



MAP 2: AHOYHOY

1. SOUTH GATE

If the characters approach the fort from the south, read:

A multitiered fort stands at the water's edge, its sturdy stone walls adorned with large tortoise shells. The trail leading to the fort ends at a wooden double door. Two guards stand watch atop the wall east of the gate. They look like overgrown, bipedal turtles armed with crossbows. Outside the gate is a beach where a couple of wide-bottomed fishing boats are tethered to piers.

See area 9 for more information on the turtle guards. They are friendly toward visitors who show no outward signs of hostility.

The double door at the south gate is unlocked but can be barred shut if the need arises. Forcing open the barred door requires a successful DC 27 Strength (Athletics) check. The barred door can also be smashed open; it has AC 15, a damage threshold of 10, 120 hit points, and immunity to poison and psychic damage. The door is 10 feet tall and 12 feet wide, set into a 15-foot-high stone wall. The surrounding walls are also 15 feet high.

Wooden stairs lead down to the beach. The turtle fishing boats are functionally identical to rowboats (see chapter 5 of the *Dungeon Master's Guide* for more information on rowboats).

2. NORTH GATE AND COURTYARD

If the characters approach the fort from the north, read:

A multitiered fort stands at the water's edge, its sturdy stone walls adorned with large tortoise shells. The trail leading to the fort ends at a wooden double door. Two guards are posted, one on each of the ramparts to each side of the gate. They look like overgrown, bipedal turtles armed with crossbows.

The gate doors are identical to those found in area 1. Two **tortles** (see "Tortles," page 23) stand guard on 10-foot-high wooden ramparts that hug the inside of the wall. Ladders in the courtyard provide easy access to the ramparts.

Turtles often repair fishing nets in the courtyard, which is covered with a thin layer of sand. Short flights of stone steps ascend to adjoining areas. A roofed stable contains 1d4 **boars** and 1d4 **mules** in pens, plus 2d8 chickens in coops. Food for the animals is stored in a loft. These animals are not indigenous to the Snout of Omgar; the turtles procured them from visiting traders.

3. LIVING AREA

The ground here is covered with sand. Turtles come here to sleep on woven mats, sit under shady awnings, hang fish and meat to dry, cook food over small fires,

and drink from a central basin that collects rainwater. They also come here to socialize with one another.

4. FISHING SPACE AND STORAGE

Fishing gear and other supplies are stored here in crates and barrels. Extending out from the walls are several long, wooden rods that turtles use to catch fish in the shallows. A polished metal star attached to a wooden post is used to catch and reflect sunlight and moonlight. Turtles use this star as an alarm to warn fishing boats in the western waters of an attack on the fort.

5. AMPHITHEATER

Ahoyhoy's tallest feature is a walled amphitheater where turtles gather to discuss community matters and share stories. Story time is an occasion the turtles of Ahoyhoy look forward to, and storytellers are expected to weave their tales in as entertaining a way as possible. Visitors are free to participate, either as listeners or storytellers.

6. EGG HATCHERIES

Ahoyhoy has two large, sand-filled areas set aside as turtle hatcheries. Ropes are strung across these areas from the tops of the walls, forming nets that prevent pteranodons and similar flying predators from stealing the eggs.

There's a 20 percent chance that a hatchery contains 1d12 turtle eggs. If eggs are present, 1d2 elderly **turtles** (see "Turtles," page 23) watch over them. Each turtle egg weighs 5 pounds. A newborn turtle is usually confined to its hatchery for a few months, until it learns to walk on two legs.

7. GONG

A gong of beaten bronze wrapped in stitched lizard hide stands in the middle of the fort. A mallet hangs from the post it's attached to. The turtles of Ahoyhoy use a simple set of gong signals:

- One bong indicates the arrival of visitors by land.
- Two bongs indicates the arrival of visitors by ship.
- Three bongs is a call to gather in the amphitheater.
- Four bongs indicates that an attack is imminent.

8. SMITHY

The turtles use the easternmost area of the fort for crafting tools, shields, and weapons. It contains a stone forge and equipment for metalworking, stone carving, and hide tanning. In the middle of the area is a primitive wooden dummy the turtles use for weapon testing.

9. MARKET

This walled area contains the trappings of a market. The ground is covered with sand, upon which rest woven mats, wooden stalls, and display tables. A stone sundial stands in the middle of the market, and stairs lead up to wooden ramparts that line the southern wall.

Turtles gather here to trade with friendly visitors. Two **turtles** (see "Turtles," page 23) stand guard on the ramparts, keeping an eye out for visitors or trouble approaching from the south.

The turtles often acquire things they don't need from visitors so they can sell them to other visitors. If a character is looking to buy an item on the Weapons table, the Adventuring Gear table, the Tools table, or the Trade Goods table (all in chapter 5 of the *Player's Handbook*), there's a 25 percent chance that the turtles have such an item to sell, or to trade for something of equal value. The turtles buy and sell shields, but not armor.

The Ahoyhoy Goods table contains unusual creatures and items that can be procured in the turtle settlement. If the characters want to obtain more than one of a particular creature or item, roll a d4 to determine how many the turtles have to sell or trade.

AHOYHOY GOODS

Cost	Goods
2 sp	1 lb. bushel of red blood hawk feathers
1 gp	2 lb. covered basket containing 4 poisonous snakes or scorpions
2 gp	2 lb. basket of ornamental shells or coral
3 gp	70 lb. barrel containing 80 lb. of coconuts
5 gp	5 lb. wooden cage holding an untrained al-miraj (see <i>Tomb of Annihilation</i>) or a baboon
10 gp	5 lb. wooden cage holding a trained blood hawk or flying snake
25 gp	Dimetrodon egg or pteranodon egg
50 gp	Domesticated giant lizard (pack animal)
50 gp	Hooded, untrained axe beak on a rope leash
500 gp	500 gp diamond
500 gp	25 lb. stack of flail snail shell fragments
1,000 gp	Pouch containing ten 100 gp pearls
5,000 gp	250 lb. flail snail shell (intact)

DANGWARU (THE TYPHOON PALACE)

The Typhoon Palace (see map 3) has stood for almost a century. If the characters are of 3rd level or lower, they will need to rest and recuperate between palace encounters. They might even need to retreat and regroup a few times. Characters of 4th level or higher should be able to clear out the palace with few (if any) rests.

Built by turtles, the palace is a sturdy, multilevel stone edifice with terraces carved out of the mountainside. Its name, Dangwaru, loosely translates to "high home" in Aquan. No one remembers the name of the cleric for whom the palace was built, but the turtles of the island know the following bits of lore about Dangwaru and its original inhabitants:

- Almost a century ago, a storm caused a ship to crash near High Horn. After pulling human survivors from the wreckage and the water, the turtles tried to make the humans feel at home.
- The ship's captain was a charismatic woman whom the turtles admired. She worshiped a sea goddess and told stories about terrifying sea monsters, great ship battles, and magnificent island palaces. The turtles built the Typhoon Palace for her so that she could feel at home on the island.

- The captain and her crew lived in the palace for the rest of their lives. The last of them perished more than fifty years ago.
- The palace is dilapidated and haunted. Young turtles occasionally explore the ruins in search of treasure. Most don't get far before strange sounds and shadowy forms frighten them away.

The turtles built the Typhoon Palace to withstand storms, earthquakes, and the passage of time. Most of the damage it has sustained is due to neglect, and the damage is mostly superficial.

Ceilings within the palace are 15 feet high unless otherwise noted. The walls are made of plaster-covered stone. Embedded in the plaster are decorative stones, oyster shells, starfish, and branches of coral. Doors are fashioned from thick wood and have no locks.

Several areas contain magical wards that can be bypassed by anyone wearing a holy symbol of Umberlee. The characters can find such a device in the wreck of the *Bitch Queen* (see "High Horn," page 18).

1. RUINED PORTICO

If the characters follow the trail south from Ahoyhoy to Dangwaru, read or paraphrase the following:

The trail clings to the mountainside and winds along the island's rocky coast for miles before ending at a stone palace built thirty feet above sea level. Waves crash against the rocks just below the palace walls.

The palace's grand entrance features a colonnade of vine-wrapped pillars that leads to a stone double door carved with foamy waves that part in the middle. Sections of the portico's roof have fallen in, and palm trees and ferns sprout from between the cracked flagstones. Scores of harmless lizards use the shaded areas of the portico as a den. East of the portico is a ten-foot-tall statue choked with vines. It has the head and torso of a woman and a twisting wave of water where her legs should be. Beyond the west side of the portico, an overgrown garden terrace overlooks the thundering sea.

Slanting beams of sunlight or moonlight shine through the holes in the portico roof, depending on the time of day or night. Although the tiny lizards are harmless, a hostile **giant lizard** lurks amid the plants in the southeast corner of the portico. Characters who enter the portico can spot the giant lizard with a successful DC 15 Wisdom (Perception) check. Anyone who comes within 20 feet of it or the portcullis (see area 4) is attacked. The giant lizard is hungry and fights until slain.

The double door is unlocked and pushes open on rusty, squealing iron hinges. If the characters have found a holy symbol of Umberlee amid the wrecks of High Horn (see "High Horn," page 18) or elsewhere, they realize that the splitting waves carved on the double door closely match the symbol.

2. STATUE OF UMBERLEE

A 10-foot-tall statue of the sea goddess Umberlee stands to the east of the palace's portico. The statue, described in the read-aloud text for area 1, is harmless.

The ground slopes up to the south, rising 5 feet until it meets a 5-foot-wide, 8-foot-high crack in the palace wall that provides access to area 7. The crack is clearly visible to anyone who enters this area.

3. OVERGROWN GARDEN

Wild ferns and palms dominate this overgrown garden. Three statues, two depicting sharks and one depicting an octopus, are mounted atop a three-foot-high stone retaining wall overlooking the sea. Everything here is damp with spray from the crashing waves. A stone staircase climbs ten feet to a crumbling stone balcony that stretches southward as it hugs the palace wall.

It's a 20-foot drop from the garden to the sea. During the day, the garden is home to harmless lizards, snakes, and spiders, but nothing dangerous. At night, seven **topis** (see "Topi," page 23) lurk amid the plants and other wildlife. They try to surprise any character who wanders into the garden. No treasure is hidden here.

4. ANTECHAMBER AND PORTCULLIS

The palace doors open into an antechamber with a torch bracket mounted on the west wall. Set into the south wall is a heavy iron portcullis that can be raised and lowered using the winch in area 5. Although the portcullis is too sturdy to be damaged by weapons, casting a *knock* spell on the portcullis raises it. A character can also lift the portcullis with a successful DC 25 Strength (Athletics) check, and a Small character can squeeze between the portcullis bars with a successful DC 20 Dexterity (Acrobatics) check.

5. FEAST HALL

A rusty iron chandelier hangs by a chain above a once-grand dining table situated in the middle of a large room. Light dapples the table through holes in the roof, and a few harmless tropical birds flap about. The tiled floor is littered with broken dishes, bird droppings, and other detritus. A wide staircase to the south climbs five feet to a raised gallery that surrounds the room. Old, framed pictures of sailing ships hang on the gallery walls. Three closed sets of doors lead from the upper area to other parts of the palace. A fourth doorway in the southeast corner is almost completely blocked by rubble.

This ruined feast hall contains nothing of value. Characters who search the walls, however, find a small iron key hidden behind one of the framed pictures. The key, which has a head shaped like an anchor, unlocks the painted chest in area 18.



MAP 3: DANGWARU

The winch mechanism to raise and lower the portcullis (area 4) is on the east wall in the northwest section of the gallery.

The debris in the southeast corner is the result of a partial collapse of the roof. It can be cleared by a single character in 4 hours, or in proportionately less time by two or more characters working together. Once the debris is cleared, the doorway leads to area 9.

6. ABANDONED QUARTERS

This room contains a number of beds, couches, and other furnishings, all of which have seen better days. Plaster has fallen from the ceiling and walls, adding to the refuse and disarray. Across from the double door, a narrow window looks out toward the sea.

A search of the room yields nothing of interest or value. The window is wide enough for a Small or Medium character to crawl through.

7. RUINED BATH

Characters can enter this room through the door on the west wall or the 5-foot-wide crack in the north wall.

A sunken bath choked with plant life dominates this room, the plastered walls of which are set with colorful coral branches and shells. More plants erupt through gaps between the flagstones, creating a veritable jungle in here. A bat flutters about, alerted by your presence.

In addition to the harmless bat, the ruined bath is home to several harmless lizards, snails, and spiders.

Treasure. A character who searches the 3-foot-deep sunken bath and succeeds on a DC 13 Wisdom (Perception) check finds a holy symbol of Umberlee (25 gp) in the undergrowth; see handout D for an illustration.

8. SHRINE

A stone pedestal stands atop a circular dais in the middle of this room. Atop the pedestal, facing the double door to the east, is a ten-inch-tall wooden statuette of a woman holding a trident, with a shark's tail instead of legs. Four iron torch brackets are bolted to the damp walls, which are covered with peeling plaster and set with colorful coral branches and starfish. A narrow window across from the double door looks out toward the sea.

The window is wide enough for a Small or Medium character to crawl through.

Trapped Relic. The statuette on the pedestal represents Umberlee. A turtle carved it out of driftwood, painted it, and gave it to the palace's Umberlee worshippers as a gift. It was placed here so that visitors could prostrate themselves before the sea goddess.

A *glyph of warding* spell triggers the first time the statuette is removed from the pedestal by a creature that is not wearing a holy symbol of Umberlee. A character who studies the statuette and succeeds on a DC 15 Intelligence (Investigation) check spots the nearly invisible glyph, which is inscribed on the trident. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on it. Each creature in the area must make a DC 15 Dexterity saving throw, taking 22 (5d8) thunder damage on a failed save, or half as much damage on a successful one.

9. CRAB POOL

A partial collapse of the roof has filled the western doorway with rubble. Characters can't use the doorway until the rubble is cleared away (see area 5 for details).

The plastered walls of this dark room are slick with moisture and set with colorful stones, starfish, shells, and coral branches. Extruding from the east wall is a stone sculpture of a giant crab, its pincer arms hugging a ten-foot-wide stone basin. A trickle of water flows from the crab's mouth into the basin. Holes in the basin's rim serve as drains to keep the pool from overflowing. Through a narrow window in the south wall comes the crash of tidal sea water flowing in and out of a cave.

The turtles built a cistern on the roof that catches rainwater and channels it through the crab sculpture into the pool. If a creature bathes in the pool, a dozen **crabs** scuttle out of holes in the giant stone crab sculpture to clean the bather. The process takes 10 minutes. The crabs are harmless and can be killed normally.

A *detect magic* spell reveals an aura of transmutation magic emanating from the pool. The pool has the following powers, which an *identify* spell can ascertain:

- A creature that speaks a prayer to Umberlee while tossing 10 gp or more worth of treasure into the pool gains the magical ability to breathe water for 24 hours while retaining its normal mode of respiration. The treasure vanishes as the blessing is conferred.
- Any creature that damages the basin must succeed on a DC 15 Constitution saving throw or be transformed into a **crab** for 24 hours. The effect is otherwise identical to that of the *polymorph* spell.

Window. The window in the south wall is wide enough for a Small or Medium character to crawl through. It looks out into a flooded sea cave (area 12) and is 25 feet above the water level.

10. CRUMBLING WALKWAY

A stone walkway above the water's edge has partially collapsed into the churning sea, leaving wide gaps. What remains of the walkway is structurally sound. To cross the damaged area safely on foot, a creature must succeed on a DC 15 Strength (Athletics) check. If the check fails, the creature falls 30 feet down a rocky slope, taking 10 (3d6) bludgeoning damage from the fall and landing in 10-foot-deep water.

Characters who ascend the walkway from the north can circumvent the damaged section by crawling through the window into area 6, moving through the palace, and exiting through the window in the west wall of area 8, from where they can continue to the south.

Seaside Entrance. At the south end of the walkway is a stone double door. The doors are carved with foaming waves that part in the middle, and they swing into area 11 on rusty iron hinges.

11. THRONE ROOM

During the day, sunlight slips through cracks in the ceiling and a window in the west wall, dimly illuminating the area. On clear nights, moonlight does the same. The sound of crashing waves is constant, day and night.

Peeling murals adorn the plastered walls of this throne room, depicting tentacled sea monsters dragging storm-tossed ships to their doom. Set into the plaster are white coral branches and mosaics in the form of sharks made of decorative stones and shells. Pillars carved to look like thick strands of kelp support the cracked, thirty-foot-high domed ceiling. Two pairs of wooden statues of turtle-like humanoids stand on opposite sides of the room. Between the southern pair extends a dark hallway. A dais against the east wall supports a granite throne carved to resemble an octopus. Behind the throne is a double door, next to which stands a tall clay urn. Set into the wall opposite the throne is a nine-foot-tall, arched window that looks out over the sea.

Four **shadows** lurk here. These undead remnants of long-dead Umberlee worshipers do their utmost to surprise and kill intruders. They have arms that look like tentacles, and their Strength Drain attacks have a reach of 10 feet instead of 5 feet. Otherwise, their statistics are unchanged. The shadows can't go outside, nor can they communicate. They fight until turned or destroyed.

The room also contains a **mimic**, disguised as the clay urn on the east wall. The mimic preys on creatures distracted by the shadows or waits to attack someone who inspects the eastern doors. If the mimic is reduced to half its hit points or fewer, it attempts to withdraw. The shadows and the mimic ignore each other.

Statues. The four wooden statues are carved and painted to look like turtles. They stand 6 feet tall and weigh 200 pounds each.

Throne. The granite throne weighs 3,000 pounds and radiates a strong aura of transmutation magic under the scrutiny of a *detect magic* spell or a similar effect. An *identify* spell reveals its magical properties:

- A humanoid that sits in the throne can use it to cast the *control weather* spell without needing components. As long as the creature remains seated in the throne, it doesn't need to concentrate to maintain the spell. Leaving the throne ends the effect, whereupon the weather gradually returns to normal.

- A humanoid that sits in the throne can transform itself into a sea gull (use the **raven** statistics without the Mimicry trait) or an **octopus**. The effect is identical to that of a *polymorph* spell, except the duration is 8 hours and the creature can end the effect on itself at any time (no action required).

12. SEA CAVE

Sea water rushes in and out of this damp cave, crashing against the walls and filling the cave with a cold spray. Clinging to the wall beyond the door is a semicircular stone balcony. Near the back of the cave hangs a sagging bridge made of frayed ropes and wooden planks. Between them, carved into the north wall midway between the balcony and the bridge, is a narrow open window.

The water here is 20 feet deep and tumultuous. Any creature that starts its turn in the water must succeed on a DC 10 Strength saving throw or be dashed against the walls, taking 2d6 bludgeoning damage, and dragged 1d6 × 5 feet westward or eastward by the current as the water rushes into the cave or recedes.

Balcony. The stone balcony is 30 feet above the water and connected to the throne room (area 11) by a stone double door.

Bridge. The bridge hangs 30 feet above the water and connects areas 22 and 24. Many of its planks are missing, and those that remain are rotted and unsafe. When a character uses the bridge, roll a d6. On a roll of 1, a plank snaps underfoot, forcing the character to succeed on a DC 10 Dexterity saving throw or fall into the water below. Roll only once per character per crossing. Each time the bridge loses a plank, increase the DC of future saving throws by 1.

Window. The window in the north wall is wide enough for a Small or Medium character to crawl through. The opening is 25 feet above the water level.

13. RUINED GUARD ROOM

Characters can enter this room through an open doorway in the west wall or the stone double door to the east.

The outside door of this room has fallen in, and vegetation has crept inside. Vines and plants grow amid wrecked furniture, and tropical birds nest on shelves and in niches. Stairs to the west curl down to a vast, multi-level garden terrace.

The furnishings fall apart if disturbed. A search of the room yields nothing of value.

14. TERRACE GARDEN

During the day, six **blood hawks** circle the garden at a height of 60 feet. These aggressive, red-feathered birds prey on lizards and other small animals, and they gang up on a character who explores the terraced garden alone. The blood hawks aren't present at night.

Waves crash against a rocky promontory, built atop which is a spectacular, multilevel garden, its terraces overgrown with vegetation and hemmed in by stone walls with statues of sharks at their corners. Stone steps connect the lower terraces with the higher ones.

Built atop the highest terrace is an ornate, vine-draped gazebo flanked by palm trees. Cracked steps east of the gazebo rise to a landing in front of a set of doors carved to resemble a giant wave that parts in the middle.

Elevation markers on map 3 indicate the heights of the various terraces above sea level.

In the gazebo lurks a hungry **decapus** (see “Decapus,” page 21) that attacks the first creature that comes within reach. The decapus has advantage on Dexterity (Stealth) checks made to hide under the gazebo’s roof.

Treasure. The floor of the gazebo is littered with the remains of past meals, including lizard bones, blood hawk feathers, and two turtle shells. Amid the refuse is a ring made of lapis lazuli (25 gp). The ring has a magical quirk that causes its wearer to experience a recurring nightmare after sleeping for more than 1 hour with the ring on. The nightmare is vivid: the wearer is engulfed by a sperm whale while clinging to a floating barrel on a stormy sea. After being swallowed whole in the nightmare, the ring wearer awakens, no worse for wear.

15. CLERIC’S CHAMBERS

The Typhoon Palace’s resident cleric of Umberlee claimed these rooms for herself. The double door to this suite has a *glyph of warding* spell inscribed above it that triggers when a creature passes between the open doors. Only a creature wearing a holy symbol of Umberlee does not trigger the glyph and can pass through the doors safely. A character who studies the door frame and succeeds on a DC 15 Intelligence (Investigation) check spots the nearly invisible glyph. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on it. Each creature in the area must make a DC 15 Dexterity saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

When the characters first lay eyes on the cleric’s bedchamber, read:

This palatial bedchamber is eerily quiet and still. Cracks have formed in the blue plaster walls, set into which are colorful coral branches and seashells. Pillars carved to resemble tentacles support the vaulted ceiling, which features a large dome painted to look like the night sky. Beneath the dome and between the pillars, a large bed stands atop a wide, circular dais. The bed’s wooden frame is carved to resemble surging waves. Set into the north wall are two doors. Dust covers everything.

The bedchamber contains nothing of value. The doors to the north lead to smaller rooms described below.

Bathroom. The eastern door off the cleric’s bedchamber opens into a tiled bathroom. The bathtub is a long, rectangular stone basin set in the floor. Pipes connect the basin to a rain-catching cistern on the roof. Next to the basin is a stone plug that can be used to keep the water from draining out through the hole in the bottom of the basin.

Vestibule. The western door off the cleric’s bedchamber opens into a vestibule where the cleric of Umberlee kept her personal belongings. Stone shelves stand against the bare stone walls, and two wooden chests rest in the middle of the floor.

The shelves contain worthless wooden statuettes of sea creatures given to the cleric of Umberlee by turtle admirers, as well as four moldy books that are the logs from her days as captain of the *Bitch Queen*. These old logbooks chronicle the ship’s voyages and are worth 25 gp each to an interested buyer in any port city.

The chests are locked, and their keys can be found in area 24. Picking a lock requires thieves’ tools and a successful DC 15 Dexterity check. One chest contains five outfits of traveler’s clothes sized for a large human female. The other chest holds priestly vestments befitting a cleric of Umberlee and eight iron keys of different shapes and sizes. The keys open eight of the nine chests in area 18. (The ninth key was taken and hidden in area 5.)

16. KITCHEN AND STORAGE

This kitchen has not been disturbed in years, and its contents are covered with dust and cobwebs. A stone oven is built into one wall, and narrow doors open into storerooms and pantries.

Characters who search the room can salvage enough material to assemble five mess kits. Any food that was once stored here has long since perished.

17. HALLWAY

This arched hallway is reinforced with stone buttresses, between which are painted murals depicting gloomy underwater scenes. A large double door stands to the west, and a flickering orb is embedded in the wall at the east end of the hall. Along the hall’s length are two more sets of double doors, a single door, and two clay urns covered with dust and cobwebs.

The orb at the east end of the hall is made of crystal and radiates an aura of conjuration magic under the scrutiny of a *detect magic* spell or similar effect. The orb, which is 1 foot in diameter, sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Whenever a creature touches the orb, roll a d6. On a roll of 2 or higher, the orb teleports the creature to area 24. On a roll of 1, the orb malfunctions and emits lightning in a 100-foot-long line as wide as the hall. Each creature in