

A 5E ADVENTURE

# HAG'S CURSE

SOME TALES ARE MORE THAN JUST LEGENDS  
AND SOME SEEK THEM OUT TO PROVE THEM TRUE



# HAG'S CURSE

BY



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## NOT ALL MYTHS ARE JUST TALES

From the beginning of time, people liked to tell stories. As the years have gone by and civilization has advanced, those stories have become more and more elaborate.

Of course, most such tales are just that, made-up stories to entertain others.

However, there are also those with a kernel of truth in them. Perhaps, a myth is all that remains of some ancient true story, the real details of which have been lost to time.

For centuries now, people have been exploring myths, trying to find out if they are connected to reality.

Recently, one such person, an archaeologist, has found something rare: A myth that may actually be entirely true. But to make sure of that, she'll need to venture into unknown, dangerous waters.

For that, she will need allies...



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## INTRODUCTION

Kelfecil's Tales is all about strong and deep narratives. We create stories and adventures inspired by art. We believe that well-designed narratives in TTRPGs can be extremely important if we want to create memorable and meaningful stories. For that reason, we put a lot of effort into designing our adventures, so that you and your players can later leave the table with something that will you find difficult to forget.

## QUICK ADVENTURE INFO

This adventure is one of the many short adventures we release every week for free. Some quick information about it:

- **Recommended Average Party Level (APL):** 4
- **Experience from Completion:** ~7,200 XP
- **General Theme:** Investigation, Dungeon Crawl
- **Setting:** Any, Starlight Chronicles
- **Time - Sessions to Finish:** x1 session (5-hours)

## ADVENTURE SUMMARY

The players join an archaeologist following an old myth in her attempt to find out whether there is any truth to it.

## RUNNING THE ADVENTURE

This adventure is easily adaptable and can easily be run as a One-Shot, as an added adventure in your campaign or as part of the Starlight Chronicles setting created by Kelfecil's Tales.

This adventure takes place during the "Rise of Astromancy" era in the Astral Chronicles timeline and setting.



More information on the custom Kelfecil's Tales campaign setting can be found in the available for free [Of Starlight and Void supplement](#).

## RELATED BARD TALE

With some of the adventures we release, we also release a [Bard Tale](#) to go with it. These are browser-based interactive stories that anyone can enjoy reading and play at any time.

- **Fun to read**, even if you are not playing an RPG.
- Take **no more than 5 minutes** to complete.
- They are **directly connected to the adventures**, making it perfect to allow someone to share it with their players before or after their next session.

## BACKGROUND AUDIO

This adventure features audio that will help make your adventure even more dramatic, interactive, and engaging.

- [Cursed Island](#)
- [Underwater](#)
- [Underwater \(Ambience\)](#)

**Ivan Duch** is a TTRPG music composer. You can find their work [over on their Patreon page](#) where they have a wide selection of amazing tracks that can help you make your RPG sessions even more epic!

## SPECIAL THANKS

Kelfecil's Tales would like to extend their gratitude to a few people that really helped this module come to life.

- **My good friend and co-writer, Constantine**, who is always there to give feedback and help me out with anything.
- **All of our Patreon supporters** who continue to give us feedback and all their love and support.

## MAPS USED

You can find the maps used in this adventure without the GM notes at the following links:

- [Map 1: Ritual Island](#)
- [Map 2: Minerva's Lair](#)

For more variants and gridless versions of the maps go to [Venatus' Patreon](#).

### PATREON SUPPORT

If you wish to support Kelfecil's Tales with writing more RPG modules in the future, you are more than welcome to do so through our [Patreon page](#).

Patreon supporters get **TONS of weekly exclusives**, such as adventures, side quests, dungeon tales, gamebooks, mini-setting supplements and so much more!.



## BACKGROUND

About a century ago, there lived a solitary witch called Minerva.

Minerva lived near the coast in a little forest house, where she practiced her magic. Occasionally, she made her way down to the nearby villages to buy supplies and do odd jobs for anybody who needed them.

In one of those trips, Minerva met Galon, a sailor. The two quickly fell in love and were happy.

This happiness did not last long though. A couple of years later, Galon's ship was caught in a storm and sunk, taking the entire crew down with it.

Minerva was devastated when she heard the news, but she would not give her love up that easily. She started looking for magical means to bring Galon back. She found the solution to her problems in Irma.

Irma was a well-known mage in the area, who promised Minerva that she could bring Galon back through a ritual.

The ritual turned out to be a trap. Irma was secretly a hag and, through the ritual, she turned Minerva into one too.

Minerva, grief-stricken, retreated to an underwater cave, where she remains to this day, mourning the loss of Galon and her own fate.

## SIERA THE ARCHAEOLOGIST

Siera is a woman in her late thirties. For the past two decades, she has worked as an archaeologist, investigating ruins and stories all across the world.

Recently, Siera heard of the tale of Minerva, told in pubs and inns all across the coast. She decided to investigate it and see if there is any truth to it. Now, she has found an island that she believes may hold a clue about this.

- **Unique Phrase:** "Now here's an interesting tale."
- **Desire:** To make an amazing discovery.
- **Fear:** Letting ancient stories and people be forgotten.
- **Misbelief:** Siera is often overeager in her pursuit of knowledge.

## MINERVA THE HAG

After the cruel curse placed on her by Irma, Minerva has remained in her underwater cave for almost a hundred years. Her sanity is starting to slip because of this, and every day she sinks further and further into madness.

Even so, a sliver of the Minerva that was still remains. Perhaps, with the right words, she can be brought back again.

- **Unique Phrase:** Lines from mournful songs.
- **Desire:** To get Galon back, or at least heal herself of her condition.
- **Fear:** Irma.
- **Misbelief:** Minerva is slowly losing her mind, and sees agents of Irma everywhere.

## ADVENTURE HOOKS

These are a few ways to introduce the adventure into your campaign or to get a one-shot started:

- **Treasure seekers.** Minerva was known to have a precious amulet with her in the stories, so the players join Siera in the hopes of finding it.
- **Siera.** Siera contacts the players directly - perhaps already knowing some of them - and asks for their help.
- **Investigation.** Nearby authorities ask the players to investigate an island, which just so happens to be the same place Siera is heading to.

## PROLOGUE

You can play out the adventure hook you've chosen, or start by reading the following text:

YOU CAN SEE THE ISLAND UP AHEAD NOW, GETTING CLOSER BY THE SECOND.

YOUR SHIP EVENTUALLY DROPS ANCHOR, AND YOU'RE FORCED TO SWIM THE REMAINING DISTANCE. EVENTUALLY, YOU STEP ONTO THE SMALL ISLAND, DRIPPING WET.

"I DON'T KNOW WHAT WE'RE LOOKING FOR," SIERA SAYS. "BUT I BELIEVE THERE IS SOMETHING ON THE ISLAND THAT WILL CONFIRM MINERVA'S TALE HAPPENED."

## ACT I: THE ISLAND

The players make landfall at **1. on the map**.

• **"Perception."** Should the players wish to investigate the island, a **DC 12 Perception Check** reveals the remains of a ritual circle at **2. on the map**. It is also possible to find the circle with *Detect Magic*, as there are traces of magical energy remaining after all these years.

• **"Arcana."** To investigate the circle and the items strewn around it, a **DC 13 Arcana Check** is needed. **Siera** can assist in this as well if the players need help.

On a success, the players see that many of the runes and symbols on the ritual circle are used in transmutation spells. On top of that, while the fragmented pieces of paper around the circle are half-rotten, there are pieces still legible, seemingly sustained through the decades thanks to whatever magical residue lingered in the area. Although the writing the players can analyze doesn't constitute a full spell, there's enough left for them to see that the spell was some kind of body transformation, something to do with hags.

Read the following after the players have had those revelations:



"I KNEW IT!" SIERA SAYS, BEAMING. "I KNEW MINERVA'S TALE WAS TRUE. NOW, WE JUST NEED TO FIND WHERE MINERVA'S LAIR-"

SIERA'S WORDS ARE CUT OFF BY LOUD SPLASHING COMING FROM THE WATER. AS YOU TURN TOWARDS THE SOUND, YOU SEE A GROUP OF SAHUAGIN RISING FROM THE WATERS, BRANDISHING THEIR WEAPONS AND CHARGING AT YOUR DIRECTION.

➤ **"Encounter!"** The players are attacked by x5 **Sahuagin** and x2 **Sahuagin Priestesses**, who come out of the sea at **3. on the map**.

The Sahuagin have been bewitched by Minerva's mournful song and have taken it upon themselves to make sure nobody finds her lair. As such, they fight to the death in an attempt to keep it secret.

After the Sahuagin are defeated, read the following:

WITH THE FINAL OF THE MONSTERS DEAD, SIERA LEANS DOWN NEXT TO ONE OF THEM. SHE PICKS UP A PIECE OF SEAWEED, STUDIES IT FOR A BIT, AND SMILES.

"THERE'S ONLY ONE PLACE NEARBY WHERE THIS TYPE GROWS. I KNOW WHERE HER LAIR IS."

## ACT 2: MINERVA'S LAIR

To reach Minerva's lair, the players will have to go underwater. Luckily, Siera has provided for this, giving everyone a *Potion of Waterbreathing*, which lets the players breathe and talk underwater for an entire day.

Read the following as the players begin their search for Minerva's lair:

IT TAKES UNTIL THE NEXT MORNING TO SAIL TO THE AREA WHERE THE SEAWEED GROWS. ONCE THERE, SIERA TELLS THE SHIP'S CAPTAIN TO DROP ANCHOR, AND SHE JUMPS INTO THE WATER.

ONLY MOMENTS LATER, SHE RETURNS. "I'VE FOUND IT!" SHE EXCLAIMS.

SOME TIME LATER, YOU FIND YOURSELVES NEAR A CAVE ENTRANCE SOME TWO HUNDRED FEET UNDERWATER. A FAINT, MOURNFUL SONG CAN BE HEARD FROM INSIDE.

### ROOM 1: THE MERROWS

Read the following once the players can see the room:

THREE HULKING MERROW STAND IN THE MIDDLE OF THE ROOM, STARING TOWARDS WHERE THE SONG IS COMING FROM. THEY SEEM UTTERLY TRANSFIXED.

THE SAME IS TRUE OF THE TWO SHARKS CIRCLING THEM, WHO SEEM UNABLE TO LOOK AWAY FROM FURTHER INTO THE CAVE.

➤ **"Encounter!"** The players encounter x3 **Merrows** and x2 **Reef Sharks**. They are enamored with Minerva's song, meaning that if the players are stealthy in their approach, they can ambush them.

Once combat is joined, the Merrows and the Sharks are quick to fight back. Although they are obsessed with Minerva's haunting song, that does not mean that they will fight to the death. When all combatants are heavily injured, they attempt to flee the scene.

### ROOM 2: THE QUIPPER SWARMS

Read the following as the players move into this room:

AS YOU KEEP MOVING FURTHER INTO THE CAVE, THE PATH BECOMES NARROWER AND SOON AFTER THAT DIVERGES.

ALL AROUND, YOU SEE PATCHES OF THICK SEAWEED, GROWING OUT OF THE SIDES OF THE CAVE.

➤ **"Encounter!"** Soon after the players enter this path, they are attacked by x5 **Swarms of Quippers**. The Swarms start inside the seaweed bushes and dart out to attack the players once they get close, focusing on those who are already bloodied.

⦿ **"Perception."** After attacking, the Swarms dart back inside the bushes, where they are almost invisible. To be able to see them, the players must succeed on a **DC 14 Perception Check**.

### ROOM 3: THE OCTOPI

Read the following once the players approach this room:

SUDDENLY, THE WATERS AHEAD OF YOU SEEM TO GROW ALMOST PITCH BLACK.

SOON, YOU ARE UNABLE TO SEE MUCH BEYOND SHAPES, IF THAT, AS THE WATERS BECOME HEAVILY OBSCURED.

⦿ **"Perception."** The reason the room is so heavily obscured is because of the Octopi's ink. The players can see up to 10 feet ahead of them as if they were in dim light. Beyond that, they only see darkness.

The Octopi themselves are currently hiding and waiting to attack. When the time comes, have the players make a **DC 14 Perception Check**. On a failure, they are surprised.

➤ **"Encounter!"** x5 **Octopi** attack the players. They use their *Ink Cloud* ability to disengage after the first attack, then do hit and runs for the next ones, vanishing into the ink. They fight to the death.

Read the following after the Octopi have been defeated:

WITH THE OCTOPI DEFEATED, THE WATERS SOON CLEAR, AND YOU CAN SEE SOME KIND OF MAGICAL BARRIER STOPPING YOU FROM ENTERING THE NEXT ROOM AND OBSCURING ALL THAT IS WITHIN IT.

EVEN SO, YOU CAN HEAR MINERVA'S SONG COMING FROM THAT ROOM, LOUD AND CLEAR. IT'S MOURNFUL AND SAD, BUT EVEN TO YOUR UNTRAINED EARS, IT SOUNDS LIKE SOMETHING IS MISSING FROM IT.

⦿ **"Perception."** What's missing from the song is music, which Minerva loved. If the players look around **Room 3** with a **DC 10 Perception Check**, they can find musical instruments strewn around the place. Moreover, they can also use their own instruments, if they have any. Even though the instruments should not be able to be played underwater, thanks to Minerva's magic they can be. Once the players start accompanying the song with their music, the magical barrier to **Room 4** drops.

## ROOM 4: MINERVA

Read the following when the players enter this room:

WITH THE MAGICAL BARRIER GONE, YOU STRIDE INTO THE NEXT ROOM.

THERE, IN THE MIDDLE OF THE ROOM, STANDS A WOMAN, HER VISAGE HORRIFYING.

AND YET, WHEN SHE SPEAKS, HER VOICE IS CALM, PRETTY, EVEN. "WHO ARE YOU?" SHE ASKS.

➤ **"Encounter!"** The players encounter **Minerva**. Having heard their music, she is not immediately hostile to them. Instead, she lets them speak. Siera probably takes the lead here, talking about how she has heard her story.

Minerva despises her current self. As such, if the players offer even the faintest hope of salvation for her, she agrees not to harm her.

In general, Minerva has not had contact with anybody for decades. As such, if the players show compassion for her lost lover and offer any kind of help, they're well on their way to winning her over.

If the players choose to attack her instead, Minerva fights to the death to survive.



## ACT 3: IRMA'S REVENGE

When Minerva has either been defeated or turned over to the players' side, read the following:

YOUR VISION SUDDENLY FILLS WITH LIGHT, AS THE GLOWING CHASM INSIDE THE ROOM SUDDENLY SEEMS TO COME TO LIFE.

FROM ALL AROUND YOU, YOU HEAR THE LAUGHTER OF AN OLD WOMAN. THEN, YOU SEE SOMETHING ENORMOUS EMERGE FROM THE CHASM.

A TERRIFYING BEING, ITS FACE TWISTED IN A SKELETAL SMILE, RISES FROM THE CHASM AND TURNS TO YOU WITH A ROAR.

➤ **"Encounter!"** Irma, the hag that cursed Minerva, made sure to leave a present for those who would seek to end the curse in one way or another. No matter if the players befriended Minerva or killed her, the **Thanocetus** rises from the depths to punish them, appearing at **5. on the map**.

If Minerva is still alive, she joins the players in combat. The Thanocetus specifically targets her if that is the case, wanting to punish her. However, the creature takes care to only knock Minerva unconscious and not kill her, to prolong her punishment.

In combat, the Thanocetus uses its *Horrifying Scream* ability as often as possible. Then, it uses its *Constrict* ability to control the most mobile and annoying of the players.

## EPILOGUE

No matter what the players chose to do with Minerva, they succeed in their quest by defeating Irma's revenge, the Thanocetus.

Although Minerva has not left her cave for decades, she received regular offerings from various creatures of the sea. As such, her room contains pearls and coins that amount to 1,500 gold pieces in total.

Minerva also gives the players her amulet, an *Amulet of Mind Shielding* - or the players take it from her dead body.

If Minerva survived and you are running this adventure as part of a longer campaign, you can have her stick around as the players try to find a cure for her curse.

### AMULET OF MIND SHIELDING Ring, uncommon (requires attunement)

While wearing this amulet, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

You can use an action to cause the amulet to become invisible until you use another action to make it visible, until you remove the amulet, or until you die.

If you die while wearing the amulet, your soul enters it, unless it already houses a soul. You can remain in the amulet or depart for the afterlife. As long as your soul is in the amulet, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication.



## APPENDIX: STAT BLOCKS

Here you will find all of the stat blocks for all the NPCs and monsters involved in the adventure.

### SIERA

*Medium humanoid (human), neutral good*

**Armor Class** 13 (chain shirt)

**Hit Points** 27 (5d8 + 5)

**Speed** 25 ft.

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

**Skills** Investigation +3, Persuasion +3

**Senses** passive Perception 13

**Languages** Aquan, Common, Draconic, Primordial

**Challenge** 2 (450 XP)

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

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*  
1st level (4 slots): *cure wounds*, *detect magic*, *guiding bolt*  
2nd level (3 slots): *lesser restoration*, *spiritual weapon*  
3rd level (2 slots): *dispel magic*, *spirit guardians*

### ACTIONS

**Mace.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.



## SAHUAGIN

Medium humanoid (sahuagin), lawful evil

**Armor Class** 12 (natural armor)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft., swim 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 13 (+1) | 11 (+0) | 12 (+1) | 12 (+1) | 13 (+1) | 9 (-1) |

**Skills** Perception +5

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Sahuagin

**Challenge** 1/2 (100 XP)

**Blood Frenzy.** The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Limited Amphibiousness.** The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

**Shark Telepathy.** The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

### ACTIONS

**Multiattack.** The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

**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.

## SAHUAGIN PRIESTESS

Medium humanoid (sahuagin), lawful evil

**Armor Class** 13 (natural armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft., swim 40 ft.

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

**Skills** Perception +6

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Sahuagin

**Challenge** 2 (450 XP)

**Blood Frenzy.** The priestess has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Limited Amphibiousness.** The priestess can breathe air and water, but she needs to be submerged at least once every 4 hours to avoid suffocating.

**Shark Telepathy.** The priestess can magically command any shark within 120 feet of it, using a limited telepathy.

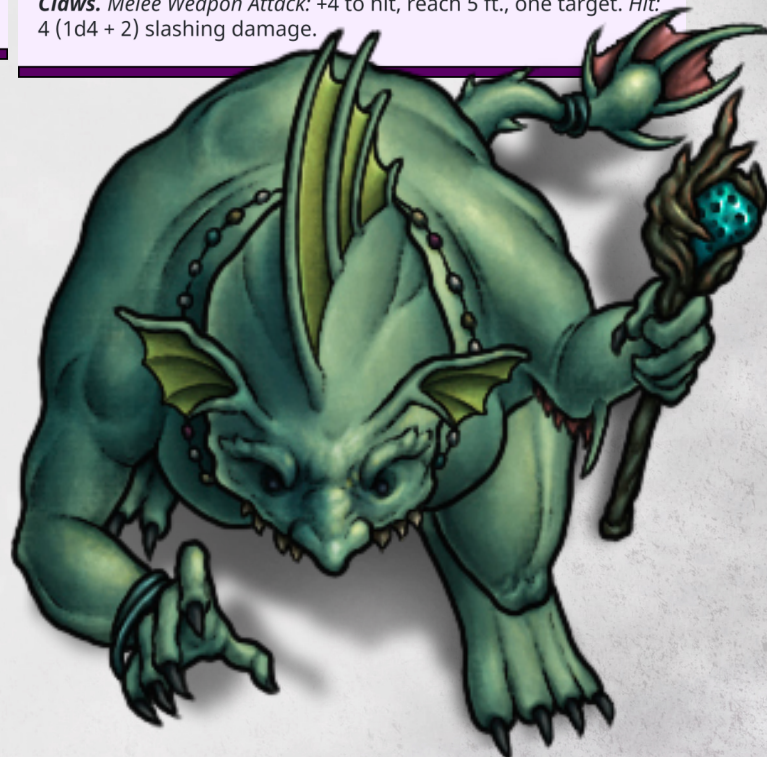
### ACTIONS

**Multiattack.** The priestess makes two melee attacks, one with her claws and one with her bite, or makes a bite attack and then uses her Canticle ability.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Canticle.** The priestess shouts a prayer, inspiring a sahuagin near her. The target gains +2 to its attacks and an additional dice to all the damage it deals on its next turn.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.



## MERROW

*Large monstrosity, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 45 (6d10 + 12)

**Speed** 10 ft., swim 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 10 (+0) | 15 (+2) | 8 (-1) | 10 (+0) | 9 (-1) |

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Abyssal, Aquan

**Challenge** 2 (450 XP)

**Amphibious.** The merrow can breathe air and water.

### ACTIONS

**Multiattack.** The merrow makes two attacks: one with its bite and one with its claws or harpoon.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

**Harpoon.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

## REEF SHARK

*Medium beast, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 22 (4d8 + 4)

**Speed** 0 ft., swim 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 13 (+1) | 13 (+1) | 1 (-5) | 10 (+0) | 4 (-3) |

**Skills** Perception +2

**Senses** blindsight 30 ft., passive Perception 12

**Languages** —

**Challenge** 1/2 (100 XP)

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

**Water Breathing.** The shark can breathe only underwater.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



FIND ALL OF THE WORK BY VENATUS ON THEIR [PATREON PAGE](#) AND DISCOVER ALL OF THEIR AMAZING CONTENT!



## SWARM OF QUIPPERS

Medium swarm of Tiny beasts, unaligned

**Armor Class** 13

**Hit Points** 28 (8d8 - 8)

**Speed** 0 ft., swim 40 ft.

| STR     | DEX     | CON    | INT    | WIS    | CHA    |
|---------|---------|--------|--------|--------|--------|
| 13 (+1) | 16 (+3) | 9 (-1) | 1 (-5) | 7 (-2) | 2 (-4) |

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

**Blood Frenzy.** The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny quipper. The swarm can't regain hit points or gain temporary hit points.

**Water Breathing.** The swarm can breathe only underwater.

### ACTIONS

**Bites.** *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.



## GIANT OCTOPUS

Large beast, unaligned

**Armor Class** 11

**Hit Points** 52 (8d10 + 8)

**Speed** 10 ft., swim 60 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 17 (+3) | 13 (+1) | 13 (+1) | 4 (-3) | 10 (+0) | 4 (-3) |

**Skills** Perception +4, Stealth +5

**Senses** darkvision 60 ft., passive Perception 14

**Languages** —

**Challenge** 1 (200 XP)

**Hold Breath.** While out of water, the octopus can hold its breath for 1 hour.

**Underwater Camouflage.** The octopus has advantage on Dexterity (Stealth) checks made while underwater.

**Water Breathing.** The octopus can breathe only underwater.

### ACTIONS

**Tentacles.** *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

**Ink Cloud (Recharges after a Short or Long Rest).** A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.



## MINERVA

Medium fey, neutral

**Armor Class** 14 (natural armor)

**Hit Points** 52 (7d8 + 21)

**Speed** 30 ft., swim 40 ft.

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

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Aquan, Common

**Challenge** 2 (450 XP)

**Amphibious.** Minerva can breathe air and water.

**Horrific Appearance.** Any humanoid that starts its turn within 30 feet of Minerva and can see Minerva's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Minerva is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Minerva's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of Minerva's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against Minerva.

### ACTIONS

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

**Death Glare.** Minerva targets one frightened creature she can see within 30 ft. of her. If the target can see Minerva, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

**Illusory Appearance.** Minerva covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if Minerva takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, Minerva could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that Minerva is disguised.



## THANOCETUS

Huge aberration, chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 92 (8d12 + 40)

**Speed** 0 ft., swim 50 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 23 (+6) | 11 (+0) | 21 (+5) | 10 (+0) | 10 (+0) | 6 (-2) |

**Senses** blindsight 60 ft., passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**Siege Monster.** The Thanocetus deals double damage to objects and structures.

**Water Breathing.** The Thanocetus can breathe only underwater.

**Magic Resistance.** The Thanocetus has advantage on saving throws against 1st level spells.

### ACTIONS

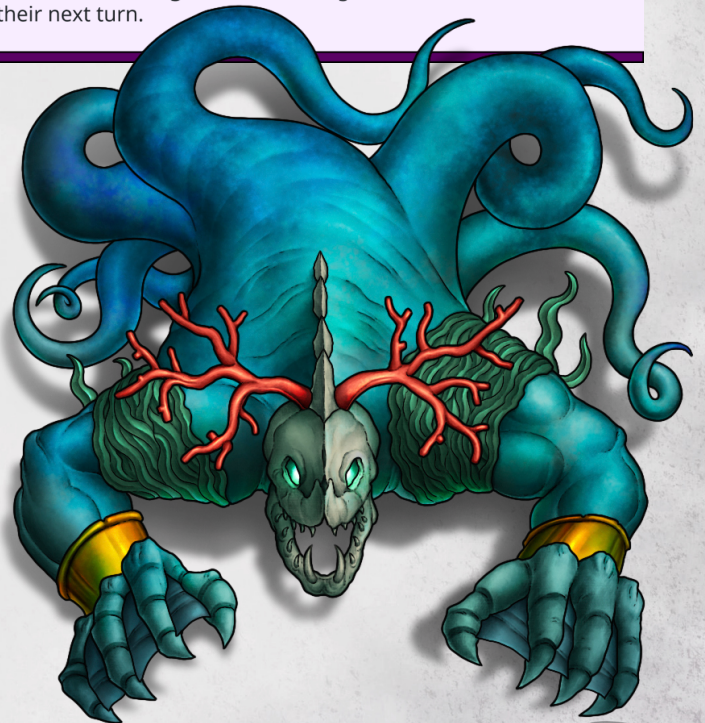
**Multiattack.** The Thanocetus makes two attacks, or uses its *Horridifying Scream* action and then makes one attack.

**Bite.** *Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (1d10 + 6) piercing damage.

**Claws.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

**Constrict.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the Thanocetus can't constrict another target.

**Horridifying Scream (Recharge 6).** The Thanocetus releases a terrifying shout. Everyone within 15 feet of it must make a **DC 13 Wisdom Saving Throw** or be frightened until the end of their next turn.



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