



A LESSON IN LOVE

An old elf has wandered into the city from the jungle--prattling on about his long-lost daughter to anyone whose ear he can bend. Though most in Port Nyanzaru dismiss him as mad, he speaks the truth. Can you find and save his daughter?

A 4-Hour Adventure for 11th-16th Level Characters



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INTRODUCTION

Welcome to *A Lesson in Love*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tomb of Annihilation*™ storyline season.

This adventure begins in Port Nyanzaru before ending up in the deepest parts of the Bay of Chult.

This adventure is designed for **three to seven 11th-16th level characters** and is optimized for **five characters with an average party level (APL) of 13**. Characters outside this level range cannot participate in this adventure.

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	Very weak
3-4 characters,	APL equivalent	Weak
3-4 characters,	APL greater than	Average
5 characters,	APL less than	Weak
5 characters,	APL equivalent	Average
5 characters,	APL greater than	Strong
6-7 characters,	APL less than	Average
6-7 characters,	APL equivalent	Strong
6-7 characters,	APL greater than	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 PRIMER

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your players' characters to the action.

ADVENTURE BACKGROUND

Over one hundred years ago, the dragon turtle Aremag, witnessed an elven warrior named Dalnira Brylar single-handedly defeat a group of pirates. Such was her skill in combat that he instantly knew that he needed her to guard his lair.

Aremag became obsessed with the elf. He wanted her to become his 'watchdog' and hired people to monitor her every move. One day, the warrior boarded the *Breaker of Waves*, a smuggler ship that was heading for Calimport. The dragon turtle finally had his chance to abduct her and he took it.

Aremag came from under the galley and snapped it in two with one powerful tail sweep. He then swam around the sinking ship, slaughtering any sailor he came across with, daring the elf to come out and face him. Dalnira eventually complied, but she was no match for the dragon turtle. After defeating her, he took her to his lair where she has been a prisoner ever since.

The captain of the ship, a marid named Jafray, was a coward who cared very little for his crew. Instead of helping his men, he went straight to the vault room to save his valuables before the current scattered them in the Bay of Chult. Unfortunately, the ancient Netherese vases that he was transporting weren't empty. The artifacts shattered during the encounter with Aremag, releasing dangerous aberrant leeches that took control of the marid. Jafray is still there, stuck at the bottom of the ocean.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Aremag (AIR-run-mag). This old dragon turtle extorts money from the ships sailing out of the Bay of Chult.

Dalnira Brylar (Dal-in-ra Bri-lar). A veteran, elven adventurer whom Aremag is keeping captive in his lair.

Jafray (Ja-fray). Jafray was the captain of the galley on which Dalnira was travelling when Aremag attacked.

Xalph Brylar (ZALF BRI-lar). Xalph is Dalnira's father. He's been desperately trying to find his daughter for the past one-hundred years.

Breaker of Waves. The *Breaker of Waves* was the name of the galley on which Dalnira was travelling.

ADVENTURE OVERVIEW

The adventure is broken down into four parts:

Port Nyanzaru. The characters meet an old elf who claims he has found his long-lost daughter's sword. After a short investigation, the characters learn that an adventurer named Varg Underbridge found the blade a few dozen yards away from the remains of the *Breaker of Waves*, at the bottom of the Ombapo Abyss.

The Ombapo Abyss. The adventurers set sail to the Ombapo Abyss where they discover that they aren't alone. A group of scavengers accidentally disturbed a group of dangerous, aberrant leeches that managed to take control of some of their own.

The Breaker of Waves. The characters explore the remains of the *Breaker of Waves* and learn from Jafray, the ship's captain, that Aremag abducted Dalnira over a hundred years ago.

The Dragon Turtle. The adventurers try to convince Aremag to release Dalnira, preferably without resorting to violence.

ADVENTURE HOOKS

Dalnira's father, Xalph Brylar, has been searching for his daughter for over one-hundred years. The adventure assumes that the characters randomly encounter him while walking in the streets of Port Nyanzaru, but you can also have someone send the party to talk with the grieving father if you prefer.

A Dummy in Distress (No Faction). The local authorities, possibly Zindar the Harbormaster or the Merchant Prince Wakanga O'tamu summons the characters because a crazy, old elf with an expensive-looking sword has been spotted showing the blade around in the Merchants' Ward. They're afraid he might get killed and are intrigued how a beggar might have come along what is obviously a powerful, magical sword.

Faction Assignment (Emerald Enclave). Screaming Wind finds the characters while they're in Port Nyanzaru. She tells them that an old, broken elf who lost his daughter because of the faction a long time ago, has arrived in the city. She wants them to help him find his offspring.

Secret Mission (Order of the Gauntlet). Members of the Order of the Gauntlet (rank 2 or higher) are asked to come to a meeting at the home Alastar Bol in the Market District in Port Nyanzaru. The Fat Knight asks the characters to find a long-lost elven warrior (Dalnira), and that someone within the Order of the Gauntlet tried to use faction resources to find her.

PART 1. PORT NYANZARU

Estimated Duration: 60 minutes

An old man asks the characters to help him find his long-lost daughter. The only clue he has of her whereabouts is her sword that he found on a dead adventurer in the jungle. The characters need to conduct an investigation in Port Nyanzaru, and find out who the would-be hero was and where he found Dalnira's enchanted blade.

A. GETTING STARTED

If some of your characters are members of the Order of the Gauntlets (rank 2 or higher) or members of the Emerald Enclave, then you should use the adventure hooks below. Otherwise, please proceed to Encounter B. The Missing Daughter, below.

ORDER OF THE GAUNTLET (SECRET MISSION)

When the party is back in Port Nyanzaru, Alastar Bol sends one of his domestic servants to ask the characters to visit him. If they answer the summons, the Fat Knight (surprisingly) receives them personally. During the meeting, Alastar is hot and sweaty, and tries to make it as brief as possible. He tells the characters the following:

- Someone used a magical spell to impersonate Alastar Bol—attempting to use faction resources to find an elven warrior named Dalnira Brylar who disappeared a hundred-some years ago.
- His sources failed to discover who it was, but whoever it was they seemed to know a lot about how the Order of the Gauntlet works. Alastar suspects it's an inside job—the person is likely a member of the Order.
- He had never heard of the elf before. All he has managed to discover is that her father, Xalph, has been searching for her ever since she disappeared.
- The characters are to go to the Merchants' Ward immediately and talk to Xalph. He shouldn't be too difficult to find: he's the only old, crazy-looking elf showing a really expensive-looking sword to all the adventures whom he comes across.
- Alastar would like to know who pretended to be him and he believes that finding Dalnira is critical if he is to unmask this person. He would like the characters to help Xalph find his daughter.

A Resentful Dwarf. The person behind the failed attempt at finding Dalnira with faction resources is a high ranking officer named Radwan Goldlust. He's also the leader of a group of extortionists that prey on the already-struggling people of the Old City.

One-hundred years ago, Dalnira maimed him when he was only a young, hired thug, and he's been longing for revenge ever since. Radwan's men are brainless bullies who don't have the skillset to conduct the investigation, and that's why he tried to use the Order of the Gauntlet to find her.

EMERALD ENCLAVE (FACTION ASSIGNMENT)

As the characters are walking down the streets of Port Nyanzaru, Screaming Wind pounces out of the shadows and greets them. She asks the party to walk with her while she briefs them on their new assignment:

- Over one-hundred years ago, the Emerald Enclave hired an elven adventurer named Dalnira Brylar to conduct an undercover investigation.
- There was a persistent rumor that a new aberrant creature from the Spellplague era was going to be smuggled to Calimport. Her mission was to learn the identity of the smugglers, infiltrate them, find the aberration, and destroy it before it became part of the ecosystem.
- Nobody knows what happened to her. She disappeared shortly after beginning her investigation.
- They haven't been able to determine whether she succeed at her mission or not.
- Dalnira's father, Xalph, has been looking for his daughter ever since she went missing. He seems to have a lead of her whereabouts.
- The Emerald Enclave would like the characters to help Xalph find his daughter and try to find out what happened to the aberration. If it's still alive, they are to destroy it.
- Xalph was last seen in the Merchants' Ward offering a fancy-looking sword to adventurers in exchange for their help finding his daughter.

B. THE MISSING DAUGHTER

While the party is walking around Port Nyanzaru or searching for Xalph Brylar, read or paraphrase the text below.

You encounter a smelly, old elf, in moth-eaten clothing strolling in the street. Seeing you, his face glows with delight.

"You! Yes, you, with the ugly outfit! I recognize you. Praise the gods, I think we met for a reason. You see, my daughter Dalnira has been missing for nearly a century, and I need your help finding her."

The elf (high elf **mage**) relates the following:

- His name is Xalph Brylar, and he's spent the last century searching for his daughter, Dalnira.
- A tenday ago, he saw an adventurer fighting a huge dinosaur in the jungle, just outside of Port Nyanzaru. The poor adventurer didn't stand a chance. The beast ate him up bones and all, save his right arm—still clutching his sword. Or, as it turned out, his daughter's sword! (Xalph unstraps a sword wrapped in bandages from his back and shows it to the characters.)
- He doesn't know who the adventurer was, but he was wearing a gold signet ring bearing markings typical of the local fashion (Xalph removes a ring from his pocket and hands it to the characters). He had pale white skin, red hair, and his clothing and leather armor were typical of the Sword Coast. If he were to guess, he would say the adventurer was from Baldur's Gate.
- He knows it isn't much to go with, but he's hoping the characters might be able to find out who the adventurer was and where he had found his daughter's sword. This is the first serious lead he's had in a century.
- He's willing to give the characters Dalnira's sword in exchange for their help finding her.
- Merchants, aristocrats, and other notables use signet rings to place their seal on important documents, and no two people use the same one. Xalph suggests the adventurers try to find out who the signet ring belonged to. The elf hopes that one of the dead adventurer's friends or relatives might know where he had acquired Dalnira's sword.

ROLEPLAYING XALPH BRYLAR

This old elf's ragged, moth-eaten clothes, his neglected hair, and his constant mumbling to himself would suggest that he's a demented beggar, but he's in fact a skilled mage who spent the better part of the last century searching for his daughter. His obsession, however, has isolated him and he completely forgot how to behave in public: he regularly forgets to wash, he gives his unsolicited opinion on just about everything, he speaks to himself, etc.

Quote: *"The latest fashion trend is hideous. I'd stick to last year's fashion if I were you."*

DIVINATION MAGIC

Aremag has been keeping Dalnira captive for a little over a century. His lair actually exists in the Feywild; meaning that any attempt to locate Dalnira with a *scrying* spell or most other magical methods fail—though spells such as *commune* or *contact other plane* confirm that she's still alive and that she needs saving. A *divination* spell also reveals that

discovering where the adventurer found Dalnira's sword might help the characters find the missing elf.

DEVELOPMENT

The sword that Xalph shows to the adventurers is *Love's Bite* (see **Player Handout 1. Magic Item**). He's willing to give the sword to the characters in exchange for their help finding Dalnira. Once they accept Xalph's request, the first step in their investigation is **"Identifying the Adventurer"**.

C. IDENTIFYING THE ADVENTURER

There aren't that many ways for the characters to identify the adventurer whom Xalph saw in the jungle. The dinosaur devoured most of his body and scavengers have long since made off with the arm that survived the attack; returning to where the adventurer died hoping to find clues is fruitless.

If the characters talk about going back to the scene in search for clues, Xalph suggests that it's likely a waste of time; anything edible doesn't last for long in the jungle. The characters either need to rely on the signet ring or the description of the adventurer—perhaps showing a drawing of the latter town.

HAVE YOU SEEN THIS BOY?

If the characters want to ask around to see if anyone knows the dead adventurer, they can do so—even going so far as to spend some time with Xalph to make a drawing of his face. As the characters aren't pressed for time, they needn't to make any kind of check to succeed. Consider awarding inspiration to players who happen to be skilled artists as well. Otherwise, the characters can hire someone to make a facial composite for 10 gp or so.

Once done, they spend the afternoon showing it around in all the taverns of Port Nyanzaru and learn that the adventurer was named Varg Underbridge, and he lived in the Market Ward (the characters are pointed in the direction of his family's house).

THE SIGNET RING

Varg Underbridge wasn't an important person; while he owned a signet ring, he never actually used it. He bought it because he could afford it and because it made him feel special. As such, showing Varg's seal around doesn't yield any results.

However, crafting is highly regulated in Port Nyanzaru, and the merchant princes require that jewelers include a maker's mark on any pieces sold in the city. If the characters show the signet ring around in the Jewel Market, one of the merchants

notices a 'signature' on the ring that belongs to a tabaxi named Flight of Fancy who works out of the Market Ward, just outside the Hall of Gold.

The Jeweler. Flight of Fancy (Flight) is a tabaxi artisan who owns a small workshop in the Market Ward. There, he spends most of his days creating jewels of silver and semiprecious gemstones that he then sells to the merchants of the Jewel Market. Flight and Varg were friends. He immediately recognizes the signet ring and tells the characters that he made it for his friend Varg Underbridge. He also tells them where the adventurer used to live.

ROLEPLAYING FLIGHT OF FANCY (FLIGHT)

Flight is a young, enthusiastic jeweler who's trying to make a name for himself, so far, unsuccessfully. The other artisans of the Jewel Ward have made his life impossibly hard with demeaning comments (such as cat-faced savage), their meowing when he passes, slandering, etc. The worst offender to date, though, has been when Flight needed to register with the artisan's guild, a couple of years ago, when he first arrived to Port Nyanzaru. The clerk changed his name to Flight Stickybugger, and Flight still hasn't been able to get the artisan's guild to change it.

Quote: "If you put your mind to it, you can accomplish anything."

DEVELOPMENT

Once the party discovers the identity of the adventurer, they can go to Encounter D. Varg Underbridge's House, where they learn that he had found Dalnira's sword in a shipwreck at the bottom of the Bay of Chult.

4. VARG UNDERBRIDGE'S HOUSE

Varg Underbridge lived in a four-story house with his wife Argabella, his grandmother Porsha, his seventeen-year old son Romulus, and their three pet velociraptors, Dilki, Dalka, and Dulkan. The building is located in the Market Ward, just across the Hall of Gold. When the characters first enter Varg's house, read or paraphrase the following:

An old Chondathan lady wearing common clothing opens the door and rushes you inside. "Please come in quickly, and don't let the raptors out!" she says. The interior of the house is modest but comfortable. The stone white walls typical of Port Nyanzaru help keep the house cool, which is a pleasant contrast with the sweltering heat outside.

The furniture is fairly ordinary, but the paintings hanging on the walls catch your attention. They represent places of the Chultan Peninsula, such as tombs, ruined temples, ziggurats, tribal villages, and even an underwater shipwreck. Whoever made these paintings was a mediocre artist but an accomplished explorer.

The old woman who invited the characters in is Porsha, Varg's grandmother. Nobody in Varg's family knows that he's dead, so the characters are likely to put themselves in an awkward situation by breaking the news. They're devastated, but touched by Xalaph's story (if the characters relate it) and assist the characters as best they can.

TALKING TO VARG'S FAMILY

Nobody in Varg's family knows exactly where he found Dalnira's sword, but they can tell the characters the following:

- They came to Port Nyanzaru from Baldur's Gate ten years ago—drawn by the allure of a better life.
- Varg was an adventurer and an explorer. He made it his life's goal to document and plunder all the ruins of Chult. He was also a painter, though art never helped him pay the bills.
- Varg came home with Dalnira's sword three months ago. They recall it clearly because Varg normally shared all his adventures with his son, but that day, he just went to his study and barely talked to anyone for three whole days.
- Varg kept a journal documenting the places that he visited. It's got to be somewhere in his study in the attic. If it can help the elf find his daughter, the characters can keep the journal if they want.

ROLEPLAYING THE UNDERBRIDGES

The Underbridges moved here from Baldur's Gate who arrived ten years ago, searching for a better life. They live a simple, carefree life, and spend most of their days watching over their three mischievous pet raptors that are constantly getting themselves into trouble (you could, for example, have one of the raptors try to eat a wizard's familiar).

Porsha is a charming old woman with the gift of gab, and Argabella (Varg's wife) is always quiet and polite. Romulus (Varg's son) adored his father and wants to become an adventurer just like he was.

Quote: "Did you see Dulkan? I hope he isn't trying to eat the neighbor's baby again..."

VARG'S STUDY

Varg turned the attic of his house into a study. Entering, the characters see the following:

Varg's study is surprisingly clean and organized. A half-dozen bookshelves line the walls-- filled with old tomes and scrolls. At a glance, they seem to be sorted alphabetically.

A large desk is in the middle of the room. A massive, worn book with yellowed pages is laying on it, perfectly aligned with the edges of the table. As in the rest of Varg's house, paintings adorn the walls, but these seem older and even more amateurish than the other ones.

The tomes and scrolls on the shelves are history books, dead explorers' journals, ancient maps, old merchant company ledgers, etc. Varg used these to locate interesting places to visit in the jungle.

The larger tome on the desk is Varg Underbridge's journal where he recorded all the places he visited. It's huge, over five hundred pages long, and has clearly has been rebound multiple times. Within, Varg recounted dozens of stories and adventures in his journal—though none of them mention Dalnira's sword. The characters only find what they're looking for if they talked to Varg's family prior to reading his journal.

Only one meaningful event occurred roughly three months ago:

"I don't know what those grungs gave me but it was strong. It made me hallucinate for hours. It all felt so real, as if I was I was actually there. It's almost as if the place was calling me. There was a galley at the bottom of the ocean. Everything was dark. It must be really deep. A name also kept popping in my head: 'Breaker of Waves..."

The next entries describe multiple failed attempts at locating the galley. Varg hired a crew to search the abysses off the coasts of Chult but in vain. The last entry is more disturbing:

"My entire crew died. They're all dead, the captain, the first mate, even that sweet half-orc cook. It's my fault. I should never have taken them to that cursed ship."

The journal makes no mention where Varg found the *Breaker of Waves*. The next entries are about Varg's preparations for an expedition in the jungle to try to locate an ancient tomb that he read about in a book.

The *Breaker of Waves* is actually a famous vessel. Characters that succeed on a DC 13 Intelligence (History) check recall stories about it:

- It was a three-masted galley that transported goods between Chult and the Sword Coast.
- While local authorities suspected it was a smuggler ship, they never found any proof.

- The *Breaker of Waves* mysteriously disappeared a little over a hundred years ago, and nobody has ever managed to find its wreck.

After finding it, Varg painted a portrait of the Breaker of Waves which hangs in the lobby. The characters can come across it in one of two ways:

Investigating the Paintings. Characters investigating the paintings in the lobby, notice one portraying the wreck of a ship that matches the description of the *Breaker of Waves*. If the characters ask Varg's family about it, Romulus recalls his father painting the piece finding Dalnira's sword.

Studying Varg's Journal. Characters who spend at least an hour skimming through Varg's journal realize that all of the paintings in the home depict places mentioned in the journal. On a successful check, they also remember seeing the painting of a galley at the bottom of an abyss in the study.

THE PAINTING

The painting of the shipwreck in the lobby is the key to finding the *Breaker of Waves*. If the characters have trouble piecing it together, Romulus or Porsha might mention Varg's obsession with the painting following his return with the sword. Otherwise, when the characters find it, read or paraphrase:

The painting represents a three-mast galley at the bottom of a deep fissure in the ocean bed. The fauna and flora suggest that the galley is somewhere in an abyss in Chult. The only notable landmarks on the painting are the large underwater cavern walls. Narrow crevices at the bottom of the ocean like the one on the painting are fairly rare.

While the painting narrows down their search, finding the location of the wreck takes some additional study or the use of magic. Spells such as *find the path*, require that the characters be familiar with the location they're trying to reach—something that studying the painting satisfies.

Otherwise, the characters can divine the ship's location by conducting some additional research in Varg's study. He kept a large collection of navigational charts, including a map of Chult with contour lines—a rarity in Faerûn. A character examining the navigational charts that succeeds on a DC 15 Intelligence (Nature) check discovers on the map one narrow crevice like the one on the painting—some seventy miles out from Port Nyanzaru, in the Bay of Chult.

DIVINATION MAGIC

Spells such as *divination* or *commune* indicate that Dalnira isn't in the *Breaker of Waves* but that exploring the shipwreck can be fruitful.

TRICKS OF THE TRADE

Consider the following:

If the characters fail this part of the investigation, they may have no path forward and the adventure would be basically over—an undesirable outcome. If the party doesn't learn the location of the Breaker of Waves on their own, suggest showing the picture or the map to:

- The merchant prince, Wakanga O'tamu (a loremaster);
- The Harbormaster;
- The captain of a hired ship; or
- The sailors of the Harbor Ward (as a last resort, one of the sailors may be able to identify the Ombapo Abyss).

DENDAR THE NIGHT SERPENT

One of the entries in Varg Underbridge's journal foreshadows the events that occur in DDAL07-14 *The Fathomless Depths of Ill Intent*, and contains a clue that allows the characters to unlock a story award within the adventure. Note that Varg recounts dozens of stories and adventures in his journal.

NOTE: If this is the first time the characters hear about a sect of yuan-ti scheming to free Dendar the Night Serpent and they've never encountered the sect's symbol of the six-headed snake, they have no way of knowing that this specific entry is meaningful. Skip this part and reserve it for when the party learns about the sect in the other tier 3 DDAL-series adventures. At that time, the characters might remember reading something about the sect in Varg's journal.

The journal contains the following information:

- One of the symbols in Varg's journal is oddly familiar. It has six snake heads, and it's exactly the same as the one you saw **[insert reference to the adventure(s) in which the characters first saw the symbol]**.
- An entry detailing an encounter with a Harper agent during one of his recent adventures, in the jungle. Varg doesn't mention the agent's name.
- The woman was badly injured. She said she tried to stop a sect of yuan-ti scheming to free Dendar the Night Serpent. The six-headed snake was the sect's holy symbol.
- The Harper agent claimed that an anathema was leading the sect, along with a new, powerful ally.
- She claimed that rest of her party had been slain and that she needed returning to a nearby tomb.

- She had no reward to offer him, but mentioned a secret treasure in the sect's lair, and also to know an odd poem needed to access the secret chamber:

"Beyond the mountains worn by time"

"Far beneath the waves of the sea"

- Varg details turning her down—even writing in his journal *"what was that idiot thinking, the promise of treasure isn't treasure."*
- Unfortunately, Varg doesn't mention where he met the woman, or where the tomb might be.

DEVELOPMENT

After learning where to find the *Breaker of Waves*, the characters have to set sail for the Ombapo Abyss, seventy miles away into the Bay of Chult.

The party shouldn't have any trouble finding someone with a ship willing to take them to the Ombapo Abyss. Captains typically charge 200 gp for the roundtrip. These types of boats travel at a speed of 2 miles per hour, which means it takes about a day and a half to reach the Abyss. The characters can find larger, faster ships to go there, such as a galley or a longship but these cost at least five times as much.

If the captain of the ship the characters are traveling on has any reason to believe they might be looking for Aremag, he tells them the following:

- Please don't do anything brash. The dragon turtle is critical to Port Nyanzaru's safety—he drives large predators and pirates out of the bay. Without him, we wouldn't have a fishing industry and the poorer people of Port Nyanzaru would go hungry.
- Securing the seaborne trade route with the Sword Coast would also cost a lot more than the few hundred gold coins the dragon turtle asks.
- The characters also likely raise the ire of the Merchant Princes; they've made it very clear to all the captains of Port Nyanzaru that whoever kills the dragon turtle will pay for the extra cost of hiring ships and crewmen to do that which Aremag does for "free."

AREMAG, THE DRAGON TURTLE

On their way to the Ombapo Abyss, the party encounters Aremag, the Dragon Turtle.

Aremag is an old dragon turtle with a blind, milky left eye and a piece of its shell missing. He's essentially a thief, demanding treasure to the boats crossing the mouth of the bay, but the Merchant Princes tolerate him, and even discourage adventurers from killing him because Aremag also keeps the Bay of Chult safe.

The encounter with Aremag is detailed in *Tomb of Annihilation* on p.42. If they threaten Aremag after his arrival, the dragon turtle laughs derisively:

I seek gold, not blood. You're either formidable foes or just plain stupid, but in either case, I won't fight you. I'll just capsize your ship and leave. The shore is more than 15 miles away. Most of you will die of exhaustion, and the sharks will devour who don't. I'll then collect my bounty at the bottom of the sea. Either way; I win, you lose.

If the characters attack, Aremag sinks below the surface, and attacks the ship's hull beneath the waterline. At the end of the first round, it begins to take on water, and begins to sink at the end of the fifth. The ship takes five rounds to sink.

The characters are now faced with the prospect of swimming fifteen miles back to shore—which takes a creature with a speed of 30 feet 10 hours to swim at a normal pace. At the end of each hour spent swimming, any character that fails a DC 15 Constitution saving throw gains a level of exhaustion. This saving throw is made with disadvantage if swimming at a fast pace.

To make matters worse, **sharks, swarms of quippers**, and aquatic dinosaurs harry the characters along the way.

ORDER OF THE GAUNTLET (SECRET MISSION)

Radwan Goldlust has a spy working at Alastar Bol's villa who tells him that the Fat Knight hired the characters to search for Dalnira. As the party conducts their investigation, he keeps an eye on them and learns about their visit at Varg's house.

After they leave, his brutes rough up the Underbridges who spill the beans about the sunken ship. (At your discretion, Radwan doesn't find out about the galley if the characters were discreet in their investigation).

XP AWARD

If they completed the investigation and located the *Breaker of Waves* without intervention, award each character 2,000 XP.

DEVELOPMENT

If the characters appease Aremag (as detailed in *Tomb of Annihilation*), the dragon turtle leaves without further incident, and their ship continues on to the Ombapo Abyss. Proceed to Part 2, below.

PART 2. THE OMBAPO ABYSS

Estimated Duration: 60 minutes

As the party arrives at the bottom of the Ombapo Abyss, they realize that they're not alone. Varg's expedition drew unwanted attention to the wreck.

A couple of months ago, a group of merfolk scavengers came to plunder the shipwreck but came across a dangerous leech-like creature that is now controlling some of theirs. Unwilling to leave their companions behind, they set up a camp nearby and kidnapped a group of sea elves to study the leeches; hoping that they might find a way to negate its mind-controlling ability.

GENERAL FEATURES

The Ombapo Abyss has the following general features.

Terrain. The Ombapo Abyss is a mile-deep crevice in the seabed. Most characters need magic such as a *water breathing* spell to survive. Party members without a swim speed also take penalties when fighting underwater as explained in "Chapter 9: Combat" of the *Player's Handbook*.

Light. Very little light makes it to the bottom of the Ombapo Abyss. The entire area is bathed in darkness. The only light that exists is that which the characters possess.

Sounds. The Ombapo Abyss is perfectly silent, though small tremors occasionally cause parts of the cavern walls to collapse with a loud ominous noise.

A. SHARK ATTACK!

On their way down to the shipwreck, three giant sharks attack the characters. Read or paraphrase the following:

The bottom of the Ombapo Abyss is alien and unwelcoming. It's dark as night, the seaweed is black and twisted, and the very little fish and crustacean look like monsters from the Far Realm.

Three enormous sharks emerge from the shadows of the depths. These 60-foot long monstrosities have razor-sharp fangs and swim towards you at a terrifying speed.

The three **giant sharks** are trained animals that the scavengers left behind to make sure nobody bothered them while they explore the wreck of the *Breaker of Waves*. During the fight, the adventurers should quickly understand that these aren't ordinary sharks. A character succeeding on a DC 13 Intelligence (Nature) check determines that these animals have been trained for combat.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove a **giant shark**
- **Very Strong:** Add a **giant shark**.

ORDER OF THE GAUNTLET (SECRET MISSION)

After learning about the *Breaker of Waves*, Radwan rushed to the site with his men. He arrives there before the characters but encounters the giant sharks. They defeated the squalls but it made Radwan reconsider about exploring the galley; he instead decided to let the characters clear the ship for him and attack them afterwards, when they're the most vulnerable.

B. LIGHTS IN THE DARK

As the party approaches the remains of the *Breaker of Waves*, read or paraphrase the following:

From afar, you notice dim light piercing through the darkness of the abyss. As you approach, you see the half-buried remains of a galley that looks exactly like the one from Varg Underbridge's painting. A group of merfolk are near the boat with a magical ball of light floating above their heads. They're aggressively ordering their sea elf prisoners to collect water and algae samples from around the ship.

The two merfolk **warlocks of the fiend**, two **bandit captains**, and a **priest** attack the party on sight. Another **bandit captain** stays behind to make sure the sea elves don't flee.

After the encounter, the characters can talk to the sea elves and learn the following:

- Their names are Vet Nal and Asi El. They're from a small village of sea elves, in the Bay of Chult.
- The merfolk came to their village about a month ago and kidnapped their elder, Tannut Agal.
- While exploring the shipwreck, the merfolk came across dangerous, aberrant leeches that are now controlling some of their companions.
- The merfolk want the sea elves elder to study the leeches and find a way to free their friends.
- The merfolk camp is just a few minutes away from here. The sea elves would like the characters' help releasing their friends.
- They don't have any material possessions, but their elder's research might be useful to the party if they wish to explore the shipwreck.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove a **warlock of the fiend**
- **Weak:** Remove a **bandit captain**
- **Strong:** Replace two **bandit captains** with a **warlock of the fiend**.
- **Very Strong:** Add a **warlock of the fiend** and two **bandit captains**.

DEVELOPMENT

If the characters don't want to get involved with the sea elves and would rather enter the shipwreck, please proceed to Part 3. The Breaker of Waves.

C. MERFOLK CAMP

The merfolk warlocks set up a camp near the shipwreck. When the party approaches, read or paraphrase the following:

A large makeshift tent made of old sails is tucked in a crevice in the seabed. It seems to be some sort of laboratory. There are two sealed glass aquariums under it with some kind of leech in them. Three merfolk are standing guard, but they seem more concerned about whatever is in the aquarium than their surroundings.

There're a total of four merfolk **warlocks of the fiend**, two **priests**, and four **bandit captains** spread out throughout the camp and around it. Two bandit captains and a warlock of the fiend constantly defend the laboratory (area 1), and one bandit captain minds the sea elf prisoners located in area 4. The rest of the merfolk are in the caves at night (areas 2 and 3), or wandering around the camp by day.

In order to free the sea elves, the characters need to defeat the merfolk, sneak the sea elves out, or negotiate some kind of deal with the merfolk. If your players come up with another workable plan, roll with it!

WEARING THE MERFOLK DOWN

The merfolk are all close enough to one another that if a fight breaks out, they all become aware of the intrusion and move to help each other.

Wearing the merfolk down through attrition isn't really a workable plan, except if the characters manage to get the jump on isolated foes and defeat them during a surprise round.

HELPING THE MERFOLK

The merfolk want to get their companions back. They're willing to let the sea elves go in exchange for the characters' help saving their friends whom they left behind in the shipwreck. The characters, however, need to be subtle when approaching the merfolk. If they just barge into the camp sword in hand, the merfolk attack. The adventurers need to send one of the sea elves whom they saved near the shipwreck to organize a parlay or wait for one of the merfolk to leave the camp and disable it. If the characters arrange an agreement, the merfolk also let them talk to Tannut Agal, the sea elf elder.

The merfolk don't know much about the *Breaker of Waves* or the aberrant leeches within it. They tell the characters the following:

- They're a group of merfolk who have been living in the Ombapo Abyss for years.
- About three months ago, a party of treasure hunters tried to enter the old shipwreck and nearly died trying.
- Only one of the treasure hunters managed to survive. The denizens living in the boat took care of the others.
- They never really bothered to explore the shipwreck before.
- When the treasure hunters tried to enter the boat, they assumed that something valuable was inside, and so they mounted their own expedition.
- There were some kind of weird leeches around the boat that managed to take control of two of their companions.
- That's when the animated remains of the treasure hunters attacked them. They were forced to retreat.
- A few days later, they "sought" the help of Tannut Agal, a scholar from a nearby sea elf village, hoping that he might find a way to free their companions.
- The erudite seems to have found a way to negate the leeches' mind-controlling ability but Tannut Agal wanted to confirm the process before trying on their friends.
- The party that the characters defeated near the shipwreck was there to collect samples of the aberrant leeches, so that they may conduct more experiments.
- If the characters managed to free their two companions from the leeches' control, they'd be willing to let the sea elves leave quietly. They also recommend talking to Tannut Agal. He might have found a way to achieve this.

TALKING TO TANNUT AGAL

The elder of the sea elf village is an old man named Tannut Agal. The party can talk to him after rescuing him from the merfolk or after negotiating a deal with them. Tannut Agal tells the party the following:

- He's the elder and the leader of a sea elf village located in the Bay of Chult.
- The merfolk came to their village about a month ago. They took him captive along with his best warriors.
- The merfolk accidentally disturbed aberrant leeches while exploring the nearby shipwreck. The crustaceans somehow took control of two merfolk.
- The leeches aren't from this world and it seems to be reproducing. Someone needs to destroy it before they invade the entire Bay of Chult.
- He collected samples and studied the aberrant creature. They seem to be some kind of leech, which he called brain leeches.
- The leeches are small enough to enter through a creature's ear canal and take control of a living creature once inside.
- It can also make strands of an organic stringy compound, kind of like spiders can make webs. He still doesn't understand how the alga works but the brain leeches seem to be able to animate the remains of dead creatures.
- The leeches appear to have some form of collective consciousness. He doesn't exactly know how intelligent they are.
- A *protection from evil and good* spell wards a creature from the leeches' mind-controlling ability.
- The merfolk voluntarily inoculated the brain leeches in one of the sea elves. He managed to save his friend, but the process was dangerous. He had to bring the elf to the brink of death, and then cast a *remove curse* on his comatose body.
- He still hasn't found a safer way to free someone of the leeches' mind-controlling ability.

ROLEPLAYING TANNUT AGAL

Tannut Agal is a middle-aged sea elf who has been guiding his tribe for a little over a decade. He's calm and good-hearted, and he's always willing to help others, even those that don't deserve it. He's been doing his best to learn as much as possible about the brain leeches, not because the merfolk ordered him to, but because of the threat it represents for the Bay of Chult.

Quote: "I would have helped the eyes of the deep if they had asked me."

TREASURE

The merfolk have scavenged valuables on the bodies of the dead crewmen who tried to flee Aremag when the dragon attacked the ship. If the characters investigate area B, they find 150 gp, a bronze crown worth 250 gp, six pink pearls (100 gp each), a ceremonial electrum dagger with a gem-incrusted pommel worth 500 gp, and a *potion of fire giant strength*—the merfolks' collective treasure.

PART 3. THE BREAKER OF WAVES

Estimated Duration: 90 minutes

What remains of the *Breaker of Waves* lies at the bottom of the Ombapo Abyss, half-buried in the sand. The captain of the *Breaker of Waves* was a marid named Jafray. He has survived all these years and can tell the adventurers what happened to Dalnira Brylar, assuming they can break him free of the brain leeches' mind-controlling power.

GENERAL FEATURES

The *Breaker of Waves* has the following general features.

Terrain. Space is optimized in the *Breaker of Waves*. Crates, barrels, beds, and other pieces of furniture hinder movement in the lower parts of the ship (areas 4 through 7). Medium-sized creatures are squeezing while moving through these parts of the boat.

Light. Very little light makes it to the bottom of the Ombapo Abyss, and even less inside the ship. The entire area is in complete darkness, except for the two locations which are in dim light (areas 1 and 3).

Sounds. Inside the *Breaker of Waves*, it is perfectly silent, though small tremors occasionally cause the entire infrastructure to make a terrifying creaking noise.

Walls, Floors, and Ceiling. The entire ship's infrastructure is made of wood that has rotten over the years. A character can break through a section with a DC 15 Strength check.

A. MAIN DECK

Visibility is minimal around the ship. Behind the thick curtain of floating seaweed, you see the main deck of the *Breaker of Waves*, covered in barnacles and stringy alga, with strands of kelp dancing with the currents.

The ship's main deck is unprotected, but the characters need to be careful not to make too much noise if they don't want to draw the attention of the deep lacedons in area 3. They don't need to make Dexterity (Stealth) checks, but loud noises draw the attention of the undead.

1. CAPTAIN'S QUARTERS

The captain's chamber is in better shape than the rest of the ship. The furniture was nailed to the floor and is still in place, except for the chairs which were shattered when the ship sunk, leaving the floor covered in pieces of wood. Two sickly-looking merfolk are floating in the room, motionless. Suddenly, a magical ball of light pops out of nowhere, illuminating the room and revealing a blurry cloud of tiny leeches.

When the merfolk began exploring the *Breaker of Waves*, they disturbed the aberrant leeches that manage to take control of two of theirs.

The two merfolk **warlocks of the fiend** and a **swarm of brain leeches** in this room attack the characters on sight. After two rounds of combat, the deep lacedons in area 3 become aware of the characters' presence, and try to break free of their chains. At the end of the third round, and at the end of each subsequent round, 2d6 **deep lacedons** join the fight, until all twenty-six deep lacedons have broken their bounds.

The warlocks are controlled by the brain leeches. After the characters defeat them, they can cast a *remove curse* on the merfolk which frees them of the leeches' mind-controlling powers. If the party brings the unconscious warlocks back to their camp, the other merfolk are grateful to the characters. They immediately leave the Ombapo Abyss and let the captive sea elves go back to their homes.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove a **warlock of the fiend**.
- **Very Strong:** Add a **warlock of the fiend**.

Treasure. When the *Breaker of Waves* sank, Jafray left his mother's silverware behind, and went straight to the vault room. The characters find a dozen silver plates and cutlery worth 500 gp in total.

B. ROWERS' DECK

The *Breaker of Waves* was powered by sail and rowers, most of which were chained to the boat by the ankle. The unfortunate slaves drowned, and their remains are still there, near the large wooden oars, covered in stringy algae.

The rowers of the *Breaker of Waves* were slaves, most of whom have drowned when the ship went down. Their remains are now **deep lacedons** under the control of the brain leeches (twenty-six skeletons in total), but they're still chained to the boat. If the undead ever become aware of the party's presence, for example because they made too much noise on the upper deck or because they swam down to the rowers' deck without using stealth, the creatures immediately try to break free of their chains. Each round, 2d6 deep lacedons break free and attack the adventurers.

C. CREW DECK

The crew's living conditions were rough. Dozens of bunk beds are lined up in this large room, leaving very little space for the people living in it to move. Most of the beds were nailed to the floor and are still in place, though their mattresses are now rotten, and the entire area is covered in strands of algae, barnacles, and sea anemones.

Everything in this room was washed away when Aremag snapped the ship in two, except for the wooden bunk beds which were solidly nailed to the floor. There isn't anything of interest in this room.

D. HOLD

1. WATER SUPPLIES

This was the ship's main water supply. Dozens of barrels, most of which are now broken, are scattered throughout the room.

The barrels used to contain the ship's water supplies. When the characters enter this room, they can make a DC 25 Wisdom (Perception) check to hear the marid in the vault room (area 8) mumbling to himself. They don't understand what he's saying but they can make out that it's in Aquan and that whoever is talking isn't happy.

If the characters use stealth, they can follow the sound to the vault room (area 8) and surprise the marid, in which case, he doesn't begin the fight under the effect of his *invisibility* spell. Jafray has disadvantage on his Wisdom (Perception) checks made to hear the characters approaching because of the vault's sturdy door.

2. LARDER

A dozen crates and wicker baskets are flung into the room. The large meat hooks hanging from a rack are the only indication of what this place was used for. Hundreds of dead crabs covered in stringy algae dot the room. They begin to move when they notice your presence.

After the *Breaker of Waves* sank, dozens of crabs entered the larder through a crack in the hull but ended up stuck in it. They eventually starved and are now three **swarms of ghoulish crabs**.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove a **swarm of ghoulish crabs**.
- **Very Strong:** Add a **swarm of ghoulish crabs**.

3. CARGO HOLD

You have reached the ship's main cargo hold. Most of the crates have burst open, and their rotten content is now spilled all over the room.

The *Breaker of Waves* was transporting all sorts of illegal plants and stolen goods.

Treasure. Most of the cargo has rotten or gone bad over the years. If the characters search the area, they manage to scavenge 6 silver ingots (125 gp each), and five bottles of red wine (10 gp each).

4. VAULT ROOM

The vault room's sturdy reinforced door is locked and the mechanism is jammed with rust. The characters either need to break the door or use magic to enter the vault room. Once they make it to the other side, read or paraphrase:

The sturdy reinforced door leads to a vault room. Hundreds of coins litter the floor, having been flung out of their chests when the *Breaker of Waves* sunk. The entire place is covered in pink gooey eggs. A large cloud of leeches approaches.

Jafray (**marid**) and two **swarms of brain leeches** attack the characters on sight. If the characters came straight from the water supplies and managed to pass the sturdy door unnoticed, they surprise Jafray; otherwise, the marid is ready for the party and he's under the effect of an *invisibility* spell.

Over the years, the leeches' control over Jafray has partially worn off, allowing the marid to speak occasional. During the fight, Jafray cries for help and mercy (you could have him say things like "help me", "don't kill me, please", "I don't have a choice", etc.).

Jafray is the only person who knows that Aremag kidnapped Dalnira. If the party kills the marid, he disappears in a burst of water and foam, and the characters lose the opportunity to learn where the elf is (the adventure ends unless they are able to cast *true resurrection* or similar spell to bring him back). If the characters wish to talk to Jafray, they first need free him of the leeches' control which involves dropping him unconscious (0 HP) and then casting a *remove curse* on him.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove a **swarm of brain leeches**.
- **Very Strong:** Add a **swarm of brain leeches**.
- **Very Strong:** Add two **swarms of brain leeches**.

Talking to Jafray. When Aremag attacked the *Breaker of Waves*, Dalnira was dragged away by the dragon turtle. Jafray witnessed all of this, and he can tell the adventurers what happened after they release him of the brain leeches' mind-controlling power. He tells the characters the following:

- His name is Jafray. He was the captain of the *Breaker of Waves*.
- He's been a prisoner on this ship for over a hundred years.
- An old dragon turtle with a blind, milky eye attacked them. The creature came from under their galley and snapped the boat in two.
- The dragon was looking for one of the passengers on his ship: an elven warrior named Dalnira.
- The dragon attacked his crew mercilessly, ordering the elf to show herself.

- She eventually did, but it didn't go well for her. The dragon defeated her and then took her with him.
- Jafray doesn't know what happened to the elf. He was trying to save his precious cargo when all of this happened.
- He thought he was transporting ancient Netherese vases but it appears the real cargo were the bugs inside of them.
- When he arrived at the vault, the vases had shattered, releasing the creatures which quickly took control of him. He's been a prisoner on the ship ever since.

ROLEPLAYING JAFRAY

Jafray is a deceitful, self-serving rascal who doesn't hesitate to spin a situation in his favor, without any concern whatsoever on what it might do to others. He enjoys easy money, luxurious clothing, and fine food.

Quote: "Sorry, not my problem."

TREASURE

Jafray's keeps 100 pp, 2,000 gp, 5,000 sp, a small gold idol (750 gp), and a silver and gold brooch (750 gp) here—his most prized possessions.

After the characters free the marid of the leeches' mind-controlling ability, the characters can make a DC 15 Charisma (Persuasion) check to convince the marid to give them half of his valuables as a reward for saving him (they'll need to attack him to get the full treasure).

EMERALD ENCLAVE (FACTION ASSIGNMENT)

The gooey stuff covering the walls and crates are the eggs of the brain leeches. Fortunately, the water at the bottom of the Ombapo Abyss is too cold for the eggs to hatch, except during the hottest summers, which has kept the leeches' proliferation minimal.

If the characters wish to destroy the eggs, they'll need to use affects that effect an area—such as a *fireball* or *cone of cold*—to ensure that none are missed. Faction members who eliminate the threat complete their faction assignment and gain an additional renown point for completing the adventure (see "Rewards" at the end of the adventure).

DEVELOPMENT

From here, the characters proceed to Part 4, below, in which they have to convince Aremag to release Dalnira, or follow him to his lair and rescue the girl. If some of the characters are members of the Order of the Gauntlet on their secret mission, Radwan and his men attack them when they get back to the surface.

ORDER OF THE GAUNTLET (SECRET MISSION)

While the characters are exploring the *Breaker of Waves*, Radwan and his men attack the characters' ship and take control of it. When the party returns, they find Radwan (mountain dwarf **war priest**) and five **swashbucklers** waiting for them.

After the characters defeat Radwan, the Order of the Gauntlet conducts an investigation and learns that Radwan was in fact the member of a group of extortionist who was using his position within the faction to avoid suspicion. Defeating Radwan completes the characters' secret mission.

PART 4. THE DRAGON TURTLE

Estimated Duration: 30 minutes

Aremag is keeping Dalnira captive in his lair, in the Fey Wild. Aremag hoards all his valuables in a cavern that can only be reached via a magical underwater tunnel. In order to save the elf, the adventurers either have to convince Aremag to release her, discretely follow him to his lair, or defeat the dragon turtle in combat and force him to reveal the location of his lair.

A. TALKING TO AREMAG

Aremag isn't difficult to find—he intercepts the occasional ship entering or leaving Port Nyanzaru, extorts them for some choice treasure, and returns to his lair to bask in the splendor of his spoils. If the characters wish to speak with him, they just need to rent a boat and sail around the mouth of the Bay of Chult; after a day or two, the dragon turtle appears to collect his due.

Aremag is a dragon turtle and his perception of sentient humanoids is different than most: he views them as mere animals. He'll freely talk about holding Dalnira captive and trying to rear her, but he'll refuse to release her unless the characters offer him a suitable alternative for his 'watchdog' and succeed on a DC 20 Charisma (Persuasion) check.

Aremag tried everything he could think of to recruit Dalnira, but in vain. He showered her in treasure and trinkets, and even threatened to kill her if she didn't submit, but it had no effect. Nevertheless, this is an angle the characters can exploit to find Dalnira. If they talk about this topic with the dragon turtle, he proudly explains his attempts at shattering Dalnira's resolve in great detail, and that it's only a matter of time before she breaks.

A character making a compelling argument and a successful DC 15 Charisma (Deception) check convinces Aremag that they have the means to force Dalnira to guard his lair. If successful, Aremag carries the characters in his mouth, one at a time, to his lair—which means they won't have any idea where the dragon turtle took them (other than it's in the Bay of Chult).

ROLEPLAYING AREMAG

Aremag is a brash, overconfident, greedy, whimsy, territorial bully. He believes the Bay of Chult is his territory and that anyone who wishes to travel through it owes him tribute. So far, Dalnira has been his toughest nut to crack, mostly because he isn't used to people standing up to him.

Quote: "Have you ever beheld anything as grand as me?"

DEVELOPMENT

If the characters manage to convince the dragon turtle to take them to his lair, please proceed to Encounter D. Aremag's Lair, below.

B. FOLLOWING AREMAG

Every now and then, the dragon turtle goes back to his hovel to deposit his loot and to bring Dalnira food. Resourceful characters might be able to follow Aremag back to his lair, though in order to do so, they would need to avoid detection, breathe underwater for at least a day, and keep up with the dragon turtle's swim speed of 40 feet. It's difficult, even for a group of high level characters, but you should give your players' ideas a fighting chance.

DEVELOPMENT

If the characters manage to follow the dragon turtle to his lair, please proceed to Encounter D. Aremag's Lair, below.

C. FIGHTING AREMAG

Aremag (a **dragon turtle**) is highly receptive to violence, as this is the way dragon turtles normally establish hierarchy among each other. If the characters defeat Aremag in combat, they can make a DC 12 Charisma (Intimidation) afterwards to force him to reveal the location of his lair, but only if they promise not to kill him. Feel free to ask for an opposed Charisma (Deception) vs. Wisdom (Insight) if that's what the characters plan on doing; on a failed check, Aremag shuts down and the adventures need to find another way to get him to talk (like casting a *charm monster* spell on him).

If Aremag is slain, each character receives the **Ire of the Merchant Princes** story award.

DEVELOPMENT

If the characters manage to force the dragon turtle to reveal the location of his lair, please proceed to Encounter D. Aremag's Lair below.

D. AREMAG'S LAIR

Aremag's lair is in a dry cavern, at the end of a magical underwater tunnel, which is in fact a portal between Faerûn and the Feywild. If the characters convince the dragon turtle to take them to his lair, he takes them one by one to the cavern, in his mouth to

make sure they don't learn its location; otherwise, read or paraphrase the following:

The underwater tunnel that leads to Aremag's lair is unwelcoming. Powerful, chaotic currents smashes anything in them against the walls, and produces thick foam that makes it nearly impossible to see more than a foot away.

The powerful currents are very difficult to cross. In order to reach the other side, the characters need to succeed on a DC 25 Strength (Athletics) check. On a failed check, the adventurer takes 10 (3d6) piercing damage and 10 (3d6) bludgeoning damage, and the currents toss them out of the tunnel. Creatures with a swim speed make this check with advantage. Aremag automatically succeeds on this check. Upon arriving at Aremag's lair, read or paraphrase:

The underwater tunnel leads to a large, dry cavern. Strange luminescent crystals on the roof provide ample light, allowing a dense tropical flora to grow. The air is hot and humid, making you sticky and uncomfortable. A huge pile of coins, art pieces, and gems lies on one side of the cavern; a cozy cottage made of volcanic rock stands on the opposite side, near the shore.

Dalnira has been held captive in this cavern for over a hundred years. She made herself a stone house using tools and materials that Aremag brought her, and has been growing fruits and vegetables in her garden. When she sees the characters, she falls to her knees and cries; she then begs them to set her free (which isn't a problem if the characters discretely followed Aremag or if they already defeated the dragon turtle).

If the characters tricked Aremag, they only have so much time before he realizes that they played him for a fool. The dragon turtle stays at the entrance of the underwater tunnel to make sure the adventurers don't escape with his valuables (including Dalnira); after two days, Aremag grows impatient and attacks the characters.

TREASURE

Aremag's lair contains all the valuables he has hoarded over the years as a thief. The characters find 400 pp, 3,000 gp, 2,500 sp, 5,000 cp, a jeweled anklet worth 2,500 gp, a large gold bracelet (250 gp), a silver ewer (25 gp), a small gold bracelet (25 gp), four opaque blue jaspers (50 gp each), two violet garnets (100 gp apiece), a blue spinel (500 gp), a

transparent fiery orange jacinth (5,000 gp), and a *potion of speed*.

DEVELOPMENT

The reunion between Dalnira and Xalph is very emotional. The old elf can't stop crying and hugging his daughter while telling her everything he's been through to find her. After a few minutes of sobbing, he turns to the characters and hands over *Love's Bite* as promised.

XP AWARD

If the characters free Dalnira without engaging in combat with Aremag, award each character 2,000 XP (in addition to the normal 17,000 XP they would normally get for dealing with the dragon turtle).

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 (MIN/MAX: 10,125/13,500 XP EA.)

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
Bandit Captain	450
Deepdead Mosasaurus	9,000
Deep lacedon	450
Dragon Turtle	18,000
Mage	2,300
Marid	7,200
Priest	450
Swarm of Brain leeches	1,800
Warlock of the Fiend	2,900
Swarm of Deepdead Crabs	2,300

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Finding the <i>Breaker of Waves</i>	2,000
Saving Dalnira	2,000

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
Deep Camp	1,500
Captain's Quarters	500
Cargo Hold	800
Vault Room	5,000
Talking to Aremag	4,000
Robbing Aremag	16,000

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*.

LOVE'S BITE (NINE LIVES STEALER)

Weapon (longsword), very rare (requires attunement)

This item can be found in the *Dungeon Master's Guide*.

POTION OF FIRE GIANT STRENGTH

Potion, rare

This item can be found in the *Dungeon Master's Guide*.

POTION OF SPEED

Potion, very rare

This item can be found in the *Dungeon Master's Guide*.

PLAYER REWARDS

For completing this mission, the characters earn downtime and renown as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG). In addition, characters have the opportunity to earn additional renown as follows:

Members of Emerald Enclave who successfully destroyed the brain leeches' eggs in the vault earn **one additional renown point**.

Members of the Order of the Gauntlet (rank 2 or higher) who defeat Radwan earn **one additional renown point** and mark the completion of a secret mission on their adventure logsheet.

STORY AWARDS

The characters have the opportunity to earn the following story award during this adventure.

Ire of the Merchant Princes. Aremag provided a degree of protection to the city of Port Nyanzaru that can never be replaced, and the merchant princes will never forget this. You may no longer use the **Buying from the Princes** downtime activity. In addition, lifestyle costs and the gp costs of any spellcasting services received from the temples within the city are doubled while adventuring within Chult. This story award is described in **Player Handout 2**.

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 A. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Aremag (A-RE-mag). Aremag is an old dragon turtle who extorts money from the ships sailing out of the Bay of Chult. The characters need to convince Aremag to free Dalnira at the end of the adventure.

Dalnira Brylar (DAL-ni-ra BRI-lar). Dalnira is a veteran, elven adventurer whom Aremag is keeping captive in his lair. The goal of the adventure is to rescue Dalnira from Aremag's lair.

Jafray (JA-fray). Jafray was the captain of the galley on which Dalnira was travelling when Aremag attacked. The characters encounter Jafray in the *Breaker of Waves*. He knows what happened to Dalnira because he witnessed it, and shares this piece of information with the characters after they save him.

Tannut Agal (TAN-ut A-gal). Tannut Agal is a sea elf scholar. He's been abducted by a group of eyes of the deep and is being held captive near the *Breaker of Waves*. Tannut Agal helps the characters freeing Jafray from the denizens of the *Breaker of Waves*.

Xalph Brylar (XALF BRI-lar). Xalph is Dalnira's father. He's been desperately trying to find his daughter for the past one-hundred years. Xalph hires the characters to find Dalnira at the beginning of the adventure.

APPENDIX B. MONSTER/NPC STATISTICS

BANDIT CAPTAIN (MERFOLK)

Medium humanoid (merfolk), neutral evil

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4, Perception +2

Senses passive Perception 12

Languages Aquan, Common

Challenge 2 (450 XP)

Amphibious. The merfolk bandit captain can breathe air and water.

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

GIANT SHARK

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

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

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

DEEP LACEDON

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Poisonous Algae. Any creature that starts its turn within 5 feet of the deep lacedon must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the lacedon's Poisonous Algae for 24 hours.

Turning Defiance. The deep lacedon has advantage on saving throws against effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The deep lacedon vaguely resembles a common ghast with palmed hands and feet, and covered with stringy algae.

DRAGON TURTLE (AREMAG)

Gargantuan dragon, neutral

Armor Class 20 (natural armor)

Hit Points 341 (22d20 + 110)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +5, Con +10, Wis +6

Damage Resistances fire

Senses darkvision 120 ft., passive Perception 11

Languages Aquan, Draconic

Challenge 17 (18,000 XP)

Amphibious. The dragon turtle can breathe air and water.

ACTIONS

Multiattack. The dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.

Steam Breath (Recharge 5-6). The dragon turtle exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

MAGE (HIGH ELF)

Medium humanoid (elf), chaotic good

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Elvish, Orc

Challenge 6 (2,300 XP)

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

MARID (JAFRAY)

Large elemental, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 229 (17d10 + 136)

Speed 30 ft., fly 60 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	26 (+8)	18 (+4)	17 (+3)	18 (+4)

Saving Throws Dex +5, Wis +7, Cha +8

Damage Resistances acid, cold, lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13

Languages Common, Aquan

Challenge 11 (7,200 XP)

Amphibious. The marid can breathe air and water.

Elemental Demise. If the marid dies, its body disintegrates into a burst of water and foam, leaving behind only equipment the marid was wearing or carrying.

Innate Spellcasting. The marid's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *create or destroy water*, *detect evil and good*,

detect magic, *fog cloud*, *purify food and drink*

3/day each: *tongues*, *water breathing*, *water walk*

1/day each: *conjure elemental* (water elemental only), *control water*, *gaseous form*, *invisibility*, *plane shift*

ACTIONS

Multiattack. The marid makes two trident attacks.

Trident. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage, or 15 (2d8 + 6) piercing damage if used with two hands to make a melee attack.

Water Jet. The marid magically shoots water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw. On a failure, a target takes 21 (6d6) bludgeoning damage and, if it is Huge or smaller, is pushed up to 20 feet away from the marid and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone.

PRIEST (MERFOLK)

Medium humanoid (merfolk), chaotic evil

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages Aquan, Common

Challenge 2 (450 XP)

Amphibious. The merfolk priest can breathe air and water.

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Can trips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

SWARM OF BRAIN LEECHES

Medium swarm of Tiny aberrations, lawful evil

Armor Class 14

Hit Points 78 (12d8 + 24)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	19 (+4)	15 (+2)	5 (-3)	12 (+1)	6 (-2)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Create Spawn. The brain leeches can spin a stringy alga that allows it to turn dead creatures into lacedons and other forms of ghoulish creatures.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny crab. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Drill. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 45 (10d8) piercing damage. If the target is drops to 0 hit points as a result of this damage, it doesn't fall unconscious; instead, it regains a number of hit points equal to the swarm's remaining hit points, as both of their bodies merge. The leeches disappear into the creature's skull which becomes under the control of the swarm.

The creature remains under the control of the swarm until it is reduced to 0 hit points and a *remove curse* spell is cast on it while in that comatose state.

The brain leeches are aberrant, parasitic creatures with the terrifying ability to enter a living creature's body via its mouth or gills, dig its way to the brain, and take control of its host. They can also spin a type of green, stringy, silk that allows them to animate the bones of a dead creature.

SWARM OF GHOULISH CRABS

Medium swarm of Tiny undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 15 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	14 (+2)	5 (-3)	12 (+1)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing, necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 6 (2,300 XP)

Poisonous Algae. Any creature that starts its turn within 5 feet of the swarm of ghoulish crabs must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the swarm's Poisonous Algae for 24 hours.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny crab. The swarm can't regain hit points or gain temporary hit points.

Turning Defiance. The swarm of ghoulish crabs has advantage on saving throws against effects that turn undead.

ACTIONS

Pincers. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 28 (8d6) slashing damage, or 14 (4d6) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature other than an undead, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The swarm of ghoulish crabs are the animated remains of tiny crabs, covered in stringy algae

SWASHBUCKLER (ANY RACE)

Medium humanoid (any race), chaotic evil

Armor Class 17 (leather armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Lightfooted. The swashbuckler can take the Dash or Disengage action as a bonus action on each of its turns.

Suave Defense. While the swashbuckler is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

ACTIONS

Multiattack. The swashbuckler makes three attacks: one with a dagger and two with its rapier.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

WAR PRIEST (DWARF)

Medium humanoid (dwarf), chaotic good

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +7

Skills Intimidation +5, Religion +4

Damage Resistance poison

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarvish

Challenge 9 (5,000 XP)

Dwarven Resilience. You have advantage on saving throws against poison.

Spellcasting. The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, spare the dying*

1st level (4 slots): *divine favor, guiding bolt, healing word, shield of faith*

2nd level (3 slots): *lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon*

3rd level (3 slots): *beacon of hope, crusader's mantle, dispel magic, revivify, spirit guardians, water walk*

4th level (3 slots): *banishment, freedom of movement, guardian of faith, stoneskin*

5th level (1 slot): *flame strike, mass cure wounds, hold monster*

ACTIONS

Multiattack. The priest makes two melee attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

REACTIONS

Guided Strike (Recharges after a Short or Long Rest).

The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

WARLOCK OF THE FIEND (MERFOLK)

Medium humanoid (merfolk), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 78 (12d8 + 24)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +4, Deception +7, Perception +4, Persuasion +7, Religion +4

Damage Resistances slashing damage from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft., passive Perception 14

Languages Aquan, Common

Challenge 7 (2,900 XP)

Amphibious. The merfolk warlock of the fiend can breathe air and water.

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *alter self*, *false life*, *levitate* (self only), *mage armor* (self only), *silent image*
1/day each: *feeblemind*, *finger of death*, *plane shift*

Spellcasting. The warlock is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

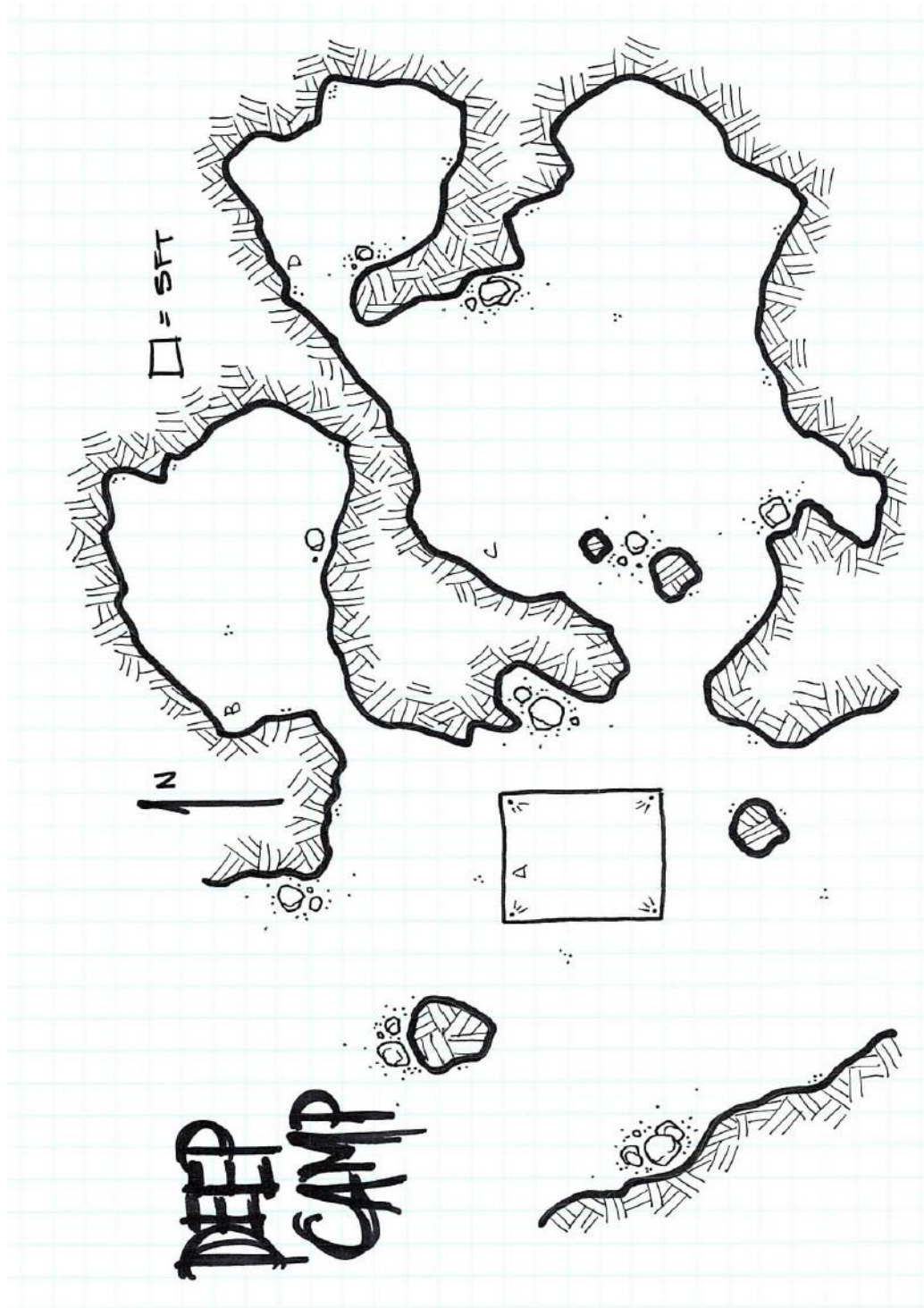
Cantrips (at will): *eldritch blast*, *fire bolt*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*
1st-5th level (4 5th-level slots): *banishment*, *burning hands*, *flame strike*, *hellish rebuke*, *magic circle*, *scorching ray*, *scrying*, *stinking cloud*, *suggestion*, *wall of fire*

Dark One's Own Luck (Recharges after a Short or Long Rest). When the warlock makes an ability check or saving throw, it can add a d20 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

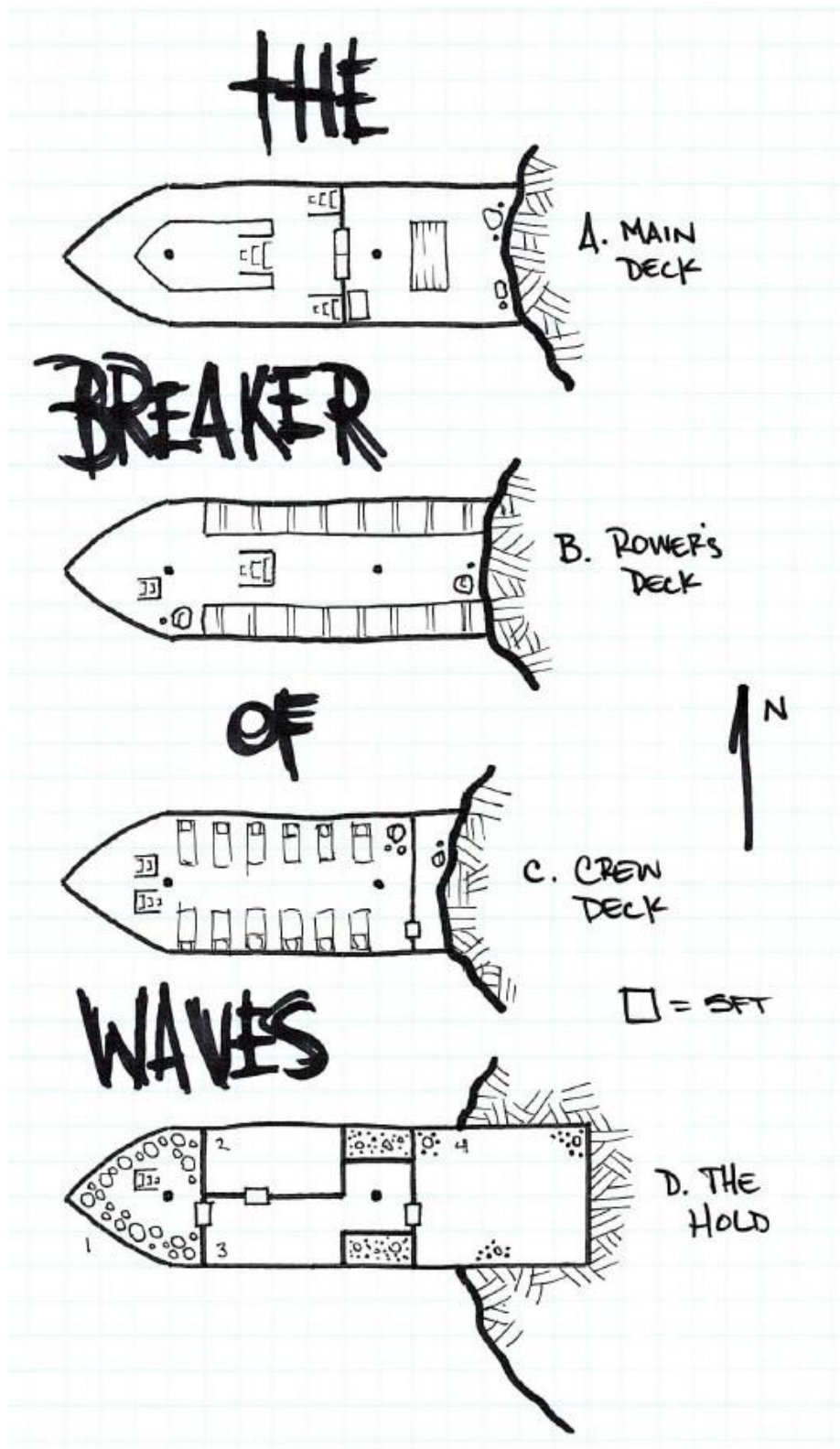
ACTIONS

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 10 (3d6) fire damage.

APPENDIX C. DEEP CAMP MAP



APPENDIX. BREAKER OF WAVES MAP



PLAYER HANDOUT 1. MAGIC ITEM

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

LOVE'S BITE (NINE LIVES STEALER)

Weapon (longsword), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

The sword has 1d8 + 1 charges. If you score a critical hit against a creature that has fewer than 100 hit points, it must succeed on a DC 15 Constitution saving throw or be slain instantly as the sword tears its life force from its body (a construct or an undead is immune). The sword loses 1 charge if the creature is slain. When the sword has no charges remaining, it loses this property. This item can be found in the *Dungeon Master's Guide*.

The blade of this elegantly-curved longsword is fashioned of silvery-blue steel gilt in gold. A strip of delicate paper hangs from the pommel, upon which is inscribed a breathtakingly beautiful poem. When the wielder scores a critical hit with the weapon, its heart is filled with the agonizing ache of spurned love.

PLAYER HANDOUT 2. IRE OF THE MERCHANT PRINCES

The characters have the opportunity to earn the following story award during this adventure.

IRE OF THE MERCHANT PRINCES

Aremag provided a degree of protection to the city of Port Nyanzaru that can never be replaced, and the merchant princes will never forget this. You may no longer use the **Buying from the Princes** downtime activity. In addition, lifestyle costs and the gp costs of any spellcasting services received from the temples within the city are doubled while adventuring within Chult.