

Queen of the Deep

A One-Hour Adventure for Tier 1 Characters.
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Introduction

The legendary pirate crew of the **Bloody Avenger** stored their fabled treasures in a series of secret sea caves. Blessed by **Umberlee**, these pirates tormented and plundered the coast of the Moonsea, unrivaled, for decades, before they mysteriously vanished 50 years ago.

Dread Captain Valiera, captain of the **Bloody Avenger**, grew increasingly brash, brazen- and foolish. She ordered the crew to stop paying their traditional tributes to **Umberlee**, goddess of the sea, for she held no power over the great **Dread Captain Valiera**. Unfortunately, **Umberlee** is unforgiving, and her wrath is great; while the crew gloated atop their mounds of treasure, the sea rose from beneath and swept in from above, trapping them within the caves for eternity. In undeath, they live on as husks, trapped beneath the waves and forced to protect the treasure that is now, rightfully, Umberlee's.

Room A: Dark Descent

A crumbling stone shaft, slick with algae and lined with jagged rocky outcroppings, descends 25 feet down into a damp chamber. Stagnant sea air, laced with the scent of rotting fish, wafts up from below. The sounds of splashing water irregularly echo through the stone caverns.

Room B: Cephalopod Playground

At the center of this cavern, a tiny purple-speckled octopus splashes playfully in a puddle of seawater.

Herbert the octopus was the magical familiar of **Jebediah Stormsmith** (CE), a sahuagin warlock of **Sekolah** and first mate of the **Bloody Avenger**. Unlike his former master, **Herbert** (CN) has a sunny disposition and an affinity for mischief.

A single gold coin rests at the bottom of the pool, which **Herbert** carries with him.

Room C: Trapped Hallway

This long stone hallway is laced with traps, meant to kill or maim treasure seekers. Evenly spaced along the floor are three 5 ft square pressure plates. If triggered by greater than 15 lbs. of force, poison darts are fired from tiny holes in the ceiling above the plate and the two adjoining squares. Characters can attempt a DC 13 Dexterity Saving Throw or take 2d4 (5) poison and 2d4 (5) piercing damage.

Room D: Crumbling Throne Room

At the center of this chamber is a large wooden throne, which once belonged to **Dread Captain Valiera**. Barnacles have sprouted from every surface, covering and corroding the wood beneath, which has rotted away. Sitting on the throne causes it to crumble. Characters can attempt a DC 13 Dexterity Saving Throw, taking 8 (3d4) piercing damage on a failure, or half (4) on a success, from splintering wood and razor-sharp barnacles.

A DC 13 Investigation check reveals graffiti carved into the walls: "A new Queen has risen" and a pair of twin waves with an X marked over it. Part of the wall behind the throne has collapsed into rubble.

Room E: Destroyed Living Quarters

Splintered wood is scattered across the floor of this room. A DC 13 Carpenter's Tools check reveals these are the remains of bunk beds and pallets. Barrels with the remnants of rotted sugar cane, flour, and old rum are found among the wreckage.

Room F: Room of Forgotten Gold

This room is the entrance to the natural caverns, where the bulk of the pirates' treasure was stored. A DC 13 Perception check locates a handful of gold pieces throughout the cavern. Many are stuck in crevices in the walls or on ledges. They were caught in these locations when waves filled the caverns.

Rooms G: Haunted Caverns

These natural caverns are unnaturally cold. The salt air stings the characters' eyes and chaps their lips as they move inside. This area has been desecrated by Umberlee.

When the sea rose to destroy the pirates, it swept everything into the natural sea pools at the edges of these caverns. The pools are crystal clear, at least 50 ft deep, and connect to a labyrinth of undersea tunnels. As characters approach the pools, they see the glinting of gold deep beneath the water. When they approach the edge of the pool, the undead crew (3 **Ghouls** and 1 **Ghost** (**Dread Captain Valiera**)) rise from the deep and attack.

Encounter Adjustments

Very Weak: 3 **Skeletons** and 1 **Ghost**

Weak: 3 **Ghouls** and 1 **Ghost**

Strong: 3 **Ghosts** and 1 **Ghost**

Very Strong: 5 **Ghosts** and 1 **Wraith**

Epilogue

Although much of the treasure has washed away, characters can recover the following from the pools:

- 200 gp of assorted coins
- A platinum chalice, emblazoned with Pegasi circling a single emerald stone, worth 100 gp
- **Net (+2)**. This net is made of extremely fine silver chain and clearly of dwarven make. Despite its lightweight appearance, it exerts a heavy, comforting pressure on the user. When used, it emits a warm aura, allowing the user to remain comfortable in temperatures down to 0 degrees.

Appendix 1. Map

