

# GAUNTLET OF THE SEA SERPENTS

**P**IRATE CAPTAIN **SEVARIS** (“**SEV**”) **GRANDIA** (they/them) is out of money and will lose their ship and crew if they can’t complete a risky mission: crossing the **Sea of Serpents** to reach a small island where rumors say a great treasure has been hidden. Normally, this crossing is a death sentence, but Sev has a stolen recipe for an alchemical potion that is supposed to let them pass. Will it work?

This is a short D&D adventure for 3-6 Player Characters of 2nd level. This is written for the Dungeon Master. It can also be used for other TTRPGs! • Payton Swick © 2026 CC  
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## SCENE 1

With the last of their gold and a promise of a share of the treasure, the party has been hired to help Captain Sev’s mission.

The captain orders the party to get the crew ready to sail their ship, the **Tide’s Gift**. The crew, including **First Mate Berk**, are scared of the crossing and need to be convinced to go. They are busy singing sea shanties and the captain is too annoyed to deal with it himself.

This is a social challenge and requires creativity to convince the crew to get on with their jobs.

Once the crew has been organized, the ship sets sail into the serpent infested waters.

## SCENE 2

Sea serpents are spotted! They start to surround and attack the ship. This is a skill challenge with **two clocks** (you can use 2d10 or just notes):

- The party needs to move their **sailing clock** 10 steps forward to get past the serpents (move to the next scene).
- After all the players have taken one action or after any skill check failure, move the **serpents clock** forward by 1; if the clock reaches 10 then the ship is heavily damaged and the situation becomes **dire** (move to the next scene).

The party can do many tasks to help get the ship through the serpents. Some possible jobs are as follows.

1. **Help sail the ship.** Successful skill checks will move the sailing clock forward 1 step. Very high rolls can move the clock forward 2 steps!
2. **Attack the serpents** in the water by throwing javelins or using other weapons. The serpents have an AC of 14 and 5 HP. Successful attacks will reduce the serpent clock by 1 step. Very high rolls can move the clock 2 steps!

3. **Repair damage to the ship.** Successful checks will reduce the damage clock by 1 step. Very high rolls can move the clock 2 steps!

4. **Work on the alchemical formula** for the sea serpent potion. On a success, the character must decide to use their potion immediately to reduce the serpent clock by 1 or to bank the success for the next potion. If there are three banked successes, the potion will repeal most of the serpents and you can move directly to the next scene.

## SCENE 3

The island is in sight, but **two large and one huge sea serpent** will launch themselves partially up onto the ship’s deck and attack the crew directly.

If the party failed to sail past the serpents in the previous scene, make the battle more difficult; for example the ground may be difficult terrain, there may be an additional enemy, or the players may have disadvantage on some of their rolls.

As an action, any character can attempt to **create an alchemical potion** as in the previous scene; if created successfully, it can be used with another action (by the same or different character) to give a serpent **disadvantage on all its attacks permanently**.

## LARGE SEA SERPENT

**Armor Class 15 Hit Points 30**

**Snap.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

*Hit:* 6 (1d6 + 2) piercing damage.

## HUGE SEA SERPENT

**Armor Class 16 Hit Points 60**

**Multiattack.** The serpent makes two Snap attacks.

**Snap.** *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target.

*Hit:* 9 (2d6 + 2) piercing damage.

**Poison Breath (recharge 5, 6).** The serpent releases a toxic cloud. All creatures in a 15 foot cone must make a DC 14 Constitution saving throw. On a failure, the creature takes 7 (2d6) poison damage and is **poisoned** until the end of their next turn.

## SCENE 4

The party reach the island and find the lost treasure!

In addition to great riches, it includes the sails of the legendary pirate ship, **the Wind Walker**. With these magical sails, Captain Sev’s ship can travel fast enough to outrun any sea serpent.