"You seek for the treasure of ol' Jadescale? All you need to do is talk with Pisca at the Shore of Dreams."

—Jiang Kao

SHORE OF DREAMS

Shore of Dreams is a **DUNGEONS & DRAGONS** adventure module for a party of four to five characters from 5th to 7th level. It should take three to six hours to complete, depending on which elements the PCs encounter. This adventure module can link to *Princes of the Apocalypse* (see Elemental Evil on page 16), *Tomb of Annihilation*, or you can place it in your home campaign.

A REMOTE ISLAND

The Dungeon Master can easily place the Shore of Dreams adventure module in any other string of islands cartographed or previously undrawn. If you want to play in the Sword Coast, substitute Lantan for the Nelanther region and the Mistcliff for the Cloud Peaks.

RUNNING THE MODULE

It's recommended to read the adventure module in its entirety before running it. The module refers to the *Dungeon Master's Guide*, *Player's Handbook*, *Monster Manual* and the *Elemental Evil Player's Companion*.

Creatures written in **bold** refer to the corresponding entries in the *Monster Manual* or Appendix A - Monsters & NPCs.

Magic items and spells written in *italic* refer to the corresponding entries in the *Dungeon Master's Guide*, *Player's Handbook*, *Elemental Evil Player's Companion* or Appendix B - Magic Items.

ADVENTURE BACKGROUND

Rumor has spread about a great treasure hoard pirates buried but never claimed near the Mistcliff of Chult. Many talk of this great wealth, but few have attempted to claim it for themselves due to the risk involved. The locals tell of a tavern, the Shore of Dreams, a most welcoming triton owns, which is the best spot for crews to stock up before they head off on their quest.

Unfortunately, this tale is a hoax, spread by Pisca Ahlorsath, the owner of the Shore of Dreams. Pisca is the illegitimate daughter of two noble triton families and was outcast from her community as a young child.

She struggled to survive in the harsh ocean so turned to the land, looking for other exiles to live with.

Ultimately, though, she failed to fit in. Tainted by this great sadness, Pisca became hellbent on power, wishing to teach those who would shun her, a lesson.

Through years of research, she discovered an ancient tome that told of the *Crown of Black Pearls*, a powerful magic item that belonged to the Cult of the Crushing Wave. She spent nearly a decade tracking down the item to a remote island near Lantan, occupied by settlers from Kara-Tur, only to discover the temple in which it lies was half-buried and overgrown.

Undeterred, Pisca began to enthrall the locals, gaining their trust with promises of great wealth buried in the shrine. Eventually, Pisca became the head of the island's community, with most of the small populace working away on the temple. Despite this, Pisca got impatient. She concocted a plan in which she could enslave adventurers to do the work. They'd work faster and were more expendable than the island's people. Thus, she created the tale of pirate's treasure.

Now, Pisca owns the Shore of Dreams, the local inn, one of the last stopping points on the way to the Mistcliff. Here, she drugs adventurers and enslaves them, forcing them to help unearth the ancient temple, where she will find her crown.

Pisca believes she's very close to the temple grounds but isn't sure how much work needs to be done inside it and plans to enlist further help.

GETTING INVOLVED

There are many ways to get the PCs involved in the adventure module. The following hooks can help you set the events in motion.

TREASURE OF CAPTAIN JADESCALE

Rumor has it that along the Mistcliff of Chult is a great hoard of treasure hidden by the infamous pirate Captain Jadescale and his crew who died at sea. Since then, adventurers from all over the region have headed to Chult to try their luck. It's said that at the Shore of Dreams an inn located near the isle of Lantan, owned by the most attractive triton, has hints toward the exact location of the treasure and a good way to stock up before striking out to the Mistcliff.