



Chapter 1. Hunt for *The Kraken's Bane*

The adventure begins in the bustling port town of Port Haven, where the players are tasked with recovering the stolen experimental ship, *The Kraken's Bane*. After securing passage on a ship, the players make their way to the ship's last known location, only to find it dead in the water and overrun by kobolds. But that's not even the worst part—the characters soon learn that the kobolds serve a dreadful master, an adult blue dragon named Zephyrion, who wants the ship's arcane crystal.

Character Advancement

This chapter of the adventure is designed for three to five 1st-level characters. The characters should reach the 2nd level at the end of this chapter, right after they encounter the kobolds in the ship's hold and the dragon Zephyrion.

Port Haven

Port Haven is a bustling, partially-submerged coastal town with a diverse population of humans, merfolk, and other aquatic creatures. The town is known for its skilled shipwrights, who craft sturdy and seaworthy vessels that are prized by sailors and traders throughout the region. The harbor is always busy, with ships coming and going at all hours of the day and night.

Despite its prosperity, Port Haven is not without its problems. Recently, a gang of kobolds stole an experimental ship called *The Kraken's Bane* out of the harbor. The ship was equipped with advanced technology and was intended to be used to explore uncharted waters. The kobolds, however, have other plans for the ship and its valuable cargo, and the citizens of Port Haven are concerned now that the ship has fallen into the wrong hands.

If you want the characters to spend a little time familiarizing themselves with the town, the appendix offers a more detailed look at Port Haven and its people.

Adventure Hook

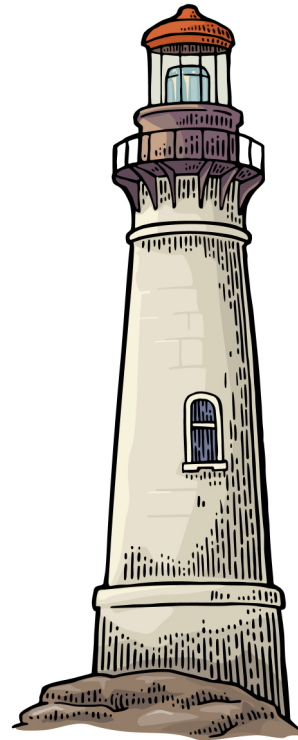
The adventure assumes that the characters are in Port Haven for one reason or another. Perhaps they are resting between adventures, or maybe they have another job here. Either way, at some point, they receive a request to join Professor Tinker at the Tinkertorium.

As you enter the Tinkertorium, you are greeted by an eclectic collection of gadgets and gizmos covering every surface. A strange, thin man with wild hair and a pair of large goggles perched atop his head greets you eagerly.

"Ah, you must be the adventurers I requested! I am Professor Tinker, and I have a proposition for you. You see, my prized invention, *The Kraken's Bane*, has been stolen, and I need it back. Luckily, I have installed a magical tracking device that can lead us right to it. But I can't go alone. I need your help. I'll pay you 500 gold pieces and arrange for a ship to take us out to sea.

"But we must keep this mission a secret from the Aquatic Assembly and anyone else in Port Haven. Will you help me retrieve my ship?" As he speaks, he pulls out a small, blinking red gem and shows it to you, the light pulsing in time with the beating of your heart.

Professor Tinker is a short and wiry human with a bald head and a large nose that dominates his face. He wears thick-rimmed goggles over his eyes and a long



white lab coat that is often stained with grease and oil from his many experiments. He always carries a variety of tools and gadgets on his person, which can be heard jingling and clanking as he moves. He uses the **commoner** stat block, except he has Intelligence 16, Wisdom 12, and Charisma 9.

The tracking gem given to the characters by Professor Tinker is a small, smooth, and translucent crystal about the size of a cherry. Its surface is unblemished, but a soft red glow radiates from within, pulsating to a steady rhythm. As the gem moves closer to *The Kraken's Bane*, the light blinks faster and more intensely, guiding them towards their destination. The gem is cool to the touch, and its weight is surprisingly heavy, suggesting that it may be made of a rare and valuable material. The characters can sense a faint hum emanating from it, indicating that it is enchanted with powerful magic.

Questions for the Professor

The characters will likely have some questions about the mission.

Who stole The Kraken's Bay?

"I'm embarrassed to admit it, but we suspect that it was actually a group of kobolds who stole it. They were so swift that they escaped with the ship before anyone noticed it was gone. The only reason we know it was kobolds is because of the footprints they left behind."

How did the Kobolds manage to steal The Kraken's Bane?

"It was a terrible security lapse on my part. I thought I had the lab secure, but they must have snuck in and taken it while I was sleeping."

What kind of defenses does The Kraken's Bane have?

"It's equipped with powerful magic cannons and reinforced hull plating. It was designed to withstand even the fiercest sea monsters. Hopefully, the kobolds who stole it won't know how to use any of it. Regardless, you will need to use stealth if you plan to get on board without being seen."

What kind of reward are we looking at if we recover The Kraken's Bane?

"I'm offering a reward of 500 gold pieces and, of course, my eternal gratitude."

What do you think the Kobolds plan to do with The Kraken's Bane?

"It's hard to say. They're known for their love of shiny objects, but I can't imagine they have any use for a ship like The Kraken's Bane. It's possible they're working with someone else. It's also possible



that they could want the arcane crystal that powers the ship. However, it's extremely large and nearly impossible to remove from its place in the ship's hold."

Why do you want to keep this mission a secret from the Aquatic Assembly?

"The Assembly has been preoccupied with their own affairs lately, and I don't want to burden them with this problem. Besides, the less attention we draw to ourselves, the better. We don't know who we're dealing with here."

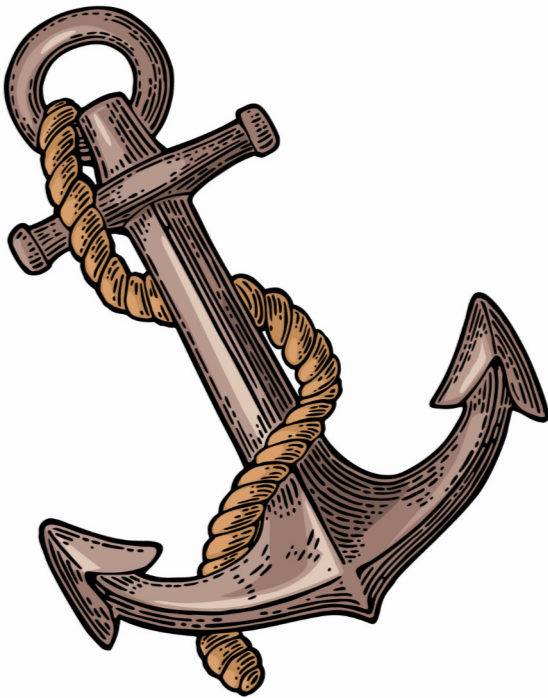
Caught in a Lie

Professor Tinker is lying. Characters with passive Wisdom (Insight) scores of 13 or better automatically sense this. Tinker was an

“inside man” and was paid handsomely by the kobold's chief to give them access to the ship and steal it. After it was stolen, he immediately regretted it, fearing what would happen if the Aquatic Assembly found out. Despite this, he is not aware that there is a blue dragon involved in the caper.

Professor, we have reason to believe that you're lying to us. What's really going on?

Professor Tinker looks defeated. “Fine, you caught me. The kobold's chief paid me handsomely to give them access to *The Kraken's Bane*. I didn't realize the extent of their plans until it was too late. Please, you have to help me fix this.”



Why did you lie to us before? Don't you know how serious this is?

Professor Tinker looks ashamed. “I know, I know. I just...I was afraid of what the Aquatic Assembly would do to me if they found out. But I realize now that what I did was wrong, and I'm willing to face the consequences. Please, help me make this right. I'll double the reward if you do.”

The Kraken's Bane

Professor Tinker is willing to share his knowledge of *The Kraken's Bane* with the characters. Here are five facts he can share:

- *The Kraken's Bane* has a distinctive black and silver hull, making it easily recognizable from a distance.
- The ship is equipped with a number of powerful magical devices, including an enchanted figurehead that can summon a fierce storm. All of these devices are powered by its arcane crystal.
- *The Kraken's Bane* is crewed by a group of highly trained sailors, many of whom are former pirates with a grudge against the Aquatic Assembly.
- The ship is heavily armed and has a number of secret and hidden compartments that could be used to smuggle people or goods.
- *The Kraken's Bane* is a fast and agile ship with a top speed that few others can match. However, it has a tendency to list to the left due to a design flaw that Professor Tinker was never able to fix.
- *The Kraken's Bane* has underwater sensors that help it detect threats coming from below it.

Hunting *The Kraken's Bane*

The ship that Professor Tinker has arranged for the characters is called *The Shadow Beast*, a sleek and fast vessel with black sails. The captain, Salty Jane, is a rough and weathered woman with a gravelly voice and a sharp wit. She and her crew are known for taking on risky jobs that most sailors would avoid, and they aren't above bending the law to get what they want.

Salty Jane has a reputation for being a bit of a scoundrel, but she's also fiercely loyal to those she considers to be on her side. She's willing to help the characters find *The Kraken's Bane*, but only if they pay her a hefty sum upfront and keep their mouths shut about what they're doing. Fortunately, Professor Tinker is willing to pay her fee. Salty Jane uses the bandit captain stat block.



The crew of *The Shadow Beast* are a motley bunch, with a mix of nationalities and species represented among them. They're all skilled sailors and fighters, but they also have a reputation for being a bit unscrupulous. They don't ask too many questions about the characters' business, but they do make it clear that they expect to be well-compensated for any risks they take. The twelve crew members all use the bandit stat block.

The map of *The Kraken's Bane* on page [x] can also be used as a map representing *The Shadow Beast*. Simply replace the engineering room (area 12) with a storage room and remove the magical elements.

Four Days at Sea

It takes the characters and the crew of *The Shadow Beast* four days to find *The Kraken's Bane*. During this time, the characters may do as they please on board *The Shadow Beast*. If you wish to add some interesting elements to their time at sea, use the encounters below.

Day One: Whale Sighting

The characters spot a pod of whales in the distance, but as they approach, they realize that it is a group of eight **merfolk** riding the whales. They wave and sing to the ship, but the crew seems uneasy, and the captain orders the characters to ignore them.

Day Two: Man-Killer Jelly

During the night, the ship is attacked by a dangerous creature, a **mankiller jelly** (see the appendix). The characters must work with the crew to fend off the creature before it can cause any serious damage. After three rounds of combat, the mankiller jelly flees, and the ship continues on its course.

Day Three: Maneaters

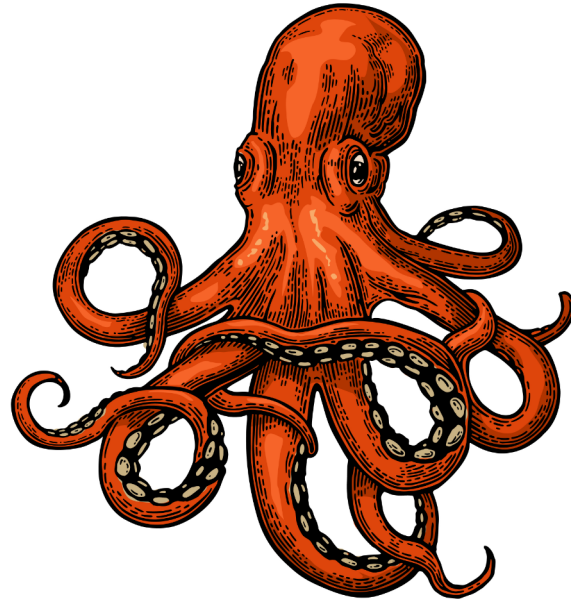
As they approach a group of islands, the characters see smoke rising in the distance. The captain tells them that the islands are inhabited by man-eating humanoid fishfolk and warns them to stay on the ship and keep their eyes peeled for raiding parties. Fortunately, nothing happens (unless you want it to, of course).

Day Four: The Veil of Oblivion

While searching for *The Kraken's Bane*, the ship is suddenly surrounded by a thick fog. Strange noises can be heard from the mist, and the characters start to feel like they are being watched. They must navigate through the fog carefully, hoping to find their way out before anything dangerous happens. After a few hours, the fog dissipates. Strangely, two of *The Shadow Beast's* crew members are missing. Salty Jane dismisses the vanished crew members, mumbling something about “the Veil of Oblivion.” She won't talk about it, but the other crew members mention that the Veil is a supernatural force that sometimes shunts living creatures to a dark dimension, where they're lost forever. This is likely what happened to the two missing crew members.

Spotting The Kraken's Bane

Near the end of the fourth day, just as the sun begins to dip over the horizon, Salty Jane and her crew spot *The Kraken's Bane* in the distance. Being so close to its target, the tracking gem no longer blinks and permanently glows red. Jane's spotter believes that the ship is dead in the water and doesn't seem to have anyone crewing it, which raises the question of who or what could have taken it over.



Salty Jane's crew grows nervous, sensing that something is not right. Jane refuses to get within more than half a mile of the ship, just outside of its potential cannon range. However, if the characters want to get close, she's willing to sell them one of her rowboats for 100 gp.

Getting Onto The Kraken's Bane

Here are some options for how the characters can approach *The Kraken's Bane*.

Attacking

If the characters suggest attacking *The Kraken's Bane* using *The Shadow Beast's* cannons and ballistae, Salty Jane refuses. “Based on what Tinker said, that's a fight I don't want to pick, even if it is just kobolds manning the cannons.”



Negotiating

Approaching in one of the rowboats, the characters can try to negotiate with whoever is on board *The Kraken's Bane*, trying to persuade them to hand over the ship peacefully. This may require some skillful diplomacy or even bribery.

Sneaking Aboard

The characters can approach the ship quietly, using magic or other means to fly or drift to the ship. They can then try to board the ship undetected with a group DC 10 Dexterity (Stealth) check.

Swimming Underwater

If the characters have underwater breathing capabilities, they can try to approach the ship from below. This would allow them to avoid

detection and possibly sneak aboard with a successful group DC 10 Dexterity (Stealth) check.

Using Disguises

Taking one of *The Shadow Beast's* rowboats, the characters can dress up as fishers, sailors, or pirates, pretending to be lost at sea. They can try to bluff their way onto the ship and then take control of it.

The Kraken's Bane

When the characters approach her, *The Kraken's Bane* appears not to have anyone sailing it. Of course, looks can be deceiving.

General Features

Unless noted otherwise, *The Kraken's Bane* has the following features.

Design. The ship is a sleek and fast two-masted vessel with black sails adorned with the image of a kraken. The deck is made of dark wood, and the ship's sides are reinforced with iron plating. The ship's figurehead is a fierce-looking kraken with glowing red eyes, and the ship is armed with several cannons.

Ceilings. The ceilings in the lower deck, holds, and cabins are 8 feet high with 6-foot-high doorways.

Doors. The ship's doors are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. A locked door can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check.





Footlockers. Footlockers on the ship are made of iron and have AC 19, 8 hit points, and immunity to poison and psychic damage. A locked footlocker can be picked or forced open the same way as a locked door (see above).

Light. Lanterns hang in all parts of the ship, but they aren't currently lit. The kobolds can see in the dark, so they haven't used them.

Rigging. Rigging on the ship can be climbed without an ability check.

Sails. The ship has two 80-foot-tall masts with sails to catch the wind.

Arcane Propulsion. The Kraken's Bane uses an arcane propulsion engine to move it in the water if it can't use its sails, allowing it to move marginally faster. However, it quickly burns through the magical crystals that power it.

Keyed Locations

The following locations are keyed to the map of The Kraken's Bay on page [x].

1 - Main Deck

When the characters get a view of the main deck for the first time, read or paraphrase the following:

As you approach the ship, you can see that it's a sturdy vessel with two tall masts that stretch toward the sky. There are six cannons positioned along the sides of the ship, three per side. At the stern of the ship, you notice a door leading to a cabin below the quarterdeck, while at the bow, you see another set of doors that lead to another cabin under the forecastle. You also spot a trap door on the deck that looks

like it leads below. The ship seems to be silent, with no sound of activity coming from the deck or below it.

As far as the characters can tell, the kobolds aren't on the ship.

Investigation: Kobold Clues. If the characters take at least a minute to observe the main deck, with a successful DC 13 Intelligence (Investigation) check, they discover signs that the kobolds were there: footprints, scratches, scraps of patchwork clothing, etc.

2 - Powder Room

The powder room on *The Kraken's Bane* is a small, cramped space located below the forecabin. Barrels of gunpowder line the walls, their contents giving off a pungent, acrid scent. The room is dimly lit, with a



single lantern hanging from a hook on the ceiling. A small door at the aft leads to a small balcony over the bowsprit. A steep set of steps descend into the dark lower decks.

Hazard: Spilled Powder. Gunpowder covers the floor of this room, leaking from one of the barrels. Sparks, fire, or even casting a spell like firebolt could set the powder off, creating an explosion. If an explosion occurs, every creature in this area, as well as areas 1 and 4, must make a DC 12 Dexterity saving throw; creatures in the other rooms have advantage on the save. A creature takes 49 (14d6) fire damage on a failed saving throw, or half as much on a successful one. The explosion is strong enough to tear a hole in the side of *The Kraken's Bay*. It only takes one minute for the ship to sink to the bottom of the sea.

3 - Captain's Quarters

The door to this room is locked. There are scratch marks near the frame, hinting that the kobolds tried to enter and possibly gave up.

When the characters enter the area for the first time, read or paraphrase the following:

As you enter this large room, you immediately notice the large four-poster bed dominating the portside wall, with silk sheets and plush pillows. The wardrobe, made of dark wood and intricately carved, is large enough to store all manner of clothes. A bookshelf lined with volumes on shipbuilding, nautical maps, and tales of sea voyages rests in the starboard bow corner. At the desk, there are ink bottles and quills scattered about, along with a few pieces of parchment that seem to be part of an unfinished letter. The large table in

the center of the room is covered in maps and scrolls, marking various routes and trade routes across the seas. A small wooden door leads to a small balcony just below the quarterdeck, offering a stunning view of the sea. The sound of waves crashing against the hull can be heard faintly in the distance.

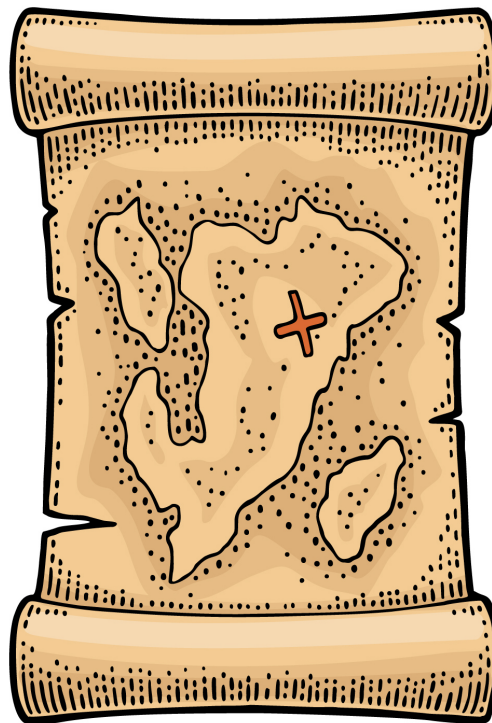
Treasure: Captain's Goodies. The room is rather spartan since no one has officially captained the ship yet. However, there are a few things with some value around the room: a silver compass (50 gp), a set of silver cutlery (20 gp), and a leather-bound journal (30 gp) with detailed information about the ship's cargo and the captain's dealings—so far there are only three entries, all of which happened in and around Port Haven.

4 - Lower Deck

When the characters enter the area for the first time, read or paraphrase the following:

As you enter this section of the ship, you are greeted by a spacious, open area. Three large round tables take up much of the space, with chairs on either side. On both sides, large windows provide a view out to sea and are fitted with harpoons. One set of stairs leads up to the main deck and two down to the hold, while a narrow hallway at the stern leads to three doors. Two trap doors are also visible: one large one for loading cargo into the hold and another smaller one. A galley kitchen is visible at the far end of the room.

Trap: Net Trap. Expecting an attack, the kobolds have strung a net trap in the ceiling



just where the hallway connects to the rest of the room (marked “X” on the map). A tripwire triggers the net. Any character who fails to spot the trip wire with a successful DC 15 Wisdom (Perception) check has the net drop onto them. The target is restrained until it is freed. The net has no effect on creatures that are formless or creatures that are Huge or larger. A creature can use its Action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

Cutting the tripwire (2 hp, AC 10) disarms the trap.

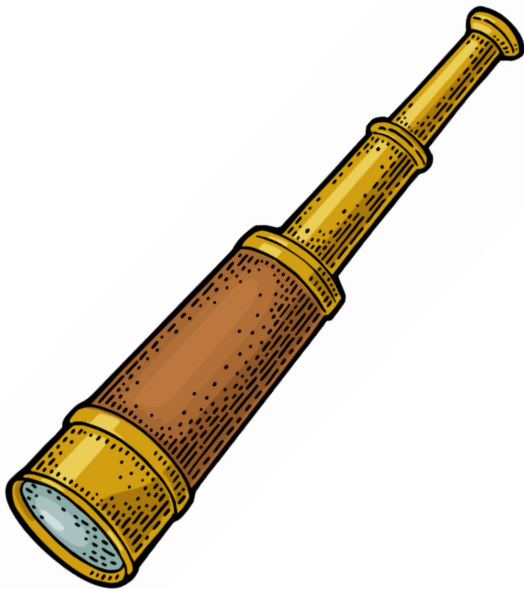
Encounter: Kobold Scouts. There are small bells attached to the net that warn the three **kobolds** in area 6 that they've caught

someone. They use the confusion to spring an attack.

5 - Storage

The Kraken's Bane's storage room is a dimly lit space filled with barrels and crates. The air is thick with the smell of salted meat and stale water. Along the walls are shelves stocked with sacks of flour, dried fruits, and other non-perishables. A small pump sits in the corner, used for extracting fresh water from barrels. The room is cramped and cluttered, with barely enough space to move around.

Hazard: Slippery Lard. While rifling through the food here, one of the kobolds spilled a jar of cooking lard, covering the floor in thick grease and creating an area of difficult terrain. A creature that enters this room must succeed on a DC 10 Dexterity (Acrobatics) check or slip and fall prone.



6 - Officer's Quarters

This small but tidy cabin appears to have not been used yet. The room contains a simple bed with a plain quilt, a sturdy desk with a stool, a footlocker at the foot of the bed, and a cabinet along one wall. The desk has a small oil lamp on it, and a map spread out, marking the areas the ship had sailed to. The footlocker is locked, but the cabinet is unlocked, revealing neatly folded linens, spare uniforms, and various supplies.

Encounter: Surprise Attack. Unless the characters have been quiet while on board *The Kraken's Bane*, three **kobolds** wait in this room, eager to spring an attack. If one of the kobolds is killed, the other two surrender.

Treasure: Footlocker. The footlocker is locked but contains a spyglass in perfect condition. It is worth 500 gp to the right buyer.

7 - Officer's Quarters

This room is nearly identical to area 7, except there aren't kobolds waiting here. Also, the footlocker isn't locked. But there is a reason for that.

Trap: Skunk Locker. A character who opens the footlocker is in for a surprise: there is a skunk inside, placed there by the kobolds. The skunk immediately sprays whoever opens it and then runs away. When the skunk sprays a creature, every creature within 10 feet of the target must make a DC 10 Constitution saving throw or become poisoned for 1 minute. A target can repeat its saving throw at the end of its turn, ending the effect on itself with a success. The target sprayed by the musk smells awful for 1d4 days, giving them disadvantage on Stealth (Dexterity) checks against creatures



that can smell as well as on all Charisma checks made to interact with other creatures.

Other than its musk, it uses the same statistics as a **cat**.

8 - Fo'c'sle

The fo'c'sle of *The Kraken's Bane* is a cramped and dark space beneath the stern of the ship. The low ceiling makes it difficult to stand upright, and the only light comes from a few small portholes. The space is mostly filled with hammocks strung up between wooden posts, with a few empty footlockers scattered around. The air is musty and stale, and the sound of creaking wood is constant. It's clear that this is not a comfortable place to spend time.

Encounter: Lightning Rat. When the characters enter this area, a rat the size of a small dog leaps out from behind one of the

footlockers. It crackles with arcane energy, and its eyes glow like white embers. The rat is affected by the magical nature of the ship's arcane propulsion engine. It uses the statistics for a **giant rat**, except it is immune to lightning damage, its bite deals an additional 3 (1d6) lightning damage on a hit, and it is CR 1/2.

9 - Hold

When the characters enter the area for the first time, read or paraphrase the following:

As you descend into the hold of *The Kraken's Bane*, you are greeted by rows upon rows of crates and barrels stacked high on the shelves lining the walls and positioned at the center of the room. The air is thick with the scent of saltwater, and the only sounds that can be heard are the

creaking of the ship and the gentle lapping of the waves against the hull. Narrow pathways wind their way between the shelves, and in the dim light, it's hard to make out what's inside each crate or barrel. The stairs leading back up to the lower deck are visible, as is a ladder leading up to a trap door in the ceiling. Several small doors can be seen scattered throughout the hold, likely leading to the ship's privies, while two larger doors can be seen at the bow and stern of the ship.

Encounter: Surprise Attack. The majority of the **kobolds** responsible for stealing The Kraken's Bay are hiding out down here in the hold, six in all. When the characters enter the area, they attack, keeping their distance. If half or more of the kobolds die, the kobolds try to flee or surrender.

Trap: Falling Shelves. The kobolds rigged the shelves at the center of the room to fall on their enemies. A kobold can use its Action to cut a rope, making them topple over onto each other. Any creature in the area when they topple (see the red square on the map) must make a DC 13 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 2 (1d4) bludgeoning damage plus 2 (1d4) piercing damage. The target is then restrained by one of the fallen shelves. A creature, including the pinned target, can use its action to free the restrained creature with a successful DC 13 Strength check.

On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the threatened area into an unoccupied space of the creature's choice. If no unoccupied space is



within range, the creature instead falls prone and is still restrained.

Treasure: Kobold Sack. The kobolds have a sack full of “goodies” with them. The sack contains a mishmash of items the kobolds have stolen from around the ship, including some pieces of silverware, two electrum pieces, a small silver locket worth 10 gp, a handful of glass beads, and a half-eaten piece of salted pork. They don't seem to be particularly valuable, but it's clear that the kobolds have a fondness for shiny objects.

10 - Infirmary

When the characters enter the area for the first time, read or paraphrase the following:

This room is sparsely furnished with a single small bed with a thin mattress, a wooden stool, and a couple of cabinets

mounted on the walls. The cabinets contain a limited selection of basic medical supplies, including bandages, ointments, and tinctures. A small table sits in the corner, with a basin of water and a stack of clean bandages nearby.

Encounter: Spiders. A swarm of spiders has made one of the cabinets into their home, filling it with their webs. The spiders are relatively docile, but if the characters tamper with the cabinet in any way, the spiders attack.

Treasure: Medical Supplies. The cabinet containing the spiders contains enough medical supplies to fashion a healer's kit, as well as three *potions of healing*. Of course, tampering with these goods disturbs the spiders.

11 - Brig

When the characters enter the area for the first time, read or paraphrase the following:

This room is little more than a narrow, windowless space with a single pallet on the floor for sleeping and a small bucket in the corner.

The room is relatively clean, as it's never been used.

12 - Engine Room

This room is filled with all sorts of panels, knobs, and levers, as well as numerous pistons and gears that work in concert to power the ship. The room is lit by a





pulsing, glowing crystal that sits at the center of the chamber. The crystal emits a bright, arcane light that bathes the entire room in a blue-green glow. The walls and ceiling are covered in pipes and gauges, and there is a constant hum of arcane energy that seems to emanate from the crystal at the room's center.

The crystal here is what powers *The Kraken's Bane's* propulsion system as well as its arcane weapons. Currently, it's disconnected from the rest of the ship, which is why the ship is dead in the water. The kobolds are waiting for their mistress, the blue dragon Zephyrion, to arrive and take the crystal back to her island.

Treasure: Arcane Crystal. The arcane crystal that powers the ship is extremely rare and valuable, worth up to 10,000 gp to

someone who understands how to use it. But it's also heavy, weighing close to six tons. Stealing it would also arouse the suspicion of the Aquatic Assembly.

Questioning the Kobolds

If the characters force the kobolds to surrender or capture them, they can question the kobolds and learn more about their reasons for stealing *The Kraken's Bay*.

What are you doing with this ship?

"We bring to mistress! She want big shiny!"

Who is your mistress?

"Mistress Zephyrion! She strong, she smart, she rule us!"

Why does Zephyrion want the ship?

"We not know! She say big shiny important! She want ship go fast, go far!"

Can you tell us more about Zephyrion? Where can we find her?

"Zephyrion is powerful blue dragon! She live in big cave on nearby island! She have many servant, many minion, and many treasure! But be careful! She very dangerous!"

Zephyrion Arrives

Inevitably, Zephyrion shows up to claim her prize. This happens shortly after the characters question the kobolds or they defeat them in combat. Read or paraphrase the following:



Suddenly, you hear a loud roar coming from outside the ship. The sound is like nothing you've ever heard before—a deep, thunderous bellow that shakes the entire ship. You glance towards the sky, and your heart sinks as you see a massive blue dragon descending towards you.

The dragon lands on the ship's deck with a deafening crash, sending splinters flying in all directions. Her scales are a deep, shimmering blue that seem to radiate with arcane energy, and her eyes glint with fierce intelligence.

With a powerful thrust of her wings, the beast rips the back of the ship off with her claws and swoops into the engine room. The arcane crystal pulses brighter and brighter as she approaches, and you can see the excitement in her eyes as she reaches out to grab it.

From there, Zephyrion grabs the crystal. Any surviving kobolds leap onto her back and cling to her scales. She then gives a triumphant roar and takes off into the sky, the massive crystal still glowing brightly in her grasp.

Zephyrion is an **adult blue dragon**, and likely far too great of a challenge for the characters. She doesn't care about them at all and will ignore their attacks. If they do manage to harm her—good luck—she uses her Wing Attack legendary action to push them back (ignore the damage this attack deals, only the Strength saving throw).

Death of *The Shadow Beast*

But before Zephyrion leaves, she makes sure to cause a little more havoc. Read or paraphrase the following:

As you watch the great blue beast take off into the distance with the arcane crystal, you hear a loud crackling sound coming from the creature's throat. You watch a bright bolt of lightning shoot out of the dragon's mouth toward *The Shadow Beast*, the ship that you arrived on.

The lightning hits the ship's mast, sending splinters flying in all directions. The ship shudders and groans as the electrical current courses through its wooden frame, and you can hear the panicked screams of its crew as they struggle to keep *The Shadow Beast* afloat.

It doesn't take long for *The Shadow Beast* to start sinking into the sea, its sails and rigging aflame. From the distance, there's no way for the characters to be sure if there are any survivors.

Aftermath

After the destruction of *The Shadow Beast* and the disabling of *The Kraken's Bane*, the characters are stranded in the middle of the ocean with no means of transportation back to Port Haven. Their options are limited.

The story continues in *Chapter 2. The Isle of Storms*.