



Marooned on Crab King Island

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Winds growling fiercely at the palms along the shore, the storm seems angry, and the rain is like cold pellets fired at your shivering flesh. You raise an arm to try protect yourself as you stand to face it. In the dim light of the dawn you see wreckage being battered against the shore by rough waves.

You narrow your eyes looking for what might be left of the rest of the crew. Surely, you couldn't be the only one.

Though the storm is still raging, waves crashing, winds gusting and trees thrashing, there is yet a certain quiet about it all. A chill runs treacherously down your spine.

It is an unforgiving kind of quiet. Not the kind of quiet where one would find any peace even if they're looking for it.

You'd been blown off course by this storm in the night. This whole situation felt... unnatural. You try

to shake off your sense of unease and focus on the task at hand.

You continue scanning the shore among the rocks and the wreckage surely, you might find something, someone. First thing first, try and find any other survivors. The rest would have to wait.

PLAY: Designate one player to be the Game Master (GM), they will control the monster(s) and parameters of the game. Players can create characters (PC's) for this adventure or use pre-generated characters. This adventure is compatible with the rules of your favourite dungeon crawling role playing game.

CREATURE TABLE & LOOT: GM, use the tables provided to determine creatures and loot to be dropped for your players.

Roll a D6 or Choose	PC Lvl	Challenge	Loot
1	1	4 Giant Crab(cr 1/8); 100 XP	Shell (4) (8gp)
	2	8 Giant Crab (cr 1/8); 200 XP	Shell (8) (16gp)
	3-4	6 Giant Crabs (cr 1/8) and 3 Swarms of Crabs (CR1/4); 300 XP	Shell (6) (12gp), Carcass 3 (6cp)
	5-7	Hulking Crab (CR5) 1800XP (SKT pg 240)	Large Shell bits (12gp)
	8-10	Keelbreaker Crab (CR9); 5000XP (TOB2)	3 figure heads, large shell bits (24gp)
2	1	Swarm of Crabs (swarm of rats) (cr 1/4); 50 XP	Carcasses (2cp)
	2	4 Swarms of Crabs (cr 1/4) 200XP	Carcasses (8cp)
	3-4	2-3 Swarms of Quippers (CR1) 600XP	Carcasses (10cp)
	5-7	6 Swarms of Quippers (CR1) 1200XP	Carcasses (20cp)
	8-10	5 Swarms of Poisonous Snakes (CR2) 1800XP	Venom (5d8 vials) (100gp)
3	1	1 Sahuagin (cr 1/2); 100 XP	3 vials blood (5sp), 5gp, fin
	2	2 Sahuagin (cr 1/2); 200 XP	6 vials blood (10sp), 8gp, 2 fin
	3-4	3 Sahuagin and 2 reef sharks (cr 1/2); 400 XP	9 vials blood (15sp), Shark teeth (5sp) Shark skin (5gp)
	5-7	2 Sahuagin Priestess, 1 Hunter Shark (CR2)	6 vials blood (10sp), 24gp, Shark teeth (1gp), Shark skin (7gp)
	8-10	Sahuagin Baron (CR5) Sahuagin Priestess (CR2), Hunter Shark	As above + 354sp, 40gp, 6 jewels worth 25gp

This work is compatible with your favourite rpg including 5th edition (5e) and includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.



Roll a D6 or Choose	PC Lvl	Challenge	Loot
4	1	2 Giant Wolf Spider (cr 1/4); 100XP	2 spider silk (2gp), 1 vial venom (10gp)
	2	5 Giant Lizards (cr 1/4); 250 XP	Skin (18gp), tongue (10gp)
	3-4	3 Giant Toads (CR1)	Slime (3sp), Acid (3gp)
	5-7	6 Giant Octopus (CR1); 1200 XP	18 vials ink (6gp)
	8-10	6 Giant constrictor snakes (CR2); 2700XP	Skin (36gp)
5	1	5 Bandits (CR 1/8)	5gp, 12sp, 1 crossbow
	2	1 Scout (CR 1/2) 4 Bandits (CR 1/8)	5gp, 18sp, 1 crossbow, 1 dagger
	3-4	3 Sea Spawn (CR1)	6 vials blood (2sp), appendage 2 gp
	5-7	3 Deep Scion (CR3)	Mark of the Depths (100gp)
	8-10	Marid (CR11)	Enchanted Vial of Essence (100gp), 900gp, 55pp
6	1	4 Merfolk (CR1/8)	scales (5sp), 40gp
	2	Harpy (CR1)	Feathers (4sp), Talons (5sp), 9gp
	3-4	2 Sea Hag (CR2)	Hair (2gp), 6 vials blood (6gp), Nails 6gp, 36sp
	5-7	4 Merrow	9 vials blood (3gp), Scales (10sp), Clawx4 (6gp)
	8-10	Sea Hag Coven (3 Sea Hags) (CR4)	Hair (3gp), 9 vials blood (9gp), Nails 9gp, Eye (50gp) 64gp,

TRADING AT PORT

In a nearby port there are conveniently many skilled craftspeople including an excellent herblist, alchemist, tailors, leather workers, and others with varying skill sets. They are lending their services to you at no charge as a way to thank you for defeating the Crab King. They can create items from your encountered creature loot drops. Have fun trading in port!

Giant Crabs	Chitin Half-plate	Giant Snake	Nice Boots (+1 bonus to Charisma checks), Snakeskin Cloak (+1 bonus to Grapple, disguise self)
Hulking Crab	Chitin Plate Armor & Shield	Sea Spawn	Potion of Aquatic Animal Friendship (200gp)
Keelbreaker Crab	2 sets +1 Chitin Plate and Shield	Deep Scion	Potion of water breathing (200gp) 1 use Symbol of Stunning
Swarm Crabs	Caltrops	Harpy	Enchanted writing quills
Swarm Quippers	Rations (1 day)	Sea hag	Potion of Alter Self
Swarm Snakes	4d8 belts (1gp each), Basic Poison 5d4 vials 100gp each	Sea hag coven	Potions: Alter self, invisibility, speed
Sahuagin	Potion of Aquatic Animal Friendship (200gp)	Merrow	Potion of water breathing (200gp) Gloves of Rending (+2 damage to claw/punch attacks)
Spiders	Spidersilk Rope 50' 5lb (50gp)	Giant Lizard	Nice Boots (+1 bonus to Charisma checks)
Spiders	Vial of Spider Poison (200gp)		
Giant Lizard	Nice Boots (+1 bonus to Charisma checks)		
Giant Toad	Vial of Acid (25gp each)		
Giant	Tentacle Whip, 6 vials Fine Ink		
Octopus	(25gp each)		

