

MARAUDERS' RECOMPENSE

There are 10 premade characters for this 5th-level encounter. Recommended for 4–6 players, not including Mack. Adjust enemy number as needed per player count.

OVERVIEW

This adventure takes place a little over fifteen years after the events of *Wheel of Fate* (before the five-year jump) and *Ember in the Forge*. This day is 5 Katpe (*cot-puh*) of the Fifteenth Year of the Forth Age. (Can be written as 5Ka–15Y–4A). By this time, the people of Ambergrove have become used to magic and to living in this new age. Magic users and magic creatures are commonplace. So is hardship.

From fifteen years earlier, 25 Katpe:

A much larger cove than the one that provided safety to Nimeda, most of the crescent was lined by a mountainous ridge. The sea within the cove was densely patrolled by ships of various sizes, and it seemed many of those sailors were itching for a fight. Twice they passed battling ships.

Once Hrossdraugr entered the cove, they were immediately surrounded by conflict, and the only way to go safely was right to the docks. ...

Marauder's Cove was much like Port Albatross in design. The pathways through the village were all networks of cobblestone, and there were buildings as far as the eye could see—homes, inns, shops. However, whereas the people in Port Albatross generally seemed friendly, the people of Marauder's Cove generally seemed like they were one wrong word from a fight—a real fight, not a friendly brawl. The network of buildings and streets also seemed to be organized so as to create the largest amount of dark, hidden pathways as possible.

"This place is a den of thieves and cutthroats, isn't it?" Ember asked no one in particular.

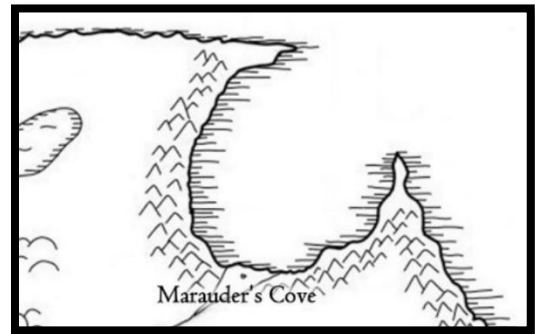
"Mmm ... sort of," Ra-to replied. ... "I mean, marauders aren't the best of people, and we are in the shadows of the Great Serpent and the giant lands. This is where crummy people go to find their kind."

"What does that say about us?"

—Ember in the Forge (129–130)

The people in Marauder's Cove are no strangers to battling ships or duels, the events of this day were unprecedented.

DM: You know your players. You can add or remove elements based on how your players typically play and how much time you want to take. For my first run, I added more specifications than what are included here because players asked different questions and focused on different things than the main story—as they do. Add what you need to fill this out for your players according to the *Adventurer's Guide* (AG); fill in holes with standard 5e. (*Ex: to simplify below deck, the water surface was semisolid, held by hag magic; other checks revealed water damage and other elemental effects, evil from the hag that stretched to the creatures she controlled but also seemed to be forced evil, etc.*)



COMMON KNOWLEDGE

Everyone in the cove knows something about ships. If they haven't spent years on them, they've at least sailed on one or been around them in the docks. They know what to expect of a ship of any size.

In the past fifteen years, as more and more magic users have made themselves known and the world has changed, the people have become familiar with Ambergrovian magic. They would recognize different elementalists and would be able to distinguish the difference in clerical domains. Division paladins are more difficult to pin down, and thus more feared. Naadakhs are respected. The true Ranger or Bard would be revered once identified, but they would be less likely to have encountered either and ended up in the cove. Giants of all kinds are feared above most others.

There has been some unification of other peoples in Ambergrove, but it has not yet reached this place. While people in the cove may work with other groups toward a common goal, they will only ever fully trust the people who have sailed through splintering gales with them (or, in the case of nonsailors, people they have known all their lives or known outside of the cove).

Common sea creatures of the time would be known—sea serpents of various sizes, morgawr, merfolk, waterhorses, mudpuppies, and nonmagical fish. Cathal, familiar with

green hags, would perhaps recognize the signs of a sea hag, but they have not appeared more than a handful of times across the world since the second age. They would only be spoken about as legend.

PLAYER CHARACTERS WE KNOW

Although this takes place many years after the events of the currently published books, the available premade player characters for this adventure include one from the Dragonwolf trilogy, three from Hammer and Flame, and one from both.

- Loli: Kip's nephew, who was saved by Mara in *Ranger's Odyssey* and later came to live in Aeunna, is now in his late teens. A warrior in his own right, he's adventuring at Teddy's insistence.
- Pachu'A, Ra-to, Tadita: crew on *Hrossdraugr*, the cargo ship that ferried Ember from Port Albatross to Marauder's Cove. Fifteen years later, the crew is still sailing around Ambergrove with cargo. This trip was routine—until it wasn't.
- Salali: storyteller in Port Albatross in previous books, later identified as the Skalda, the chosen Bard of this generation, Salali goes where she's sent, and she was here for a reason too.

OTHER PLAYER CHARACTERS

This one-shot brings together sailors and villagers just in the cove at the time as well, and if the players' characters do not come from the previous five we know, they can come from the following five unique characters or be player-made.

- Cathal: a forest dwarf from Gobha who has scoured Ambergrove chasing stories of hags in the hope that he may be able to save his childhood love.
- Lirrok: a storm giant Riverbend, she is a pirate captain of her own ship, which was heavily damaged.
- Oakbranch: a bearkin Earthtender from Aeunna, a scholar, came to the cove looking for a book.
- Tarym: a Division Paladin who finds herself at home in the duplicitous place that is the cove.
- Mack: born in the cove and raised by its streets, Mack is a twisted cleric whose main goal in life is to avenge his mother's death one day—once he figures out who did it. [More on Mack below deck.](#)

INTRODUCTION/HOOK

You find yourself in Marauder's Cove, whether because it is your home or because you're docked there as crew or captain of one of its many ships.

All was well—well as it could be for the cove, that is—and you were going about your business until there was a commotion in the water. Whether you were on a ship or on the docks, you couldn't tell what it was beneath the water that caused all the destruction. All you know is that the water began to pitch and roil. The ships began to crash into each other and burst as if something were splintering them from below. There was widespread panic on the ships and at the docks as sailors and dockworkers tried to secure lines and ride out whatever storm was lurking below. Everything stilled for a moment, and then the still waters of the cove began to spin as a whirlpool thrust some ships into each other and swallowed others.

When it was over, every ship in the cove was damaged, even the ones anchored and lashed at the docks. Every ship, that is, except one. One ship at the far-left dock, which no one had seen set sail in weeks, didn't appear to be secured to the dock at all—yet it had barely moved.

As enraged sailors limped their ships to the docks and their crew to the village healers, the uninjured looked for someone to blame. Naturally, all the survivors were drawn toward the one undamaged ship.

Whether your motive be to simply investigate, to apprehend the culprit, or something more sinister, you find yourself standing on the leftmost dock about to board the suspicious ship.

THE SHIP: OFFBOARD

From the dock, you are looking up the plank from the port (right) side of the ship. It is a 100-foot, massive cargo ship. Wooden and worn, but built well, it is vaguely recognizable. A few of you feel like you've seen it before but cannot place it. It's three-masted with a raised stern. The exterior hull is just a typical dark brown. Algae has settled on the water surface around the ship, possibly from it sitting untouched for longer than any of you thought, so you cannot see the hull below the surface. The sails are furled, but from what you can see, they're yellow, at least in part. Ships typically have some sort of identification—the name on the stern or bow, a headpiece, designs on the sails, or a flag. This had none.

A DC 10 Survival check will reveal that the ship is too still. The stillness implies you're about to find corpses.

THE SHIP: DECK

Once boarded, the captain's cabin is immediately to your left. Stairs lead up to the raised stern and the ship's wheel. The deck itself is completely bare. There's no crates, furniture, or weapons. No crew.

DC 10 Investigation/active Perception will reveal blood on the deck. There's splintered wood and sliced planks across the deck—signs of a struggle.

DC 15 Investigation/active Perception: There's a bloodstain leading into the captain's cabin and another leading to the steps below deck.

Cargo hold: Looking into the hold reveals only darkness and a slight glistening, even for those with darkvision. A DC 15 check will reveal one figure below, but they can't tell who or what it is, and it will also reveal that there's standing water.

THE PROVIDED MAP

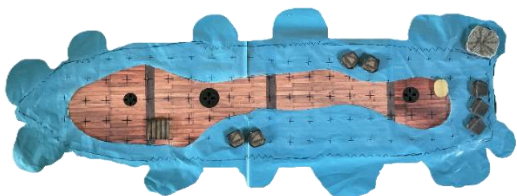
Use any larger ship map of your choice, like a cargo ship. I used this one: [C4Labs Large D&D Ship](#). Just make sure you have a full three-masted deck, the captain's cabin, and an open cargo hold with about 7 crates, a table and chair, and at least three holes in the hull for the sea creatures to enter. I used the linked wooden ship kit and a blue plastic bag for my map. These could be used digitally/printed as well—and placed on a backdrop.

Three maps are included with the files for download.

1. The deck.

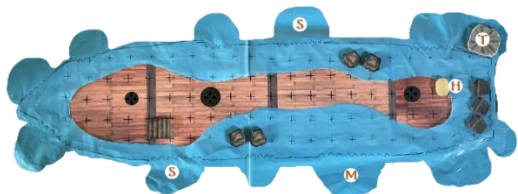


2. Below deck, what the players will find when they descend in search of their adversary.



3. Below deck with identifiers for the starting places of the encounter creatures and item.

- H: Hag
- M: Morgawr
- S: Lesser Sea Serpents
- T: Treasure



THE SHIP: THE CAPTAIN'S CABIN

If the crew does not automatically investigate the captain's cabin before going below deck, draw them over there by identifying noises coming from the cabin. Noises will be extremely noticeable in suspicious silence. These can just be rats or other scavengers that have knocked something over. Draw them to the cabin so they can get helpful items.

The cabin is stockpiled with treasure and items. There's crates upon crates, weapon racks, and actual chests lining the whole room. Aside from the hoard, there is one extravagant desk, at which sits a headless skeleton.

There are signs of a struggle all around, and there are mushrooms and other fungi and lichen spreading around the room from the skeleton and residue.

Chests and crates are open and full. Whoever came wasn't interested in the treasure. The party can take whatever they find. There's coins and gems, to be determined by the DM, plus:

- 1 standard short bow (1d6 piercing, PHB pg. 149)
- 1 standard glaive (1d10 slashing, PHB pg. 149)
- 1 standard pike (1d10 slashing, PHB pg. 149)
- 3 standard nets (PHB pg. 149)
- 1 quiver, appears empty (Paeor's Quiver, AG pg. 87), discoverable as the magical item on first use
- 1 conical item an Earther would recognize as a megaphone (Horn of Blasting, AG pg. 84), discoverable as the magical item on first use otherwise
- 3 pairs of green-lensed glasses with shades around the lenses (Goggles of Night, AG pg. 83), discoverable as darkvision goggles on first use by someone without darkvision if players unfamiliar; DC 15 investigation for non-Earthers
- 3 Potions of Healing (AG pg. 88)
- 1 jar of Freya's Poultry, recognized as such by at least one member of the party (AG pg. 81)

Players should distribute items immediately and equip, if preferred, before descending below deck.

THE SHIP: BELOW DECK

As players descend the steps, they immediately see it's waterlogged. Moving further, they can see there's murky water standing on much of the deck. Algae mucks the water further. Barnacles and lichen line the walls and floor. It's dark, but the stairs come out at the bow, and players can see the walls of the hull, the standing water, and that there's damage to at least one part of the hull. The hull is splintered and busted with a hole of undetermined size in it. You're unsure how the ship is still afloat in this

condition. There's enough water for fish to swim in it, but you can't tell how deep it is.

DC 15 Investigation: The water is deep enough you'll need to wade through if you try to cross it, but some may be even deeper. All water-covered areas are considered difficult terrain.

DC 20 Investigation: The water is four feet deep at the bow where there's a hole in the hull. Additional checks will reveal every hole includes a four-foot-deep pool. Knock down to DC 10 if it's a practical check (stepping in the holes or putting something in them to test depth).

Players will have extreme disadvantage if they try to swim out the holes to the exterior of the ship. There's no telling what's out there that can swim. If they try to investigate those areas, they will discover that the ship is resting on a reef, but they will not learn much else.

Once players reach the floor and begin to look around, they will start to see piles of bones in with the water and growth. There's also a path across the hull that's not in water, but all the hull below it is splintered. In addition to the bones, lichen, and standing water, there are crates floating in the water around the center of the hull.

Looking further, the players can see a woman sitting at a table, trying to pry open a clam with her fingernails. A blue light from a receptacle on the table just shows a little of her face—enough the party can see that it just looks like one woman.

GHOA

The woman does not acknowledge the players as they move closer. Once she pries one clam open, she slurps it up, tosses the shell into the water behind her, and grabs another from the table.

At about 60 feet away, players with darkvision can see the blue light on the table is a collection of glow stones collected in an overturned skull.

If you try to talk to her, she'll tell you much of what you want to know, openly, unless you reveal that you are sailors. DC 15 Deception or DC 20 Persuasion to convince her you are not sailors.

If this fails, she will become angry and transform, immediately starting combat.

If players tell the truth, she tells them that sailors cannot be trusted. DC 20 Persuasion will convince her that the players do not mean her harm. A failed Persuasion check here will cause her to transform. A successful check will cause her to move forward with her telling of why she

doesn't trust sailors. She'll reveal that the sailors in Marauder's Cove are always careless. They carry on with their little feuds and pay no attention to the other ships, the innocents in rowboats or on the docks. Sailors serve only themselves. Then she will move to talk about the captain, as below, gesturing to the skull.

If asking about the skull/captain/this ship after passing the previous checks: She'll reveal that he was a captain who had always been careless when sailing in the cove. When she'd confronted him for what he'd done to her, he hadn't even known who she was—and it wasn't because he was a forest dwarf who was already nearing 100 years old.

- If they ask what he did, DC 15 Persuasion, she reveals he killed her.
- This can be followed with a DC 10 History, Arcana, or Investigation check to reveal that she's a sea hag.
- If they succeed under 20 but then press to learn how, she'll become angry and summon the morgawr.
- If it's a natural 20, she transforms but remains nonviolent.

If players talk to her and try to persuade her that she is not in any danger and has completed what she set out to do, they can. They must have passed all attempted checks up to now. Then, one player must pass a DC 20 Persuasion check with advantage.

The DM can then determine if the released sea creatures become violent in their confusion or if they just swim away. If the former, Ghoe will be frozen as a human until after the encounter, when Taerg appears in the Resolution. If the latter, move straight to the Resolution section.

MACK'S DILEMMA

If they do ask her more questions about herself, she will reveal that she'd had a child with a sailor who'd come into the cove often. Suddenly he stopped coming and she was on her own. She worked hard to support her son, a beautiful, blue boy she'd named in the fashion of the sea elves. She hoped he'd be considered a half-elf one day. With the hope she'd take him to the Great Serpent to meet surviving family and find a home, she worked to the bone at the docks. One day, while working on a row boat, she was hit by a cargo ship. No one ever came looking for her. Her young boy had to grow up on his own while her spirit stewed and festered below the water, waiting to be found or waiting to seek her vengeance.

At this point, or if Mack steps within 30 feet of her before she transforms, he will realize that she's his mother because she looks the same as she did 40 years before.

The DM can determine if he finds out another way. He can turn on the party by rule of the DM to better even out the encounter or he can be given the choice once it's clear he knows that's his mother. If no player selects Mack as a player character, the DM can have him appear behind the party at some point while they're below deck.

Motivations: Perhaps he sides with her just because she's his mother or because he sees her as a powerful being. Perhaps he sides with the party because he just wants her put to rest or because he doesn't believe she's actually his mother. Player choice.

ENCOUNTER

Ghoa will transform into a sea hag before the encounter begins. Once she transforms, give the players basic information about sea hags in Ambergrove. She'll control up to three sea creatures and have access to a few spells. If they defeat her in combat, the sea creatures are released and she becomes a sidhe.

Unless the encounter begins some other way, it will then begin once Mack makes his decision. Ghoa, as a sea hag, will start the combat by stabbing the closest enemy with her *Dagger of Venom*. The first round will just be the players and Ghoa. Once at least half of the players pass where the lesser sea serpents are rested, the sea serpents will enter combat. The starboard (left) sea serpent will knock out the stairs to above when it appears. While sea hags can usually only summon one creature at a time, Ghoa has spent months working at it to gain the control of two lesser serpents and a morgawr, and they can all enter combat at the same time. The morgawr will enter combat in the second round.

Save the second use of *control water* until the fifth round of combat or until Ghoa is down to 1/3 health (30 HP). She will then use *flood* to raise the water below deck by 5 feet, making all terrain difficult terrain and all player attacks with disadvantage—*unless* they have Lirrok (or another Riverbend) use *water walk*.

If Ghoa is reduced to under 10 HP, on her next turn, she will use *wall of ice*. Otherwise, on all her rounds of combat, she will either use *claws* or *thunderwave*.

If the players eliminate all her previously summoned sea creatures, the next round, Ghoa will summon another Lesser Sea Serpent. After that serpent is defeated, she will summon another morgawr. She will not summon any other sea creatures. If any of the original three sea creatures remain after Ghoa is defeated, or if Mack is on her side and remains, combat must continue. The other sea creatures will leave once released.

GHOA (SEA HAG)

Medium fey

Armor Class 16 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft., swim 40 ft.

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

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Grovish

Challenge 3 (700 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *thunderwave*

2/day each: *control water* (*already used once*)

1/day each: *wall of ice*

Amphibious. The hag can breathe air and water.

Command the Seas. The hag is able to summon and command two lesser sea serpents and one morgawr at once. Then she may summon an additional lesser sea serpent and an additional morgawr one at a time.

Favored Enemy. This is the type of creature that caused her demise before she was lost and became a hag. She has advantage on all attacks against sailors/pirates.

ACTIONS

Claws (Hag Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Dagger of Venom (AG pg. 79). *Melee Weapon Attack:* +7 to hit (1d4+2 piercing; finesse, light, thrown (range 20/60)). DC 15 CON Saving Throw or take 2d10 poison damage and become poisoned for 1 minute.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid (her true, living form), or back into her hag form. Any equipment she is wearing or carrying isn't transformed.

Etherealness. The hag magically enters the Shadowgrove from Ambergrove, or vice versa.

Thunderwave

1st-level evocation

Casting Time: 1 action

Range: Self (15-foot cube)

Components: V, S

Duration: Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

Control Water

4th-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

Flood. You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land.

If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing.

The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

Whirlpool. This effect requires a body of water at least 50 feet square and 25 feet deep. (Already used.)

Wall of Ice

6th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create a wall of ice on a solid surface within range. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and lasts for the duration.

If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must make a Dexterity saving throw. On a failed save, the creature takes 10d6 cold damage, or half as much damage on a successful save.

The wall is an object that can be damaged and thus breached. It has AC 12 and 30 hit points per 10-foot section, and it is vulnerable to fire damage. Reducing a 10-foot section of wall to 0 hit points destroys it and leaves behind a sheet of frigid air in the space the wall occupied. A creature moving through the sheet of frigid air for the first time on a turn must make a Constitution saving throw. That creature takes 5d6 cold damage on a failed save, or half as much damage on a successful one.

LESSER SEA SERPENT

Large beast

Armor Class 13 (natural armor)

Hit Points 16 (3d10)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	2 (−4)	12 (+1)	5 (−3)

Senses passive Perception 11

Languages Animal (sea creature)

Challenge 1/2 (100 XP)

Great Serpent. This creature has a special bond with the sea elves and will assist them, proven sailors, and riverbends above all others. A serpent who allows itself to be ridden by a sea elf is bonded to that sea elf until the elf's death.

Water Breathing. The serpent can hold its breath above water for 1 hour without submerging.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: (4d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* (4d6 + 4) bludgeoning damage, and if the target is Medium or smaller, it is grappled (escape DC 12). Until this grapple ends, the creature is restrained, and the serpent can't constrict another target.



MORGAWR

Large beast

Armor Class 13 (natural armor)

Hit Points 68 (8d10+24)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (−4)	12 (+1)	5 (−3)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Challenge 2 (450 XP)

Hold Breath. The morgawr can hold its breath for 1 hour.

ACTIONS

Multiattack. The morgawr makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.

Hit: 13 (2d8 + 4) bludgeoning damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: (3d6 + 4) piercing damage.

MACK (IF NOT A PC)

Medium humanoid, Anchor Spawn (human/sea elf)

Armor Class 13 (chain shirt)

Hit Points 45

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	12 (+1)	15 (+2)	11 (+0)	15 (+2)	15 (+2)

Senses passive Perception 12

Languages Grovish

Challenge 3 (700 XP)

Spellcasting. Mack is a Botulism Cleric. His spellcasting ability is Constitution (spell save DC 13). **Slots** 4 / 3 / 2

—Cantrip: *guidance, mending, spare the dying*

—Lvl 1: *cure wounds, healing word, shield of faith, sanctuary*

—Lvl 2: *lesser restoration, prayer of healing, spiritual weapon*

—Lvl 3: *mass healing word, spirit guardians*

Disciple of the Feast. Also starting at 1st level, your *twisted* food and drink spells are more effective. Whenever you use a spell of 1st level or higher to create or purify food, 2 + the spell's level is added to the effect radius.

ACTIONS

Twisted Spells. *Spells Attack Bonus:* +5 to hit.

Shortsword. *Melee:* +0 (1d6 piercing; finesse, light)

Javelin. *Melee:* +2 (1d6–1 piercing; thrown (range 30/120))

Etherealness. The hag magically enters the Shadowgrove from Ambergrove, or vice versa.

Guidance

Divination cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

☞ **Twisted** The target must subtract the number rolled from the ability check of the caster's choice.

Spare the Dying

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

☞ **Twisted** You touch a living creature that has 0 hit points. The creature loses all remaining death saves and must roll their final save immediately or die.

Cure Wounds

1st-level evocation

Casting Time: 1 action

Range: Touch

☞ **Components:** V, S; M (a bandage of any size)

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

☞ **Twisted** Instead of gaining hit points, the creature loses hit points equal to 1d8 + your spellcasting ability modifier. This is necrotic damage. You've rubbed something nasty in the wound, causing a minor infection.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Healing Word

1st-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

☞ **Twisted** The creature loses hit points equal to 1d4 + your spellcasting ability modifier. When you cast this spell on undead, it heals 1d4 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 for each slot level above 1st.

Shield of Faith

1st-level abjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

☞ **Twisted** A dark haze appears and surrounds a creature of your choice within range, causing a loss of 2 AC for the duration.

Sanctuary

1st-level abjuration

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: 1 minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target

or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

☞ **Twisted** All creatures in combat *must* target the selected creature. If they want to attack another creature, they must first make a Wisdom saving throw. On a failed save, they must forfeit their turn or attack the targeted creature. This spell does not pertain to area of effect spells, which would not require a save. If the targeted creature successfully saves on their turn, the spell ends.

Lesser Restoration

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

☞ **Twisted** You touch a creature and can inflict one disease or condition from above. It also inflicts 1d4 necrotic damage.

Prayer of Healing

2nd-level evocation

Casting Time: 10 minutes

Range: 30 feet

Components: V

Duration: Instantaneous

Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

☞ Your will is strong enough to send positive thoughts that heal.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d8 for each slot level above 2nd.

☞ **Twisted** This becomes a curse of injury that causes up to three different creatures to lose hit points equal to 2d8. For every even level beginning with 4th, the damage increases by 1d8.

Spiritual Weapon

2nd-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

☞ **Twisted** The weapon can take whatever form you choose, but it appears as a necrotic dark shape and deals an additional 1d4 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 weapon damage and 1d4 necrotic damage for every two slot levels above 2nd.

Mass Healing Word

3rd-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

As you call out words of restoration, up to six creatures of your choice that you can see within range regain hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

☞ **Twisted** As you call out words of corruption, up to six creatures of your choice that you can see within range lose hit points equal to 1d4 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d4 for each slot level above 3rd.

Spirit Guardians

3rd-level conjuration

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S

Duration: Concentration, up to 10 minutes

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish.

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are a Life or Feast Cleric). On a successful save, the creature takes half as much damage.

☞ **Twisted** or 3d8 necrotic damage (if you are a Death or Botulism cleric).

RESOLUTION

Without Fighting Ghoa: She will transform back into a human, just as she was when she was alive, and the god of warriors, Taerg, will appear to take her to the isles of the gods for a peaceful afterlife.

After Fighting Ghoa: She will transform into a sidhe (she), a small, typical-fairy-like creature and disappear into the Shadowgrove, no longer a threat.

With the ruckus of the combat or the departure of the sea creatures, the ship's precarious perch on the reef begins to crumble. Players have five turns to get to the deck before it sinks. Only a Riverbend or a Water Giant could survive if they are below deck when it sinks.

Decide if players will know they have five turns or if they will just be in suspense knowing something is coming. They can investigate the crates in this time. Crates are only full of spoiled food. They can take the captain's skull and glow stones, but there's not much more in the hull that they want. If players are actively looking for anything out of place or valuable, they will see a taut rope attached to the inside of the hull and stretching out one of the splintered openings on the port side. Players can wade out that far or just pull the rope and will retrieve a net with a chest inside.

The chest contains (2 sapphires + 10 GP) per player.

Since the stairs will be knocked out if the sea serpents enter the combat, players will need to use other tools to exit the ship. All have rope and grappling hook or the other crates could be stacked. Players may come up with another plan. They'll need to reach up 15 feet to get to the deck one way or another.

Once players escape and share the events of their encounter, Riverbends will be enlisted to ensure there are no other remains in the cove that would return as sea hags. Now, to repair your own ships ...

CAPTAIN'S CABIN ITEMS TO PRINT FOR PLAYERS

FREYA'S POULTICE

Wondrous item, uncommon

This is an ointment perfected by Freya of the Forest Dwarves. This glass jar, 3 inches in diameter, contains 1d4 + 1 doses of a thick mixture that smells faintly of aloe. The jar and its contents weigh 1/2 pound.


As an action, one dose of the ointment can be applied to the skin. The creature that receives it regains 2d8 + 2 hit points, ceases to be poisoned, and is cured of any disease.

HORN OF BLASTING

Wondrous item, rare

You can use an action to speak the horn's command word and then blow the horn, which emits a thunderous blast in a 30-foot cone that is audible 600 feet away. Each creature in the cone must make a DC 15 Constitution saving throw. On a failed save, a creature takes 5d6 thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take 10d6 thunder damage instead of 5d6.

Each use of the horn's magic has a 20 percent chance of causing the horn to explode. The explosion deals 10d6 fire damage to the blower and destroys the horn.

 An Earther would recognize this as a megaphone, though the Trickster has messed with it to alter and magnify its features.

PAEOR'S QUIVER

Wondrous item, uncommon

Each of the quiver's three compartments connects to an extradimensional space that allows the quiver to hold numerous items while never weighing more than 2 pounds. The shortest compartment can hold up to sixty arrows, bolts, or similar objects. The midsize compartment holds up to eighteen javelins or similar objects. The longest compartment holds up to six long objects, such as bows, quarterstaves, or spears.

You can draw any item the quiver contains as if doing so from a regular quiver or scabbard.

There's a chance on every third try that the quiver will implode, causing fire damage to the user. The player must pass a Charisma saving throw or take damage as calculated below, or half as much on a successful save.


$$4d4 + 2(\text{player level})$$

DC is determined by the DM depending on player level.

GOGGLES OF NIGHT

Wondrous item, uncommon

While wearing these dark lenses, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet.

 An Earther would recognize these as simple night vision goggles.

NET (MARK OFF WHEN USED— 3 — 2 — 1 —)

A Large or smaller creature hit by a net is restrained until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.