

SHIP HAPPENS.

Looks like the bard who dropped bangers about the sweet life “under the sea” totally crab-walked away from the truth. You were enjoying the high seas and dreaming of becoming pirate legends when a sea snake decided your ship would make a great chew toy.

And just when the acid-like venom hit and you got that awkward “uh-oh, I’m drowning” reality check, a sea-shanty-loving dragon turtle and his tiny parrot buddy come to the rescue. Maybe that bard wasn’t lying after all?

Except, plot twist: the venom burn you got is actually a cursed mark. Now you have some mermaid-level underwater breathing powers (yay!) and a 24/7 share-my-location feature with the infamous Davejazali. Also known as ‘Davy Jones’ for having a tentacle beard, a big attitude, and, oh yeah, he’s undead and majorly power-hungry.

Namu, your new dragon turtle bestie, has a great offer though. The merfolk city of Kainoa is loaded with loot but surrounded by a mega vortex controlled by ‘Davy’ and his Aqualabium artifact. Namu’s deal? You sneak in, destroy the thing to unplug the whirlpool, and raid a city together. What could possibly go wrong?

WAIT, WHY AM I EVEN HERE?

Sure, sunbathing on deck is one way to live, but here are some better reasons to dive in:

- A local merchant has lost a few ships to mysterious forces and needs some big brains to investigate. Why he picked you is anyone’s guess, but hey, free boat.
- A retired sailor offers to sell you a map to Kainoa, a city dripping with riches but probably cursed as no one’s ever made it back. Nothing says fun like a potential one-way ticket to danger!
- You’ve been having strange dreams of a merfolk lady begging for help. Ignoring them isn’t an option; the sea keeps calling, and let’s be honest, your ego kinda loves the damsel in distress trope.

MISSION: THE AQUALABIUM HEIST!

With the Priestess’s help, you’re temporarily off Davejazali’s radar. Armed with a sand clock ticking down to keep your nerves sharp, it’s time to infiltrate a vault and steal the Aqualabium – an artifact that keeps the city’s vortex in motion. Here’s your recipe for success:

- The Doorway: Sneak past the entrance by blending in with the local wildlife. Try to mimic fish or crab movements and pray the chuuls don’t notice anything fishy.
- First Chamber: You’re in an air pocket room with pipes, wheels and levers. Follow the instructions like a responsible grown-up or go full chaos mode, burst the pipes, and hope the walls collapse instead.
- Second Chamber: Time for Potion-Making 101. Solve the riddle, mix the potions like a pro, and unlock the last door.
- Final Run: Grab the Aqualabium, trigger every alarm, and enjoy the blockbuster movie getaway!



STARRING:

- **Davejazali:** A tyrant who wishes to control all seas with the Aqualabium. If he’s not plotting world domination, he’s probably just chilling with his ghostly crew or playing with a sea serpent familiar.
- **Priestess Ailani:** Once the ruler of Kainoa, now under Davejazali’s thumb. She may be weakened, but still radiates hope like the best motivational poster.
- **Captain Makoa:** A battle-ready warrior, embodying the steel pride of a father who never asks for directions when lost on a family trip. He’s always on the lookout for Davejazali’s sneaky moves while secretly plotting a glorious coup.
- **Sorceress Hina:** Acting like a friendly neighborhood barista, she’s actually a double agent for Davejazali – or at least, she wishes she were. It’s a “pick-me” type of situation, driven by an ultimate thirst for power.
- **Sailor Koyana:** This feisty adventurer is full of wild stories and even wilder ideas. With a heart as big as her love for treasure, she swoops in to rescue the drowning randoms like a feathered superhero.

TIDES OF TERROR

A Cheat-Sheet DnD adventure by:

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Want the whole module?

Click here to download the entire pdf, including extended descriptions of the adventure plot points, NPCs, monsters, places and so much more!

INTRODUCTION

Welcome to the “Davejazali’s Cursed Cruise”! Set sail for the dangerous seas where undead overlord and his squad rule the waves. Your all-inclusive package includes: a sea serpent attack, a cursed mark, vortex water slides, and a tour of the enslaved merfolk city.

Survive Davejazali’s curse (spoiler: it involves underwater breathing and constant GPS tracking), learn to drink underwater (it’s trickier than it sounds), dodge flesh-hungry coral reefs, and break into a living vault that has opinions about trespassers.

Team up with the Merfolk Priestess, who could probably use a therapy session, to liberate her people? Side with Davejazali, ‘cause frying minds is somehow appealing? Join the dragon turtle to loot the city? Or skip the drama, and hit up the annual seahorse race? You choose!

CHOOSE WISELY (OR NOT):

Depending on your choices, this story can end in three epic ways:

- **Team Davejazali:** Help the undead tyrant snag some of Priestess Ailani’s blood to fry the merfolk’s brains. After an epic battle with Ailani and Captain Makoa, you hop on Davejazali’s ship, curse-free!
- **Merfolk Squad:** Take down Davejazali or just run away on seahorses. Hand the Aqualabium to Ailani to destroy it. Kainoa’s free, Davy’s fleeing (if he’s still breathing), and your buddy Namu goes all-in for the loot! Want to help the merfolk more? You can negotiate or take out Namu for extra drama.
- **Dragon Turtle Alliance:** Honor intact, you team up with Namu. Destroy the Aqualabium with Ailani’s help, then raid Kainoa together for that sweet treasure – if you survive the merfolk attack, of course!

CURSE BE GONE: A HOW-TO GUIDE

Want to shake off Davejazali’s cursed mark? Here are your options:

- **Just Take Him Out:**
Pros: No more curse!
Cons: Killing Davejazali is like fighting a kraken with a toothpick, and you’ll lose your water-breathing perk in an underwater city.
- **Make a Deal with the Tentacle Dude:**
Help Davejazali enslave more merfolk, and he’ll give you a free ride home!
Pros: No mark and a VIP ride on a cursed pirate ship.
Cons: You’ll be his sidekick in villainy. But who cares?
- **Call for Backup:**
Priestess Ailani: Help her save Kainoa, and she might heal your curse.
Sorceress Hina: She may know things, but you’ll need smooth parley skills.
Sailor Koyana: Her connections can help if you’ve got the coin.
Look Elsewhere: Embark on a new quest to find a cure.
- **Why Bother? Leave it be:**
Pros: You’ll never drown in the bath again.
Cons: The GPS tracker still works in water, so good luck taking a bath at all!