SEVEN TEARS BY THE SEA

by D.W. Dagon

Creature: *Sea Hag & Selkie* | **Levels:** *4-5*

SYNOPSIS

In the afternoon tides of Briebhig (Breeb-hig) Bay, the sickening stench of a hag floats in with the fog, frightening the local leader enough to flee inland every Summertide. As the waters warm and salty winds rot the docks, the clock ticks for adventurers to solve the mysterious affliction that is slowly draining a mother's vitality.

Mutation, greed, and tentacles lurk for selfless adventurers who get in too deep; yet promises, pearls, and pirates' gold await those lucky enough to see the tide through.

ADVENTURE HOOK

After travelling along the coastal road, the party arrives at an inn a few miles from the ocean. A noticeboard parchment grabs their attention. It urgently calls for assistance at the Stornlock household.

ADVENTURE BACKGROUND

This adventure is for a party of four or more 4th-5th level characters. Set in a melancholy seaside town, the party attempts to discover the mysterious affliction of a woman who is secretly a shape-shifting creature called a selkie. A sinister sea hag works her magic from a forbidden cove. When the party is trapped within her lair, they're thrown into a game of death.

HISTORY OF BRIEBHIG BAY

The Bard and the Hag

- Thirteen years ago, Paden Stornlock (N male human) was a bard who played music by the beach. Under pressure from his father, he tried fishing but was injured in a rowing accident, drowning in the Barking Cove.
- Brinemouth Marcail (LE **sea hag**), revived him and offered him a deal; riches, an estate, and a family of his own for seven years, but afterward, he had to return as her servant for a further seven years. He signed a Fey pact and Brinemouth worked powerful blood magic to influence the ocean to fulfill his first two wishes. When he got back to his boat, his nets were full of giant pearls. Brinemouth later called upon the ocean for a creature who wished to marry this human until the pact was complete.

The Selkie

- The creature that answered the call was a selkie: a shapeshifting seal (**sea lion**) which can shed its skin to temporarily transform into human form.
- Iona (NG female), the selkie, already fancied Paden, having listened to him play lovely folk ballads by the ocean.
- To return to the ocean, selkies must transform back to their original form by wearing the seal skin they have shed.
- Within a year, Paden and Iona had a son, Ewan (NG male human/selkie). Managing their newfound wealth wisely, they introduced a fishing industry to Briebhig Bay, growing the town.

The Fall

- Iona was a devoted mother and wife; regardless, Paden kept Ewan's crib on top of her sealskin, and he never told her of his end of the Pact.
- After seven years elapsed, Paden refused to allow Iona or Ewan to swim past the docks, fearing

- Brinemouth would take them. Paden now flees inland each Summertide to avoid capture by Brinemouth's Creeping Fog.
- The fishing boom ended five years after it started, due to unsustainable fishing practices.
- Iona attempts to resist the magic requiring her return to the sea. Weakened from being apart from her seal skin, Iona slipped into a coma; she withers with every passing day.

Adventure Rules

Iona's Affliction

- Iona's condition is caused by being in human form for too long after the Fey Pact's expiry. If she's not reunited with her seal pelt, she will die on the first sunrise of Summertide.

The Creeping Fog and Undertow

- The Creeping Fog covers Stornshire during the evening. Characters must succeed on a DC 12 Constitution saving throw or become Undertowed.
- Undertowed: those afflicted are vertically disoriented and drawn to watery depths. When aiming a ranged attack at targets higher or lower than themselves, they roll attacks with disadvantage. The afflicted are unable to move up or down inclines unless crawling prone. If swimming, they can only swim downwards. Undertow ends after the 24 hour period is up, or through the use of *greater restoration*, *heal*, or *wish*.

Iona's Talisman

The clues for the *Chapter 3* puzzle must be described to the players during *Chapter 1*. The items are listed below, but more detail can be found in *Chapter 3*:

Talisman Puzzle:

- Giant Pearl in Paden's Office
- Mounted Fish upon Ewan's Playroom wall
- Seal Pelt under the crib in Ewan's Playroom
- Shark Tooth Pendant worn by All-Purpose Dan at The Fuschian Angle

If the players somehow cheat or meta by immediately putting the seal pelt on Iona, it does not work. Instead it needs to be brought to Brinemouth Marcail to revitalize it with her sea magics.

Lair Loot!

- To keep things running smoothly during the Sea Hag Stadium battles, pre-roll a list of magic items from Magic Item Tables B, F and G (*DMG*, "Treasure").

Chapter 1: The Bane of the Bay

Arriving at the bay, the party investigates Iona's affliction.

Briebhig Bay

A wide, crescent-shaped bay grasps its own little piece of the grey ocean. The southern portion consists of a sparse pebbled beach and grassy flatlands. In the center of the bay lie docks full of scattered rowboats and a few larger fishing luggers. Most of the bay is shrouded in murky fog rolling in with the afternoon breeze, having breathed its way across the waters from the northern peninsula.

To the north, a cliff looms over a rocky cove shrouded in mist.

Passing farmlands divided into goat pastures and bushy orchards, you get a closer view of the township itself. Stornshire is small with tired buildings, long weathered by the muggy ocean air. Houses and shacks are scattered at varying distances inland of the bay, yet in its center, buildings hug tightly as if they were the failed seed of a city.

At the near edge of town, a large manor greets newcomers.

There they meet Paden's 12-year-old son, Ewan Stornlock. Ewan invites the party inside Stornlock Manor to ask them to help cure his mother (Iona Stornlock) of her "curse." Ewan is overwhelmed by his responsibilities and is completely devoted to his mother. He informs the party that his father Paden is out of town for business but will return home at the end of Summertide. He tells the party that his mother Iona is ill and begs them to save her.

Stornlock Manor

Interior:

A large oil painting of the family in their child's playroom hangs above the central staircase, displaying a handsome-yet-weary Paden Stornlock. He stands with his arm upon the shoulder of a seated Iona; her face looking left of the frame, out the window. She is dressed in an extravagant gown and wears a Giant Shark-tooth Pendant. A young Ewan stands to his father's side, holding his mother's hand.

When describing the Points of Interest, below, ensure you mention the talisman items noted in italics.

Points of Interest

- **Ewan's Playroom (first room near the stairs):** open doorway, wooden toys and instruments are strewn about, an old baby's crib sits upon a *large white seal pelt* (Iona's pelt) beneath the window, and a strange and colorful *mounted fish* hangs above a toy castle at the opposite end of the room.
- **Paden's Office (at the opposite end of the manor):** the door to this room is slightly ajar. A *giant pearl*, which emits a shimmering glow, sits atop a large oak and leather writing desk strewn with documents.
- **Master Bedroom (near the office):** Iona rests here. On a successful DC 15 Wisdom (Medicine) check, it is noticeable that Iona's life force is diminishing and that neither curse, disease nor illness is the cause. On a fail, it is clear that Iona is sick; however, the cause is not apparent and the party cannot rule out illness or a curse.
- Discovering nothing about her illness, the party is tasked to discover what has afflicted Iona Stornlock by asking around town. Servants of the household recall hearing gossip at the local tavern and direct the party there.

The Fuschian Angle [Tavern/Workshop]

All-Purpose Dan
Goliath barkeep-handyman.
Appearance: Oppressive physique. Wears a *giant shark-tooth pendant* (Ch.3: Talisman Puzzle).
Personality: Boldy helpful and understanding. Will fix/craft simple items at one-quarter of the cost.

All-Purpose Dan has heard rumors from villagers that an evil fey creature may be the cause of the town's problems. Rumors point to the forbidden Barking Cove. As soon as the party leaves the tavern, the Creeping Fog flees to the cove.

Chapter 2: Hunt the Hag

The party uncovers an old evil in the forbidden cove. The Barking Cove is a forbidden area set into the cliff-side shores of the bay.

Barking Cove

Thick fog and jagged rocks make for dangerous sailing and splashes of water can be heard in the mists.

Beneath the waters:

- a thriving ecology of marine life
- a gargantuan hole on the seabed which tunnels down and under the peninsula, further than eyes can see

An ocean inlet cave is the source of the fog and filled with primordial sigils which mean "NO TRESPASSING". When navigating through the cave, three **giant crabs** ambush the party.

The cave path ends in a tunnel descending beneath the water. The tunnel emerges into a vertical tunnel which emerges into the Lair of Brinemouth Marcail. The wide vertical tunnel descends into a seemingly infinite depth. If any characters in the party are Undertowed, the group will have to think outside the box to stop them swimming downwards to their own doom.

THE LAIR OF BRINEMOUTH MARCAIL

A fog obscures all but two horrific warning dummies, stationed to frighten intruders. When the party leaves the Entrance Pool, the thinning fog reveals the macabre, yet dazzling, lair. A magical barrier covers the underwater entrance the moment all characters enter the cavern and disappears when Brinemouth lets them go.

> The large cavern, aglow with luminescent coral, is covered in stalagmites, dead fish, and bones. Stalactites thrust from the ceiling, adorned with roped and chained treasure chests, hanging cages containing the odd skeleton, and hundreds of gory charms. In the center of the room is a vivid purplish-red, gigantic fish-like building.

POINTS OF INTEREST

1. **Pile of Jetsam:** A huge mound of jetsam and anchors secured with rope and chain.
2. **Razor Coral**: Difficult terrain. Movement requires the characters to succeed on a DC 11 Dexterity (Acrobatics) check or take 1d4 slashing damage per 5 feet traveled.
3. **Prow Shelter:** A 10 foot by 15 foot building with a balcony.
4. **Rockpool & Rowboat:** Fish swim through holes to pick at bloated corpses below.
5. **Crow's Nest Appendage**: 20 feet high. Inside is a pirate skeleton and two levers. Each lever has three notches representing each cannon (3d10 bludgeoning damage) on that side. Pulling a lever all the way down fires all 3 cannons on that side at once. Cannons can only be fired once each until reloaded from the inside.
6. **Large Fish Bones**: The bones of a huge sea creature creates a makeshift cage.
7. **Cave Entrance Pool:** This pool is the surface of the vertical underwater tunnel.
8. **Brinemouth's Blockhouse**: The entrance is blocked by an opaque magical barrier.

As the party enters, Brinemouth Marcail's voice booms throughout, announcing the party as contestants in her Sea Hag Stadium. Brinemouth gives them 10 minutes to prepare themselves for "Wave One" of the Sea Hag Stadium Battle.

After 10 minutes, Brinemouth gleefully shouts a five second countdown and then Wave One begins.

RUNNING THE SEA HAG STADIUM

In the Cave Entrance Pool, two hunter sharks are present during the Waves. Points of Interest from above are referenced in the Lair Actions chart as "POI" followed by which dice to roll to determine the location number.

Lair Actions (Initiative Count 20):

You may roll for lair actions or choose them appropriately. The same lair action cannot be used twice in a row.



1d6	Lair Action
1	Seawater blasts downwards from POI (1d6). All creatures in a 10-foot high, 20 foot radius, cylinder take 2d8 bludgeoning damage and are pushed 10 feet directly away from the center of the effect. Those who succeed on a DC 15 Strength saving throw take half as much damage and are not pushed. If a character is pushed while over POI 2, they automatically take coral damage.
2	The water fills the room to a depth of 15 feet and becomes clouded with black ink, carrying with it one of the following creatures which appear at POI (1d4): ***1d4 High Tide Creature*** **1 Giant octopus** **2 Swarm of quippers** **3 Swarm of poisonous snakes** **4 Hunter shark** The creature immediately attacks the closest target and then disappears with the tide on the next lair action.
3	Thousands of crabs blanket the cavern floor. Player characters touching the ground must make a DC 13 Dexterity saving throw, taking 1d4 piercing damage on a failed save, or half as much damage on a successful one. Any items on the ground are carried 15 feet in a random direction.
4	A barrel tumbles from the ceiling, crashing on POI (1d6). Contains: worthless shells and one item from Magic Item Table B (*DMG*, "Treasure")
5	A crate falls from the ceiling, smashing into POI (1d4). Contains:100 sp and one item from Magic Item Table F (*DMG*, "Treasure")
6	A treasure-chest drops from the ceiling, bursting over POI (1d4). Contains: 30 gp and one item from Magic Item Table G (*DMG*, "Treasure").

WAVE ONE: BONE-SAILORS

Four **bone-sailors** (Appendix A: Bone-sailor)

After Wave One ends, Brinemouth announces that they have one minute to prepare for "Wave Two: Loyal Flotsmen."

WAVE TWO: LOYAL FLOTSMEN

Two **flotsmen** (Appendix A: Flotsman)

After Wave Two, Brinemouth congratulates them and lowers the magical barrier to her ship.

BRINEMOUTH'S BLOCKHOUSE

The fish-like shipwreck reeks with dark magical auras. Every inch is coated in colorful coral and seaweed. Rank and rotting charms are strung along the walls and ceilings with dried fish guts and twine. The ship creaks as if breathing.

CAPTAIN'S QUARTERS

Trinkets and captains' hats of varying styles and cultures line the walls, affixed with mucusy resin. In the center of the room is an extravagant armchair with barnacles growing from the sides.

Brinemouth Marcail

Sea Hag

Personality: Jaunty, greedy but fair. Tires of humanoid politics/morals. Committed to protecting her ecosystem and hoarding trophies.

Brinemouth's Secret: She has an ancient kraken which sleeps below Briebhig Bay to do her bidding.

Brinemouth's Dialogue:

cackling *"There's no curse; just unsustainable fishin' and a broken Fey Pact."*

Brinemouth tells the party about Paden's Pact (described in Story Overview: The History of Briebhig Bay) and Iona's Affliction (described in Adventure Rules). She does not mention that Iona is a selkie. Iona's talisman must:

- Represent a sea creature
- Have arrived at the same time as Iona
- Be an object of inherent magic

Brinemouth Rewards:

- Level-Up Milestone or 200 XP each.
- Brinemouth offers the party some special seaweed tea which provides the same effect as a long rest.
- If the party has discovered the seal pelt in the beginning chapter, Brinemouth imbues it with sea magic to heal Iona.
- Brinemouth wishes them the best of luck in returning Iona back to her sea creature form. The characters may now leave the ship.

The Jetsam Golem

As they leave Brinemouth's ship, she reactivates the magical barriers; cackling. She truly wishes them the best. But first they must pay for their trespassing by completing the "Final Wave."

FINAL WAVE: THE JETSAM GOLEM

1x **Jetsam Golem** (Appendix A: Jetsam Golem)

When the Final Wave ends, Brinemouth lets them leave on good terms, unharmed by any sea creatures.

CHAPTER 3: WHAT WAS STOLEN

The party races against the clock to return Iona's talisman.

Ewan is loading a ship with the entirety of his family's wealth to offer Brinemouth should the party fail. All-Purpose Dan is nearby and helps the party locate the possible talismans and tells them what he knows about each item.

TALISMAN PUZZLE

Location	*Item*	*Does the item represent a sea creature in any way?*	*Did the item arrive at the bay at the same time as Iona?*	*Is the item magical?*
Stornlock Manor: Paden's Office	Giant Pearl	✓	✗	✓
Stornlock Manor: Ewan's Playroom	Mounted Fish	✓	✗	✓
	Seal Pelt	✓	✓	✓
Mounted Fish Fuschian Angle	Shark Tooth worn by All-Purpose Dan	✓	✓	✗

DAN KNOWS THE FOLLOWING ITEMS AND DETAILS:

Places where Iona spent her time:

- The Fuschian Angle—hosting trivia nights.
- Ewan's Playroom—watching over Ewan or gazing toward the window.

Giant Pearl:

- Giant Pearl from Paden's first catch, prior to Iona arriving.
- Is enchanted to glow softly as a desk lamp.

Mounted Fish:

- An artificial fish made from leather and glittering paint.
- Enchanted with a magical 2 foot radius aura. When disturbed, magically animates the fish to sing a shanty.
- Paden commissioned Dan to make this for Ewan's sixth birthday.

Seal Pelt:

- Dusty seal pelt sits under an old crib, below the window.
- Magically stays warm to the touch.
- The crib and pelt were the only pieces of furniture which the family kept when they moved from their old shack to the newly built manor, eight years ago.

Shark Tooth Pendant:

- Four years ago, when training at the docks, Iona was attacked by a giant shark. She punched it in the mouth till it let go. In a rowboat nearby, Dan pulled her out of the water and tended to her wounds.
- A shark tooth was embedded in her leg and she had it made into a pendant.
- Iona gave it to Dan after wearing it for her oil painting.

When the Seal Pelt is laid upon Iona, she awakens. She requests Dan row the party and her to see her son (on the ship now in the cove).

Iona Stornlock

Triathlon record holder. Trivia host. Selkie. Mother.
Personality: Bold, determined and caring. Confident in the things she can change but fearful of the things she cannot. Works hard to make those around her happy.
Dialogue: Still loves Paden, though she has lost respect for him due to his controlling behaviors (she was unaware that cheating on his end of the bargain was the reason for his over-protective behavior).

Epilogue: Returned

The party reunites mother and son.

Reunion

Iona confesses she is a selkie. Ewan professes that he loves his mother in any form and gives his blessing to return to the ocean. Iona transforms into her seal form and Ewan assists her into the water. She swims happily in the cove.

Ewan thanks the party and, handing them a key, informs them that their reward waits for them in the basement vault. Ewan would like to be alone with his mother, so Dan rows the party ashore to receive their reward.

When the party rows a short distance away from the ship, Ewan emits a painful shriek as he transforms into a seal then leaps into the water. As the two selkies swim away, dozens of other seals emerge from the cove, playing, catching fish, and barking with glee.

Once the herd of selkie swim far enough from the boat containing the entire wealth of the Stornlock title, a kraken commanded by Brinemouth Marcail emerges and sinks the ship; adding it to the treasure hoard of its master. Brinemouth's greedy cackling can be heard on the wind.

Rewards

Wooden Lockbox

Containing: Deed to Stornlock Manor

Outcome

Iona and Ewan swim away to live with their selkie family. Paden eventually returns to no wealth, home, or family. If he approaches Brinemouth, she considers his debt paid in gold and woe. She tells him if he truly repents, and sheds seven tears by the sea, his family will know of his grieving and may return to him of their own volition. He does this and both Iona and Ewan visit him every Summertide.

Author's Notes

In European folktales the sea hag and the selkie are similar in setting and lore, with certain tellings of the two overlapping, yet often the difference between them is that whilst a hag is imbued with inherent agency (magic and/or control of the elements), the selkie is one whose magical properties lead to the loss of agency, specifically to a partner or family. This duality of agency and interaction with magic inspired the focus of this adventure.

Special Thanks: Alison Huang, Connor Urwin, Emma Power, Gwendy B., Jessica L. Washburn, John Tetzlaff, Kosta Sideropoulos, Luciella Scarlett, Paul S. Washburn, Rebeccah Shumway, Sarah Gray Harker, and Thomas Worsley for playtesting and/or editing Seven Tears By The Sea; and to Ashley Warren and contributors of RPG Writer Workshop for making this possible. I couldn't have done it without these fantastic folks.

About the Author

D.W. Dagon is a trans non-binary creator with a love for speculative fiction and weird fantasy. They love to dabble in illustration, adventure writing, and designing game mechanics. If they had one thing to say to a dear reader it would be, *"Get weird. Stay kind. I love you."*

Bone-sailor

Medium undead, lawful evil

Armor Class 12
Hit points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	10 (+0)

Skills	Acrobatics +4
Damage Vulnerabilities	bludgeoning
Damage Immunities	poison
Condition Immunities	exhausted, poisoned
Senses	darkvision 60 ft., passive Perception 9
Languages	understands Aquan and Sylvan but cannot speak
Challenge	1/2 (100 XP)

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Reactions

Bone-memory. Bone-sailors can Parry as a Reaction, increasing their AC by 2 for one attack.

Bone-sailor tactics

Bone-sailors appear as skeletons of dead pirates until they are raised from the dead to fight for Brinemouth's entertainment. They are found or are hidden in these locations:

- Two Bone-sailors appear as skeletons in cages chained to the ceiling which crash to the floor 10 feet to either side of the Pile of Jetsam
- one Bone-sailor is the pirate skeleton in the Crows Nest
- one Bone-sailor is hidden in the back of the Razor Coral, using a large stalactite as 3/4 cover

Assists:

- Assisting the Bone-sailors are a swarm of quippers and two zombies in the Rockpool (POI 4). Zombies only surface and attack if someone is in the boat or water during any of the phases. Zombies will attempt to grapple and drown characters, opening them up for attack by the swarm of quippers.
- If the swarm of quippers are destroyed, a new swarm swims into the pool in the next round.
- If the zombies are destroyed, they stay dead and do not return in later Waves.

Flotsman

Medium construct, chaotic evil

Armor Class 12
Hit points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	13 (+1)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from non-magical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralysed, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages understands Aquan and Sylvan but cannot speak
Challenge 3 (700 XP)

False Appearance. While the Flotsman remains motionless, it is indistinguishable from an ordinary, inanimate dummy.

Actions

Multiattack. The Flotsman makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 2) slashing damage. If the target is a creature, it must succeed on a DC 11 Wisdom saving throw or be frightened until the end of the Flotsman's next turn.

Terrifying Glare. The Flotsman targets one creature it can see within 30 feet of it. If the target can see the Flotsman, the target must succeed on a DC 11 Wisdom saving throw or be magically frightened until the end of the end of the Flotsman's next turn. The frightened target is paralysed.

Reactions

Behind You. Once per round as a Reaction, Flotsmen can misty step if they are not being directly looked at by any hostile enemies.

Flotsman Tactics

The Horrific Warning Dummies at the Entrance Pool come to life as Flotsmen for Wave Two. Inside the hessian-sack head of a Flotsman is a head-sized ball of wax. When using their terrifying glare, they magically morph the wax to appear as the face of someone their target loves. Use the Flotsmen as tactical flankers, and play their hide-and-seek movements in a similar way to horror tropes featuring mannequins or weeping angels.

Assists:
The Flotsmen have the same assisting creatures as the Bone-sailors.

First Form Jetsam Golem

Huge construct, lawful evil

Armor Class 18 (natural armor)
Hit points 93 (11d10 + 33)
Speed 10 ft., wire trick 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

Skills Perception +6
Damage Vulnerabilities lair cannons, falling damage, fire
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned, unconscious
Senses darkvision 120 ft, passive Perception 16
Languages understands Aquan and Sylvan but cannot speak

False Appearance. While the jetsam golem remains motionless, it is indistinguishable from the pile of jetsam it was constructed from.

Lair Champion. The jetsam golem is not affected by any lair actions, nor impeded by any effects of the Razor Coral.

Grasping Tendrils. The jetsam golem uses ropes and chains as tendrils. It can have up to six tendrils at a time. Each tendril can be attacked (AC 15; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the jetsam golem, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Wire Trick. The first form jetsam golem can use three of its six tendrils to grapple the ceiling and pull itself through the air in any direction. If at least two of these are cut, it plummets to the ground.

Shedding Mass. When the first form jetsam golem reaches 0 hit points, most of its mass falls to the ground as if dying. What is left is the Final Form Jetsam Golem; a minotaur-like form which is fast, frantic, and falling to pieces.

Jetsam Golem Details

The Pile of Jetsam transforms into a monstrous construct for the Final Wave.

The Jetsam Golem has two forms. The First Form is a monstrous mass of cargo with a mouth in the centre and tendrils made from ropes and chains. The Final Form has the appearance of a minotaur-sized bipedal creature with an anchor for horns and anchor flails for arms. When the slow, yet far-reaching 1st Form is defeated, it sheds enough jetsam to transform into the reckless Final Form.

Assists:
The Jetsam Golem has the same assisting creatures as the Bone-sailors and Flotsmen.

Actions

Multiattack. The first form jetsam golem makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the jetsam golem can't use the same tendril on another target.

Reel. The first form jetsam golem pulls each creature grappled by it up to 25 feet straight toward it.

Final Form Jetsam Golem

Large construct, chaotic evil

Armor Class 14
Hit points 67 (9d10 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities lair cannons, fire
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned, unconscious
Senses darkvision 120 ft, passive Perception 16
Languages none
Challenge 4 (1,100 XP)

Lair Champion. The jetsam golem is not affected by any of the lair actions.

Reckless. At the start of its turn, the final form jetsam golem can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Charge. If the final form jetsam golem moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage.

Aggressive. As a bonus action, the final form jetsam golem can move up to its speed toward a hostile creature that it can see.

Actions

Multiattack. The Final Form Jetsam Golem makes an attack with gore and makes two attacks with its anchor flails.

Anchor Flail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 17 (2d12 + 4) piercing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. Hit: 13 (2d8 + 4) piercing damage.