 201) so she has a AC14 and has advantage on saves.

### **Option 2: Look for the gems**

As Roscoe's journal notes, the PCs can venture to the west of the island cave, about two hours away by boat. There, in about 30 feet of water, the PCs will find 1d12+3 of the multi-colored gems near an outcropping of coral. The gems are located on a piece of whitewashed coral, growing naturally. Each of the gems is about the size of a golf ball. But there are other gems there that look much smaller, as if they're still growing. It is clearly evidence that these gems grow naturally here and there could be others around these islands.

Within the coral reef, the PCs will see an unnatural sight – an intermittent stream of bubbles coming from the center of the reef. The reef itself is fairly widespread, as far as the PCs can see in any direction in the relatively clear water. From within the center of the reef, where the coral is thickest, the stream of bubbles is seen. There, with a Perception of 12 or more, the PCs will spot a heavily injured humanoid - a female Sea Devil – seemingly trapped between several pieces of brightly colored coral. A Perception of 17 or higher also will reveal a 7-foot-long Coral Drake – its skin

color and nasty spikes matching the surrounding coral - wrapped around the injured Sea Devil, who is breathing irregularly, causing the stream of bubbles. If the PCs approach, the Coral Drake will attack, potentially in a surprise round.

Positioned around the Coral Drake is a variety of poisonous sea urchins and stinging anemones. If a PC gets within 5 feet of the drake, they must make DC12 Dex saves or be poisoned by the urchins and/or anemones.

If the female Sea Devil is freed, it will try to swim away but then pause long enough to say in Common in a heavily accented voice, "Slumbers she. Now. Not long. Reppans' wrath will be on you, foreigner!"

Before the freed Sea Devil says anything more, other Sea Devils and their hammerhead sharks will arrive and potentially attack the PCs. Or if the RP with the wounded female Sea Devil goes well, the injured Sea Devil will order the other Sea Devils to leave the area without fighting.

**Monster recommendation:** Coral Drake, Tomb of Beasts, pg. 150



## PART SIX: The Awakening

At dawn, the PCs will learn the “cave” they have taken refuge in is part of a living creature – a Zaratan, a turtle of legendary size and power.

The Zaratan is so big its entire body is resting on – and covering! - the island. The creature has slept in this position for so long that above-water and below-water ecosystems have grown around it.

As the sun crests over the horizon, the Zaratan will awake, slowly rise, move toward the sea and then descend into it, setting off a chain of events that will put the PCs and their new longboat at tremendous risk. Why the Zaratan awoke is a mystery, even though the Sea Devils’ superstitious beliefs will tie this occurrence to the presence of the Merrow King.

The awakening of the creature will appear to begin at dawn as the PCs will see signs of change happening in the cave they reside in. Once the PCs act upon the change in their

environment, put them in an initiative order so they’re limited to an action, movement and if sensible, a bonus and reaction per round. The following will then occur:



**For 2 rounds**, the PCs will feel the temperature within the “cave” rise dramatically. They’ll see heat emanating from the cave “walls” and steam and bubbles begin to rise from the water, both inside the cave and, if they look, in the surrounding seas outside of the cave. This is occurring as the temperature of the Zaratan’s body warms as it begins to awake. During this time, there are a couple of shudders of life as the “cave” shakes violently. These are more violent shakes and shorter

in duration than the PCs have experienced or read about previously. During this time, the PCs can either seek shelter or begin to move out to their longboat. If the latter happens, consider Dexterity saves as the cave shakes and makes movement challenging.

**Next, for 1-2 rounds**, the Zaratan begins to rise from its resting spot on the island. The PCs probably won't figure this out yet. During this time, the heat and the bubbling of water will intensify until it appears the water inside the cave is at a boiling point. Then, the PCs will notice a change in the flow of water within the cave, as water begins trickling out of the cave rather than coming in from the strong morning tide. At this point, rocks and debris begin falling from the inside of the "cave" walls. Target 1d6+1 of the PCs – based on their locations within the cave. As well, roll a percentage. If the percentage is above 50, the PCs' longboat (if left in the cave overnight) is also hit by falling rock and debris. Damage to the PCs should be based on tier level.

For damage the longboat takes, roll a d4. A roll of 1 means the longboat's sail was hit, a roll of 2 hits the helm and rolls of 3 or 4 indicate the hull was hit.

**Longboat's stats:**

- \* Hull, 150 hp;
- \* Sails, 50 hp (minus-10 speed for every 15 damage taken);
- \* Helm, 50 hp (if this steering unit is destroyed, the ship won't be able to turn)

**The next 1-2 rounds:** At this point, the PCs should figure out the "cave" they are in is part of a living creature as their entire perspective from within the cave changes, from looking directly out at sea level to being 20-30 feet above sea level. (The Zaratan has now fully stood up.) Debris and rock continues to fall as the PCs probably try to get to their longboat. Target 1d4+1 PCs. As this is happening, the structures built by the Bjarni – the small houses and watch tower - are quickly being torn asunder from falling debris and their foundations are beginning to slide into the

bottom of the cave. At this point, there is enough water still left in the "cave" for the PCs' longboat to stay afloat and to allow limited steering room.

**The next 1-2 rounds** is the Zaratan's slow descent into the sea and eventually to the depths of the sea. Assuming the PCs are in their longboat, they will have to time their escape out of the "cave opening" to coincide with the Zaratan's descent, allowing for the ship to leave the cave and glide (or fall!) into the open sea.

**Mechanics of steering the longboat from the cave into the sea** while the Zaratan is descending into the ocean:

- \* A DC12 Survival check is required to get the longboat safely into the sea if the longboat's helm or sails have not been damaged by falling debris. For every 10hp the sail or the helm suffer in damage, increase the DC of the check by 1. (Give the PCs advantage on this roll if they have the hag-looking masthead – received from the sea dragon on the journey here – as it will bless the PCs in their greatest moment of distress.)
- \* If the PC steering the longboat fails the DC by less than five, the boat simply wasn't able to get out of the cave, as water splashing into the cave did not allow the vessel to escape. At this point, the PCs and the longboat would potentially take more damage from falling debris and rock within the cave as well as logs and debris now splashing into the cave.
- \* If the PCs roll a 5 or less for Survival on their first roll, their boat is swept out of the cave but is immediately struck by a huge wave – an aftereffect of the Zaratan's dive into the sea - that causes the boat to overturn. In this disastrous turn-of-events, the wave demolishes the ship's helm and carries away all of the sails, leaving the boat partly submerged in the water.

Unless the PCs can figure out a way to right the ship, it will sink in 1d4+1 rounds. In this case, the PCs would have to swim back to shore.

\* If the PCs fail to get the longboat out of the “cave” on the first roll, the DC would increase by 5 on a second attempt as there is more water splashing into the cavern and the Zaratan’s descent has taken the “cave” closer to the sea. If the PCs fail this check a second time, see the above description of the overturning boat.

**If a PC or PCs falls out of the longboat,** the following could happen to them each round they are in the water:

\* Battling swift currents and smashing waves and debris they carry, the PCs should roll a Strength check to determine if they’re able to swim in the direction they’re seeking to move, or if they’re carried farther underwater and potentially against dangerous coral reefs and structures near the coastal shore. This should happen for each round of movement they need



## **PART SEVEN: An Unexpected Alliance**

Once the reawakening of the Zaratan is dealt with, the PCs can return to the island, likely homeless and exposed to danger. If they still have an intact longboat, the PCs could consider sailing home. However, one look at the larger of the two Gem Islands could change their minds. The Zaratan’s bulk has permanently changed this

in order to reach whatever destination they’re trying to reach.

**As the first minute (8-10 rounds) passes** and the Zaratan seemingly swims away from the area, the rushing waves and dangerous flow of debris in the water will begin to settle. At this point, a massive sea creature – not the Zaratan - will emerge and either attack the PCs in the water or on the longboat (or both) as the creature has been drawn to the area by the underwater activity. The massive sea creature will fight against the PCs for 2-3 rounds before the Zaratan re-emerges from the depths of the water to devour this sea creature. At this point, the PCs and possibly their longboat can seek refuge on the island, or at the smaller Gem Island, without fear of the Zaratan targeting them as it’s busy devouring the other massive sea creature.

**Monster recommendation:** Isonade, Tomb of Beasts, pg. 257; Zaratan, Tomb of Beasts, pg. 414

island landscape, creating small lakes and wide open areas. It appears a farmers’ paradise, with even a number of trees ringing the edge of the island, providing more than enough timber for homes and other structures.

Not long after the PCs rest or come ashore at this re-shaped Gem Island, another surprise will

surface. A squad of Sea Devils, several dozen in number and armed, will begin emerging from the surf and on to the island's beaches.

This emergence of the Sea Devils will not be a prelude to battle but rather a formal attempt at a peace treaty. The Sea Devils, led by a four-armed baron named Son of Sekolah (pronounced Sek-a-la), will try to ally with the PCs.

Son of Sekolah's priestesses have told him the Zaraton's sudden awakening is an omen for the Sea Devils, that their entire existence could be extinguished if they do not make peace with



## **PART EIGHT: The King of the Deep**

Son of Sekolah and his band of Sea Devils have tracked the Merrow King and its followers to a large kelp forest southwest of the Gem Islands. This location is about an hour's travel from the islands on boat.

The kelp forest is more than a hundred feet deep and has kelp plants spaced about a foot apart throughout an area that has a radius of at least 100 feet. The kelp, a dark green seaplant, grows naturally vertically toward the sunlight, growing as tall as the water is deep. The "stalk" of the kelp is flexible and difficult to break. Because of the volume of kelp, the area is lowlight and anything beyond 10 feet is obscured.

In one part of the kelp forest, in the area the PCs and the Sea Devils will approach from, there are numerous slain creatures tied to pieces of the kelp. The slain are so numerous

the PCs and collectively target the "King of the Deep," the Merrow King.

The Merrow King's merrows have been battling and killing a fair number of the Sea Devils in the past few weeks.

For the peace treaty, Son of Sekolah will reluctantly agree to allow the PCs to stay and even colonize the large Gem Island if, and only if, they kill the King of the Deep. In the meantime, the Sea Devils will fight the King of the Deep's army, consisting mainly of Merrows but other sea creatures as well.

Son of Sekolah knows where to find the King of the Deep – in a kelp forest to the south.

there is a red-colored tinge in the water in this area of the kelp forest. Among the dead will be dozens of Sea Devils and the NPC (possibly a Ligr) that was captured by the Merrow King on the PCs' journey to the Gem Islands.

Once the party arrives, Son of Sekolah will sight Merrows and other sea creatures lurking at the edge of the kelp forest. These he and his band of Sea Devils will attack, leaving the Merrow King to the PCs.

Once the PCs are alone and begin traveling into the kelp forest, they will begin hearing messages in their minds from Arkosh Ulathoep, the Merrow King. (GM note: The water elemental the King rides has blindsight, 120 ft.)

Once the PCs begin traveling into the kelp forest, do a percentage roll. Players rolling under 50 will hear in their minds:

\* how the Merrow King meticulously kept the Ligr NPC alive long enough to adequately feed his demon lord's cravings for a prolonged blood sacrifice. The detail of the NPC's prolonged agony could frighten PCs. They should roll a Wisdom save to counter this feeling. (Base DC on tier level: DC13 for low tiers and DC17 for higher tiers);

For players rolling a percentage 50 or above, they will hear the following message in their mind:

\* the Merrow King will welcome the PCs to his lair – "It is not often soon-to-be sacrifices to my most giving lord simply arrive unannounced" - and then he will begin to brag of his newly gifted magical crown and how it allows him to enslave a legendary elemental power.

As a reminder, the Merrow King possesses a crown that controls the colossal water elemental. This crown of poisonous, black-colored coral shoots out sickly ink clouds should enemies come within 10 feet of him. (DC15 Con save to avoid begin poisoned) The ink cloud also will obscure the Merrow King.

The legendary water elemental will begin its first turn by summoning water elementals, which in turn lowers its hp pool.

The legendary water elemental also will provide lair actions, including:

\* Using the long strands of kelp to restrain 1d4+1 PCs; they can use Dexterity checks to

avoid the kelp, or Strength checks to get out of kelp;

\* Strong tides in a 10-foot radius try to push back the PCs, forcing them back 20 feet away on a failed save; use Strength check to withstand these tidal forces;

\* The water elemental can call out in Aquan and call forth a swarm of quippers.



Credit: <https://oceanservice.noaa.gov/>

Much of the thick kelp forest the Merrow King resides in is in low light.

Only when the Merrow King dies will the magical crown fall off its head. At this point, the colossal will be sent instantly back to its plane. Once the crown falls off the Merrow King's head, its ability to summon a legendary water creature will cease to exist. However, its other magical feature will remain.

#### **Monster recommendations:**

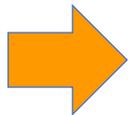
\* The colossal water element that the King Merrow controls should be designed after Olhydra (Princes of the Apocalypse, pg. 218) although reduced in power and legendary abilities, depending on the tier of the PCs.

\* The Merrow King can be based off the Archdruid stat block (Volo's Guide to Monsters, pg. 210). Substitute Control Weather spell for the 8<sup>th</sup> Level spell as it will be used toward the beginning of the module.

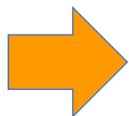


# The end-all, be-all role-playing experience!

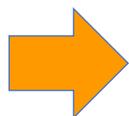
For your gaming group, we provide:



A unique experience with an immersive, multiscreen gaming system



A done-for-you game! We'll provide weekend or day-long gaming with our 2 GM-system!



More unique 5e adventures

**Get the details at [www.heroesbnb.com](http://www.heroesbnb.com)**