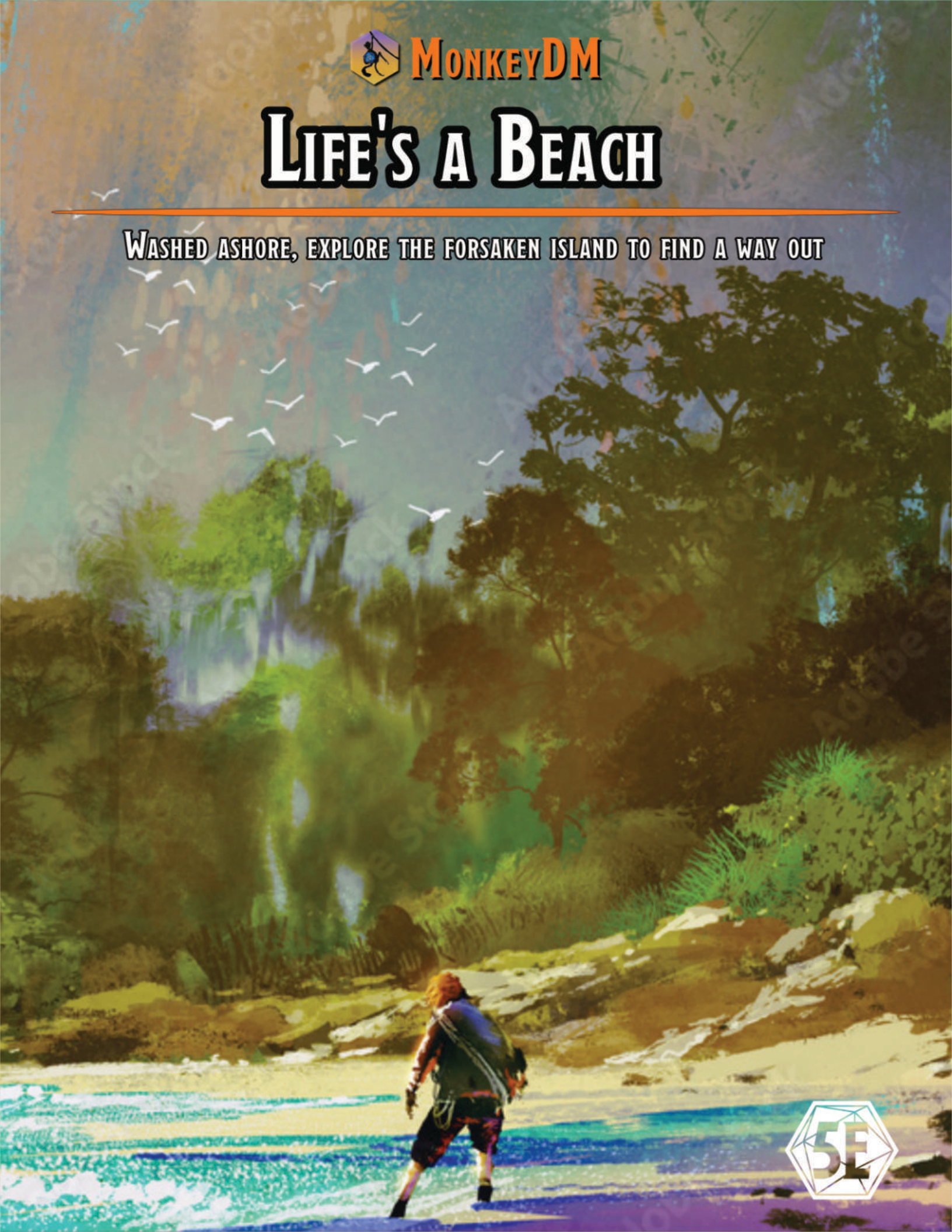




MONKEYDM

LIFE'S A BEACH

WASHED ASHORE, EXPLORE THE FORSAKEN ISLAND TO FIND A WAY OUT



MonkeyDM

Life's a Beach

**AN ADVENTURE FOR 5E DESIGNED FOR 3-6 LEVEL 13 CHARACTERS,
FOR USE WITH THE 5TH EDITION RULESET.**



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Plot Hook

The party boarded a large ship, a vessel lead by Captain Markus Azurehelm on route to a supposedly brand-new continent. Alongside their ship, there were four other ships, all of which following closely behind and joining in the travel. At one point, a storm started and the party lost sight of all the other ships, then, lightning struck their ship, splitting it in half. It all turns black from there on out.

Chapter 1. Shipwrecked

In which the party awakes to find themselves shipwrecked.

Chapter 1.1. The Wreckage

Read this:

'The last thing you remember is the storm. It was unlike anything you've ever seen before, as if the gods had summoned it to ensure you would sink. And so you did. You watched as the waves garnered their strength and crashed into the ship with powerful impacts. You fought hard and long alongside the crew to try and save the sails, to steady the cargo, but there was no use. The ship was doomed. The captain looked at you and bowed his head, before shouting a final call: "If you survive, make it to the beaches! It's the only way you'll get found." He then furrowed his brow and tried to man the ship away from the eye of the storm, only for lightning to strike the middle of the ship. Then, blackness. You now awake to the sound of seagulls. Your body feels beat up and your eyes are filled with sand. You feel a pecking on your back. You turn around and hear the sound of wings. A gull flying away. You shake the sand out of your eyes, only to see your allies in the same position. You all look horrid.'

If you are playing this adventure as a one-shot or if this is the first time the party has met, this is the perfect time for them to introduce themselves to each other. Once that's happened, you can proceed.

The party finds themselves next to the wreckage on map 1. To start it off, have each party member roll a d4, to see how wounded they were in the storm.

| d4 | Wounds |
|----|---|
| 1 | They were heavily injured. They are at 10 hit points. |
| 2 | They were wounded pretty badly. They are at ¼ of their maximum hit points. |
| 3 | There's a few good wounds on them. They are at ½ of their maximum hit points. |
| 4 | They got away mostly unharmed. They lose 10 hit points. |

After each party member has adjusted his hit points to reflect the wounds they've suffered, each of them may make a **DC 16 Wisdom (Perception) check** to look around. On a success, they notice they're in some sort of cove, away from the main shore of wherever they are. In addition, they see a few bodies, only one of which seems to be moving.

Bring the party to map 1. The party is scattered around area 1. The body that is still moving is on area 2. They can identify him as Captain Markus Azurehelm. They may approach him.

When they get to Markus, they see he is heavily wounded, but still breathing. He wakes slowly after the party gets to him and greets them all, but mentions that he is in grave pain.

CAPTAIN MARKUS AZUREHELM (VETERAN)

Information: Captain Azurehelm is a beloved human captain and man of the people. He's always been forthright and welcoming to all those around him. He is known to put others' interests above his. His aim was to find a new continent to have enough food for all the people in the country.

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MAP 1



Chapter 1.2. The Attack

GM NOTE:

Azurehelm is meant to be both a McGuffin and a helpful NPC. Because of this, he has the veteran stat sheet. He'll help the party in the initial combat and he'll be important for the rest of the adventure, so give the party some time to get attached to him. Also, add a few traits that might make them take a liking to him. Does your party get very attached to characters they find physically attractive? Describe him as smoking hot. Anything, as long as the party are not indifferent to him.

Once fully awoken, Azurehelm will apologize to the party for failing them and crashing the ship. He will then observe the surroundings and mention he is thankful no other ships seem to be here, meaning there is still a chance at survival. They only need to reach the beach. But first, they must get some supplies from the remnants of the ship, that is, if they wish to survive.

The party can now briefly explore the ship at area 1. Unbeknownst to them, there are hidden **sahuagin** and **weresharks** at area 3, 4, 5 and 6. Any party member with a **passive Perception above 19** will notice a few of the **sahuagin** hiding in the waters. In total, there are **9 sahuagin, 3 weresharks** and a **mage**.

If they are ever pointed out or attacked, they will be prompted to fight back. If this happens, proceed to the next chapter.

If left alone, the **sahuagin** and **weresharks** will leave the party to explore the ship in silence for a little bit, planning their attack. This will influence the next chapter.

When in area 1, the party may explore it either via a **DC 17 Intelligence (Nature) check** or a **DC 17 Intelligence (Investigation) check**.

If successful on the **Intelligence (Nature) check**, the party member discovers that the broken bits of the ship and the position in which it crashed feels highly unnatural. This wasn't a regular storm. Something or someone planned for this to happen or was at least joyful it has. There's also signs that lightning struck the ship from below, which is peculiar.

If successful on the **Intelligence (Investigation) check**, the party will find 2 locked chests. When he sees them, Azurehelm will say they need not be locked anymore, so if the party wants to, they can try to open them. Opening them requires a **DC 16 Thieves' Tools check**. Inside, there is a **headband of intellect**, a **necklace of adaption** and a **potion of frost giant strength**.

GM NOTE:

This adventure also includes some underwater combat. If you fear that the party may have trouble with that, you can have Markus hand each party member a pair of gloves of swimming and climbing. As for breathing underwater, they are 12th level, so it shouldn't be TOO MUCH of an issue, provided you inform them of where the adventure takes place before they choose their spells.

Once the party has investigated the ship for a while, have them notice a weird silence, as if all noise disappears. Then, proceed to the next chapter.

If the party spotted the **sahuagin** before they could ambush them, simply roll initiative and proceed with the encounter as normal. As mentioned in the previous chapter, there are **3 weresharks, 9 sahuagin** and **1 mage**.

If instead the party did not spot the **sahuagin** or went about their business without approaching them, the **mage** will cast a silence spell before the **sahuagin** throw a large net on the party. Each party member must roll a **DC 15 Dexterity saving throw** or be restrained. Then, the **sahuagin** will get surprise round, before combat fully starts.

GM NOTE:

In terms of combat strategy, remember the sahuagin have spear attacks, which they can throw from above. The mage will also use the elevated height to try and avoid the party while striking them from afar.

During the combat, keep the following things in mind:

- The **weresharks** will attack Captain Azurehelm and target him head-on. Their goal is to grab him in their jaws, then get into the water at area 3 with him. When this happens, proceed to the next chapter. It's important for the rest of the story. Any party member with a **passive Insight above 15** will notice the **weresharks** are targeting the captain, but seem to only grab him, not wound him.

- The **mage** is wielding a **trident of fish command** which the party can acquire with a **DC 16 Intelligence (Investigation) check** upon killing him.

- Once brought to low health, the **sahuagin** will retreat in the sea, as they do not mean to fight to the death.

- Once all **weresharks** are killed, all the other **sahuagin** and the **mage** will dive into the sea and run away.

If Azurehelm is ever taken or if all enemies are killed, proceed to the next chapter.

GM NOTE:

Seeing as the party is already wounded from the storm, it should be pretty easy for the weresharks to run away with the Captain, but there is a possibility the party continues to fight for him, despite their health. If so, have him tell them to let him be taken and run away, as this is the only way to save themselves.

Chapter 1.3. The Survivor

GM NOTE:

At this point, the adventure can branch out a little bit. If the Captain was taken, read out the “read me” fragment right after. If not, simply describe how the last of the sahuagin retreat and the party is left to lick their wounds. You can also choose a third option, which is that another wereshark comes out of nowhere and captures the Captain right when the party feels safest, just like in Deep Blue Sea. (Great movie, btw, you should watch it!).

- If the Captain was taken, read this:

‘As you continue fighting, you cannot help but move your gaze towards your captain now and then, watching as the Weresharks grab him away. He fights and struggles, before finally, his body is taken underwater with a final shout. Then, just as quickly as they came, all these fish-like fighters drop into the water next to him, returning to the depths, presumably having received what they had come for. And you are left to pick up the pieces of yourself, tired and confused.’

- If instead the Captain is still here and all the enemies were defeated, the party can just take a breather, looking at each other. No further enemies will come for them.

Regardless of what has happened, any party member with a **passive Perception above 15** will hear splashes of water from nearby, as a **lizardfolk** approaches in a huff, breathing heavily. It’ll loudly exclaim. “Dammit! I came as soon as I trouble. Did I miss it?” The figure is a lizardfolk warrior by the name of Yuuz, who’ll introduce himself to the party cordially and say he isn’t with the **sahuagin** they have met before, but rather their enemy. Then, in an attempt to win over the party’s trust, he’ll offer to lead them to his home and give them food.

If the party agrees, they’ll begin the journey together.

YUUZ, LAST SURVIVOR

Information: Yuuz is the last survivor of an old civilization that lived on this land. He, for some reason, cannot die or age, but rather lives forever, cursed to watch civilizations fall and crumble. Despite his long lifespan, he cannot seem to comprehend many of the things happening around him. He is just as clueless now as he was before, although a little wiser. He is a kind spirit with a long story.

On the way to his cabin, Yuuz will explain that he is the last remnant of his lizardfolk civilization. Long before, this was their island. But, just as long ago, these sharkfolk (**sahuagin**) and their Ocean King appeared, taking over. They took Yuuz’s people as slaves and slaughtered them if they fought back, but Yuuz managed to retreat into the jungles and save himself. He has since learned much about the Ocean King, but never had the strength to defeat him. Each time he tried to go below the waters and fight him, he’d get close, strike

him once or twice, then be struck down by lightning, only for his body to regenerate on the shores a few days after. It was then Yuuz realized he was immortal, but powerless to change the world around him.

Throughout the travel, the party can make **DC 17 Wisdom (Survival) checks** and **DC 17 Wisdom (Insight) checks**. While the **Wisdom (Insight) checks** will reveal Yuuz is 100% truthful, the **DC 17 Wisdom (Survival) checks** will reveal he is spinning in circles. He is partially lost. After a little while, they’ll finally find Yuuz’s hovel, where he’ll forget to tell the party about his blow dart trap, meaning all party members must make a **DC 18 Constitution saving throw** or be put to sleep by poisoned darts triggered by a tripwire. This won’t inconvenience them too much, but they **can** take the darts with them in the future and use them on their enemies if they so wish. This trap should clue them into this.

You may now proceed to the next chapter.

Chapter 2. The Ocean King

In which the party is led to the Ocean King.

Chapter 2.1. Yuuz’s Home

While at Yuuz’s home, the party can take a long rest, during which they’ll be safe and sound. This should serve as a suitable break before going further. During this break, Yuuz will also be open to answering any questions in regard to what he knows about the Ocean King and his people. He knows the Ocean King to be a **storm giant** and he also knows that he is somewhat paranoid because of a prophecy, this being the reason why he retreated to this island. Past that, Yuuz knows that most, if not all, of his followers, are sharks.

Once they’ve spoken about everything they wish to speak about, the party can have a long rest. During the long rest, any party member proficient in Arcana must make a **DC 15 Wisdom saving throw**. On a failure, they’ll begin to dream. Their dream will bring them underwater, past a crack in a rock, and into a gigantic chamber made of coral. There, they’ll be greeted by a storm giant, who’ll ask the party member to leave the island posthaste. This is The Ocean King.

THE OCEAN KING

Information: The Ocean King is a paranoid giant who has a vision of himself being killed by a captain and his crew. Since then, he has hidden himself away, bringing about storms that kill all those who reach his island. Now, when he discovered a captain survived the ship’s crash, he asked for his goons to take him in, so that he may kill him and his crew before they have a chance to return for him. As he’s strongest in his lair, he’ll lure them there. He is mad, paranoid and profoundly vain.

The party members in the dream can speak with him. They may make **DC 18 Charisma (Deception), (Persuasion), or (Intimidation) checks** to deceive him into thinking they mean no ill will, appeal to his vanity, or intimidate him into letting them go. Regardless, once the discussion has gone on for a bit, their dream ends.

GM NOTE:

The goal of this dream sequence is two-fold. On one end, it is meant as a way of furthering the story and giving the party some roleplay moments. On the other end, it is meant as a way of reaching an alternate conclusion to the story. The party can notice that this is just a paranoid giant and may feel a want to calm him down and find a solution that is not conflictual.

Once the dream is over, all party members wake and receive the benefits of the long rest. You may proceed to the next chapter.

Chapter 2.2. Search for the King

Once awoken, Yuuz will offer to lead the party to the Hall of the Ocean King. Before leaving, however, he will hand them what he thinks are **4 potions of healing**. In actuality, **2 are potions of poison**. Any party member may roll a **DC 18 Intelligence (Arcana) check** or a **DC 16 Intelligence (Nature) check** to identify these. On a success, they figure which is which.

With the potions gathered and a long rest had, Yuuz will lead the party to the beach, wherefrom he will explain how they can get below the waters and reach the Hall of the Ocean King. In the meantime, he'll offer to start a gigantic fire and hopefully lead rescue ships to the island, since he's not at all useful in a fight anyway. Thus, the party can begin their journey underwater.

GM NOTE:

By this point, the party have already had a long rest to prepare spells, so hopefully they have means of breathing underwater. Hopefully.

Read this:

'Just as Yuuz advised you to, you begin swimming in a direct line down, getting deeper and deeper and watching the light slowly dwindle. You are going below, into the depths, where no screams can be heard and where blood leads all sharks. Caution is advised. As you slowly go deeper and deeper, you begin to spot distant lights below you. Yes, this is it! What Yuuz spoke of! The entrance to the Hall!'

The party is now on map 2.

AREAS OF THE DEEP SEA

1 - ARRIVAL AREA

The party starts here. They arrive above and must slowly reach below, to the deep dark hole. On the way there, however, they will be intercepted by **2 giant sharks** and **2 weresharks**, which they will need to defeat.

Once they're defeated, they may investigate the rest of the area.

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MAP 2



2 - DARK HOLE

Once all enemies have been defeated, they may go through the dark hole. But, as they begin to go through the hole, they'll instantly be teleported back above, at area 1. There seems to be a teleportation prism of sorts at the bottom of the hole.

GM NOTE:

The "black hole puzzle" is the main puzzle encounter of this adventure. Because of this, I recommend making it unable to be dispelled, but if you want to, you can allow the party to dispel it using a dispel magic spell and rolling an 18 or higher.

If they create lightning, the hole will light up and reveal a button on a wall. Any attempt to press it will fail and result in the person attempting it instantly being teleported above again. Rather, once light is created, any amount of thunder damage dealt to the button will make the enchantment fade and allow the party entrance into the Hall of the Ocean King.

3 - Moss

To get past the black hole, the party must first find the clues. They can examine the moss next to the hole with a **DC 17 Intelligence (Investigation) check**, revealing there are hidden runes underneath it. The runes are in Giant and they translate to "To light the dark, then to resound for miles." This is a reference to storms. The party can only break through if they find a means to create both lightning and thunder.

Once the party have unlocked the hall, proceed to the next chapter.

Chapter 2.3. The Hall

Read this:

'You step past the darkness and into a deeper water, which then seems to push you forward. Despite having no current until now, you are thrust forward until finally you reach a quick stop. And your feet touch ground. You are underneath the sea, underneath it all, but on dry land. This is the hall. You are in a massive hallway, leading to a gigantic, 20-foot tall gate. That's where he must be, alongside all the ships he's wrecked before.'

The party can walk through the hall. If they do so without making a **DC 16 Intelligence (Investigation) check** first, they'll trigger a trapped tile. If the trap is triggered, all party members must make a **DC 18 Strength saving throw**. On a failure, they are pushed back 15 feet and take 4d8 thunder damage. On a success, they take half damage and are not knocked back.

Then, once they make final preparations, the party can open the large gate and make it face to face with the Ocean King. Proceed to the next chapter.

Chapter 3. Prophecies

In which the party makes it on the beach.

Chapter 3.1. The Ocean King

Read this:

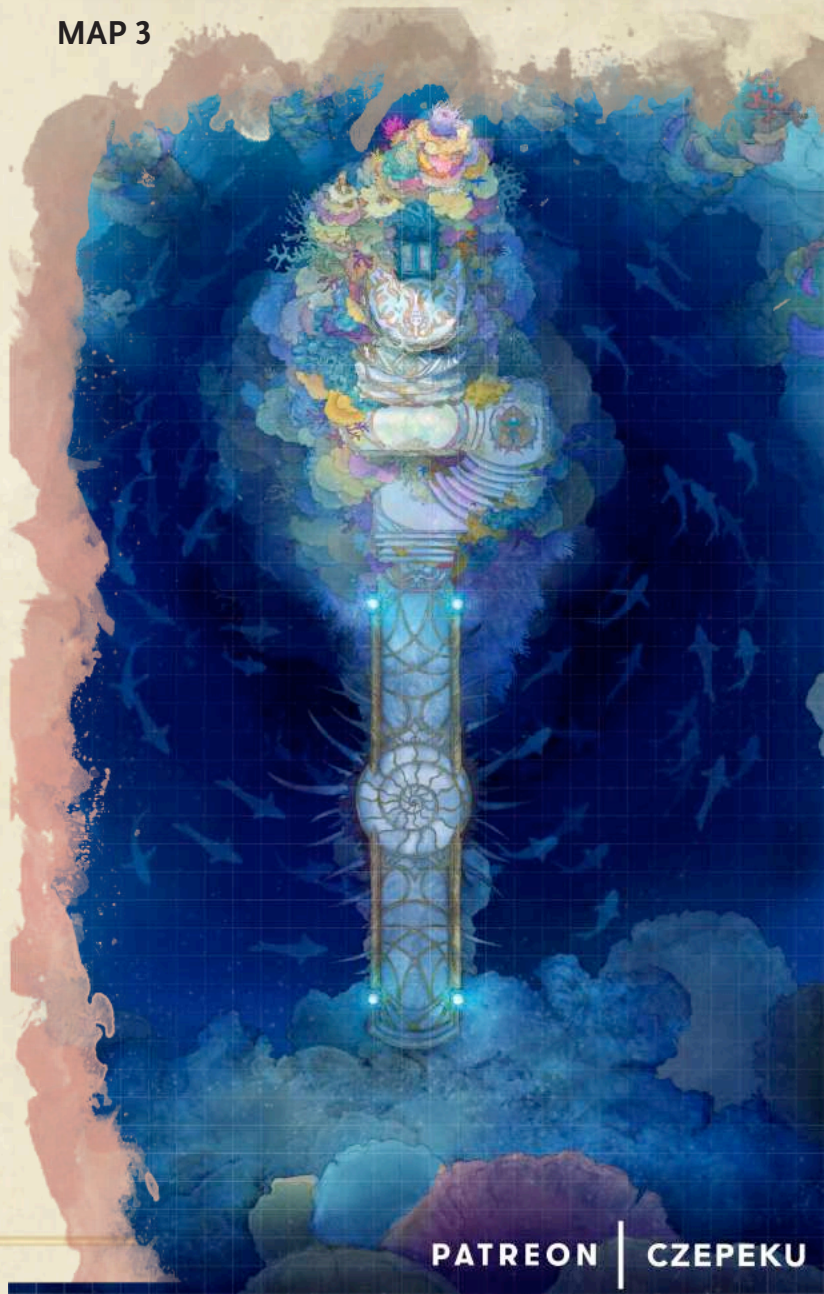
'As you step inside his hall, the Ocean King leaps to his feet and exclaims. "Very well! I've been expecting you. It is now your time to die!" He raises forth his massive greatsword and readies himself. "My end will not come at your hands. I will defeat my destiny. I will be stronger than the prophecy." he utters, before finally rushing forward. Roll initiative.'

The party must now fight the Ocean King (**storm giant**) in his lair.

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MAP 3



GM NOTE:

In theory, due to lair actions and the previous fight, the Ocean King should have enough fuel to take down the party, but I do encourage giving him a few legendary actions and resistances if you feel he might need them. I'd give him 2-3 legendary resistances and a move and greatsword attack for legendary actions.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Ocean King takes a lair action to cause one of the following effects; the hunter can't use the same effect two rounds in a row:

- The Ocean King raises the water all around him. Until the next round, the entire chamber is underwater and the Ocean King has advantage on his weapon attacks.

- The Ocean King calls forth the aid of **1d6 weresharks** to come help him.

- The Ocean King brings sharks from underneath to attack his enemies. All party members must make **DC 17 Dexterity saving throws** or take 5d8 piercing damage and be knocked prone, as sharks fly in towards them, before diving back in the waters.

Once the Ocean King is defeated, proceed to the next chapter.

Chapter 3.2. The End

Read this:

'As you strike him a final time, the Ocean King's eyes flash with white. A single tear rolls down his cheek as he looks towards all of you. "The prophecy... Is true." After those words, he drops dead. You hesitate for a moment, looking at all the sharks surrounding you. But they feel awfully silent. They don't seem to wish to fight you anymore. They're scared of you, luckily. And it's time to get back up.'

With that, the party can raid the giant's horde, finding a **belt of storm giant strength**, 3000 gold and a **javelin of lightning**. Then, they can get back on the shore, where ships are already rushing towards the island to save them.

The End.

Appendix: Monsters

WERESHARK

Medium humanoid (human), neutral good

Armor Class 11 in humanoid form, 12 (natural armor) in shark and hybrid form

Hit Points 135 (18d8 + 54)

Speed 30 ft. (40 ft., swim 40 ft. in shark or hybrid form)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 12 (+1) | 17 (+3) | 11 (+0) | 12 (+1) | 12 (+1) |

Skills Perception +7

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses passive Perception 17

Languages Common

Challenge 5 (1,800 XP)

Blood Frenzy. The wereshark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Shapechanger. The wereshark can use its action to polymorph into a Large shark-humanoid hybrid or into a Large shark, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Limited Amphibiousness. The wereshark can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

ACTIONS

Multiattack. In shark form, the shark makes two bite attacks. In humanoid form, it makes two trident attacks. In hybrid form, it can attack like a shark or a humanoid.

Bite (Shark or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Strength saving throw or become grappled. On their turn, they may use their action to repeat the saving throw, ending the effect on a success.

Trident (Humanoid or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage. If the attack was made at range, the creature is harpooned to the wereshark. The wereshark can spend a bonus action to force the creature to make a DC 14 Strength saving throw or be pulled 15 feet towards it on a failure.

THANK YOU!

A BIG THANK YOU TO ALL OF THOSE WHO FOLLOW AND SUPPORT ME, WITHOUT YOU I COULDN'T HAVE BROUGHT THIS PROJECT TO LIFE.

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A MASSIVE THANK YOU TO ALL MY PATRONS!

