

TH1
FOR 5th Edition
D & D GAME

Dungeon Module TH1 **In the Eye of the Goddess**

by Tommy Huff

AN ADVENTURE FOR CHARACTER LEVELS 10-13



This module contains background information, Dungeon Master notes, monster stat blocks, item description, pictures for the player and Dungeon Master, and a complete map. **In the Eye of the Goddess** is from the Tommy Huff ("TH") series; like others in this series, it is meant to stand on its own and is a complete **5th Edition Dungeons & Dragons** adventure. The recommended number of players is four to five, with levels ranging from tenth to thirteenth.

If you find this module interesting and challenging, look for future Tommy Huff modules.

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IN THE EYE OF THE GODDESS

DUNGEON MODULE TH1

INTRODUCTION:

In the Eye of the Goddess is an exciting one to two-night module for a party of 4 – 5 players on 10th to 13th level. This module is broken up into 20 encounters and receiving experience points for each. Each encounter will involve roleplaying, traps, puzzles, or combat.

This module takes place in The Forgotten Realms, on The Sword Coast. The village and the location this takes place in are completely original. I tried to make the village small so that it wouldn't step on the toes of already established Forgotten Realms locations. When writing this module, I tried to emulate what I loved so much about the original Dungeons and Dragons modules and what they had to offer. I tried to sit back and ask myself: "What would Gary Gygax do?"

In this module, I have given guidelines, but at the same time, as Dungeon Master, feel free to adjust anything you seem fit. I'm just here to add some direction, but as Dungeon Master, this is your game.

by Tommy Huff

Edited by Rachel Huff & Hans Van Rooyen

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HERE'S HOW I ROLL

Here I'm going to give a quick guide to how this module is set up. I tried making this module as friendly as possible but regardless here we go.

Most the time when it's standalone writing, that's narrative for the Dungeon Master to read out loud to the players. Sections like these will describe locations and creatures.

- Bullet points are more for the Dungeon Master only.
- Obviously, I have not factored in every little thing that can happen. So, as a Dungeon Master feel free to adjust anything that you need to adjust. You're in control.
- In fact, something's I've left open on purpose.
- I left the map void of things like cover and things like furniture because once again I'm letting you handle that.

- PS, I'm not an artist... So, my map is bare bones. However, I believe it will be effective enough.

AUTHOR'S NOTE

Sometimes I like to put the reasoning of why I did certain things. This gives a little bit better understanding of where I'm coming from. Sometimes it's hard to get the message across in D&D language, especially since about 80% of this was one man show and the other 20% being from my buddy and sister. My point is I'm one person so please understand if I missed something.

- This module includes things like monster stat blocks and item descriptions. I did this because I know when I'm Dungeon Master I hate flipping through the core rule books and make the players wait.
- I didn't add the description for enemy spells and the rules of suffocation because I assume everyone has a *Player's Handbook* and can find them. Yes, I know I just said I wasn't a fan of flipping but I wasn't going to write out every single spell and such.
- I've used pictures from older modules and I do not own the rights to them but still I thought they were fun.
- Each encounter will give experience. The challenge of easy, medium, or hard is based on if the party was at the bare minimum. So, 4 players on 10th level. If you're something like 5 players on 13th level some of these challenges might be a little easier.
- I award experience points for roleplaying in this. I believe it's a core part of D&D and strongly encourage it.
- I think at this point I'm out of things to say about this module.
- But of course...

HAVE FUN!

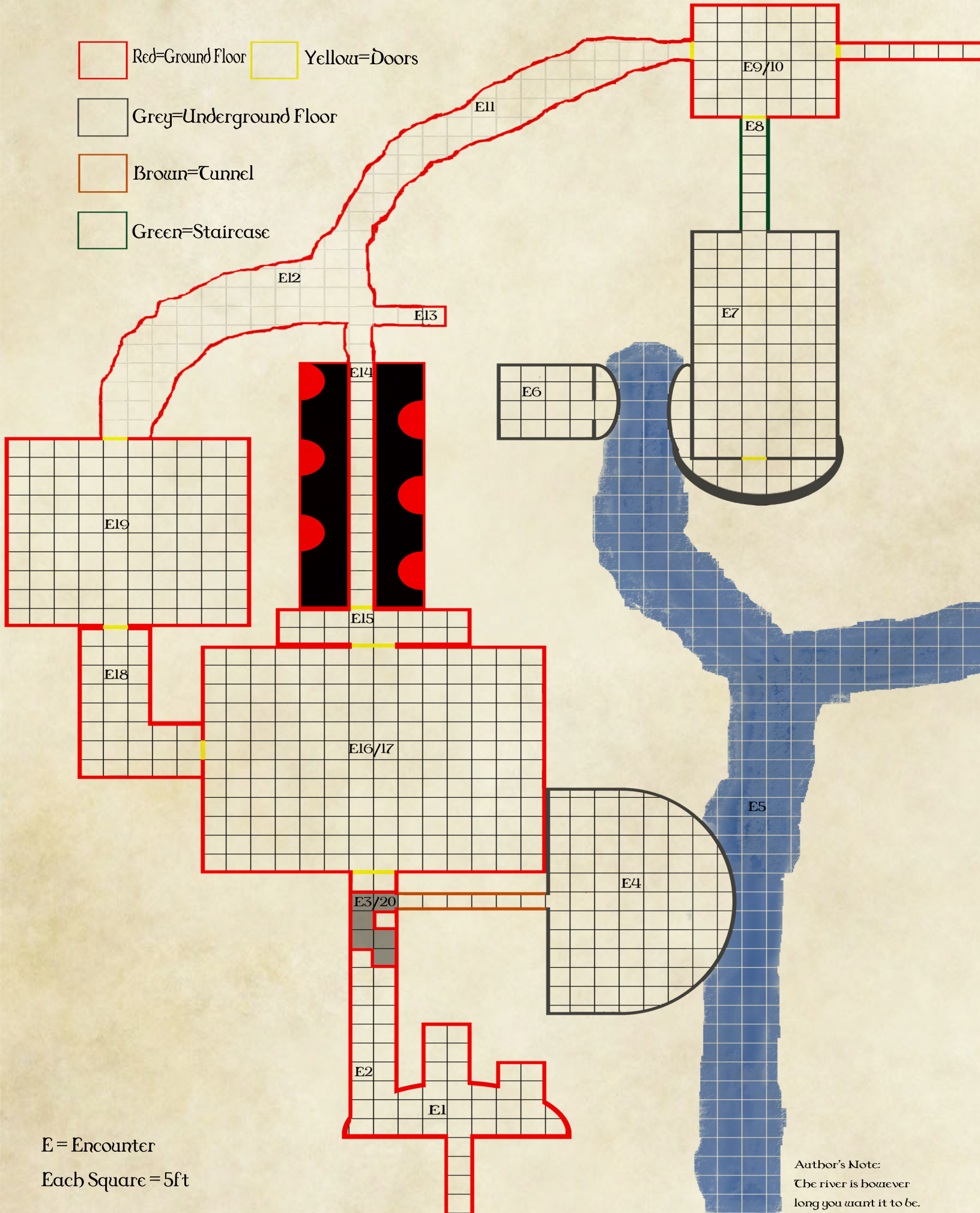


Red=Ground Floor Yellow=Doors

Grey=Underground Floor

Brown=Cunnel

Green=Staircase



E = Encounter

Each Square = 5ft

Author's Note:
The river is however
long you want it to be.

BACKGROUND

The fishing village of Asmire is located between Baldur's Gate and Athkatla. The village is small and often overlooked, especially being between the two mentioned cities. Still, the village gets on. Someone or something has been raiding the village for months. Almost nobody has seen who is behind it and those who have been lucky enough to tell say they

are men. The village has named the mysterious raiders the Pirates of Far North because they can only assume they're being attacked from the waters, however, no ships have ever been seen but regardless this is what they believe. Because the village is so small, the proper militia has not been sent; those who are brave enough from the village to fight have been killed by the pirates. To make matters worse, the village is also being ransacked and its people murdered. The local lord, who has been forced to stay in the village because of the raids, has asked that you try to locate The Trident of Blibdoolpoolp, known as Blibdoolblob. The trident has been said to be able to control the waves, and with it, Asmire can defend against the pirates. The local lord says he will pay you a handsome price of 30, 000 gold pieces and that all the treasure you find save the trident is yours. Rumor has it that the trident is in the shrine of Blibdoolpoolp and that it's located on a lone mountain about a day's journey from the

port. Whether you want to help the village or just want the money and glory, you accept and make your way towards the mountain in the morning...

OBJECTIVE

Retrieve the Trident of Blibdoolpoolp, Blibdoolblob, and return it to the port town of Asmire.

VILLAGE FEATURES

- The village has enough for the party to be equipped with the necessary gear for the adventure.

VILLAGE RUMORS

- An old man will say the shrine is next to a boulder shaped as a sea shell.
- Someone will mention the shrine that holds the trident used to belong to Dwarves as a small shrine to some great Dwarven lords but was overrun by strange fish creatures.
- Finally someone will say they heard a rumor that the shrine has three entrances to it but doesn't know the right one.

THE JOURNEY TO THE MOUNTAIN

The journey there poses no problem. The roads are flat and the weather is mild. After a day, you arrive at the mountain.

ENCOUNTER 1

The mountain is covered in a dense fog and with the chilling air of the night you hold your cloaks closer to you. Branches entangle every inch of the mountain, and you find it hard to move beyond them. As you trek up the mountain you feel as if someone or something is watching you. You swear your eyes play tricks on you when are certain things that

were there are no longer but think nothing of it. After some time, you arrive at where the sea shell boulder is located.

- The party will need to search for the entrance. A Knowledge/ Nature/ Investigation DC of 10 or higher will reveal a narrow entrance.

A carved narrow passageway of 5 feet in width, walls 15 feet high, and extending 20 feet and turns into a domed alcove carved from the inside of the mountain. The domed alcove has three entrances each of which has a different colored mist coming out. On the left is a golden mist, the middle has silver, and on the right is a bronze. Some sort of writing is above the three entrances.

- A Dwarf will instantly know this shrine is dedicated to the three Dwarven lord, Brackathin, Hanzo, and Duanith. These Dwarven lords were as clever as they were strong and spent all their days helping creatures across Faerun. Brackathin wore armor of purple and was a master in gold, Hanzo wore green armor and was a master in silver, and Duanith had orange armor and was a master in copper. For their mighty

deeds, Moradin took them personally unto himself to dwell in glory forever.

- With a history DC of 15 a player can recall that the different colored mists were given to the Dwarves by Elf lord Gradale. The three dwarf lords saved his daughter from the death knight, Oifaye. As a reward, Gradale gave the dwarfs the means of this eternal mist will forever confuse those not welcome from entering the shrine.
- There are three possible entrances but only one is the true entrance.
- The words are a riddle that is written in Dwarvish. The answer reveals a color, and that's the right entrance. The riddle is located here and at the end of the module.
- The riddle is:

1 7EMTA PZK AKY PABE YOTRA OPE PA

AKSANO TRKPNZ ZATRAE PEXXA

- The riddle translates to: I drive men mad for love of me easily beaten never free.

AUTHOR'S NOTE

The Dwarven script is the actual script from the Player's Handbook in Chapter 4.

The answer to the riddle is gold.

- The left entrance covered in the gold mist is the true path.
- The middle entrance will be covered in silver mist.

Anyone who goes through it will lose all objects made of metal and it will only lead to a dead end.

- The right entrance will have a bronze mist hovering over it. The players will be able to see a clear solid ground but in truth with an Arcana or Investigation DC of 15 will see the floor is quicksand.

QUICKSAND

When a creature enters the area, it sinks $1d4 + 1$ feet into the quicksand and becomes restrained. At the start of each of the creature's turns, it sinks another $1d4$ feet. As long as the creature isn't completely submerged in quicksand, it can escape by using its action and succeeding on a Strength check. The DC is 10 plus the number of feet the creature has sunk into the quicksand. A creature that is completely submerged in quicksand can't breathe (see the suffocation rules in the Player's Handbook). A creature can pull another

creature within its reach out of a quicksand pit by using its action and succeeding on a Strength check. The DC is 5 plus the number of feet the target creature has sunk into the quicksand.

ENCOUNTER 1 IS A HARD CHALLENGE. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players	Experience Points
4	7600
5	9500

AUTHOR'S NOTE

Author's Note: I put this challenge on hard because it's a little tedious to translate the Dwarven riddle. I guess as Dungeon Master you could just say what the riddle means if you have a player who speaks Dwarvish, however, I believe that takes the fun out of the challenge. But as Dungeon Master do what you want.

ENCOUNTER 2

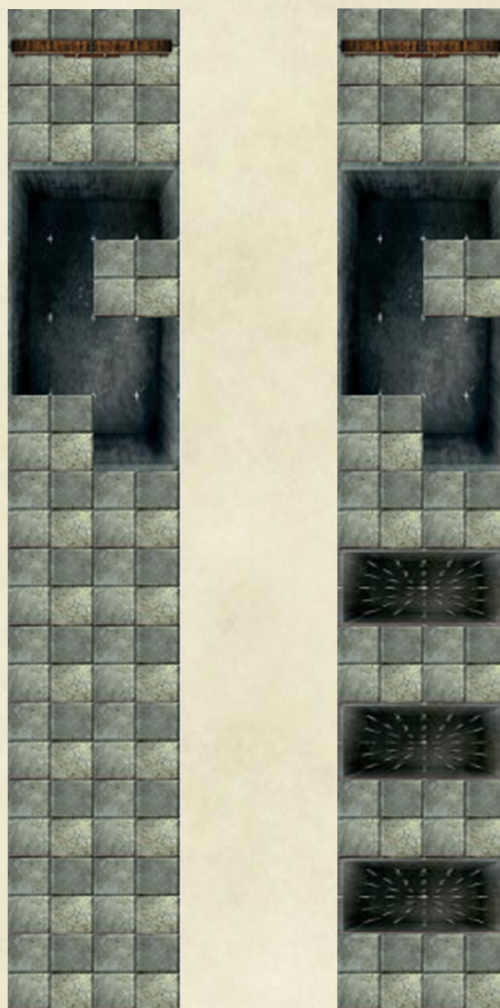
The entrance leads into a passageway 10 feet wide. The walls are smooth and rise to about 15 feet. The floor is made of stone tiles that expand to 35 feet and beyond that is 15 feet of what appears to be a pit but still confined to the borders of the walls. 60 feet from the entrance where you stand are two large wooden doors. Scattered throughout the corridor lie dwarven bones and thick webs. The passage is damp; the air is clear and damp. A strong earthy smell rushes into your nostrils. Torches light the passageway although you're not sure why or how they're there.

- Every other 5 feet of the 35 feet of the stone tiles lay hidden pits that extend the 10 feet in width and are 5 feet in length.
- The pits are 30 feet deep and have large spikes at the bottom. Dealing $4d10$ damage for every turn spent in the spikes.
- An Investigation DC of 12 or higher can determine where pressure plates are that cause the floor to collapse.
- A Sleight of Hand DC of 15 or higher can disable the pressure plates.
- Athletics DC of 10 or higher can jump over the pits.
- Athletics DC of 12 or higher can jump to the two platforms over the revealed pits.

ENCOUNTER 2 IS A MEDIUM CHALLENGE. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players	Experience Points
4	4800
5	6000

Here is a side by side comparison of where the spike pits are and where the large double doors are located from the entrance of the corridor. Just a friendly reminder the spike pits are hidden from the players.



ENCOUNTER 3

As you approach the large wooden doors, you notice Dwarven markings and symbols all along it. The wood is smooth and well carved. It's obviously the fine work of a Dwarven carpenter. You hear a voice from a man in the pit that extends 30 feet down, telling you in a whisper the door is locked but he might have found another way. This man is in clothes perhaps odd to you as he supports a gold yukata. His hair is pulled back in a bun and he looks to be in top shape.

- The door is locked. However, the players may choose to try to unlock it.
- No matter how hard they try the players will not be able to unlock or break down the door via any means and will have to find another way.

After seeing the door will not budge you ask the man what he knows. The man brushes himself off and points to a small narrow passage near where he is standing in the pit. As you look you notice the passage is large enough for someone to proceed through it on their hands and knees and in a single file line. As you look back at him he reads your facial expressions and tells you he's there for a very important item. He points to a rope he fastened to get down there and signals you to come down.

OPTIONAL SIDE QUEST

- If the players choose to come down he will not try to attack them or cause them any harm.
- He'll introduce himself as Eckracht of the East and claims he is after a sword called Vetra.
- When asked why he doesn't crawl in the hole he'll say it's beneath him to crawl; however, he claims he will reward the players if they bring him the sword.
- A history of 10 will reveal the crawl space is fairly recent and that it doesn't look to be as the same craftsmanship the dwarves had possessed.
- This is a completely optional quest and the players can choose to expect or not. Eckracht will not stop them either way.
- If they say they will search for the sword his eyes will light up, and he'll act excited. If they say no he'll frown and say "too bad." Moreover, he leaves the area afterwards mumbling about a different way.
- More info will be at the end of the module.

ENCOUNTER 3 IS AN EASY CHALLENGE. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players	Experience Points
4	2400
5	3000

ENCOUNTER 4

The small tunnel is dark, tight, and requires you to crawl on your hands and knees. After about 30 feet of crawling straightforward, you come to a dead end of loose earth.

- It's not really a dead end.
- An Investigation DC of 12 or higher will reveal that the earth in front of them is loose and can be pushed with enough force.
- Whoever is in front will need to use a Strength DC of 10 or higher to push the earth covering the hole. After which the players can crawl out of the tunnel.

LIGHT SITUATION

- The area is pitch black and any players that can't see in the dark will need to find a way to make light.

The tunnel opens up into a large cavern with a low hanging ceiling that extends to the height of 8 feet. The first noticeable thing is the subterranean river that runs down the cave rapidly. Stalactite and stalagmites fill the cavern. Not too soon afterwards, what looks to be a Gnome, with dark grey skin, on a small raft covered in what appears to be goods comes from up the river. He sees your party dirty and out of breath. Quickly he throws a lassoed rope over one of the many stalagmites and pulls himself in on to the shore. He looks you up and down and asks in broken common "What is the cause of this?"

- The Deep Gnome's name is Bebaris
- He speaks in Gnomish but if needs be can speak in broken common.
- Bebaris is an older Deep Gnome who is very standoffish. However, he gets excited when he see's the players.
- He begs the players to come with him and rid his city of a terrible demon.
- If asked what he knows about the trident he say's not much save it was made from some crazy goddess.
- If asked what's on the raft Bebaris will "I have to deliver goods or the demon will slay me!"
- If asked about the demon or his city, he'll just beg them to come with him.
- If asked if they could swim up or down the river Bebaris will say the current is too strong and will carry them away.
- He mentions these rivers have dark things in them and that his very last group fell victim to the monsters.
- He'll once again beg the players to come with him.
- The players really just need to be on the raft to proceed with the module.
- Really, have fun with this one but get the players on his raft.

ENCOUNTER 4 IS AN EASY CHALLENGE. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players	Experience Points
4	2400
5	3000

ENCOUNTER 5

You board Bebaris' raft and as you do so you feel the strength of the rapids beneath as you come aboard. As Bebaris leads you down the subterranean rapids, with careful strokes of his oar, you feel the raft tossing to and fro, but Bebaris seems to have a handle on the raft crashing against the strong river rapids. A little ways down the rapids, five medium sized creatures with bipedal bodies, scaly skin, and fish-like heads jump on board the raft and take out poor Bebaris. The raft begins to shake uncontrollably down the rapids with more of these creatures on the way.

- The creatures are Kuo – Toa.
- The walls of the cave are jagged and can't be jumped on.
- The encounter takes place on the raft and gives you a very limit range.
- The raft is wooden and is 10 feet in width and 30 feet in length.
- The goods take up 10 feet in width of the raft but can be pushed off to make additional room.

KUO – TOA TACTICS

- At the start of every round (up to 8 rounds) 5 more Kuo – Toa will try to board the raft if room allows for them.
- At the start of round 4, the raft will get to a fork in the river. No matter how hard the players try they will always go down the left path. The right path leads to where the goods were meant to go but can't be accessed in this module.



KUO-TOA

Medium humanoid (kuo-toa), neutral evil

Armor Class 13 (natural armor, shield)

Hit Points 18(4d8)

Speed 30 ft., swim 30 ft

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

Skills Perception +4

Senses darkvision 120 ft., passive Perception 14

Languages Undercommon

Challenge 1/4 (50 XP)

Amphibious. The Kuo-Toa can breathe air and water.

Otherworldly Perception. The Kuo-Toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

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.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 3 (1d4 + 1) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5ft. or range 20/60 ft., one target. *Hit* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with both hands to make a melee attack.

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one large or smaller creature. *Hit* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Reactions

Sticky Shield. When a creature misses the Kuo-Toa with a melee weapon attack, the Kuo-Toa uses its sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to the Kuo-Toa's shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

AUTHOR'S NOTE

If for whatever reason the players are able to access this route, as the Dungeon Master you should explain this route is explained in Dungeon Module TH2.

- Every turn the Kuo – Toa who are not on the raft will try to rock the raft and knock the players in the water. The players will need to make Acrobatics DC of 10 to stay on the raft. If a player falls off the raft the closest player can make a Dexterity saving throw DC of 12 or higher and Strength DC of 12 or higher to pull up the player. The Dexterity and Strength DC is reduced by 5 for every player that helps.
- The players can attempt to cast a spell like Levitate or Fly. However, with the low ceiling and the stalactite they won't be able to get very high. Finally, if the players attempt this the Kuo – Toa will attempt to grab on to them and bring them down.
- If a player falls in the water a strong undercurrent will pull the player under and ultimately lead them to their death.

At the start of round 8 read the following:

The raft shakes violently against the harsh rapids. The Kuo – Toa seem to not be giving up. But up ahead you see flat land on both sides of the river. Beyond that, you notice the river will shortly become a waterfall that crashes over a steep deadly cliff.

- Players will need to make an Athletics DC of 12 or higher to safely get on either side of the river.
- At the end of round 8, the raft and any creature on it will fall down the waterfall and face certain doom.

- Most of the Kuo – Toa fall with the raft. However, as Dungeon Master, you may choose to add some of the Kuo – Toa made it back on to land and wish to fight the players.

AUTHOR'S NOTE

If for whatever reason the players head over the waterfall, as Dungeon Master you should explain this route is explained in Dungeon Module TH3.

ENCOUNTER 5 IS A DEADLY CHALLENGE. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players	Experience Points
4	14000
5	14000

AUTHOR'S NOTE

Someone might complain that the experience points are off on this and for that I'm sorry. Trying to determine the appropriate amount of experience given was a little harder especially when trying to factor in things like making so many saves and trying to fight at the same time. The Kuo – Toa themselves are not much of a challenge but with many of them and the saves I believe the challenge gets that much harder. That's why I gave it the deadly rating and that many experience points.



If the players went on the left side of the river:

ENCOUNTER 6

In front of you lies the mouth of a small tunnel. This tunnel looks to be big enough to fit one medium creature through it at a time.

- The tunnel is safe to go through if one chooses.

The tunnel leads to a small square room that's 20 by 20 feet. The walls are smooth and extend up to 10 feet. The floor is damp and water drips from the ceiling. Various Kuo – Toa skulls can be seen around the room near three unopened chests that can be seen lying beside each other.

- The middle chest contains an item but the other two are Mimics.
- On the ceiling is a rune, and if the chest is opened without disarming it, the rune will attempt to cast Hold Person.

HOLD PERSON

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Duration: 1 minute

The target must succeed on a Wisdom saving throw of 15 or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw of 15. On a success, the spell ends on the target.

- If a player fails their Wisdom saving throw the two Mimics will attack
- If they succeed on the Wisdom saving throw the two Mimics will still try to attack.
- The rune only works once regardless if the spell succeeds or fails.
- A Perception DC of 10 will reveal the rune on the ceiling.
- In truth, there is no way to disarm the rune. The player or players will have to kill the Mimics first before they open the center chest.
- If the middle chest is opened from any direction the rune will still go off.
- In the middle chest is Mantle of Spell Resistance.

MANTLE OF SPELL RESISTANCE

Wondrous item, rare (requires attunement)

You have advantage on saving throws against spells while you wear this cloak.

- There is nothing else in this room and the player or players will need to figure out how to get back on the other side (as Dungeon Master feel free to determine this as you please).

ENCOUNTER 6 IS CONSIDERED AN EASY TO DEADLY CHALLENGE, DEPENDING ON HOW MANY PLAYERS WERE PRESENT. THE PLAYER OR PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS.

Players	Experience Points
1	3375
2	3375
3	3375
4	3375
5	3375



MIMIC

Medium monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)

Hit Points 58(9d8 + 18)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 2 (450 XP)

Shapechanger. The Mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The Mimic adheres to anything that touches it. A huge or smaller creature adhered to the Mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the Mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The Mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 7 (1d8 + 3) bludgeoning damage. If the Mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

If the players went on the right side of the river:

ENCOUNTER 7

You arrive on the eastern side of the river and see to your south a narrow strip of land between the cavern wall and the rough river leading to a larger land mass to the south. You squeeze through the narrow passage as the water splashing at you. A single door made of what looks like rotting wood is before you.

- The door is locked but not trapped.
- A Sleight of Hand DC of 12 or higher can unlock the door.
- A Strength DC of 10 or higher can break it down.

The room is a rectangle with a width of about 30 feet and a length of about 60 feet. The ground is made from rough stone and on the opposite side of the room lays a staircase leading up. Before you can notice anything further you feel the ground starting to tilt and you are starting to slide down into a pit that you cannot see a bottom. Quickly you take a step back through the doorway. As you do so the floor moves back into its natural position.

- The point of this is to safely get across to the other side of the room to the staircase.
- To do this, the players will need to balance the floor or find any other way to get across.
- The floor can tilt from either the entrance or the entrance with the staircase.
- **The room has an anti-magic field.**
- When the Dungeon Master sees fit six Kuo - Toa will jump down from hidden compartments in the ceiling and try to off balance the floor. The ceiling doesn't lead anywhere.

KUO - TOA TACTICS

- The Kuo - Toa will not stand in the same place for more than a round. Unless it's to add more weight to a certain side.
- The Kuo - Toa will attempt to off balance the floor no matter what. Even if it cost them their lives.
- The room has no safe central point.
- Yes, you can use dead Kuo - Toa to balance the ground.
- The ground will tilt 15 degrees for every additional person on one side (up to 90 degrees). I.E. If 3 creatures are on the left side and 1 on the right, the left side will tilt 30 degrees. If another comes on the left side it will drop another 15 degrees thus becoming 45 degrees.
- If the ground completely tilts 90 degrees the players must make a Strength (Athletics) DC of 10 or higher (this goes for the Kuo - Toa too) to hold on the floor or fall into the bottomless pit. Everyone will then have to make a bonus move action up to half their speed to offset the floor (besides the Kuo - Toa, who will try to knock the players off into the pit).
- Let the players figure out any way they can to get over to the other side.

ENCOUNTER 7 IS CONSIDERED A DEADLY CHALLENGE. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players	Experience Points
4	17200
5	17200

ENCOUNTER 8

As you go up the staircase, you hear the floor behind you moving and bodies sliding off of it. The stairs are narrow and only 5 feet in width.

- A Perception DC of 10 or higher will reveal on both sides of the walls fresco paintings of three largely painted Dwarven lords with two smaller painted Dwarves at the feet of each Dwarf lord paying tribute to them. One Dwarf lord wears purple armor, one green armor, and one orange armor.
- Under the Dwarf lord in purple are two smaller painted Dwarves handing him gold. One is in blue and the other is in red.
- The Dwarf lord in green has two smaller painted Dwarves giving him silver. One Dwarf wears blue and the other yellow.
- Finally, the Dwarf in orange has two smaller painted Dwarves handing him copper. One Dwarf wears yellow and the other red.

The stairs ascend 30 feet and to a door with three large levers on top and many small levers on the bottom. The large levers are purple, green, and orange. The many small levers vary in all different colors.

- The door is locked and the players will need to figure out the right combination to unlock it.

When the first lever is pulled read the following:

Suddenly you all hear the sound of something being loosened. Dust from the ceiling falls on your face and you all look up to see the ceiling coming towards you.

- The ceiling will fall for every wrong lever pulled (up to 5 wrong levers) and on the last wrong lever pulled it will crush the players.
- A History DC of 15 or higher will reveal this is not a Dwarven made door but it was made by Gnomes to honor the three Dwarf-lords for saving their village from the ogre Zarthug.
- The secret to the door is to pull one of the large levers first and following after it two of the smaller levers that make the color of the big one they originally pulled. I.E. Pull the big orange lever first and follow it by pulling a small red and yellow lever.
- The fresco paintings on the wall will reveal the correct order to pull them by the metals given to each of the Dwarf-lords (gold first, silver second and copper third).

- All three of the big levers must be pulled and with their respected smaller levers pulled afterward.
- More than 1 player can attempt to pull the levers every round.
- When the right combination of each lever is completed the players will hear a click.
- If one of the already successful large levers is moved back to its original position that lever will need to be redone with its following color combination. The small levers can be pulled as many times as the players want.
- If the players are having too hard of a time ask for an Intelligence check. A DC of 15 will remind them of what

colors make what and also the worth of metals in the fresco paintings.

ENCOUNTER 8 IS CONSIDERED A HARD CHALLENGE. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players	Experience Points
4	9500
5	9500

ENCOUNTER 9

As you open the levered door you see a small cavern of about 30 by 30 feet with a high ceiling. Instantly your eye catches several bedrolls and an open fire in the middle of the room. You look to and fro but see no one is there. After which your eye notice an open archway to the west of the cavern and an iron door slightly opened with the door facing towards you to the eastern side of the cavern. Large patches of fungus and mold fill the room.

- Feel free to let the players do what they want in the room. Allow a short or long rest if they need it.
- After they rest for any duration go ahead and read the next out loud section.
- If they choose not to rest and make their way to the western archway or eastern door go ahead and read the next out loud section.

Suddenly you hear footsteps running in the direction of the iron door. Outcome three humanoid figures, a middle-aged human male, his plate armor dirty and wielding a great sword, an elven female wearing a bright blue robe, dirt and grime cover her beautiful face, and a Halfling dressed in all black with his hood covering his face, rush out the door and out of breath. Instantly they all try to shut the door behind them. However, they fail to do so and outburst five creatures through the iron door. Coming first through the door are two large creatures. They resemble the build of a gorilla with the cross of a large beetle. Large mandibles of three feet protrude from their faces. Their four eyes look towards you and the others in the cavern. Followed by the massive beasts are three robe wearing, tall but thin figures, each having leathery hides and bulbous eyes with four tentacles protruding from where a mouth should be. The original three figures that came through the door look back and see you. Instantly they shout “we could use some help”

- The combat encounter is against 3 Mind Flayers and 2 UMBER Hulks.
- Normally the challenge would be a lot harder but you have the aid of the 3 comrades that ask for your help.
- Their party consists of a human knight, an Elf archmage, and a Halfling assassin.
- The Dungeon Master will control these characters.
- The cavern has many stalagmites and will give the players half cover. Giving a +2 bonus on AC and Dexterity saving

throws against attacks and effects that originate on the opposite side of the cover.

MIND FLAYER

Medium aberration, lawful evil

Armor Class 15 (breastplate)

Hit Points 71 (13d8 + 13)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +6

Skill Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses darkvision 120ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120ft.

Challenge 7 (2,900 XP)

Magic Resistance. The mind flayer has advantage on saving throws against spells and other magical effects.

Innate Spell/casting (Psionics). The mind flayer's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: detect thoughts, levitate 1/day each: dominate monster, plane shift (self only)

Actions

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5ft., one incapacitated humanoid grappled by the mind flayer. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



UMBER HULK

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

Saving Throws Int +7, Wis +6, Cha +6

Senses darkvision 120ft., tremorsense 60ft., passive Perception 10

Languages UMBER HULK

Challenge 5 (1,800 XP)

Confusing Gaze When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 15 Charisma saving throw, unless the umber hulk is incapacitated. On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the umber hulk until the start of its next turn, when it can avert its eyes again. If the creature looks at the umber hulk in the meantime, it must immediately make the save.

Tunneler. The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5-foot-wide, 8-foot-high tunnel in its wake.

Actions

Multiattack. The umber hulk makes three attacks: two with its claws and one with its mandibles.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target, *Hit:* 9 (1d8 + 5) slashing damage.

Mandibles. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target, *Hit:* 14 (2d8 + 5) slashing damage.

OTURID (ARCHMAGE)

Medium humanoid (elf), chaotic neutral

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; non magical bludgeoning, piercing, and slashing (from stonewood)

Senses darkvision 120 ft, passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

Magic Resistance. The archmage has advantage on saving throws against spells and other magical effects.

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The arch mage can cast disguise self and invisibility at will and has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, mage hand, prestidigitation, shocking grasp

1st level (4 slots): detect magic, identify, mage armor,* magic missile

2nd level (3 slots): detect thoughts, mirror image, misty step

3rd level (3 slots): counterspell, fly, lightning bolt

4th level (3 slots): banishment, fire shield, stonewood*~

5th level (3 slots): cone of cold, scrying, wall of force

6th level (1 slot): globe of invulnerability

7th level (1 slot): teleport

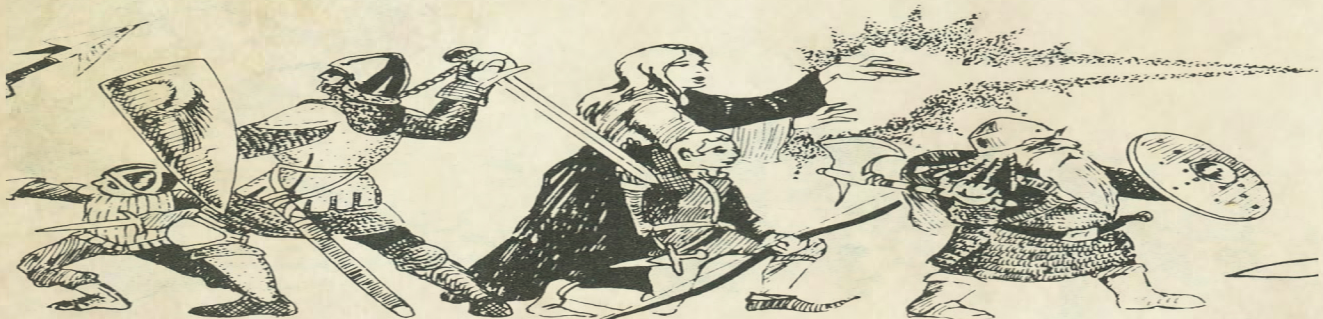
8th level (1 slot): mind blank*

9th level (1 slot): time stop

*The archmage casts these spells on itself before combat.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5ft. or range 20/60., one target, *Hit:* 4 (1d4 + 2) piercing damage.



YORAR (ASSASSIN)

small humanoid (halfling), chaotic neutral

Armor Class 15 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 30ft.

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

Saving Throws Dex +7, Int +5
Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11
Damage Resistance poison
Senses darkvision 120 ft, passive Perception 14
Languages Thieves' cant plus any two languages
Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

BESARKAM (KNIGHT)

medium humanoid (human), chaotic neutral

Armor Class 18 (plate)
Hit Points 52 (8d8 + 16)
Speed 30ft.

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

Saving Throws Con +4, Wis +2
Senses passive Perception 10
Languages Common
Challenge 3 (700 XP)

Brave The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Reactions

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

ENCOUNTER 9 IS CONSIDERED A DEADLY CHALLENGE. HOWEVER, WITH THE AID FROM THE THREE WARRIORS THE CHALLENGE DROPS TO HARD. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players	Experience Points
4	12300
5	12300

TREASURE TABLE

Creature	Treasure
Mind Flyers	Five gems worth 5,000 gp
Mind Flyers	Staff of Power
Mind Flyers	Scimitar of Speed

STAFF OF POWER

Staff, very rare (requires attunement by a sorcerer, warlock, or wizard)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you gain a +2 bonus to Armor Class saving throws, and spell attack rolls. The staff has 20 charges for the following properties. The staff regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff retains its +2 bonus to attack and damage roll but loses all other properties. On a 20, the staff regain 1d8 + 2 charges.

Power Strike. When you hit with a melee attack using the staff, you can expend 1 charge to deal an extra 1d6 force damage to the target.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following

spells from it, using your spell save DC and spell attack bonus: cone of cold (5 charges), fireball (5th-level version, 5 charges), globe of invulnerability (6 charges), hold monster (5 charges), levitate (2 charges), lightning bolt (5th-level version, 5 charges), magic missile (1 charge), ray of enfeeblement (1 charge), or wall of force (5 charges).

Retributive Strike. You can use an action to break the staff over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it. You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take force damage equal to 16 x the number of charge in the staff. Every other creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature take an amount of damage based on how far away it is from the point of origin, as shown in the following table. On a successful save, a creature takes half as much damage.

Distance from Origin	Damage
10 ft. away or closer	8 x the number of charges in the staff
11 to 20 ft. away	6 x the number of charges in the staff
21 to 30ft. away	4 x the number of charges in the staff

SCIMITAR OF SPEED

Weapon (scimitar), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, you can make one attack with it as a bonus action on each of your turns.

ENCOUNTER 10

After the battle the three warriors and you catch your breath. They possess the air of those who have no time for laughter and a quick joke, yet they quickly introduce themselves. The human says his name Besarkam, the elf tells you her name is Oturid, and the Halfling introduces himself as Yorar. They tell you they had been sent from Asmire to retrieve the trident Blibdoolblop. They ask why you are here.

- This is once again another roleplaying encounter.
- If the player(s) tell them they're after the same thing, they'll get even more serious and simple say "Oh I see"
- If asked how they got here they'll say "We took a different route"
- If asked what's beyond the iron door they'll say "Nothing anymore. We had to destroy the stairs to get away"
- If the players open the iron door all they'll see is a broken staircase descending into blackness. Immediately after one of the three warriors will shut it and say it's not safe.

AUTHOR'S NOTE

If for whatever reason the players insist on going down this way, as Dungeon Master you should explain this route is explained in Dungeon Module TH4.

- If provoked they'll attack.
- They'll offer you to rest for the night with them. You can or you can go the other way.

ENCOUNTER 10 IS AN EASY CHALLENGE. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players	Experience Points
4	2400
5	3000

IF THE PLAYERS CHOOSE TO FIGHT THE THREE WARRIORS THE ENCOUNTER WILL BECOME A DEADLY CHALLENGE. PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS.

Players	Experience Points
4	13000
5	13000

TREASURE TABLE

Creature	Treasure
Yorar	Seven gems worth 5,000 GP
Besarkam	Potion of Frost Giant Strength
Besarkam	Folding Boat
Oturid	x2 Potion of Superior Healing
Oturid	Spell Scroll of Command (5th level)

POTION OF FROST GIANT STRENGTH

Potion, rarity varies

When you drink this potion, your Strength score changes for 1 hour. The type of giant determines the score (see the table below). The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a giant of the appropriate type.

Type of Giant	Strength	Rarity
Frost	23	Rare

FOLDING BOAT

Wondrous item, rare

This object appears as a wooden box that measures 12 inches long, 6 inches wide, and 6 inches deep. It weighs 4 pounds and floats. It can be opened to store items inside. This item also has three command words, each requiring you to use an action to speak it.

One command word causes the box to unfold into a boat 10 feet long, 4 feet wide, and 2 feet deep. The boat as one pair of oars, an anchor, a mast, and a lateen sail. The boat can hold up to four Medium creatures comfortably.

The second command word causes the box to unfold into a ship 24 feet long, 8 feet wide; and 6 feet deep. The ship has a deck, rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The ship can hold fifteen Medium creatures comfortably.

When the box becomes a vessel, its weight becomes that of a normal vessel its size, and anything that was stored in the box remains in the boat.

The third command word causes the folding boat to fold back into a box, provided that no creatures are aboard. Any objects in the vessel that can't fit inside the box remain outside the box as it folds. Any objects in the vessel that can fit inside the box do so.

POTION OF SUPERIOR HEALING

Potion, rarity varies

You regain hit points when you drink this potion. The number of hit points depends on the potion's rarity, as shown in the Potions of Healing table. Whatever its potency, the potion's red liquid glimmers when agitated.

Potion of..	Rarity	HP Regained
Superior healing	Rare	8d4 + 8

SPELL SCROLL OF COMMAND (5TH LEVEL)

Scroll, varies

A spell scroll bears the words of a single spell, written a mystical cipher. If the spell is on your class's spell list you can use an action to read the scroll and cast its spell without having to provide any of the spell's components. Otherwise, the scroll is unintelligible.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + spell's level. On a failed check, the spell disappears from the scroll with no other effect.

Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

The level of the spell on the scroll determines the spell's saving throw DC and attack bonus, as well as the scroll's rarity, as shown in the Spell Scroll table.

SPELL SCROLL

Spell Level	Rarity	Save DC	Attack Bonus
5th	Rare	17	+9

COMMAND

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 round

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the Dungeon Master determines how the target behaves. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

ENCOUNTER 11



he three warriors say they will catch up, and so you progress through the archway. The archway leads to a cavern passageway with various width and walls that reach up to 15 feet in height. The floor and walls are jagged and rough. Large webs and Dwarven bones fill the cavern corridor.

- There is a 50% chance a Kuo – Toa archpriest and two Kuo – Toa whips will come from the south and attack the party.
- If the Kuo - Toa don't show up proceed to the next encounter.

KUO-TOA ARCHPRIEST

Medium humanoid (kuo-toa), neutral evil

Armor Class 13 (natural armor)
Hit Points 97 (13d8 + 39)
Speed 30 ft., swim 30 ft

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

Skills Perception +9, Religion +6
Senses darkvision 120 ft., passive Perception 19
Languages Undercommon
Challenge 6 (2300 XP)

Amphibious. The Kuo-Toa can breathe air and water.

Otherworldly Perception. The Kuo-Toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

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 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The kuo-toa has the following cleric spells prepared:

Cantrips (at will): guidance, sacred flame, thaumaturgy
 1st level (4 slots): detect magic, sanctuary, shield of faith
 2nd level (3 slots): hold person, spiritual weapon
 3rd level (3 slots): spirit guardians, tongues
 4th level (3 slots): control water, divination
 5th level (2 slots): mass cure wounds, scrying

Actions

Multiattack. The kuo-toa makes two melee attacks.

Scepter. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 14 (4d6) lightning damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

- The Kuo - Toa have no treasure.

ENCOUNTER 11 IS CONSIDERED A EASY TO MEDIUM CHALLENGE, DEPENDING ON THE PLAYERS. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players	Experience Points
4	2700
5	2700

KUO-TOA WHIP

Medium humanoid (kuo-toa), neutral evil

Armor Class 11 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft., swim 30 ft

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

Skills Perception +6, Religion +4
Senses darkvision 120 ft., passive Perception 16
Languages Undercommon
Challenge 1 (200 XP)

Amphibious. The Kuo-Toa can breathe air and water.

Otherworldly Perception. The Kuo-Toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

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 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The kuo-toa has the following cleric spells prepared:

Cantrips (at will): sacred flame, thaumaturgy
 1st level (3 slots): bane, shield of faith

Actions

Multiattack. The kuo-toa makes two attacks: one with its bite and one with its pincer staff.

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

Pincer Staff. *Melee Weapon Attack:* +4 to hit, reach 10ft., 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 can't use its pincer staff on another target.

ENCOUNTER 12

You make your way down to a three-way fork in the path. As you approach you hear the three warriors yell “wait”

- The three warriors will thank the party for help earlier by giving the party 1, Spellguard Shield.

SPELLGUARD SHIELD

Armor (shield), very rare (requires attunement)

While holding this shield, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

- This is another roleplaying encounter.
- There are three directions to go at the fork.
- The three warriors say they will take the western route.
- If the players offer them the help they’ll coldly refuse.
- If the players try anyways they’ll get angry and say “Stay back”

- If the players continue to bother them about coming with them they’ll fight you. (see pages 12 - 13 for their stats and page 15 for their treasure and XP value)
- If for whatever reason the players have to go the western route and get past the three warriors, they’ll make it about 10 feet down that passageway and a cave in will occur that they can’t go beyond no matter what they try.

ENCOUNTER 12 IS AN EASY CHALLENGE. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players	Experience Points
4	2400
5	3000

If the players approach the eastern route read encounter 13. If they approach the central route read encounter 14.

ENCOUNTER 13

The passage to the right leads to a small room. The room contains small statues resembling the three Dwarven lords. Each Dwarven lord is holding a small a vial, each of which contains a various colored liquid. The room looks as if only one could stand in it.

- This is a gamble encounter.
- No knowledge of anything will reveal what’s in these vials.
- A History DC of 15 or higher will reveal even Dwarfs enjoyed their fun.
- A Dwarf will know that this was a gambling game of sorts.
- The first player to drink any potion will have their armor class raised by 1 permanently.
- If another or the same player drinks another of the remaining potions their gender will be switched permanently.

- If that same person or another drinks the last potion their alignments will permanently become the opposite of what they currently are.

AUTHOR’S NOTE

I just put this in to have a little gambling fun with the players. It might be a little random but whatever.

ENCOUNTER 13 IS AN EASY CHALLENGE. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players	Experience Points
4	2400
5	3000

ENCOUNTER 14

You walk down the middle 5 foot in width corridor but soon notice stone faces of giants with mouths wide open carved into the side of both walls. Directly beneath the faces are pits on both that are 20 feet deep and each contains a pool of thick black like tar. However, you quickly see that what you thought was tar is stirring. 75 feet from where you are you can see an open wooden door and light shining from the room.

- This room is trapped and the players will need to make several Athletic checks.
- The black tar is Black Pudding enemies (5 Black Puddings on each side. So, total of 10)
- Three large stone faces are on each side of the walls.

- A History of DC 15 or higher (Dwarves will instantly know this) will reveal that each face on the walls is that of a Cloud Giant. In respect of the three Dwarven lords mighty feat of bringing down the mighty Cloud Giant, Thanor, after he swallowed the Halfling, Derbius. It’s said the three Dwarven lords punched Thanor so hard in the gut a gust of air so powerful protruded from the giant and freed not only Derbius but knocked out the giant himself.
- An Investigation DC of 15 will reveal a lever on the left side, but it is currently surrounded by the Black Pudding mass.
- The stone faces will start blowing strong gusts of air to knock the players into the Black Pudding pits.

- To not fall down into the Black Pudding masses, the players will need to make 6 Strength (Athletic) DC of 10 or higher to resist the strong gusts of air from the stone mouths.
- If a player doesn't make the Strength (Athletics) check they can make a Dexterity saving throw of 12 or higher to stop themselves from falling. Immediately afterwards they'll need to make a Strength (Athletics) DC of 10 or higher to pull themselves up and another Strength (Athletics) DC of 10 or higher to not be blown off again. If the player fails any of the Strength checks the process will start back over from the Dexterity saving throw.
- The player will fall in the Black Pudding mass if they fail the Dexterity saving throw.
- If the players find a way to safely pull the lever, the stone faces will no longer blow strong gust of wind.
- The door on the other side is not trapped.

ENCOUNTER 14 IS A MEDIUM CHALLENGE. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players	Experience Points
4	4800
5	6000

If the players choose to take out the Black Pudding masses

EACH BLACK PUDDING MASS IS A HARD CHALLENGE. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players	Experience Points
4	5500
5	5500

A total of 11000 experience points for removing both sides.



BLACK PUDDING

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 4 (1,100 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

Spider Climb. The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, non magical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10

Reactions

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding

ENCOUNTER 15

You come inside an oddly clean room from the usual dead Dwarven bodies and webs. The room is lit by torches and seems to be 40 feet in width and 10 feet in length. A fountain on the east wall is producing what seems to be clean water. Directly on the other side of the room are two large wooden doors like the one you saw when you first got to the shrine. In the middle of the room is a small wooden table and laying on it is a gold trident with a faint magic aura around it.

- The water from the fountain is clean.
- The players can take a short or long rest here without any problems.
- The two large wooden doors are unlocked and not trapped.
- The trident on the table is a fake.
- An Arcana DC of 12 or higher will reveal it's a trap and should not be touched.
- If any *good aligned* is present they'll instantly feel a sense of evil around the trident and warn their comrades to stay clear of it.
- If any player touches (this includes those wearing gloves or whatever else) the trident it will proceed to produce the effects of The Void effect from The Deck of Many Things. No exceptions.

THE VOID

Your soul is drawn from your body and contained in an object in a place of the Dungeon Master's choice. One or more powerful beings guard the place. While your soul is trapped in this way, your body is incapacitated. A wish spell

can't restore your soul, but the spell reveals the location of the object that holds it.

- Spells such as *Mage Hand* will disperse on the trident.
- The trident is under the power divine magic of Blibdoolpoolp, so, it's impossible to move the trident from the table. No matter what the players try.
- The table is also under such power and no matter what can't be moved or destroyed.
- A Religion DC of 15 or higher will reveal Blibdoolpoolp herself blessed this trident and the table it sits on with her power. **However, this is not the trident the players are after.**

AUTHOR'S NOTE

When writing this part I just sat back and laughed like a mad man. However, I believe there are enough clues not to touch the trident. However, if a player insists on touching the trident look them straight in the eyes and say "Are you sure you want to do that?" If they still do... well, you tried.

The encounter will be set to deadly because a player could possibly die from this.

ENCOUNTER 15 IS A DEADLY CHALLENGE. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players	Experience Points
4	10000
5	12000

ENCOUNTER 16

You push open the large wooden doors and are introduced to a large lit room that you would guess was about 70 feet in width, 60 feet in length, and walls roughly 50 feet high. The room large room looks like it is fit for a king. Fine Dwarven statues that have been altered by the Kuo – Toa fill the walls. On the eastern wall from where you stand lies an iron door and

directly across from you are the two wooden doors you originally saw at the entrance of the shrine. However, all that seems unimportant when you see a rather large amount of treasure, and hovering above it is a large floating spheroid body with a large fanged mouth and a single eye on the front and many flexible eyestalks on the top of its round body being served by two Kuo – Toa. Its large center eye see's you and in a deep voice welcomes you.

- This is another roleplaying encounter.
- As you can guess this is a Beholder.
- The name of the Beholder is Sumula.
- He can't be Intimidated.
- The two Kuo – Toa can't understand him.
- **He'll say he's impressed that you're here and offer the players to join him.**

- **If the players say yes. They'll join him and the quest will be over.**
- If they say no he'll sigh and say "I suppose you're after the trident, aren't you? It won't do you any good"
- If asked why he'll say "It turns anyone insane who touches it. Besides these so-called Pirates of Far North are myths." He'll then mumble and say "Though I'm not sure where the term "Far North" comes from..."
- If asked more he won't answer but with a Persuasion DC of 12 or higher he'll confess in a prideful voice "The Pirates of Far North are merely the Kuo – Toa in disguise under my direction."
- If asked again what does he mean he won't answer. With a Persuasion DC of 15 or higher he'll say "You're quite nosey aren't you? I've convinced these creatures that I was a prophet from that lobster headed goddess they worship. I showed them a mere demonstration of my power and their weak minds believed my power was in fact from her. Now they are at my command. They rob you petty manlings and I get fat and rich."
- If no more questions are asked he'll yawn and say "But now you know too much! Time to perish manling!"

ENCOUNTER 16 IS AN EASY CHALLENGE. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players	Experience Points
4	2400
5	3000

ENCOUNTER 17

The two Kuo – Toa stop serving the Beholder and brace themselves for battle. They and the beholder come towards you.

- The two Kuo – Toa are Kuo - Toa Monitors.
- The Beholder is in his lair and thus receives his Lair Actions.

LAIR ACTIONS

When fighting inside its lair, a Beholder can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the Beholder can take one lair action to cause one of the following effects:

- A 50-foot square area of ground within 120 feet of the Beholder becomes slimy; that area is difficult terrain until initiative count 20 on the next round.
- Walls within 120 feet of the beholder sprout grasping appendages until initiative count 20 on the round after next. Each creature of the Beholder's choice that starts its turn within 10 feet of such a wall must succeed on a DC 15 Dexterity saving throw or be grappled. Escaping requires a successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check.
- An eye opens on a solid surface within 60 feet of the Beholder. One random eye ray of the beholder shoots from that eye at a target of the Beholder's choice that it can see. The eye then closes and disappears.
- The pile of treasure is *mostly coins*.
- The amount of treasure there is will be up to the Dungeon Master.
- With an Investigation DC of 10 or higher the players can *each* find one potion of healing in the treasure.

POTION OF HEALING

Potion of..	Rarity	HP Regained
Healing	Common	2d4 + 2

- With an Investigation DC of 12 or higher the players can *each* find one potion of greater healing in the treasure.

Potion of..	Rarity	HP Regained
Greater Healing	Uncommon	4d4 + 4

- With an Investigation DC of 20 or higher one Silver Horn of Valhalla can be found in the treasure.

SILVER HORN OF VALHALLA

Wondrous item, rare (silver or brass), very rare (bronze), or legendary (iron)

You can use an action to blow this horn. In response, warrior spirits from the plane of Ysgard appear within 60 feet of you. They return to Ysgard after 1 hour or when they drop

to 0 hit points. Once you use the horn, it can't be used again until 7 days have passed.

Four types of horn of Valhalla are known to exist, each made of a different metal. The horn's type determines how many berserkers answer its summons, as well as the requirement for its use.

If you blow the horn without meeting its requirement, the summoned berserkers attack you. If you meet the requirement, they are friendly to you and your companions and follow your commands.

Berserkers Summoned	Requirement
2d4 + 2	None

BERSERKER

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Reckless At the start of its turn, the Berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.



Treasure Table

Nine gems worth 1,000 gp

Armor +1 (Plate)

Armor +3 (Chain Mail)

Sun Blade (Longsword)

Vetra (Katana)

ARMOR

This applies for both the Plate and the Chain Mail.

Armor (light, medium, or heavy), rare (+1), very rare (+2), or legendary(+3)

You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

ENCOUNTER 17 IS A DEADLY CHALLENGE. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players Experience Points

4 12900

5 12900

KUO-TOA MONITOR

Medium humanoid (kuo-toa), neutral evil

Armor Class 13 (WIS mod added to AC)

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 30 ft

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

Skills Perception +6, Religion +4

Senses darkvision 120 ft., passive Perception 16

Languages Undercommon

Challenge 3 (700 XP)

Amphibious. The Kuo-Toa can breathe air and water.

Otherworldly Perception. The Kuo-Toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

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.

Actions

Multiattack. The kuo-toa makes one bite attack and two unarmed strikes.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) lightning damage, and the target can't take reactions until the end of the kuo-toa's next turn.

SUN BLADE

Weapon (longsword), rare (requires attunement)

This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of pure radiance to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the sun blade.

You gain a +2 bonus to attack and damage rolls made with this weapon, which deals radiant damage instead of slashing damage. When you hit an undead with it, that target takes an extra 1d8 radiant damage.

The sword's luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet. The light is sunlight. While the blade persists, you can use an action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

AUTHOR'S NOTE

Vetra is a sentient sword. So, it can speak, think, etc. However, I wasn't sure in what style to write it. So I chose monster block format but just remember it's a sword and not a monster.

VETRA

Katana (sentient), chaotic evil, (requires attunement)

INT	WIS	CHA
16 (+3)	15 (+2)	13 (+1)

Damage 1d8 + 3 slashing, + 4d8 fire damage

Senses Hearing and darkvision 120 ft.

Languages Common, Elvish, Undercommon. Can speak telepathically with wielder.

HISTORY

The sword is said to possess the spirit of the fallen paladin Vetra. Besides that not much is known.

SPECIAL FEATURES

Quick Attuning. Vetra only requires 1 minute of attunement.

Possessive. The item demands attunement when first wielded or worn, and it doesn't allow its bearer to attune to other items. (Other items already attuned to the bearer remain so until their attunement ends.)

Attunement Pros and Cons

While attuned to Vetra, you can't be charmed or frightened.

While attuned to Vetra, you can't be blinded, deafened, petrified, or stunned.

While you are attuned to Vetra, your body rots over the course of four days, after which the rotting stops. You lose your hair by the end of day 1, finger tips and toe tips by the end of day 2, lips and nose by the end of day 3, and ears by the end of day 4.

While you are attuned to Vetra, you believe "I am the smartest, wisest, strongest, fastest, and most beautiful person I know."

CHARACTERISTICS

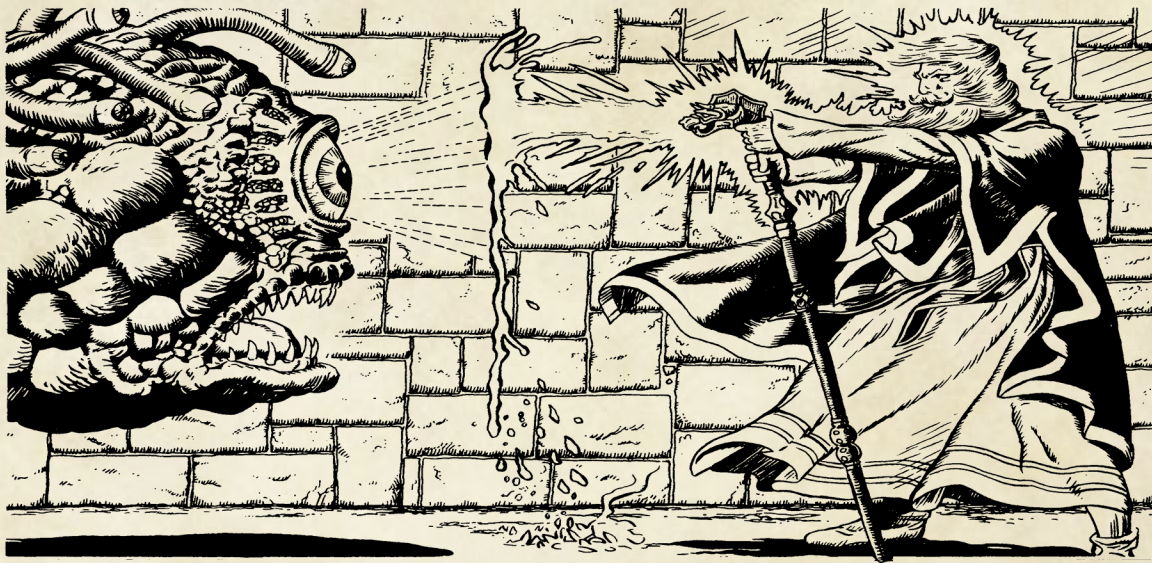
Mannerism When Vetra is being used to attack it will yell battle cries.

Ideals. Slaughter and Freedom.

Interaction Traits. Rude.

Bond. Dedicated to fulfilling a personal life goal.

Flaw. Yelling out threats to every creature it comes across.



BEHOLDER

Large aberration, lawful evil

Armor Class 18 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 0 ft., fly 20ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

Saving Throws Int +8, Wis +7, Cha +8
Skills Perception +12
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 22
Languages Deep Speech, Undercommon, Common
Challenge 14 (11,500 XP) (since he's in his lair).

Antimagic Cone. The beholder's central eye creates an area of antimagic, as in the anti magic field spell, in a 150-foot cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye rays.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 14 (4d6) piercing damage.

Eye Rays. The beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1 - **Charm Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the beholder for 1 hour, or until the beholder harms the creature.

2 - **Paralyzing Ray.** The targeted creature must succeed on a DC 16 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.

3 - **Fear Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened 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.

4 - **Slowing Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5 - **Enervation Ray.** The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

6 - **Telekinetic Ray.** If the target is a creature, it must succeed on a DC 16 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7 - **Sleep Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

8 - **Petrification Ray.** The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

9 - **Disintegration Ray.** If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller non magical object or creation of magical force, it is disintegrated without a saving throw.

If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10 - **Death Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Legendary Actions

The beholder can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

Eye Ray. The beholder uses one random eye ray.

ENCOUNTER 18

The Beholder looks up at you with his center eye, takes one last breath and dies, his large tongue dangling from the left side of his mouth. Just then the two large open and you can clearly see the entrance to the shrine. All that is left is the trident and what of the three warriors?

- The players may want to rest.
- If the players are doing the Eckracht of the East side quest they can speak to him and give him Vetra now or later if they choose. Either way, his information will be at the end of this module.

You make your way towards the iron door on the east side of the room from where you came in. After finding no traps surrounding or on the door you proceed to go through it. The ground is made of white marble tiles. You see a hallway 15 feet in width, walls 10 feet high, and proceeds 10 feet in length before it makes a right turn. You turn down the corner and see about 30 feet in front of you a door with the sign of a lobster. Three medium sized Beholder statues are lined on every wall.

- Each statue is facing the opposite wall and not another statue.
- Walking past the statues will cause them to go off.
- The statues will use a random eye ray of the Spectator.

1 - *Confusion Ray*. The target must succeed on a DC 13 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.

2 - *Paralyzing Ray*. The target must succeed on a DC 13 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

3 - *Fear Ray*. The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator statue is visible to the target, ending the effect on itself on a success.

4 - *Wounding Ray*. The target must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

- Six Acrobatic DC of 12 or higher (one for each statue) will be needed to dodge the eye rays.
- If a player fails their Acrobatic check proceed to the Spectator eye ray like normal.
- Another eye ray will fire as long as a player is in front of a statue.
- An Investigation DC of 15 or higher will reveal small thin trip wires attached to statues and the wall.
- A Sleight of Hand DC of 10 or higher will disarm them.
- A Religion DC of 12 or higher will reveal the mark on the door is the mark of Blibdoolpoolp.
- The door is not locked.

ENCOUNTER 18 IS A MEDIUM CHALLENGE. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players	Experience Points
4	4800
5	6000

Encounter 19 has various outcomes depending on the players actions.

ENCOUNTER 19

As you enter into the room you instantly see many Kuo – Toa raising their voices and dancing around a large statue on a pedestal of a naked woman, whose head has been replaced with that of a lobster, her hands replaced with large lobster claws, and an articulated shell covering her shoulders. But more revealing is the three warriors slaying the Kuo – Toa as they're worshipping their goddess. You notice a gold trident in the hand of Besarkam as it comes down into the back of a praying Kuo- Toa. Three warriors chant in unison "kill kill kill!" Beyond that is a door behind the statue you assume the three warriors came from. The last thing you perceive before acting is the room is 50 by 50 in lengths and width with walls that are 30 feet high.



- The players will have several options on how to act.
- Each of these options will be separated by different ways that the players could've acted.

OPTION 1

You see this horrific event and turn your backs on the Kuo – Toa as they die by the once mighty warriors. You make your way back through the shrine and to Asmire. Where you reveal all that occurs and are paid.

- In this approach, you simply leave

OPTION 1 IS AN EASY CHALLENGE. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players	Experience Points
4	2400
5	3000

OPTION 2

You rush towards the three warriors and try every spell or method you know to cure them of their madness, yet nothing happens. You only know of one choice and that's to stop them before they hurt anyone else.

- This is the combat encounter version of the ending.
- Nothing you do will save the three warriors.
- The trident doesn't have anything special save for making the one who touches it want to kill and worship Blibdoolpoolp.
- *The three warrior's stats are on pages 12 & 13 and page 15 for their treasure. (save for Besarkam, who is now holding the trident. His new stat block will be on this page.)*
- The Kuo – Toa will not get involved as they are too busy giving praise to Blibdoolpoolp.

THREE WARRIOR'S TACTICS

- The three warriors will attempt to use the Kuo - Toa as shields.
- These guys aren't afraid to fight dirty and will use all they have.
- As Dungeon Master make sure you give them a good fight.

After you kill the three warriors

You see the three once mighty warriors, dead on the ground, and lying beside them is the trident you came all this way for; however, you've seen the evil it causes and leave the shrine and make your way back to Asmire. You reveal all that has occurred and are paid.

OPTION 2 A DEADLY CHALLENGE. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players	Experience Points
4	13000
5	13000

OPTION 3

Almost the same as option 2 save for the ending.

- Assuming the players kill the three warriors.

You see the three once mighty warriors, dead on the ground, and lying beside them is the trident you came all this way for. Surely if you were able to defeat them you're clearly stronger and can handle the madness. Upon feeling the smooth metal, you suddenly have the urge to kill your friends.

- If one or more players touch the trident they'll go crazy.
- The players who didn't touch the trident will have to deal with those who did in any way they see fit.
- If a player or players touched the trident they will try to kill everyone who they deem unworthy (those who haven't touched the trident and the Kuo - Toa).

If the crazy players survive read the following

You look at all those who are dead and look at the goddess Blibdoolpoolp and praise her and her glory for the rest of your days.

If the sane players leave their comrades

You see this horrific event and turn your backs on the Kuo – Toa as they die by your friends. You make your way back through the shrine and to Asmire. Where you reveal all that occurs and are paid.

If the sane players kill their comrades

You mourn for the loss of your friends but think perhaps you can save them still. You carry their dead bodies back to Asmire and explain what has happened. The village pays you and tries to revive your friends but alas they don't have the means to do so.

BESARKAM (KNIGHT)

medium humanoid (human), chaotic neutral

Armor Class 18 (plate)
Hit Points 52 (8d8 + 16)
Speed 30ft.

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

Saving Throws Con +4, Wis +2
Senses passive Perception 10
Languages Common
Challenge 3 (700 XP)

Brave The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight makes two melee attacks.

Blibdoolblop (trident). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 3) piercing damage.

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a non hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Reactions

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

These next two options are if you killed the three warriors earlier in this module

OPTION 4

As you enter into the room you instantly see many Kuo – Toa raising their voices and dancing around a large statue on a pedestal of a naked woman, whose head has been replaced with that of a lobster, her hands replaced with large lobster claws, and an articulated shell covering her shoulders. Within one of her claws in her trident, the Blibdoolblop.

- If the players choose to just leave things alone.

You look up and down the room and thinking: it's best not to proceed, you turn back and make your way out the shrine and back to Asmire. You explain to them what has occurred and as promised, they pay what they promised.

OPTION 4 IS AN EASY CHALLENGE. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players	Experience Points
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4	2400
5	3000

OPTION 5

As you enter into the room you instantly see many Kuo – Toa raising their voices and dancing around a large statue on a pedestal of a naked woman, whose head has been replaced with that of a lobster, her hands replaced with large lobster claws, and an articulated shell covering her shoulders. Within one of her claws in her trident, the Blibdoolblop.

You reach up and touch the trident, instantly the urge to worship the lobster headed goddess and kill in her name overwhelms you. The first to fall to her glory are those unfit to look upon her.

- This option will be very similar to option 3.

You look at all those who are dead around and look at the goddess Blibdoolpoolp and praise her for her glory for the rest of your days.

Encounter 20 is if the players accepted the Eckracht of the East quest.

ENCOUNTER 20

As you make your way back to Eckracht he is no longer standing in the pit but patiently waiting for you as you approach him. His eyes widen as he sees you have the sword on you. In an almost dry whisper, he asks if you if he can have it.

- He'll ask for the sword.
- If asked why it was in the possession of the Beholder he'll say he doesn't care and only wants the sword.
- If the players tell him the sword is evil he'll say he doesn't care and demand the sword.
- If the players say no he'll come at you and try to take it.
- If the players give it to him he'll study it for a minute thus giving him time to attune it. After that, he'll say "time for your reward" after which he'll lunge towards you and attempt to kill you.
- If Eckracht has the sword his skin will start to rot but he'll have enough energy for the fight.
- Either way, if you accept this quest Eckracht will attempt to kill you.
- Eckracht will have two stat blocks depending on if he has the sword or not.
- He'll only drop Vetra (assuming he had it).

Once Eckracht is killed read the following.

You make your way out the shrine and back to Asmire. You explain to them what has occurred and as promised, they pay what they promised.

ENCOUNTER 20, IF ECKRACHT DOESN'T HAVE VETRA, IS A MEDIUM CHALLENGE. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players	Experience Points
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4	5000
5	5000

ENCOUNTER 20, IF ECKRACHT HAS VETRA, IS A DEADLY CHALLENGE. THE PLAYERS WILL SPLIT THE FOLLOWING EXPERIENCE POINTS DEPENDING ON THE NUMBER OF PLAYERS

Players	Experience Points
4	15000
5	15000

AUTHOR'S NOTE

I'm aware the picture below is not what I described but it's the best I could get.



ECKRACHT OF THE EAST

Medium human, chaotic neutral

Armor Class 20
Hit Points 180 (19d8 + 95)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +6, Wis +9, Cha +10
Senses passive Perception 19
Languages Common
Challenge 9 (5000 XP)

Unarmored Defense. While Eckracht is not wearing any armor, his Armor Class equals 10 + his Dexterity modifier + his Constitution modifier.

Fast Movement. Eckracht's speed increases by 10 feet while he isn't wearing heavy armor.

Dueling. When Eckracht's is wielding a melee weapon in one hand and no other weapons, he gains a +2 bonus to damage rolls with that weapon.

Superior Critical. Eckracht weapon attacks score a critical hit on a roll of 18-20.

Actions

Multiattack. Eckracht makes four katana attacks.

Katana. Melee Weapon Attack: +11 to hit, reach 5ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

ECKRACHT OF THE EAST

Medium human, chaotic neutral

Armor Class 20
Hit Points 180 (19d8 + 95)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +6, Wis +9, Cha +10
Condition Immunities charmed, frightened, blinded, deafend, petrified, stunned
Senses passive Perception 19
Languages Common
Challenge 16 (15000 XP)

Unarmored Defense. While Eckracht is not wearing any armor, his Armor Class equals 10 + his Dexterity modifier + his Constitution modifier.

Fast Movement. Eckracht's speed increases by 10 feet while he isn't wearing heavy armor.

Dueling. When Eckracht's is wielding a melee weapon in one hand and no other weapons, he gains a +2 bonus to damage rolls with that weapon.

Superior Critical. Eckracht weapon attacks score a critical hit on a roll of 18-20.

Actions

Multiattack. Eckracht makes four katana attacks.

Vetra. Melee Weapon Attack: 14 (+11+3) to hit, reach 5ft., one target. *Hit:* 11 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 18 (4d8) fire damage.

1 7E17R P2Z P<7
P0E 707R 0P P2
2<5150 T2K72Z
Z27RE P222^

A	B	C	D	E	F	G	H	I	J	K	L	M
<	T	J	7	2	P	7	+	1	J	>	7	P
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
2	h	r	I	l	>	P	4	7	1	7	7	2