

Port Haven

As you enter the town of Port Haven, the salty sea air fills your lungs and the sound of gulls fills your ears. The town's vibrant, diverse population is immediately apparent as you pass by a group of merfolk, a pod of dolphinfolk, and a few water genasi. Even some humanoid residents seem to have taken on aquatic features, with webbed hands or scales. Colorful banners and flags bearing the emblems of various trades and guilds flutter in the breeze, giving the town a lively atmosphere. The sound of hammers on anvils can be heard from the nearby shipyards and the local fishmongers proudly display their catches of the day. It's clear that the sea is the lifeblood of this town.

Port Haven is a bustling partially-submerged coastal town with a diverse population of humans, merfolk, and other aquatic creatures. The town is known for its skilled shipwrights, who craft sturdy and seaworthy vessels that are prized by sailors and traders throughout the region. The harbor is always busy, with ships coming and going at all hours of the day and night.

Despite its prosperity, Port Haven is not without its problems. Recently, a gang of kobolds stole an experimental ship called *The Kraken's Bane* out of the harbor. The ship was equipped with advanced technology and was intended to be used to explore uncharted waters. The kobolds, however, have other plans for the ship and its valuable cargo, and the citizens of Port Haven are concerned about what might happen if the ship falls into the wrong hands.

Basic Information

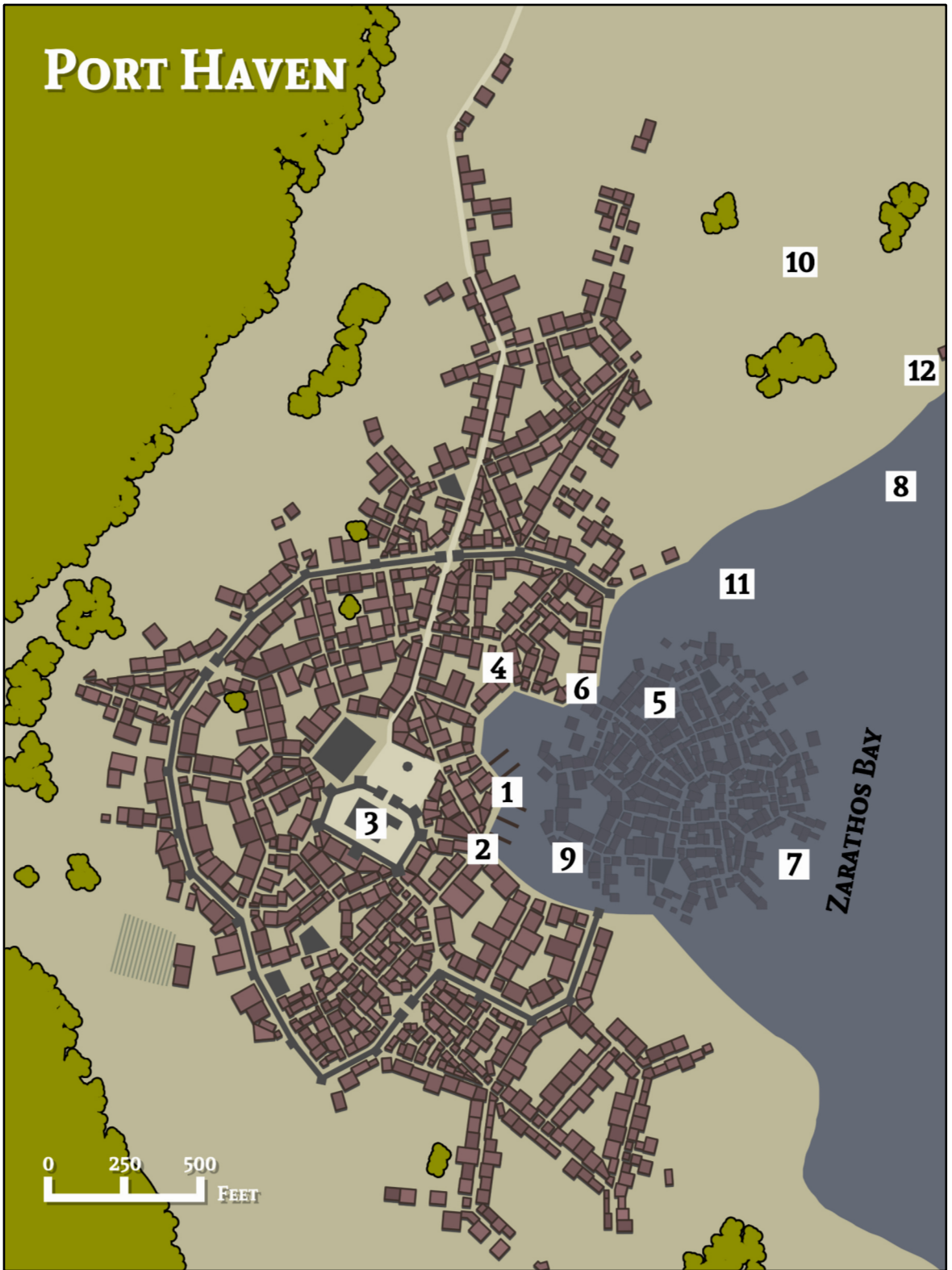
Population: 4,500

Government: In Port Haven, the government is a council of powerful sea creatures who have lived in the nearby waters for centuries. These creatures include merfolk, sahuagin, tritons, and even a dragon turtle who serves as the council's leader. The council is known as the Aquatic Assembly, and they are responsible for overseeing the town's affairs and protecting it from threats that come from the sea.

Defense: Port Haven's defenses include a sturdy wall that surrounds the town and protects it from raiders and threats from the land. The wall is lined with towers and cannons that are manned by the town guard. The town also has a small militia that is trained in both land and sea combat, capable of repelling any attacks on the town from either direction. The most prominent feature of Port Haven's defenses is its navy, which is composed of a fleet of specially designed ships that are capable of withstanding the harsh conditions of the open sea. The navy is commanded by Admiral Nera, a seasoned sahuagin veteran who is feared by enemies and respected by her subordinates.

Commerce: Port Haven's primary commerce is maritime trade. The town is a major hub for sea trade in the region, with ships coming in and out of the harbor carrying all kinds of goods. The local fishermen also bring in a bountiful catch of fish and other sea creatures, which are sold in the markets and shipped to other towns.

PORT HAVEN



Notable Locations

The following locations are keyed to the map of Port Haven as seen on page [x].

1 - Port Haven Docks. The busiest section in Port Haven, the docks are where ships from all over the world come to trade. The dockmaster, Captain Rina, is a seasoned sailor who knows every ship that enters and exits the harbor.

2 - The Tinkertorium. The birthplace of *The Kraken's Bane*, the experimental ship that was stolen by kobolds, this laboratory is run by the eccentric inventor, Professor Tinker. He spends most of his time tinkering with new inventions and rarely leaves the lab. After the theft of *The Kraken's Bane*, many have started to question Tinker's involvement in the caper, believing that he was working as an "inside man."

3 - Aquatic Assembly Hall. The center of Port Haven's government, the Assembly Hall is where the Aquatic Council meets to discuss matters of state. The council leader, High Priestess Mara, is a wise and just leader who is respected by all the aquatic and amphibious creatures in Port Haven.

4 - The Red Kelp Inn. A popular inn located on the waterfront, the Red Kelp Inn is run by the jovial innkeeper, Grog. He is known for his delicious seafood chowder and is always happy to share a story or two with his patrons.

5 - The Sunken Temple. A mysterious temple located on the ocean floor, the Sunken Temple is rumored to hold great power and knowledge. The temple guardian, Nami, is a fierce protector who guards the temple's secrets with her life.

6 - The Fish Market. A bustling market located in the heart of Port Haven, the Fish Market is where fishermen (and fishmen)

bring their catch to be sold. The most prominent fishmonger, Scales, is known for his exotic and rare catches from the deep sea.

7 - The Coral Gardens. This beautiful underwater garden is filled with colorful coral and exotic sea creatures. The caretaker, Fae, spends her days tending to the garden and keeping it safe from harm.

8 - The Crystal Caves. This series of underwater caves is filled with glittering crystals and hidden treasures. The cave explorer, Finn, is an expert in navigating the treacherous caves and is always searching for his next big find.

9 - The Octopus's Garden. This underwater tavern is run by the stoic awakened octopus, Ink. The tavern is a popular spot for amphibious and sea creatures, and Ink is known for his delicious octopus stew.

10 - The Tidal Pools. A series of shallow pools located on the beach, the Tidal Pools are a popular spot for children to play and explore. The caretaker, Pearl, keeps a watchful eye on the children and ensures their safety.

11 - The Seaweed Farm. A unique farm located just outside of Port Haven, the Seaweed Farm is where the town's supply of seaweed is grown and harvested. The farmer, Kelp, takes great pride in his work and is always experimenting with new varieties of seaweed.

12 - Big Brighty. A tall lighthouse located on a cliff overlooking the ocean, Big Brighty is used to guide ships safely into the harbor. The lighthouse keeper, Orion the Human, is a solitary man who spends his days watching the sea and maintaining the lighthouse.

Notable Organizations

The three most important organizations in Port Haven are detailed below.

The Aquatic Assembly. The ruling body of Port Haven, the Aquatic Assembly is composed of representatives from each of the town's underwater communities, as well as a number of air-breathing creatures who have been granted the right to participate in local governance. The current Assembly Leader is High Priestess Mara, a wise and just mermaid who has long been a champion of equal rights for all citizens of Port Haven. The Assembly is responsible for setting policy on everything from commerce to defense, and its decisions have a profound impact on life in the town.

The Port Authority. The Port Authority is responsible for the safe and efficient operation of Port Haven's bustling harbor. The Authority's Director is Captain Rina, a seasoned sailor who knows the ins and outs of the shipping business better than anyone else in town. Rina is responsible for ensuring that all ships that enter and leave Port Haven's harbor are properly inspected and registered, and she works closely with the Aquatic Assembly to ensure that the town's economic interests are well served.

The Deep Dwellers. A faction of aquatic creatures who have rejected the ways of the air-breathers and have retreated to the depths of the ocean. Led by a fierce merrow warrior, Kaela, they view themselves as the true inheritors of Port Haven and seek to overthrow the Aquatic Assembly. The Deep Dwellers are seen as dangerous radicals by many in Port Haven, but there are some who sympathize with their cause and fear the potential consequences of their wrath.

Notable NPCs

The following NPCs are important and influential people in Port Haven.

Rina, the dockmaster. The dockmaster of Port Haven, Captain Rina is a seasoned sailor who ensures that all ships that enter and exit the harbor are properly inspected and registered. Rina has a soft spot for a local pirate captain and has been known to let him slip past the harbor's inspections.

Tinker, the inventor. The eccentric creator of *The Kraken's Bane*, Professor Tinker is known for his intelligence and creativity. His laboratory, the Tinkertorium, is a hub of innovation in Port Haven. Tinker secretly sold information to the kobolds who stole *The Kraken's Bane*.

Mara, the leader. The mermaid leader of the Aquatic Council and the Aquatic Assembly, High Priestess Mara is a wise and just leader. Mara is affected by an embarrassing curse—if her scales dry out, she transforms into a human.

Grog, the innkeeper. The jovial innkeeper of the Red Kelp Inn, Grog is known for his delicious seafood chowder and his warm hospitality. Grog is secretly a member of a powerful smuggling ring that operates out of Port Haven.

Nami, the protector. The fierce guardian of the Sunken Temple, Nami is a skilled fighter who is fiercely protective of the temple's secrets. She has been known to take extreme measures to prevent the temple from falling into the wrong hands.

Scales, the fishmonger. The most prominent fishmonger at the Fish Market, the lizardfolk Scales is known for his exotic and rare catches from the deep sea. Scales is secretly hoarding a rare and valuable pearl that he found on one of his fishing

expeditions.

Fae, the caretaker. The caretaker of the Coral Gardens, Fae spends her days tending to the beautiful underwater garden and keeping it safe from harm. Fae is secretly a member of the Deep Dwellers and is in love with Kaela, their leader.

Finn, the spelunker. A cave explorer who specializes in navigating the treacherous Crystal Caves, Finn is always searching for his next big find. Ironically, Finn has a debilitating fear of tight spaces and is often forced to turn back during his explorations.

Kaela, the rebel. The fierce merrow warrior who leads The Deep Dwellers, Kaela has rejected the ways of the air-breathers and seeks to overthrow the Aquatic Assembly. She is a powerful leader who is feared by many in Port Haven. Kaela is secretly in love with Fae, and is using Fae to push the Dwellers' agenda forward.

Kelp, the farmer. The farmer who runs the Seaweed Farm, Kelp is always experimenting with new varieties of seaweed and takes great pride in his work. However, he secretly struggles with a rare illness that makes it difficult for him to work long hours.

Orion, the lighthouse keeper. Orion the Human is a solitary man who spends his days watching the sea and maintaining the lighthouse. However, he is also a retired pirate who has a stash of stolen treasure hidden somewhere in the lighthouse.

Ink, the octopus. Ink is a jovial octopus who runs the Octopus' Garden. Most of Port Haven's underwater citizens love him. However, Ink isn't really an octopus at all, but a shape-shifter who has taken the form of an octopus to blend in with the other sea creatures in Port Haven.

Adventure Hooks

Below is a list of twelve adventure hooks for the characters to partake in while they are in Port Haven. Each is tied to one of the aforementioned NPCs, but can easily be adjusted to fit another questgiver of your choice.

No-Good Pirates! The dockmaster has received reports of pirate activity in the waters around Port Haven. She hires the adventurers to track down the pirates and bring them to justice.

Tinker's Tracker. The eccentric inventor reaches out to the characters and shares that he knows the location of The Kraken's Bane thanks to a tracking device he installed. He offers to give it to the characters if they don't tell anyone he is involved with its theft.

The Sharkmen Cometh. The Aquatic Council has received reports of rogue sahuagin activity near the town's borders. The council leader hires the adventurers to investigate and stop the sahuagin threat.

Grog's Dilemma. Grog claims that a group of harpies destroyed a ship containing ingredients to his seafood chowder. In actuality, the ship contained smuggled merchandise. He asks the characters to track down the harpies and retrieve the stolen goods.

Big Baby. Nami, the temple guardian, is tasked with raising a reckless young dragon turtle. She asks the characters to help her keep an eye on it.

Bring Back My Fish. The fishmonger's prized catch, a rare and exotic fish, has been stolen by a group of thieves. He hires the adventurers to track down the thieves and recover his fish.

Sea Hag Trouble. The caretaker of the

Coral Gardens has noticed that the garden is being slowly destroyed by a group of sea hags. She hires the adventurers to stop the hags and protect the garden.

Tight Spot. The cave explorer has discovered a treasure map that leads to a hidden treasure within the Crystal Caves. That section of the caves is pretty claustrophobic, so he hires the adventurers to help him navigate the treacherous caves and find the treasure.

Join the Resistance. Kaela is looking for mercenaries to aid her in her fight against the air-breathers and the Aquatic Assembly. She offers to pay the characters handsomely to help.

Signs of Light. The lighthouse keeper has noticed strange lights on the horizon that he believes are signaling to pirate ships. He hires the adventurers to investigate and stop the pirates before they attack.

Aquabligh. The seaweed farmer's crops have been infested by a strange and dangerous plant. He hires the adventurers to investigate and find a way to destroy the plant before it destroys his livelihood.

Breathe Easy. Ink has heard rumor of a potion that permanently allows an air-breather to breathe water and vice versa. He believes it is located in the lair of a powerful, cantankerous dragon turtle.

Random Encounters

Every eight hours the characters are wandering through Port Haven, roll a d20. On a result of 18 or higher, an encounter occurs. Roll on or choose from the table on the right to determine the nature of the encounter.

d12	Encounter
1	A dockworker drops a crate of crabs on their foot, causing a commotion.
2	A group of goblin merchants haggle over prices with a fishmonger.
3	A harpy steals a fish from a vendor in the market and flies off.
4	A group of sahuagin mercenaries arrive at the docks, looking for work.
5	A merfolk bard performs a beautiful song on the shore, drawing a crowd of locals and tourists.
6	A group of drunken sailors challenge the party to a drinking contest.
7	The party overhears a group of cultists planning a ritual to summon a sea demon.
8	The sound of a haunting, otherworldly melody echoes over the water.
9	A group of halfling fishermen try to catch a giant octopus for Ink's famous calamari.
10	A gnome inventor demonstrates a new underwater breathing device.
11	A sea hag offers to trade magical items with the party, but the cost is steep.
12	A mysterious cloaked figure approaches the players, offering them a chance to earn some easy gold by retrieving a valuable item from the Sunken Temple.