

# Main Plot

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In the Moonshae Isles, a dark and ancient evil was threatening to engulf the land. A hag named Urphania was using the Moonwells, sacred pools of water that were the source of the druids' power, to summon the avatar of the evil god Tharizdun. Urphania knew that a cult led by Mr. Dory was working to open a great rift in the Endless Nadir, an ancient abolethic city, which would lead to the abyssal layer of Tharizdun.

The cult needed access to the Moonwells in order to open the rift, and Urphania was using her minions, including the Sahuagin and other evil forces, to distract the people of Alaron and prevent them from stopping her plans. The Sahuagin invasion also caused the displacement of the peaceful Lizardfolk, who were forced to flee their homes.

Adding to the chaos, the smugglers, including Skerrin Wavechaser, were working for the cult, providing weapons and supplies to further their evil goals. The cult's operations were coordinated by Ingo the Drover, who lived near the docks and frequented the Empty Net bar, where he would meet with the members of the cult and receive orders from Mr. Dory.

As all of this was happening, a shaman named Kraxis saw a great opportunity to further his own goals. Kraxis worshiped Baphomet and was trying to summon a powerful demon named Goristro, taking advantage of the recent corruption of the Moonwells by Urphania and the cult. Kraxis saw the chaos and confusion caused by the cult and the hag as a perfect opportunity to further his own evil plans.

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The forces of evil were relentless in their pursuit of power and domination. The final event in the Moonshae Isles was the attempt by the cult, led by Mr. Dory, to open a great rift at the bottom of the ocean, which would lead to the abyssal layer of Tharizdun. The cult served an aboleth named Sgothgah, who was the prophet of Tharizdun, and they needed access to the Moonwells, which were scattered throughout the different islands of the Moonshae Isles, including Alaron.

Urphania, the hag, was also working to bring Tharizdun into the realm, using the Moonwells to summon the avatar of the evil god. She had sent her minions, including the Sahuagin, Fomorians, and Giants, to Alaron Island to form a castle and start an attack on Caer Callidyrr. The location of their castle was crucial, as it was close to both Oman Island and Citadel Umbra, and could act as a battering ram against the strong alliance of King Kendrick.

The Lizardfolk living in the Hool Marshes near the Sahuagin castle were afraid of the invading forces and were getting weapons from the smugglers, including Skerrin Wavechaser, who was a member of the Scarlet Brotherhood and a cult follower. Ingo the Drover, who lived near the docks, was not a follower of the cult but was giving orders to the Brotherhood members and was a frequent patron of the Empty Net bar, where he would meet with the members of the underworld and receive information from the owner about the villagers.

All of these events were connected and led to the ultimate goal of opening the rift and bringing Tharizdun into the realm. It was a dangerous and difficult time in the Moonshae Isles, but the people were determined to fight against the forces of evil and protect their home and their people from the darkness that threatened to destroy them.

## Side Quests

### Ghost at Docs

Isolde Clevers is a bard who performs at the local inn and tells the tale of a lost sailor who haunts the docks at night ( you can use the “Dock Rumors” table number 8 from GoS ). According to legend, a ghostly sailor can be seen hovering over the water, crying out for his wife and children as he tries in vain to reach the shore. The sailor was lost at sea and his soul is trapped, unable to find its way back to his family.

The ghost is said to be especially active at the docks, where he is seen trying to come ashore. If the heroes visit the docks at night, they may encounter the ghost, who will approach them without ever actually setting foot on land. However, if someone has the sailor's daughter's doll, which was stolen from their family home by smugglers, the ghost will attack, believing that the person has done harm to his family. If the heroes do not have the doll, the ghost will ask them to find it and bring it to his family's home.

In order to help the ghost find his way back to his family, he must possess a character and lead them to his old home. Although the ghost cannot remember the exact location of his home, the heroes can ask around and gather information to find it. This quest to help the lost sailor find his way back to his family is just one of the many adventures that await in the Moonshae Isles.

### Farmer Warehouse

The smugglers of the Scarlet Brotherhood are exerting their power over a farmer in the northeast part of the village. They have threatened the farmer and his family, telling him that if he does not give them access to his warehouse for their illegal activities, they will have a bad end. Despite initially complying, the farmer is now filled with fear that he will end up in prison or worse if he is caught, and he decides to stand up to the smugglers.

However, the farmer has a major flaw – he is a gambler. One night, after returning from a night of gambling, the smugglers ambush him and deliver a final warning, threatening to harm him and his family if he does not comply. This is where the heroes come in and have the opportunity to intervene.

If the heroes manage to capture one of the smugglers alive, they may be able to extract information about the Scarlet Brotherhood. With a successful DC 12 Charisma (Intimidation) check, the heroes can learn about the ledger kept by one of the thugs that lists the names of people who need to be "taken care of". The ledger has three categories of names – crossed out names indicate completed missions, names with one dot indicate a first warning, and names with two dots indicate a second warning. The third warning is to kill the person listed.

The heroes may also learn that there is a "contact" in the town who acts as the middleman between the higher ranks of the Brotherhood outside of Saltmarsh and the smugglers within the village. This contact is Ingo the Drover, who is known to meet with the smugglers at night at the docks.

Finally, the heroes may discover that the smugglers have only recently arrived in Saltmarsh and were previously working on a ship for the organization. With this information, the heroes can take action to stop the smugglers and prevent them from exerting their power over the people of Saltmarsh.

## Rushdown Wood Moonwell

Keledek The Unspoken, a wise and knowledgeable wizard, recently returned from a visit to a Moonwell located in the forest to the east of Saltmarsh. Upon his arrival, he was horrified to discover that the Moonwell was corrupted and its once-clear waters were now stained with darkness. As Moonwells are revered sources of life and vitality, their corruption could lead to disastrous consequences for the surrounding areas.

Determined to uncover the cause of this corruption, Keledek decided to investigate the Moonwell and its surroundings. After his investigation, he returned to his tower in Saltmarsh village, where he shared his suspicions with the adventurers. Keledek believed that the Moonwells' corruption was caused by a hag named Urphania, who he believed was using dark magic to spread darkness and death across the land. He knew that he would need the help of the adventurers to stop her.

Keledek warns the adventurers that Urphania is a formidable opponent, known for her mastery of dark magic and illusions. He stressed that she was dangerous and would stop at nothing to achieve her goals. Nevertheless, Keledek believed that the adventurers, with their skills and bravery, were the only hope of stopping Urphania and restoring the Moonwells to their former state.

Upon investigating the Moonwell, the adventurers are confronted by four Wights that appear through the fog.

## Elemental encounters

As the adventurers embark on their journey from Saltmarsh to the island of Gwyneth (Sarifal), the captain warns them that the waters can be treacherous and to be prepared for any danger. As the ship sets sail, roll a d20. On a roll of 10 or less, the ship is suddenly attacked by a powerful Water Elemental and four fierce Sahuagin.

The crew of the ship, realizing the danger, quickly retreats to the lower decks, leaving the adventurers to defend the ship. The Water Elemental rises from the depths, its body made of churning water and foam. The Sahuagin, sea-dwelling humanoid creatures, emerge from the waves, wielding tridents and ready to attack.

As the battle rages on, the sound of the clashing weapons and the roar of the elemental fills the air. The deck of the ship becomes slick with water and the sailors huddle in fear below. The adventurers must use all of their skills and bravery to defeat the Water Elemental and the Sahuagin and protect the ship.

As the danger passes, the sailors slowly emerge from their hiding places, grateful for the heroes' bravery. The ship continues its journey to Gwyneth, with the adventurers now more aware of the dangers that await them on the high seas.

## Shadowfell Crossing Encounter

Two displacer beasts with their master, fey hunters (scout) four of them, crossed over to the Material Plane from the portal at Citadel Umbra. They stalk their prey on these moonwells and attack from cover.

Two fey hunters, working for Urphania, are tasked with protecting the moonwells from anyone who attempts to purify them. The hunters are known for their stealth and cunning, as well as their mastery of the bow. They work in pairs, each consisting of a displacer beast and its master. The beasts create illusions, making them appear to be somewhere they are not, while their masters are skilled trackers and hunters.

As the adventurers venture into Winterglen, they feel the darkness and corruption that has taken hold of the forest. The trees are twisted and gnarled, and the ground is littered with dead foliage. The air is thick with the scent of decay, and strange creatures can be heard in the distance.

As they approach the moonwell, they hear the sound of twigs snapping and leaves rustling. The fey hunters, hiding in the shadows, have spotted them. The beasts emerge from their hiding places, ready to attack.

## Azure Sea - Moonshae islands

Alaron island:

Drowned Forest = Dernal Forest

Kythyss or Llewellyn = Seaton

Styes = Caer Callidyr

Sarifal island:

Dreadwood = Winterglen

Silverstand = Myrloch Valley

Burle = Karador

## Map



## Politics

King Derid Kendrick is referred to as King Scotti.

The Ffolk and Northlanders, natives of Moonshae, who prioritize the well-being of Saltmarsh and are not concerned with King Kendrick's lost power and land, are known as the Traditionalists.

The Loyalists are those who remain faithful to King Kendrick.

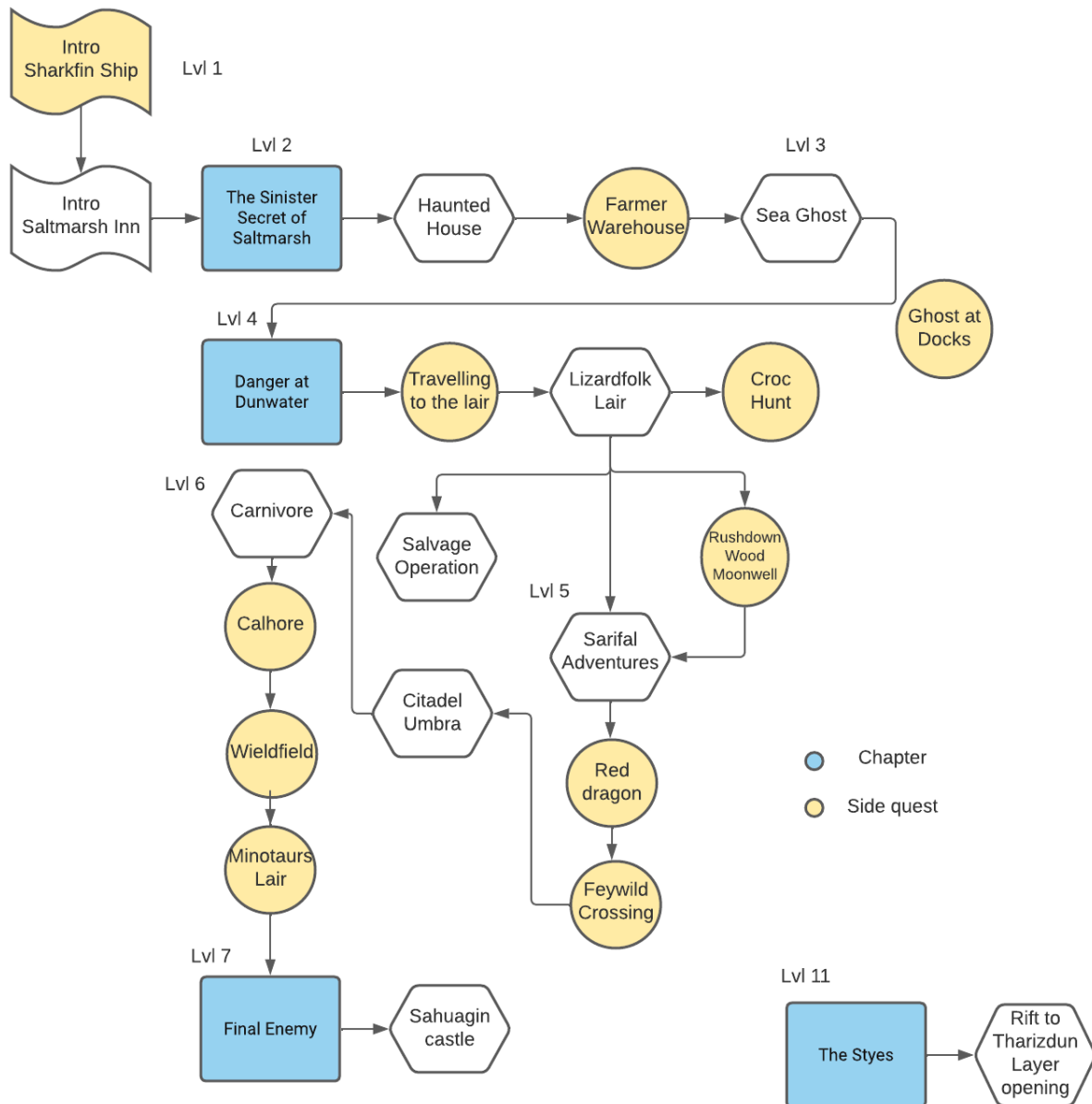
Gellan Primewater, a council member and smuggler, has a reputation that Skerrin Wavechaser exploits to divert attention away from himself and onto the corrupt council member. Gellan is not a member of the Scarlet Brotherhood. Skerrin's ultimate goal is to manipulate the council of Saltmarsh by either turning Gellan to the Brotherhood's side or removing him from the council and filling it with members he can control.

The Snowdown Usurpers are referred to as the Scarlet Brotherhood.

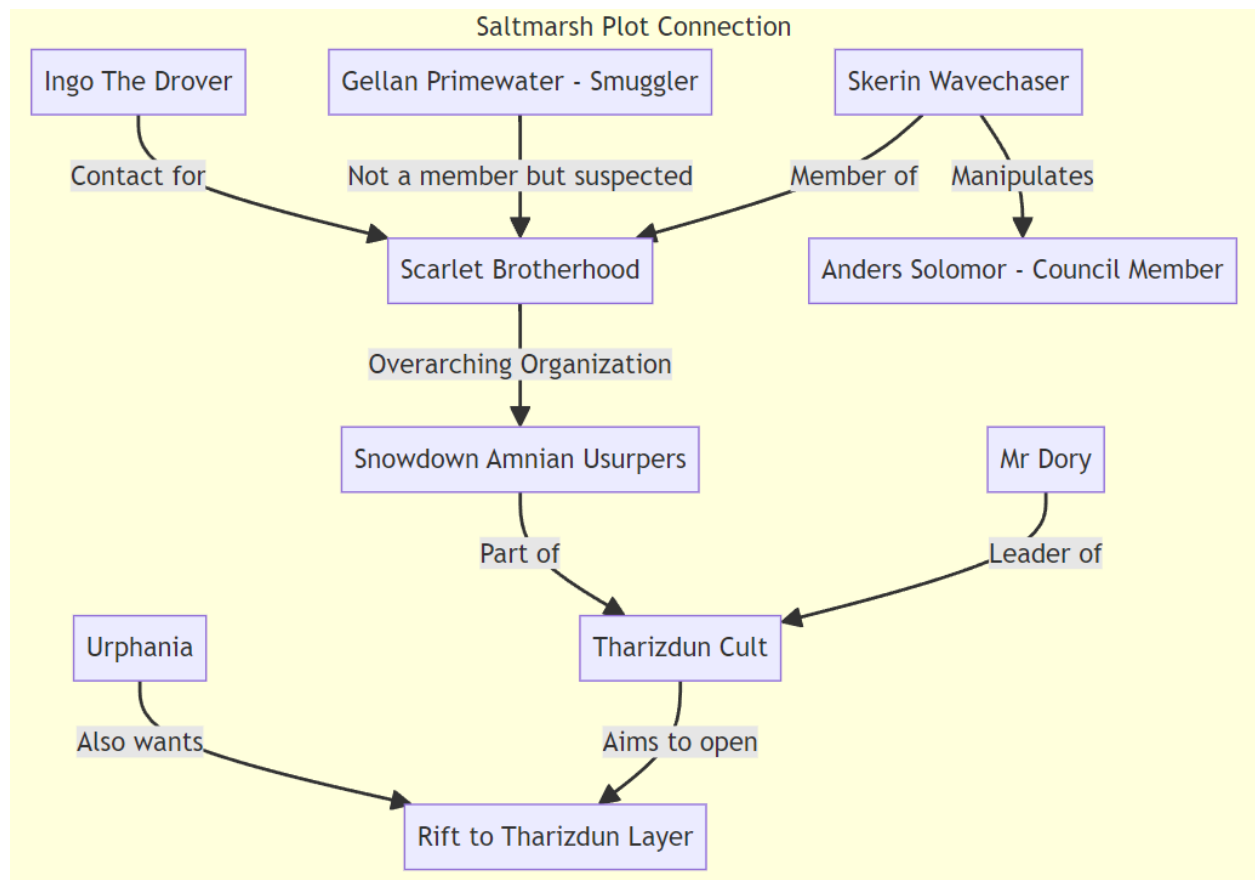
Anders Solomor, a council member, is influenced by Skerrin Wavechaser, a secret agent of the Scarlet Brotherhood who acts as his family's advisor. Anders is not a member of the Brotherhood.

Skerrin's aim is to destabilize the council of Saltmarsh and take control of it. He has sent Ned Shakeshaft to the haunted mansion to gather information about the smugglers' activities. Skerrin hopes to use this information to the advantage of the Brotherhood. However, Ned is unaware of Skerrin's identity and was sent from a nearby city to meet with a masked and cloaked contact in Saltmarsh.

# Adventure RoadMap



## Plot connection



## Characters

King Derid Kendrick (King Scotti): The ruler who is concerned about the lost power and land. His loyalists remain faithful to him.

Traditionalists: These are the Ffolk and Northlanders, natives of Moonshae. They prioritize the well-being of Saltmarsh and are not concerned with King Kendrick's lost power and land.

Scarlet Brotherhood (Snowdown Usurpers): A secretive and influential organization. They are trying to destabilize the council of Saltmarsh to take control.

Skerein Wavechaser: A secret agent of the Scarlet Brotherhood. He manipulates the council by diverting attention away from himself and onto Gellan Primewater. Skerrin's ultimate goal is to either turn Gellan to the Brotherhood's side or remove him from the council.

Gellan Primewater: A council member and smuggler. He is not a member of the Scarlet Brotherhood but is being manipulated by Skerrin.

Anders Solomor: Another council member who is influenced by Skerrin Wavechaser. Anders is not a member of the Brotherhood but is under Skerrin's influence due to Skerrin acting as his family's advisor.

Ingo the Drover: He acts as a middleman between the higher ranks of the Brotherhood outside of Saltmarsh and the smugglers within the village. He is known to meet with the smugglers at the Empty Net bar.

Mr. Dory: The leader of a cult that serves an aboleth named Sgothgah. The cult is working to open a great rift in the Endless Nadir, an ancient abolethic city, which would lead to the abyssal layer of Tharizdun.

Urphania: A hag who is using the Moonwells to summon the avatar of the evil god Tharizdun. She is also helping Mr. Dory as she wants the rift to Tharizdun to open.

Rift to Tharizdun Layer: The ultimate goal of the cult and Urphania. Opening this rift would bring Tharizdun into the realm.

## Notes

### Metaphysics in Mathematics

The "Metaphysics of Mathematics" is a book that delves into the intricate and complex relationship between mathematics and magic. The book, which was found in the Haunted House, explains the mathematical principles and rules that must be followed in order to cast spells correctly. It details how to correctly draw a circle for spells like teleportation, the correct angle for attacking spells, and more.

In addition to its explanation of spellcasting, the book also explores the concept of Rifts and their connections within The Weave. The book explains that Rifts work like nodes in a larger web, connecting to each other in intricate ways. At the discretion of the DM, the book may also contain information about the connection between Rifts and Moonwells, adding another layer to the already complex relationship between magic and mathematics.

The "Metaphysics of Mathematics" is a valuable resource for any wizard or sorcerer, as it provides a deeper understanding of the mathematical principles that underlie magic. By studying the information within its pages, a spellcaster can improve their accuracy and mastery of their craft.

## Brawl Fight

The boxers take turns making opposed Strength versus Dexterity checks. If the person throwing the punch wins the check, they successfully land a hit. A character can sustain a number of hits equal to their Constitution modifier before they are knocked out or "tap out".

Characters with high Strength will be more likely to land hits, while characters with high Dexterity will be more successful at dodging hits. High Constitution characters will be able to withstand more hits before being defeated.

However, these rules still tend to favor traditional fighters who typically have high Strength and Constitution, while still giving characters with high Dexterity a chance to be successful.

The entry fee for the Brawl fight is 50 gold pieces. The winner of each round advances and earns an additional 5 gold pieces. After 4 rounds, the semi-finals are reached, with the winner earning 20 gold pieces. The champion of the final round is awarded 100 gold pieces.

## Kressilacc

The ancient city of Kressilacc, located at the bottom of the Kressilacc Trench between the Isles of Alaron and Oman, was once a thriving city filled with riches obtained from the sunken ships of the sailors that sailed the Sea of Moonshae. However, the sahuagin eventually claimed the city for their own, using their power and religion to control the different Hunts that existed along the trench floor.

In recent years, the city of Kressilacc has been ruled by a group of over 100 scrags that have imposed their authority over the sahuagin. This group of sea trolls had migrated to the Moonshae Isles through a series of Bore Gates in the caves on the southern coast of the Chultan peninsula.

The forces of evil in the Moonshae Isles, including the cult led by Mr. Dory and the hag Urphania, saw the chaos and confusion in Kressilacc as an opportunity to further their own goals and had sent her minions, including the Sahuagin, to Alaron Island to form a castle and start an attack on Caer Callidyrr.

It is possible that the sahuagin of Kressilacc were being influenced by the forces of evil, or were being used as pawns in their larger plans. The smugglers, including Skerrin Wavechaser, were possibly providing weapons and supplies to both the sahuagin and the cult.

## Feed attack : Maw of Sekolah

As the battle rages on, the water around the Maw of Sekolah seems to darken, the very essence of the predatory god Sekolah stirring within the beast. With a sudden, violent surge of movement, the Maw unleashes a ferocious torrent of primal energy into the surrounding waters. The essence of Sekolah lashes out, a flash of deadly, unseen force tearing through the water with a hunger for blood.

The very spirit of Sekolah manifests as unseen jaws, chomping through the water with a voracious hunger, snapping near the adventurers. The water around them suddenly becomes a maelstrom of unseen, biting forces, each bite a flash of cold, dark death aiming to tear flesh from bone.

The adventurers feel the fury of Sekolah's hunger as they desperately dodge and weave through the onslaught of invisible, biting forces that threaten to consume them whole. Each movement in the water sends shivers down their spines as they feel the unseen jaws snapping inches away, the cold deathly essence of Sekolah brushing against their skin with each near miss.

As the unseen force of Sekolah's hunger lashes out, they must muster every ounce of agility to evade the merciless, relentless assault of the Maw's "Feed" attack. The desperate struggle to evade the deadly force of Sekolah's hunger becomes a test of their resolve against the terrifying might of the sahuagin god's avatar.

The eerie silence that follows the ferocious assault leaves a chilling reminder of the deadly power of Sekolah that dwells within the Maw, as the waters around momentarily seem to shiver with a dark, insatiable hunger before returning to the chaos of battle.