**Typhoon Palace (lvl 5)**

You head east across the bay and reach the anchored Brazen Pegasus on the other side just as the sun begins setting. You also see one of the other pirate ships, with Kalita at the helm in the distance, but it turns away and sails toward open water.

Ortimay: “Ahoy! I see you got the Stirge, which means you got the right bastard Laskilar yes? You catch him alive by any chance? I was hopin’ I could spit in his face myself.”

“No more pirates, ye made the waters around Chult a much safer place for everyone. If we can wrap up this whole soulmonger mess maybe folks’ll be wantin’ to come to Chult again, and I can start my legitimate business in the shipping lanes. With only a wee bit of smuggling.”

The PCs can Long Rest here before setting foot in the palace. Ortimay doesn’t know anything about the temple, she stays out of Jahaka Bay because of the pirates.

By default, none of the NPCs will want to venture into the temple. They feel a bad omen about it.

The seaside temple looks more like a grand palace, with terraced gardens overlooking the crashing waves just below the walls. As you get closer you feel a tingling sensation, not unlike the protective barrier you felt at the Heart of Ubtao. Gillian you hear a distinct whispering and murmuring but you can’t make out the words.

Umberlee Cleric - Sahretha

Gillian’s Brother - Siburrath

**1-2 Ruined Portico, Entrance**

The entrance features a colonnade of vine-wrapped pillars, leading to large stone double doors carved with foamy waves that part in the middle. Several sections of the portico’s roof have fallen in and palm trees and ferns sprout between the cracked flagstones. Small multi-colored lizards dart around the dense foliage.

To the east a 10-ft tall statue of a woman features twisting waves instead of legs. To the west an overgrown garden terrace overlooks the thundering sea.

As soon as they come within 10 feet of the door (and haven’t looked up) a swarm of **5 Giant Wasps** attacks from the nest hanging in the ceiling. The wasps get a surprise round.

Can move the wasp nest around to different entrances depending on where the PCs want to enter.

DC 10 Religion check to recognize the symbol of Umberlee on the door, and the statues of are her likeness. The doors open with a rusty squealing but otherwise unlocked.

**3 Overgrown Terrace**

Wild ferns and palms dominate this overgrown garden. Three statues, all depicting a fierce woman with various sea creature parts, such as tentacles or fins, 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.

The walkway (10) is crumbling in the middle. DC 15 Athletics check to make it across (unless someone can jump 35 feet), or fall 30 feet down a rocky slope (3d6) into the water below.

**4 Antechamber**

In front of you is an iron portcullis blocking your path.

The portcullis can be raised from inside. It can be magically opened via Knock spell, or raised with a DC 25 STR Athletics check. Small characters can squeeze between the bars with a DC 20 DEX 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. Three closed sets of doors lead from the upper area to other rooms. A fourth doorway to the southeast has been partially collapsed by rubble.

Nothing of value here. The winch controls the portcullis and can be operated without any checks.

The southwest doorway needs to be cleared of rubble before going through. No checks needed.

**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 ceilings and walls, adding to the refuse and disarray.

[If inside]: Across from the doorway a narrow window looks out toward the sea.

[If outside]: across from the window you see a double door.

**7 Ruined Bath**

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 with spiders, lizards, and frogs crawling around.

If they search the bath, a **Giant Poisonous Snake** will attack with surprise round.

Treasure: DC 13 Perception check to find a holy symbol of Umberlee

**8 Shrine**

A stone pedestal stands atop a circular dais in the middle of this room. Adtop the pedestal, facing the double door, is a ten-inch tall wooden statue of a woman holding a trident, with a shark’s tail instead of legs. Four iron torch brackets are bolted to the damn walls, which are covered with peeling plaster and set with colorful coral branches and starfish.

[If from inside] A narrow window looks out toward the sea.

**Trap:** Anyone interacting with the statuette without wearing a holy symbol of umberlee wiill trigger the Glyph of Warding. DC 15 Investigation check posts the gylph, inscribed on the trident.

DC 15 DEX saving throw for half damage on 5d8 thunder.

The statuette is worth 50 gp.

**9 Crab Pool**

Can’t access until the rubble is cleared away. (DC 10 CON saving throw to avoid exhaustion?)

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 pincreed arms hugging a ten-food-wide stone basin. A trickle of water flows from the crab’s mouth into the basin. Holes in the basin’s rim serve as drainngs 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.

Peering into the water reveals glittering gems and coins at the bottom of the pool.

If the PCs toss money in the PC will hear a mocking laughter.

If the PCs touch the water they must succeed on a DC 15 CON saving throw or be transformed into a crab for 24 hours (per Polymorph spell).

When they touch the water, a dozen crabs will come pouring out, though they are harmless. Previous victims?

**10 Crumbling Walkway**

The walkway (10) is crumbling in the middle. DC 15 Athletics check to make it across (unless someone can jump 35 feet), or fall 30 feet down a rocky slope (3d6) into the water below.

On the North side can enter an open window to Area 6. On the south side can enter Area 8.

**11 Throne Room**

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 doomed ceiling.

Two pairs of suits of armor 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 craved to resemble an octopus. Behind the throne is a double door. Set into the wall opposite the throne is a nine-foot-tall, arched window that looks out over the sea.

Gillian as you walk into the room the murmuring whispers suddenly grow louder until they coalesce into voices in this room. You blink and see this room in a hazy fog, figures blinking in and out like apparitions.

Several robed priests are forbily holding a triton to his knees before the throne. Your heart catches when you recognize your brother. A striking woman with long black hair sits on the throne, her head bowed. She slowly rises up to address the crowd. “Through me the goddess has spoken. Though we venerate her with this temple, we incur her ire for every second this one draws breath.” She nods to the triton, who calls out with pleading eyes, “High Priestesss….Sahretha, don’t do this!”

For a moment she falters, her face softens as she looks to his. She swallows hard and her imperious mask returns. “By Umberlee’s grace I condemn this one to death.”

An imposing man with swords strapped to his belt and nautical tattoos nods in ascent and directs the robed figures, who being dragging him toward the southern hallway as he continues to plead to her. She remains stone-faced though her eyes glisten as she and the vision begins to fade.

As it does, however, several of the robed figures suddenly scream out as if noticing your presence. Their bodies collapse into dust but their spirits continue to scream as they fly into the nearby suits of armor. The tattooed man yells a battle cry as he too seemingly sheds his mortal form, becoming a ghostly creature that charges you.

Whenever an Animated Armor dies, the ghostly specter comes screaming out, ready to attack.

Throne gives an aura of Diviniation magic. If anyone sits on the Throne, they hear dissonant whispering that sounds like ocean waves. WIS saving throw (DC 14), 3d8 psychic damage (save = half damage).

Gillian….the sister...returns….we have been waiting…..find usssss. Find your enddddd.

The language is in Aquan. Geroge and Gillian have advantage on the save. Success = no damage, and award inspiration.

**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 semicicrular balcony. Near the back of the cave hangs a sagging bridge made of frayed ropes and wooden planks, between them, craved into the north wall midway between the balcony and the bridge,e is a narrow open window.

The balcony is 30 feet above the water. The water is 20 feet deep.

The bridge is rickety. DC 10 DEX saving throw as it rocks when crossing. Each time a PC crosses, it loses a plank, increasing the DC by 1.

Anyone who falls into the water (3d6 bludgeoning) must also succeed on a DC 10 STR saving throw or take 2d6 bludgeoning from the walls.

**13 Guard Room**

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.

**14 Terrace Garden**

Waves crash against a rocky promontory, built atop a spectacular, multi level 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.

The floor of the gazeebo is littered with bones of small creatures, as well as a few coins (20 silver, 3 gold), and a sapphire ring (**Ring of Water Walking**).

As soon as anyone gets close to the gazeebo, the **Roper** attacks. Alternatively if they make any hostile action toward the gazeebo or Roper. The Roper has a 50-ft reach!

**15 Sahretha’s Chambers**

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 carve 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 northern wall are two doors. A layer of dust covers everything.

Gillian the whispering surges once again and your vision begins to blur. You see a man and a woman in the bed, their nudity artfully covered by the bed sheet. You instantly recognize both - the man is your brother Siburrath. The raven-haired woman is the high priestess from the throne room, apparently named Sahretha, whom you had seen condemn him to death in the previous vision.

The triton stares off as the woman asks. “What is wrong my love The war has ended, we live in paradise now, yet still you brood?”

Sibburath: “It’s my sister. I just abandoned her during the attack. What if she still searches for me? I don’t think she’d understand.”

The woman smiles and draws him close. “She will never find us here.” As the two embrace the vision begins to fade and blur, but not before you hear the angry roaring of waves, and a brief but frightening visage of a divine female figure glaring down at the scene in righteous fury.

The vestibule door contains a **Glyph of Warding** inscribed on the doorframe (DC 15 Investigation to spot). If anyone not wearing a symbol of Umberlee passes through the Glyph triggers a 20-foot-radius sphere of blasting cold damage (5d8, DC 15 DEX to save for half.)

Treasure: The shelves contain various nautical instruments, now rusted and layered in dust. Picking through the shelves and chest you find several moldy books that appear to be Captain’s logs of the temple ship, The Bitch Queen. It details their various excursions at sea, including accepting Gillian’s envoy, though no mention of the ambush. The final entry details a great storm, as if summoned by Umberlee herself, causing the ship to wreck in Jahaka Bay. Given the notes of various islands, sea creatures, and adventures, the books look like they could be worth some decent money (Four books, 25gp each).

You also find a pair of priestly vestments, another holy symbol of umberlee necklace, and enough supplies to make two healer’s kits.

[Bathtub area has nothing]

**16 Kitchen**

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 store rooms and pantries.

Nothing of note in here, just a kitchen!

**17 Hallway**

This arched hallway is reinforced with stone buttresses between which are painted mural 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. The orb occasionally crackles and throws sparks into the air. 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 radiates an aura of Evocation magic (if within 30 feet). And sheds a blue light. If anyone enters the hallway without wearing a holy symbol of Umberlee, the orb sends out a crackling lighting blast down the length and width of the hallway (4d6 lightning damage, DC 15 DEX save for half damage). The lighting orb recharges and fires every round if anyone without a symbol is still in the hallway. The orb is protected from ranged attacks and spells by solid glass. DC 15 STR check to break the glass

**18 Treasury**

You see a wooden plaque still hanging next to the southern doors. It appears to be written in the language of sea creatures [Aquan: Only Priests permitted beyond this point.]

Beyond the double door is a twenty-foot-wide, twenty foot long hallway leading to a dark pillared chamber strewn with chests, crates, and other containers. Everything is covered with dust, but not enough to conceal the broken bones, bloodstains, and deep scratches on the hallway floor.

DC 10 Investigation check to connect the deep scratches to the movable walls on either side. The area does give off an aura of Abjuration magic (Alarm triggers the trap).

**Crusher Trap:** When a creature not wearing a holy symbol enters the 20x20 square space, spring-loaded gears cause the walls on either side to slam together.

DC 13 DEX saving throw. Success = No damage and can leap either north or south. Failure = 8d10????

As soon as they start looting chests:

You reach to open the chest and your hand strangely sticks to the side as if it were made of glue. The chest hinges open on its own and you stare into an open maw of jagged teeth!

Surprise round for **Mimic**, who Bites the victim with Advantage. The victim is grappled (Escape DC 13).

If multiple PCs are looting, this happens twice to two different PCS. If only one rushes ahead, only they are attacked. The other mimic will act on normal initiative order and approach the nearest PC and use Pseudopod.

Once the mimics are slain the PCs can loot the treasury:

* A dozen bottles of common wine
* Wedding gown and veil (25gp)
* A set of alchemists supplies and four vials of alchemist's fire
* Two heavy crossbows and 100 crossbow bolts
* A steel helmet with an electrum fish mounted atop (50 gp)
* 2 potions of greater healing, and a strange gray potion with a tiny floating tentacle inside [Transmutation magic, Drinking it transforms the drinker into a Giant Ocotopus as per the Polymorph spell w/o concentration]
* 200 gold pieces
* Diplomat’s Pack stained with blood (Gillian recognizes this as part of her group’s supplies).
* Inside a large ornate chest you find a beautiful set of bagpipes resting on a purple velvet pillow. The instrument radiates magical energy, and all of its pieces resemble sea shells.

**Bagpipes of the Stormy Sea** (Requires attunement by a bard)

When used as a spellcasting focus to cast a spell that causes targets to become ‘charmed’ (Charm Monster, Hypnotic Pattern, Crown of Madness, etc), you impose disadvantage on the saving throw.

The bagpipes can cast the following spells once per day each: Protection from Energy (Lightning only), Animal Friendship (Swim speed only), Call Lightning, Water Breathing, Tidal Wave, and Wind Wall.

At the back of a recess in the east wall is a giant stone visage rendered in bas-relief. The face is that of a divinely beautiful woman with kelp for hair, eyelids like seashells, and a vaguely menacing half-smile.

The face is 12 feet tall and 10 feet wide. DC 10 Religion check to recognize Umberlee. Radiates an aura of transmutation magic.

A PC must be wearing a holy symbol of Umberlee and utter the prayer “My life for Umberlee, Queen of the Depths, Mistress of the Sea.” causes the mouth to open wide, revealing rows of triangular shark teeth, but the opening is large enough to walk through. It stay open for 1 minute and can be opened from either side.

If the statue opens before the PCs venture south, or if the PCs start venturing south:

Gillian once again the whispering grows louder but this time instead of visions you hear on distinct voice calling out to you. You quickly recognize the sound of your brother, though it sounds distorted and eerie. It’s coming from the south.

**19 Statue**

This dark room contains a seven foot tall glass statue of a scowling woman with octopus tentacles for arms emerging from dark ocean waves. Inside the see-through glass you can see water swirling within.

The statue has AC 10, and 10 hit points. If broken the water elemental surges out and speaks in Aquan. “Freedom, finally! As per an ancient pact this one is yours to command before I return.”

The elemental will only address the one who freed it, but George or Gillian can translate.

The elemental has no name and refers to itself as “this one”

The elemental was imprisoned in the statue as part of a ritual by the priests of Umberlee. They prayed to it/the statue daily.

It does not possess a keen sense of time, and is unsure of how long it’s been, but at some point the priests stopped coming.

The magic binding it to this plane will fully dissipate after an hour. Until then it will follow commands.

**20 Cage**

Hanging from a chain from the ceiling of this dark room is an old diver’s cage. The cage is eight feet tall and dangles two feet off the floor. Tattered rugs are splayed out before it. Inside the cage is the flickering, spectral image of a male triton. The ghostly figure of Sibburath looks up with wide eyes and stares right at you Gillian. “Gillilan, you...you found me!”

What happened?

“Oh Gillian, I’d never met anyone like the Sahretha before. She was smart, beautiful, and a grand leader. She had been given orders to, get rid of our envoy. I convinced her to be merciful but on the night they were to kick us out, it all went pear-shaped. So much death. I thought I’d lost you, but I saw you escape into the water. I couldn’t bring myself to leave her. And, Gillian, I convinced her to leave all this behind, Umberlee, the war, everything, just sail away and start a new life together. The ship was wrecked from a storm not long after, but we came ashore here in Chult and rebuilt this place from the wreckage. For a time, we were happy. But, her goddess wouldn’t leave us alone. She and others were plagued by nightmares and visions. They begun building all these statues and resuming their worships. I felt her slipping away from me. And then one day,” he swallows hard and gestures at the cage around him.

“In the last month I’ve felt a powerful pull, I know not why. But the spirits are trapped in here. Sahretha, or maybe Umberlee herself, keeps a protective field around this palace. To put us to rest, she needs to be,” he sighs and looks down in anguish. “She’s changed, she’s not the person I fell in love with. I’m so sorry Gillian.”

Where is she?

“There’s a hidden network of tunnels in the back. That big statue head holds the way. Show it a holy symbol and utter the prayer.”My life for Umberlee, Queen of the Depths, Mistress of the Sea.”

How did you die?

He shudders and his eyes grow dark. “I was put in the cage and dragged out to the garden, left there in the baking sun for days, staring longingly at the ocean. It was a torture that will never leave me.”

Can you come with me? Concern for Soul Monger?

“I can’t seem to leave this cage. Her magic prevents it. She doesn't want to see me.”

I believe I could use something meaningful to both of us as a vessel. Gillian, do you have that jar I gave you? The jar of lard? I can store my spirit in there, though I won’t be able to leave this palace until she is destroyed.

**Sibburath’s Spirit** (requires attunement): Once per day you can call upon your brother’s spirit to aid your spellcasting, and enhance any spell you cast as if it were cast using one higher level spell slot.

**21 Lounge**

Two sets of double doors lead into the chamber, and a narrow window between them looks onto an overgrown garden terrace. The furnings here have deteriorated with age. The plastered walls are peeling, and tropical birds have made nests in the cracked ceiling. A staircase flanked by marble pillars climbs to a raised stone platform decorated with tattered rugs, cushions, and tapestries. About the room are two day urns pained with images of sharks and octopi..

Any living creature entering this area:

You hear a hissing sound like steam as several of the objects in the area suddenly leap into the air and slam into you!

Surprise Round for all the objects.

1 Couch (Large object)

2 lounge chairs (Medium objects)

2 urns (Small objects)

No treasure in here, but one of the destroyed urns holds another holy symbol of Umberlee.

**22 Caves**

The mouth of the statue opens up into jagged rows of shark’s teeth, but wide enough that you can carefully walk through. It opens up into a natural cave system. The smell of sea air is strong, and the noise of crashing waves echoes off the walls.

In a standing pool of water you see a monstrous pair of lobster-like creatures. Parts of their body look like it was once human but has since mutated into pincers and tentacles. They swim toward you with alarming speed.

The Chuul are former priests, who don’t give a fig about anyone wearing amulets or not. They attack until slain.

**23 Blow Holes and Bridge**

You see a sagging bridge held together with frayed ropes and wooden planks. 30 feet Below water surges violently and crashes along the walls.

DC 10 Dex saving throw when crossing as a plank is broken. DC increases by 1 for each person crossing. Failure = tumbling into the water taking 2d6 (less b/c of water) bluedgoening damage. But each turn must make a DC 10 STR save or be dashed into the walls for 2d6 bludgeoning damage.

A narrow, winding tunnel leads toward the east. Periodically you see waves surging into the tunnel, partially flooding it, and receding back through large holes in the side of the wall.

DC 10 STR saving throw to avoid being pulled with the water. Failure = 2d4 bludgeoning damage and is pulled into the water in area 12.

From there they must first make a DC 10 STR saving throw or 2d6 bludgeoning damage on their turn. Then they can make a DC 15 DEX check to ride a wave back up, taking another 2d4 bludgeoning damage but reaching the tunnel.

**24 Shrine of Umberlee**

Rising up from the floor of this damp, dark cave is a grotesque, ten-foot-tall statue of a sea monster with glistening eyes and tentacles. A raised stone basin, its base carved to resemble a surging wave, stands nearby. Clinging to the top of the statue is a humanoid figure shrouded in a cloak, though you spot several tentacles protruding outward, holding onto the statue.

“The sisssterrrr returns. We have waited so long. We did everything the mistress asked, sacrificed everything, and still it wasn’t enough. One loose end remained. The one who got away.

The mistress doesn’t abide failure, and I will not fail!”

On the first round she will use Voice of the Goddess and Spiritual Weapon (already cast). If anyone approaches her first, she will strike with a stone tentacle. The Chuul will appear on their initiative, the one crawling out of the basin, while the other will crawl from the sea cave (and probably not be able to attack that round).

**Treasure:** Animated Shield.

Conclusion: Gillian you feel the whispering give a final kreening wail and then dissipate, and you all can feel an oppressive gloom from the area lift.

Sibburath: “I never stopped loving her, even when she sentenced me to die, I thought she did it to save her people.”