

Rats in the Rain

Part 2: Beneath the storm

As the rain continues to fall, the sewers have become a haven for undesirables, but moving them on will be difficult as certain parties

Seek out a dark and ancient secret.

*A 3-hour adventure for 3rd level characters
In the 5th edition of an awesome role playing game.*

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Rats in the rain

A series of small adventures based in the city streets, the sewers and hidden places where low level characters can learn and grow.

Part 1: [The Falling of the Rain](#)

Part 2: Beneath the storm

Part 3: The Black of the Rainbow

Beneath the Storm is a simple adventure following a set plot where characters discover an ancient tomb beneath the city.

Level of play

This module is designed for a group of 4-6 third level characters in a balanced party.

If played directly after the Falling of the Rain, characters should be advanced to third level. It is recommended that another module be played in between.

It could be adapted for a stronger or weaker group. Suggested modifications are in margins in parts 4 and 5. Second level characters will struggle with the final encounters.

It is best to do the first encounter as average and modify following encounters based on the results of that fight,

Adaptability

If played as a League of Rats game, this module would be set in the [Golden Kingdom](#) town of Vollenchia. A mostly human city on the southern coast with a long stretch of elven lands to the north west, dwarven hills to the north and gnoll pride lands to the south.

It is a fairly dry city, so long periods of rain are unusual.



The module could be adapted to be set in any location such as a city near deep water in realms that have been forgotten.

It could also be placed in any large city in a world of your own device.



Background

With unseasonal rains continuing in Vollenchia there is a lot of work for Jasper Grain the Sewer Druid (Introduced in Rats in the Rain Part 1: Falling of the Rain)

An influx of visitors to the town has brought with it an increase in crime leading to competition for Kendra the Mouse (Introduced in Rats in the Rain Part 1: Falling of the Rain) She now seeks more valuable treasures and is prepared to have her allies take greater risks to find them.

A small group of thieves, not affiliated with any guild have set up their base in a disused cellar accessible only from the sewers. Their leader, Lindon Sirell, believed to be a were-rat seeks a treasure that he cannot trust his own band with.

The cult of the blackened rainbow is on the move. Although their agent Victoros Winter was lost, there are others ready to take his place; Lindon Sirell is one of them, but not the only one.

Beneath the city of Vollenchia lies a shrine to a fallen hero: Kythandron Vanissemere a storm giant knight. Centuries past he held off at attack on the city by a kraken. Though he fell in the battle, the kraken fled never to return. This deed was recorded as legend, but the bards never knew the whole story: That he was aided by demonic magic and the tools used to make that alliance lie still buried with him.

For the cult of the black rainbow, this is a treasure that could mean power. To Kendra the mouse, there is treasure there that could mean gold. To Jasper Grain, what lies beneath the sewers is a danger that must be controlled. All roads lead to the tomb of the storm giant.

Outline

In Part 1, the characters gather at a tavern. The opening scene is actually part 2 of the Sound of Drums storyline inserted here as a random encounter or warm-up battle.

It can be used even if you are not playing the Sound of Drums storyline and should flow seamlessly within this story.

In Part 2, both Jasper Grain and Morrow Crane offer the party related jobs that should lead them into the sewers for a battle with a group of squatters.

From there, they will follow the leader who has assumed rat form to the ancient tomb of a storm giant. In entering the tomb, they will face some undead and a dangerous trap room before entering the tomb itself where the giant's remains lie with the sought after treasure.

Part 1: The Sound of Drums

The group will have received word via an animal messenger that Jasper Grain wishes to meet with them to discuss some work. The message will have been delivered by a small lizard and will have recited:

My friends.

The rats seem to be getting bigger.

Meet me at the Old Crow after luncheon today and we can talk business.

- Jasper

Read Aloud:

The Old Crow is its usual busy self. There is still rain falling and the clouds over the ocean suggest a storm is on the way. It looks like nobody will be in a hurry to leave. You have come here to meet with Jasper Grain who sent word via a talking lizard that he wished to meet to discuss business.

Looking around the tavern, you see no sign of Jasper.

Sitting by the fire are three dwarven traders who have come in from Andoora to sell their wares.

By the window sit a group of Salamankan elves, identifiable by their tribal top-knots.

The usual host of locals sit at the bar or at tables. Mostly humans, there are a few half elves present while Morrow Crane is at the bar with a drink.

Characters should know Morrow Crane from the first part of Rats in the Rain. Morrow is a half orc thug working for Kendra the Mouse.



If the players are eager to talk to the other patrons, they can learn the following before Morrow approaches them:

- The dwarves are from the small dwarven kingdom of Andoora which sits in the mountains to the north. They are here to trade metals but have an interest in purchasing supplies of fruit.
- One of the dwarves' priorities is to ensure their metal does not fall into the hands of orcish smiths who craft "second rate" weapons.
- The Elves travelled from Salamanka in the west. They are in town to meet some fellow tribesmen who will be arriving by boat. In the west there have been a number of orc war bands attacking merchants.
- One of the locals is telling a story about a giant rat in the sewer that turned out to be a gorilla. He is getting most of the details wrong.

Read Aloud:

Upon seeing you arrive, Morrow signals you with a slight wave and then tosses some coin to the bar. He speaks to the wench and points your way, presumably to shout you a round of drinks.

As he passes by the three dwarves, one of them speaks a few harsh words in dwarfish. The exact words can't be made out, though the intent and meaning are clear.

Morrow pauses, responds with a threatening grunt and moves to your table, though he keeps his eyes on the dwarves.

If the players want to interfere, let them. It will probably just involve harsh words, but could move on to a full on bar fight.

Once Morrow has passed the dwarves, the elves approach. They also speak harshly to Morrow and if any of the player characters is a half orc, they are addressed as well.

"You there!" starts one of the elves, "You been out west raiding off decent folk eh?" The elves shake their heads looking angry and then he continues, "Town like this is rubbish if animal folk like you let in."

Morrow's hand goes to his axe handle as he splashes his ale on the elf. Two other patrons get to their feet ready for trouble.

If the PCs interceded a bar brawl may be avoided, particularly if they can encourage Morrow to leave. He will not leave alone though. The PCs will have to accompany him.

If not, a classic brawl starts out.

For the sake of simplicity, during the brawl, each character takes 2d8 damage. Half if they succeed in a DC 12 dexterity save or they have the tavern brawler feat.

If any character wants to take advantage of the situation, they could attempt to pick a pocket. A DC 12 sleight of hand roll will net them 15gp.

After the brawl, they find themselves on the street.

Tip:

Everybody loves a good tavern brawl. In fact, I recommend "The Spoilers" starring John Wayne as one of the best of all time.

The problem is that these are hard to run. You have too many NPCs, so the best way to handle it is to switch to a cinematic style. A few good descriptions, forget about initiative. Have some flavor and then just hit everyone with the final results.

Part 2: Two meetings

Read Aloud:

Outside the tavern, Jasper seems to be talking to a horse tied up at the side. As always, he is quite wet.

He looks up.

"I'm sorry," he says as you spot him, "I meant to say to meet outside the tavern, but you only get so many words in these messages.

"It is good to see you again. I have a problem with some vermin that need to be moved on."

Once asked, Jasper will explain that there is a small band of itinerants squatting at a sluice station. They are making it very difficult to control the gates and the water flow. Besides that, what they are doing is illegal and they are infringing on the turf of a band of pickpockets. It is only a matter of time before things get ugly, so Jasper would like the problem dealt with.

Jasper doesn't use money, but he can offer some pelts that he feels are of value and a couple of potions. He also explains that these interlopers are in possession of stolen goods. He doesn't care about them, but assumes the owners may be a reward for their return.

He can give them a description of the route to take to get to the sluice station.

Roleplaying Jasper: Jasper is an idealist and assumes others share his concerns which is not always the case. He doesn't really get the way people work and is very naïve about some things like the need for gold and the involvement that the characters may have with illegal activities.

His preference is for them to get the squatters to move on and return the stuff, but the details don't matter to him.

Even if the players say they'll kill the squatters and sell their stuff, he may not realise that they intend to do something wrong.

When they have finished speaking with Jasper, they should be approached by Morrow Crane.

Read Aloud:

Using an old hat to keep the rain off his face, Morrow Crane approaches you. "Sorry about that, I was supposed to talk to you in the tavern, but things didn't go so well."

He looks about to make sure he is not overheard, "The boss is still looking for treasure, or getting people to look for it for her. She's come across something interesting: A book; black leather cover, apparently very old. She has a buyer if she can get hold of the rest of the set. There are more books, all taken from Kythandron's tomb. She'll pay fifty gold a piece for them."

A DC 15 History roll will reveal that Kythandron Vanissemere was a heroic storm giant who once saved the city of Vollenchia, but nobody knows where the tomb is, or even that he had one.

A DC 25 History roll will reveal that he was buried beneath the foundations of the city.

Morrow does not know where the tomb is either, but Kendra told him it is beneath the sewers somewhere. She knows they have contacts down below and maybe they can find it.

Unknown to the players, one member of Lindon's band (see below) stole a book from him and sold it to Kendra.

If the characters wish to see Kendra's book, Morrow can arrange it. It is essentially a large heavy, centuries old book written in giant containing detailed information on historical events involving demons manifesting on the material plane.

Tip:

One hook is never enough, it certainly isn't reliable enough. If you give players two or more different reasons to follow the plot there is a greater chance of it working out.

The party may decide to do some research if they have no other leads.

By spending a few hours talking to local bards and plying them with gold, it is possible to learn that:

- Kythandron Vanissemere dwelled in the area six to eight hundred years ago and was a friend of the city.
- When the city was threatened by a kraken, the giant took it upon himself to stand as the city's defender.
- Waist deep in water, he battled the creature until it turned and fled, but weakened by the battle, the giant fell into the sea and died.
- Some say his remains washed to deeper water, others that the remains were collected by his own clan and returned to the mountains where he was born. Some say they were interned in a special tomb, but nobody knows where the tomb is.

Alternatively, the party may visit one or more of the well known sages that dwell in the city. This will take longer, be more expensive and yield even less results.

One sage will possess a book detailing the battle, but a key page has been removed; the one discussing how the giant won the battle. A thorough investigation will reveal there was a recent theft and the page has only recently been removed.

Other than that, the best they will get are promises from sages that they will ask around or keep researching and will get back to them in a day or so.

If the party do not move on, remind them that they also have Jasper's job to do and that perhaps something will come up while they are at it.

If any of the characters has the Sage background they can speed up the research process, but still will not learn more than legends.

Eventually, they will move on to the squatters in the sewer.

Part 3: Rotten Squatters

The party will need to enter the sewers and spend about half an hour getting to the squatters' location.

It is wet and cold, but also dimly lit due to the number of drains and uncovered manholes. Adapt this based on how the party approaches. If they are moving loudly or carelessly the group will be ready. If the party effectively uses stealth to approach they may get a surprise round. The band of rogues wear light armor and always carry their weapons so they will be able to act effectively on the following round.

The sluice station is currently home to six rogues including Lindon Sirrel. He will be at the back of the group near a tight shaft at the back of the room.

The rogues will draw steel at the first sign of trouble and will resist any persuasion checks the players might make.

Roleplaying Lindon: Lindon has been leading this band of rogues as a cover while secretly working for Black Rainbow. They are starting to get suspicious of him and he no longer trusts them. It is now time for him to make his move but he fears he will be followed if he breaks away from his group. He knows one of his books has gone missing, assumes it was taken by one of his band. The book itself was of no further value to him, but he is still concerned that he cannot trust his own crew,

Lindon wants a chance to break away from the group as he does not want to reveal his powers to them. He especially does not want them to know about Black Rainbow. To this end, he will be eager to provoke a fight.

Player characters are notoriously easy to provoke to violence, but just when you count on it they will look for a peaceful solution. If a fight doesn't start by itself, Lindon will accuse the party of being from "The Squad" to which his men will suddenly get angry and attack.

In the event that one of the gang is captured and questioned about this later, he will say it's a band of rogues that killed Lindon's brother. They are now in a blood feud. It's not true, but Lindon has made the others believe it.

During the battle Lindon will be seen to transform into a rat and escape through the back shaft.

He can be followed, but the narrow shaft will force characters to move at half speed. In rat form he will easily outdistance them, but he can still be followed. He will head straight for the tomb as that is his real goal.

Adjusting the module

Use this battle as a test of the party's strength. If they win easily, make the remaining battles a step harder. If they struggle, have the rogues flee once Lindon vanishes, then make later battles easier.

Tip:

When playing a group of characters at once, you have a choice of coordinating their actions or not. Usually, NPCs attack random opponents which results in damage scattered across the party without anyone going down quickly.

PCs will sometimes be uncoordinated too, but on a good day they will target a single enemy and take them out one at a time. The difference is pretty big and it is one advantage players have, but it is also a tool a DM can use to balance the game. If the battle is too hard, have them all hit different PCs; but if you want the cause a lot of damage fast, gang up on one opponent. It takes one PC out of the fight and another will have to use their action to heal the first. That is two less opponents hitting the NPCs.

Stashed in the back of the station, in some kind of tool cabinet, the players can find a black brooch with a black rainbow on it and the missing page stolen from the sage's book.

On this page, it explains that the giant made a pact with a demon in order to turn back the kraken.

There is also a book, written in Sylvan with notes made by Lindon about his quest for "the demon book" It will reveal that he chose this location as a base so he could follow the shaft down to the tomb. He has chosen not to involve his rogues due to their incompetence and so is waiting for the right time to break away from them. His notes indicate that he had possession of one book that had been taken from the tomb a century earlier, though he could not find enough notes on how to enter the tomb, he has a good idea of where it is.

If any of the squatters are captured and questioned they will reveal a general mistrust of Lindon and no surprises that he fled during the battle. They knew he was doing research with some books that he kept hidden. They all suspected he was after treasure and that he may not want to share.

Between them is 50gp in coin and jewelry.

Part 4: Tomb of the Storm

At this point, the squatters have been removed and Jasper's mission has been completed. The party may decide to report back to him. If they do, this gives Lindon more time.

If necessary, remind the players that Kendra is after books from the tomb and that the demon book Lindon is after, is probably one of them. It should not take much to encourage them to follow him.

Conditions: The shaft is completely dark. There is very little space.

Read Aloud:

The shaft leads deeper under the city. It is steep, but not vertical. It is a tight squeeze in many places which slows the party down. Many points along the way appear to have been recently cleared as if this shaft had been blocked for some time. The air seems old and dusty. There are occasional side passages that lead to caved in dead-end. Nothing a giant rat could get through.

The rat could be moving much faster and would have a good head start.

After what seems to be over an hour of tight narrow spaces, the shaft opens up into a carved room. Natural rock has been chipped away to provide a space large enough for the whole party.

In addition to the shaft you have entered by there are two large doorways leading from this space though one of them seems to have suffered from a cave in. The other has a large ancient looking stone door that is already ajar.

The chamber is an entrance to the giant's tomb, though the doors are only fifteen feet high.

Lindon has already come through here and has left the door open in his haste.

The party can rest if they choose.

Should they listen at the door there will be no sound from the other side. When they pass in, they will find a large entry hall with an ancient undead guardian.

Read Aloud:

The room beyond the door is large and lit only by your own torches.

The ceiling is about thirty feet high. The chamber is forty feet wide and extends beyond your vision.

Twenty feet into the room the floor changes. Beneath the dust and spider webs there seems to be a pattered floor. More significantly there is a large humanoid figure, perhaps a statue standing as if guarding the tiled area.

There come no surprise that the figure moves shortly after the party enter the room. As it moves centuries of dust and insect refuse fall from its body revealing it to be no statue but an ancient guardian, once human but now with a mummified body.

The creature is a mummy and will not allow the party to cross the room without a fight.

If any character takes moment to look at the floor they will easily spot signs of a giant rat having moved through the dust.



Adjusting the encounter:

If the party is weak, do not use the mummy's gaze attack. The Mummy begins thirty feet away and only moves twenty feet in the first round (This will allow the party time to use fire based ranged attacks)

If the party lacks fire attacks, allow them to retreat to the entrance chamber to regroup and plan.

If the party is average, it starts thirty feet away and uses its gaze attack in the first round as it moves closer.

If the party is strong, have it start twenty feet away, so that it can move and attack in the first round.

If anyone rushes past the mummy and on to the tiled floor, have a trap go off. The mummy will then target any character on the tiled area.

If the party defeats the mummy and then investigates the tiled area read the following:

Read Aloud:

As you approach the tiled area, you see light appear in the distance over sixty feet away in the hand of the Squatter who escaped.

"Stop!" he shouts, "The floor is a death trap!"

The tiled area of the floor extends for twenty feet. Each tile triggers a trap if twenty pounds or more is placed on it. A footfall from any character will achieve this.

Attempting to cross on foot will result in at least 6 traps being triggered each firing a poison dart when a creature steps on a hidden pressure plate, poison-tipped darts shoot from spring-loaded tubes cleverly embedded in the surrounding walls.

The tiny holes in the walls are obscured by dust and cobwebs.

The pressure plates or darts could be deactivated, but this will be a very time consuming process.

Each dart makes a ranged attack with a +8 bonus against a random target (vision is irrelevant to this attack roll).

A target that is hit takes 2 (1d4) piercing damage and must succeed on a DC 15 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.

Lindon crossed the room in rat form, thus not triggering the traps and not drawing the attention of the mummy. He now needs help to access the treasure he is after and is ready to make a deal.

Roleplaying Lindon: Lindon is close to his goal and has only one option, but he knows he'll have to lie to get it. He will offer the party full shares of the treasure though he intends on taking what he wants and fleeing.

He'll say he can't open the vault as he lacks the strength and tools.

If the party agrees, he'll deactivate the trap room from his end and invite them in to the final room. If they do not agree, he will leave them to their fate and try again to open the vault.

Part 5: Secret of the Storm

Beyond the trapped floor there is another doorway and a large room. Lying on a raised platform are the bones of a storm giant. At his feet is a large stone box: The object of Lindon's failure.



The stone lid is very heavy and will require a DC 25 strength check to move. This number can be reduced by the use of tools (crowbars, spikes and/or a winch)

The moment it opens, a choking cloud of dust billows out.

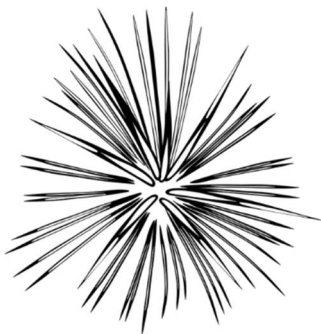
Read Aloud:

Smoke and dust held under pressure for centuries is suddenly released and billows out to cover the area. For a moment all are blinded.

There is a flash of light within the dust like lightning striking within a cloud and the whole room becomes bright.

By opening the box, two will-o-the-wisps have been released.

Conditions: The suddenly lit up cloud of dust gives all characters disadvantage on attacks in the first two rounds of the battle. This affects normal sight and darkvision, but not blindsight. The will-o-wisps are also affected as they use dark vision.



In the first round of the battle, Lindon will fight, but move closer to the box. In the second round he will grab something from it as a cunning action. He will then risk opportunity attacks and move as far as possible back to the trapped hall. A dash action should get him to the trap activation switch.

On the third round, he will rearm the trap as a cunning action, then transform into a rat and flee across the tiles.

Also on the third round the dust has cleared enough that attacks are no longer made with disadvantage.

Adjusting the encounter

If the party is weak, reduce the hit points of each will-o-the-wisp and do not use their life draining power. Have one of them attack Lindon during the first round.

If the party is strong, add a third will-o-the-wisp

In the chest, the party will find three ancient books and probably evidence that Lindon had removed one more.

These are histories written in giant that detail the old giant kingdoms of the north. They have no intrinsic power, but can be sold to a collector.

Lindon will have taken the book that detailed summoning and dealing with powerful demons, also written in giant.

The chest also contains a circlet of blasting, gems and coins worth 200gp, potion of acid resistance and two scrolls: Flame Arrows and Haste

If the party pursues Lindon, they will need to spend an action disarming the trap, but will have trouble catching Lindon as he uses his cunning action to dash and can move at full speed up the shaft. Any attempts to track him down afterwards will lead to dead ends as he is in hiding with the black rainbow cult.

If the party captures or kills him before he escapes they can recover the tome, written in giant which outlines different demons, summoning and controlling methods all of which are beyond the abilities of any player character at this level.

You may need to explain that making use of the knowledge in the book will take several months or even years of study, a great gold piece cost in research and experimentation and access to spells beyond their level. Despite any temptations, this book has no value at all to player characters and is best either destroyed or sold.

Lindon also carries a black rainbow brooch and 50gp worth of jewelry.

Wrapping Up

Both Jasper and Kendra will provide the promised reward.

If Lindon escaped, his body will appear in the sewer a few days later as Black Rainbow no longer trust him.

If anyone is affected by Mummy Rot, Kendra can provide a remove curse scroll and will only charge 50gp for it.

Rewards

Brawl: 15gp
Reward from Jasper: pelts worth 20gp
Reward from Kendra: 50gp per book recovered
Squatters: 50gp
Tomb: 200gp
Lindon: 50gp

From Jasper:
Potion of Flying
Potion of Greater healing

From the tomb:
Scroll of Flame Arrow
Scroll of Haste
Potion of acid resistance
Circlet of Blasting

Experience Points

Defeating enemies:
Lindon: 200XP
Mummy: 700XP
Squatters: 100XP
Will-o-wisps: 450XP

This should be divided amongst the characters.

The following bonuses should be awarded to each character for achieving specific outcomes:

Avoiding the brawl: 50XP each
Researching the giant: 50XP each
Get Lindon's book: 100XP each

Character Directory

Jasper Grain: Human druid specializing in sewers who protects the underworld of Vollenchia.

Kendra the Mouse: A half elven fence with a few connections around town.

Kythandron Vanissemere: A long dead storm giant and legendary hero of Vollenchia.

Lindon Sirell: A human blade shaper. Lindon belongs to the cult of the black rainbow, but also leads a small band of thieves.

Morrow Crane: A Half Orc thug working for Kendra the Mouse.

Victaros Winter: A now deceased Tiefling member of the Cult of the Black Rainbow.

Tip:

It happens from time to time, that players will make up nick-names for NPCs. These names will not exactly be in the spirit of the game, but they do help to identify people.

Fantasy names blur into each other after a while and remembering them can be trouble and can become a chore for players. It doesn't need to be a chore.

I recently played in a game where we had to rescue women we called "rich-chick" and "hurt-chick" The names are stupid and inappropriate, but easy to remember and that allows the game to move faster, which in the end, is best for everyone.

NPC/Monster Stats

Lindon *Medium human, lawful evil*

Armor Class 15

Hit Points 19

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	12 (+1)	10 (+0)	12 (+1)

Saving Throws: Int+3, Dex +5

Skills Deception +3, Insight +2, Investigation +3, Perception +3, Persuasion +3, Sleight of Hand +7, Stealth +7, thieves tools +5

Senses: Passive Perception 14

Actions

Challenge 1 (200 XP)

Actions:

Cunning Action. On each of its turns, the Lindon can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Lindon deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of him that isn't incapacitated and he doesn't have disadvantage on the attack roll.

Wildshape: Lindon is able to wildshape into the form of a giant rat.

Rapier: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) piercing damage.

Shortbow: *Ranged Weapon Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 5 (1d6+3) piercing damage.

Lindon (Giant Rat Form)

Armor Class 12

Hit Points 7

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Cunning Action. On each of its turns, Lindon can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Lindon deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and he doesn't have disadvantage on the attack roll.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Mummy *Medium undead, lawful evil*

Armor Class 11 (natural armour)

Hit Points 58

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Wis +2

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralysed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Giant

Challenge 3 (700 XP)

Actions

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralysed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies for the next 24 hours.

Squatters *Medium humanoid*

Armor Class 12

Hit Points 18

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages Common, Elven

Challenge ½ (100 XP)

Cunning Action. On each of its turns, the squatter can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The squatter deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the squatter that isn't incapacitated and the squatter doesn't have disadvantage on the attack roll.

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Will-o-the-wisp *Tiny undead, chaotic evil*

Armor Class 19

Hit Points 22

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages Common, Giant

Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5 to 20 foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

Playtest notes

This was initially play-tested using a third level party consisting of:

- Woodelf monk
- Halfling rogue/cleric
- Tiefling wizard
- Dwarf rogue/fighter
- Half elf Paladin

I expected it to be difficult for 3rd level characters and I was right.

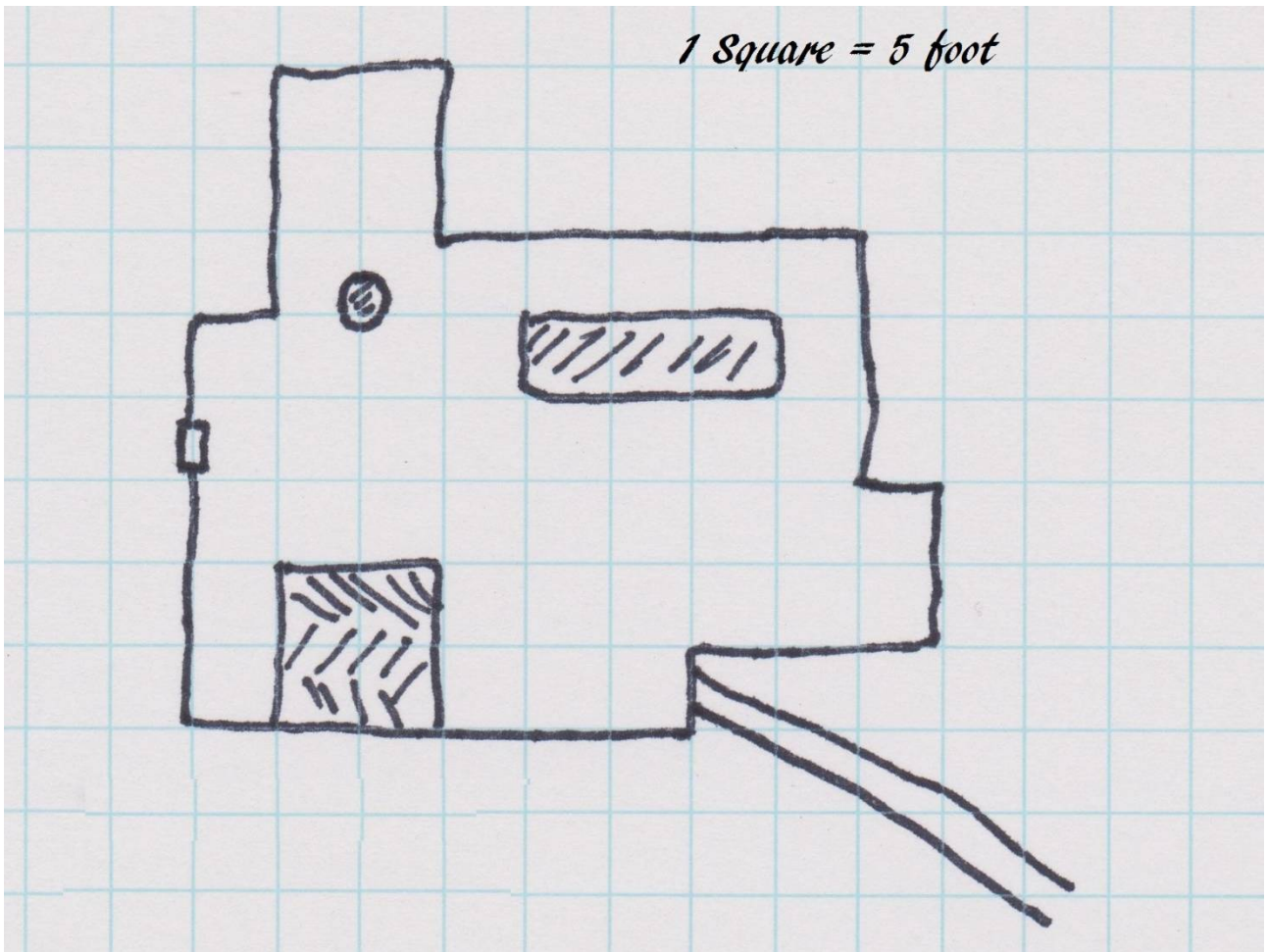
The mummy knocked both the paladin and the fighter/rogue unconscious and the cleric had limited resources to heal them. The paladin went down twice As a result, they were willing to listen to Lindon, but still went into the last battle low on resources. They subsequently struggled against the Will-o-wisps winning with three characters down, so Lindon got away. Disadvantage due to the dust messed everyone up (as was intended).

Two characters gained Mummy Rot and had no access to a remove curse spell. (module wrap-up modified to cover this)

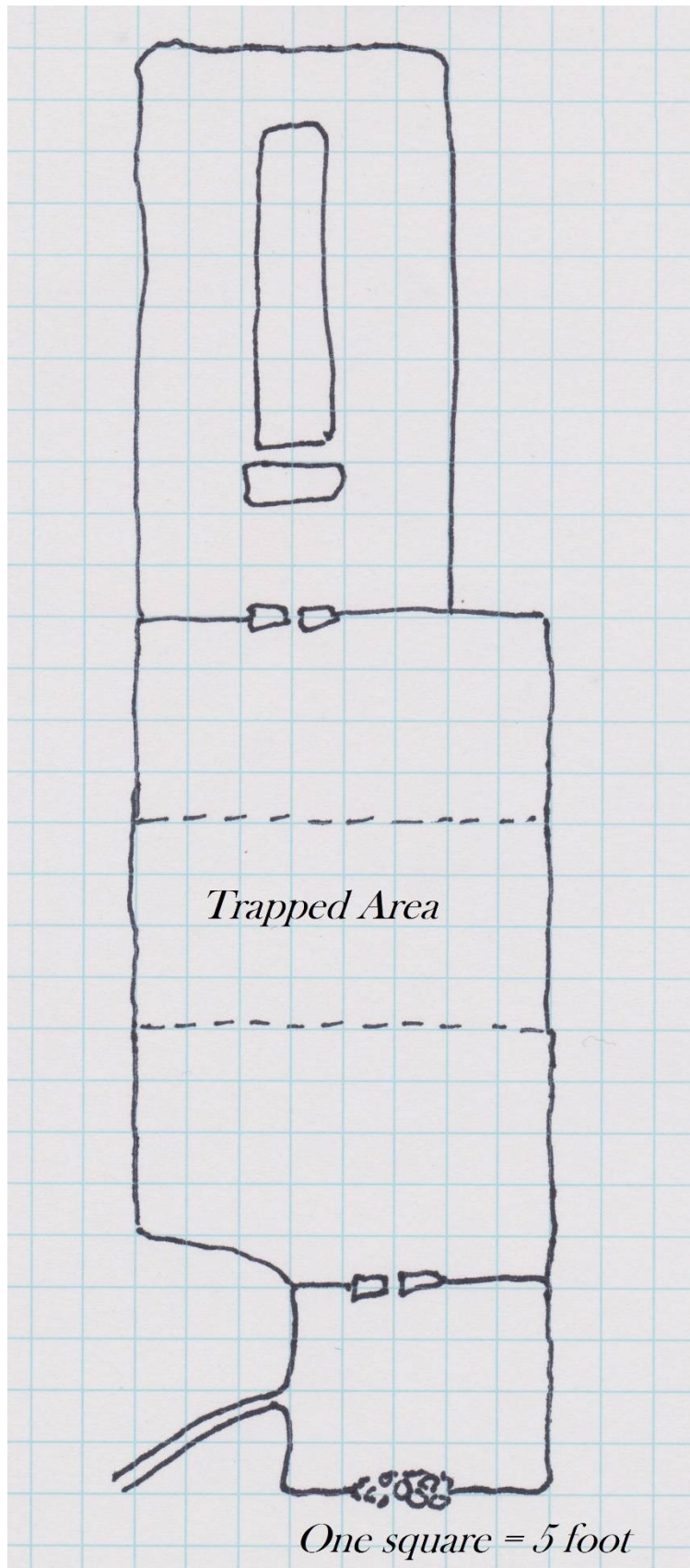
No doubt things will go totally differently for you.

Maps

Squatters' Camp



Giant's Tomb



New Rules

Blade Shaper

Backed into a corner, the Halfling smiles. Then, before her attackers can strike, she growls and lets her body change into a black furred wild beast. She lunges forward and her attackers flee.

A panther sits in a tree as the kobold band marches by. They pay no attention to the cat. Once they are gone, she resumes her human form having hidden from her pursuers.

A Cunning Hunter

The blade shaper is more than just a rogue, he is in tune with nature and able to become a part of it. Taking on animal form allows the rogue to look inconspicuous in the wilderness, but also to present a fearsome role in combat.

Creating a Blade Shaper

A Blade shaper is an archetype for a Rogue, chosen at third level as described in the Core Rules.

Nature's blades

Starting at 3rd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Your rogue level determines the beasts you can transform into, as shown in the Beast Shapes table. You can only take forms whose dexterity modifier is equal or higher than its strength modifier. For example, a panther. The Blade Shaper may use their natural attacks as finesse weapons and do sneak attack damage if appropriate.

Level	Max CR	Limitations
3rd	1/4	No fly / swim speed
9th	1/2	No flying speed
13th	1	

In all other ways this functions the same as the wildshape ability described on pages 66 and 67 of the Core Rules.

Abilities beyond 3rd Level are detailed in [Heroes of the Dawn](#).

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