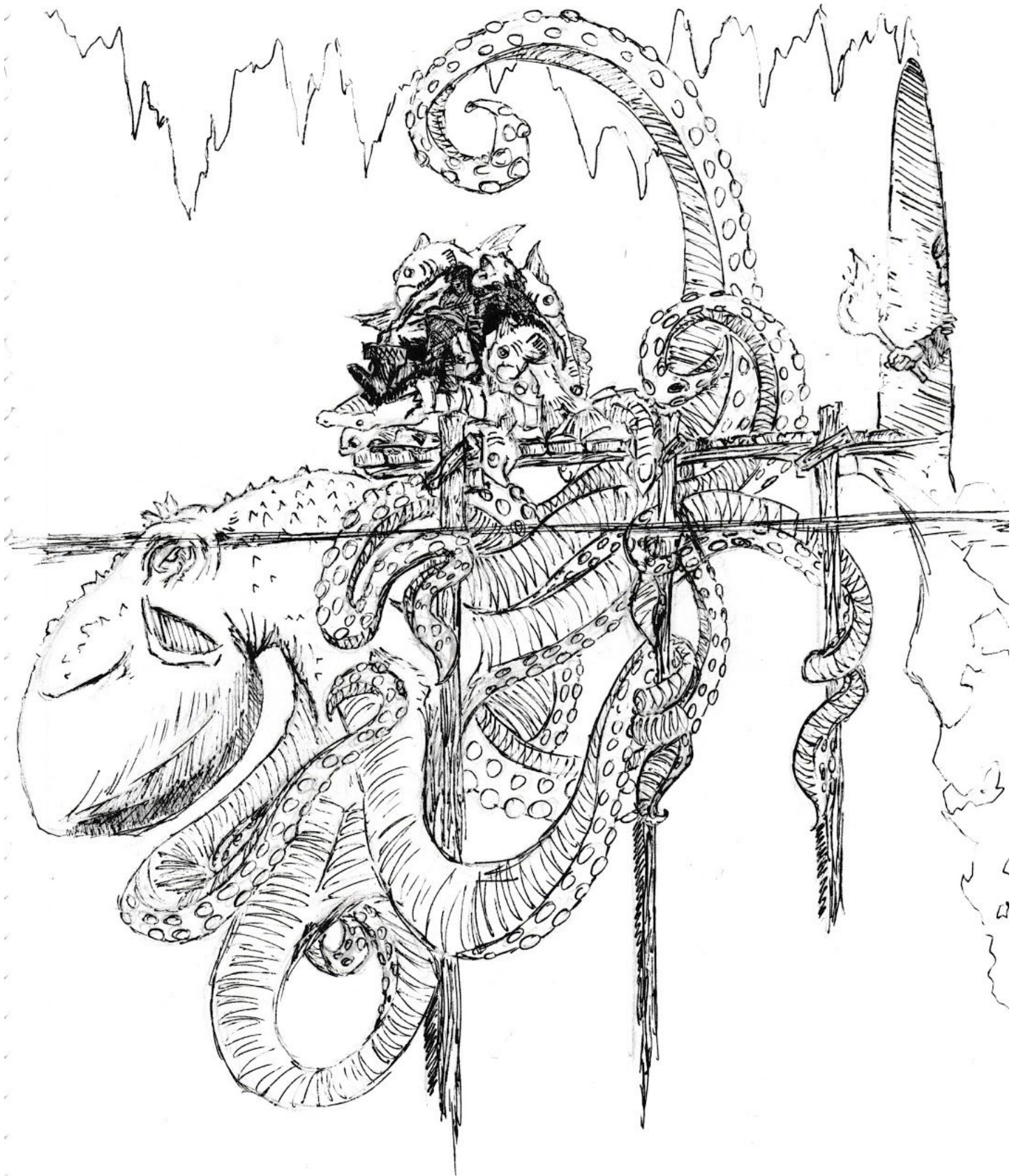


CAVERNS OF THE FISH-FOLK

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Note on Pricing:

\$10 for a 3-4 hour module means that with a party of 4 and 1 DM that's \$2 a piece, or 50 cents to \$1 per hour, per player. Not too shabby with a cup of coffee running at \$5 and a movie at \$10.

Note on Descriptions: Descriptions of the rooms and contents will likely change depending on what your PC's do. A room might be flooded, or better lit than described because a PC has a *light* spell cast.

Note on "Creator's Two Cents" sections: These sections are my personal take on using this module and the monsters within. They are not law. They are suggestions, ideas, and tactics that I believe can lead to a richer gaming experience. If you don't find them useful, stumble upon a better idea in the moment, or want to infuse the module with Player Character driven material, by all means do so!

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Thank you and Enjoy!

SYNOPSIS

The Kuo-Toa Caverns is an adventure supplement for characters level 1-3. For use as a one off (2-4 hours), or as a campaign supplement. The players begin by meeting Tomen, a shipwrecked halfling, whose brother has been abducted by Kuo-Toa living off the coast. Tomen washed ashore on this forlorn coast thirteen years ago, and will do anything to escape, but first he must save Silvus, his younger brother, from the sacrificial fanaticism of the fish-folk. In addition, Kertol, Prince of the sprites has a bone to pick with the halfling brothers over the destruction of his summer court.

This module contains a bonus monster not found in the MM, and a bonus item!

SETTING

Shipwreck, or Wandering down the Coast:

You can make this coastal adventure part of an Island, or an extension of your ongoing world. It works just as well either way. If it's part of a bigger continent, than Tomen is trying to buy passage to his homeland that he hasn't seen in 13 years, if it IS an Island, than he's been stranded here, unable to go anywhere else for the same 13 years.

Creator's Two Cents: If you're beginning a campaign and groping about for bigger themes, I suggest starting your PC's on an isolated Island. It gives both you as a DM, and the Players, a chance to get to know their characters, their party, and what they might want out of a bigger game, but stops the game from getting too big too quickly.

Monsters from the MM:

Sprites p. 283 MM, Kuo-Toa p. 199 MM, Quipper Swarm p. 338 MM, Dark Mantle p. 46 MM, Giant Octopus p. 326 MM, Reef Shark p. 336 MM

Kuo-Toa Water Shaman (*not found in the MM*)

Armor Class: 13 (natural armor)

Hit Points: 27 (5d8+5)

Speed: 30 ft, swim 40ft

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

Skills: Perception +6, Religion +6

Senses: darkvision 120ft, Passive perception 16

Languages: Undercommon

Challenge Rating: 2



Amphibious: The kuo-toa can breath air and water.

Otherworldly Perception: The kuo-toa can sense the presence of any creature within 30 ft of it that is invisible or on the ethereal plane.

Slippery: The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity: While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (perception) checks that rely on sight.

Spellcasting: The kuo-toa is a 5th level spellcaster. It's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The kuo-toa has the following spells prepared:

Cantrips: thaumaturgy, guidance

1st level (4 slots): fog cloud, healing word, create/destroy water

2nd level (3 slots): hold person, blindness/deafness,

3rd level (2 slots): revivify, speak with dead, control water*

*The Shaman may only use the *flood* option of the *control water* spell, and instead of raising the water level 20ft, he can only raise it 5. If he creates a wave with it, the wave is only 10ft tall.

ACTIONS

Multiattack: The kuo-toa makes two melee attacks.

Staff melee attack: +3 to hit, reach 5 feet, one target. 5 (1d6+1) piercing damage.

Bite melee attack: +3 to hit, reach 5 feet, one target. 3 (1d4+1) piercing damage.

CAST OF CHARACTERS

TOMEN LEWARD (HALFLING, MALE)

Tomen was shipwrecked on these shores thirteen years ago with his brother, Silvus. Their merchant vessel was pulled beneath the waves and crushed by enormous tentacles, and they've been attempting to escape ever since. The pirate Lorguard is willing to provide Tomen and Silvus with safe passage across the waves---for a price. Lorguard and his brigands collect precious stones from the Isle and carry them to distant ports for a sizable profit. Tomen dives beneath the waves every day seeking the giant clams that lie in the bed of the bay. He cracks them open with his knife, and steals the glittering pearls within. After thirteen years, Tomen is more in debt to Lorguard than ready to buy his passage. Lorguard takes a monthly tax of 10 pearls, and ever since Silvus' abduction, Tomen has fallen further in debt.

SILVUS LEWARD, (HALFLING, MALE) (Tomen's younger brother)

Silvus was abducted doing exactly what Tomen told him NOT to do: fish off the coast at night when the Kuo-Toa are most active. Silvus brought a harpoon and torch, intent on driving the fish-folk away from the brother's pearl pools, but the Kuo-Toa seized his small boat and dragged him beneath the waves. If he is rescued, he vividly remembers being seized by slimy hands and dragged beneath the water until he lost consciousness. He also remembers an underwater passage along which the fish-folk brought him.

THE KUO-TOA

The Kuo-Toa only arrived in the last year, and made their home in the smaller, rockier island off the Western coast. They've drawn Tomen and Silvus' hatred by collecting the pearls that he so desperately needs, eating the fish that used to be abundant, and now by kidnapping Silvus. The Kuo-Toa emerge from their caves at night to fish, swim, and dance about their crude fires croaking to their mad gods.

OCTKRIST

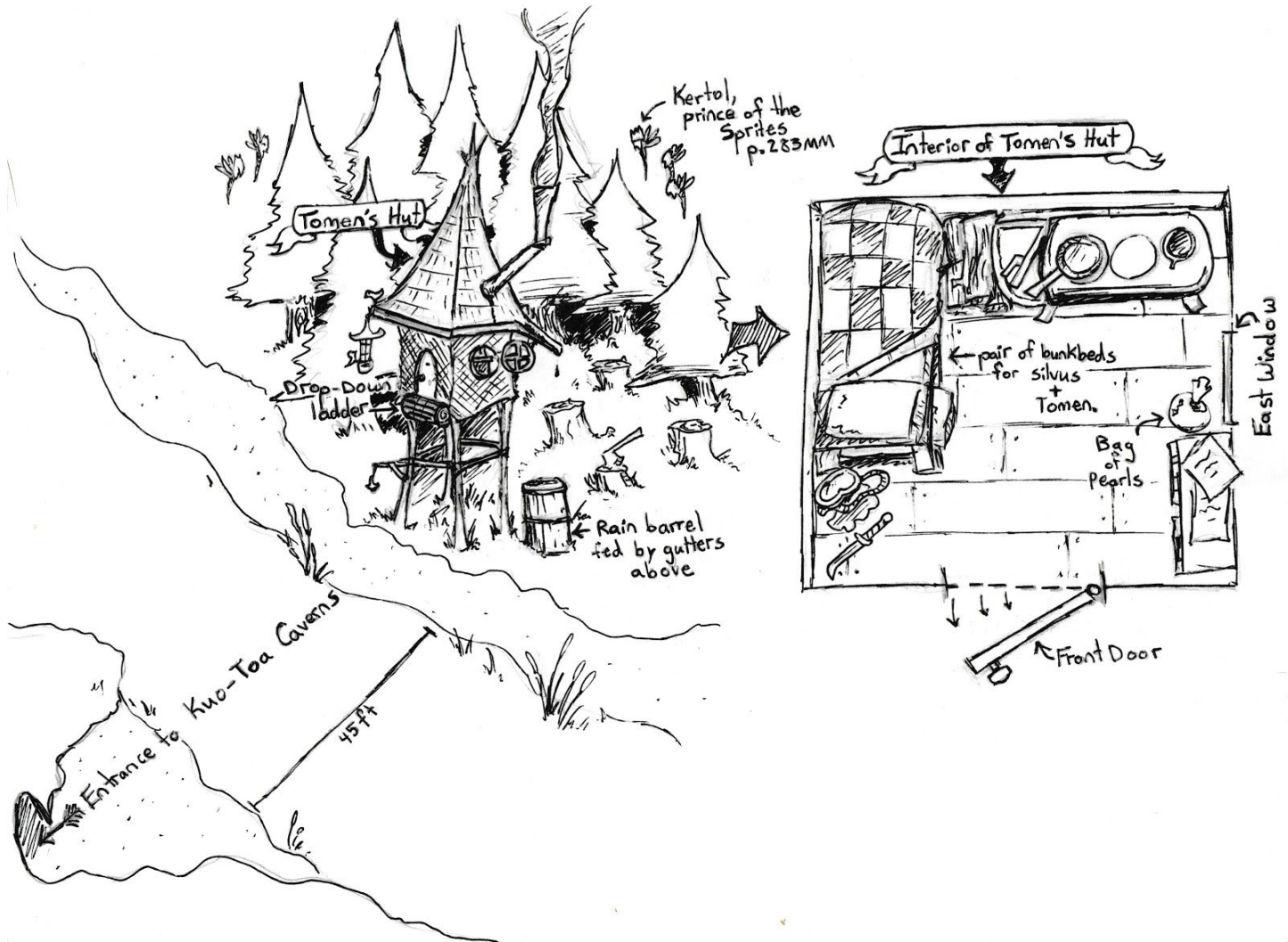
Raised in captivity by the Kuo-toa, Octkrist is only dimly aware of his own existence. He dwells in a deep subterranean pool and eats fish caught by the kuo-toa. The shaman periodically swims with Octkrist in the pool, muttering incantations and running his web fingers across the octopus' tentacles until Octkrist hears the command of the Sea Mother and leaves the pool in search of a sailing ship. When the vessel nears the island, he crushes it in his terrible grasp and sends the surface dwellers to a watery grave and the waiting embrace of the Sea Mother.

Octkrist has grown enormous and violent in the depths of the Kuo-Toa caverns. His proximity to the fish-folk has greatly increased his intelligence. He knows no languages, but his Intelligence ability score is 12(+1).

*LORGUARD: Lorguard does not appear in this adventure, but he does play a big part in Tomen's life. Lorguard is a Pirate King living south along the coast in a hidden bay. He harbours his ship there when not out raiding and selling his stolen wares. He sends men into the island for food and water, and men beneath the waves to collect pearls. He taxes Tomen 10 pearls a month for his protection from the troglodytes living to the north.

THE ADVENTURE

PART I: TOMEN'S HUT, A MISSING BROTHER, AND AN UNHAPPY PRINCE



Description: A brisk wind blows inland off the sea, bending the tops of the pines. Dark waves lap against the beach, and the smell of a cooking fire greets your nose. A hut perches by the water's edge, it's stilt legs making it look like an enormous stork. Water drips from the ramshackle rain gutter to a collection barrel below and birds chirp at a feeder overhead. You can faintly hear the low hum of a sea shanty escaping the window above.

Tomen's Hut:

- Set on 20ft stilts, the hut is precariously built.
- A small bell hangs off one of the stilts as a primitive doorbell.
- A rope ladder with wooden steps is hauled in a bundle at the doorstep above.
- The side window is open.
- The hut is much too small for the average human.

Interior of Tomen's Hut:

Description: A pair of unmade bunkbeds leans against the west wall. A diving mask and bent knife lie on the floor. A few dry logs await burning in the cast iron stove against the north wall, and the smell of a fishy stew fills the room. A clapboard bookshelf filled with shells, bones, and local flowers sags in the southeast corner. scraps of paper lie on top. The room is 10ft by 10ft.

Tomen:

Initial Reaction: Tomen is suspicious of intruders. He will think that the PCs are new recruits of Lorguard (the pirate living further south along the coast) to collect their tax of pearls. If the PCs persuade him they are not from Lorguard (DC 8 Persuasion) he will invite them in and tell them they've come to a nasty place.

Tomen: "You shouldn't have come. Not with the troglodytes on the prowl (the great scally brutes) and Lorguard's men harassing anybody the troglodytes haven't eaten---and now the stinking fish-folk are kidnapping my kin. The coast has gone mad. I thought it was bad before when we was just stranded, but if I don't leave soon it might be me snatched away."

Personality: Tomen does NOT react well to intimidation, and will become very icy if threatened, potentially locking himself inside and using the hut like a bunker if attacked. He is however in need of help to rescue his brother Silvus, who he believes has been kidnapped by the fish-folk, and will offer a bag of 10 pearls, worth 10GP a piece, if assisted.

If assistance is offered: Tomen will respond by granting the PCs the use of his small home, the eel soup he's cooking, and a willingness to accompany the PCs on a rescue mission.

Knowledge: Entrance to Kuo-Toa Cavern, and all about Lorguard's pearl operation. He knows NOTHING of Octkrist.

Tomen Stats:

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
13 (+1)	14 (+2)	10 (+0)	14 (+2)	11 (+0)	10 (+0)

Skills: Investigation +5, Survival +5

Languages: common, dwarvish, and a smattering of elvish

CR: ¼

ACTIONS: **Heavy Crossbow.** ranged weapon attack. +2 to hit. range 100/400, one target. Hit: (1d10)+2

OPTIONAL ENCOUNTER BEFORE THE KUO-TOA CAVERNS

Creator's Two-Cents: If you want to shorten the game by an hour you can skip this encounter. But if a mini-quest involving diplomacy and possible combat would strengthen the bond between your players and Tomen, than I would introduce Kertol and his warrior sprites.

Kertol: is Prince of a nearby colony of Sprites. He has the same stats as a regular Sprite, but with 10HP. His kingdom includes this section of the coast, but when Silvus and Tomen began chopping down trees to build



their hut and boat, as well as cutting copious firewood, they displaced the thriving kingdom so well hidden in the branches above. Those were terrible days for the sprites. Their empire toppled about them, trees supporting hundreds of sprites fell with terrible thuds that shook the earth, and then the great fires began that burned their homes. The sprites were mostly civilians who fled when the tree chopping began, becoming invisible as their kind can, and dispersing into the forest. Kertol's father, king Mertag, has sent his son to drive out the invaders and reclaim their coastal land.

Being noble, and truly good, Kertol will first attempt diplomacy by sending one of his warriors to the door of Tomen's hut to ask for a formal parley.

Demands: (1) That Tomen immediately relocate, (2) that no more trees be cut, and (3) that the cooking fire be extinguished. Kertol plans on pulling down the hut (which stands as a symbol of massacre to him and his people). He will demand his warriors break it to driftwood. As they are very small

this will take a very long time, but they are determined to see it done.

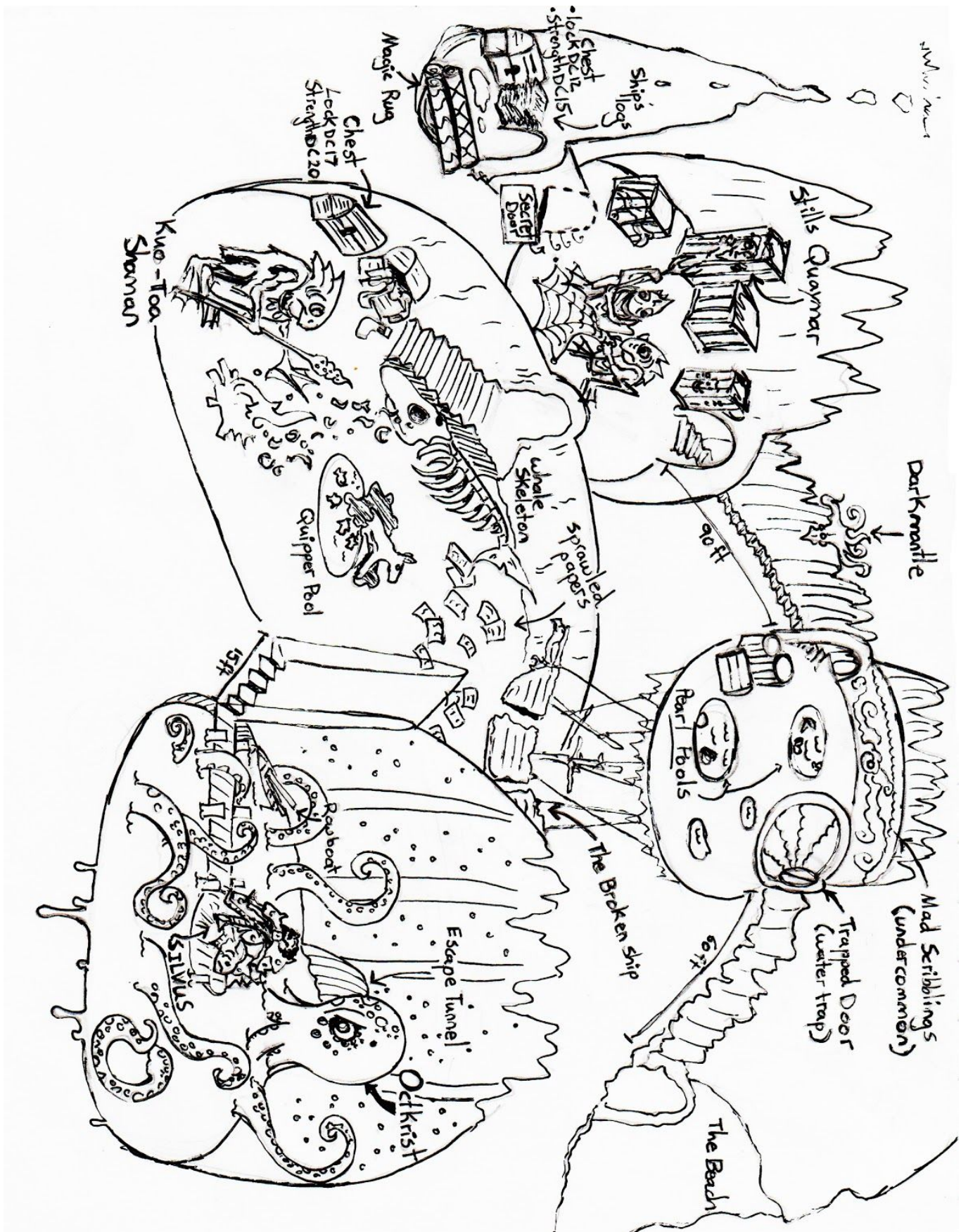
Tactics: Appealing to the PCs better nature, Kertol will tell them how he and his people built their summer homes in the trees along this coast for generations before Tomen and his brother arrived. But Tomen and his brother felled their grove, unknowingly smashing the summer village in the branches, and lit pine fires which made the Sprites' eyes burn. So the sprites retreated deeper into the forest. Kertol will attempt to use the Sprites' *heartsight ability* to read the PCs, and appeal to their natures.

Tomen's side in all this: This is the only home that Tomen has known for thirteen years. He has shared it with his brother and has grown to love the little hut. He will argue truthfully that he didn't mean to destroy anyone's home, and he's sorry, but that doesn't mean he'll let his hut be destroyed now. When Tomen and Silvus cleared this coast, the sprites fled invisible, meaning that the halfling brothers honestly has no idea of what they'd done. The warriors were away fighting the Troglydites to the North during the destruction.

If diplomacy fails, Kertol will try to drive Tomen and PCs away from their summer grounds by force. They will use a harry and retreat system, turning invisible and striking with their bows at a distance. Their goal is to put the party to sleep with the toxins coating their weapons, and burn the hut before they wake up.

PART 2: RESCUE FROM THE KUO-TOA CAVERNS

DM'S CAVERN INTERIOR MAP



KUO-TOA ISLAND

The coast off the mainland is covered in sharp rocks and nesting seabirds. Moss grows thick, but little else dwells on the island, perhaps sensing the madness of the Kuo-Toa beneath their feet.

The Island has two (2) entrances. The first (and most obvious) being the cave mouth leading straight into the rock above the beach. The second is 60ft south of the first, and 60ft below the water. The Kuo-Toa are amphibious (breathing air and water) with a 30ft swim speed, so this entrance is a backdoor for them, but not so for the average humanoid. It is also VERY WELL HIDDEN and a Kuo-Toa will die before revealing it's existence. It leads directly into the holy chamber of Octkrist and is primarily used by the Giant Octopus and occasionally by the Kuo-Toa returning with fish for Octkrist to eat. As well as other, more humanoid sacrifices.

KUO-TOA CAVERNS ROOM-BY-ROOM BREAKDOWN (MAP)

1. THE BEACH

Description: Fine white sand slopes gently upward from the water toward a dark crevasse in the rock above. Sheer cliffs rise to either side of the cave mouth, and, if looked for, the remains of a bonfire can be found covered with sand. Burnt brush and the skeleton's of recently eaten fish are scattered everywhere.

DC 12 Survival spots 2 pairs of large footprints with three webbed toes leading into the cave.

DC 10 Nature will tell you these are kuo-toa (DM decide what more they might know about the fish-folk)

DC 10 Investigation finds the remnants of a bonfire covered in sand.

If approached during the day there is no encounter on the beach. The Kuo-Toa have an intense dislike for sunlight, which Tomen is well aware of.

If approached at night, 2 Kuo-Toa (p.199 MM) will make their way out of the caves to fish and dive for pearls. They are intensely territorial, and do not brook trespassers so near their lair. They will attempt to either (a) drive the party away by force or (b) capture any party member they can and drag them back to the Kuo-Toa Shaman below.

2. TUNNEL AND WATER TRAP

Description: Stalactites and stalagmites fill the tunnel like jagged teeth. The moist rock is slippery to the touch and little light makes it past the first 10ft of the entrance. After that, darkness crowds the cavern. It smells sickeningly of rotting fish and damp seaweed clings to the rock. (if seen) A circular pair of double doors seals off the far end of the tunnel.

The entrance is an intentional trap meant to wash uninvited guests out to sea. The door at the end of the tunnel is damp, and if a player puts an ear to the stone (DC10 investigation) the sound of bubbling water can be heard on the other side. All other sounds from the other side are thick and slow, because they are passing through water. The Shaman has trapped a cylinder of water behind the door with a maintained *control water* ritual drawn on the floor. The kuo-toa can pass through the door freely, but intruders disrupt the binding. MEANING: if the party opens the door, a burst of water slams outward. (DC 15 Arcana can discern some of this, and a DC 15 Investigation will comprehend the nature of the trap.

Water traps stats:

If the door is opened a DC 15 Strength(Athletics) is required to hold onto the doors, or rock formations, and NOT take bludgeoning damage. A failed save means a PC takes 2d6 bludgeoning damage as they are slammed against rocks, and washed onto the beach. There is no avoiding the trap with DEX due to the water filling the entire tunnel.

Avoiding the trap: A DISPEL MAGIC spell erases the shaman's water binding on the other side of the door, and the water releases harmlessly into the pools on the other side. Sensing the trap, or at least water behind the door, players may attempt to jerry rig a solution. Any solution that would slowly release the water between the doors (chiseling a hole through the stone, propping something very heavy against the door and opening the doors only enough to release pressure, tying a rope around the door handles and opening the doors from the safe distance of the beach etc) might also work.

Creator's Two Cents: Be liberal with what the PCs can discern about the door if they inspect it. The party figuring out the danger, and coming up with a creative solution on how to avoid the problem is way more fun than "roll an athletics check, here's your 2d6 damage." On the other hand, if they just blast in with no caution, then 2d6 isn't a bad way to learn that D&D monsters can be a crafty lot.

3. PEARL POOLS

Description: Drops of condensation fall from the domed ceiling into murky pools beneath. A ring of crude runes (undercommon) run in a circle about the door, and the stone stones underfoot are slick with water. Three large barrels lie sprawled against the far wall. Another door leads to a flight of descending steps. The northern wall is covered with etchings, runes, and writing scratched willy-nilly into the rock. The odor of fish is overpowering.

The pools: There are four(4) pools filled with murky water that obscures their depths. The two large pools each contain two(2) oysters. DC 10 STR(Athletics) to open an oyster, on a success, the PC rolls a percentile die on the following table.

Percentile Roll	Pearl Type	Pearl Value
1-49%	N/A	Oyster contains no pearl.
50-60	Badly Flawed	10GP Pearl
61-70	Flawed	20GP Pearl
71-80	Dark	30GP Pearl
81-90	Cloudy	40GP Pearl
91-100	Pristine	70GP Pearl

*Tomen will want these to buy passage from Lorguard, and will attempt to open the Oysters himself.

The Barrels: The barrels contain a few small fish, but are otherwise empty and very foul smelling.

The Writing on the Walls: Any PC that attempts to read the runes (written in undercommon) must make a DC 15 WIS saving throw or take 1d10 psychic damage, or half damage on a success. The Kuo-Toa are mad themselves, and when they write and dabble in magic, their writing are tainted with madness.

Rough Translation: *“Octkrist, god-prince of the deep places has risen from his watery abode to bless the fish-folk. We will rise as his many arms. Together we shall drown the world and cleanse the filth of the surface dwellers.”*

4. DARKMANTLE STAIRS

Description: A hollow echo sounds from the darkness below, and a trickle of small stones cascade down the wall of the tunnel. Rough steps, cut haphazardly into the stone, descend 90ft toward an open archway at the foot of the stairs. Stalactites bare jagged teeth from the ceiling, and the walls are furry with dark green moss that eats the murmur of every footstep.

The room is 90ft long and there is no visible obstacle, but a Darkmantle (p. 46MM) clings patiently to the ceiling above. The Mantle feeds on creatures of the underdark unlucky enough to wander beneath. It has struck up a simpatico relationship with the Kuo-Toa, who treat it like an octopoid watchdog. The darkmantle hunts with primordial patience.

Creator’s Two Cent’s: If you want to turn a simple combat encounter into a more memorable experience, try giving a dangerous hint of the Mantle’s presence without revealing the monster itself. I’ve had Tomen sprint down the chamber first, desperate to find his brother in the depths of the caverns, and when the party enters the corridor, the Mantle has already struck and disappeared, leaving Tomen terrified, bloody, and too confused to give a clear picture of what attacked him. OR Place a skeleton of a previous adventurer against a well, it’s skull crushed from the Mantles grasp, and it’s flesh long since devoured. Let them know that SOMETHING horrible haunts this space, let them make Nature checks for hints on what kind of creature *might* live down here. Let them stew in the terrible possibilities. This is a favorite monster of mine. It’s unique camouflage, it’s strike and disappear tactics, and it’s ability to cast DARKNESS (which extinguishes sources of light 3rd lvl and below!) make it terrifying in the underdark. Play up the terrible unknown, or just have a combat encounter. You’re the DM and this is just a suggestion.

5. PRISON

Description: The large domed room glows a phosphorescent blue that emanates from the moss covering the walls. Four large cages crouch against the north wall, and you can see the slumped form of an emaciated man in the largest cage, his eyes wide and white with blindness. One cage is empty, one contains a mangy monkey picking itself for fleas, and the last a molting vulture not looking long for this world. A cold draft comes from somewhere on the west wall. You can hear the faint slap of approaching footsteps, and something is being dragged up the steps into the room....

The blind man: is Stills Quaymar. He is blind and always has been. He used to work for Lorguard the pirate, diving for pearls by touch, and mending the other sailor’s fishing nets, until the was captured by the Kuo-toa. He is nearly dead, very weak, and jumpy from being tortured The Kuo-toa view as an elevated form of worship.

Knowledge: Stills knows about Lorguard’s pearl operation, the habits of the Kuo-toa, but little else about the island.

Desire: Freedom, and return to the surface.

The Animals in cages: The monkey and vulture are kept for the Kuo-toa’s amusement, and possible future consumption.

The cages: Are made from a bamboo found on the island, and well crafted. The cage containing Stills Quaymar is hung with a heavy metal lock

Lock, to pick: DEXTERITY or INTELLIGENCE DC 12

Lock, to break: STRENGTH DC 12

The cages containing animals have a simple latch that is easy to open and close.

Secret door: The door is stone, and blends perfectly with the wall about it, save for a horizontal slit along its base that appears manmade. A draft issues from behind the slit, and any PC near the west wall will feel this.

Seeing the opening: Perception or Investigation DC 13.

Creator's Two Cents: If the PCs are flat rolling (they haven't done any questioning, asking, probing, around this room, or about the draft, I'd increase the DC for the secret door's discovery. However, reward dice independent investigation and questioning with more information and a lowered DC to comprehend the nature of the slit and the door it belong to.

Opening the door: Once spotted, the door is easily opened by reaching into the crack, or inserting something to like effect, and swinging it outward into the room. STRENGTH DC 10.

Kuo-toa shown on map: The trigger for the Kuo-toa to enter the room is the players reaching the bottom of the darkmantle stairs. This allows the encounter with the Dark Mantle to be a separate event, that can be handled in more intricate ways than one large combat encounter. There are two Kuo-Toa, they enter the room dragging a large net which is in need of repair. If the players are cautious, they should be unsuspecting and easy to surprise. (Kupo-toa p. 199 MM)

6. SECRET ROOM!

Description: The smell of mildew fills the soggy dome behind the door. Old carpets sit moldering in a pile against the south wall, a large wooden chest hunkers against the west wall, and a pile of soggy papers slumps dejectedly nearby. The ceiling above peaks high above and drips water into a growing pool on the stone floor.

Carpets: There are three carpets, all large and very ornate. They might once have fetched a pretty price at market, but are near worthless from water damage. One of the carpets, is quite exceptional. It's been woven with a magical pattern (ARCANA DC 15 tells you all this) and a command word "AMBAST" is written in elvish along one end. When activated the carpet has the same properties as an immovable rod, except that being made of fabric, it is much easier to destroy.

Immovable Rug, uncommon
HP: 25 AC: 10
vulnerable to fire damage

This 8x6ft carpet is of elvish make and a command word is woven along one edge. You can use an action to speak the command word, which causes the rug to become magically fixed in place. The rug doesn't move, even if defying gravity. The rug can hold up to 5,000 pounds of weight. Excess weight causes the rug to deactivate and fall. A creature can use an action to make a DC 25 STRENGTH check to move the rug up to 10ft on a success. Speaking the command word again causes the rug to relax into a normal rug. A hostile creature would have to make a conscious ARCANA check (DC 17) to understand the rug's nature. It would also have to see and know the command word to access the rug's ability.

The Chest:

DC 15 STRENGTH to break it open

DC 12 lockpick with thief's tools. Contains a jewel studded goblet worth 100 GP, 50 GP in coins, a captain's hat, three peacock feathers, and a rabbit's foot.

The Pile of Soggy Papers: These are the ship's logs from the *Orca*, *Endurance*, *Pelican*, and *Storm's Panache*. These are all ships that passed near this very island, their last recorded navigation is not far from the place the PC's are standing. Anyone with cartography skills (DC 10) or Survival (DC12) can discern a pattern in the papers: That these were merchant ships, bound on similar trading routes, and that sailors on board each vessel began to report outlandish tales of enormous tentacles hanging beneath the waves.

7. SHAMAN'S SANCTUARY

Description: An enormous cavern stretches outward in all directions, and the clinging dampness thickens with every step. The air vibrates with the lip smacking chant of a large Kuo-Toa waving a staff over a fire. Strange blue runes rise from the flames in front of him, twisting together to form the ghostly apparition of a sailing ship.

A short flight of stairs leads down to the left, and at the bottom lie two trunks, one spilling over with a menagerie of clothing, the other is shut.

The skeleton of a small whale, bleached white and long dead, lies propped against the flight of steps and papers are strewn about the eastern end of the room. Against the far east wall, a sailing ship hangs suspended from the ceiling in three large pieces as if crushed and sloppily reconstructed.

A round pool glimmers at the center of the room, reflecting the Kuo-toa's fire, and small shadows can be seen feeding on the half submerged carcass of a deer.

On the south wall a very tall, very thin door leads further into the depths.

The entire room is dimly lit by the fire and the unearthly blue light of the Kuo-toa's runes.

The Kuo-Toa: The Shaman is head of this small tribe, and the direct contact to Octkrist, the giant octopus in the next chamber. He is utilizing his mad magic to lure another unsuspecting ship toward this coast, coaching it into range of Octkrist's grasping tentacles. ARCANA DC 14 discerns much of this.

Shaman's Goal: Protect the sanctuary and complete the sacrifice of Silvus in the next room. (Octkrist's Cavern)

Creator's Two Cents on Shaman Tactics: The shaman can't stand up to foes toe-to-toe, and with a WISDOM of 14, he knows it. He can however manipulate water and fog and will do so as soon as he realizes his precious sanctuary is under threat. Because his goal is to complete the sacrifice of Silvus, he will seek to escape to the next room, casting *Fog Cloud* as his first action. On his next action he will continue to move into Octkrist's chambers and will cast his less powerful *Control Water*. This will allow the **Quipper Swarm** in the pool access to the entire Shaman's Sanctuary. He will then use the wave aspect of *Control Water* to attempt to keep the heroes out of the inner sanctum. He will then attempt to slit Silvus throat, and spill the blood into the pool to summon the octopus.

WARNING: First level characters are in serious danger here, 2nd and 3rd level characters will have to be on their toes. Also, the Shaman doesn't have a lot of health, and if the PC's get the drop on him, he shouldn't accomplish half of the above.

The Chest with Clothes: Sailors clothes from many coasts are stuffed in this chest. Upon further inspection (and if the PC's are interested) the styles match up with the various ship's logs found in the secret room.

The Shut Chest: a DC 10 ARCANA can reveal this chest to be very magical, a DC 15 ARCANA will tell a PC that this is a *L's Secret Chest* that has been left on the material plane. If a player attunes to this item during a short rest, they gain the 4th-level conjuration *Secret Chest*, and can use the spell 1 per long rest. (p. 254 PH for the spell.)

The Whale Skeleton: Is of a whale local to these waters, but only known to swim in great depths. NATURE DC 15 will inform a PC that these whales are known for hunting and eating giant squid, and usually swim at great depths.

The Broken Ship: This is the Storm's Panache, and it says so on the port side of the bow. It is broken into three large pieces, and it's figurehead is of a Petrel bird.

The Strewn Paper: This is a collection of written reports detailing an encounter the Storm's Panache had with a large octopus, and culminating in a final report written while the ship was under attack. The papers describe tentacles rising over the sides and descending upon the deck. They are signed, Stills Quaymar, who was previously employed on the Panache before it's destruction and his arrival on the island.

The Quipper Pool: The quippers are probably finished with the deer carcass, and will be more than happy to nibble on the PC's if the water rises, or anyone falls in. They are however low intelligence animals, and if a PC proves dangerous, they will retreat rather than fight to the last fish.

Creator's Two Cents: Drop the Quipper Swarm's HP to 10 for 1st level characters, or 15 for 2nd level PCs. They're resistant to most damage, effectively doubling their HP. I would also lower their damage from 4d6 to 2d6, (still great axe damage). The quippers are not the main event, but only an appetizer for Octkrist who the PCs are about to fight.

8. OCTKRIST'S CAVERN

Description: A dark pool fills the room, and reflections flit from the surface to dance across the stalactites overhead. The walls shimmer with pearls set into the rock, and a rotting pier juts 50ft from the doorway to the center of the pool. A large pile of fish at the end on the pier fills the room with a repugnant odor, and lying sprawled unconscious atop the slippery mound, is a halfling. He looks bedraggled, his hair wet and his clothes torn.

Water laps against the sides of a rowboat bobbing against the pier, and a tunnel leads into the north wall.

The Room: 100ft across, 60ft high.

Silvus: Silvus is unconscious, but he can be woken with physical contact like shaking or a good slap to the face.

Octkrist: If the Shaman survives this far, he summons Octkrist by shedding Silvus blood, or his own. Any will do. If he doesn't survive this far, Octkrist comes to claim Silvus of his own accord. Either way, battling a giant octopus in a subterranean cavern studded with pearls is too cool a thing to NOT let happen. Giant Octopus (p. 326 MM)

Fighting Octkrist, tactics and ideas:

Octkrist is intelligent enough to use his natural environment to his advantage. He is capable of plunging PCs underwater in an attempt to drown them. (I would use a PC's Constitution Modifier as the number of rounds a PC can hold their breath. The PBH says MINUTES, but in combat this makes the potential of drowning too far removed to put any pressure on the players.)

Octkrist will throw players bodily against each other, knock stalactites from the ceiling with his tentacles forcing Dexterity saving throws, and in desperation he can snap the supporting pillars of the pier sending the entire structure sinking into the depths of his pool.

If he drops below 10HP he will release an ink cloud and retreat deep below the surface to nurse his wounds.

Pearls in the walls: Each pearl takes a DC 17 STRENGTH to remove from the wall where they've been set. If the players defeat Octkrist they can take all the time required to pluck them from the walls if they want. There are 25 of them. Roll on the PEARL VALUE CHART for worth.

The Tunnel: The escape tunnel leads to a dead end, but a U of water beneath leads to freedom. You have to dive underwater 30ft, swim straight for 60ft, and then swim up 60ft to escape this way. Easy for an Octopus, or fish-folk, more challenging for PC's. The boat has to be dragged with you underwater (talk about difficult), or walked out the way you came in, if they want it.



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Thanks for playing!