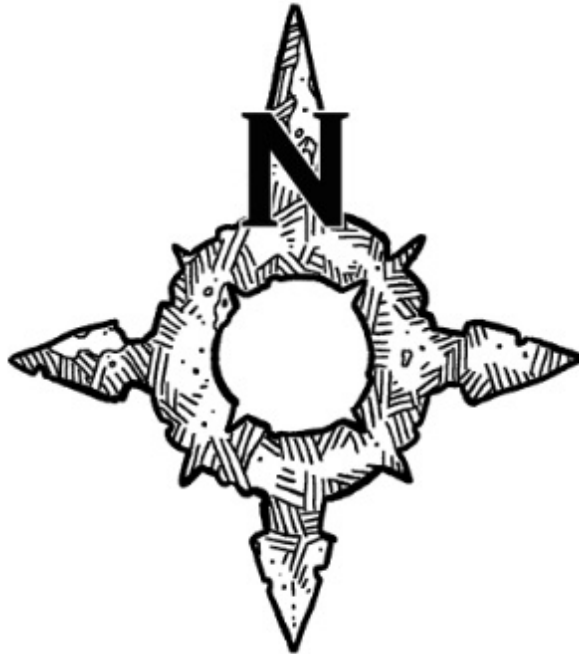


DDAL-DRW02



Blood in the Water

A Dreams of the Red Wizards Adventure



An exploration to the underwater city of Myth Nantar leads to a conspiracy, a mystery, and a heist. A Four-to-Six Hour Adventure for Tier 2 Characters. Optimized for APL 8.

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Adventure Primer

Background

The zulkirs of Thay have successfully negotiated an alliance with the sahuagin who reside in the Sea of Fallen Stars. In a few instances the Red Wizards used magical manipulation to stage coups and replace sahuagin leaders that have been less than amenable, with “up-and-comers” that have a greater interest in what they gain from cooperation.

The Thayans provide magic support to the sahuagin, reinforcing their military forces with undead, as well as drawing on their vast knowledge of the Weave to assist in imbuing a select few sahuagin (Wave Shapers) with some degree of control over elemental magic.

In return for the undead reinforcements and the magical enhancements, the sahuagin have made military strikes against targets, both below the waves and on land that are of strategic importance to the Thayans.

Myth Nantar is of particular interest to the Thayans who’ve charged the sahuagin with performing probing attacks on the magical city underwater, as well as harassing patrols of aquatic elves that reside there. In particular, the Thayans would very much like access to the Librarian of the Hall of Living Memory. They’ve heard this individual holds an ancient knowledge that predates Thay.

What the Thayans don’t know is that the Librarian is not a person. It’s a massive gem-statue that floats in the center of the domed chamber of the Hall of Living Memory, its three facets seemingly carved to appear as three distinct elves.

Meanwhile, a sahuagin raider has been malformed and corrupted by the arcane barrier, the mythal, that surrounds Myth Nantar. This has turned the sahuagin into a mutated creature called a malenti. The malenti is on a murder rampage across Myth Nantar, going so far as to kill a newly instated council member. The city is on high alert, which makes things difficult for Zehira’s mission. The characters have many secrets to glean, and not much time to do it.

Episodes

The adventure is spread over five episodes that take approximately four to six hours to play. These episodes are initially introduced by a Call to Action Episode. If you’re planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play

them over several sessions, you’ll want to revisit the Call to Action each time you play.

Episode 1: Ill Winds. While in Ayakar, the party is approached by the newly minted privateer, Zehira Deryan, who enlists their help with another matter: investigating the underwater city of Myth Nantar. This is the **Call to Action**.

Episode 2: Abandoned Ships. The characters sail to Myth Nantar and must find a way into the underwater city. An encounter with hostile sahuagin raiders complicates this endeavor. This is **Main Objective A**.

Episode 3: In Hot Water. Upon arrival in Myth Nantar, the party is met with suspicion, in part due to a series of murders that have recently taken place. Playing by the rules earns them a meeting with “The Librarian.” This is **Main Objective B**.

Episode 4: Knowledge is Power. The Librarian is not a person, but an entity. The party has a brief window to divine the information they need. This is **Main Objective C**.

Episode 5: Written in Blood. Departing from Myth Nantar becomes complicated when the party is implicated in the murders. They can earn their release if they can find the real murderer by following a series of clues. This is **Main Objective D**.

Bonus Objectives

This adventure includes two bonus objectives that the characters can pursue if they have additional time to do so—earning additional advancement checkpoints (but no treasure checkpoints) in the process. These bonus objectives are found in this adventure’s appendices, as follows:

Bonus Objective A: Going Clubbing. When Zehira’s barnacle club reacts strangely in proximity to The Librarian, the party can learn more by taking it to a mage in the Elves’ Quarter who specializes in unconventional weapons. This objective is found in **Appendix 3**.

Bonus Objective B: All in the Family. Thessalia, enlists their help to reclaim a family heirloom, although the heist risks their tenuous status in Myth Nantar. This objective is found in **Appendix 4**.

Episode Sequence

Depending on your time constraints, play style and environment, this adventure takes approximately two to four hours to play.

How Will You Play?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately four hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

Main Objective Only. To complete the adventure's main objective, the characters participate in Episodes 1 through 4 in order, however, you may include the opportunity to pursue bonus objectives.

Bonus Objectives. You can extend this adventure by one or two hours by including opportunities for the characters to pursue the bonus objectives. These objectives branch off Episode 2 and 3, but their order is fluid—they set the scene for the final episode and may even have an impact on the events that transpire.

Myth Nantar

The sea elf city of Myth Nantar is a colorful, magical place, held hostage in a political scheme not of its own making. Normally a lawful city, Myth Nantar is ruled by a council of prominent elves, although several open seats have been filled by sahuagin barons working for Thay.

Be sure to consult the rules and mechanics for underwater travel and combat as outlined in the Player's Handbook.

Episode 1: Ill Winds (Call to Action)

Estimated Duration: 30 minutes

The adventure begins in the port city of Ayakar, off the northern coast of Turmish. If the players played through *Breaking Umberlee's Resolve*, they'll be acquainted with this city, which boasts a unique culture and an abundance of character.

The harbor is blustery, but this doesn't stop the local anglers from braving the elements to wrangle their daily catch in woven nets. The air is thick with the perfume of spiced tea and the sharp scents of the sea. Storm clouds roll over the bay — thunder rumbles and a rough wind catalyzes the waves, turning the caps white.

As a thanks for rescuing their daughter, Zehira, from the plague-ridden and morkoth-occupied Hawk's Isle, the Deryan family has covered the cost of their continued stay in Ayakar, putting them up in an inn that overlooks the sea and connects to Ayakar's largest and most famous structure, the bazaar.

Meeting Zehira

The inn is called the **Salty Siren** and is by far the fanciest residence in the city. The floor and domed ceiling are covered in intricate tile mosaics. Four glass pillars are aquariums filled with colorful fish and coral.

A day prior, Zehira Deryan sent a note to the party to meet them at the Salty Siren and arrives in the late afternoon. The sun has already begun to set over the bay and the lanterns are lit inside the inn.

Upon returning to Turmish after her live-threatening foray into the Pirate Isles, Zehira was officially instated as a privateer. She now wears a coat, dark blue with jeweled silver buttons, befitting her station as a captain of the repaired *Umberlee's Resolve*. On the sleeve is an embroidered Turmish flag. But she is still the daughter of wealthy merchants, as reflected in the beads that adorn her braided hair.

Zehira's Mission

Zehira references the journal the characters may have discovered through their exploration of the wrecked *Umberlee's Resolve*; if the party doesn't possess this, she shares it with them.

- Zehira points out references to a person called the Librarian, who resides in a place called Myth Nantar.
- From what Zehira has discovered, agents of Thay are seeking the Librarian. If she and the party can get to them first, she hopes to gather whatever

information Thay wants, and the Turmish effort can stay several steps ahead of the zulkirs.

- Myth Nantar is an underwater city and home to sea elves, some of whom have reached out to Turmish privateers for help. They suspect a Thayan 'mole' exists on the Nantarn Council, facilitating sahuagin attacks on the city and its patrols.
- The sahuagin have caused several altercations with the local sea elves and the atmosphere is tense and uncertain under this occupation. The Thayans hope this agitation will earn them an audience with the Librarian.

Call to Action

Zehira feels it important to gather more information before alerting Turmish to prepare an orchestrated effort against Thay. She asks the characters to accompany her to Myth Nantar via *Umberlee's Resolve*. In exchange, her family will continue to fund their stay in Ayakar and any additional nonmagical resources they might need. Before departing, the characters can explore the bazaar to make purchases while Zehira prepares the ship (**Appendix 7, Ayakar Bazaar**).

Roleplaying Zehira

- Zehira is a spirited young woman with a knack for diplomacy, thanks largely to her upbringing as a merchant's daughter.
- She's worked hard to become a privateer and takes well to the sea, and although she's a formidable opponent, she prefers to evade combat rather with clever tactics, than fight to the death.
- In particular, she enjoys maneuvers that leverage the strengths of her comrades, and during a difficult battle, she will suggest fleeing if the odds are stacked against them.
- Zehira is an important part of the trilogy's final adventure, so she'll need to survive this adventure.

To Catch a Killer

The character's endeavors in Episodes 1, 2, and 3 coincide with a concurrent storyline happening simultaneously: a malenti spy in Myth Nantar has descended into madness, corrupted by the magical barrier, the mythal, that covers the city. The malenti is embarking on a murder spree throughout Myth Nantar. This, along with a sahuagin occupation that the Nantarn Council reluctantly accepts while they come up with a plan to oust them, has made the city tense and its citizens nervous and suspicious. When the party arrives in Myth Nantar, these storylines converge.

Malenti Timeline

- **Episode 1:** During this time, the malenti kills one member of the Nantarn Council, sending the city into a frenzy.
- **Episode 2:** The malenti kills two notable citizens.
- **Episode 3:** The characters arrive in Myth Nantar.
- **Episode 4:** While the characters interface with the Librarian, another murder takes place – the malenti kills a guard.
- **Episode 5:** The characters are implicated in the murder, but the kill is fresh and leaves behind clues.

Episode 2: Abandoned Ships (Main Objective A)

Estimated Duration: 1 hour

In this episode, the party sails to Myth Nantar and finds a way into the city.

Scene A: Travel to Myth Nantar

Any character studying the map and journal that once belonged to the pirate captain of Umberlee's Resolve, can attempt a **DC 15 Wisdom (Survival) check**. If successful, they determine that Myth Nantar is located off the coast of the Whamite Isles.

The Turmish have many superstitions about this area, most of which are justified, for it is said to be cursed and plagued by foul magic. To protect the crew from this influence, Zehira has had the exterior of the ship painted with ancient runes and symbols that many Turmish believe repel evil spirits. In truth however, the symbols are a placebo as Zehira doesn't believe in that "superstitious nonsense."

En route to the Whamites, the party can employ their prior experience serving as crew on the chartered ship during their excursion to the Pirate Isles. Zehira has recruited a few additional crew members to manage the ship while she goes below the surface to Myth Nantar. The Sea of Fallen Stars is known for being stormy and turbulent. It takes four days to travel to the Whamites. During this time, characters can choose to partake in one of the following downtime activities:

- Crafting an Item
- Gambling
- Relaxation
- Scribing a Spell Scroll
- Training

Rules for adjudicating downtime activities can be found in the ALPG v.9.x.

The location of Myth Nantar in the pirate captain's journal is approximate. According to the map, the city is located about 30 miles off the Whamites coast, and that a ring of mostly underwater mountains surrounds the city. As Umberlee's Resolve approaches the Whamite coast, any character succeeding at a **DC 13 Wisdom (Perception) check** spots the peak of a mountain and the bow of a wrecked ship cresting through the surface of the ocean. Surrounding the ship is a thick canopy of coral and lichen, and a faint glow filters through the coral, indicating the city's presence below.

The journal also contains a note: "Use the ships to avoid entrance — leads into city, bypasses guards."

This refers to one of two ways to enter the city:

Climbing down through a stack of wrecked ships. Sahuagin, who now occupy Myth Nantar on Thay orders, have assembled several wrecked ships from the coast and created a sort of makeshift shipwreck tower. This provides them a way to get into the city without going through the front entrance, avoiding the Nantarn guards.

Swimming

Unless aided by magic, a character can't swim for a full 8 hours per day. After each hour of swimming, a character must succeed on a **DC 10 Constitution saving throw** or gain one level of exhaustion.

A creature that has a swimming speed — including a character with a ring of swimming or similar magic — can swim all day without penalty and uses the normal forced march rules in the *Player's Handbook*.

Swimming through deep water is similar to traveling at high altitudes, because of the water's pressure and cold temperature. For a creature without a swimming speed, each hour spent swimming at a depth greater than 100 feet counts as 2 hours for the purpose of determining exhaustion. Swimming for an hour at a depth greater than 200 feet counts as 4 hours.

Climbing down the wall of coral to the front entrance. The city is around twenty fathoms (120 feet) deep. Although some of Myth Nantar is exposed to air — a result of the Spellplague that affected the depths of the sea — the entrance that all visitors must past through is deep underwater. The exposed area is not visible from above water due to a magical barrier, the mythal, that keeps it hidden.

Zehira can cast water breathing on the characters and herself, if they don't have the means to do this themselves. If she casts the spell, she stresses how important it is that they refresh this spell each day to safely navigate the city.

Option A: Shipwreck Yourself

The ship tower is comprised of two ships, both caravels, which are common to the Sea of Fallen Stars — one was a trade ship, bringing supplies to Myth Nantar, and the other belonged to pirates who raided the merchant ship. Their scuffle felled both ships. A successful **DC 15 Intelligence (Investigation) check**, allows a character to recognize damage from ballistae and arcane warfare. The wrecks occurred relatively recently (by elven standards), but due to the strange influence of the mythal, the integrity of the ships' skeletons is mostly stable. However, recently (by human standards) the interiors have begun to bloat and rot, making the

climb precarious. The merchant ship sits atop the pirate ship; both are at a 45 degree angle. Zehira leads the characters to it with Umberlee's Resolve tender boat. A map of the caravels can be found in **Appendix 8: Maps**.

MS1: Captain's Quarters

Most of the merchant ship's crests the surface of the ocean. A blasted hole in the side serves as an entry point, which leads into a 10-foot-tall space that was once a captain's quarters.

Inside, the furniture (a bed, a large wooden table, and several stuffed armchairs) has tumbled toward the door, sitting in several inches of water. The clutter covers the wall and must be moved out of the way which requires a successful **DC 13 Strength (Athletics) check**. A character that makes an additional successful **DC 14 Strength (Athletics) check** pushes through the rotting wall that leads to an open area, the deck.

MS2: Deck

This area is fully submerged under water. The broken mast bobs and dangles; the movement of the surface waves can still be felt here. The deck has cracked in half from the wreck, forming a 6-foot wide crevasse that opens into the hold below. Peering through the crevasse allows a character to see barrels and chests that once held supplies and goods.

MS3: Hold

Inside the hold is a **sahuagin hatchling swarm**. Several bloated barrels hold an array of sodden goods, but since the items were intended for Myth Nantar's markets, the goods are unharmed and still usable.

MS4: Crew Quarters

The bottom half of the ship is trickier to navigate and less stable than the rest of the ship. Much of this area has caved in, but the wooden walls are soft and easy to push through.

PS1: Captain's Quarters

The pirate ship is laid out similarly to the merchant ship, although this ship has sustained far more damage.

PS2: Deck

Unlike the merchant ship, the hold is still covered by the deck. Because this area is exposed to the rest of the sea, the characters need to find purchase as they climb down the deck, or risk floating off into the dark ocean. The wooden railing of the deck is the

best option, but the wood is spongy with rot and has a 50 percent chance of breaking. This causes a character to float away from the ship ten feet every round.

PS3: Crew Quarters

Nearly everything in this section has been crushed and splintered. There is one small trunk that remains intact, discoverable with a successful **DC 16 Intelligence (Investigation) check**. Inside is an assortment of gemstones with a total value of 200 gp.

The Welcome Party

The stern of the pirate ship has been crushed by the weight of the rest of the tower and has broken away, and an opening leads into an alleyway in Myth Nantar. Although this area is unguarded by Nantarn guards, it's not unoccupied — three **sahuagin coral smashers** and one **sahuagin champion**, lurking in the alley, attacks the characters. Any character with a passive perception of 15+ or that happens to be making an active check and succeeds at a **DC 15 Wisdom (Perception) check** notices them as they strike. Anyone that doesn't meet either of these two conditions are surprised when they attack.

Adjusting the Scene

Use the following guidelines to adjust the difficulty for your party.

Very Weak: 3 sahuagin coral smashers

Weak: 4 sahuagin coral smashers

Normal: 3 sahuagin coral smashers and 1 sahuagin champion

Strong: 4 sahuagin coral smashers and 1 sahuagin champion

Very Strong: 5 sahuagin coral smashers and 1 sahuagin champion

Despite the party's attempt to get into the city unnoticed, their fight with the sahuagin draws the attention of Nantarn **veterans**, who will attempt to arrest the party and bring them to the city center.

If a character doesn't intervene, Zehira suggests abiding by the guards and following them to the city, where they can negotiate.

Option B: Descent into the Depths

If the party chooses to take the traditional route into Myth Nantar, they'll have to go underwater immediately. A beautiful, vibrant coral reef forms a vertical wall from the surface to the entrance 120 feet below. Although the coral is naturally forming, it's been reinforced with magic. Colorful anemones glom on to the gritty reef, and fish swim in and around the gaps in the wall. Halfway down, a **reef shark** swims by; it's not hostile unless provoked.

The depths get darker the further the characters move from the surface. The glow of the city illuminates the darkness from below but the distribution of light is patchy. About 20 feet before the entrance, three sea spawn emerge from a pocket of darkness. Characters who don't have items or magic that aids in swimming can risk letting go of the coral, but a deep-sea current moves them ten feet away from the wall after each round.

At the base of the wall is a gate. The outline of the gate is hard to detect, as it resembles the rest of the reef, but six sea elf **veterans** are posted outside. They hold tridents and point them at the characters, demanding to know their purpose for being in the city.

Development

Proceed to Episode 3 to facilitate arrival in Myth Nantar.

The Mythal

Myth Nantar is protected by a magical field called mythal in Elvish. It's a potent arcane force that occasionally, since it has been slowly fading over the last millennium, has other unintended effects. The barrier has some healing and restorative affects, keeping inhabitants disease-free and slowing the process of rot in the structures within the city and nearby as well.

The mythal allows those within its protection to breathe, regardless of whether they breathe water or air and allows creatures without a swim speed to move through the city as though they had one equal to their normal movement speed.

In days of old the mythal prevented the entry of certain creatures into Myth Nantar. This included dopplegangers, drow, illithids, ixitxachitl, koalinth, merrow, seawolves, and sahuagin. However, due to its unstable state, it no longer provides this protection, which has drawn many sahuagin raiders to start attacking sea elves on the outskirts of the city.

Episode 3: In Hot Water (Main Objective B)

Episode Duration: 30 minutes

In this episode, the characters arrive to a tense Myth Nantar. They must make their way to the Librarian without attracting too much attention. Additionally, they have the chance to make two new allies who can help them navigate their way through the city.

Arrival in Myth Nantar

The famous sea elf city is normally lively, strange, and colorful, not unlike an underwater version of the Feywild, but the atmosphere now is tense. A map of the city can be found in **Appendix 8: Maps**.

The guards are stricter than usual, since three people have been found dead in the past few days. Cause of death? Murder!

Scene A: Fish Out of Water

Whether the characters were caught by guards or approached the city via the front gate, they are escorted to the center of the city, marked by the Fire Fountain. The fountain is powered by the mythal, and its flames warm the water supply, making it comfortable and habitable at this depth.

Eight sea elves wearing opulent clothing stand before the fountain. Beside them is a sea elf named Oceanus, whom the party may have encountered in *The Sinister Secret of Saltmarsh*, perhaps freeing him from captivity.

Hero of Myth Nantar

Even if the characters have never met Oceanus, he still regards them warmly and vouches for them, since they've just arrived. Having returned from a dangerous excursion, Oceanus is lauded as a hero of Myth Nantar, and serves as an honorary council member in the interim, particularly since Oceanus has more experience meeting people who live above water.

Even though he's concerned about the murder, he's more curious to meet and speak with the characters and would rather not assume they are guilty. He hopes to leverage their arrival to solve the murder however, which would continue to advance his new reputation as a hero and cement his permanent place on the council.

Oceanus promises the guards the party will play by the rules. Zehira enthusiastically agrees and raises her eyebrows at the party if they do not immediately consent. The guards request collateral to ensure this deal is maintained while they are in the city — each character must relinquish an

important item that they can reclaim upon their departure. Additionally, they must each offer a drop of blood, which the guards collect in small glass vials, and can be used to track their whereabouts, should that become necessary.

Despite the current political tension, Myth Nantar is a city that dutifully abides by rules set by the Nantarn Council. Breaking a rule requires a tribunal, and rarely ends well for those found guilty.

Rules of Myth Nantar

1. Do not murder.
2. Do not steal.
3. Do not contaminate the water.
4. Obey the Council.

Layout of Myth Nantar

Around 2,000 creatures, the vast majority of whom are sea elves, live in Myth Nantar, which is nestled in a valley and surrounded by an underwater summit. The largest mountain, Mount Halaath, looms over the city.

Although it's not the friendliest place to outsiders, Myth Nantar attracts many scholars who are both curious to study the city itself, and who want to access the city's abundance of academies and temples. The city is comprised of four quarters, divided by 30-foot-wide roads that split off from the Fire Fountain at the city center:

Q1. Dukar Quarter. Dukar are mages who are unique to this region of the world. They aspire for peace, a stark contrast from the Thayan wizards. This quarter is at the base of Mount Halaath. The Dukam Academy and the Keep of Seven Spires are located here.

Q2. Elves' Quarter. This is the main residential area of the city, and also home to several temples and libraries.

Q3. Law Quarter. This area houses legal buildings where leadership and lawmaking take place. The Nantarn Council House is here, along with the councilmember's villas.

Q4. Trade Quarter. This area is defined by the marketplace and Seven Temples Square.

Architecture. The buildings have weird shapes, comprised of coral and substances found below the ocean, and lichen grows freely on everything it can. Many of the structures are made to accommodate the movement of the water and are shaped like domes or tubes. There are few ladders or stairs,

since most of the inhabitants swim or float through building stories.

Climate and Lighting. Although the deep sea is cold and dark, the magical infrastructure of the city makes it comfortable, warm, and well-lit. It is hard to find areas to conduct sinister activity. A current runs through the depths, and characters may feel a constant, subtle push-and-pull during their stay here.

Development

The characters have been released with a warning, and now must find the Hall of Living Memory, without attracting too much attention. They can speak to locals, including Oceanus, a Nantarn guard named Myrin Haalathar, and a nosy merchant named Arrel Eren who owns a clothing shop in the Trade Quarter. Speaking to these people reveals the following if the characters make a successful **Charisma (Persuasion) check**, the DC of which is listed next to their names below.

Speaking to Oceanus (DC 0)

Assuming the characters have already begun interactions with Oceanus, he gets them started in the right direction.

"I returned from quite the journey above water to find Myth Nantar in disarray. A Nantarn council member, the elderly sea elf named Faelar Xilrys, was found dead a week ago, apparently murdered. That sort of thing is nearly unheard of here; Nantar is such a lawful place. I offered my aid and lo and behold, they recruited me to the Council. It's a temporary appointment that I'd be more pleased about if it didn't come in the wake of such violence.

I would encourage you to seek out Arrel Eren in your investigation. While he's a bit of an extremist, he tends to poke his nose in EVERYWHERE.

Speaking to Arrel Eren (DC 15)

Arrel is a xenophobic conspiracy theorist and can also be quite the busy body. He's initially standoffish when speaking with non-elves, but characters with a friendly smile and a glib tongue can certainly win him over, particularly if they purchase clothing from his shop. All prices are the same as those listed in the Player's Handbook, though the clothing is more comfortable and appropriate for moving around underwater.

"Yes, well, it was very sad, of course, when Council Member Faelar was found dead. He was old, but still! And then two additional guards — one of the guards was named Kirill and I can't say I ever liked him much, he would always come into my shop and touch all my wares and never buy anything! Ah, still, quite tragic. They're saying that the murderer is a spellcaster, but that's strange as I recall that Faelar was found, well, rather bloodied. If you want a more documented account, I'd say check with Myrin Haalathar. He's an upstanding lad that serves with the guard.

Speaking to Myrin Haalathar (DC 15)

Myrin is a younger sea elf (though only another elf could tell) who's lost his mentor in a sahuagin attack and is feeling 'cast adrift'. As such, Myrin is desperately trying to prove himself in his station on the guard and honor the memory of his former sergeant.

Additionally, he fancies Arrel whose stories he enjoys, and has been known to defend him from other guards, who enjoy picking on the older extremist. If the characters speak favorably of Arrel, they get advantage on their Charisma (Persuasion) check.

"The sahuagin arrived without warning several weeks ago. The council ordered us to avoid conflict, which is easier said than done since the sahuagin like to pick fights with us. They even destroyed part of Deep Sashelas's temple! Keep this on the down low, but some of us wonder if some of the council members are working with the sahuagin — to what end, we don't know. But people are dying, and my colleagues and I are anxious to act."

While speaking with locals and navigating the city, the characters are tracked by three people spying on them.

- A Nantarn **veteran**, spying on the characters to report to the Council if they spot anything amiss (detected with a successful **DC 18 Wisdom (Perception) check**).
- A half-elf named Thessalia Lamaer, a local scholar who witnessed the character's arrival and council reprimand at the Fire Fountain. If the party doesn't notice Thessalia, by either having a passive perception of 14+ or by making a successful **DC 14 Wisdom (Perception) check**, she eventually approaches the party on her own.

- The **malenti** spy, employed by the Thay (detected with a successful **DC 22 Wisdom (Perception) check**. If the characters pursue the creature, it leads them into a trap. See **Explosive Runes** below.

Explosive Runes

If the characters pursue the malenti spy, the creature flees into a nearby building that served previously as its base of operations, and then casts *misty step*, fleeing out the back (where there's no door, just a crack in the wall the creature used to keep a lookout.

The door is trapped with a glyph of warding (cast at 5th level). The glyph is invisible and requires a successful **DC 14 Intelligence (Investigation) check** to locate. The glyph is triggered when the door is merely touched by any creature that can't naturally breathe water and requires a successful *dispel magic* to disarm.

Explosive Runes. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a **DC 14 Dexterity saving throw**. A creature takes 7d8 thunder damage on a failed saving throw, or half as much damage on a successful one.

Scene B: Academic Pursuits

Emboldened by spotting Zehira's Turmish flag embroidered on her privateer coat, Thessalia introduces herself to the party. Thessalia is a half-elf **mage**; her elven half is sea elf, and her human half is Turmish. She lives in Ayakar and is in Myth Nantar for both personal and professional reasons. She wants to help the Turmish cause against Thay and also answer some personal questions about her lineage. Unfortunately, she has not met any of her sea elf family members, but she has learned that a family heirloom is in Oceanus's possession.

If the characters mention the Librarian, she'll say that the entity is not what they're like to expect. She explains the following:

- The Librarian isn't a person; it's more of an entity that occasionally provides information, in a rather cryptic manner.
- The Librarian is located in the Hall of Living Memory, which is in Seven Temples Square, and as you can expect, its heavily guarded.
- To see the Librarian, the characters must be accompanied by someone of elven ancestry. If no one in the group is an elf or half-elf, Thessalia offers to accompany them. In return, she's hoping the characters can help her retrieve an item that Oceanus has in his possession that previously belonged to her family. This kicks off **Bonus Objective B, Appendix 4**.
- She doesn't know much about the recent string of murders, but suspects the sahuagin have something to do with it. She's witnessed several altercations between the Nantarn guards and the sahuagin.

Development

Thessalia leads them to the Hall of Living Memory, urging them to take caution, because there are likely sahuagin around.

Episode 4: Knowledge is Power (Main Objective C)

Episode Duration: 30 minutes

In this episode, the characters go to the Hall of Living Memory and attempt to glean information from the Librarian.

Scene A: Seven Temples Square

Thessalia has spent a couple weeks in Myth Nantar and knows her way around well enough. She leads them to the Trade Quarter, where the aptly named Seven Temples Square is located. Six domed structures are positioned in a square; a seventh sits in the center. Any character making a successful **DC 15 Intelligence (History) check**, recognizes the markings on the exterior of the central dome as ancient Elvish; a successful **DC 25 Intelligence (History) check** allows the character to recognize them as being from the time of Arysalmalyr, an ancient elven empire. If asked, Thessalia can also provide this information, as she's spent a great deal of time studying such history.

The hall was guarded moments prior, but now only the malenti, dressed as a guard, is protecting the door. A successful **DC 13 Wisdom (Perception) check** notes that the malenti holds a trident, although most Nantarn guards wield shortswords.

Thessalia tells the characters that, to have even a chance to commune with the Librarian, you must be an elf (or half-elf), and you must do so while in Trance. An elf or half-elf character can also attempt this by themselves, or work in conjunction with Thessalia.

The Malenti

Sahuagin born near sea elves sometimes become malenti, a "corrupted" form of sahuagin that closely resemble sea elves. Some malenti have formed their own communities separate from both sea elves and sahuagin.

The malenti tracking the characters is a formidable spellcaster made more dangerous by her current state. Although she works for the Thay, the sahuagin reluctantly tolerate her and other malenti. She was tasked with an important mission — finding out the location of the Librarian — but her murder spree is causing trouble for the sahuagin.

The mythal affects malenti, corrupting their minds and bodies and driving them to feral behavior. Although the malenti maintains her spellcasting abilities, she navigates the city like a hunter, keenly aware of the paranoia her kind evokes, prone to extreme and savage acts.

Before entering the hall, she asks the characters what three questions they want answered. She does not guarantee that questions will be answered. The party can enter the hall with Thessalia, but she suggests not speaking above a whisper or touching anything. Zehira suggests the following:

- What do the Thay want with Turmish?
- Is peace, or an alliance, possible?
- Has any group in history ever successfully defeated the Red Wizards?

Scene B: Hall of Living Memory

The hall is a remarkable structure, and one of the few in Myth Nantar that has glass. In the middle of the domed ceiling is a thick stained-glass circle; colorful light shines through it, illuminating the Librarian.

The walls of the hall are covered with gemstones that the sea elves call "kiira." Kiira can be plucked loose with a successful **DC 15 Dexterity check using thieves' tools**. However, the guards consider this theft, so if characters are caught with these gemstones, there will be dire repercussions, as they represent the ancestral memory of the elven race.

The Librarian

In the center of the domed hall is a statue made of gemstone. The statue displays three elves carved into the stone. Although the statues are in stasis, each elf is depicted doing an action: One reads a book, one writes on a scroll, and the third has her head bowed and hands closed in prayer.

The eyes of the three heads glow in response to the flicker glows of the other gems set in the walls or floating about the room, dark as a night sky, and other times surrounded and effused by a reddish glow with a twenty-foot radius. There is no pattern to its glow or its changes from opacity to translucence, though the glowing eyes never change, always flickering with arcane fires and knowledge.

The Librarian is the metamorphosed remains of three ancient elf historians, sages from the time of Arysalmalyr. The Librarian holds the keys to learning the most ancient secrets of the elven empire of Arysalmalyr, the early history of Faerûn, and much more. Long ago, the three became one, and since then act as the focal point of all the knowledge stored in the Hall of Living Memory.

If any being, alive, dead, or undead, touches the Librarian, the Librarian takes memories from the trespasser. The transgressor must make a successful **DC 20 Intelligence saving throw** or come under the effect of a permanent effect that resembles the *feblemind* spell.

Any creature that makes a successful **DC 20 Wisdom (Perception) check** at that time notices a tiny gem growing on the forehead of the face closest to the creature touching the statue. Once that person breaks contact with the statue, the gem detaches from the Librarian and floats through the Hall of Living Memory to take up a space along the gem-studded walls.

Any creature can dispel the feblemind effect by placing a kiira against the affected creature's forehead.

Development

While the characters are in the Hall, the malenti murders the guard she had tied up.

After an hour, Thessalia emerges from her trance and relays information to the characters. She believes she was successful because the Librarian “spoke” to her, but the answers she gleaned are more like riddles. Based on the questions the characters ask, Thessalia was told the following.

- *The red is diluted by an abundance of blue.*
- *The horizon divides where power meets power.*
- *All severs were once ties. The same thread links all who live. Magic ebbs and flows and changes hands.*

The characters emerge from the Hall of Living Memory to find an active crime scene: a bloodied sea elf corpse, dressed in a guard's uniform, floats in the middle of the road. Six Nantarn **veterans** approach at the same moment and see the characters standing near the corpse. They rush to apprehend the characters.

Episode 5: Written in Blood (Main Objective D)

Episode Duration: 90 minutes

In the final episode of this adventure, the characters are implicated in the murders upon leaving the Hall of Living Memory.

Until Proven Otherwise

A crowd forms around the body, behind a row of Nantarn guards. Oceanus is among them, but the guards do not listen to his protests.

The characters can use their interaction with the Librarian as an alibi but must present some sort of proof. Zehira requests the chance to plead their case. The guards abide by a lawful process, so they agree if the characters don't leave their sight.

Characters can share the following clues:

- A successful **DC 15 Wisdom (Perception) check** notes a strange yellow residue covering the guard's uniform.
- A successful **DC 10 Wisdom (Medicine) check** notes that the guard's abdomen has three puncture wounds, matching the trident that the malenti was holding.
- A successful **DC 15 Intelligence (Investigation) check** spots a trail of blood splattered on the coral walls of the hall suggesting that the trident was tossed away after the murder; an additional **DC 14 Intelligence (Investigation)** finds the actual weapon behind the building. On the handle of the weapon is a symbol of two crossed tridents, signifying its purpose as a guard weapon, confirming that it was stolen from the guard who was then murdered with it. The guards note that half of the deaths were caused by a weapon and the other half were from the teeth and claws of an animal.

If the characters describe the malenti they saw outside of the Hall, the guards agree that they saw someone recently who fit that description. They assumed they were part of the sahuagin occupation (which is technically correct) and didn't want to cause additional violence by acting. They break off into a search party and allow the characters to help, hoping the murderer hasn't gone too far.

During this scene, the malenti uses her *misty step* spell to go into the Hall. Upon discerning the Librarian's actual form and learning that the entity is located here, she prepares to deliver this information to the Thay. A subsequent use of *misty step* transports her back outside. A successful **DC 14 Wisdom (Perception) check** alerts a character to the malenti's sudden presence.

The malenti doesn't linger and quickly prepares an escape, casting *teleportation circle*. The circle opens an entry to an unknown Thayan location. The malenti summons a **hydra** to the area (along with a **chuul** if the party composition is strong). Once the beasts are unleashed, the malenti flees through the transportation circle and the circle dissipates, leaving behind the hostile monsters for the characters to face.

Adjusting the Scene

Use the following guidelines to adjust the difficulty for your party.

Very Weak: Lower the hydra's AC to 13 and lower the number of heads to three. Add one Nantarn guard as an ally.

Weak: Lower the number of heads to three. Add one Nantarn guard as an ally.

Normal: No changes.

Strong: Increase the number of hydra heads to six and add 1 **chuul**.

Very Strong: Add 2 **chuul**.

Conclusion

Upon defeat of the hydra and the additional details they provide to the guards, the party is released from Myth Nantar. They return to Umberlee's Resolve, and Zehira sails them back to Ayakar. (If they participate in Assault on Myth Nantar, they remain underwater.)

Zehira goes to relay information to Turmish governance, but her route is intercepted...

Adventure Rewards

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

Advancement Checkpoints

The characters receive two advancement checkpoints for each objective completed:

- Objective: Find a way into Myth Nantar and speak to the Librarian.
- Objective: Help find the murderer and escape Myth Nantar.

The characters earn an additional advancement checkpoint for each **bonus objective** they complete.

Treasure Checkpoints

The characters receive two treasure checkpoint for completing **each main objective** and one for completing **each bonus objective**.

Magic Item Unlock

Characters completing adventure's **main objectives** unlock this magic item.

Bowl of Commanding Water Elementals. While this bowl is filled with water, you can use an action to speak the bowl's command word and summon a water elemental, as if you had cast the conjure elemental spell. The bowl can't be used this way again until the next dawn. The bowl is about 1 foot in diameter and half as deep. It weighs 3 pounds and holds about 3 gallons. This item can be found in **Appendix 7**.

Story Awards

During this adventure, the characters may earn the following story award:

Story Award. Thessalia's allyship. Thessalia Lamaer becomes an ally to the characters. See **Appendix 6**.

DM Rewards

In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime as though you played the adventure, but none of the other rewards listed above.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Appendix 1: NPCs

The following NPCs feature prominently in this adventure.

Zehira Deryan (zeh-HEER-uh DAIR-yuhn). Zehira is the daughter of Turmish merchants. She has keen dark eyes, olive skin, and black hair that she keeps in a tight braid. As a child, she often accompanied her parents on their trade travels and developed a passion for the sea. She works hard to prove herself.

Personality: I am intelligent, kind, adventurous, and always excited to meet people from other cultures.

Ideal: I believe I have a greater purpose in life and want to protect the greater good.

Bond: I am proud to be Turmish and want my country to be safe and prosperous.

Flaw: I can be a little reckless in my pursuit of service and adventure.

Thessalia Lamaer (thess-AWL-ee-uh luh-MARE). Thessalia is a half-elf commoner who is of half Turmish, half sea elf descent. She is a researcher who wants to learn more about her sea elf lineage and also contribute to the Turmish cause.

Personality: I am very curious and somewhat introverted, but I am friendly enough when I meet people that I believe I can trust.

Ideal: I believe in the truth and will go to great lengths to learn it.

Bond: I am more loyal to my Turmish family but eager to connect with my sea elven heritage.

Flaw: I am not easily convinced by anecdotes; I must see proof and data.

Oceanus (oh-shee-AHN-uss). Oceanus is a sea elf who has seen his fair share of adventure. He may already be a friend to the party if they met him in Saltmarsh.

Personality: I am a jovial, friendly person who, unlike others in Myth Nantar, is eager to meet outsiders.

Ideal: I try to participate in activities that improve life for others.

Bond: I am loyal to people I consider my friends.

Flaw: I enjoy my new reputation in Myth Nantar a little too much, ignoring some of the more complicated politics currently plaguing the city.

Iridian Danlianthol (ih-RIDD-ee-uhn dann-lee-AHN-thawl). Iridian is a sea elf **priest** of Deep Sashelas. He's a curmudgeonly old clergy but has an expertise, and passion for, unique items that pass through Myth Nantar.

Personality: I am short and snippy and often grumpy.

Ideal: I work to preserve the culture and traditions of my people.

Bond: I am devoted to Deep Sashelas and annoyed that more don't worship the Dolphin Prince.

Flaw: I have little patience for strangers, especially when they have silly questions that waste my time.

Appendix 2: Creature Statistics

Zehira Deryan

Medium humanoid (human), neutral good

Armor Class 19 (mariner's studded leather, shield +1)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	11 (+0)	16 (+3)	14 (+2)

Saving Throws Dexterity +9, Intelligence +5

Skills Acrobatics +9, Athletics +12, Insight +8, Perception +8, Persuasion +12, Stealth +9, Survival +8

Senses passive Perception 18

Languages Common, Elvish, Infernal, Primordial, Sahuagin, Thieves' Cant

Challenge 13 (10,000 XP)

Cunning Action. Zehira can take a bonus action on each of her turns to take the Dash, Disengage, or Hide action.

Fancy Footwork. During her turn, if Zehira makes a melee attack against a creature, that creature can't make opportunity attacks against her for the rest of her turn.

Rakish Audacity. Zehira adds her CHA modifier (+2) to her initiative rolls. She doesn't need advantage on the attack roll to use Sneak Attack against a creature if she is within 5 ft. of it, no other creatures are within 5 ft. of her, and she doesn't have disadvantage on the attack roll.

Sneak Attack (1/Turn). Zehira deals an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and Zehira doesn't have disadvantage on the attack roll. Also see **Rakish Audacity**.

Spellcasting. Zehira is a 12th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Zehira has the following ranger spells prepared:

1st level (4 slots): *cure wounds*, *goodberry*, *zephyr strike*

2nd level (3 slots): *darkvision*, *lesser restoration*

3rd level (2 slots): *water breathing*

Actions

Multiattack. Zehira makes two attacks with either her club, dagger, or rapier.

Club +3. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d4 + 7) bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Chuul

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Challenge 4 (1,100 XP)

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

Actions

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincers. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

Tentacles. One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Hydra

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Challenge 8 (3,900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: (1d10 + 5) piercing damage.

The Malenti

Medium humanoid (sahuagin), lawful evil

Armor Class 14 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Wis +6

Skills Perception +6

Senses darkvision 120 ft., passive Perception 16

Languages Sahuagin

Challenge 5 (1,800 XP)

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

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

Shark Telepathy. The high priestess can magically command any shark within 120 feet of her, using a limited telepathy.

Spellcasting. The high priestess is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *thaumaturgy*, *acid splash*

1st level (4 slots): *disguise self*, *expeditious retreat*, *magic missile*

2nd level (3 slots): *hold person*, *invisibility*, *misty step*

3rd level (3 slots): *haste*, *magic circle*

4th level (3 slots): *banishment*, *control water*

5th level (1 slot): *teleportation circle*

Actions

Multiattack. The malenti makes two attacks with her toothsome staff, or one attack with her bite and one with her claws.

Toothsome Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Oceanus

Medium humanoid (elf), neutral good

Armor Class 12 (leather armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Con +5

Skills Athletics +4, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Aquan, Elvish

Challenge ½ (100 XP)

Amphibious. Oceanus can breathe air and water.

Friend of the Sea. Using gestures and sounds, Oceanus can communicate simple ideas with any beast that has an innate swimming speed.

Actions

Trident. *Melee or Ranged Weapon Attack.* +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Octopus

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	3 (-4)	10 (+0)	4 (-3)

Skills Perception +2, Stealth +4

Senses darkvision 30 ft., passive Perception 12

Challenge 0 (10 XP)

Hold Breath. While out of water, the octopus can hold its breath for 30 minutes.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

Actions

Tentacles. The target is grappled (escape DC 10) Until this grapple ends, the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 5-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

Sea Elf Priest

Medium humanoid (sea elf), neutral good

Armor Class 12 (*chain shirt*)

Hit Points 27 (5d8 + 5)

Speed 25 ft., swim 30 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, Elvish

Challenge 2 (450 XP)

Amphibious. The sea elf priest can breathe air and water.

Friend of the Sea. Using gestures and sounds, the sea elf priest can communicate simple ideas with any beast that has an innate swimming speed.

Diving 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 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:

- Cantrips (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:** (1d6) bludgeoning damage.

Reef Shark

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed Swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Senses Blindsight 30 Ft., passive Perception 12

Challenge 1/2 (100 XP)

Pack Tactics. The shark has advantage on an attack roll against a creature if at least one of the shark's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (1d8 + 2) piercing damage.

Sahuagin Champion

Medium humanoid (sahuagin), lawful evil

Armor Class 16 (natural armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 3 (700 XP)

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

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

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

Actions

Multiattack. The champion makes three attacks with its spear, or one attack with its bite and two with its claws.

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

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

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Sahuagin Coral Smasher

Medium humanoid (sahuagin), lawful evil

Armor Class 14 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 1 (200 XP)

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

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

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

Siege Monster. The coral smasher deals double damage to objects and structures.

Actions

Multiattack. The coral smasher makes two attacks with its Warhammer, or one attack with its bite and one with its claws.

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

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

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Sahuagin Hatchling Swarm

Large swarm of Tiny beasts, chaotic evil

Armor Class 14

Hit Points 52 (8d10 + 8)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	12 (+1)	3 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

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

Seething. Once it enters combat, the swarm deals 10 slashing damage to itself at the end of its turn if it did not make an attack on that turn. This damage ignores resistance, and it cannot reduce the swarm to 0 hit points.

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 creature. The swarm can't regain hit points or gain temporary hit points.

Water Breathing. The swarm can breathe only underwater.

Actions

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Sahuagin Wave Shaper

Medium humanoid (sahuagin), lawful evil

Armor Class 14 (natural armor)

Hit Points 60 (11d8 + 11)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	16 (+3)	14 (+2)	12 (+1)

Saving Throws INT +6

Skills Arcana +6, Intimidation +4, Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 5 (1,800 XP)

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

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

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

Innate Spellcasting. The wave shaper's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells, requiring only verbal components:

At will: *message*

1/day: *comprehend languages*

Actions

Multiattack. The wave shaper makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 1) piercing damage plus 13 (3d8) cold damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 1) slashing damage plus 13 (3d8) cold damage.

Whirlpool (1/day). The wave shaper targets a body of water at least 50 feet square and 25 feet deep, causing a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, 25 feet tall, and lasts for 1 minute or until the wave shaper is incapacitated. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by succeeding on a DC 14 Strength (Athletics) check.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a DC 14 Strength saving throw. On a failed save, the creature takes 9 (2d8) bludgeoning damage and is caught in the vortex until it ends. On a success, the creature takes half damage and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but it has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 9 (2d8) bludgeoning damage. This damage occurs each round it remains in the vortex.

Thessalia Lamaer

Medium humanoid (half-elf), neutral good

Armor Class 12 (15 With Mage Armor)

Hit Points 40 (9d8).

Speed 30 ft., swim 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 Arcana +6, History +6

Senses passive Perception 11

Languages Aquan, Common, Elvish

Challenge 6 (2,300 XP)

Amphibious. Thessalia can breathe air and water.

Friend of the Sea. Using gestures and sounds, Thessalia can communicate simple ideas with any beast that has an innate swimming speed.

Spellcasting. Thessalia 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): *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): *glyph of warding, remove curse, sending*
- 4th level (3 slots): *conjure minor elementals, fabricate*
- 5th level (1 slot): *legend lore*

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d4 + 2) piercing damage.

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

Nantarn Veteran

Medium humanoid (sea elf), neutral

Armor Class 17 (*splint*)

Hit Points 58 (9d8 + 18)

Speed 30 ft., swim 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common, Aquan

Challenge 3 (700 XP)

Amphibious. The Nantarn veteran can breathe air and water.

Friend of the Sea. Using gestures and sounds, the Nantarn veteran can communicate simple ideas with any beast that has an innate swimming speed.

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d10 + 3) slashing damage.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d8 + 3) slashing damage.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, reach 100/400 ft., one target. *Hit:* (1d10 + 1) piercing damage.

Appendix 3: Going Clubbing (Bonus Objective A)

Episode Duration: 30 minutes

Objective

While in the presence of the Librarian, Zehira's barnacle-encrusted club begins to act strangely — the barnacles emit a bright glow and the barnacles open and close in a pattern.

Thessalia suggests taking the barnacle club to a local cleric, Iridian Danlianthol, at the Temple of Deep Sashelas.

Man of the Cloth and Cephalopods

The people of Myth Nantar serve a variety of deities that are rarely recognizable to surface folk. The clergy who serve these gods devote their lives to the upkeep of their temples.

The Temple, located in the Elves' Quarter, is in service to a deity called Deep Sashelas, who is known as the Sailor's Friend or the Dolphin Prince. Iridian is the temple's lead priest.

The temple is in a state of disrepair, due to recent sahuagin attacks. Iridian is an old, short-tempered cleric but has a keen interest in strange items. If shown the item, he asks for the character's help in exchange for giving them information.

Repairing the Temple

The temple is comprised of coral and is a domed structure, like many in Myth Nantar. Part of the dome has collapsed, right over the area where Iridian leads weekly sermons. It is too heavy for Iridian to lift on his own. "Not enough young folk follow the ways of the Dolphin Prince these days," he remarks if asked why no one else has helped him repair it.

A successful **DC 15 Strength (Athletics) check** allows a character to lift the large piece of coral that has caved in. The attack ruined the fresco that was painted on the underside of the coral dome. Iridian describes it as a painting of a Deep Sashelas, a handsome sea elf surrounded by a school of dolphins. Characters who possess art supplies can attempt to replicate the fresco.

As the characters work to repair the temple, a **sahuagin wave shaper** launches an attack on it, accompanied by two **sahuagin champions**. They managed to stealth into the city, and plan to sabotage this temple. If the wave shaper and champions are defeated, the characters can complete the repairs. Also, the characters might note that the wave shaper has markings on its scalp similar to those seen on a Red Wizard, if they successfully make a **DC 15 Intelligence (History) check**.

Getting the temple to a usable state earns them information. He tells the characters the following musings about the item:

- He remarks that the item is dwarven in nature.
- The club was likely not always encrusted with barnacles – it was made to be a surface weapon.
- As for why it reacted as such in the presence of the Librarian, he says that the Librarian has a knack for revealing secrets. The weapon was either made in secret or has been used in secret.

Characters will learn more about the club in the next adventure, *Saving Silverbeard*.

Appendix 4: All in the Family (Bonus Objective B)

Episode Duration: 30 minutes

Objective

Part of Thessalia's mission in Myth Nantar is to retrieve an item, a bowl of commanding water elementals. Oceanus obtained it by accident – it was gifted to him, among many other items, upon his triumphant return to Myth Nantar.

Thessalia has attempted to earn an audience with Oceanus to no avail. She is eager to return home to record what she has learned, and wants to speed up the process by stealing the item back.

Thessalia comes from a long line of scholars and mages. Her grandmother studied elementals, and the item was part of her research. A successful **DC 17 Wisdom (Insight) check** allows a character to determine that Thessalia's grandmother was not just a passive scholar, but also a conjurer. The characters can obtain the item in two ways.

Negotiating with Oceanus

Oceanus spends much of his time in the Law Quarter, near his villa. He enjoys socializing with adventurers and hearing their experiences on quests. If he has an established relationship with the characters, convincing him to relinquish the item requires a successful **DC 13 Charisma (Persuasion) check**. If they're new to him, the increase the difficulty to **DC 15**.

In exchange, he asks the characters for help maintaining his position on the Nantarn council. His current role is tenuous and temporary, and the council plans to hold a formal election once the murderer is found. He asks the characters to convince as many locals as they can that he should be officially elected to his position. Oceanus is well-respected and admired, and a successful **DC 14 group Charisma (Persuasion) check** is enough to ensure that a local will give Oceanus their vote. Each player that gives a rousing campaign speech on behalf of Oceanus is granted advantage on this check.

Stealing the Item

Oceanus resides in the Law Quarter of Myth Nantar, where the other council members reside. Each has their own small villa. He has quite the assortment of gifts in his chamber.

Characters should remember that stealing is considered a serious offense in Myth Nantar.

A successful **DC 14 Dexterity (Stealth) check** allows characters to enter the villa undetected. Each

villa employs a staff of servants; Oceanus has five servants (commoners).

Another option is to convince Oceanus that he is in danger of being killed by the serial killer who remains at-large. This requires a successful **DC 14 group Charisma (Persuasion) check**, but each player that roleplays an impassioned plea for him to consider his own welfare gets advantage on the check. If they succeed, Oceanus gladly acquiesces, and stealing the bowl becomes child's play (no additional checks required).

The villa is a circular structure. In the middle of the building is an open column, not unlike an underwater atrium. This is how residents move about their homes, swimming/floating up or down through this area.

Level 1: Because homes in Myth Nantar don't have basements, the lower level of the villas is where the villa staff live and work. This area has a kitchen, three servant rooms, and a storage area.

Level 2: Oceanus's personal chambers are on the eastern side of the second story, opposite a dining room and entertainment area.

It's a large, spacious room. Like most buildings in Myth Nantar, the windows aren't filled with glass. Since crime is relatively nonexistent until recently, many residents still leave their windows open without concern.

Oceanus's pet octopus, Squish, is asleep in the room. A successful **DC 13 Dexterity (Stealth) check** ensures Squish remains undisturbed. If Squish awakens, he swims off to alert a servant.

The bowl of commanding water elementals sits on a mosaic tiled table in the chamber.

Thessalia possesses a *bag of holding* to store her many research materials.

Level 3: The top level of the villa serves as a solar. It has some additional chambers and a large, expansive library that belonged to the previous council member. Most of the tomes are about the history of Myth Nantar. A successful **DC 15 Intelligence (Investigation) check** allows a character to find a tome about the zulkirs of Thay. There are two servants in this room.

Development

If the party successfully reclaims the bowl of commanding water elementals, they earn Thessalia's allyship (see **Story Rewards, Appendix 6**).

Appendix 5: Story Rewards

Characters completing this adventure's objective earn this story reward.

Ally: Thessalia Lamaer

Helping Thessalia retrieve the bowl of commanding water elementals earns them her allyship. Thessalia is less of a fighter and more of a scholar, but she gladly helps research topics that aid in their quest. Like Zehira, Thessalia is proudly Turmish and wants to keep her homeland free from Thay.

Appendix 6: Magic Items

Characters completing this adventure's main objective unlock this magic item.

Bowl of commanding water elementals

Wondrous item

While this bowl is filled with water, you can use an action to speak the bowl's Command Word and summon a Water Elemental, as if you had cast the Conjure Elemental spell. The bowl can't be used this way again until the next dawn.

The bowl is about 1 foot in diameter and half as deep. It weighs 3 pounds and holds about 3 gallons.

Appendix 7: Ayakar Bazaar

The bazaar is a cluster of domed buildings, all of which are open to the elements. Under the open areas are lush atriums filled with glass pillar terrariums, containing colorful sea grass and lichen.

Bazaar Locations

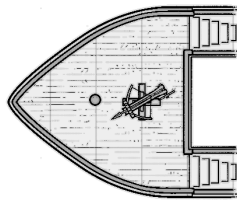
The bazaar has nine interconnected domes, each occupied by a business or organization. These include the following.

- **1. Bread-Makers' shop.** This shop produces one of Ayakar's primary exports. It has a deck that extends out over the ocean so the bread-makers can cultivate their starters.
- **2. Tea house.** The tea house is open around the clock, serving the constant stream of fishers, sailors, and merchants seeking warmth and a hardy meal. It offers standard tavern fare along with an extensive range of tea served in Turmish tulip cups.
- **3. Angler's shop.** The angler shop is both for purchasing angling gear — poles, nets, bait — but also for buying samples of the fish sourced from the bay.
- **4. Sailmakers.** The sailmakers employ huge sewing machines to create and repair sails of all shapes and sizes.
- **5. Spice market.** One of the largest domes is dedicated to selling an array of colorful spices. As expected, salt is sold in abundance.
- **6. Travel wares.** Travelers and adventurers can purchase basic, non-magical supplies in preparation for seafaring journeys.
- **7. Meeting room.** Village meetings and events are hosted in this dome that faces inland.
- **8. Hospital.** Sailors and anglers who have incurred injury can visit the hospital for healing. The bazaar supports a cleric of Selûne who can be commissioned for more advanced healing. She will also provide potions of healing for the price listed in the Player's Handbook, though she expects each purchaser to spend at least 15 minutes in earnest prayer to Selûne before being granted the privilege of purchasing.
- **9. Public baths.** A public bathhouse provides warm freshwater baths.

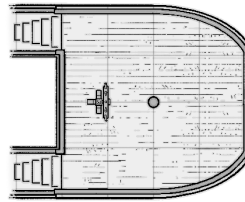
Appendix 8: Maps

Caravel Layout

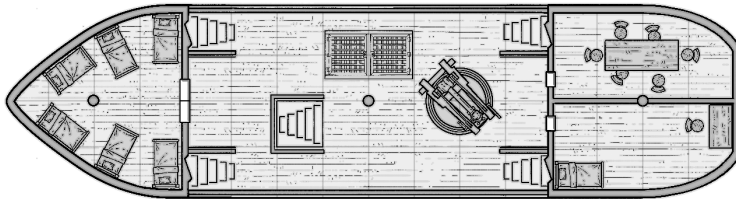
1 square = 5 feet



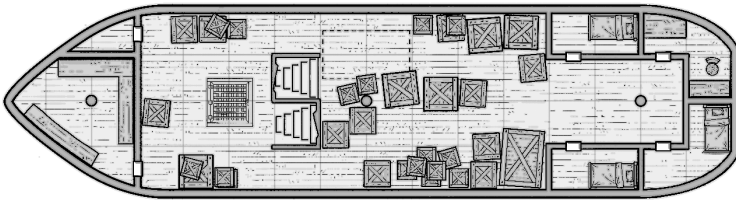
FORECASTLE



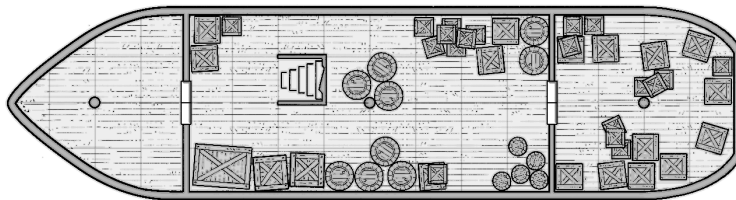
QUARTERDECK



MAIN DECK



LOWER DECK



HOLD

Myth Nantar



Dungeon Master Tips

This adventure is designed for **three to seven 5th - 10th level characters** and is optimized for **five characters with an average party level (APL) of 8**.

Characters outside this level range cannot participate in this adventure.

D&D Adventurers League Sanctioned

To DM an adventure, you must have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a hardcover adventure may continue to play to but if they play a different hardcover adventure, they can’t return to the first one if they’re outside its level range.

Preparing the Adventure

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. Familiar 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.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the party strength for the adventure, consult the table below.

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