

PISCA AHLORSATH

Medium humanoid (triton), neutral evil

Armor Class 16 (scale mail)

Hit Points 143 (22d8+44)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	10 (0)	13 (+1)	18 (+4)

Saving Throws Dexterity +5 Wisdom +3

Damage Resistances Cold

Skills Acrobatics +5, Perception +5, Performance +8, Deception +8

Senses Passive Perception 15

Languages Common, Primordial

Challenge 6 (2,300 XP)

Amphibious. Pisca can breathe air and water.

Emissary of the Depths. Pisca can communicate simple ideas with beasts that can breathe water. She ignores any of the drawbacks caused by a deep underwater environment

Innate Spellcasting. Pisca's Innate Spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She can innately cast the following spells, requiring no components:

1/day each: *fog cloud*, *gust of wind*, *wall of water*

Magical Secrets. Pisca knows the *counterspell* and the *shield* spells.

Spellcasting. Pisca is a 10th level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She has the following bard spells prepared:

Cantrips (at will): friends, mage hand, minor illusion, vicious mockery

1st level (4 slots): *charm person*, *healing word*, *heroism*, *shield*, *sleep*, *thunderwave*

2nd level (3 slots): *detect thoughts*, *invisibility*, *shatter*

3rd level (3 slots): *dispel magic*, *hypnotic pattern*, *tongues*, *counterspell*

4th level (3 slots): *dimension door*, *compulsion*

5th level (2 slots): *hold monster*

Song of Rest. Pisca can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. Pisca can confer this benefit on herself as well.

Taunt (3/day). Pisca can use a bonus action on her turn to target a creature within 30 feet of her. If the target can hear her, it must succeed on a DC 15 Charisma saving throw or have disadvantage on ability checks, attack rolls and saving throws until the start of Pisca's next turn.

ACTIONS

Multiattack. Pisca makes four attacks with her Wakizashi.

Wakizashi. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

The crown regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the crown turns to water and is destroyed.

Curse. Once you wear this cursed crown, you can't take it off unless the remove curse spell or similar magic target you. While wearing the crown, the Cult of the Crushing Wave knows your location, and you gain the following indefinite madness "Water is the world's lifeblood, all who desecrate it should be swept away."

APPENDIX B - MAGIC ITEMS

This appendix contains information about the new magic items presented in the module.

CROWN OF BLACK PEARLS

Wondrous item, very rare (requires attunement by a spellcaster)

You have the ability to breathe underwater and gain an innate swimming speed of 30 feet while wearing this crown.

The crown has 10 charges. While wearing it, you can use an action to expend one or more of its charges to cast one of the following spells from it, using your spell save DC: *maelstrom* (5 charges), *tidal wave* (4 charges), *wall of water* (3 charges) or *water walk* (3 charges).

Crown of Black Pearls

