

DEAL WITH A SEA WITCH

Dia, Beneath the Waves • Sunken Isles • Twilight Meridian

◆ Mysterious

◉ Investigation

≈ Water-Based

ADVENTURE DESCRIPTION

A meal at the most popular dining spot in town takes a bizarre turn when the chef reports that his ingredients have started fighting back. The party must intervene to stop the chaos that ensues, before finding the anomaly's source.

STARTING THE ADVENTURE

"Set atop the exposed skyscraper rooftop and floors of the submerged, lost city Dia sits the research-outpost-turned-town of Patchwork where Helical researchers and adventurers prepare before diving into the metropolitan depths below in search of treasure or answers, just like you. Pockets of exposed building-tops make up a patchwork town where the primary means of travel are rafts...or swimming. Supporting these trailblazers are outcasts gathered to build a new life at the frontiers, one of whose glowing reviews of fried fish fritters, hearty chowder, and various seafood delights have drawn you to book a tab at their establishment, Diver's Rest."

As the party sits down, they have their orders taken and are told by Tara will be delayed due to a late delivery of today's catch. Unknown to the diners, Tara is angry that her family's Surf-n-Turf went bust after Thwak's opened. She has hired a Sea Witch to ruin Thwak's business.

IMPORTANT CHARACTERS

Thwak — Goblin, Male, 22 (Basic Folk)

A determined and skilled young chef. He is very sharp, and has big plans for his new business to move past Patchwork.

"Thwak wears a spotless white apron and chef's hat, and moves at a frenetic pace. His fingers often fidget while he dreams up new meals."

Tara Tippytop — Chib, Female, 40 (Basic Folk)

The Diver's Rest waiter. She has years of experience from working in her family's now-closed surf-n-turf joint.

"Tara balances items on her silver platter with easy grace though she has bags under her eyes. Her red hair is neatly pinned back."

Friss Coveheart — Sea Witch, Female, ??? (Sea Witch)

Given the chance, she relishes in causing suffering behind the scenes. She travels with 4 Hopper Majos and 2 Naiads.

"Long, oily seaweed falls in waves around Friss's face, where a blue tinge is noticeable in her skin. A deep irritation and loathing swirls in her eyes."



SUGGESTED STORY

Describe the Diver's Rest, have Tara take the player's orders, then continue.

Today's Special

- While the party are waiting for their lunch, Thwak bursts out of the kitchen screaming, claiming his ingredients are possessed.
- Three Octopuses and 4 Giant Crabs are close behind Thwak. The creatures begin causing damage and attacking diners. They must be stopped!

Creature Containment

- When a creature is defeated or 10 minutes pass, it reverts back to a dazed angler from the *Sandpiper*.
- The anglers (if alive) are dazed, but remember a hooded figure on board their ship and a flash of sickly green light. Thwak hires the party to investigate the ship.

Trawl for Clues

- The *Sandpiper* is moored in *Angler's Cove*. Friss and her minions have turned the ship into a horrid lair and can be found lurking in the boat's damp hold.
- Ways to resolve the adventure vary depending on the party's intentions, with endings detailed in QUEST RESOLUTION.

SOURCES & ADVERSARIES

Storybeats & layout inspired from *Fishy Business* by One-Shot Wonders. Some writing blocks used directly. Story, mechanics, setting, characters, and vibes reworked to fit BREAK!!'s universe.

Sea Witch: Water Hag by wretchedJarrah (Homebrew Sheet)

Hopper Majo: Hopper Majo by Yan Kodiak (Homebrew Sheet)

Frog Ninja: Frog Ninja by Yan Kodiak (Homebrew Sheet)

Octopus: Chompa but with Lash Weapons (Source, pg. 368)

Giant Crabs: Mooks (1HP | 14DR | 0ATK | 6-Stats | Slow)

Traps: CLICK! Traps by VictorSeven

KEY LOCATIONS

DIVER'S REST

"A former rooftop bar, the rough, white walls of this eatery are still decorated with ancient Gleysian paraphernalia."

Delicious smells drift from a tiny, cramped kitchen. The simple covered outdoor dining spot only has a dozen finely decorated tables. A long and winding queue often forms on rafts out in the water.

DECK OF THE SANDPIPER

"The crimson boat appears sturdy and has plenty of nets and fishing equipment visible on deck."

The ship is moored on the far side of Angler's Cove, towards a dangerous crumbled section. Loud sounds cause Falling Debris (CLICK! Homebrew). A trail of filthy brine leads to the hold below.

THE SANDPIPER'S HOLD

"Muddy water coats the walls and forms puddles on the dirty, metal floor. Barnacles and seaweed have quickly claimed the interior."

Littered with magical traps, fish bones, and slimy kelp. Friss's minions are scouring the deck/hold for valuables (2 packs of 2 Hopper Majo × 1 Naiad).

Minor Locations

Diver's Guild: Helical branch for aiding researchers/adventurers in their dives. Sells nautical equipment.

Tea's Ferry: A entrepreneurial Neriedian named Tea Foam who offers a ferry service around Patchwork. 5 Stone/ride.

Angler's Cove: A covered mooring spot for non-Helical boats within a ruined building's upper floor.

SECRETS & CLUES

- Thwak is new to Patchwork. He was raised in Portia and trained as a chef in its bustling docks.
- Just a few dives ago, Thwak received a threatening note warning him to close his business.
- Thwak's anglers have been fishing within Friss's cove, disrupting the ecosystem she's cultivated for decades.
- Friss prefers indirect action and was amused that Tara was willing to strike a deal so desperately.
- As a child in the Galvanus Archipelago, Tara was told cautionary tales of Sea Witch deals.
- A suspicious figure has been lurking around Angler's Cove, asking who supplies Thwak's seafood.
- Friss used her cursed baubles to turn the anglers into seafood and delivered them to Thwak's restaurant.
- Tara had no idea what methods Friss would use to ruin the Diver's Rest reputation.
- The anglers of the Sandpiper only fish for Thwak. He pays them well for their exquisite seafood.
- The Diver's Rest is in a bid to host the Helical Research Archive's leader Plum before the next dive; any bad press could ruin its chances.



QUEST RESOLUTION

★ Fighting

If the party defeats Friss, they find a contract signed by Tara detailing the deal. If confronted, Tara breaks down and begs Thwak for forgiveness. Betrayed, Thwak leaves her fate to the party.

Loot:

- Cracked Fish Eye Jar (1 use left)
- 4 Trapped Song pearls (Source, pg. 293)

Reward: Free meals + 200C from Thwak.

◆ Negotiation

If the party sympathizes with Friss's irritation at the ecosystem disruption, she might negotiate. Convince Thwak and the anglers to shift fishing grounds elsewhere, and Friss will release the Sandpiper.

Reward: Sinew Fishing Line (1 Slot, 100C) - cast Friss's Fishing Lines ability 3 times before its curse runs out. Outstanding results may gain a favor or Social Bond.

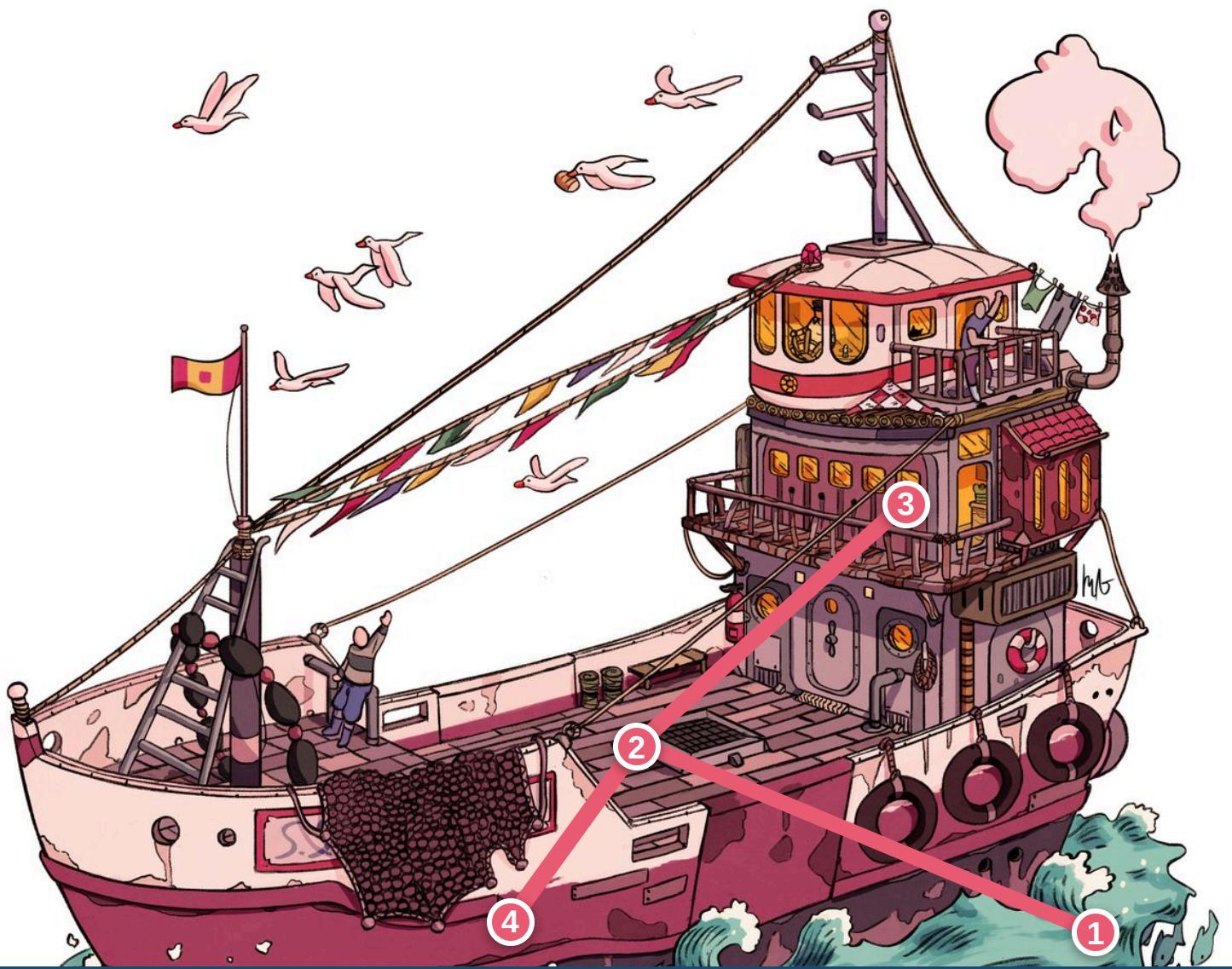
RANK 7-8 ADVENTURE

Lower Rank: You could change the Sea Witch stats into the Hopper Majo, and reduce the Hopper Majos into Froggie Ninjas.

Higher Rank: You could simply add more Sea Witches (a coven of them plotting together!)

Suggested Starting Coin: Give new PCs 200-300C to spend on Gear.

THE SANDPIPER [ADVENTURE SITE]



RANDOM ENCOUNTERS (D20)

- 1-10 No Encounter:** The boat creaks, a wave splashes, a piece of debris falls.

- 11-15 Surviving Angler:** Basic Folk x1

Situation: A scared angler who escaped Friss's curse. They may be hiding, trapped, or trying to escape the ship. The party must earn their trust, and can help them to safety.

Consequences: If calmed down, they will warn the party of the magical traps within the Lair (Loc. 4). If not calmed, they will scream automatically altering a Majo Pack to search.

- 16-20 Majo Pack:** Hopper Majo x2, Naiad x1

Situation: Friss's minions are patrolling the deck and hold, searching for remaining treasure and intruders. They are on alert and will try to subdue anyone they see as prisoners for Friss.

LOCATION KEY

1 Rocky Waters TRAP

The Sandpiper was intentionally moored by Friss within the crumbling, dangerous section of Angler's Cove where the building's ceiling has started to collapse. Loud sounds or vibrations trigger Falling Debris (CLICK!).

2 First Deck

The ship is eerily quiet and the acrid stench of the Sea Witch lingers on board. A trail of filthy brine and pieces of rotten seaweed can be found on deck, leading to the hold below.

3 Captain's Deck LOOT

A raised platform on this humble fishing vessel. A captain's log details the anglers' luck fishing in a new spot - a cove not far from Patchwork with crystal clear waters no one else has found. They note but have so far ignored strange occurrences in the water - odd bubbles, ticking sounds, etc.

4 Friss's Lair TRAP GUARDIAN ENCOUNTER

Muddy water coats the walls and forms puddles on the dirty metal floor. Barnacles and seaweed have claimed the interior. Littered with magical traps, fish bones, and slimy kelp. A Poison Trap (CLICK!) sits in the corridor before Friss's Lair.

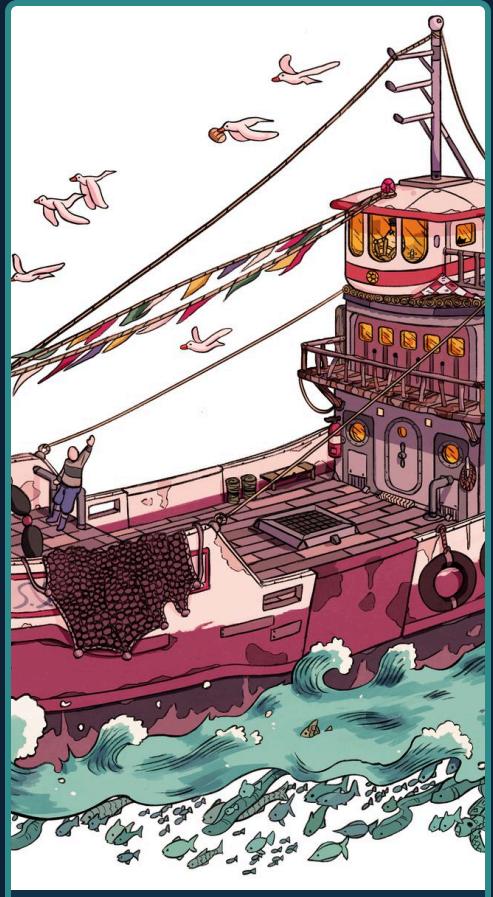
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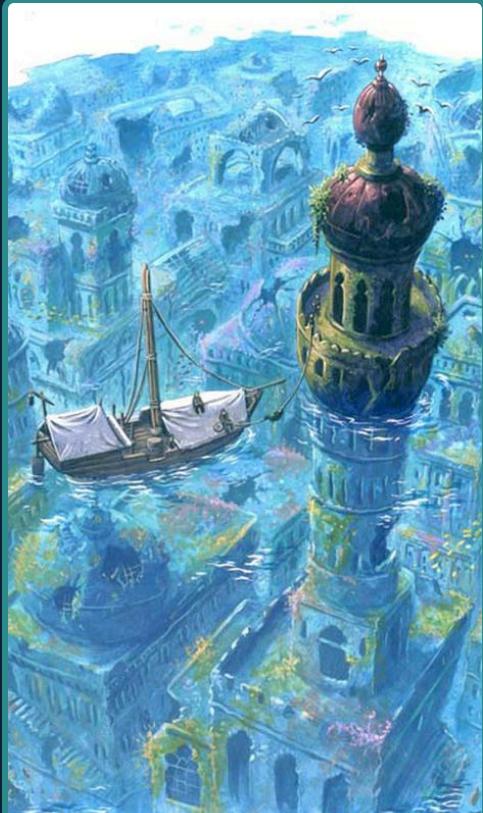
"Carpentry" by Nuclear Cookies



"Flooded City" by Slawek Fedorczuk



"The Sandpiper" — Artist Unknown



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