

GHOSTS OF SALTMARSH

THE STYES



DM's Resources for Ghosts of Saltmarsh
Chapter 8: The Styes

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THE STYES

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INTRODUCTION

THE STYES IS THE FINAL ADVENTURE OF SEVEN IN the Ghosts of Saltmarsh campaign book. It has the party traveling to the Styes, a decaying port fallen on hard times. The adventure contains a political intrigue, mysterious murders, a wicked cult, and legendary monsters.

The Styes is a short adventure that will likely take several sessions to complete. The focus of this adventure is broken down into five parts:

1. A Dying District focuses on the Styes setting.
2. Murder Mystery involves the characters unraveling the truth behind recent murders in town.
3. Hemlock Pit involves the characters confronting a major suspect in the case.
4. The Lamp's Shadow involves the characters investigating a temple of the cult of Tharizdun.
5. Tharizdun's Progeny involves a final confrontation with a legendary sea creature.

In this document, we seek to make running The Styes fun and memorable for you and your players, as well as giving you advice on how to fit The Styes into a campaign. This document includes:

- **Advice on fitting it in a larger campaign** or tying it in to other Ghosts of Saltmarsh adventures.
- **Advice running the adventure** including pacing the murder mystery and how the characters proceed once they've identified their suspect.
- **DM's Notes** for quick and easy reference at the table.
- **Monster Stat Blocks** for every foe in the adventure arranged for swift and easy use.

ADVENTURE SUMMARY

Here is a quick summary of the adventure.

- The characters arrive in the Styes.
- The characters learn about the Lantern Ghost murders from Master Refrum, or another source. The main suspect was a man named Jarne, who was accused and hanged for crimes. Master Refrum advocates that Jarne was innocent and asks the party to investigate.
- The characters investigate two leads, Hopene'er Asylum where Jarne was held and the Garrison District where the party can speak with Constable Jute about the crime scene.
- The evidence leads the characters to Mr. Dory whose residence is in the Hemlock Pit.
- At Mr. Dory's residence the characters fight Mr. Dory and some of his minions. Either by interrogating Mr. Dory or finding letters, they learn the location of the Temple of Tharizdun near Frother's Lamp and that Mr. Dory is in league with a cult of Tharizdun.
- The characters investigate the temple and meet an aboleth named Sgothgah.
- The aboleth claims to be raising a kraken and a battle likely ensues.
- In the aftermath of a fight, the characters discover a tunnel that leads to Landgrave's Folly where the kraken resides.
- At Landgrave's Folly, the characters encounter two more aboleths who are plotting to kill the kraken.
- Finally the characters must fight the juvenile kraken to save the Styes.

RUNNING THE STYES

In this section, you'll find advice on how to run The Styes. We strongly recommend that you read Chapter 8 of Ghosts of Saltmarsh before reading these suggestions. As always, use only what makes sense to you – you know best, what works at your table.

PART OF A CAMPAIGN

Here are a few suggestions for how to run The Styes as part of a campaign rather than a short adventure.

LOCATION OF THE ADVENTURE

If you are running several adventures from Ghosts of Saltmarsh, The Styes is an entirely different town from Saltmarsh. The book suggests a few locations for placing The Styes, but the suggestion for Faerûn is Marsember, which lies over a 1000 miles from the proposed location of Saltmarsh. Instead, you can place The Styes to the south of Saltmarsh near the Mere of Dead Men. The location is unimportant, but it is recommended to have it be relatively close to Saltmarsh so that the party can reasonably acquire hooks to draw them to the Styes.

PART OF GHOSTS OF SALTMARSH

If you want to tie in The Styes to a full Ghosts of Saltmarsh campaign, then the party will have recently defeated the drowned ones at the Pit of Hatred off Firewatch Island. When the characters return to Saltmarsh, you can have them be approached by an NPC fleeing from the Styes who shares that the town has been plagued by murders and begs the heroes of Saltmarsh to help save the town. If you used the Styes as a point of origin for Tammeraut's Fate, you can begin the Styes adventure from Chapter 8 once the characters get back to town.

PART OF ANOTHER CAMPAIGN

If you are planning to plug in The Styes into another campaign or run it as a short adventure, it can work fairly well in any campaign that occurs near the ocean. Because the adventure has no ties to Saltmarsh you can simply substitute the The Styes with any port town and launch into the adventure. As suggested in the module, you can use some rare alchemical reagent as a hook to entice characters to visit this location.



UNDERSTANDING THE VILLAINS

There are a few connected villainous factions in the adventure and it can be easy to forget who is who. This section provides a brief summary of each group and what they want.

- **The Cult of Tharizdun.** The Cult of Tharizdun has been in the Styes for years and is led by the councilor Mr. Dory. The goals of the cult before the arrival of Sgothgath are unknown. The cult now answers the call of Sgothgath, "The Whisperer," who has turned many of them into monsters called skum. Their main goal is to create fear and misery, particularly through the Lantern Ghost murders, to feed the kraken.
- **Sgothgath the Aboleth aka "The Whisperer".** Centuries ago, Sgothgath ate a bunch of cultists and now worships Tharizdun. Within the last year, Sgothgath found a juvenile kraken that it believes is a sign from Tharizdun that it must raise the creature. Sgothgath fled with the kraken to the Styes and discovered a cult of Tharizdun there. Sgothgath made contact with the cult as a hidden messenger of Tharizdun called The Whisperer. Sgothgath wants the cult to create fear in the Styes so that the kraken grows in power.
- **Mr. Dory.** Mr. Dory is the leader of the cult and suspicious of the Whisperer. He has used the cult mainly for gaining personal power. He will betray the cult to save his own skin.
- **Aboleths of the Endless Nadir.** Two aboleths from the Endless Nadir discover the Sgothgath and the kraken shortly before the characters arrive. The aboleths are in opposition with Sgothgath because religion is an abomination to aboleths. The aboleths nearly destroy Sgothgath who is forced to leave Landgrave's Folly and hide in the Temple of Tharizdun. Now, the aboleths want to destroy or capture the kraken out of fear that it will become an unstoppable force in the ocean.



MURDER MYSTERY

One of the novelties of this adventure is that it includes a murder mystery, which can be summarized with the following points:

The Crime. Someone has been committing random brutal murders in the Styes for half a year during the night.

The Evidence. Seven days ago Jarne Loveage was found looming over the body of a victim with a bloody knife and bloody hands. Jarne had no alibi, but proclaimed he had no memory of the deed.

The Punishment. After being held for a few days in Hopene'er Asylum, Jarne was found guilty without a trial and hanged.

The Truth. Jarne was actually guilty of the murders, but he was possessed by an aboleth in league with Mr. Dory.

New Developments. A man named Raif was found dead the morning after Jarne's execution, which he could not have committed. The body was quickly cremated.

The Investigation. Several people have information to help unravel the mystery.

- Master Refrum knew Jarne and claims that murder was not in his character. Refrum was suspiciously denied access to Jarne while he was held in the asylum, and was denied access to the body to use a *speak with dead* spell.
- Eleanor Loveage, Jarne's sister, can speak to Jarne's character as well, but mostly serves as a lead to reach Refrum.
- Councilor Thornwell suspects Mr. Dory is involved and wants to lead the characters to Refrum to get them on the case. She can offer money to help stir them to action. If she enlists the party to investigate the murders, she does so without revealing her identity.
- Emil Trantor works at Hopene'er Asylum who thought Jarne's claims of innocence sounded honest. Trantor knows Jarne was visited by Mr. Dory. Trantor can show the party Jarne's disturbed drawings in his cell, which show a large sea monster.
- Constable Jute is not convinced Jarne was solely responsible for the murders. Jute knows many of the militia have met secretly with Mr. Dory. She can show characters the crime scene where Jarne was found (no clues there) and the scene of the latest murder. Careful investigation of the crime scene of the new murder reveals tracks that lead back to Mr. Dory's warehouse.

DEEPENING THE MYSTERY

While the mystery gets the adventure off to an exciting start, it has room for improvement.

DELAY THE NEW MURDER.

Because a murder was discovered after Jarne was already incarcerated, the characters will have no further doubts that Jarne is partly innocent from the beginning. We can create more mystery in the beginning by delaying the new murder until after the characters have explored the asylum or spoken with the constable.

ALIBI FOR MR. DORY

Mr. Dory becomes the immediate and only suspect during the investigation. We want the characters to be suspicious of him, but still leave a bit of mystery. We can accomplish this by giving Mr. Dory some alibis and a chance to explain himself. If the characters begin to suspect Mr. Dory, one of the NPCs might suggest that the characters interview Mr. Dory. Mr. Dory likely won't appear in person as he is too busy, so he may send his warehouse manager Birsk Chumwell to speak on his behalf. Because Birsk is sharing the alibis second hand for Mr. Dory, a DC 15 Wisdom (Insight) check may reveal that she doesn't necessarily believe what she is telling the characters, but is technically not lying.

Suspicious Visit to the Asylum. Birsk can explain Mr. Dory's visit to Jarne in the asylum because Jarne was under the employment of Mr. Dory as one of his fishermen (true). Mr. Dory paid Jarne a visit to see how he was doing because he cares deeply for his employees (false).

Closed Door Meetings with Guards. Birsk can explain that Mr. Dory's deals in high volumes of expensive merchandise (true). Mr. Dory met with several guards to discuss additional security for his warehouse in light of the murders and civil unrest in the Styes (false).

Red Herring. Mr. Dory may instruct Birsk to deflect the accusations onto councilor Sliris (a wererat) saying, "Is it not suspicious that the bodies have been cremated so quickly? You should be asking questions to councilor Sliris who runs the mortuary. It's rumored that Sliris has a fancy for nighttime strolls and chattering at the full moon." If the party seeks out Sliris at the mortuary, Sliris scoffs at the idea and a DC 15 Wisdom (Insight) check reveals that she is telling the truth. You can have Sliris connect the characters with Grotten Longflint, described in "Warehouse Secrets" as a next course of action to get revenge on Mr. Dory. Sliris may offer to pay Grotten's fee.

HEMLOCK PIT

By the time the characters show up to Mr. Dory's Warehouse, they are certainly suspicious of him, but may not be entirely sure what their goals are. You can have Constable Jute (or another NPC the party is consulting with) suggest to the party that they search Mr. Dory's Warehouse for evidence of his involvement in the murders. The NPC can even go so far to suggest that they do this at night so as to avoid civilian workers. This will help avoid a scenario where the characters show up and start killing everyone and potentially destroy the evidence.

The key information that characters gain from the Hemlock Pit is the location of the Temple of Tharizdun (in the shadow of Frother's Lamp). They can get this information from Mr. Dory or from a note in his chambers. If the characters get the information from the notes, and are not sure what to do next, you can have Constable Jute arrive after a patrol or neighbor notices sounds of commotion. You can use Constable Jute to recommend that the characters investigate the pulpit in the shadow of Frother's Lamp, citing that there may be a cult behind the murders. She can give the characters her blessing to destroy the cult or bring anyone who surrenders in for questioning. If the characters ask for backup, you can have Jute send three guards with the characters.

If Mr. Dory got away in the Hemlock Pit (potentially by using his *etherealness* spell), you can have him nurse his wounds at the Temple of Tharizdun. When the characters arrive, you can have Mr. Dory and a few skum waiting there to have a showdown with the characters outside of the temple.

THE LAMP'S SHADOW

The evidence in the Hemlock Pit leads the characters to the Temple of Tharizdun. The main purpose of visiting this location is to meet Sgothgah, the aboleth, and uncover the reason for the murders - to feed its juvenile kraken. Due to its religious zealotry, it is not entirely clear why the aboleth would reveal its plot to the characters, even if its own life was on the line. Because of this, we can change up this encounter (and Tharizdun's Progeny) slightly to help the narrative.

In the book, Sgothgah has fled to the Temple of Tharizdun after being attacked by two other aboleths. We can change this scenario such that one of the aboleths followed Sgothgah and finished the job. When the characters arrive, the aboleth reaches out telepathically to the characters to understand what they are doing here. It senses that they are powerful and wishes to use them to defeat the kraken. To earn their trust, this aboleth will reveal that it has killed Sgothgah and explain that Sgothgah has been raising a juvenile kraken through the fear garnered by the murders. Additionally, it can show the characters the secret passage to Landgrave's Folly. Because the aboleth thinks itself to be far superior than the party, it will try to enslave them once they have lowered their guard, prompting a battle.

The goal of this is three-fold. First, the characters get to learn the plot of the villain in a form that makes more sense. Second, the characters are guaranteed to find the passage to Landgrave's Folly so they can continue with the adventure. Third, it not only eliminates one aboleth fight (Sgothgah) from the adventure, but also splits up the two aboleths in the next chapter so that the combat encounter is potentially a lot more manageable.

THARIZDUN'S PROGENY

In the book, Tharizdun's Progeny includes a situation where two aboleths are debating what to do about the kraken when the characters arrive. If you had one of the aboleths kill Sgothgah and fight the party as described in the previous section, only one aboleth will remain. Fighting one aboleth (CR 11) and then a juvenile kraken (CR 14) will be hard, but definitely achievable for a level 11 party.

If you choose to run this encounter by the book, keep in mind that combat with two aboleths is a very deadly encounter for the party, and potentially unwinnable if followed up immediately by a juvenile kraken fight. In this scenario, if combat breaks out with the aboleths, you can have the kraken awaken and join the battle mid-way through. At this point, you can have the kraken first focus on one of the aboleths. Once one aboleth falls, the other flees, leaving the party to fight the kraken alone. After that, it is up to you if the other aboleth returns to try to finish the party.

If you want to add a more dynamic combat experience or increase the difficulty of the encounter, you can have the writhing sigils above the kraken's pit give it the following feature:

Regeneration. While the Writhing Sigils remain active, the juvenile kraken regains 10 hit points at the start of its turn. The juvenile kraken dies only if it starts its turn with 0 hit points and doesn't regenerate.

OTHER NOTES

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

MERCHANDISE IN THE STYES

The Styes is touted as an alchemist's haven but never lists what potions and ingredients you can buy. Here are some options you can incorporate with suggested quantities and prices available:

Item	Quantity	Price
alchemist's fire	25	50 gp
greater alchemist's fire	10	200 gp
potion of water breathing	10	180 gp
potion of poison	10	100 gp
potion of mind reading	4	180 gp
oil of slipperiness	2	480 gp
dust of sneezing and choking	2	480 gp
potion of flying	1	500 gp

THARIZDUN AND ORCUS

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



DM's NOTES

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

BACKGROUND

- Centuries ago, an aboleth named Sgothgah became infatuated with the evil god Tharizdun.
- Sgothgah discovered a juvenile kraken, which it interpreted as a sign from Tharizdun.
- Sgothgah fled the Endless Nadir to the Styes so that it could raise the kraken in secret in a sunken temple called Landgrave's Folly.
- Even before Sgothgah arrived, the Styes had a cult of Tharizdun secretly run by one of the Styes' ruling councilor members, Mr. Dory. Sgothgah made contact with an existing cult under the guise of a mysterious figure called "the Whisperer" and formed an alliance.
- The cult provided the kraken with food in the form of beggars and urchins from the streets. At the same time, Sgothgah worked out a way to harness the fear of the people of the Styes in order to accelerate the kraken's growth.
- To maximize the fear in the Styes, Sgothgah enslaved a local fisherman named Jarne Loveage to perform nightly brutal murders. This murderer became known as "the Lantern Ghost."
- Seven days ago, Jarne was caught with a bloody knife in his hands and sent to the asylum where he awaited sentencing.
- Yesterday, Jarne was hanged and cremated. Only his sister and a local priest named Refrum believe he was innocent.

ADVENTURE HOOKS

- Refrum's Plea.** The party comes across a local priest named Master Refrum, who is being attacked by children. After the children are dispersed, Refrum asks the party to help clear Jarne's name.
- Eleanor's Loss.** Eleanor Loveage, Jarne's sister, asks the party to help clear Jarne's name and sends them to meet with Master Refrum.
- Thornwell's Offer.** Thornwell, one of the Styes' council members, approaches the party in disguise and offers them a reward (500 pp) to find out the truth about the Lantern Ghost killings.

PART 1: A DYING DISTRICT

- Description.** The Styes is a decaying port district. Buildings look to be on the verge of collapse. The water is heavily polluted.

PEOPLE OF NOTE

- Mr. Dory**, a horrible monster and leader of the cult of Tharizdun and council member.
- Rashlen (NE male elf **assassin**) is a council member.
- Sliris (NE female **wererat**) who runs the mortuary and is a council member.
- Thornwell (LE female human **mage**) who is suspicious of Mr. Dory and is a council member.
- Master Refrum (LG male human **priest**) who was a friend of Jarne Loveage.
- Eleanor Loveage (N female human **commoner**) and sister of Jarne Loveage.
- Emil Trantor (female human **commoner**), runs the Hopene'er Asylum
- Constable Jute (LG female human **guard**) is one of the only honest guards in the militia.
- Grotten Longflint (NE female gnome **spy**) is an accomplished thief who can help break into Mr. Dory's warehouse.
- Birsk Chumwell (N female human **commoner**) runs Mr. Dory's warehouse.

LIFE IN THE STYES

- Merchandise.** Stores have goods at standard prices. Shops prefer to haggle and won't buy anything with a value of 75 gp or greater for cash.
- Taverns and Inns.** Taverns are easy to find, but are generally disgusting.
- Religion.** No public temples operate in the Styes. Many townspeople are secretly in the cult of Tharizdun.
- Health.** Most people in the Styes are sick. Visitors to the Styes contract the disease redface (sight rot, DMG Chapter 8).
- Traveling.** Water taxis can be hired for 1 cp to safe areas or 1 gp to dangerous areas.

LAYOUT OF THE DISTRICT

- Harbor Master.** Harbor Master Tak Merakin (NE female half-orc **bandit captain**) and her constables (twelve NE human **thugs**).
- Frother's Lamp.** Decommissioned lighthouse.
- Marketplace.** Primary market for the Styes. Low quality goods.
- District Garrison.** Two hundred LE **guards**, ten **bandit captains**, and one **veteran**. A handful of guards are honest. Location of Constable Jute.
- Council Hall.** Town meetings are held once or twice a month. Most council members operate from home.
- Refrum's Workshop.** Location of Master Refrum.
- Dory's Warehouse.** Location of Mr. Dory and relevant in Part 3: Hemlock Pit.
- Rashlen Manor.** Location of councilor Rashlen.
- Thornwell Tower.** Location of councilor Thornwell.
- Mortuary.** Location of councilor Sliris.
- Hopene'er Asylum.** An asylum that contains evidence for the party to find in Part 2: Murder Mystery.

PART 2: MURDER MYSTERY

The Evidence from Refrum.

- Jarne was found looming over a body with a dagger and bloodstained hands. He had no alibi for the murder.
- Refrum asserts that Jarne was a kind and honest man.
- Jarne had no trial.
- Refrum was denied access to Jarne in his cell at Hopene'er Asylum by the militia.
- Refrum offered to cast *speak with dead* after the execution to learn the truth, but was told the case was closed.
- A young fisher named Raif turned up dead the morning after Jarne's execution. The authorities rushed the body to the mortuary seemingly to cover up the discovery. Refrum suspects the true Lantern Ghost may still killing people.
- Refrum can't follow up on his leads because the authorities are watching him, but he suggests the characters start their investigation at Hopene'er Asylum and track down Constable Jute at the District Garrison, who found Jarne and made the arrest.

HOPENE'ER ASYLUM

- **Description.** Building looks like an old prison with bare walls and barred windows. A sign out front says "Welcome Home".
- Emil Trantor runs the asylum with four other physicians. The asylum holds four hundred residents and prisoners.
- Party is greeted by Brey at the door who fetches Trantor.
- Trantor first seems too busy to answer questions until someone mentions Jarne or the Lantern Ghost killings and then she becomes helpful.
- Due to the horrible smells, characters must succeed on a DC 10 Constitution check or gain one level of exhaustion that remains until they leave the asylum.

What Trantor Knows.

- Trantor explains that Jarne's remorse seemed far more compelling and believable than any patient she ever worked with.
- Trantor explains that Mr. Dory was Jarne's only visitor.
- Trantor can show the party Jarne's cell, which contains disturbing drawings.
- **Description.** Trantor leads the party past a group of cells to the far end of the hall. After unlocking the cell door, you can see the walls are covered with childlike sketches and disturbing images.
- Characters who study the sketches notice depictions of tentacled creatures.
- Successful DC 13 Intelligence check determines the following details (character proficient in Nature can add twice their proficiency to the check):
 - A tentacled creature is shown devouring the Styes
 - The creature is dragging humanoids down into a dark underwater pit.
 - The creature is shackled to another creature resembling a multi-tailed fish. Successful DC 15 Intelligence (Arcana) check reveals the multi-tailed creature is an aboleth.

DISTRICT GARRISON

- 30% chance Constable Jute is there. Otherwise, she returns in 1d8 hours.
- Guards are friendly unless characters mention they are investigating the murders.

What Jute Knows.

- Successful DC 15 Charisma (Persuasion) check causes Jute to admit that she doesn't believe Jarne was the sole killer.
- She knows Mr. Dory has had a number of closed-door meetings with militia commanders recently.
- She knows where Mr. Dory's home and business are located.
- Jute can show the party Jarne's crime scene and the scene of the more recent murder.

Crime Scenes.

- There is no evidence at Jarne's crime scene.
- At the newer crime scene, a successful DC 15 Wisdom (Survival) check reveals odd tracks made by at least three creatures. The tracks can be followed to Mr. Dory's warehouse with a successful DC 17 Wisdom (Survival) check.

PART 3: HEMLOCK PIT

Characters can glean some information about Dory's warehouse with local bribes:

- 10 gp gets the information that Dory's warehouse is guarded by vicious dogs at night.
- The perfumer Loquid sells large quantities of perfume to Mr. Dory, who has an offensive odor. Dory has mentioned his "beauties in the pool" to Loquid. Loquid knows Dory floods his home with stifling hot water.
- Grotten Longflint (NE female gnome **spy**) charges a consulting fee of 100 gp for information. She knows the warehouse is guarded day and night. She has seen Dory's fish creature guards. For 30% of what the characters find in the warehouse, she will tell the party that Dory also has a golem made of fish parts.
- **Dory's Warehouse Description.** Three story building covered in a black pollution. Behind the warehouse there is a gray-green pit of mud with a huge dripping boat hanging over it from a crane.
- Successful DC 20 Strength (Athletics) check to reach the ship without magic.
- Thornwell has bribed the militia so none will respond to claims of a break-in at Dory's warehouse.

D1. MAIN STORAGE

- **Description.** Inside the warehouse are boxes marked with alchemists' symbols and "FRAGILE" signage. There is a small room to the northwest and a mechanical lift to the southeast. Spiral staircases rise from the northeast and southwest corners.
- **Daytime Crew.** Eleven **commoners** and four **thugs**.
- **Fire Hazard.** Weapon attacks and effects that deal anything other than necrotic, poison, and psychic damage have a 20% chance to trigger an explosion.
 - First explosion deals 28 (8d6) fire damage to all creatures in the warehouse or half damage to creatures who succeed on a DC 15 Dexterity saving throw.
 - 3 (1d6) fire to creatures that start their turn within the burning warehouse. Upper floors collapse in 2d4 rounds.
 - When the warehouse collapses, any creatures inside take 14 (4d6) fire damage and must make a DC 15 Dexterity saving throw. On a failed save, a creature takes an additional 28 (8d6) bludgeoning damage and is restrained beneath the rubble. On a successful save, the creature takes half the bludgeoning damage and is not restrained.
 - 7 (2d6) fire to creatures that start their turn in the collapsed warehouse. Successful DC 15 Strength or Dexterity check to free oneself if restrained.
 - Everything besides Mr. Dory's boat and crane are destroyed.
- **Treasure.** 2,500 gp worth of alchemists supplies, which cannot be sold in the Styes.

D2. OFFICE

- **Description.** This area is an office with a desk, papers, and two sets of bunk beds.
- **Birsk Chumwell.** Birsk Chumwell (N female human **commoner**) is the warehouse manager. She tries to get characters to leave as she is very busy.

D3. LOFT

- **Nighttime Watch.** Three **manticores** and a **red slaad**.
- **Treasure.** 1,700 gp worth of equipment.

D4. UPPER WALKWAY

- **Locked Door.** Dory and all his guards carry a key to the door. Successful DC 15 Dexterity check using thieves' tools or DC 18 Strength (Athletics) check to open.

D5. CRANE

- **Description.** A wooden walkway surrounds a crane holding a ship fifty feet above a pool of mud. A crude bridge connects this walkway to the boat. Steaming water enters the ship from a trough connected to a water tower.
- **Walkway.** A character that moves no more than 10 feet in a turn is in no danger. Otherwise, a creature must succeed on a DC 13 Dexterity saving throw or fall prone. A failure by more than 5 causes a character to fall 60 feet into the mud, taking 10 (3d6) bludgeoning damage. A character that falls in the mud must make a DC 11 Constitution saving throw or contract sewer plague (DMG Chapter 8).
- **Guards.** Three **skum** attack anyone who tries to cross the bridge on foot. The skum do not have to make saving throws to cross the bridge.

D6. UPPER DECK

- **Description.** The ship is held by massive chains and creaks and groans in the wind. A grate in the hull provides access to the ship's interior.
- **Sneaking.** The skum patrol the upper deck every 30 minutes. Characters can open the grate quietly with a successful DC 15 Dexterity (Stealth) check.
- **Chains.** Chains can be broken with a DC 30 Strength check, prolonged heating, or six *shatter* spells.

D7. BOW POOL

- **Description.** The air is hot, humid, and full of smoke. Boilers roar next to a pool of steaming water. All surfaces are covered in condensation and mildew.
- **Slime.** The area is difficult terrain.
- **Guards.** Three **skum** are napping in the cloudy water.
- **Water Hazard.** Any creature that starts its turn in the water takes 1 fire damage and is poisoned until the start of its next turn. Mr. Dory's allies are immune.

D8. AMIDSHIPS

- **Description.** Two pools of dark water fill the area. A wooden walkway crosses between them.
- **Slime.** The area is difficult terrain.
- **Guards.** Two **skum** and a LE male human **assassin** named Harid lurk in the room. Harid is enslaved by the aboleth Sgothgah. He tries to hide after combat breaks out.
- **Development.** If the fight looks bad for the skum, Harid may stay hidden and retreat to the Temple of Tharizdun when it is safe.

D9. DORY'S CHAMBERS

- **Description.** The air is steamy and scented with cloves, cinnamon, and ginger. Vines and plants surround a large pool of green water. A desk covered in parchment and a box sit next to the pool.
- **Combat.** Mr. Dory and a **flesh golem** (hiding underwater) are here and attack intruders. Dory casts *invisibility* on himself and hides if he is aware of intruders before they enter. If the fight goes poorly for Dory he will use *etherealness* to escape.
- **Development.** Dory knows the following information if captured:
 - Jarne was mind-controlled into performing the murders.
 - There is a cult of Tharizdun in the Styes with an alliance with a sea monster.
 - The murders in the Styes were meant to create fear to feed the sea monster's growth, which will be fully matured in a few weeks.
 - The cult's temple can be found by following the evening shadow of the abandoned lighthouse (Frother's Lamp) in the Low Quarter.
- **Soggy Parchment.** A soggy piece of parchment can be found by searching the room, which implicates Dory as a member of the cult of Tharizdun and asks him to bring someone to the Temple of Tharizdun so that they can be turned into the Lantern Ghost murderer.
- **Treasure.** A mahogany box on the table is unlocked and contains six rubies (500 gp each) and a book with the symbol of Tharizdun on it.
- **Note.** Inspecting the book reveals a note written in infernal, which gives a hint to the location of the Temple of Tharizdun "in the evening shadow of Frother's Lamp".

PART 4: THE LAMP'S SHADOW

Characters learn the location of the Temple of Tharizdun from Mr. Dory or from documents in his lair. The Temple can be found by following the shadow cast by the abandoned lighthouse at sundown. It is located in an alley in the Low Quarter. The Temple of Tharizdun is the hiding place of the aboleth Sgothgah, which has just escaped an attack by two other aboleths when the party arrives. No cultists are at the temple when the party arrives.

T1. MILDEN SPAN

- **Description.** Ramshackle buildings rise on either side of the water in the alley. A narrow bridge crosses the channel leading to a building with a ship's bow incorporated into it.

T2. GALLEY PIER

- **Description.** The deck of the ship is a mess with driftwood and debris. A path through the clutter leads to a pair of wooden doors leading into the building.
- **Door.** The door is locked. DC 15 Dexterity check using thieves' tools or DC 20 Strength (Athletics) check to open. The door has AC 15, 25 hp, and immunity to psychic and poison damage, resistance to piercing and slashing damage.

T3. SHIP'S PROW

- **Description.** The ship's prow is covered in trash.
- **Trash.** The area is difficult terrain.
- **Guards.** Four **skum** guard the entrance to the temple. They have half cover in the rubble and throw tridents down on the intruders below.

T4. CHUUL-HAUNTED HALLWAY

- **Description.** The hallway reeks of rotting fish. The floor creaks and the ceilings sag from water damage.
- **Chuul.** Four **chuul** lurk beneath the floor and wait to attack intruders. They have three methods of attack:
 - Pull down the floor so creatures fall into their grotto. The water is 5 feet below the floor, the water is 20 feet deep, and the area is 40 feet in diameter.
 - Attack the party from behind once they reach the chapel (T5).
 - Combination of tactics to split the party using their Sense Magic trait to isolate magic users.

T5. DARK GOD'S CHAPEL

- **Description.** The large room smells of rotten fish. The walls are covered in spirals and smeared blood. Chairs and benches are arranged in a semicircle facing a large fish-like shape to the west.
- The room is empty when the party arrives, but can contain **commoners**, **thugs**, **bandits**, and **cultists** if worship is occurring.

T6. WATERY DESCENT

- **Description.** Stairs descend to a murky pool of water. A rotting shark's carcass hangs above the stairs with humanoid heads lashed to it.
- **Sgothgah.** The **aboleth** Sgothgah hides here. It attempts to remain hidden and use *phantasmal force* to make it seem like the shark (**giant shark**) is attacking the party. It uses its Enslave attack against anyone who approaches within 10 feet of the flooded stairs.
- **Development.** Sgothgah is willing to surrender to the party in exchange for their help defeating the two enemy aboleths. Sgothgah will lie and use Probing Telepathy to appeal to the party's desires.
- **Treasure.** Treasure is hidden beneath the uppermost stair and can be discovered with a successful DC 18 Wisdom (Perception) check. The treasure contains eight sacks of coins, each containing 100 sp and 50 gp., 17 pieces of jewelry worth a total of 1,530 gp., along with three *potions of healing*, four *potions of greater healing*, and six *potions of water breathing*. There is also an *instrument of the bards* (*Cli lyre*).
- **Mysterious Tunnel.** A mysterious 10-foot-wide tunnel extends from the west side of the chamber and leads to Landgrave's Folly after a mile. It opens up to the seafloor 40 feet underwater, 100 feet from the coastline. Landgrave's Folly is where Sgothgah has hidden the growing kraken, in the pit at the bottom of the flooded, ruined temple.



PART 5: LANDGRAVE'S FOLLY

- **Description.** A broken sunken temple lies below the water. A large spire sticks up from the structure and appears to have been damaged by boats. The building appears to have been under construction when it sank. The structure has many holes and chunks missing from it.

L1. RUINED SPIRE

- **Description.** A staircase descends deeper into the flooded tower through the roof of the spire.
- **Warded Entrance.** A *glyph of warding* spell trap is situated in the doorway leading from L1 to L2. If the trap is triggered, all creatures in L1 take 22 (5d8) lightning damage (no saving throw). The glyph can be noticed with a successful DC 14 Intelligence (Investigation) check, but can only be removed with a *dispel magic* spell.

L2. FLOODED TEMPLE

- **Description.** The stone floor is covered in silt and mounds of collapsed scaffolding. The west end of the area is dominated by a circular pit that emits a dim unnatural light.
- **Aboleths.** Two **aboleths** lurk here debating what to do about the kraken. The aboleths stir up silt, make the area L2 heavily obscured for 5 minutes, and hide if the glyph trap is triggered. If combat breaks out, the aboleths fight to the death.
- **Making a deal.** The party can convince the aboleths to kill the kraken with a successful DC 20 group Charisma (Persuasion) check if they have not engaged in combat.

L3. LANDGRAVE'S PIT

- **Description.** Glowing sigils mark the walls of the large pit. Below the glow of the sigils, the pit descends into darkness.
- **Kraken.** A **juvenile kraken** lurks 40 feet below the edge of the pit, hidden in inky water. It attacks anyone it detects above. The kraken attempts to flee if reduced to 40 hit points or fewer.
- **Writhing Sigils.** The glowing sigils serve as a conduit for the negative emotional energy within five miles of it to fuel the kraken's growth. This purpose can be discovered with a successful DC 18 Intelligence (Arcana) check. The magic can be dispelled with a successful casting of *dispel magic* (DC 19), or by physically destroying the sigils. The floor and the pit each have AC 17; 75 hit points; immunity to necrotic, poison, and psychic damage; and resistance to all other damage while the magic endures.

CONCLUSION

If Sgothgah is defeated, the killings in the Styes come to an end. However, the kraken will eventually destroy the Styes if it is not defeated. If the party defeats the kraken, they are rewarded with pearls and gems worth 3,000 gp by the councillors in exchange for their silence about the whole incident.

MAGIC ITEMS

ALCHEMIST'S FIRE

Adventuring gear

This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

CAP OF WATER BREATHING

Wondrous item, uncommon

While wearing this cap underwater, you can speak its command word as an action to create a bubble of air around your head. It allows you to breathe normally underwater. This bubble stays with you until you speak the command word again, the cap is removed, or you are no longer underwater.

DUST OF WHEEZING AND CHOKING

Wondrous item, uncommon

Found in a small container, this powder resembles very fine sand. It appears to be dust of disappearance, and an identify spell reveals it to be such. There is enough of it for one use.

When you use an action to throw a handful of the dust into the air, you and each creature that needs to breathe within 30 feet of you must succeed on a DC 15 Constitution saving throw or become unable to breathe, while sneezing uncontrollably. A creature affected in this way is incapacitated and suffocating. As long as it is conscious, a creature can repeat the saving throw at the end of each of its turns, ending the effect on it on a success. The lesser restoration spell can also end the effect on a creature.

GREATER ALCHEMIST'S FIRE

Adventuring gear

This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 4d6 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 13 Dexterity check to extinguish the flames.

INSTRUMENT OF THE BARDS (CLI LYRE)

Wondrous item, rare (requires attunement by a bard)

An instrument of the bards is an exquisite example of its kind, superior to an ordinary instrument in every way. Seven types of these instruments exist, each named after a legendary bard college. A creature that attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage.

You can use an action to play the instrument and cast one of its spells: *fly*, *invisibility*, *levitate*, *protection from evil and good*, *stone shape*, *wall of fire*, *wind wall*. Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC.

You can play the instrument while casting a spell that causes any of its targets to be charmed on a failed saving throw, thereby imposing disadvantage on the save. This effect applies only if the spell has a somatic or a material component.

OIL OF SLIPPERINESS

Potion, uncommon

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

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

POTION OF FLYING

Potion, very rare

When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

POTION OF GREATER HEALING

Potion, uncommon

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

POTION OF HEALING

Potion, uncommon

A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

POTION OF MIND READING

Potion, uncommon

When you drink this potion, you gain the effect of the detect thoughts spell (save DC 13). The potion's dense, purple liquid has an ovoid cloud of pink floating in it.

POTION OF POISON

Potion, uncommon

This concoction looks, smells, and tastes like a *potion of healing* or other beneficial potion. However, it is actually poison masked by illusion magic. An *identify* spell reveals its true nature.

If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.

POTION OF WATER BREATHING

Potion, uncommon

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

MONSTERS

MASTER REFRUM

Medium humanoid (human), lawful good

Armor Class 10

Hit Points 27 (5D8 + 5)

Speed 30 FT.

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

Skills Medicine +5, Perception +3, Religion +5

Senses passive Perception 13

Languages Common

Challenge 2 (450 XP)

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

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

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

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

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

3rd level (2 slots): *dispel magic, speak with dead.*

THORNWELL (MAGE)

Medium humanoid (human), lawful evil

Armor Class 12

Hit Points 40 (9D8)

Speed 30 FT.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skill Arcana +6, History +6

Senses passive Perception 11

Languages Common

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor, magic missile, shield*

2nd level (3 slots): *misty step, suggestion*

3rd level (3 slots): *counterspell, fireball, fly*

4th level (3 slots): *greater invisibility, ice storm*

5th level (1 slot): *cone of cold*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

SLIRIS (WERERAT)

Medium humanoid (human, shapchanger), lawful evil

Armor Class 12

Hit Points 33 (6D8 + 6)

Speed 30 FT.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Persuasion +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses darkvision 60 ft. passive Perception 12

Languages Common

Challenge 2 (450 XP)

Shapchanger. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

GUARD

Medium humanoid (human)

Armor Class 16 (CHAIN SHIRT, SHIELD)

Hit Points 11 (2D8 + 2)

Speed 30 FT.

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

Skills Perception +2

Senses passive Perception 11

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

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

RASHLEN (ASSASSIN)

Medium humanoid (elf), neutral evil

Armor Class 15 (STUDDED LEATHER)

Hit Points 78 (12D8 + 24)

Speed 30 FT.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances Poison

Senses passive Perception 13

Languages Thieves' cant, Common

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

MR. DORY

Medium aberration, chaotic evil

Armor Class 18 (LEATHER ARMOR AND SHIELD)

Hit Points 170 (20D8 + 80)

Speed 30 FT.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	19 (+4)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Con +8, Wis +8

Skills Athletics +5, Perception +6, Stealth +9

Damage Immunities Necrotic

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Common, Deep Speech, Telepathy 60 ft.

Challenge 10 (5,900 XP)

Innate Spellcasting. Mr. Dory's innate spellcasting ability is Charisma (save DC 15, +7 to hit with spell attacks). Mr. Dory can innately cast the following spells, requiring no material components:

At will: *detect magic*, *detect thoughts*, *invisibility (self only)*

2/day each: *fear*, *fireball*, *fly*

1/day each: *cloudkill*, *etherealness*

Magic Resistance. Mr. Dory has advantage on saving throws against spells and other magical effects.

Water Dependency. Mr. Dory takes 6 (1d12) acid damage at the end of every hour he goes without exposure to water..

ACTIONS

Multiattack. Mr. Dory makes three attacks with his rapier.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 9 (1d8 + 5) piercing damage and 7 (2d6) necrotic damage.

Eye of Corruption (Recharge 5–6). Mr. Dory glares at a creature he can see within 30 feet of him. The target must make a DC 15 Constitution saving throw. On a failed save, it takes 27 (5d10) necrotic damage and 27 (5d10) poison damage and then gains vulnerability to both necrotic and poison damage for 1 minute. On a successful save, it takes half damage and does not gain the vulnerabilities.

BANDIT CAPTAIN

Medium humanoid (human), any non-lawful alignment

Armor Class 15 (STUDDED LEATHER)

Hit Points 65 (10D8 + 20)

Speed 30 FT.

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

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

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

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

SPY

Medium humanoid (human), any alignment

Armor Class 12

Hit Points 27 (6D8)

Speed 30 FT.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages Common

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

VETERAN

Medium humanoid (human), any alignment

Armor Class 17 (SPLINT)

Hit Points 58 (9D8 + 18)

Speed 30 FT.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

MANTICORE

Large monstrosity, lawful evil

Armor Class 14 (NATURAL ARMOR)

Hit Points 68 (8D10 + 24)

Speed 30 FT.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

ACTIONS

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

THUG

Medium humanoid (human), any non-good alignment

Armor Class 11 (LEATHER ARMOR)

Hit Points 32 (5D8 + 10)

Speed 30 FT.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

RED SLAAD

Large aberration, chaotic neutral

Armor Class 14 (NATURAL ARMOR)

Hit Points 93 (11D10 + 33)

Speed 30 FT.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	6 (-2)	7 (-2)

Skills Perception +1

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 11

Languages Slaad, Telepathy 60 ft.

Challenge 5 (1,800 XP)

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

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The slaad makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be infected with a disease—a minuscule slaad egg.

A humanoid host can carry only one slaad egg to term at a time. Over three months, the egg moves to the chest cavity, gestates, and forms a slaad tadpole. In the 24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the tadpole chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process.

If the disease is cured before the tadpole's emergence, the unborn slaad is disintegrated.

SKUM

Medium aberration, lawful evil

Armor Class 14 (NATURAL ARMOR)

Hit Points 93 (11D8 + 44)

Speed 20 FT., SWIM 40 FT.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	18 (+4)	7 (-2)	12 (+1)	9 (-1)

Skills Perception +4

Damage Resistances psychic

Senses darkvision 120 ft., passive Perception 14

Languages Common, Deep Speech, Telepathy 60 ft.

Challenge 5 (1,800 XP)

Abolethic Vassal. The skum is permanently charmed by its aboleth master.

Amphibious. The skum can breathe air and water.

Psychic Conditioning. The skum is immune to the frightened and charmed conditions unless they are from effects created by an aboleth.

Water Dependency. The skum takes 6 (1d12) acid damage every 10 minutes it goes without exposure to water.

ACTIONS

Multiattack. The skum makes three attacks: two with its trident and one with its Mind-Breaking Touch.

Trident. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Mind-Breaking Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) psychic damage, and the target has disadvantage on Wisdom saving throws until the end of the skum's next turn.

CHUUL

Medium aberration, chaotic evil

Armor Class 16 (NATURAL ARMOR)

Hit Points 93 (11d10 + 33)

Speed 30 FT., SWIM 30 FT.

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

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Deep Speech but can't speak

Challenge 4 (1,100 XP)

Amphibious. The chuul can breathe air and water.

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

ACTIONS

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

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

Hit: 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

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

FLESH GOLEM

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 FT.

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

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

JUVENILE KRAKEN

Huge monstrosity (titan), chaotic evil

Armor Class 16 (NATURAL ARMOR)

Hit Points 207 (18d12 + 90)

Speed 20 FT., SWIM 50 FT.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	20 (+5)	19 (+4)	15 (+2)	17 (+3)

Saving Throws Str +12, Dex +5, Con +10, Int +9, Wis +7

Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities frightened, paralyzed

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 14

Languages Abyssal, Celestial, Infernal, Primordial, Telepathy 60 ft., but can't speak

Challenge 14 (11,500 XP)

Amphibious. The kraken can breathe air and water.

Freedom of Movement. The kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

ACTIONS

Multiattack. The kraken makes two tentacle attacks, each of which it can replace with one use of Fling.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage.

If the target is a Medium or smaller creature grappled by the kraken, that creature is swallowed and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 21 (6d6) acid damage at the start of each of the kraken's turns. One Medium or two smaller creatures can be swallowed at the same time.

If the kraken takes 35 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in spaces within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage, and the target is grappled (escape DC 20). Until the grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target.

Fling. One Medium or smaller object held or creature grappled by the kraken is thrown up to 40 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

Lightning Strike. The kraken magically create a bolt of lightning, which can strike a target the kraken can see within 90 feet of it. The target must make a DC 18 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Tentacle Attack (Costs 2 Actions). The kraken makes one tentacle attack.

Fling. The kraken uses Fling.

Ink Cloud (Costs 3 Actions). While underwater, the kraken expels an ink cloud in a 40-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the kraken. Each creature other than the kraken that ends its turn there must succeed on a DC 18 Constitution saving throw, taking 11 (2d10) poison damage on a failed save or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the kraken's next turn.

ABOLETH

Large aberration, lawful evil

Armor Class 17 (NATURAL ARMOR)

Hit Points 135 (18d10 + 36)

Speed 10 FT., SWIM 40 FT.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Con +6, Int +8, Wis +6

Skills History +12, Perception +10

Senses darkvision 120 ft., passive Perception 20

Languages Deep Speech, Telepathy 120 ft.

Challenge 10 (5,900 XP)

Amphibious. The aboleth can breathe air and water.

Mucous Cloud. While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

ACTIONS

Multiattack. The aboleth makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft. one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Enslave (3/Day). The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

LEGENDARY ACTIONS

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

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

Tail Swipe. The aboleth makes one tail attack.

Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.

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

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