THE SECRETS OF SKYHORN LIGHTHOUSE

*The Secrets of Skyhorn Lighthouse* is a Dungeons & Dragons adventure designed for a group of four or five players of 5th-level characters. This adventure is meant to be dropped into any Dungeons & Dragons setting with a nearby seaport or harbor town.

This adventure introduces four new creatures called eelfolk taken from The Arcane Library’s bestiaries. Their statistics and combat cards (in addition to combat cards for all creatures used herein) are included with the adventure.

BY KELSEY DIONNE
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ROLL A KNOWLEDGE CHECK (SECRET LORE)

If you join *The Arcane Library*, you’ll get access to secret lore — a free first-level adventure with virtual tabletop maps and combat cards!
SYNOPSIS

- At the beginning of the adventure, the party learns through one of the hooks that ships have stopped transiting the harbor for fear of “sea monsters.” They also learn nearby Skyhorn Lighthouse is in distress. The party is able to find one captain, Sheila Coppertree, who is willing to risk going to the lighthouse.
- On the way to the lighthouse, a water elemental attacks the group. When the adventurers arrive at the lighthouse, they find it under siege by eelfolk.
- The party learns of flooded caves beneath the lighthouse either through exploration or from Lucien Skyhorn, the lighthouse keeper who is barricaded in the lantern room.
- Inside the caves, the players discover the eelfolk are forcing captured sailors to use a Bowl of Commanding Water Elementals to summon water elementals and wreak havoc on the surrounding sea passage and harbor.

BACKGROUND

- Lucien Skyhorn is sworn to protect the secret Bowl of Commanding Water Elementals hidden in the watery caves below his family’s ancestral lighthouse.
- A few days before the adventure begins, a raiding group of eelfolk entered the caves below the lighthouse via a hidden cove. There, they discovered the bowl. Since then, they’ve used it to capture a merchant ship that was transiting the harbor. The eelfolk learned (the hard way) that a summoned elemental sometimes turns against its summoner, so now they’re forcing the captured crew to do the summoning ritual.
- The eelfolk are trying to finish off Lucien, who is barricaded in top room of the lighthouse. They plan to seize total control of the small island to continue using more water elementals to capture passing ships. They feel Lucien’s stubborn presence is a threat to their plans.

A WORD TO THE GM

This adventure is meant to be run at a glance with minimal preparation and a natural delivery. This required re-thinking the normal adventure presentation a bit. Here’s what you’ll find included:

- Each encounter contained on one page.
- Bulleted lists. Bolded keywords.
- Hyperlinks to monsters and rules online for quick reference.
- Printable cards for each monster and PC so you can run encounters using a card stack. A short video walkthrough of this method can be found here.
- Short room and area descriptions. No paragraphs of droning flavor text — set the scene naturally and embellish as desired.
- Briefly explained non-encounter rooms. Again, embellish as desired!
- GM maps and player-safe digital maps for use with virtual tabletops.
- Printable cards for special treasure handout.
- A short video walkthrough of the adventure can be found here.

PACING/TRANSITIONS

A dramatic question is presented with most scenes. Once that question has been answered, the tension of the scene is resolved. That’s your cue to work toward the transition provided at the end the scene — even if that means summarizing the end of a clearly decided combat, or in the case of clever players, skipping combat altogether. Keep the game moving toward the next challenge!

Room descriptions that are usually long blocks of literary read-aloud text have been left short and informational in this adventure. Many Game Masters prefer to paraphrase read-aloud text and set the scene based on what tone and level of detail his or her group finds engaging. Anything listed before the Development sections is safe to share however you prefer to do so.
RUMORS IN THE HARBOR
The players begin in any harbor or coastal town. The town should have access to housing, basic provisions, and a shipping dock.

A story has been spreading about town that there’s a sea monster attacking ships near Skyhorn Lighthouse. Traffic in the harbor has come to a standstill amid the rumor.

At any point during the players’ time in town, use some or all of the following hooks to introduce your party to the adventure:

APPEAL TO REWARD
A very concerned merchant named Benji Frogwater (LG halfling noble) approaches the players, citing their reputation. He offers a reward of 200 gp each if the players will investigate a merchant ship of his, the Jade Lion, that was last seen in the waters near Skyhorn Lighthouse. He’s worried about the sea monster rumors and offers an additional 200 gp each if the party safely returns the crew (including his young son, Raf) and cargo.

APPEAL TO HEROISM
Captain Sheila Coppertree seeks out the players. She says she witnessed a massive wave grab a merchant ship, the Jade Lion, and drag it against the tide toward Skyhorn Lighthouse. A friend of hers, Captain Aryn Hest, was on board (alternatively, replace this with a mutual friend the PCs also know). She offers the party free transport to any harbor of their choice after the adventure if they go with her to help.

APPEAL TO DISCOVERY
A seagull lands on one of the players. It opens its beak and says, “This is a message from Lucien Skyhorn, from the lighthouse. We’ve been attacked by creatures from the sea! Please, send help before it’s too late, I beg any who hears this...” Then the seagull squawks and flaps away.

Captain Sheila Coppertree, CG half-elf spy
"Want to lose at a round of black tar dice?"

- Does. Sings bawdy sea songs about mermaids.
- Secret. She travels the seas searching for her greatest love and rival — Pirate Captain Annabel Lee, the namesake of her ship.

TRANSITION
The players go to the harbor to seek passage to or information about Skyhorn Lighthouse.
SCURVY DOGFIGHT

THE DOCKS
- Skyhorn Lighthouse’s faint glimmer is visible on a small island a few miles out to sea.
- The docks are choked with ships. It’s quiet compared to the normal bustle of activity.

DEVELOPMENT
- Sailors on the docks reiterate the rumor about the sea monster, some claiming falsely to have seen it (they fabricate a description). They refuse to take the PCs out to sea.
- If asked about who might take them to the lighthouse, sailors point the players in the direction of Sheila Coppertree’s sailing ship, the Annabel Lee (see Appendix A for map).
- As the players approach Sheila Coppertree’s ship, she swings down to the docks to greet them. Refer to the adventure hook Appeal to Heroism for what she knows.
- After a few moments of talking to Sheila, two pirates who lost a fair game of dice to her interrupt the conversation with demands that she pay up by turning over her ship. They’ve planned a surprise attack.

DRAMATIC QUESTION
Can the players appease or remove the pirate threat?

Gaspar, NE human bandit captain
“Ye owe us, Sheila! Yer ship is ours!”
- Appearance. Tall and hunched over. Scar across his nose.
- Does. Grinds his teeth and spits frequently.
- Secret. Fell from grace as the captain of a lord he betrayed.

Neeno, NE half-orc bandit captain
“We know you use weighted dice. We’ve caught you, wench.”
- Does. Looks at his nails and cleans them while talking.
- Secret. Plans to assassinate Gaspar and take his ship soon.

TALK IT OUT
Success if conflict score reaches 0. Go to the combat section if it reaches 5.
- Gaspar and Neeno begin with a collective conflict score of 3.
- A large bribe reduces their score by 1.
- A DC 15 Charisma (Persuasion) or Charisma (Deception) check reduces their score by 1. A failed check increases their score by 1.
- Using Charisma (Intimidation) increases their score by 1.
- Wisdom (Insight) DC 15 reveals one of the above details, or their current conflict score.

COMBAT
- The pirates shove characters into the water.
- On round two, four of Neeno’s thugs pop up on a nearby ship and fire their crossbows.
- Enemies below one-third their hit points flee.

TRANSITION
The players collect what they need and strike out on the Annabel Lee toward the lighthouse.
SEA MONSTER ATTACKS

APPROACHING THE DOCKS

- The *Annabel Lee* cuts through the ocean in a swift, bold path. It has a crew of 20 loyal sailors (they use the **bandit** statistics block). It reaches the bay in front of the lighthouse island after **one hour**.
- The **lighthouse** is situated on a steep, rocky island with a low **stone wall** at the top. The island is 100 feet in diameter.
- A **staircase** leads from a 40-foot wooden **dock** up a steep path to the lighthouse.
- The **gate door** at the top of the stairs flaps open and closed like a broken gull wing.
- The **Jade Lion merchant ship** is not docked at the island — the docks are empty.

DEVELOPMENT

- The **Jade Lion** is hidden in a narrow cove on the opposite side of the island that leads to Area 7 (see Appendix A: Maps).
- A **water elemental** in the bay attacks any incoming ships once they are within 80 feet of the docks.
- Players whose passive Perception score is 12 or higher notice a strange wave slicing toward the ship against the tide.
- The **water elemental** slams into the ship with a sickening crunch and boils out of the sea. Surprised players must make a DC 15 Dexterity save or fall prone. Players who noticed the elemental and brace themselves have advantage on the save.

DRAMATIC QUESTION

Can the players defend the ship against the water elemental?

COMBAT

- The **water elemental** is tall enough to attack players on the edge of the ship without leaving the water.
- It tries to use its **Whelm** action on the first turn on two players at once.
- It is compelled by its summoner to fight until destroyed.
- Sheila steers for the safety of the docks. It takes **three rounds** to get there. She won’t move her ship again until she can inspect it.

Treasure

Upon defeat, the water elemental coughs up a pouch containing six **Beads of Force** before evaporating into mist.

TRANSITION

The players ascend the stairs to the lighthouse.
UNDER SEIGE

APPROACHING THE LIGHTHOUSE

- The slippery stairs switchback 40 feet up to the flat, 100-foot diameter part of the island.
- The crumbling stone wall surrounding the top of the island is 10 feet high and can be scaled with a DC 10 Strength (Athletics) check. The gate door is broken open.
- The stone lighthouse is 60 feet tall, its blazing beam of light slowly spinning.

DEVELOPMENT

- The lighthouse door is barricaded and can be opened with a DC 18 Strength check. There is no guard posted outside.
- Players can climb the damp lighthouse walls with a DC 20 Strength (Athletics) check.
- The lighthouse has two windows 40 feet off the ground that open into the stairwell between Areas 1 and 4. The glass can be shattered with a DC 12 Strength check or opened with a DC 15 Dexterity check. Area 4 has windows 60 feet up on all sides that can be opened with the same checks.
- Lucien Skyhorn is in Area 4. He’s defiantly kept the lantern lit and burning bright for days. He can open a window from the inside.

AREA 1: THE MAIN HALL

Breaking down the door results in no surprise for either party.

- Smashed barrels and chairs litter the floor of the main hall. Tapestries with a nautilus shell symbol (the Skyhorn crest) are pulled from the walls and shredded.
- Six toothy eelfolk sit at the grand tables and jabber in Eelfolk. They are angrily discussing how to get into Area 4 and kill Lucien.

DEVELOPMENT

- Players can avoid detection each time they move or make noise within earshot of the eelfolk by making a group Dexterity (Stealth) check higher than the eelfolk hunters’ passive Perception 12 score. The eelfolk attack if they detect the players.

DRAMATIC QUESTION

Will the players avoid or defeat the eelfolk?

COMBAT

- The four eelfolk (marked E) rush to attack the players in melee. The two eelfolk hunters (marked H) flip the long tables over for half cover and throw javelins at the players.
- Four more eelfolk and two eelfolk hunters join the combat from Area 2 on the second round of combat, excluding a possible surprise round.

Treasure

The eelfolk have 24 gp total, as well as an assortment of coral and shell trinkets.

AREA 2: BARRACKS

- A room housing old bunk beds with frayed linens. An empty weapons rack sits against the eastern wall.

AREA 3: STORE ROOM

- Moldy food and clawed apart barrels are scattered around the room.

DEVELOPMENT

- A hidden floor grate leads to Area 5. It can be located with a DC 20 Intelligence (Investigation) check.

TRANSITION

Players move on to Area 4 or Area 5.
THE LIGHT IN THE TOWER

AREA 4: THE LANTERN ROOM

- The **iron door** at the top of the stairs is barricaded (DC 25 Strength check to open).

DEVELOPMENT

- **Lucien Skyhorn** casts *heat metal* on the door if someone tries to batter it down.
- Lucien has been subsisting on conjured berries and water for the last few days and is desperate for help.
- The air inside the lantern room is heavy with the smell of burning oil. A massive lantern on a metal post sweeps a beam of light in a great circle.

Lucien Skyhorn, NG human *druid*

“A Skyhorn will always be a beacon for good.”

- **Appearance.** Short of stature. Wild, white hair and grey eyes.
- **Does.** Constantly waggles his bushy eyebrows to emphasize a point. Prone to lecturing about the scientific and mystical wonders of the sea.
- **Secret.** Feels responsible for his wife’s death many years ago, even though he couldn’t prevent it.
- Lucien has the following **spells** prepared: *Cantrips* (at will): druidcraft, poison spray, produce flame; 1st level (4 slots): create or destroy water, cure wounds, goodberry, speak with animals; 2nd level (3 slots): animal messenger, heat metal.

A PLEA FOR HELP

- If the players can convince Lucien through the door that they are **allies**, he will crack the door open and let them in.
- Lucien hopes the players will **help** him expel the eelfolk from the lighthouse.

Will the players help Lucien defeat the eelfolk and save the *Bowl of Commanding Water Elementals*?

DISCUSSION WTH LUCIEN

Lucien can share the following information:

- The eelfolk have discovered the *Bowl of Commanding Water Elementals* his family has kept secret in a cave below the lighthouse for six generations. The *bowl* is special; because it’s fixed in place, it can draw on the sea to summon elementals twice a day.
- Eelfolk are murderous raiders that lurk around shorelines and underwater caverns.
- The Skyhorn family uses the bowl to summon water elementals to **help** ailing ships reach harbor. There used to be many Skyhorns living on the island long ago.
- Lucien is the last of his family. He is sworn to protect the bowl and keep it from falling into evil hands.
- A summoned water elemental can break loose of its compulsion if the summoner’s will is not strong enough to control it. Lucien suspects several eelfolk have died this way and reasons they are now making their hostages summon the elementals instead.
- Lucien saw an elemental attack a merchant ship and tow it toward the back of the island where there’s a hidden cove (Area 7).
- The **trap door** to the caves is hidden below a heavy barrel in the corner of the *supply room* (Area 3) on the first floor.
- The caves are flooded in many areas.

DEVELOPMENT

If the players agree to save the *Bowl of Commanding Water Elementals*, Lucian gives each of them a *Potion of Water Breathing*.

TRANSITION

The players make their way to Area 1 or Area 5.
THE CAVERNS BELOW

AREA 5: SOMETHING IN THE DEEP

- A rusty ladder leads 10 feet down from the trap door in Area 3 into the briny water.
- The rise and crash of the tides echoes in these glimmering caves.
- The water is **50 feet** deep. The cavern ceiling reaches **40 feet** above the water.

DEVELOPMENT

- Three **hunter sharks** lurk in the areas marked S on the map and will investigate sounds in the water. The eelfolk have been feeding them human hostages killed by elementals. The sharks attack once they are within **30 feet** of anything in the water.
- The eelfolk have stacked four **chests** of loot from the merchant ship on the cave floor at the areas marked T. Players moving the heavy chests move at half speed.

**Sidebar: Swimming In The Caves**

- The water has **dim visibility** out to 30 feet due to refracting light from the cave opening. Players may have an underwater light source that improves visibility.
- Each foot of movement costs 1 extra foot for creatures swimming without a swim speed.
- A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds). **Suffocation** rules are found [here](#).
- **Underwater Combat** rules can be found [here](#).

DRAMATIC QUESTION

Can the players avoid or defeat the sharks?

COMBAT

- The **hunter sharks** focus on characters who are already wounded in order to use their **Blood Frenzy** trait. They flee to the ocean out Area 7 if reduced below **15 hit points** each.

Treasure

The chests contain **400 gp** worth of fine goods: bottled perfumes, silverware, statues, jewelry, and other trinkets. A worn, black-hilted dagger is actually a **Dagger of Venom**.

AREA 6: THE DOCK

- A small sandbar rises out of the water. Two **rowboats** are tied up at a rickety wooden dock anchored at the sandbar.
- The crumbling, 20 foot-high wall of an ancient, sunken tower juts from the cave wall. It can be climbed with a DC 13 Strength (Athletics) check.

TRANSITION

The players continue onto the next part of the caves. The sharks may remain a threat if they haven’t been dispatched.
WOUNDED LION

AREA 7: THE MERCHANT SHIP

- The open sea can be seen beyond the mouth of this cove.
- The merchant’s sailing ship, the Jade Lion, is anchored at the opening of the cave. It lists in the water just out of reach of the jagged walls. One of its masts is snapped and missing.
- There are two remaining rowboats tied to the ship that are identical to the ones in Area 5.

DEVELOPMENT

- The tide is very strong in the 10-foot wide channel leading to the ship and requires a DC 13 Strength (Athletics) check to swim. Players who fail by 5 or more take 7 (2d6) bludgeoning damage as they’re slammed into the wall.
- With the snapped mast, the Jade Lion can sail at half speed with a DC 15 Wisdom (Survival) check when crewed by at least 10 sailors.
- The ship has been heavily looted. Crates of exotic fruits and bolts of fine cloth have been strewn about and destroyed. No crew are on board.
- Stowaway: Raf Frogwater, the merchant Benji Frogwater’s eight-year-old son and apprentice in training. Raf hides in a secret compartment in the captain’s quarters and can be found with a DC 14 Intelligence (Investigation) check. He will approach the PCs upon hearing them speak a language he understands. He’s damp, scared, and hungry.

Raf Frogwater, CG halfling commoner
“Those horrible eel-men, they took my friends! My Pa will get them for it!”
- Appearance. Big green eyes and freckles.
- Does. Pretends he isn’t frightened by eelfolk.
- Secret. Wants to become an adventurous sailor some day, not a merchant.

DISCUSSION WITH RAF
Raf can share the following information:

- A gigantic wave of water grabbed onto the ship and dragged it into the cave.
- The “eel-men” ransacked the ship and took the crew inside the cave, including Captain Aryn Hest, Sheila Coppertree’s friend.
- One of the “eel-men” was bigger and angrier than the others. He bossed them around.
- There were about 10 “eel-men,” but it was hard to count from his hiding spot.
- One or two big waves have passed by each day. They make the ship bob and spin like a toy.
- Raf sometimes hears human screams and terrible crashes echoing in the caves.
- He hasn’t been in the caves and doesn’t know their layout.

Treasure
The eelfolk looters missed a silver candle holder worth 25 gp, as well as a gold ring in a mahogany lockbox worth 50 gp.

TRANSITION
The players return to the caves and continue exploring.
HOSTAGES

AREA 8: THE CREW

- The doors leading to and from this room are unlocked.
- A large, faded nautilus shell (the Skyhorn family symbol) is carved into the floor tiles.
- Twelve human commoners are lashed together in groups of four (marked P on the map). They are the Jade Lion’s surviving crew. They are beaten, starved, and terrorized.
- Aryn Hest, the captain of the Jade Lion, is among the living prisoners. He has jagged electrical burns on his hands and arms.
- Two eelfolk (marked E) sit near the door playing a violent game involving coral caltrops. They bolt for the door to Area 9 when they spot the players.

Captain Aryn Hest, CG human veteran
“Bog me brains if I let a damn walking eel have me ship!”

- Appearance. Trim, pointed beard and a gold tooth.
- Does. Belly laughs so loud it rattles windows.
- Secret. Became a sailor when a mermaid saved his life and stole his heart.

DRAMATIC QUESTION

Can the players stop the eelfolk from alerting their companions in Area 9?

COMBAT

- Both eelfolk attempt to open the door to Area 9 and alert the other eelfolk.
- Aryn Hest tries to trip any eelfolk who run near him. He doesn’t have any equipment.

- Aryn warns the players that the eelfolk are forcing one of his crew to summon another water elemental in the next room.

THE EELFOLK ALERT THE OTHERS

- All of the eelfolk take cover behind the stalactites or rubble and ready actions to attack when the players enter the room.
- If the players wait any longer than two minutes, the sailor in Area 9 is forced to summon a water elemental. The elemental crashes into Area 8 to attack the PCs.
- There’s a 30% chance each round the sailor will lose his concentration if he summons a water elemental. If that happens, the elemental becomes hostile toward him.

THE EELFOLK DON’T ALERT THE OTHERS

- Aryn urges the players to stop the summoning ritual happening in Area 9.
- The eelfolk in Area 9 are too engrossed with the summoning ritual to hear the combat in Area 8 (barring an explosion or similar).
- The eelfolk are in the positions marked on the map when the players enter Area 9.
- The players may be able to set up a surprise round in Area 9 if they beat the eelfolk scourge’s passive Perception score of 13.

AREA 8A: PLUNDER

- The eelfolk have stacked chests and barrels of plunder from the Jade Lion in here. They contain 5,000 gp worth of trade goods.
- The door to Area 8 is unlocked.

TRANSITION

The players have only a moment to prepare before the action in Area 9 begins.
SUMMONING ROOM

AREA 9: STALAGMITE CAVE

- Clusters of stalagmites bunch together in this damp cavern.
- Another crumbling tower protrudes from the wall. It's 20 feet high and can be climbed with a DC 13 Strength (Athletics) check.
- A shimmering, water-filled bowl is set into cracked, alabaster tiles at the back of the cavern. It's the Bowl of Commanding Water Elementals.
- An eelfolk scourge screams (in eelfolk) over a terrified sailor kneeling in front of the bowl.
- Other kinds of eelfolk are scattered around the room watching the ritual.

DRAMATIC QUESTION

Can the players stop the summoning ritual in time and defeat the eelfolk?

COMBAT

- The eelfolk scourge (marked ES) moves into melee against a weak-looking PC.
- The eelfolk (marked E) gang up on stronger players and try to surround them.
- The eelfolk hunters (marked H) hurl javelins from the top of the tower or from behind cover. They throw javelins for three rounds until they run out and join melee.
- The broken tower crenellations and the stalactites provide half cover.
- The browbeaten sailor (marked S) named Grigor (CN bandit, no weapons) will continue to single-mindedly summon the water elemental until halted. He fears torture if he stops. He completes the ritual on the end of his 4th turn of unbroken concentration. He coweringly submits to his best interpretation the eelfolk scourge's commands.

TRANSITION

The players move on to the Aftermath section.
AFTERMATH

THE BOWL OF COMMANDING WATER ELEMENTALS

- Lucien would not take kindly to players trying to take the bowl. He does not award them anything but a terse “thank-you and goodbye” if they attempt to do so.
- The bowl loses all magical properties if pried out of the ground.
- As long as the players don’t attempt to take the bowl, Lucien gives each one a Mariner’s Coin in thanks for their help. The coin is a hammered copper piece stamped with a shining lighthouse. When presented to a non-hostile sailor, it grants advantage on one Charisma check to influence him or her.

SAILING THE JADE LION

- If still alive, Aryn Hest is grateful to the players and helps get the cargo and exhausted crew back onto the Jade Lion using the ship’s spare rowboats. He’s able to sail the Jade Lion back to port for repairs.

RETURNING HOME

- The Annabel Lee suffered minor damage from the elemental but can sail normally.
- Benji Frogwater awards the players 200 gp each if they return Raf to him. He awards an additional 200 gp each if the players also return the surviving crew and chests of goods.
- Benji sends a detachment of four soldiers and one captain to repair and guard the lighthouse henceforth.
- Sheila Coppertree will sail the players to any port of their choice, as promised.

FUTURE ADVENTURE HOOKS

- Captain Sheila may be impressed by the players’ valor and offer them a new mission.
- Adventure may ensue on the open sea if Sheila transports the players somewhere.
- Lucien may seek the PCs out again when a strange sailor calls at the lighthouse.
- The players may wish to pursue and root out a nearby eelfolk clan, who may or may not be lead by a recently ascended eelfolk stormcaller...
APPENDIX A: MAPS

THE ANNABEL LEE

SKYHORN LIGHTHOUSE AND CAVES
APPENDIX B: NEW MONSTERS

Eelfolk
Eelfolk are a piscine race with rubbery skin and patterned coloration meant to provide camouflage amid shifting underwater light.
They slink and hunt through caves and shoals, carving out territory in bursts of aggressive expansion. Eelfolk often lair along shorelines and submerged caverns, never too far from the surface where they must occasionally gulp great mouthfuls of air.

Ambushers. Eelfolk keep to the fringes of the sea and ambush any who encroach upon their territory. While hunting, they prefer to lie in wait for prey to draw close before lunging out to attack. Two pouches behind their necks generate an electrical charge they use to sense their quarry, even in the murkiest depths.

Storm Worshippers. Eelfolk worship the squalls of the sea as though they were gods, viewing all storms as divinely inspired. Sailors at sea have reported seeing dozens of eelfolk cavorting through the water during tempests.

Growing Pains. Eelfolk grow larger and more powerful with age, shifting from stealthy hunters to vicious brutes. Fully matured eelfolk grow extra electrical pouches that cover their bodies in crackling energy. These scourges are more cunning and aggressive than their younger brethren. They lead surprise raids along shoreline settlements in order to satiate their ever-growing hunger for violence and food.

Storm’s Fury. During raging ocean storms, the strongest and most cunning eelfolk fight with each other to throw themselves in the path of a lightning strike. Rarely, one lucky creature will be enveloped in a great blast of energy. The lightning burns the eelfolk’s bulky body away, replacing it with a gaunt form housing magnificent power. These eelfolk stormcallers gain the ability to channel the tempest’s might, summoning lightning bolts and gales of wind to pummel their foes.

EELFOlk
Medium humanoid (eelfolk), chaotic evil

Armor Class 15 (hide armor, shield)
Hit Points 19 (3d8 + 6)
Speed 30 ft., swim 40 ft.

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<tr>
<td>10 (+0)</td>
<td>13 (+1)</td>
<td>14 (+2)</td>
<td>6 (-2)</td>
<td>10 (+0)</td>
<td>7 (-2)</td>
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</tbody>
</table>

Skills Stealth +3
Damage Immunities lightning
Senses blindsight 60 ft., passive Perception 10
Languages Eelfolk
Challenge 1/2 (100 XP)

Death Burst. When the eelfolk dies, it explodes in a burst of pent-up electricity. Each creature within 10 feet of it must make a DC 12 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much on a successful one.

Hold Breath. The eelfolk can hold its breath for 1 hour.

Lunge. If the eelfolk moves at least 20 feet straight toward a target and then hits it with a long knife attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

Actions

Long Knife. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.
**EELFOLK HUNTER**

*Medium humanoid (eelfolk), chaotic evil*

- **Armor Class**: 13 (hide armor)
- **Hit Points**: 37 (7d8 + 6)
- **Speed**: 30 ft., swim 40 ft.

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<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
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<td>14 (+2)</td>
<td>13 (+1)</td>
<td>14 (+2)</td>
<td>6 (-2)</td>
<td>10 (+0)</td>
<td>7 (-2)</td>
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</table>

**Skills**: Perception +2, Stealth +5

**Damage Immunities**: lightning

**Senses**: blindsight 60 ft., passive Perception 12

**Languages**: Eelfolk

**Challenge**: 1 (200 XP)

*Ambusher*. The hunter has advantage on attack rolls against any creature it has surprised.

*Death Burst*. When the eelfolk dies, it explodes in a burst of pent-up electricity. Each creature within 10 feet of it must make a DC 12 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much on a successful one.

*Hold Breath*. The eelfolk can hold its breath for 1 hour.

*Lunge*. If the eelfolk moves at least 20 feet straight toward a target and then hits it with a spear attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

**Actions**

*Multiattack*. The hunter makes two spear attacks.

*Spear*. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 6 (1d8 + 2) piercing damage (two-handed melee attack) or 5 (1d6 + 2) piercing damage (ranged attack).

---

**EELFOLK SCOURGE**

*Large humanoid (eelfolk), chaotic evil*

- **Armor Class**: 13 (hide armor)
- **Hit Points**: 82 (10d10 + 27)
- **Speed**: 30 ft., swim 40 ft.

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<tr>
<th>STR</th>
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<th>CON</th>
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<th>WIS</th>
<th>CHA</th>
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<tr>
<td>18 (+4)</td>
<td>13 (+1)</td>
<td>16 (+3)</td>
<td>7 (-2)</td>
<td>13 (+1)</td>
<td>9 (-1)</td>
</tr>
</tbody>
</table>

**Skills**: Perception +3, Stealth +5

**Damage Immunities**: lightning

**Senses**: blindsight 60 ft., passive Perception 13

**Languages**: Eelfolk

**Challenge**: 4 (1,100 XP)

*Death Burst*. When the eelfolk dies, it explodes in a burst of pent-up electricity. Each creature within 10 feet of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much on a successful one.

*Electrified Body*. A creature that touches the scourge or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage.

*Hold Breath*. The eelfolk can hold its breath for 1 hour.

*Lunge*. If the eelfolk moves at least 20 feet straight toward a target and then hits it with a claw or bite attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

**Actions**

*Multiattack*. The scourge makes three melee attacks: one with its bite, two with its claws.

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

*Claws*. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) slashing damage.
EELFOLK STORMCALLER
Medium humanoid (eelfolk), chaotic evil

Armor Class 15 (hide armor)
Hit Points 117 (18d8 + 36)
Speed 30 ft., swim 40 ft.

**STR** **DEX** **CON** **INT** **WIS** **CHA**
11 (+0) 16 (+3) 14 (+2) 8 (-1) 14 (+2) 18 (+4)

Skills Intimidation +7, Perception +5, Stealth +8
Damage Immunities lightning
Senses blindsight 60 ft., passive Perception 15
Languages Eelfolk
Challenge 6 (2,300 XP)

**Death Burst.** When the eelfolk dies, it explodes in a burst of pent-up electricity. Each creature within 10 feet of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much on a successful one.

**Hold Breath.** The eelfolk can hold its breath for 1 hour.

**Innate Spellcasting.** The stormcaller’s innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:
- At will: detect magic, thunderwave
- 2/day each: call lightning, fog cloud, lightning bolt

**Actions**

**Multiattack.** The stormcaller makes two claw attacks.

**Claws.** Melee Weapon Attack: +6 to hit, reach 5ft., one target. **Hit:** 6 (1d6 + 3) slashing damage plus 7 (2d6) lightning damage.

**Reactions**

**Lightning Reflexes.** The stormcaller adds 3 to its AC against one melee attack that would hit it. To do so, the stormcaller must see the attacker.
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