

ELEMENTAL EVIL™



# ADVENTURERS LEAGUE™

## FOULNESS BENEATH MULMASTER

The sewers beneath Mulmaster have always been dangerous, with countless stories of brigands, murderers, and worse that lurk beneath the streets of the City of Danger. But those stories pale in comparison to a new threat under Mulmaster, one brought to light by a strange and disturbing corpse recently found. It is up to you to learn the terrifying truth of what lurks below. An adventure for 1st-4th level characters.

**Adventure Code: DDEX2-8**

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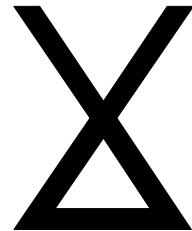
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## EXPEDITIONS™

Debut: May 22, 2015

Release: June 1, 2015

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## INTRODUCTION

Welcome to Eye of the Tempest, a D&D Expeditions™ adventure, part of the official D&D Adventurers League™ organized play system and the Elemental Evil™ storyline season.

This adventure is designed for **three to seven 5th-10th level characters**, and is optimized for **five 6th-level characters**. Characters outside this level range cannot participate in this adventure. A player with an ineligible character can create a new 1st-level character or use a [pregenerated character](#).

The adventure is set in the Moonsea region of the Forgotten Realms, in and below the city of Mulmaster.

## THE D&D ADVENTURERS LEAGUE

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a [DCI number](#). This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the [D&D Adventurers League home](#).

## PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the [D&D basic rules](#) or the Player's Handbook™.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in Dungeon Mastering, such as notecards, a DM screen, miniatures, battlemaps, etc.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

## BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information. This includes:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, and so on)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character (if applicable).

Ensure that each player has an [official adventure logsheet](#) for his or her character (if not, get one from the organizer). The player will fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for XP, gold, downtime, renown, and number of permanent magic items. He or she will fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide

documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the [D&D Adventurers League Player's Guide](#) for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode.

Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

## ADJUSTING THE ADVENTURE

Throughout this adventure, you may see sidebars to help you make adjustments to this adventure for smaller/larger groups and characters, of higher/lower levels that the optimized group size. Most of the time, this is used for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 3rd-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

## DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

**Average party strength** indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

## DUNGEON MASTERING THE ADVENTURE

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

**Make decisions and adjudications that enhance the fun of the adventure when possible.**

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. This is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.

- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. This helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide*™ has more information on the art of running a D&D game.

## DOWNTIME AND LIFESTYLE

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the [D&D basic rules](#) or the [D&D Adventurers League Player's Guide](#) for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services (end of the adventure only)
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime

activities help with lifestyle expenses or add lifestyle expenses.

## SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services. Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

### SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

### ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Faiths that can call upon spellcasting services in Mulmaster include the following: Bane, Leira, Loviatar, Mystra, Savras, Tempus, Tymora, Velsharoon, and Waukeen.

## CHARACTER DISEASE, DEATH, AND RECOVERY

Sometimes bad things happen, and characters get poisoned, diseased, or die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

## DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the D&D basic rules).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

## DEATH

A character who dies during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a raise dead or revivify spell, or similar magic. A character subject to a raise dead spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after raise dead reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

**Create a New 1st-Level Character.** If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

**Dead Character Pays for Raise Dead.** If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a raise dead spell. A raise dead spell cast in this manner costs the character 1,250 gp.

**Character's Party Pays for Raise Dead.** As above, except that some or all of the 1,250 gp for the raise dead spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

**Faction Charity.** If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a raise dead spell. However, any character invoking this charity forfeits all XP and rewards from that session (even those earned prior to death during that session), and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

## ADVENTURE BACKGROUND

Xaxan Thavish loved women and women loved him. Unfortunately, his latest dalliance was with the wife of his superior in the Cult of the Eternal Flame, and when he discovered the affair, he offered Thavish, who still had powerful friends in the cult's hierarchy, a choice: become a flameskull or join an expedition into Mulmaster's sewers sponsored by the Cult of the Crushing Wave. Despite being obsessed with cleanliness and knowing that the mission was likely suicidal, the disgraced evoker chose the latter option.

The water cult sought to ransack the tomb of a renegade kuo-toa mystic—a devotee of elemental powers like Olhydra and Bwimb—hidden beneath Mulmaster, but its leadership had little confidence in their expedition's success. However, their moldering map was surprisingly accurate and the expedition soon located the tomb; unfortunately, a band of troglodytes had recently taken refuge in its antechambers. An initial skirmish left both sides bloodied—and Xaxan Thavish in charge. The situation has now settled into a precarious stalemate.

All this activity—in particular, a telepathic exchange between Thavish and his homunculus—attracted a mated pair of flumphs who had been tracking the troglodytes through the Underdark. Xol, the male flumph was something of a crusader, being both braver and more reckless than others of his kind. When he went in for a closer look, the cultists discovered and killed him; his corpse tumbled into the sewer and the rushing waters swept it away.

Street urchins discovered Xol's corpse clogging the mouth of a discharge pipe and mistook it for a monster, causing panic to spread through the waterfront. In response, the City Watch—unwilling to brave the sewers themselves—has been recruiting adventurers to scour the nearby tunnels. Furthermore, Laal, the other flumph, seeks justice for her murdered mate; she is contacting the same adventurers in hopes of finding ones willing to confront the cultists and troglodytes.

### THE WEATHER IN THE CITY OF DANGER

Mulmaster is normally a cold, wet, and windy place, but the city is currently in the grips of a sweltering heat wave that would be unusual even in Eleasis, with temperatures soaring into the 90s by mid-morning. In addition, torrential downpours regularly batter the city; unfortunately, the rain provides no respite from the heat—instead, it transforms the streets into a stinking morass and increases the already oppressive humidity. The bizarre weather is a side effect of The Cults of Elemental Evil's experiments with the elemental nodes.

The weather has set the city on edge. The populace fruitlessly devotes their energy to staying cool and avoiding the swarms of biting insects that have descended upon the city en masse. Anxiety grips the city, tempers are short, and paranoia runs rampant—bitter Mulmasterites frequently and loudly blame Thayans, Zhents, and just about everyone else for the weather.

## OVERVIEW

A City Watch patrol led by Sergeant Audra Maskyr recruits the characters to explore Mulmaster's sewers and eliminate any threats to the city. However, before they begin, she gives them the opportunity to examine the flumph's corpse and interview the children who found it.

Once in the sewers the characters quickly encounter a party of inexperienced adventurers frantically searching for an exit. Unfortunately, Laal spooked them and they are now convinced that the sewers are haunted. Though they want to leave as soon as possible, they direct the characters to where they encountered the "ghost."

Laal first makes her presence known when she telepathically warns the characters of an impending ambush by a pack of lacedons. Once the battle ends, she reveals herself, tells the characters her story, and offers to lead them to the kuo-toa's tomb.

The cultists occupy the ancient tunnel leading to the tomb, while the troglodytes control its antechambers. Xaxan Thavish is willing to ally with the characters to break the stalemate—though he's quick to betray them afterwards. However, if Laal accompanies the characters, she frustrates any negotiations.

Once the characters defeat the cultists and troglodytes, they are free to explore the tomb; arcane traps, undead kuo-toa, and summoned elementals guard it. If the characters can reach the innermost vault, they find the mystic's treasure sealed within his sarcophagus.

## ADVENTURE HOOKS

The adventure begins in Mulmaster, an infamous port city on the southeastern coast of the Moonsea. Use one of the following hooks to draw the players into the story, or devise your own. Note that multiple hooks could easily be used especially if the characters are not known to each other. The adventure starts when the City Watch approaches the characters while they're visiting Mulmaster's harbor. Here are some possible reasons for their visit:

**I am the Law!** If the characters had previous dealings with the City Watch, the Soldiery, or the Hawks—especially if they owe someone a favor—they receive a brusque summons to meet Sergeant Audra Maskyr down by the harbor. The City Watch isn't particular about who they recruit; any group of armed individuals will do. Characters looking for employment, booking passage on a ship, or simply trying to stay cool in a tavern quickly come to their attention.

**Oi, Mister; Ya Hear The News?** Rumors of monsters emerging from the sewers to devour children and dockworkers alike spread quickly through the city. Characters repeatedly find themselves approached by common folks prompting them to investigate for themselves.

## PART 1: INTO THE SEWERS

Sergeant Audra Maskyr of Mulmaster's City Watch is having a bad morning. For months, she's been bucking for a promotion and has kept her stretch of harbor nice and orderly—the discovery of the flumph's corpse, the resultant uproar, and rumors that the Hawks have begun to take an interest have put her ambitions at risk. She desperately wants to resolve the situation before it gets worse. Even though she doesn't believe a monstrous invasion is imminent, she is unwilling to risk her own men on a fool's errand; instead, she is using the City Watch's network of informers to identify and conscript expendable adventurers. The characters are her next recruits; her patrol catches up with them mid-morning.

Twelve dour members of the City Watch approach you and fan out into a semicircle; despite the heat, they are all heavily armed and armored. One bearing a sergeant's insignia steps forward and removes her helmet. She wipes sweat from her brow and pushes back matted strands of blonde hair as she surveys you with her cold gray eyes. She addresses you in a clipped, business-like manner. "Well Met. My name is Sergeant Audra Maskyr of the Mulmaster City Watch. I have urgent matters to discuss with you."

She motions for the characters to sit or take shelter from the sun before continuing; her men stand in sweaty, sullen silence.

"This morning some children discovered the corpse of a strange creature lodged in the mouth of a sewage pipe. We are unable to identify it and have asked the Cloaks for assistance. Unfortunately, while I do not believe the corpse represents a threat, panic has been spreading like wildfire through the harbor districts and I need my men to maintain order. Thus, in the name of High Blade Darkehorn, I request that you venture into the sewers to insure that no other creatures lurk there."

Sgt. Maskyr isn't expecting rejection, especially with the implicit threat of force backing up her request, but she first appeals to the characters' better nature. If they inquire about a reward, Maskyr promises that they can keep anything they find without paying the requisite "taxes and fees," though savvy characters can wrangle a favor or two from her. If the characters balk, she threatens them with confiscation of property, imprisonment, and physical beatings until she gets her way.

Assuming the characters agree to her terms, Sgt. Maskyr provides more information:

- The dead creature resembles a jellyfish or octopus; if the pipe didn't discharge 6-feet above a rocky beach, they would have dismissed it as an errant sea creature. The corpse's tentacles had snagged on a piece of metal. Crossbow bolts killed it.
- The discharge pipe drains the main line that serves the northwestern part of the city. Beyond that, she doesn't know where the creature came from nor is she familiar with the sewers.
- Despite rumors to the contrary, there have been no unexplained disappearances or murders around the harbor in recent weeks.
- The characters are the third group that Sgt. Maskyr has dispatched into the sewers. The other two are "a gang of Zhentish sellswords" (she doesn't hide her disdain) and a four adventurers—two humans, an elf, and a dwarf— "fresh off the boat from Sembia."

If they wish, the characters can view the corpse, interview the children who found it, or visit the drainage pipe—all under her impatient, watchful eyes of course. She also allows them to return to their lodgings with a City Watch escort to gather whatever they need.

### ROLEPLAYING SGT. MASKYR

Audra Maskyr is one of the more professional and ambitious members of the City Watch, as well as a devout worshiper of Bane. During conversations, she habitually fingers an onyx holy symbol that dangles around her neck. She's all business, a bit of a tyrant, and doesn't suffer fools. No one has ever seen her smile or laugh—her men, who all fear her, believe she is incapable of doing so.

### THE BODY

Sgt. Maskyr is keeping Xol's body in a commandeered wagon parked in a nearby alley; his sun-bloated corpse lies beneath a dirty tarp teeming with flies. Three of her men guard it—all wear vinegar-soaked rags over their noses and mouths to combat the horrid stench. With a nod from Sgt. Maskyr, one of them uses a wooden pole to move the tarp.

Beneath the tarp lies a disgusting sight that compliments the smell. It superficially resembles a jellyfish—it has a yellowish, bladder-like body and a mass of barbed tentacles hanging from its underside—but it has a pair of eyestalks and a toothless orifice running between them. The creature has two visible wounds; a crossbow bolt with black fletching protrudes from one of them.

The characters are free to examine the corpse; while unpleasant, it's not dangerous to touch. Anyone who takes a few minutes to study it and succeeds at a DC 20 Intelligence (Arcana) check identifies the creature as a flumph. If told the news, Sgt. Maskyr doesn't care, as she still views it as a potential threat; however, she openly wonders who would've killed such a creature. The crossbow bolt is unremarkable.

### THE URCHINS

Most of the children who found Xol's corpse melted back into the crowd soon thereafter, but the City Watch still managed to detain a few. If the characters express an interest in interviewing them, Sgt. Maskyr orders one of her men to fetch them. The four children—two boys and two girls ranging in age from 6 to 10—are bedraggled and frightened; they all recount the same story: Each morning, they play at the beach and look for “treasure” washed out of the pipe; however, this morning, something was blocking the flow. When they investigated, they found the body; their screams attracted the attention of nearby dockworkers, who in turn summoned the City Watch.

Although the others try to stop her, the youngest girl—a plucky redhead named Esmé—volunteers additional information if the characters treat her kindly. She tells them that the dead thing “talked to me...it asked for my help.” If pressed further, she admits that she didn't actually see it speak but that she “knew that it was really sad.” The other children chide her for making up stories (they fear repercussion), but she loudly insists it happened before bursting into tears. In fact, a flumph did communicate telepathically with Esmé, but it wasn't Xol—it was Laal's first attempt to reach out for help.

### THE PIPE

As Sgt. Maskyr said, the discharge pipe empties 6 feet above a rocky beach; it is about 3 feet in diameter and a steady stream of befouled water cascades from its mouth. If a character climbs up to investigate, they find no additional clues.

Once the characters are ready, Sgt. Maskyr and her men escort them to a nearby culvert, unlock the rusty iron grille, and herd them into the sewers. She expects a thorough search and detailed report upon their return; two of her men remain behind to guard the exit.

## THE SEWERS

Mulmaster's ramshackle sewers have a well-deserved reputation as a haven for criminals and monsters alike. They consist mainly of repurposed cellars indifferently connected by a network of rusting pipes and crumbling tunnels. Unless otherwise noted, the sewers have a few common characteristics:

### GENERAL FEATURES

**Ceilings.** The dripping, mold-covered ceilings rise 10 to 20 feet above the ground.

**Lighting.** The sewers are dark and unlit.

**Movement.** The sewers are haphazardly constructed, flooded knee-high with water, and choked with rubble, garbage, and waste; in addition, they follow the gradient of the hillside and become steeper the further one gets from the harbor; in Mulmaster, excrement literally rolls downhill. It makes for rough going; characters move at half-speed.

**Temperature.** Thankfully, the sewers provide some respite from the heat; it's an uncomfortably dank 70 degrees.

**Odor.** The sewers are normally quite rank and the recent heat has only made things worse. Wisdom (Perception) checks that rely on smell have disadvantage.

**Sewer Plague.** Creatures who have less than half their hit point maximum while in the sewers must make a DC 11 Constitution saving throw every hour or contract sewer plague.

### SEWER PLAGUE

When a humanoid creature is bitten by a creature that carries the disease, or when it comes into contact with filth or offal contaminated by the disease, the creature must succeed on a DC 11 Constitution saving throw or become infected.

It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

The characters are free to explore the sewers as they wish; they follow the contours of the city streets above, so anyone familiar with them can navigate quite easily—others have to work to avoid becoming lost. They won't encounter anything dangerous for the first hour—just rats, insects, and occasional crustaceans near the harbor.



## THE OTHER PARTY

Thirty minutes after the characters enter the sewers they spy flickering torchlight coming from up ahead. If they carry a light source of their own, a deep male voice calls out in Common “We mean you no harm...Please help us!” Otherwise, they’re free to conceal or announce themselves. A tall Turami warrior dressed in splint armor and carrying a torch and longsword rounds the corner, followed by a limping and bandaged moon elf male supported by a human woman dressed in leather armor. They are the surviving members of one of the adventuring parties forced into the sewers by Sgt. Maskyr. If the characters hide, the other adventurers slowly pass by unless Florio—the lead warrior—notices them (he has a passive Perception of 12); in that case, or if the characters reveal themselves, Florio raises his sword defensively and asks for help.

Florio and his companions—the elven druid Nualion Galanodel and human ranger Kyra—are friendly but wary. They’ve only been in the sewers for a few hours, but their excursion has been a disaster; Nualion was badly hurt during a fight with giant rats (Kyra grumbles under her breath about “wererats”) and a flash flood swept away their dwarven cleric Rorik Ironheart. Now, their only goal is to find the nearest exit. If the characters give them directions or heal Nualion, Florio and his compatriots gladly share the following information before departing:

- Florio and his party recently arrived in Mulmaster from Selgaunt intending to explore some dwarven ruins in the Earthspur Mountains. Instead, Sgt. Maskyr rustled them out of bed this morning and forced them into the sewers to hunt monsters. They have nothing good to say about her.
- They haven’t encountered anything other than the giant rats nor have they found any signs of more tentacled monsters.
- However, they are convinced that the sewers are haunted as they all heard a disembodied voice pleading for help. Florio felt that they were in no condition to confront a ghost, so they fled; the voice followed them some distance before fading away. Though he attempts to dissuade the characters from investigating the voice, Florio gives them directions to the area where they first heard it. The voice was Laal’s failed attempt at telepathically contacting Florio and his party. She still lurks in the area.

## ROLEPLAYING FLORIO AND HIS PARTY

Florio and his party are talented yet inexperienced—their expedition to the Earthspur Mountains was to be their first real adventure. The towering, mahogany-skinned warrior is a charismatic, natural-born leader who is normally quite friendly and helpful; however, he feels personally responsible for the disaster that befallen his party and now his only goal is to get them to safety. Nualion is a willowy moon elf with long, silvery hair; he’s questioning his choice of vocation, yearns to return to Cormanthor, and has developed a crippling case of claustrophobia. Kyra is a laconic, raven-haired beauty who is quite proud of her combat and survival skills; she cannot believe that she let giant rats almost kill her friend and has convinced herself that the rats were actually lycanthropes—she now broods sullenly while harboring resentment against Florio and their missing cleric.

Although Florio and his compatriots are unlikely to fight the characters, if combat does break out Florio uses the statistics of a **veteran**, Kyra a **scout**, and Nualion a **druid** (though he only has 6 hit points remaining).

## XP AWARD

If the characters aid Florio and his party, award each character 50 XP.

## FIRST CONTACT

If the characters follow Florio’s directions or his party’s trail (which requires a DC 12 Wisdom (Survival) check) they unknowingly walk into an ambush; three hungry **lacedons** lurk in the half-flooded intersection where they encountered the “ghost.” Luckily, the flumph Laal remains nearby and attempts to warn the characters.

The intersection is about a quarter mile from where the characters met Florio and his party. As they near it, the volume of water flowing down the passageway steadily increases, noticed by any character that succeeds on a DC 15 Wisdom (Perception) check. Eventually the passage widens into the flooded ruins of a 30-foot-by-30-foot cellar; the water is only ankle deep near the edges of the chamber, but there is a steep drop off—at the center of the room, the water is 10-feet deep. Another tunnel branches off from the chamber on the left, forming a T-intersection; this tunnel runs for 50-feet before ending in a collapsed pile of rubble. Two of the lacedons hide underwater, while the third crouches in the side passage. Before they can attack, Laal sends a telepathic message to all of the characters.

You hear a clear, ethereal voice in your head; it warns, “Beware, dead things lurk in the waters ahead! Please help me; I’m trapped on the other side!”

Laal lapses back into silence unless the characters hesitate or retreat, in which case she desperately repeats her pleas for help and promises to tell all once they deal with the ghouls.

The lacedons hide and wait for the characters to move into the middle of the chamber before attacking. Thanks to Laal's warning, however, Wisdom (Perception) checks made to detect them are made with advantage. The two submerged lacedons lunge out of the water and attempt to paralyze and drown their prey, while the third charges out of the tunnel. They fight until only one remains, but don't pursue fleeing characters if they've killed or paralyzed at least one of them.

### DEVELOPMENT

During the second round of combat on initiative count 20, a flash flood sweeps through the sewers. Creatures (including the lacedons) must succeed on a DC 12 Strength saving throw or take 5 (1d10) bludgeoning damage, be knocked prone and washed 1d6 x 10 feet down the tunnel. The torrent then quickly subsides.

### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 2 lacedons. Flash flood damage is reduced to 3 (1d6) bludgeoning damage
- **Weak party:** Remove 1 lacedon. Flash flood damage is decreased to 3 (1d6) bludgeoning damage
- **Strong party:** Add 1 lacedon. Flash flood damage is increased to 11 (2d10) bludgeoning damage.
- **Very strong party:** Add 4 lacedons. Flash flood damage is increased to 11 (2d10) bludgeoning damage.

### TREASURE

Characters searching the side tunnel find a human skull wearing a muck-covered helmet adorned with silver filigree worth 50 gp.

### MEETING LAAL

Once the characters deal with the lacedons, Laal sends another telepathic message—"I'm coming out, please do not harm me!"

A few moments later, you hear a strange sound—like air rapidly escaping a bladder—and an equally strange creature floats into view. It resembles a jellyfish; it has a mass of barbed tentacles protruding from the underside of its ovoid body, a pair of eyestalks topped with large eyes that regard you sadly, and a slit-like, toothless orifice running between them. The creature's skin glows faintly with a deep blue light.

Characters that saw Xol's body recognize that Laal is the same kind of creature; if they are hostile, she uses her stench spray and flees back to the Underdark. Assuming they are willing to talk, Laal shares the following information with the characters:

### ROLEPLAYING LAAL

Despite her brave face, Laal blames herself for Xol's death and is still in shock. She keeps to herself unless the characters directly engage her, but she's always polite and truthful. If the characters get her to open up, they find her to be an erudite conversationalist. However, Laal shies away from human males, as she associates them with Xol's murder.

- Laal and her mate Xol entered the sewers a few days ago through a fissure that leads to a region of the Underdark beneath the Earthspur Mountains. They had been trailing a band of troglodytes for a week.
- Flumphs normally avoid such confrontations, but Xol couldn't abide evil; he felt it was his responsibility to warn others of the troglodytes' approach and to help them if he could. Laal felt otherwise, but Xol was persuasive and she was in love; against her better judgment, she followed him.
- They tracked the troglodytes to a tunnel that predated the sewers; that's when they intercepted a telepathic conversation between a man and another creature that called him "master". The conversation confirmed that the troglodytes were nearby. They also learned that the man wanted to explore a tomb, but that the troglodytes were frustrating his efforts.
- Laal immediately distrusted the man, as he exuded malice, hatred, and anger. Her skin glows an angry crimson as she thinks about him.
- However, Xol wanted to take a closer look; Laal tried to deter him but he was adamant. As he approached the mouth of the tunnel, there was a shout and to her horror, two crossbow bolts hit Xol, killing him instantly. His body fell into the sewer and the water swept him away before she could do anything. Her skin glows deep blue as she recollects his death.
- She panicked and fled, but after regaining her composure, she asked herself what Xol would've done and started searching for his body. She found him just before the children did, and admits to unsuccessfully contacting Esmé. She tried again when she stumbled across the good-hearted Florio and his friends—she never meant to frighten them.

- Laal attempts to convince the characters that they should bring the man and the troglodytes to justice and offers to guide them to the tunnel. If they need further inducement, she tells them that the man mentioned treasure hidden in the tomb and that the troglodytes had previously looted a svirfneblin mining camp.

Laal tries to answer any other questions as best as she can. She isn't keen on accompanying them into the tunnel, but if a character makes a DC 12 Charisma (Persuasion) check, she reluctantly agrees to follow them. The tunnel, which is the entrance to the kuo-toa mystic's ancient tomb, lies a quarter-mile to the east.

#### XP AWARD

If the characters successfully befriend Laal, award each character 50 XP.

## PART 2. THE OUTER TOMB

Five hundred years before Mulmaster's founding, a kuo-toa mystic and his followers fled their people's insane orthodoxy and took up residence in a series of natural caverns nearer the surface. Upon their master's death, his remaining followers built him a grandiose tomb and sealed themselves inside to serve him for all eternity. By happenstance, Mulmaster's sewers eventually connected to the tomb's entrance, though it remained undisturbed until the arrival of the troglodytes and elemental cultists. The cultists occupy the entrance tunnel, while the troglodytes have claimed a series of small antechambers just outside the tomb proper.

### THE ENTRANCE TUNNEL

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The tunnel leading to the tomb branches off from the sewer, forming a T-intersection; its mouth lays a few steps above the swiftly flowing sewage channel, which is about 5-feet wide and a foot deep. The elemental cultists have affixed a pair of guttering torches to makeshift sconces on the wall opposite the tunnel's mouth. A forward guard of two **crushing wave reavers** guard the area (Laal is aware of him and warns the characters beforehand). They are hiding, watching the entrance with javelins at the ready and attack anyone they see who doesn't immediately speak the password (the word "Friend" in Aquan)—their javelins have brass tips just like the one that killed Xol.

#### DEVELOPMENT

Once combat begins, the cultists shout for reinforcements immediately after attacking, if able. If they do so, **Xaxan Tevish** arrives at the beginning of the second round, followed by his retinue of four **crushing wave reavers**. When Thavish arrives, he demands a parley, as described below.

### THE CULTIST'S CAMP

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The tunnel winds downwards and is thankfully free of sewage; it's clear that someone excavated it long ago—the crumbling walls were once perfectly smooth. The cultists have removed most of the rubble and placed torches at regular intervals. It still reeks, but the lingering smell is distinctively different thanks to the troglodytes.

The cultists have encamped in a small cave bisected by the tunnel about 60 feet from the tomb's entrance. **Xaxan Thavish** along with the remainder of his retinue of four additional **crushing wave reavers** reside in the camp, which consists of a few soiled and rumpled bedrolls arrayed around a smoldering fire pit. Unless alerted by

the guards at the tunnel mouth, he is not expecting an attack from the rear. A final pair of **crushing wave reavers** are further down the tunnel, guarding a hastily constructed barricade near the entrance to the inner tomb—they are responsible for guarding against troglodyte attacks. Should a fight break out, they arrive at the end of the fourth round of combat.

The mood in camp is very tense. Xaxan Thavish is a member of the Cult of the Eternal Flame and the other cultists present loathe him—something he reciprocates. If it weren't for the troglodyte threat, his magical prowess, and their fear of punishment, they'd have slit his throat long ago and thrown him into the Moonsea. Instead, they've taken to playing sadistic pranks (they love to take potshots at his familiar), being generally insubordinate, and mocking him (they sarcastically refer to him as "Zora Thavish" and use increasingly extravagant honorifics when addressing him); however, it won't be long before a mutiny breaks out, especially if the stalemate continues.

Thavish views the arrival of the characters as an opportunity to end the standoff; he asks for a parley even if they attack the camp first. However, he's no fool and if they don't respond to his entreaties, he proves to be as fanatical as his men.

#### COMBAT

If the characters attack, Xaxan Thavish and the veteran respond in kind, though the wizard first shouts "Parley!" If they halt their attack, proceed with the negotiations as described below. Otherwise, half the crushing wave reavers rush into melee while the others attack the characters with javelins.

For his part, Xaxan Thavish hangs back and targets them with his spells; he doesn't care if he catches the cultists in the area of effect of his spells—likewise, the cultists are slow to come to his aid. The two cultists manning the barricades don't leave their post under any circumstances. All the cultists save Thavish fight to the death—the pyromancer attempts to flee if he loses more than half his hit points and half the cultists are slain (though any surviving cultists turn their crossbows on him).

#### PARLEY

If the characters respond positively to Thavish's appeal—or if they peacefully approach the camp themselves—the evoker orders his men to stand down, which they reluctantly do. Xaxan Thavish is surprisingly pleasant and apologetic. He never mentions his affiliation with the Cult of the Eternal Flame; instead, he claims that he and his men are adventurers who have come to explore the tomb.

- The original leader of the party—a warrior named Vyrlo Trath—hired him as the party's arcanist. It was Trath who obtained the map that Thavish now carries and hired the other men (in hushed tones he confides that the scum wouldn't have been his first choice).
- He shows the characters the decaying map; it shows the tomb's location in relation to the sewers, as they appeared several hundred years ago. He's unsure of its origins.
- Unfortunately, the troglodytes killed Trath during their first foray into the tomb, leaving him in charge (an "unfortunate burden" he sniffs sympathetically). No one expected to encounter the troglodytes.
- Thavish doesn't know much about the tomb other than it contains the remains of some "water-worshipping mystic" (he barely hides his contempt).
- Thavish estimates that there are about a dozen surviving troglodytes in the tomb.
- If questioned about the flumph, Thavish apologizes profusely and claims that his men mistook it for a monster. While remorseful, he cannot blame them, as Mulmaster's sewers are a dangerous place.
- For the past few days, Thavish has been planning an attack on the troglodytes; he wishes to ally with the characters and offers them an equal share of any treasure found in the tomb. He assures them that before he died Trath spoke of its fabled riches.

#### ROLEPLAYING XAXAN THAVISH AND THE CULTISTS

Xaxan Thavish is a handsome Mulani man (he claims to be the bastard son of a Red Wizard) with intense amber eyes and flowing locks of long black hair. He's a vain and fastidious sociopath; while in the sewers he frequently casts *prestidigitation* upon himself to keep himself immaculately clean (a task made harder by the water cultists who go out of their way to dirty his orange robes). While he presents an outwardly friendly façade and fancies himself chivalrous (at least until he gets what he wants), he seethes with envy and resentment—if he can't possess something, whether an object or a person—he'd rather see it burn to ashes.

The cultists are the dregs of their cult. To the man, they are crude, sadistic fanatics. Each bears Olhydra's symbol (a blue-green square) on their person (usually a tattoo or worthless piece of costume jewelry); characters can identify it with a DC 20 Intelligence (Arcana) check. They refer to themselves by an ever-changing array of uncouth nicknames like Snot Nose, Dog Ear, and Pox Face.

If the characters reject his offer, Thavish and his men resume their attack. If they agree, he honors the terms of their agreement—at least until they drive away or kill all the troglodytes (he intends to let the characters do the lion share of the fighting). If Laal is present during the negotiations, she listens quietly but grows angrier as talks continue; she doesn't trust Thavish and telepathically implores the characters to reject his offer. If they don't heed her words, she scuttles the negotiations with her stench spray.

#### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Xaxan is alone save for 1 crushing wave reaver.
- **Weak party:** Remove 2 crushing wave reavers from Xaxan's retinue.
- **Strong party:** Replace Xaxan with an eternal flame priest; remove 1 crushing wave reaver from Xaxan's retinue.
- **Very strong party:** Replace 1 crushing wave reaver with 1 fathomer; replace Xaxan with eternal flame priest.

#### TREASURE

The cultists carry 64 gp between them. Thavish wears a bronze torc decorated with flame motifs and studded with square-cut, red garnets (Imix's symbol as a DC 20 Intelligence (Arcana) check attests) worth 250 gp and carries a single potion of healing.

#### THE BARRICADE

After their first confrontation with the troglodytes, the cultists constructed a barricade out of rubble at the entrance of the tomb; it provides half cover to anyone crouching behind it. A pair of **crushing wave reavers** watch intently for troglodyte attacks; they pay little attention to their rear.

The cultists haven't placed any torches beyond the barricade.

#### THE ANTECHAMBERS

The eight **surviving troglodytes** occupy the four circular, interconnected antechambers adjoining the outer vault. They fear the water weird lurking in the pool there and refuse to re-enter the chamber under any circumstances. The troglodytes have run out of food, but haven't resorted to cannibalism—yet. Instead, they stupidly throw themselves at the cultists' defenses, hoping to escape or at least capture a tasty morsel. The antechambers have a few common characteristics:

## GENERAL FEATURES

**Lighting:** The troglodytes rely on their darkvision and carry no light sources; the antechambers are completely dark.

**Ceilings:** The domed ceilings rise up 20 feet at their highest point.

**Walls:** The walls are covered with stylized bas-reliefs depicting kneeling piscine humanoids (kuo-toa) summoning towering waves to obliterate their enemies (humanoids of various sizes, including other kuo-toa).

## ANTECHAMBER A

Three troglodytes occupy this chamber. The room is otherwise empty.

## ANTECHAMBER B

A pair of **troglodytes** occupy this chamber, which also contains the skeletal remains of two cultists. The famished troglodytes cracked open their bones and sucked out all the marrow.

## ANTECHAMBER C

The desperate troglodytes constructed a crude effigy of Laogzed from stone and bone in this room; dried blood covers their grisly handiwork. A single troglodyte tends to the shrine.

## ANTECHAMBER D

Two troglodytes occupy this chamber. The troglodytes keep their treasure in this room.

## DEVELOPMENT

Once the troglodytes detect the characters, they attack from all directions using their chameleon skin and the darkness to achieve surprise. Although half-mad with hunger, they retreat if they lose more than half their number and resort to hit-and-run tactics. The troglodytes pursue fleeing characters into the cultist's encampment, but not into the outer vault. They have no interest in diplomacy and quickly devour any captives.

If the characters allied with the cultists, they provide tepid support with their crossbows and magic; if forced into melee, they fight half-heartedly. Once the characters finish off the troglodytes, the cultists turn on them.

## ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** remove 3 troglodytes
- **Weak party:** remove 2 troglodytes
- **Strong or very strong party:** each troglodyte has 17 hit points

## TREASURE

The troglodytes' treasure consists of a bloodstained satchel full of uncut gemstones stolen from a svirfneblin mining camp. In their current state, the 20 stones are each worth 10 gp; if polished and cut, they are worth 50 gp each.

## PART 3. THE INNER TOMB

The inner crypt consists of two large vaults; its architects intended the outer one to be their master's first line of defense against grave robbers, while his body would repose in the second.

### THE OUTER VAULT

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The outer vault is a large rectangular room with 60-foot high arched ceilings. Like the rest of the complex, it is shrouded in darkness. A circular pool of water and a 15-foot high archway dominate the opposite ends of the vault.

#### GENERAL FEATURES

**Lighting:** The troglodytes rely on their darkvision and carry no light sources; the antechambers are completely dark.

**Ceilings:** The domed ceilings rise up 20 feet at their highest point.

**Walls:** The walls are covered with stylized bas-reliefs depicting kneeling piscine humanoids (kuo-toa) summoning towering waves to obliterate their enemies (humanoids of various sizes, including other kuo-toa).

#### THE POOL

The pool is 40 feet in diameter and rests in a lipless bowl perfectly flush with the floor; the cool water is crystal clear, incredibly pure, and 3-feet deep. Any water taken from the pool is magically replaced; in fact, the entire pool radiates conjuration magic. A **water weird** guards the pool and attacks anyone who tries to drink or remove water from it, but otherwise doesn't reveal itself. If the characters destroy the elemental, it reforms after 10 minutes.

The corpse of a troglodyte lies sprawled out before the pool; it has been dead for several days. Characters who examine the corpse and make DC 15 Wisdom (Medicine) check determine that the troglodyte drowned—the water weird killed it when the troglodytes first entered the tomb.

#### THE ARCHWAY

A massive door made from a single slab of hardened mud blocks the archway; if it weren't for the seams, one could easily mistake it for a wall. It is too heavy to move and any attempt to destroy it causes mud to ooze forth and repair the damage. The entire archway radiates evocation and transmutation magic.

Three stone, piscine faces with wide, circular mouths adorn the arch; one is affixed to the keystone and the others to the springers, which are 10 feet off the ground

(climbing the arch requires a successful DC 12 Strength (Athletics) check). If the characters peer into the mouths, they see that they are funnels. The faces are the key to opening the door; if the characters pour a gallon of water from the pool on the opposite side of the room into each mouth within 5 minutes, the mud liquefies and dissolves, allowing entrance to the inner vault. The door reforms after 24 hours and there is no way to reopen it from the other side.

However, if the characters take longer than 5 minutes or if they pour liquids from another source into a mouth, they trigger a dangerous **magical trap**. When activated, each mouth exhales a 15 foot cone of caustic bubbles; every creature in the area of effect must succeed on a DC 13 Dexterity saving throw, taking 11 (2d10) acid damage on a failed save or half as much damage on a successful one.

#### THE PASSAGE BEYOND

The archway extends for 10 feet and ends in front of a pool of water that is 5-feet in diameter. It is the entrance to a flooded, 40-foot long, U-shaped tunnel. The characters must swim through the tunnel to reach the Inner Vault.

#### XP AWARD

If the characters successfully open the door to the inner vault, award each character 100 XP.

### THE INNER VAULT

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The inner vault is a large circular chamber that is 80 feet in diameter; the domed ceiling is 40 feet high. Inscriptions written in Aquan and Undercommon decorate the smooth walls, which are made of a polished green stone that is cold and slimy to the touch; they are prayers to Olhydra, Bwimb, and other powerful entities from the Elemental Planes of Water and Ooze. Most of the vault is submerged; characters climbing out of the flooded tunnel that connects the vaults together find themselves on a stone landing that rises a foot above the water. There are seven niches in the walls adjoining the landing; each contains a kuo-toa **skeleton**.

The water in the vault is 40-feet deep; 50 feet from the edge of the landing, a small, rocky island rises from the water—it holds the kuo-toa mystic's sarcophagus. Five narrow columns jut a foot above the waterline forming a perilous causeway connecting the landing to the island. The water swiftly circulates counterclockwise around the island; creatures without a swim speed must succeed on a DC 13 Strength (Athletics) check to swim against this current; those who fail or who don't attempt this check

are pushed 20 feet in the direction of the current. Two **swarms of quippers** held in magical stasis until a living creature enters the vault swim in the water.

Unlike the rest of the complex, the inner vault is dimly lit; a wan green light emanating from the island illuminates the room.

## DEVELOPMENT

As soon as the characters enter the vault, the skeletons attack. Four of them wield pincer staffs; these skeletons attempt to grapple the characters and then push them into the water. The remainder attack with their short bows. The skeletons and quippers fight until destroyed.

### KUO-TOA SKELETONS

Four of the kuo-toa skeletons carry a pincer staff in addition to the attacks listed in the stat block.

**Pincer Staff.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the kuo-toa skeleton can't use its pincer staff on another target.

### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** remove both swarms of quippers
- **Weak party:** remove 1 swarm of quippers
- **Strong or very strong party:** each skeleton has 17 hit points

## THE CAUSEWAY

The columns are 3 feet in diameter and spaced 8 feet apart; they are slick with water and algae. Creatures that jump to a column must succeed on a DC 11 Dexterity (Acrobatics) check to avoid falling into the water. Each round, on initiative count 20 (losing ties), two of the columns (determined randomly) sink 20 feet into the water until the beginning of the next round; a creature on a column must succeed at a DC 15 Dexterity or Strength saving throw to hang on.

## THE ISLAND TOMB

Purple sand covers the rocky island that holds the kuo-toa mystic's sarcophagus; the sand is caustic—creatures on the island take 1 acid damage per round. The sarcophagus, which is made of the same green stone as the vault, rests atop the island's highest point; the lid weighs 500 lbs., is carved in the likeness of the kuo-toa mystic, and is cursed. It radiates evil and magic—a successful DC 13 Intelligence (Arcana) check also reveals the **blessed lungs curse**. Creatures that open the lid must succeed on a DC 13 Constitution saving throw or find their lungs magically filled with fetid, brackish water. The

afflicted creature must can repeat this saving throw each round until they die—on a success, the curse ends. A remove curse or dispel magic spell has the same effect. Once the curse ends, a character is immune to its effects for 24 hours. Because the lungs are filled with water, the character is unable to hold its breath.

### SUFFOCATING

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath, it can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying.

### XP AWARD

If the characters open the sarcophagus, award each character 50 XP.

### TREASURE

The kuo-toa mystic's skeletal remains lie beneath a rotting burial shroud. It wears a jade funerary mask worth 250 gp, a square, bluish-green aquamarine pendant hanging on a tarnished silver chain worth 500 gp (a character succeeding on a DC 20 Intelligence (Arcana) check recognizes it as Olhydra's symbol) and clutches its +1 rod of the pact keeper in its bony claws.

## CONCLUSION

Laal is satisfied that justice is done after the characters defeat the cultists and troglodytes. Before departing, she thanks them and asks that they insure that Xol's remains are treated respectfully. Laal spreads word of the characters' deeds amongst her people—next time they are in the Underdark, flumphs attempt to honor their debt.

If the characters return to the surface via the route they used earlier, Sgt. Maskyr's men escort them to her; otherwise, she tracks them down later. She expects a full recounting, but quickly loses interest in their story. If the characters took any prisoners, she takes them into custody and has them summarily executed a few hours later. Sgt. Maskyr abides by her agreement and allows them to keep whatever treasures they recovered from the sewers, but if they want to honor Laal's wishes regarding Xol's corpse they'll need to track down the Cloak who took charge of it and pay him a hefty bribe (around 50 gp).

Neither the Cult of the Crushing Wave nor the Cult of the Eternal Flame mourns the loss of their men; however, they take note of the characters. They may even dispatch assassins to steal the treasure recovered from the tomb.



## REWARDS

Make sure to note their rewards on their adventure logsheets. Give your name and DCI number (if applicable) so players can record who ran the session.

### EXPERIENCE

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Total up all **combat experience** earned for defeated foes, and divide by the number of characters present in combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

#### COMBAT AWARDS

Name of Foes	XP per Foe
Water weird	700
Lacedon	200
Crushing Wave reaver	100
Xaxan Thavish	450
Eternal Flame priest	700
Fathomer	700
Skeleton	50
Troglodyte	50
Swarm of quippers	200

#### NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Befriending Laal	50
Aiding Florio's Party	50
Breaching the Inner Vault's Door	100
Opening the Sarcophagus	50

The **minimum** total award for each character participating in this adventure is **900 experience points**.

The **maximum** total award for each character participating in this adventure is **1,200 experience points**.

### TREASURE

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The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling prices, not their purchase price.

**Consumable magic items** should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

**Permanent magic items** are divided according to a system. See the sidebar if the adventure awards

permanent magic items.

#### TREASURE AWARDS

Item Name	GP Value
The ghoul's helmet	50
The cultists's coins	64
The troglodyte's treasure	200
Thavish's torc	250
The kuo-toa's treasure	750

#### POTION OF HEALING

Potion, common

A description of this item can be found in the Player's Handbook.

#### +1 ROD OF THE PACT KEEPER

Rod, uncommon

This rod is always covered in a thin layer of slippery, foul-smelling slime, whenever it is drawn or picked up, the creature doing so must succeed on a DC 10 Dexterity saving throw or drop it. A description of this item can be found in the Dungeon Master's Guide.

### DOWNTIME

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Each character receives **ten downtime days** at the conclusion of this adventure.

### RENOWN

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**All faction members** earn **one renown point** for participating in this adventure.

### DM REWARDS

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You receive **200 XP**, **100 gp**, and **ten downtime days** for running this session.

# APPENDIX: MONSTER/NPC STATISTICS

## LACEDON

Medium undead, chaotic evil

**Armor Class** 12

**Hit Points** 22 (5d8)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common

**Challenge** 1 (200 XP)

### ACTIONS

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature.

*Hit:* 9 (2d6 + 2) piercing damage.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## ETERNAL FLAME PRIEST

Medium humanoid (human), neutral evil

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	16 (+3)

**Skills** Deception +5, Intimidation +5, Religion +2

**Damage Resistances** fire

**Senses** passive Perception 10

**Languages** Common, Ignan

**Challenge** 3 (700 XP)

**Spellcasting.** The priest is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell is from appendix B):

Cantrips (at will): *control flames*,\* *create bonfire*,\* *fire bolt*, *light*, *minor illusion*

1st level (4 slots): *burning hands*, *expeditious retreat*, *mage armor*

2nd level (3 slots): *blur*, *scorching ray*

3rd level (2 slots): *fireball*

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## CRUSHING WAVE PRIEST

Medium humanoid (human), neutral evil

**Armor Class** 13 (chain shirt)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	11 (+0)	16 (+3)

**Skills** Deception +5, Religion +2, Stealth +2

**Senses** passive Perception 10

**Languages** Aquan, Common

**Challenge** 2 (450 XP)

**Spellcasting.** The priest is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell appears in this appendix):

Cantrips (at will): *chill touch*, *mage hand*, *minor illusion*, *prestidigitation*, *ray of frost*

1st level (4 slots): *expeditious retreat*, *ice knife*,\* *magic missile*, *shield*

2nd level (3 slots): *blur*, *hold person*

3rd level (2 slots): *sleet storm*

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

#### ICE KNIFE\*

1st-level conjuration

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a drop of water or piece of ice)

**Duration:** Instantaneous

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of the point where the ice exploded must succeed on a Dexterity saving throw or take 2d6 cold damage.

*At Higher Levels.* When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

## CRUSHING WAVE REAVER

Medium humanoid (human), neutral evil

**Armor Class** 14 (shield)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	8 (-1)

**Skills** Athletics +4, Stealth +4

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1/2 (100 XP)

### ACTIONS

**Sharktoothed Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands. Against a target is wearing no armor, the reaver deals an extra die of damage with this sword.

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

## FATHOMER

Medium humanoid (human), neutral evil

**Armor Class** 10 (13 with *mage armor*)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

**Skills** Arcana +2, Perception +4, Stealth +4

**Senses** passive Perception 14

**Languages** Aquan, Common

**Challenge** 2 (450 XP)

**Shapechanger (2/Day).** The fathomer can use its action to polymorph into a Medium serpent composed of water, or back into its true form. Anything the fathomer is wearing or carrying is subsumed into the serpent form during the change, inaccessible until the fathomer returns to its true form. The fathomer reverts to its true form after 4 hours, unless it can expend another use of this trait. If the fathomer is knocked unconscious or dies, it also reverts to its true form.

While in serpent form, the fathomer gains a swimming speed of 40 feet, the ability to breathe underwater, immunity to poison damage, as well as resistance to fire damage and bludgeoning, piercing, and slashing damage from nonmagical weapons. It also has immunity to the following conditions: exhaustion, grappled, paralyzed, poisoned, restrained, prone, unconscious. The serpent form can enter a hostile creature's space and stop there. In addition, if water can pass through a space, the serpent can do so without squeezing.

**Olhydra's Armor (Human Form Only).** The fathomer can cast *mage armor* at will, without expending material components.

**Spellcasting (Human Form Only).** The fathomer is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has two 3rd-level spell slots, which it regains after finishing a short or long rest, and knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *mage hand*

1st level: *armor of Agathys*, *expeditious retreat*, *hex*

2nd level: *invisibility*

3rd level: *vampiric touch*

### ACTIONS

**Constrict (Serpent Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 12). Until the grapple ends, the target is restrained, and the fathomer can't constrict another target.

**Dagger (Human Form Only).** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## XAXAN THAVISH

Medium humanoid (human), lawful evil

**Armor Class** 12

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

**Saving Throws** Int +5, Wis +3

**Skills** Arcana +5, History +5

**Senses** passive Perception 11

**Languages** Common, Draconic, Dwarvish, Elvish

**Challenge** 1 (200 XP)

**Spellcasting.** The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light*, *mage hand*, *shocking grasp*

1st level (4 slots): *charm person*, *magic missile*

2nd level (3 slots): *hold person*, *misty step*

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one creature. *Hit:* 3 (1d8 - 2) bludgeoning damage.

## DRUID

Medium humanoid (any race), any alignment

**Armor Class** 11 (16 with *barkskin*)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

**Skills** Medicine +4, Nature +3, Perception +4

**Senses** passive Perception 14

**Languages** Druidic plus any two languages

**Challenge** 2 (450 XP)

**Spellcasting.** The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

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## ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with *shillelagh* or if wielded with two hands.

## FLUMPH

Small aberration, lawful good

**Armor Class** 12

**Hit Points** 7 (2d6)

**Speed** 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	11 (+0)

**Skills** Arcana +4, History +4, Religion +4

**Damage Vulnerabilities** psychic

**Senses** darkvision 60 ft., passive Perception 12

**Languages** understands Undercommon but can't speak, telepathy 60 ft.

**Challenge** 1/8 (25 XP)

**Advanced Telepathy.** The flumph can perceive the content of any telepathic communication used within 60 feet of it, and it can't be surprised by creatures with any form of telepathy.

**Prone Deficiency.** If the flumph is knocked prone, roll a die. On an odd result, the flumph lands upside-down and is incapacitated. At the end of each of its turns, the flumph can make a DC 10 Dexterity saving throw, righting itself and ending the incapacitated condition if it succeeds.

**Telepathic Shroud.** The flumph is immune to any effect that would sense its emotions or read its thoughts, as well as all divination spells.

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## ACTIONS

**Tendrils.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) acid damage. At the end of each of its turns, the target must make a DC 10 Constitution saving throw, taking 2 (1d4) acid damage on a failure or ending the recurring acid damage on a success. A *lesser restoration* spell cast on the target also ends the recurring acid damage.

**Stench Spray (1/Day).** Each creature in a 15-foot cone originating from the flumph must succeed on a DC 10 Dexterity saving throw or be coated in a foul-smelling liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is poisoned as long as the stench lasts, and other creatures are poisoned while within 5 feet of the coated creature. A creature can remove the stench on itself by using a short rest to bathe in water, alcohol, or vinegar.

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## GUARD

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** any one language (usually Common)

**Challenge** 1/8 (25 XP)

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## ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

## SCOUT

Medium humanoid (any race), any alignment

**Armor Class** 13 (leather armor)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

**Skills** Nature +4, Perception +5, Stealth +6, Survival +5

**Senses** passive Perception 15

**Languages** any one language (usually Common)

**Challenge** 1/2 (100 XP)

**Keen Hearing and Sight.** The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

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### ACTIONS

**Multiattack.** The scout makes two melee attacks or two ranged attacks.

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

**Longbow.** *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## SKELETON

Medium undead, lawful evil

**Armor Class** 13 (armor scraps)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands all languages it knew in life but can't speak

**Challenge** 1/4 (50 XP)

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### ACTIONS

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

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

## SWARM OF QUIPPERS

Medium swarm of Tiny beasts, unaligned

**Armor Class** 13

**Hit Points** 28 (8d8 - 8)

**Speed** 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

**Blood Frenzy.** The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny quipper. The swarm can't regain hit points or gain temporary hit points.

**Water Breathing.** The swarm can breathe only underwater.

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### ACTIONS

**Bites.** *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

## THUG

Medium humanoid (any race), any non-good alignment

**Armor Class** 11 (leather armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

**Skills** Intimidation +2

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 1/2 (100 XP)

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

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### ACTIONS

**Multiattack.** The thug makes two melee attacks.

**Mace.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

## TROGLODYTE

Medium humanoid (troglodyte), chaotic evil

**Armor Class** 11 (natural armor)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

**Skills** Stealth +2

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Troglodyte

**Challenge** 1/4 (50 XP)

**Chameleon Skin.** The troglodyte has advantage on Dexterity (Stealth) checks made to hide.

**Stench.** Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.

**Sunlight Sensitivity.** While in sunlight, the troglodyte has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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### ACTIONS

**Multiattack.** The troglodyte makes three attacks: one with its bite and two with its claws.

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

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

## VETERAN

Medium humanoid (any race), any alignment

**Armor Class** 17 (splint)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

**Skills** Athletics +5, Perception +2

**Senses** passive Perception 12

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

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### ACTIONS

**Multiattack.** The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

## WATER WEIRD

Large elemental, neutral

**Armor Class** 13

**Hit Points** 58 (9d10 + 9)

**Speed** 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	10 (+0)

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

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

**Senses** blindsight 30 ft., passive Perception 10

**Languages** understands Aquan but doesn't speak

**Challenge** 3 (700 XP)

**Invisible in Water.** The water weird is invisible while fully immersed in water.

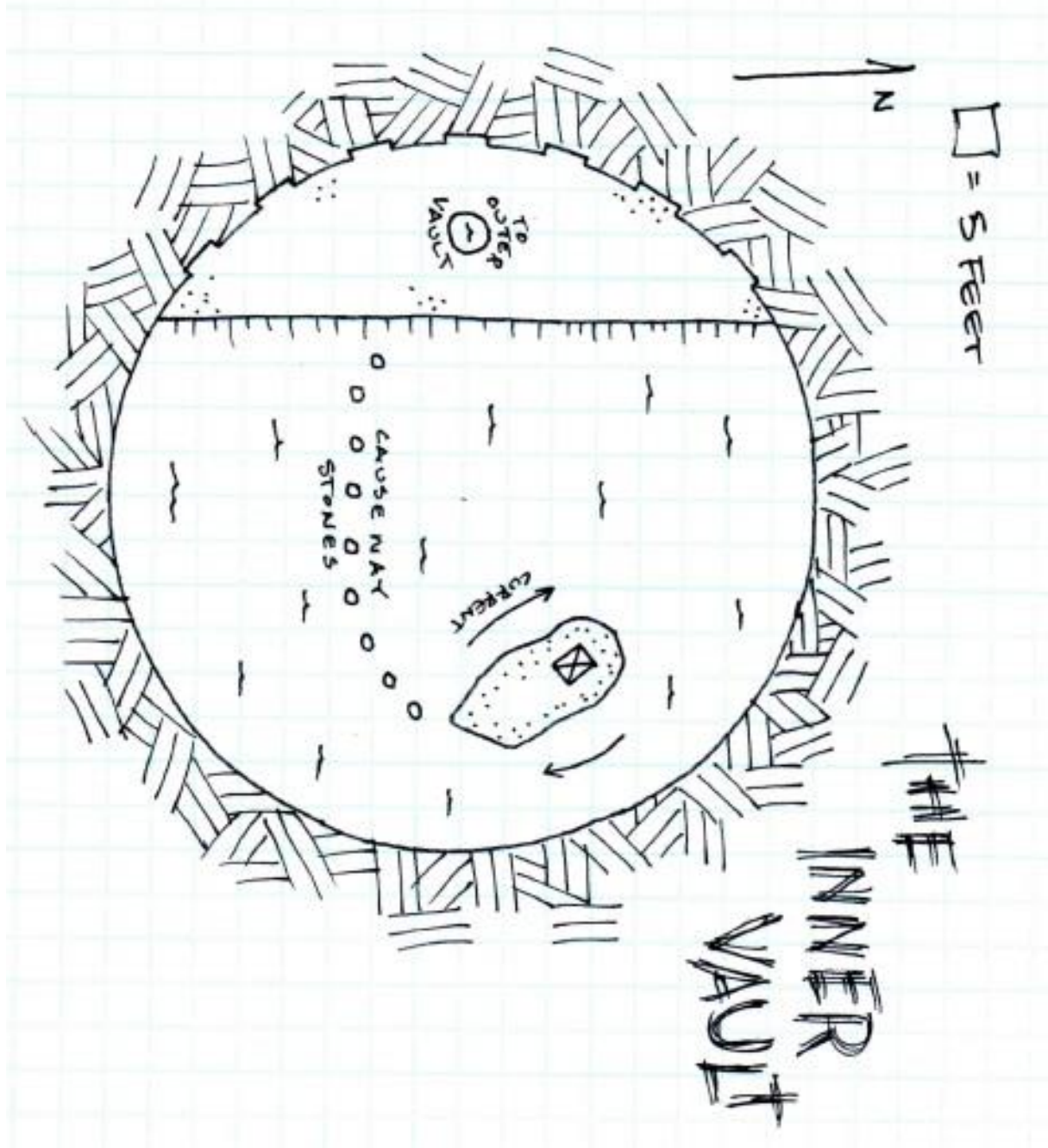
**Water Bound.** The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

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### ACTIONS

**Constrict.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

# MAP: THE INNER VAULT



## DM APPENDIX: NPC SUMMARY

This section is provided to the Dungeon Master to help keep track of the various NPCs present in the adventure.

**Sergeant Audra Maskyr (AWE-dra MAH-skeer).**

Female human, leader of a City Watch patrol. She is professional and ambitious—everything that a good Banite should be.

**Xol (SHOLE).** Deceased male flumph.

**Laal (LAY-uhl).** Female flumph, mate to Xol.

**Esme (EASE-mee).** A young and plucky female human with red hair. Among the children that found Xol's corpse.

**Florio (FLORE-ee-oh), Nualion Galanodel (NWAH-lee-uhn GAL-uh-no-DELL), and Kyra (KEE-ruh).** Male human (Turami), female moon elf, and female human. Adventurers also hired by Sergeant Maskry to investigate the reports of monsters in the sewers. Their excursion turned for the worst after an encounter with some giant rats.

**Xaxan Thavish (ZAY-zann TAY-vish).** Male human (Mulani). Member of the Cult of the Crushing Wave. Vain and fastidious.



## RESULTS CODE: MAY-JUNE 2015

If you are DMing this adventure during the months of May or June 2015, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to [dndadventurersleague.org/results](http://dndadventurersleague.org/results) to enter their results.

