

Eel's End

At the far end of the cities's rotting harbor, flickering lantern lights becon to follow a crooked pier across the dark waters towards a villainous den of debauchery, the Eel's End. The Eel's End consists of five ships, bound together and permanently moored, that rise and fall with the tide. Each vessel has long since surrendered its sails and now serves a singular purpose: to tempt coin from the desperate, the decadent, and the devious.

This is no ordinary dockside dive. Eel's End is a floating warren of pleasure and vice, ruled not by city law but by the whims of its master: the cunning and cruel Spider Lord Devargo. From the deck of the Throne of Spiders, a decommissioned warship which towers over the surrounding ships, the Spider Lord rules his domain. The other ships were repurposed to serve as floating establishments where each soul may follow their vice of choice. May it be drink, gambling, drugs, or pleasure: the Eels End serves it all for the right coin.

While the City Watch has no authority here, all patrons of the Eel's End know better than to provoke Devargo's wrath. His enforcers, each ruthless brutes, ensure that Devargo's law is obeyed. Many trouble-makers overcome by the overwhelming exctasy of this place has found themselves tossed mangled and broken into the brackish waters below.

Yet for all its filth and danger, Eel's End thrives. By night, it blazes with lamplight, music, and laughter. Gold flows like water, spent by petty criminals, underworld aristocrats, and lowlifes of every stripe. Whether you're seeking forbidden pleasures, illicit deals, or whispered truths, Eel's End welcomes all, so long as you bow your head to the Spider Lord.

Eel's End Enforcer. These are Devargo's hand-picked blunt instruments; rugged, ruthless, and loyal enough to keep his floating empire running smooth. They don't care if you cheat, lie, or steal, so long as the coin keeps flowing and the business stays uninterrupted. Cause a scene, short a payment, or lay hands where you shouldn't, and they'll descend like beasts. Whether it's a quiet toss into the harbor or a public beating to set an example, the enforcers ensure Devargo's law is the only one that matters aboard Eel's End.

THE FOUR SHIPS

Aside from the imposing Spider's Throne, four decommissioned ships form the Eels End. Each of it serves as another provider of comfort and vice for their unsavory patrons, each managed by one of Devargo's loyal officers.

The Golden Shark

The Golden Shark is both a bar and a gambling hall. Here coins jingle, dice clatter, and wheels spin to upbeat tunes at all times. Inhibitions are always purposefully kept loose with steady drink to keep coin purses looser, yet trouble-makers and sore losers are dealt swiftly by enforcers. This establishment is managed by **Lorré La Roc**, an uncanny looking, yet cheerful halfling who knows very well to keep the non-stop revelry going.

The Basket

The Basket, smallest of the four ships, serves as the retreat for all who indulged in their share of vice and need to sleep it off. Several bunks of different sizes and comfort are available for all who seek rest—for the right coin that is. Despite what one might think to sleep close to such a den of degeneracy, the nights spent here are safe thanks

"Bilge Biter". "Bilge Biter" is the name growled by enforcers and whispered by patrons when someone vanishes beneath the waves of Eel's End. Said to be a monstrous, man-eating pet shark loyal to Devargo himself, its legend keeps tongues tied and tempers in check. In truth, "Bilge Biter" is no single beast, just merely whichever shark happens to be circling the blood-slick waters that night. With scraps and fools aplenty, the docks are a natural feeding ground. Devargo keeps the myth alive to great effect and so far noone has dared challenging the idea of "Bilge Biter" in fear of meeting the supposed legend itself.

Chittersnap (The Ettercap). Chittersnap is the secret beneath Devargo's throne, the true reason behind the whispered tales of the Spider Lord's eerie command over arachnids. He dwells in a tangled warren of web-choked crawlspaces deep within the Throne of Spiders' belly. This reclusive ettercap is no mere servant, but perhaps Devargo's closest thing to a confidant. Through Chittersnap, Devargo's spiders watch, listen, and report, as they skitter unseen across the ships of Eel's End. In exchange for his loyalty, Chittersnap asks for little; just the occasional trespasser or would-be-hero.

Devargo the Spiderlord. Devargo Barvasi, the self-proclaimed Spider Lord of Eel's End, was not always a name spoken with reverence or fear. Once a gutter rat of a smuggler who crossed the wrong syndicate, he spent years hunted across the land, scraping by with desperation and spite. That shame forged his ambition; never again would he be so hounded and humiliated. When he arrived in Covrada, he set to work to make his ambition reality. Through backroom deals, bloody double-crosses, and calculated cruelty, Devargo carved out Eel's End, a floating fortress of vice and power that now proudly stands in the city's decrepid northern harbor. Audaciously it radiates it's lanterns and roars of revelry across the piers towards the city to signal its presence, knowing fully well that noone would dare to challenge its presence.

Devargo understands the value of myth. He cultivated his Spider Lord persona carefully—whispers of supernatural spider-speech, a throne of webs, eyes everywhere. He silenced anyone who dared recall the coward he once was, replacing fact with legend. Yet beneath the theatrics lies a capable man. Devargo is no charlatan; he's a vicious fighter armed with his signature spiked gloves and an empire to defend at all costs.

to the enforcer's watchful eyes. This improvised inn is ran by **Oi' Scruffy**, a shaggy Lycan (Wolf Folk) who most people have a hard time understanding due to his mumbling speech.

The Dream Boat

This aptly named establishment is a brothel ran by the beautiful drow **Aksi Ren** who hosts plenty of men and women who offer their services. The Dream Boat also offers empty rooms for couples to spend undisturbed quality time with one another. Despite plenty of offers from adoring patrons, Aksi Ren does not offer her company for coin, giving rise to rumors that she might be Devargo's lover.

The Upper Sphere

Smoke wreathed lounges, plenty of satin pillows, and many strange instruments for the consumption of any thinkable narcotic can be found here. This drug hall is overseen by **Angel**, a haggard and androgynous human with strangely discolored ashen skin. They rarely speak but seems to instinctively know which poison a patron is yearning for to ease their sorrows.

Knivesies (Social Game)

Knivesies is the local game of choice among the unsavory company found in the kingdom's ports. Due to Devargo's personal fondness of the game, knivesies is particularly popular in the Eel's End.

Agreeing to a game of knivesies can offer a character many benefits in the Eel's End. It might be an easy way to gather social reputé with another character, or it might be an opportunity to make some easy coin or to further their investigation by demanding the opponent to relinquish information in place of a monetary bet.

Set Up. The two contestants are set on top of a long wooden table, large enough for both of them to stand on. The backs of their hands are bound together with leather straps, limiting them to the use of one hand. Both contestants must remain bound to one another until the end of the game. A dagger is jammed with its blade onto the table between both contestants. Then the game begins after a count of 10, in which bystanders can place set amount of bets by placing coin on the table.

Goal. One contestant either must collect more coin than the other or force the other contestant off the table. The game ends once all coins are collected, or only one contestant remains on the table.

Rules. When the game starts both contestants roll for initiative. Each contestant can choose one of the following actions:

- **Get the Knife.** A contestant goes for the dagger. If the dagger is still stuck in the table they get it without the need of any check. If the dagger is already held by the other contestant they must succeed an opposing Strength check against the other contestant to disarm them. If they successfully disarm their opponent, the contestant can get the knife as part of the same action.

ENFORCER

Medium Humanoid (Human), lawful evil

Armor Class 16 (chainmail)

Hit Points 37 (5d8 +15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (0)	16 (+3)	10 (0)	9 (-1)	9 (-1)

Skills Perception +2

Senses passive Perception 11

Languages Common

Challenge 1 (200 XP)

Proficiency +2

Grab and Bash. The enforcer has advantage on attack rolls against any creature they have grappled.

ACTIONS

Multiattack. The enforcer makes two attacks: one with their mace and one with their slam.

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

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 5 (1d4+3) bludgeoning damage. Instead of dealing damage the enforcer can push the target by 5 feet (unless the target is a larger Size than the enforcer) or grapple the target (escape DC 13). As long as the enforcer has a target grappled, they can't make slam attacks.

Eel's End Thugs

- **Get the Coins.** A contestant goes for the coins. As part of the action, they can make a Dexterity (Sleight of Hands) check. The contestant will collect 1d10 coins plus 1 additional coin for each increment of 5 the Sleight of Hand check beats. Doing so will provoke an opportunity attack from the opponent.
- **Get them Off.** A contestant can attempt to push the opponent off of the table. To do so they must succeed an opposing Athletics (Strength) check. If they are successful, the defending contestant will be off-balance until the end of the attacking contestant's next turn. If a contestant succeeds an opposing Athletics check against a contestant that is off-balance, the defending contestant is then knocked off the table.
- **Get Dirty.** Knivesies is no gentleman's sport! As such playing dirty tricks on your opponent is valid (and encouraged by the crowd). This is an opportunity for a contestant to get creative and suggest an action which can be approved or veto'd by the Dungeon Master. If approved the Dungeon Master must decide a fitting contesting skill check and a reasonable result on a success. (Avoid effects that would result into an instant win!)

End. At the end of the game, all money the contestants collected are returned onto the table. Half of the total money on the table is paid to the winner and the remainder is split evenly among all who bet on the winner.

Sharp Knivesies. There exist no rules that prohibit the use of lethal force in knivesies, but usually there is an agreement that friendly competitions of knivesies are not played lethally (except for a few cuts). But if there is an explicit intent to play a lethal game of knivesies, people refer to that as a round of "Sharp Knivesies".

"BILGE BITER"

Large Beast

Armor Class 12

Hit Points 45 (6d10 +12)

Speed 5 ft., Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	1 (-5)	12 (+1)	4 (-3)

Skills Perception +3

Senses Blindsight 60 ft. (only when in water), Passive

Perception 13

Challenge 3 (700 XP)

Proficiency +2

Aquatic. "Bilge Biter" can breathe underwater. For each hour "Bilge Biter" is out of water it gains one level of exhaustion. All exhaustion gained this way is recovered if "Bilge Bite" spends a Long Rest in water.

Blood Frenzy. "Bilge Biter" has advantage on all attack rolls that target creatures that are missing hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 14 (3d6 + 4) piercing damage.

REACTIONS

Bloody Appetite. When "Bilge Biter" rolls for initiative, it can make a Wisdom (Perception) check. If it detects any creatures within 60 feet of itself that are missing hit points it moves up to its speed towards the detected creature.

CHITTERSNAP THE ETTERCAP

Medium Monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 66 (12d8 +12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +7

Senses darkvision 60 ft., passive Perception 15

Languages Understands Common but doesn't speak

Challenge 3 (700 XP)

Proficiency +2

Spider Climb. Chittersnap can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, Chittersnap knows the exact location of any creature in contact with the same web.

Web Waker. Chittersnap ignores movement restrictions caused by webbing.

BONUS ACTIONS

Webbing Stealth. When he is in a web, Chittersnap performs the hide action.

ACTIONS

Multiattack. Chittersnap makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 9 (2d8) poison damage or plus 18 (4d8) poison damage if the attack was made with advantage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Web Shot (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage and immunity to bludgeoning, poison, and psychic damage.

Spider Lord's Fangs

Weapon (Pair of Spiked Gauntlets), Uncommon

These gauntlets are designed with a specific compartment at the wrist directly connected to the blade, allowing for an easy application of any vial of poison placed within the compartment.

Any contact or injury type poison can be placed within the Fangs and the next time you successfully hit a creature, you can choose to dispense the poison and apply its effect on the attack as if it was applied beforehand. The poison is then consumed. You can have a total of 2 different poisons placed within the Fangs, one for each part of the pair.

Chittersnap Trap (Trap)

In his years of webcrafting Chittersnap has learned to create cunning webs which explosively wrap themselves around whichever disturbs their fragile equilibrium.

Area. Chittersnap's Traps always fill a 5-foot square area.

Perception. A creature must succeed a DC 13 Perception check to find a peculiar woven web on the ground, which, if disturbed, would fold into itself upwards, trapping whichever creature stepped on it.

Trigger. A creature steps on the trap.

Effect. The creature must succeed a DC 13 Strength saving throw or be restrained by the Chittersnap Trap. A restrained creature can attempt to use an action to make a DC 13 Strength check to break and escape the web, ending the condition. The restraint also ends if the web is destroyed (AC 10, 20 hit points, vulnerability to fire damage and immunity to bludgeoning, poison, and psychic damage). If the triggering creature is Large size or bigger, it must succeed a DC 13 Strength saving throw or has its movement speed reduced by half until the end of its next turn.

DEVARGO THE SPIDER LORD

Medium Humanoid (Human), lawful evil

Armor Class 16 (chain shirt & dual defense)

Hit Points 82 (11d8 +33)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	12 (+1)	10 (0)	13 (+1)

Skills Acrobatics +5, Deception +4, Perception +3

Senses passive Perception 13

Languages Common

Challenge 4 (1,100 XP)

Proficiency +3

Dual Defense. As long as Devargo wields his two spiked gauntlets and is not incapacitated, he has a +1 bonus to his AC (included).

Sneak Attack (1/Turn). Devargo deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of Devargo that isn't incapacitated and Devargo doesn't have disadvantage on the attack roll.

Spider Slippers. Devargo wields spider slippers, granting him a climbing speed equal to his movement speed and also allowing him to climb upside-down surfaces.

ACTIONS

Multiattack. Devargo makes three melee weapon attacks.

Spider Lord's Fangs (Spiked Gauntlets). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage plus 3 (1d6) poison damage.

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

REACTIONS

Cross Counter. When a creature hits Devargo with a melee weapon attack he can reduce the damage by 9 (1d6+6). If this reduces the damage to 0 he can attack the triggering creature with his spiked gauntlet as part of the same reaction.