



Maritime Mayhem

An evil menace once thought dead has resurfaced in Faerûn. This menace is a member of the Dark Priory, a doomsayer cult. You have the important mission to bring him to Phlan for prosecution.

A 2-Hour Adventure for 1-4 Level Characters



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Introduction

Welcome to *Maritime Mayhem*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *PRIORY™* storyline season.

This adventure is designed for **three to seven 1-4 level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

This adventure starts in Phlan. The party is asked to return a war-criminal back to Phlan for prosecution. The adventurers must cross the treacherous Moonsea to do so.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than 3	Very weak
3-4 characters, APL equivalent to 3	Weak
3-4 characters, APL greater than 3	Average
5 characters, APL less than 4	Weak
5 characters, APL equivalent to 4	Average
5 characters, APL greater than 4	Strong
6-7 characters, APL less than 5	Average
6-7 characters, APL equivalent to 5	Strong
6-7 characters, APL greater than 5	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Background

The city of Phlan has prevailed through many horrific challenges. One of the worst has reemerged.

Two decades ago, a budding magus named Yami joined the Lord's Alliance. Yami was beyond intelligent. He showed a natural talent over illusionary magic. Locals revered him. They called him Phlan's savior for his acts of valor.

Then he snapped.

The broken land was nature's, he said. It must heal. The blasted remains of civilization needed to fertilize the ground for nature to take root and thrive again.

A band of adventurers, the Elegant Few, rose and challenged Yami. The group stopped the onslaught but both Yami and the Few disappeared. Years passed, and people rebuilt their lives.

Twenty years later, Algernon Martel received a letter. It bore a strange mark. Clues pointed to the Dark Priory: an unknown doomsayer cult. They terrorized Faerûn from the shadows.

The note was Yami's surrender. Algernon sent a wizard with a Lord's Alliance escort to detain Yami at the location until help arrives. Algernon called for worthy adventurers to go to the Bell of the Depths and transport this monster back to Phlan. His vicious crimes against the glorious races of Faerûn demand justice.

Adventure Overview

This adventure is nautical in theme. Adventurers will have several opportunities to work on a ship, work with the crew, and join in on sailor shanties. Combat encounters should be a challenge, but quick. The non-combat encounters are the driving force of this adventure.

The adventure has 3 parts:

Part 1. Algernon Martel. Algernon provides the adventurers with their mission. He explains the adventure background. He also he provides passage on a ship used for transporting you and your prisoner.

Part 2. Rocky Waters. The adventurers will face hostile aquatic creatures while traveling the rough sea during the day. At night, the adventurers will stow their swords and spell books for a rowdy meal with the crew.

Part 3. The Distraction. The adventurers secure their charge and discover he was a distraction. They must survive a storm to get back to Phlan before evil tears the town apart.

Adventure Hooks

Players meet with Algernon Martel, master-at-arms in Phlan. He wants them to transport a prisoner named Yami. They will travel by sea to where Yami is being held. The voyage should last two days.

Lord's Alliance. You receive a special invitation from Dornal Whitebeard, the leader of the Lord's Alliance in the Moonsea region. Yami caused thousands of travesties to citizens across the region. He must answer for his crimes. A wizard, Tyrion, has gone to detain him.

Other Faction Members. Agents of other factions contact you. They give you leads for well-paid work for the Alliance in Phlan.

Citizens of Phlan. Those raised in or around Phlan grew up seeing the destruction caused by Yami. Revenge fills your mind as you hear of his return. You have volunteered for this mission.

Profiteers. Local leaders have deep pockets. Negotiate.

Part 1. Algernon Martel

Estimated Duration: 15 minutes

The adventurers arrive at The Sleeping Snake at dawn.

The Sleeping Snake Tavern

The general features of The Sleeping Snake are as follows:

Look and Feel. The tavern is pristine, except the furniture. The tables, chairs and decor show prosperous days past.

Smells and Sounds. A hint of sweetness wafts in on a salty breeze from a nearby coastal vanilla orchard. Inside the tavern, you smell well-oiled leather and fresh hops. Guards crowd each table and murmur to each other over yellowed paperwork and foamy drinks.

Marching Orders

You arrive at a historic, well-preserved tavern near the docks of Phlan.

The guard at the entrance notices your approach. He grabs the hilt of his sword and pounds it against the tavern door. Pedestrians move to give the guard space, making it easy for you to pass.

As you enter, forty guards stand and face you. The door closes, and a brute of a man stands from his seat, towering over the others. His armor shines and his authority is unmistakable.

"I am Algernon Martel, Master-at-Arms in Phlan. Your reputation precedes you," he says with a smile. "I need you to return a captured member of the Dark Priory to Phlan to pay for his crimes."

Roleplaying Algernon Martel

Algernon is a man of the people. His town is very important to him.

Quote: "Phlan will prevail!"

Development

Algernon shares the following information with the adventurers:

- Algernon recommends the adventurers prepare for a 2-day sea voyage: 1 day to, 1 day back.
- A war-criminal known as Yami is in captivity off the coast of the Bell of the Depths.
- A high-level wizard of the Lord's Alliance went ahead of you to detain the prisoner until your arrival.

- Yami went on a rampage across the region 20 years ago.
- Yami's crimes include treason, murder, kidnapping, and torture.
- The Dark Priory is a shadow organization that undermines good in the region.
- At the docks is a small ship called the "Singin' Stagwick". It will set off with the adventurers in the morning to retrieve Yami.
- Yami must survive the trip back to Phlan.

"We're settled," Algernon says, throwing you a purse of 75 gold. "I will meet you at the docks in the morning." He waves you out of the tavern and goes back to his paperwork and drink.

With the proper Persuasion check (DC 15), Algernon will throw a *Healing Potion* at the party. Proceed to **Part 2** when the adventurers are ready to travel to the Bell of the Depths.

Part 2. Rocky Waters

Estimated Duration: 45 minutes

The party will set sail across the Moonsea from Phlan to the Bell of the Depths. They will face several obstacles on their way to their destination.

General Features

The general features of the voyage are as follows:

Weather. Blue skies greet you before departure, but the crew asks you not to boast of it. Luck can change in an instant on the open sea.

Light. The deck of the Singin' Stagwick is open to the elements. The crew quarters below deck are well lit. The hold is dark, lit when needed.

Sights, Smells, and Sounds. The sharp tang of fresh pitch fills your nose on deck. Below deck, the crew quarters stink of body odor and musty linen. The stench of preserved fish and salted meats is heavy in the hold. The crew is readying for departure.

Traversing the Moonsea

You try to board the Singin' Stagwick per Algernon's instructions when a gruff looking sailor stops you.

"Oy. I'm Captain Gustov Blackwater, and ye ain't boarding till ye sing."

The crew starts to gather. You look to the crowd on the docks.

Algernon is there, grinning.

"Ye must sing us a tale of yer people to be a part of me crew."

Allow the party to take turns singing their sea shanties. The captain lets them pass if they refuse. Singing a shanty will bestow Inspiration.

Once aboard, continue.

Sailors from every corner of the land surround you as you board the ship.

Laughter and singing are as common on board as strong knots and profanity.

The first mate blasts a note on his whistle and counts a beat. The crew sings out the Song of Departure as the ship sets sail for the Bell of the Depths.

The Song of Departure

Ahoy fair sea,
we come to thee
aboard our worthy vessel.
To admire your beauty,
as well as your booty,
on your bosom to revel.
But hark fair maiden,
our ship is laden
with food and men all fair.
Hold peace, kiss sweet
and set your feet,
aboard our worthy vessel!

DM Notes

Random Encounters. Encounters 1 or 2 take place during the day, hours after departure. Encounter 3 takes place at dusk. Choose one day encounter before proceeding to **Encounter 3**.

Encounter	Encounter	Encounter Type	Time
1	Blood on the Deck	Combat	Day
2	Love on the Rocks	Combat	Day
3	The Sailor's Challenge	Impediment	Night

Encounter 1. Blood on the Deck

Encounter Difficulty: Easy

A sailor near you curses as rope flies from his grip. You turn to see him holding his hand out over the water.

"You there, keep your blood on the deck!" Captain Gustov cries.

The sailor's eyes go wide. He pulls his hand back as if struck by lightning and retreats to retrieve a bandage. Blood drips from the arm rail into the sea.

Moments later, the large bell in the crow's nest clangs loud. The man above shouts: "Sharks!"

Large dorsal fins cut through the water heading toward the ship. As you watch, they gain speed.

Three **Sahuagin** burst out of the water and land on the deck. Vicious sharks surround the ship.

Tactics. Sahuagin will try to throw combatants overboard if they get close enough.

Thrown off the Deck. If a Sahuagin throws an adventurer overboard, they may use their action and movement to climb back on deck. Otherwise, they will take 3 (1d6) piercing damage from the sharks in the water.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove one **Sahuagin**
- **Strong:** Add one **Sahuagin**
- **Very Strong:** Add two **Sahuagin**

Treasure

A precious amber mineral encrusts the spears of the Sahuagin. You can gather 50 gp worth. The captain also tosses you two *Healing Potions* for assisting in killing the creatures.

Catching up with the Crew

The adventurers may help with:

- Securing Knots (DC 10 Sleight of Hand to succeed.)
- Aiding crew that were injured in the attack (DC 10 Medicine Check to succeed.)
- Nothing and benefit from a short rest.

Adventurer's should make a note of any tasks completed successfully. This will give advantage on that task in Part 3. Proceed to **Encounter 3**.

Encounter 2. Love on the Rocks

Encounter Difficulty: Medium

Several hours pass. Captain Gustov calls to the helm for caution as you traverse underwater pillars of rock. Many jut out from the water like the claws of a giant sea monster.

"Ahoy to port!" shouts the lookout from the crow's nest.

Sea creatures appear to be ransacking a small boat on one such outcropping. A young woman shrieks from the rocks.

"She's injured, Cap," the lookout reports.

Captain Gustov unties the dinghy and leads you to her rescue.

If the adventurers attempt to help the damsel in distress, they land on a 30 foot rocky surface, where her ship has crashed. A **Kuo-Toa** throws himself at the party upon landing to rescue the lady.

Tactics. The young lady is a **Sea Hag**. She drops her facade as soon as the party starts to win, crying "My lover!" as her Kuo-Toa die.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Strong:** Add one **Kuo-Toa**.
- **Very Strong:** Add two **Kuo-Toa**.

Treasure

The adventurers find a small trove of items hidden amongst the wreckage. Two Healing Potions, a large opal (45 gp), and several green glowing minerals (5 gp) stand out from the rest.

Helping with the Hull Breach

The adventurers may help with:

- Removing debris (DC 10 Athletics Check to succeed.)
- Aiding crew that were injured in the attack (DC 10 Medicine Check to succeed.)
- Nothing and benefit from a short rest.

Adventurers should make a note of any tasks completed successfully. This will give advantage on that task in Part 3. Proceed to **Encounter 3**.

Encounter 3. The Sailor's Challenge

Encounter Difficulty: Hard

The day has been long. The wind picks up as the sun sets over the horizon.

The crew that isn't on deck is singing, shouting, and succumbing to the pleasures of food and drink in the hold. You join them.

Captain Gustov looks your way, his eyes out of focus. He approaches, trying hard not to stumble over others, and belches in your face.

"Crew, prepare these fine people for the Sailor's Challenge. I shall competition the pick myself."

The crew roars and sets you at a table. They lay 20 full tankards and plates of various foods on the table.

The captain vomits before explaining the rules.

The Sailor's Challenge lasts up to 5 rounds, or until only one person remains. Each round is a different food/beverage. Any adventurer can opt-out of the challenge at any time and not suffer the consequences of a lose.

The list below has the foods and their respective DCs. The adventurers will compete against 4 crew members with CON +2 modifiers. **DM Handout 1** includes a tally chart for easy tracking.

Use the *Sailor's Challenge* detail box to describe each round. During each round, each participant must make a Constitution Saving throw against the DC (with advantage if resistant or immune to poison effects) for the round.

- Failing on a saving throw eliminates you. (You couldn't keep it down.)
- Having the lowest roll out of all passing saves of the round eliminates you. (You were the slowest.)
- The round repeats for any ties for the slowest eater.

If eliminated, subtract the number of hit dice equal to the failed round number.

Sailor's Challenge

Here are some suggestions for the food, and their respective DC for over-indulging.

- **Round 1.** Bear sausages from Waterdeep's town butcher. Most of the meat looks cooked. Constitution Saving Throw DC for this challenge is 8.

- **Round 2.** Amber colored syrup from a barrel labeled "Pudding". Constitution Saving Throw DC for this challenge is 10.
- **Round 3.** Raw potatoes from farms around Phlan. The cook ran out of time but insists they are clean. Constitution Saving Throw DC for this challenge is 12.
- **Round 4.** Liquid that has no color, scent nor flavor but feels like oil on fire. Constitution Saving Throw DC for this challenge is 14.
- **Round 5.** Sardines. You smell their stench before they hit the table. The Captain scoops the fish from a barrel using a strange tankard. Constitution Saving Throw DC for this challenge is 16.

Treasure

Captain Gustov washes out the tankard used to scoop the sardines and gives it to the surviving adventurer. It is a *Tankard of Sobriety*.

Rehabilitating the Crew

The Adventurers may learn to:

- Navigate the Rough Seas (DC 15 Wisdom check)
- Steer the Rudder (DC 15 Strength check)
- Move the Sails (DC 15 Dexterity check)
- Do nothing and benefit from a long rest.

Adventurer's should make a note of any tasks completed. This will give advantage on that task in Part 3. Proceed to **Land Ho**.

If an adventurer won the Sailor's Challenge, they are able to take the long rest option above.

XP Award

For taking part in this encounter (win or lose), award each character 100 XP.

Land Ho!

"Land Ho!" cries the lookout. Anchored nearby is the ship that carried the capturing wizard. Her crew signals where to go.

You land and find the wizard on the shore, looking drained and exhausted from maintaining magical control over an enormous Shou man.

"Took long enough. Phlan needed me back yesterday," the wizard says, dropping the barrier.

The Shou man yawns and holds out both wrists. The wizard disappears with a pop. Moments later, you notice the wizard in a small lifeboat rowing toward the other ship.

"Wizards," says Gustov, shaking his head as he boards the crowded dinghy.

Proceed to **Part 3**.

Part 3. The Distraction

Estimated Duration: 45 minutes

The party places the prisoner in his cell and prepare for the voyage back to Phlan.

Select a random party member to become the "Initiate." Only one of the group may have this Story Award active during this module. Having the award grants the following benefit:

- All NPCs must keep eye contact with this individual.
- Deception is harder when speaking with this party member.
- Hostile NPCs will know this individual only as the "Initiate."

General Features

The general features of the Singin Stagwick are:

Weather. Dark skies and storm clouds loom from every direction.

Light. The light is dim.

Smells and Sounds. Something is wrong. The smell of pitch has gone stale. The food on the ship seems bland. The sounds of the crew, muted.

The Calm before the Storm

The prisoner's cell is a small barred section of the hold.

Captain Gustov warns that Yami is a master of manipulation. He sends the crew above deck as soon as the manacles lock to the bars. You stay to speak with the prisoner.

"So, Algernon sent you." Yami says.

He looks at each of you. One member of your party screams and falls to the ground when their eyes meet.

When that party member comes to, you notice one of their eyes is now a pure, milky white color. Their vision is unaffected.

"How interesting," Yami says. "The Initiate is among you. Come, let's talk before the end."

Roleplaying "Yami"

Yami is stoic, emotionless and confident. Nothing surprises him.

Quote: "I am only here for one reason."

Development

Yami. This heavy-set Shou man is as elegant as a prince. His hair is long, glossy and pitch black. His eyes are emerald green. But this man is not Yami. He is a Doppelganger.

Interrogation. If the party speaks to Yami, they will have several moments to interrogate him. Below is a list of lies and truths. The *Initiate* will receive true answers. Other party members, lies.

Adventurers need to succeed an Insight check (DC 17) to discern truth from falsehood. If the question came from the Story Award holder, do not require an Insight check.

Lies.

- The people of Faerûn have a right to prosecute Yami for the crimes he committed.
- Yami has been in seclusion in Thay. The wizard on the beach was the first living creature he has seen in a long time.

Truths.

- Yami is a member of the Dark Priory.
- Yami's task is to remove civilization from this part of the material plane.
- He is not Yami. He is just a distraction. Yami is now in Phlan.

Defaults answers should be something like, "It is best you prepare for what is coming."

Once Yami has answered 5 questions, proceed immediately to **The Trap**.

Not Interrogating. If the party decides to not interrogate the prisoner, proceed immediately to **The Trap**. He will then end the masquerade as Yami.

The Trap

Yami smiles as the boat sways from the anchor lifting from the sea floor.

"This has been fun, but now we are on our way to the storm, its best I get going."

Before you can react, Yami bites on one of the cell bars. Teeth crunch and crack under the pressure of force until an unsettling calm comes over Yami.

"I was only the distraction, Yami has already made his way back home to destroy it."

It's clear now, that this creature, was a doppelganger, as he melts to the floor.

When ready, proceed to **The Maelstrom**.

The Maelstrom

The adventurers, knowing now they have the wrong man, inform the captain and set to returning post haste. But a storm is brewing. It is all hands-on deck. The adventurers must use what they have learned on their short stay on the Singin' Stagwick to weather the storm.

Any adventurer that assisted the crew earlier in this adventure, or those that are proficient with vehicles (water), will roll with advantage on completing those tasks in this encounter.

Phase One

Informing Captain Gustov of your discovery enrages him.

"Men, we have failed our mission, but this will not be our legacy. Let's go get our man!"

The crew shouts in resolve and sets to task.

A cry of maelstrom peals from the crow's nest as the ship tosses and lists.

Captain Gustov shouts instructions for you to help just as a giant wave crashes into the boat. Merfolk seize the opportunity to board.

"Ah, more meat for the next Sailor's challenge," shouts the Captain. "Someone peel the scales from this scum. Everyone else, we have a job to do!"

Five **Merfolk** are on the top deck in this phase. At the start of the third round, add three more **Merfolk** after the unrelenting waves hit.

Unrelenting Waves. At the start of each round, each adventurer must succeed on a Dexterity Saving Throw (DC 10) or move 10 feet in a random direction. After the first success, an adventurer will make this with advantage, now anticipating the unrelenting waves.

Man overboard. If an adventurer falls off the boat, they can make an additional Dexterity Saving Throw (DC 12) to catch the rail on the side of the boat, otherwise they must use their action and movement to climb back on deck or be lost at sea.

Controlling the boat. Review the *Steady the Ship* tasks. Once the adventurers have completed 5 tasks or at the start of round 5, proceed to **Phase Two**.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove two **Merfolk** from the start.
- **Weak:** Remove one **Merfolk** from the start.
- **Strong:** Add two **Merfolk** to the start.

- **Very Strong:** Increase the Ability Check DCs by 2.

Steady the Ship

You have no choice but to help the crew. Captain Gustov issues the following orders.

To use one of these actions, they must be near the corresponding "point of interest" with no hostile creature within 5 feet of them.

Man the helm! The bow of the ship points away from the storm, but the waves are pushing it towards the maelstrom. Hold your course. Make a Strength Check (DC 13). On a success, you stay steady on and avoid getting pulled in further. On a failure, you crash into a wave, which deposits two more Merfolk on the deck.

Work the sails! The ship is tipping into the Moonsea, and the sails need adjusted. Make an Intelligence Check (DC 13). On a success, you can harness the storms' winds and drive the ship toward safety. On a failure, you push the sails the wrong direction, shifting the boat into a surge. The deck gets hammered and two more Merfolk jump on deck.

Navigate the rocky waters! The adventurer heads to the front of the ship, yelling instructions to the crew to avoid danger. Make a Wisdom Check (DC 13). On a success, you spot a large wave and warn the Captain in time for you to course correct and miss it. On a failure, you feel the boat rock as the giant wave smashes into the hull. You hear wood splinter. Two more Merfolk join the fray.

Phase Two

The remaining Merfolk retreat when lightning strikes the forward mast. It bursts, throwing scrap wood, rope and shrapnel out in every direction.

Another crack of lightning strikes the side of the boat. It splits wide open.

"Ready the dinghy and untie the knots. We've lost her," shouts the captain as he pulls a chunk of the mast from his forearm. "We have crew members under that debris. Help them."

The Merfolk leap onto the deck again, pressing the advantage.

Five new **Merfolk** are on the top deck in this phase. Every three rounds, add three more **Merfolk**.

Taking on Water. During this phase, the top deck is difficult terrain. All other decks are underwater.

Disembarking. Review the *Ready the Dinghy* tasks. Once the adventurers have completed 5 tasks, proceed to **Conclusion**.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove two **Merfolk** from every wave.
- **Weak:** Remove one **Merfolk** from every wave.
- **Strong:** Add one **Merfolk** to every wave
- **Very Strong:** Increase the Ability Check DCs by 4.

Ready the Dinghy

It's time to save yourselves. Here are your options to disembark.

To use one of these actions, they must be near the corresponding "point of interest" with no hostile creature within 5 feet of them

Untie the Knots. The ropes securing the dinghy are too taught. Make a Sleight of Hand Check (DC 14). On a success, you loosen the knots and the dinghy drops several inches. On a failure, your hand slips across the rope and you suffer rope cuts. Take 2 (1d4) slashing damage.

Bolster the Crew. The crew needs guidance as the captain fights off the Merfolk. Make a Persuasion Check (DC 14). On a success, you channel your inner Captain Gustov and motivate the crew as they hurry to get the dinghy in the water. On a failure, your attempt to lead the crew fails. A crew member takes a panicked swing at you. Take 2 (1d4) bludgeoning damage.

Save a sailor. The debris from the mast has fallen on several of the crew, pinning them to the deck! Make an Athletics Check (DC 14). On a success, you can remove the debris pinning a crew member, freeing them to help in getting the dinghy ready. On a failure, you lose your grip on the slick wood and it strikes you and the sailor. The sailor doesn't survive. Take 2 (1d4) piercing damage.

Treasure

Inside of Captain Gustov's satchel, the adventurers find a Potion of Greater Healing, a rolled-up painting of a ship crashing against a wave (75 gp) and an envelope, with the words "To my dearest Annabelle" on the front. Inside is a letter and a ring. You see the words "High Tide" on the inside of the ring.

The letter can be found in **Player Handout 3**.

DM Notes

The letter and the ring enclosed assists the adventurers in getting the Annabelle's Gratitude Story Reward in PRIORY-03.

Conclusion

"The time is now, let's get off this pile of driftwood," yells Captain Gustov as he parries a blow and cuts the last rope.

You and the remaining crew fall in the crowded dinghy into the sea. A satchel falls through the rain and into the dinghy.

You call for the Captain as you drift away from the ship. You hear the clang of metal, and a baritone voice bellowing a defiant Song of Departure.

Then, silence. Gustov falls into the arm rail, a spear jutting from his torso. He sinks with the ship into the depths of the sea.

Your party and only two of the original crew survive days on the water before your boat washes up on the beach of a mysterious island.

Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Total up all combat experience earned for defeated foes and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

Combat Awards

Name of Foe	XP Per Foe
Sahuagin	100
Kuo-toa	50
Sea Hag	450
Merfolk	25

Non-Combat Awards

Task or Accomplishment	XP per Character
For Participating in Encounter 3	100

The **minimum** total award for each character participating in this adventure is 450 **experience points**.

The **maximum** total award for each character participating in this adventure is 600 **experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Taking the Mission	75
Amber Minerals	50
Large Opal	45
Green Glowing Minerals	5
Singin Stagwick Painting	75

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

Tankard of Sobriety

Wonderous Item, common

This tankard has a stern face sculpted into one side. This item can be found in **Player Handout 1**.

Potion of Healing

Potion, common

This item can be found in the *Player's Handbook*.

Potion of Greater Healing

Potion, uncommon

This item can be found in the *Player's Handbook*.

Story Awards

During the course of this adventure, a single character may earn the following story award:

Initiate. Yami has taken an interest in you, calling you "the Initiate." You find you are very persuasive when meddling in Yami's affairs. More information can be found in **Player Handout 2**.

Player Reward

Each character receives renown and downtime in accordance with the guidance prescribed in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Algernon Martel (AL-jer-non mar-TELL).

Algernon Martel is the master-at-arms in Phlan. Algernon is diplomatic and cheerful during every encounter. Yami's atrocities traumatized Algernon as a youth. He wants this madman brought to justice.

Yami (YAW-me). Yami was important to the Lord's Alliance and the people of Phlan. Then, he became mad, hearing the voices of "the elements" that wished for him to destroy civilization. A band called "The Elegant Few" disappeared with him two decades ago. Now, he has resurfaced, alive and well.

Captain Gustov Blackwater (GOO-stawv BLACK-water). Captain Gustov Blackwater isn't the most famous captain on the Moonsea for his sailing abilities: it's for the way he carries himself, his crew, and his ship. He spends his life in the service of others on the sea. He is an amazing singer.

Appendix. Monster/NPC Statistics

Sahuagin

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (Natural Armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5,

Senses Darkvision 120 ft., Passive Perception 15

Languages Sahuagin

Challenge 1/2 (100 XP)

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

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

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Actions

Multiattack. The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Kuo-toa

Medium humanoid (kuo-toa), neutral evil

Armor Class 13 (natural armor, shield)

Hit Points 18 (4d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	10 (+0)	11 (+0)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 120 ft., passive Perception 14

Languages Undercommon

Challenge 1/4 (50 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Large or smaller creature. Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Reactions

Sticky Shield. When a creature misses the kuo-toa with a melee weapon attack, the kuo-toa uses its sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to the kuo-toa's shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

Sea Hag

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common, Giant

Challenge 2 (450 XP)

Amphibious. The hag can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Death Glare. The hag targets one frightened creature she can see within 30 feet of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

Merfolk

Medium beast, unaligned

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2

Senses passive Perception 12

Languages Aquan, Common

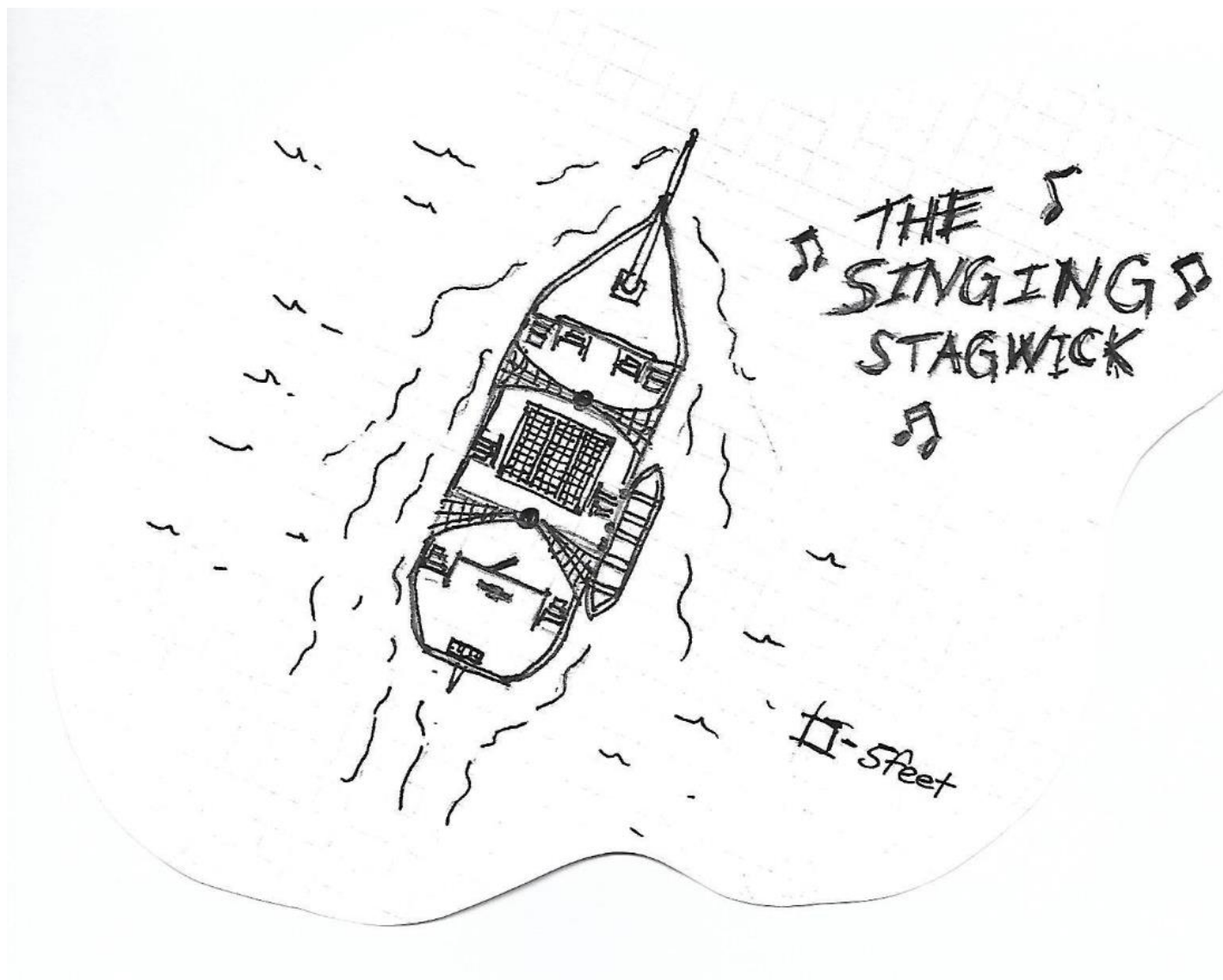
Challenge 1/8 (25 XP)

Amphibious. The merfolk can breathe air and water.

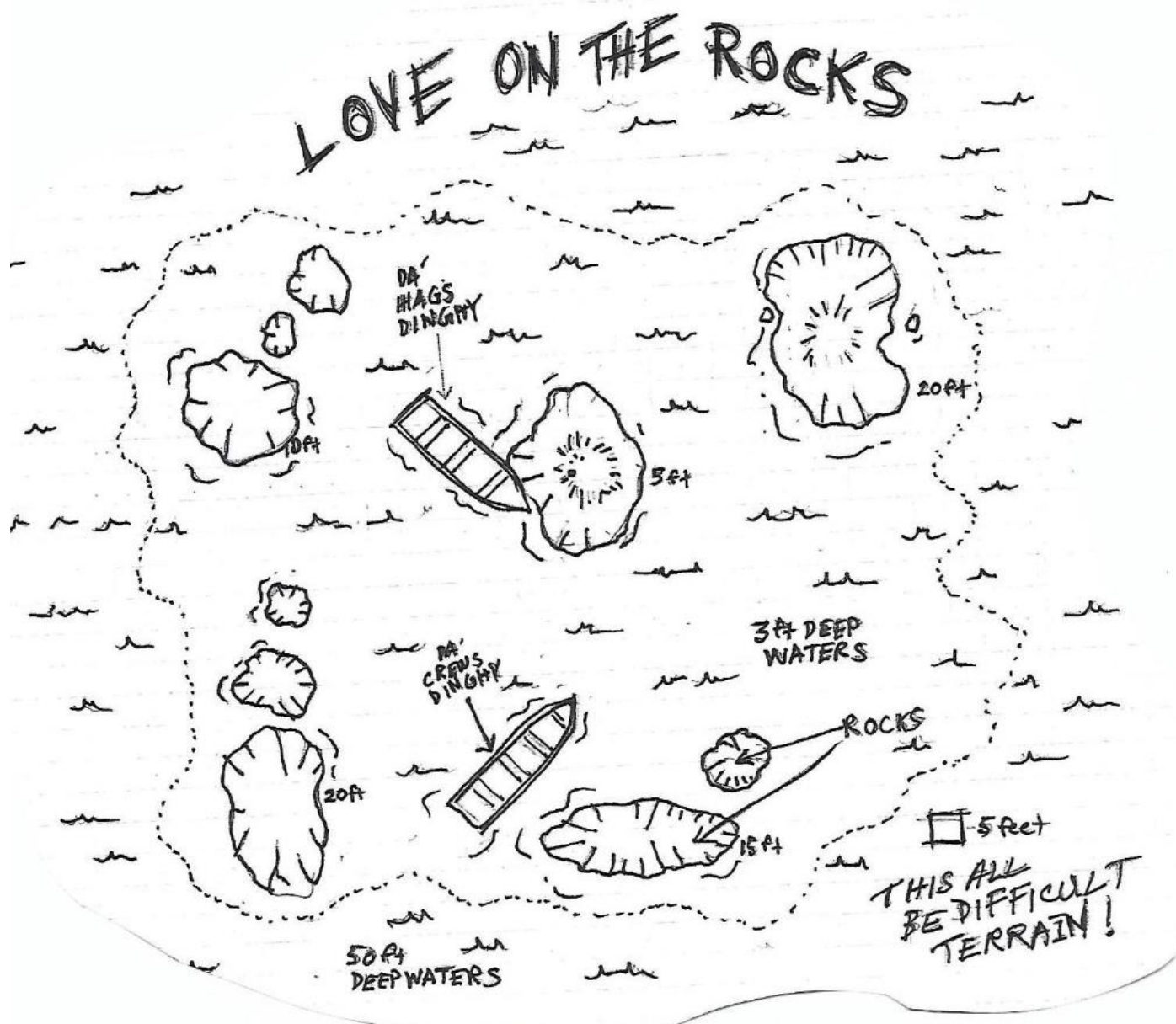
Actions

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee Attack.

Appendix. Map 1. Singin' Stagwick



Appendix. Map 2. Love on the Rocks



DM Handout 1. Sailor's Challenge

Name	CON Saving Throw	Round 1 (DC 8)	Round 2 (DC 10)	Round 3 (DC 12)	Round 4 (DC 14)	Round 5 (DC 16)
Rual (NPC 1)	+2					
Erin (NPC 2)	+2					
Frank (NPC 3)	+2					
Izzy (NPC 4)	+2					
(PC #1)	+/-					
(PC #2)	+/-					
(PC #3)	+/-					
(PC #4)	+/-					
(PC #5)	+/-					
(PC #6)	+/-					
(PC #7)	+/-					

Player Handout 1.

Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Initiate

One of your eyes is now milky white but does not impact your vision. Hostile creatures and NPCs familiar with Yami call you the “Initiate.” You find you are very persuasive when meddling in Yami’s affairs.

While this award is active, you have advantage on Persuasion rolls against hostile NPCs in the CCC-PRIORY story arc. Those same NPCs have disadvantage on Deception checks against you.

Removal of this story award is possible in CCC-PRIORY-03.

Player Handout 2.

Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

Tankard of Sobriety

Wonderous Item, common

You can drink ale, wine, or any other nonmagical alcoholic beverage poured into it without becoming inebriated. The tankard has no effect on magical liquids or harmful substances such as poison.

This tankard has a stern face sculpted into one side, which reminds you of the last captain of the Singin' Stagwick.

This item can be found in *Xanathar's Guide to Everything*.

Player Handout 3. Gustov's Letter

