

Swish Drowmer Cave

The lair of a crustacean sea hag and her collection of bottled wishes

I



IV



II



V



III



The Dungeon

Auntie Wishdrowner, a crustaceous sea hag, has long dwelled within this rotten cave collecting the bottled wishes of shipwrecked sailors who will trade anything away, even their souls, if it means being rescued.

I. Sea Cave Entrance

Tucked within a cove no sane sailor dares go. It's jagged rocks resemble crab mandibles.

- * **{Broken Glass}** Wishdrowner has covered the floor of this cave with shards of broken glass making it difficult terrain. A creature who falls prone for any reason suffers serious lacerations.
- * **{Crabs}** Guarded by giant crabs who pick at the bones of their victims beneath the water. Wishdrowner can see and speak through them with her cauldron [Area 5].
- * **{Cursed Tide}** Dark magics bring a massive wave crashing through the cave after 1d4 rounds. Creatures caught in it risk being swept across the glass-covered floor.

II. Bincer Tunnel

Long and unnaturally dark. The sloping cave ceiling rests just a few feet above the water.

- * **{Flooded}** There are no natural walkways through or around this mostly flooded tunnel. Dextrous characters can attempt to scale the slick cave walls.
- * **{Crab Legs}** Giant crab legs grow up from the putrid cave floor that try to grapple and drown characters who enter the water. Wishdrowner speaks through tiny crabs to offer drowning characters crooked deals in exchange for sparing them.
- * **{Secret Tunnel}** Hidden by seaweed beyond the crab legs' reach. Used by Auntie Wishdrowner to quickly come and go.

III. Goliath's Cave

Reeks of waterlogged flesh and rotting fish meat. The scuttling of large crabs across rusty cages can occasionally be heard.

- * **{Feeding Pens}** This partially flooded cave is filled with barbed fishing nets and rusty crab cages containing rotting sailor corpses which can rise as zombies.
- * **{Goliath Crabs}** Far larger than a typical giant crab, their claws can easily shatter swords and crush armor. Spend their days picking at the flesh of whatever sailor or fish carcasses Wishdrowner brings them to eat.
- * **{Hooked}** Characters who step on the nets risk being hooked by their barbs and dragged into a nearby cage which slams shut, trapping them inside with a goliath crab or zombieified sailors.

IV. Cave of Wishes

A sickly green glow and the occasional clinking of bottles emanates from within.

- * **{Bottles}** Hundreds of corked bottles litter the floor or hang from the ceiling. Each contains a shipwrecked sailor's desperate wish for rescue that Auntie Wishdrowner's happily answered.
- * **{Broken Glass}** Dozens of broken bottles litter the floor. If any sealed bottle is uncorked, they animate and attack.
- * **{Pool}** A pool of black, stagnant water conceals passageways to areas 2 and 5.

V. Wishdrowner's Lair

Rotting crab meat and human skulls drift through this pitch-black underwater cave.

- * **{Auntie Wishdrowner}** A repulsive sea hag living inside a giant hermit crab shell. Scuttles around on spindly crab legs and severs limbs with her saw-toothed claws.
- * **{Cauldron}** A living goliath crab whose top section of shell has been peeled away. It twitches in agony as its insides bubble and boil. With it, Wishdrowner can see and speak through any crab.
- * **{Crab Spawn}** A giant crab spawns from the cauldron every 1d4 turns it stays boiling.
- * **{Whirlpool}** At the start of each round, the waters in Wishdrowner's cave churn violently. All PCs must save against being scrapped against the walls of the cave which are covered in broken glass.