

**D. COLEMAN**

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# That Sinking Feeling



A fifth edition dungeon adventure to take  
a party from 9th to 10th level.

**Dungeons**  
ON DEMAND



# That Sinking Feeling

## Tips for the Game Master

- This is **your** dungeon adventure. If you don't like how something works, change it. If you think an item or NPC from your campaign world works better than an item or NPC presented here, make the switch. If a puzzle is too hard or an encounter is too easy, drop some hints or add some monsters - do whatever is best for your game. You're the master of your gaming world, this packet is just a guide to help you. It will present hints and opportunities for you to customize, but ultimately everything is up to *you*. You don't need permission to break the mold.
- The encounters listed within this packet were designed by the book - but by the book isn't always the most practical for every party of adventurers. You may need to give a monster fewer hit points, fudge some dice rolls, or just plain ignore some of the rules if you think an encounter is a risk of killing the entire party.
- This adventure will work best when you take the time to read through the packet first, so you're familiar with everything that's going on. Sometimes the monsters that lie in wait to ambush the party, traps that are hidden from sight, or the clues to a puzzle may be glossed over if you're not prepared.
- The goal of each adventure is to give the party enough experience points to advance one level. This depends on a lot of things however - the party needs to complete most of the encounters and be of the appropriate size and level for that to work out. Ultimately, you might want to go without experience points altogether, and simply allow the players to advance to the next level once they're finished the dungeon. This means a lot less record-keeping on you part!
- The ultimate goal is to have fun! If you're having fun while playing, then you're playing correctly.





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*Dungeons On Demand* are designed with Game Masters in mind, created to be instant adventure sites a GM can wholly customize to fit his or her campaign. Unlike lengthy, full scale published adventures, *Dungeons On Demand* can often be played in a single gaming session, requires little planning beforehand aside from reading the packet, and gives plenty of options to make the dungeon fit seamlessly within the owner's campaign. Each dungeon has enough encounters and challenges to advance the party playing through it by one level.

*That Sinking Feeling* is designed for a party of 4 to 5 9th-level adventurers. If your game has more or fewer players, you can adjust the number of monsters present in each encounter to fit the proper difficulty.

## Dungeon Background & Information

The terrors that lurk in the dark depths of the *Endless Sea* are well known to travelers – not even pirates are foolhardy enough to venture off the secured routes across the ocean. Fear of being raided by the savage *sahuagin* keeps even the rashest captain to the course, and there are larger, older threats that sleep beneath the surface as well.

Despite these fears, men still brave the waters across the established routes deemed safe for trade and passage – at least they did, that is, until the trade galley *Fairmorning* failed to make it to port recently. The ship was heading to the city with her hull full of spices and textiles; nothing the city couldn't do without, but the very fact a trade ship went missing spoke volumes.

At first, citizens assumed the ship to have been perhaps blown off course, or that it returned to the port it departed from on some emergency. However, as the days turned to weeks, with no sight or report of the *Fairmorning* or her crew, it was safe to assume no one would ever see the trade ship again. With that realization, every captain, on all sides of the Endless Sea, worth his salt questioned whether or not his vessel would be next.

The few ships leaving harbor over the next several weeks belonged to bounty hunters in search of the *Fairmorning*, although none returned successful – if they returned at all. With fewer and fewer ships leaving dock, and even fewer returning, trade and travel across the sea has all but stopped. The Endless Sea was given the disparaging nickname “The Sea Without Sails.”

The party has arrived on scene when things are starting to get desperate – with ships stuck at port for several weeks, towns and cities across the Endless Sea are beginning to feel its effect. Food and supplies are unable to make it to those that need them most, and families have been separated. The Sea Without Sails requires heroes brave enough to find the root of the problem, and fix it. The following developments are what have occurred in the weeks preceding the PCs' arrival, and should be kept secret from the players at this point.

## Developments

### Shark Bait

The sahuagin matron *Mes'Dal'Umbrak* (“Mother-Of-The-Nightmare-Tide”) (**Appendix A**) had recently gathered a shoal of her strongest subjects to make for the *Shrine of Sekolah*, the shark god. The shrine, well known to the sahuagin, is embedded in a massive coral reef at the bottom of the endless sea.

While it is not uncommon for sahuagin to visit the Shrine of Sekolah, *Mes'Dal'Umbrak's* sudden departure for the site marks the first time the underwater temple has been so heavily fortified. Upon their arrival, the sahuagin matron insisted that the path to the temple be closed. The sahuagin complied by sinking the next passing ship so its wreck would block the caves that led into the shrine. That ship just so happened to be the *Fairmorning*.

### The Touch of Chaos

*Mes'Dal'Umbrak* recently came into contact with the slaad lord *Ygorl* during her routine meditations. The slaad manifested to the sahuagin matron in a vision, and offered her the “touch of chaos.” The only condition being that she use it to sow discord in her world.

She accepted, and awoke from her meditation to find her body twisted and malformed, yet with incredible power flowing through her. She found that, with enough effort, she could focus this power, to change her sahuagin minions into similar mockeries of their former selves.

She bestowed this gift on her favorite acolyte, priestess *Alash'Mek'Imbra* (“She-Who-Mates-With-Death”) (**Appendix A**), and together the two sahuagin devised a plan to make good on her promise to cause chaos throughout the sea.

For the time being, she's instructed any sahuagin not assisting her at the underwater temple, to raid any ship crossing the Endless Sea, plunder its treasure, and leave no survivors.

### Hatching a Scheme

Before entering the Shrine of Sekolah, *Mes'Dal'Umbrak* had her minions pilfer a dragon turtle's nest of its eggs. Once arriving at the temple, the sahuagin matron released the clutch into its nursery.

*Mes'Dal'Umbrak* planned to use her newly found power upon the hatchlings, letting them grow into horrible terrors that roamed the sea at her command. When the first dragon turtle hatched, the matron gleefully set to this task within the shrine.

The process took days, and physically taxed the sahuagin, but she succeeded in her endeavor – creating a terrible monstrosity from the hatchling. Now, *Mes'Dal'Umbrak* waits for the remaining eggs to hatch, warping each young dragon turtle as it emerges.

Pleased with her use of the gift he bestowed upon her, slaad lord *Ygorl* sent an emissary of the slaadi to oversee and assist *Mes'Dal'Umbrak's* efforts. *Yorgl* hopes the rampant destruction and chaos caused by the sahuagin run the sea red with blood, and that his slaadi can grow their forces on such a world ripe for the picking.





## Citizens of the Sea

The events happening in the Endless Sea have not gone unnoticed by the other races that reside there. Merfolk siblings *Drake* and *Corselle Arapaima* happened to witness the theft of the dragon turtle eggs without being detected by the sahuagin. Curious, they tailed them back to the Shrine of Sekolah, where they witnessed the sinking of the Fairmorning shortly thereafter.

Drake and Corselle have petitioned their merfolk elders for action, but to little avail. The Arapaima clan has reacted only to defend its borders from whatever terrors the sahuagin are creating under the reef. But the brother and sister are also worried about whatever fate awaits the stolen dragon turtle eggs... and the wrath of their mother once the theft is discovered.

To that end, both Drake and Corselle have been patrolling the underwater shrine, hoping to find someone strong enough to put an end to the deeds that happen within.

## Exploration

### Magical Weapons

It's assumed the party has access to magical weapons for this adventure. One magical weapon can be found in the dungeon.

### Structured Progression

The path through the Shrine of Sekolah is fairly linear, although the party will have a few options as to which areas they visit before others. The sequence of events of *That Sinking Feeling* begins at the discovery of the site of the *Fairmorning's* wreck, progresses through the reef caves and ends in the underwater temple itself.

### Dimly Lit

Despite being at the bottom of the ocean, most of the areas in the dungeon are dimly lit. Torch light covers most of the underwater temple, and the reef caves are lit by bioluminescent fauna that cover the walls. Even the wreckage of the Fairmorning is lit by such creatures and magical beacons of light innate to the dungeon. Party members without darkvision should be able to see without issue as long as these light sources persist.

### Magic Detection

A couple of magical items are located on the seafloor. However, the walls in the reef caves, and the walls of the Shrine of Sekolah are thick enough to prevent players who cast *detect magic* from detecting them without being in the same room.

### Under Water

Many of the encounter locations in *That Sinking Feeling* are fully underwater. Thanks to the help of Corselle Arapaima, the party will be under the effect of the *Blessing of Eadro* for much of the adventure's duration. Locations that are underwater can be traversed in its vertical dimension. The maximum vertical area the water fills is described for each location.

The *Blessing of Eadro* grants its recipients the effects of the spell *water breathing* and a swim speed for its duration. While the party benefits from this blessing, they should be able to ignore most of the detrimental effects of being in deep water.

Should this effect end or be removed from a party member in any way, you'll need to refer to the rules for suffocation for characters that cannot breathe underwater (*PHB* pg. 183). Additionally, penalties for underwater combat will apply to these party members (*PHB* pg. 198).

Aside from that, creatures fully submerged in water have disadvantage on Perception checks based on hearing, and have resistance to fire damage.

### Random Patrol

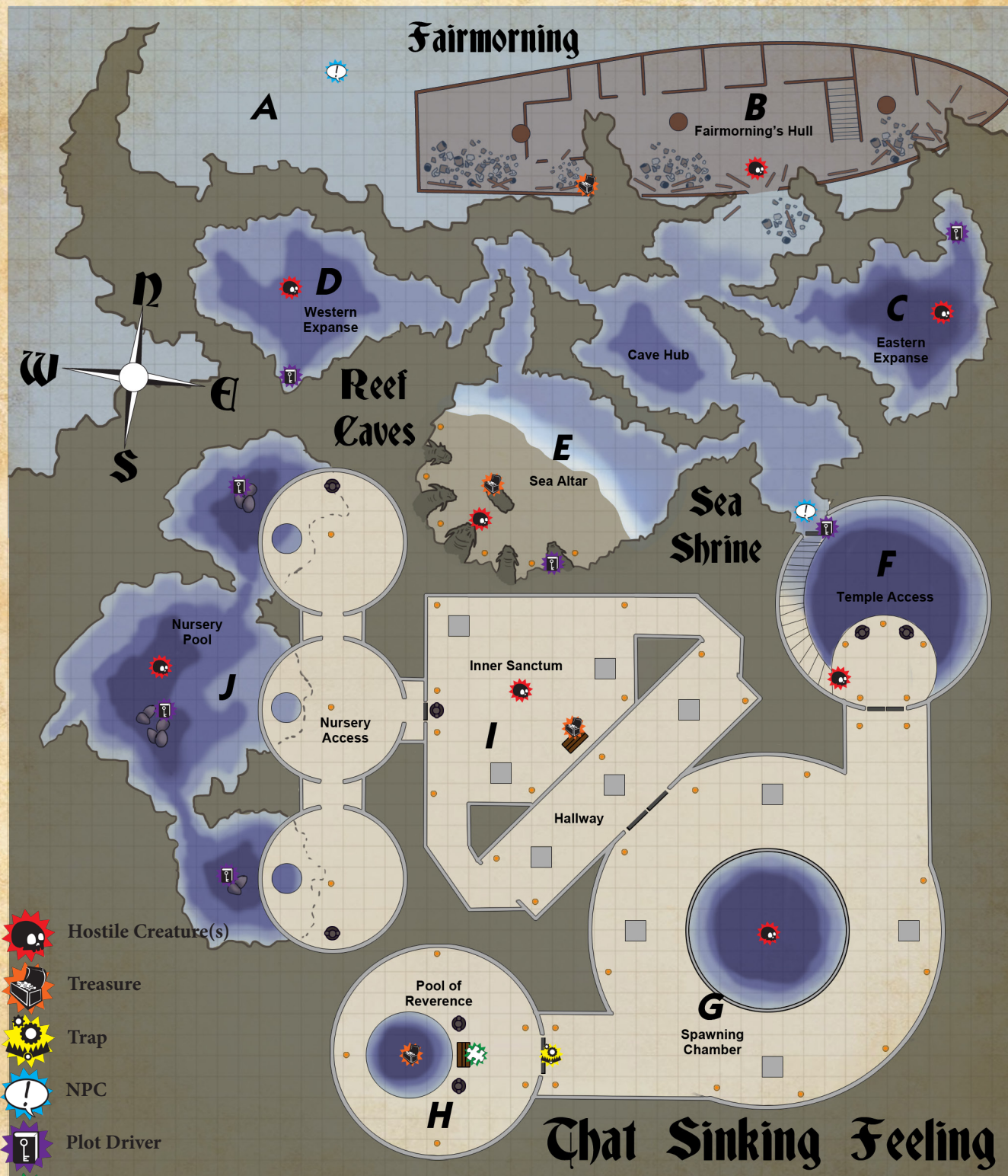
Mes'Dal'Umbrak has collected her strongest sahuagin barons and sharks to aid her at the Shrine of Sekolah. She's also assisted by Ygorl's slaadi, who hope to cause chaos wherever they go. In the event you need a random encounter, you can use the following monsters, depending upon the encounter location:

**Random Encounter: sahuagin foot patrol ★★★★★**  
2 sahuagin barons (*MM* pg. 264) 3,600 XP  
1 red slaad (*MM* pg. 276) 1,800 XP

**Random Encounter: sahuagin sea patrol ★★★★★**  
2 sahuagin barons (*MM* pg. 264) 3,600 XP  
1 giant shark (*MM* pg. 328) 1,800 XP







1 square = 5 feet





## Adding *That Sinking Feeling* to Your Campaign

*That Sinking Feeling* is designed to be played by a party of 9th-level characters. You can increase the difficulty of the encounters by adding more monsters for higher level players. If you're unable to come up with a reason why the party would be at the adventure site, consider using one or more of these hooks:

### Hook 1: Find the *Fairmorning*!

Tiefling merchant *Ryn Polyforge* has a vested interest in finding the trade galley *Fairmorning* – it was his ship! As it is, the merchant stands to lose thousands of gold pieces in lost wares, but there's something else aboard he's more concerned about – an ancestral greatsword that's been in his family for generations! The wealthy tiefling had sent for it after relocating to his new estate, and dreads to think that it might be in the hands of a pirate or at the bottom of the sea.

Ryn has declared the unthinkable; he's prepared to part with a longship from his fleet to whoever returns the greatsword to him!

[CUSTOMIZE] – If you're uncomfortable giving the party a longship as a reward in your campaign, an appropriate monetary reward is about 7,000 – 10,000 gold pieces.

### Hook 2: The Sea Without Sails

Very few ships have left port in the wake of recent events, and those that do seldom make it wherever they're going. The Endless Sea has become a Sea Without Sails, and with all trade blocked off, citizens ashore are beginning to suffer!

Authorities have offered a 5,000 gold piece bounty to whoever can solve the problems plaguing the deep. It's their hope that the hefty reward will attract the caliber of heroes they're looking for, and the PCs fit the bill.

### Hook 3: The Sunken MacGuffin

Regardless of what else was aboard the *Fairmorning*, the ship was also carrying something of great importance to the PCs. The exact nature of the item (referred to as a *MacGuffin*) is up to you to decide- it could be a component necessary to complete a ritual or magic item, an item that contained a secret that could lead to the party's ruination, or something important to your campaign's overall storyline like a lich's *phylactery*. Whatever it is, the PCs are motivated to find it simply because it belongs to them (or they desire it) and there's no replacement for it.

## — Gossip —

The party can collect information about recent events from NPCs from a town or city in the area. You can use the following lines when interacting with the players:

*When the Fairmorning didn't make port, we all had that sinking feeling in the pit of our stomach. It's not like we haven't had our share of pirates in the past... but this one just felt different. And then it was the Misbarck that didn't make it home, and then the Elvengarde and the Maiden's Eye and then... and then most stopped trying.*

*Everyone's worried. We don't have enough food here to last a season. If the ships can't continue to sail, we'll either have to leave or starve. Whatever monster is making our ships disappear, I hope it finds a nice place in the Hells.*

*Yer lookin' to head out to the Endless Sea, aye? Ya must not be from round these parts then, friend. Don't let the name fool ya – there's an end to that sea, and it lies at the bottom of the ocean. If you're goin' out there, you'll be sure to find it.*

*They say even pirates have scattered away from the Sea Without Sails, and could you blame them? We haven't seen so much as a cloud out on the horizon in weeks. So it couldn't be a storm taking our boats. Mark my words, there's sea serpents born anew in the depths, and they're dragging each ship down to the seafloor, one by one.*

**If the party needs an NPC to assist them, they can gain information from *Dygiterious "Digits" Geargrinder*, gnome captain of sailing ship *Longest Night*. You can use the following lines of gossip about the gnome captain.**

*I can't say it's not savvy, but if you really want to go out there, the captain of the Longest Night has claimed he'd take anyone willing to risk it. It'll cost you though; the gnome is charging 500 gold coins a head. I say, if you could pay that fare, you got no business running off to sea and dying. Plenty of folk in town could use that kind of money.*

*Geargrinder? There was a time when I'd tell you that gnome was the craziest person I'd ever met. But if you're saying you'd like to join him in this recent bout of lunacy, then you my friend may have that honor.*

*Of course I know Mr. Digits. He used to set off the sky fires at summer's end for the children. Wonderful displays, if not a tad dangerous for my taste, but leave that to a gnome and his tinkering. You'll find him aboard his ship.*





## Prelude: Beginning the Dungeon

Getting to the Shrine of Sekolah can be a challenge, particularly because, as the events of *That Sinking Feeling* begin, the players do not know what is causing the problems out on the Endless Sea (and they'll likely be less inclined to investigate if they knew they were headed to the bottom of the ocean!)

Therefore, the prelude to this adventure is a little more in depth. Your goals as the GM at the beginning of the adventure are:

1. Allow the party to gather information and acquire character hooks to convince them to charter a boat out into the Endless Sea.
2. Role-play the event that forces the party's vessel to sink, leaving them stranded at the adventure site.
3. Introduce them to the merfolk NPC Corselle Arapaima, who will give the party the *Blessing of Eardo*, allowing them to breathe underwater and move freely in the ocean's depths.

### Gathering Information

It's assumed the party arrives in a city or town appropriate for your campaign that is affected by the events on the Endless Sea (or substitute another body of water suitable for your world). It's here that they can acquire adventure hooks and learn about what's going on (see the *Gossip* sidebar for more information about role-playing NPCs with information).

This information should drive the party to set sail in search of whatever caused the disappearance of the *Fairmorning* and subsequent ships.

### Gaining Passage

It's likely the party doesn't have a sea-faring vessel of their own, and they'll need to charter passage across the Endless Sea. It happens that the only captain willing to set sail is the gnome *Dygiterious "Digits" Geargrinder*. The gnome has taken advantage of the situation. He's placed a price of 500 gold pieces per head to come aboard his ship, the *Longest Night*.

Digits can be found on his longship at the harbor. If you intend to use Digits Geargrinder in the adventure's prelude, you can read the following aloud when the party approaches:

*The harbor is crowded, and eerily silent. The normal commotion of sailors boarding a ship and adjusting rigging comes from only one vessel, a longship bearing a cog sigil on its mast. As you draw nearer, you see a dozen men carrying supplies on board, heeding orders from a gnome stationed atop the ship's forecastle.*

Captain Geargrinder employs eighteen men and a half-ogre to man the *Longest Night*. The crew respects the gnome and he has earned their trust. It's clear from their body language that none of them seem hesitant to embark across the Endless Sea.

Digit's goal with the PCs is to convince them that their voyage across the sea will be safe, that the price he's asking for is fair and ultimately for them to come aboard. Refer to the sidebar *Role-playing Captain Geargrinder* for more information.



Captain Geargrinder

### — Role-playing Captain Geargrinder —

Dygiterious Geargrinder is the only captain willing to leave port, and while he's tenacious in his decisions, he isn't stupid. The gnome has plenty of escape plans should things go awry, and he has the trust of his men as well.

Digits is confident and calculating. He'll insist anyone wishing to accompany him on his voyage pay his asking price of 500 gold pieces, or he'll deny them passage. He respects audacity, challenges expectations, and never lets an opportunity to have an adventure (or make some coin) pass him by.

If you're using Captain Geargrinder in the adventure's prelude, you can use the following lines for him while interacting with the players.

*Ahoy there, friends! How does the day find you? You've got the look of men in need of a ship.*

*Yes, my Longest Night is setting sail across the Endless Sea. "The Sea Without Sails" they call it. We'll put that name to the test, won't we boys? I can take a few passengers, if you're looking for a way across, or just curious to see what we might find out there... won't be cheap, but anyone willing to go looking for trouble should be able to afford it.*

*500 gold coins is my price, and given the circumstances, that's more than fair. Besides, your money's no good to ya if we die, is it?*

*If it will set your hearts at ease, not every ship that's left port in the past couple weeks has had trouble over the sea- though I'd be lying if I didn't tell ya it was most of 'em. Truth be told, I don't know if it's storms, the kraken, or the sea itself causing the trouble out there.*

*Glad to have you aboard, mates! You'll find the bunks and the food tolerable, and my men friendly enough if you stay out of their way. For my sake, I hope we don't find whatever it is you're looking for out there.*





## Sailing the Endless Sea

If the party travels aboard the *Longest Night*, they're provided with food and lodgings during their stay. The captain prefers to moor at night and catch agreeable winds in the morning, and estimates the trip across to take the better part of two weeks.

If the party has their own accommodations, they can move at their own pace. This will be up to you as Game Master to determine – you may require a party member serving as navigator to succeed at DC 15 Survival checks to make progress. Successful checks allow characters to find the right route and winds to progress.

The party will spend several days en route across the sea before any encounters happen. You may wish to role-play these days, or simply skip ahead to the action.

## Attacked!

As the party's vessel approaches the Shrine of Sekolah, the sahuagin forces attack the ship in an effort to sink it. You have the option of actually playing through a combat encounter (you can use the sea patrol forces listed under **Random Encounters**) or simply describe what happens to the players. The sahuagin strike suddenly and purposefully, letting their giant shark do the brunt of the damage to the ship itself while they pick off crewmen.

At the start of the attack, you can read the following aloud to the players:

*From your current view, it's easy to see how the Endless Sea got its name. Everywhere you look is flat water, not so much as an island to break up the horizon. But the wind is treating you well, and you're beginning to think the trip from coast to coast will be uneventful. And that's when the entire ship jolts, rocking from side to side and throws you from your feet.*

If the party is aboard the *Longest Night* you can add the following:

*Moments later, you hear the sound of rushing footsteps, and a galley bell tolling rapidly. Captain Geargrinder's voice pierces the commotion:*

*"Avast laddies, we're under attack... or rather, on top of it! Something's coming up from the depths! To arms! To arms!"*

The ship will continue to rock and jolt for several more rounds until the giant shark pierces the hull, at which point it swims away (if you're playing out combat, the sahuagin can try to board to keep the players occupied, but ultimately the boat must be breached to continue the adventure).

## Sunk

When the party's ship begins to sink, you can read the following aloud to the players:

*In an instant, everything is still. Roaring across the deck is a sound that sends a shiver down your spine – the tearing of wood and the rush of water. The ship's bow starts slowly climbing into the sky, and you struggle to stand as its stern dips deeper and deeper into the water.*

The remaining sahuagin retreat once the ship starts to sink. If the party is aboard the *Longest Night*, Captain Geargrinder and his men board life boats in an attempt to escape. As the party deals with the sinking ship, it'll be your job to get them into the water (although they may jump overboard themselves!)

*With one last forceful thud, the sinking ship rocks violently towards its starboard side, throwing everything on deck into the water!*

## Corselle Intervenes

It's unlikely the players will sit back as these events unfold. They'll react to try to save the ship, its crew, and themselves! It's up to you what measure of success you allow them – if they want to board life boats, cast spells, or use magical items to protect themselves they're well within their rights to.

If one or more of the party members ends up in the sea, Corselle Arapaima will rescue them and any other crewmen that couldn't escape. You can read the following aloud to such players:

*Your world becomes dark and wet, and as the boat slowly slips beneath the waterline you realize you're going with it. You struggle to swim your way to the surface, but your lungs begin to burn and your body takes over, forcing you to breathe a mouthful of water... and then another. And then another until you realize that you are breathing, fully submerged in the sea. A flash of silver streaks across the water, and a piscine creature reveals herself. She is vaguely human from the waist up, but her bottom half ends in a long fish-like tail with silver and blue scales. She smiles at you, and beckons you closer.*

If the entire party manages to escape the threat of drowning, Corselle saves whichever crewmen she can and then introduces herself to the party. You can read the following aloud to the players:

*Those in the water have an odd look to them... as they swim to the surface; you realize they seem to be breathing, even while submerged. A flash of silver streaks across the water, and a piscine creature reveals herself. She is vaguely human from the waist up, but her bottom half ends in a long fish-like tail with silver and blue scales. She smiles at you, and beckons you closer.*

Once the party has met the merfolk, you can begin the adventure proper at Encounter Area A.





## Area A: Approaching the Seafloor

Corselle Arapaima witnessed the sahuagin attack on the party's ship, just in time to rescue any that might find themselves drowning. She introduces herself to the PCs with some urgency, as she wants the party to join her on the seafloor at the site of the *Fairmorning's* wreck.

*The creature approaches you, and more of her fish-like features become apparent. Her long fingers are webbed, like flippers, and fins extrude from the back of her head and the sides of her hips. She speaks to you in a gentle voice:*

*"Gather your wits, and catch your breath. I promise you, so long as you have Eardo's blessing, you'll breathe and move as well as any merfolk in the sea. My name is Corselle, of the Arapaima shoal, and I need your help."*

Corselle has given the *Blessing of Eardo* to the PCs and any crewmen that could not escape the sahuagin attack, saving them from drowning and allowing them to traverse the sea with ease.

If the players attempt to test this ability, you can read the following aloud:

*The merfolk speaks true. Despite the heft of your armor and equipment, you glide easily through the sea. When you open your mouth to speak, you can breathe without issue.*

Corselle's task is to get the party to the seafloor to investigate the Shrine of Sekolah immediately.

*"I'm in need of someone capable enough to investigate the wreck on the seafloor. I wouldn't be so rude normally, but given the urgency of the situation, I have nowhere else to turn. Can you find the strength in your hearts to accompany me to the bottom of the ocean?"*

Corselle needs to convince the party to follow her to the seafloor, just outside of the *Fairmorning's* wreck.

If the party agrees to follow Corselle, you can read the following aloud as they venture down to the area.

*The world around you fades from the blues and greens of the water's surface to pitch black, as if you were swimming into midnight itself. Then, a twinkling in the distance grows as you continue downward, revealing itself to be the illuminated depths of the sea's floor. A massive coral reef sprawls outward, covered in glowing flora and decorated with floating orbs of light. At its base is the galleon, embedded into the side of the reef, its hull a wreck. Upon its mangled sails you can make out the image of a half sun. This must be the *Fairmorning*.*

### Underwater

The ship is located 2,000 feet below the surface of the water. Refer to the rules outlined in the adventure's **Introduction** for creatures underwater.



#### Corselle Arapaima

Once Corselle convinces the party to accompany her to the seafloor, her next goal is to convince them to investigate the shipwreck. She knows it currently blocks entrance into the Shrine



of Sekolah, and she's worried for her brother, Drake, who has entered the temple.

You can refer to the sidebar *Role-playing Corselle* for more information about the merfolk shaman.

If for some reason the party attacks Corselle, she swims away after dismissing the effect of the *Blessing of Eardo*. This will leave the party in a sticky situation, so it's best to role-play her as a trustworthy merfolk!

**Corselle Arapaima, Merfolk Shaman** ★★☆☆☆  
 Corselle Arapaima (**Appendix A**) 2,300 XP

### — Role-playing Corselle —

Corselle is soft-spoken, but determined. She's concerned for her brother's safety and for whatever is happening inside the Shrine of Sekolah.

Once on the seafloor, she'll try to convince the party to investigate the temple via the *Fairmorning's* wreck. You can use the following lines for Corselle when interacting with the players:

*That vessel you see there – the sahuagin sank it just as all the trouble began. It belonged to the men that live on the shores above, no?*

*The sahuagin are shark tamers, and raiders of the sea. My people have done nothing but flee or put up their walls in the wake of their misdeeds. What I require are men of action. Not cowards who can only react.*

*The wreckage is positioned in front of a cave that leads to a sea shrine under the coral reef – and that's no accident. Whatever the sahuagin are doing in there, they don't want to be disturbed. My brother, Drake, swam in to investigate this morning... he hasn't returned.*

*Before entering the shrine, the sahuagin stole a clutch of dragon turtle eggs. I think we can agree that no good can come of that.*





## Area B: Fairmorning's Hull

After conversing with Corselle Arapaima on the seafloor, the party is instructed to investigate the underwater shrine accessible through the shipwreck. The PCs begin **outside the ship**, and then can move on by **entering the hull**.

### Outside the Ship

When the party approaches the shipwreck, you can read the following aloud to the players:

*The Fairmorning has settled against the reef, dug into the sea floor and is blocking entrance into the reef's caves. Signs of intentional damage are evident – its outward facing side is badly damaged and splintered, creating gaps in its frame wide enough for small fish to swim through. The reef that it rests against has carved open its starboard side. The entire ship leans in this direction, causing any debris on deck to settle against that side of it. The door to the galley's forecastle is missing, its frame mangled. In the dim light you can make out steps leading into her hull.*

The ship's hull is accessible by this stairway, but it's guarded by a group of sahuagin barons.

### Entering the Hull

When the PCs descend down the stair into the hull, you can read the following aloud to the players:

*It's darker down here, but still lit well enough that you can make your way. The ship's hull is full of debris suspended in the water, and much of the reef has pierced through its side. Just as you descend, a 12 foot long shark swims past the foot of the steps, sending a rush of water your way!*

The hunter sharks detect the party as they approach, thanks to their blindsight, and immediately position themselves to attack.

**Hostile creatures: sahuagin guards ★★★★★**

3 sahuagin barons (MM pg. 264) 5,400 XP

2 hunter sharks (MM pg. 330) 900 XP

### Magic Detection

A player who casts *detect magic* detects a small aura of conjuration magic coming from the area buried in debris (marked by the treasure icon on the area map). Additionally, within the debris, are three smaller evocation auras.

### Underwater

This entire area is underwater. Refer to the rules outlined in the adventure's Introduction for creatures underwater.

### Debris

There is a lot of debris inside the hull – most of it is timbers from the ship's frame, parts of the coral reef, and other items dislodged when the *Fairmorning* sank. This debris has mostly collected against the starboard side, on which the ship rests. Anything inside the hull too heavy to float slides and settles against this side of the ship.

### Reef Cave Entrance

A cave leading into the reef is accessible from the ship's hull. Dim light illuminates its corridor.



### Combat

Neither side can be surprised here – the party sees the sharks in the hull and they are detected by the sharks. The sahuagin react to the hunter sharks' detection of the party by spreading out throughout the hull, with at least one staying by the reef cave's entrance (marked by the combat icon on the area map).

The sahuagin wait for the sharks to attack the party in hopes of activating their *blood frenzy* ability, then join the fight to target wounded players.

The sharks have bestial intelligence, and fight until slain. The sahuagin fight so long as their sharks are alive. If the hunter sharks are killed, one sahuagin will attempt to retreat to Area C or D to warn the forces there of the party's intrusion. The other two sahuagin fight off the party to the best of their ability, they refuse to yield or parley with the PCs even if given the opportunity.

The sahuagin find it more practical to carry their wealth in gems than coins. Pouches of small gems can be looted from their bodies. Each pouch contains an array of small gemstones worth an average of 75 gold pieces each.

### COMBAT DEVELOPMENTS

- If a sahuagin escapes, it retreats to either Area C or D (your choice). It joins the hostile creatures listed for that area in the condition it arrives in. Those forces are aware of the party's presence.



### Lost in the Debris

Buried underneath the debris is a steel box, lined with padding and containing three potions of greater healing. The box is locked, and its key long gone. A character proficient with thieves' tools can attempt to pick the lock with a successful DC 20 Sleight of Hand check. The box can be opened forcibly with a DC 20 Strength check as well, but any check that fails by 13 or more breaks one of the vials and the potion is lost. Additionally, the debris also covers a pile of glass shards, ostensibly drinking glasses that shattered during the wreck. One glass remains intact, however, a stoppered flask that is empty. The flask is actually a decanter of endless water.





## Area C: Eastern Expanse

The caves that lies within the reef has two expanses on its eastern and western sides. Each is guarded by a pair of sahuagin barons and a giant shark. The Shrine of Sekolah can only be accessed by operating a mechanical device which uses large pearls as its keys. The sahuagin have removed two of these pearls and hidden one in each expanse, effectively keeping the shrine sealed from intruders.

The eastern and western expanses contain similar encounters, but the circumstances the party arrives under may differ between the two. If the hostile creatures in the area are warned by their allies that the party is on the premises, they are prepared to ambush them as the party arrives. Use the information under the *Ready for Action* section in that circumstance. If the party was able to prevent the forces from being warned, they can catch the creatures here off guard, and you can use the information under the *Caught Unaware* section instead.

**Hostile creatures: sahuagin pearl-bearers** ★★★★★

2 sahuagin barons (MM pg. 264) 3,600 XP

1 giant sharks (MM pg. 328) 1,800 XP

### Underwater

This entire area is underwater. At its deepest point, the maximum vertical area is 100 feet. Refer to the rules outlined in the adventure's Introduction for creatures underwater.

### Caught Unaware

If the hostile creatures here are not informed of the party's approach, they're caught off guard and the party has an opportunity to surprise them. You can read the following aloud as the party enters this area:

*The reef cavern you've moved into widens into a large expanse, its bottom is narrow and very deep. At its deepest point you can make out an enormous shark in the dim light. At the far end of the expanse, level with you, are two more of the shark-like, four-armed sahuagin you've encountered before. Their attention is turned towards something along the reef's wall.*

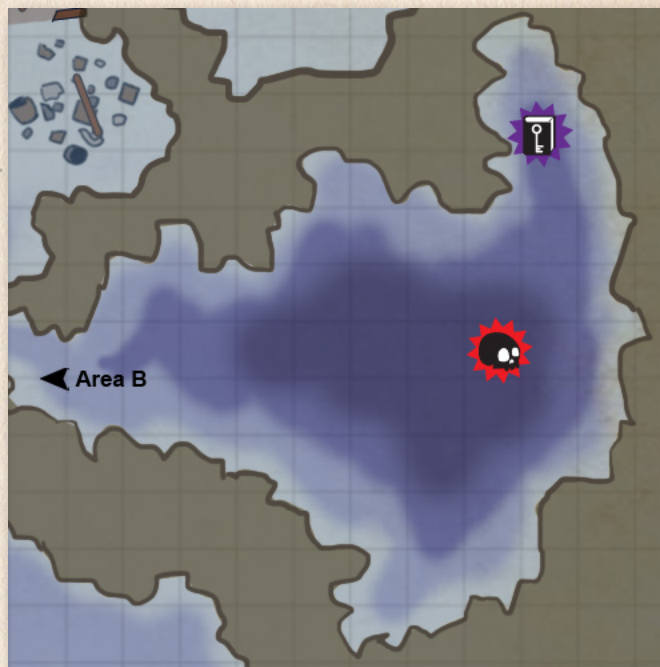
The sahuagin are currently engaged in a debate, as they're contemplating pocketing the pearl they've been entrusted to guard in this area. They speak in their native tongue of Sahuagin, which sounds like sharp hisses and the gnashing of teeth. A character that can hear them and that understands the language can deduce that they're concocting a plan "keep it," and that "she'll never know."



### Combat

If the party approaches unnoticed, they can get a surprise round on the creatures here. The giant shark waits at the deepest point of the cavern, and isn't alerted to the PC's presence unless a character comes within 60 feet of it or until it is contacted telepathically by the sahuagin barons. The sahuagin barons themselves must make Perception checks with disadvantage to hear the party approach.

Once combat begins, the sahuagin signal the giant shark to swim up from the bottom of the expanse and attack. Then they move into melee. So long as the shark is alive, the sahuagin fight until slain. If the giant shark is killed, one of the sahuagin barons will attempt to retreat to Area D to warn the forces there of the party's intrusion. (See *Combat Developments* for additional details).



### Ready for Action

If the forces here are alerted to the party's presence in the dungeon, they're ready to attack as soon as the party arrives. If another hostile creature retreated here to warn them, add that creature to the encounter (at the same number of hit points it arrived with). When the party arrives, you can read the following aloud to the players:

*The reef cavern you've moved into widens into a large expanse, its bottom is narrow and very deep. A four-armed sahuagin floats lifelessly by the cavern's far wall.*

The sahuagin here is playing dead, while any others have hidden along the reef wall at different depths in the expanse. They've instructed the giant shark to bury itself in the muck along the seafloor, which it has done to the best of its ability. Roll a Stealth check for the shark and compare that to the PCs' passive Perception scores to see if anyone spots the hiding giant shark.

If a party members wishes to examine the "lifeless" body before approaching, a successful DC 18 Insight check will allow the PC to determine that the sahuagin is feigning death.



### Combat

If the party falls for the ruse, and move to inspect the sahuagin feigning death, the hostile creatures here get a surprise round against the party. The sahuagin feigning death spins around to strike the PC examining it with a bite or claw attack, while the remaining sahuagin throw their tridents at the party from their hidden positions. The giant shark spends its surprise round using the Dash action to swim into melee.

Once combat begins, the sahuagin signal the giant shark to swim up from the bottom of the expanse and attack. Then they move into melee. So long as the shark is alive, the sahuagin fight until slain. If the giant shark is killed, one of the sahuagin barons will attempt to retreat to Area D to warn the forces there of the party's intrusion.





## COMBAT DEVELOPMENTS

- If slain, each sahuagin body can be looted for a pouch of gems. Each pouch contains an array of small gemstones worth an average of 68 gold pieces each.
- If a sahuagin baron manages to escape, it flees to Area D to warn its allies. It joins the hostile creatures listed for that area in the condition it arrives in, and those forces are aware of the party's presence. If the creatures there have already been defeated, then it flees the dungeon knowing it's unable to access the Shrine of Sekolah directly.



### Glimmer of Sekolah

The sahuagin have stowed a *Glimmer of Sekolah* along the reef wall here. Each *Glimmer* is a pearl, ranging in size from a human eyeball to a fist, and each is worth an average of 100 gold pieces. The pearls are used to unlock the entrance to the underwater shrine (see *Sea Serpent's Jaws* at Area E for more details).

Even if the players are currently unaware of this device or the pearl's significance, a Glimmer still appears to be valuable treasure.

A *Glimmer of Sekolah* is nonmagical, although it obviously has significance to the sahuagin. They've carved a crude symbol of a shark's tooth into each one.



A Glimmer of Sekolah among a pile of shark teeth





## Area D: Western Expanse

The western expanse is the second of two large chambers in the reef caves that the sahuagin forces have used to store a *Glimmer of Sekolah* – the pearls needed to access the underwater shrine.

Like the eastern expanse, the western expanse is guarded by two sahuagin barons and a giant shark. If the hostile creatures in the area are warned by their allies that the party is on the premises, they are prepared to ambush them as they arrive. Use the information under the *Ready for Action* section in that circumstance. If the party was able to prevent the forces from being warned, they can catch the creatures here off guard, and you can use the information under the *Caught Unaware* section instead.

**Hostile creatures: sahuagin pearl-bearers** ★★☆☆☆  
 2 sahuagin barons (MM pg. 264) 3,600 XP  
 1 giant sharks (MM pg. 328) 1,800 XP

### Underwater

This entire area is underwater. At its deepest point, the maximum vertical area is 100 feet. Refer to the rules outlined in the adventure's Introduction for creatures underwater.

### Caught Unaware

The sahuagin in this area are more vigilant than their counterparts in the eastern expanse. They are actively keeping guard, but it's still possible for them to be surprised if the party is sneaky.

When the party enters this area, you can read the following aloud to the players:

*The tunnel opens into a long and wide expanse, its floor and ceiling stretching apart to create an open chamber entirely filled with water. With a cursory glance, you can see a pair of sahuagin guards, armed with tridents, surveying the area. At the end of the cave, some 40 feet or so deeper in the water than the level of your approach, is a shark that would rival the size of most whales.*



### Combat

The sahuagin are on watch for intruders, but it's just as difficult for them to hear underwater as it is for the PCs. Their Perception checks to hear approaching creatures are made with disadvantage. The giant shark rests at the end of the cave, swimming at its depths, and will detect the party once they get within 60 feet of it thanks to its blindsight.

If the party stays out of range of the shark, it's possible that they can creep up to the sahuagin barons unnoticed until they're at least close enough to make ranged attacks. If they do, they get a surprise round.

Once alerted to combat, one sahuagin baron will swim towards the location of the *Glimmer of Sekolah* (marked by the plot icon on the area map), while the other will charge the party and command the shark to attack as well. Once the first sahuagin secures the *Glimmer* on its person, it throws its trident at the party and then moves into melee.

Much like their counterparts, the sahuagin are fearless, and so long as the giant shark is alive, fight until slain. If the giant shark



is killed, one of the sahuagin barons will attempt to retreat to Area C to warn the forces there of the party's intrusion. (See *Combat Developments* for additional details).

### Ready for Action

If the forces here are alerted to the party's presence in the dungeon, they're ready to attack the PCs as soon as they arrive. If another hostile creature retreated here to warn them, add that creature to the encounter (at the same number of hit points it arrived with). When the party arrives, you can read the following aloud to the players:

*The tunnel opens into a long and wide expanse, its floor and ceiling stretching apart to create an open chamber entirely filled with water. Dim light bounces off of the reef walls that enclose it, giving it a serene stillness and beauty. With the exception of a few small fish that dart by and crustaceans scuttling along the reef, this area is empty.*

The sahuagin barons have instructed the giant shark to swim at the top of the chamber, above the access from the tunnels leading to the reef caves. The PCs are unable to see it from their vantage point until they enter the room (unless they have blindsight or a similar sense).

The sahuagin themselves have employed a similar tactic, hiding in the chamber's northernmost and southernmost points so they are completely concealed from sight. They plan to wait until the party enters, at which point the giant shark will attack and they can join the fight.



### Combat

If the party is somehow able to detect the hostile creatures waiting in this area, neither side is surprised and initiative is rolled normally. Otherwise, as soon as the first party member enters the expanse the giant shark gets a surprise round against that PC. The two sahuagin reveal themselves the following round, throwing their tridents first, then swimming into melee.





Much like their counterparts, the sahuagin are fearless, and so long as the giant shark is alive, fight until slain. If the giant shark is killed, one of the sahuagin barons will attempt to retreat to Area C to warn the forces there of the party's intrusion.

### COMBAT DEVELOPMENTS

- If slain, each sahuagin body can be looted for a pouch of gems. Each pouch contains an array of small gemstones worth an average of 73 gold pieces each.
- If a sahuagin baron manages to escape, it flees to Area C to warn its allies. It joins the hostile creatures listed for that area in the condition it arrives in. Those forces are aware of the party's presence. If the creatures there have already been defeated, then it flees the dungeon knowing it's unable to access the Shrine of Sekolah directly.



#### Glimmer of Sekolah

The sahuagin have stowed a *Glimmer of Sekolah* along the reef wall here. Each *Glimmer* is a pearl, ranging in size from a human eyeball to a fist, and each is worth an average of 100 gold pieces. The pearls are used to unlock the entrance to the underwater shrine (see *Sea Serpent's Jaws* at Area E for more details).

Even if the players are currently unaware of this device or the pearl's significance, a *Glimmer* still appears to be valuable treasure.

A *Glimmer of Sekolah* is nonmagical, although it obviously has significance to the sahuagin. They've carved a crude symbol of a shark's tooth into each one.





## Area E: Sea Altar

The Sea Altar is one of the few areas in the reef caves elevated above the water line, and is the current location of sahuagin priestess *Alash'Mek'Imbra* (sahuagin for “She-Who-Mates-With-Death”). The priestess has been warped with chaos, leaving her body twisted and amorphous. *Alash'Mek'Imbra* guards the Sea Altar with the assistance of her water weards to ensure the gate to the Shrine of Sekolah remains closed.

The water weards in the area do not speak, but they have an empathic link to the priestess. They remain in the water, effectively invisible, allowing creatures to pass up to the altar on dry land. They report these creatures to *Alash'Mek'Imbra*, preparing her to defend the Sea Altar if necessary.

### Approaching the Sea Altar

The dry portion of this area must be reached by swimming up the sloping reef approximately 30 feet. When the PCs emerge from the water to view the area, you can read the following aloud to the players:

*The tunnel shoots upwards, allowing you to swim past the waterline and continue on foot into an open cave enclosed by the reef. The back of the cave has been carved into the image of great sea serpents, the heads of five such serpents protruding from the wall. An altar, covered in coral, shells, and sharks' teeth, stands in front of the serpent heads. Behind the altar is a terrifying female sahuagin – her limbs appear disjointed, and her very skin to move upon her. Her jowls curve in a sinister grin, showing a set of razor-sharp teeth.*

*Alash'Mek'Imbra* is prepared to face the party, and does so as soon as they emerge from the water (see *Combat*).

#### Hostile creatures: acolytes of Sekolah ★★★★★

*Alash'Mek'Imbra* (Appendix A) 2,300 XP

5 water weards\* (MM pg. 299) 3,500 XP

\*These creatures do not begin in play; they appear during the first round of combat after *Alash'Mek'Imbra* floods the chamber.

### Magic Detection

A player who casts *detect magic* detects a very small aura of moderate evocation magic emanating from the base of the altar.

### Water Accessible

Water is accessible here, rising to the surface of this area. The top of the cave rises an additional 30 feet above the water level. A craggy shore, which can be walked on normally, is indicated by the gray area on the area map.



### Combat

*Alash'Mek'Imbra* cannot be surprised by the players passing into the cave; the water weards that occupy the area have alerted her to the party's arrival. She begins combat by flooding the cave so that her water weards can join the fight. If the party is prepared to fight the priestess, roll initiative normally. Otherwise, she gains a surprise round.



*Alash'Mek'Imbra at the Sea Altar*





### Alash'Mek'Imbra's First Action

The sahuagin's first action is spent invoking a prayer that floods the cave. The water level rises about 18 inches across the area. This is shallow enough that the area must still be traversed on foot, but is treated as difficult terrain (including for the priestess herself).

During Alash'Mek'Imbra's first action, you can read the following aloud to the players:

*The creature releases a shrill laugh, raising her arms above the altar. "The Hunter will feast! You have no chance here, the very sea defies you!" From the back of the chamber, the water rolls forth in a wave and crashes against the far wall, leaving the area flooded up to your knees. Rising from the elevated water line are spirals of water, taking the image of sea serpents as they lash out towards you.*

All the creatures in contact with the ground (including Alash'Mek'Imbra) must succeed a DC 15 Strength saving throw or be knocked prone. The flooding is not deep enough for her or the party to use their swim speeds, but the water weirds can traverse it normally. After the chamber is flooded, they rise from the water to attack the party.

The water weirds go at the end of the initiative order during the first round, each trying to *constrict* a different party member. The water weirds won't be able to drown party members affected by *Blessing of Eardo*, but they'll attempt to keep them grappled. Due to their elemental nature, the water weirds fight until they are slain.

In subsequent rounds, Alash'Mek'Imbra will cast *bless* on her allies, then cast *spiritual weapon*, *guiding bolt*, and *mass healing word* when necessary. Otherwise, she holds her own in melee, using her various chaos touched abilities as needed.

The priestess is fanatical, and does not attempt to retreat or yield to the party. Her body can be looted of a jade pendant, cut in the shape of a shark's tooth, worth 200 gold pieces.

### COMBAT DEVELOPMENTS

- Once Alash'Mek'Imbra is dead, the water recedes back to its normal level over the next two rounds. If this would leave any remaining water weirds on the shore, they are killed as a result.



### Sea Serpents' Jaws

The five serpent heads, carved from the coral reef that protrude from the back of this area, comprise a mechanical device that opens and closes the gate leading to the temple access in Area F. If the party has already met Drake Arapaima in that area, he will have explained this to them. If not, the serpents' purpose may only appear to be aesthetic.

A party member that investigates the serpent heads finds a pearl placed in the mouth of two of the five serpent heads. The pearls are *Glimmers of Sekolah*, and if the party has already recovered additional glimmers they can easily recognize them. The jaws of each serpent head are carved precisely to hold a specific

*Glimmer* – if the party attempts to place the wrong one inside of the jaws, it is either too large to fit, or too small and falls out.

When the proper *Glimmer* is set into each jaw, the gate leading into Area F is opened. As soon as one or more is removed, the gate slams shut. The three additional *Glimmers* are located in the eastern and western expanses (Areas C and D) and in the treasure chest under the altar (see *Altar Cache*).

It's important to note this device isn't magical. Each *Glimmer* holds a tiny pressure tile in place within each serpent jaw, and the gate only opens so long as these tiles are set. A party member that succeeds on a DC 21 Investigation check can find the pressure plates in each jaw and deduce how they work. It's possible to use this knowledge to attempt to trigger the device without finding the remaining *Glimmers*, but the party will need to improvise. It's exceedingly difficult to find something the correct size and shape required to activate the pressure tiles while remaining in place in the serpent's jaws, but if the players devise a suitable solution, you can allow them to bypass recovering the remaining glimmers.



### Altar Cache

Underneath the altar, in a barnacled chest, is a treasure offered to Sekolah. It's filled with 876 gold pieces, an ivory statuette carved in the image of a shark, worth 250 gp, and 19 small pearls of different colorations. 17 of the pearls are mundane and worth an average of 35 gold pieces each. Another pearl among the lot is actually a *pearl of power*, and the last pearl is a *Glimmer of Sekolah* (see *Sea Serpents' Jaws*).

The chest is also filled with sharks' teeth, most of them sharpened and bloodstained.





## Area F: Temple Access

The entrance into the Shrine of Sekolah is accessible via the terrace elevated above the waterline in this area. The temple access itself is blocked by a gate that can only be opened by a mechanism at the Sea Altar in Area E. Currently, the merfolk scout *Drake Arapaima* (Corselle's brother) is hiding outside this gate.

If the party approaches this area before the mechanism in Area E has been activated, then the **gate is closed** when they arrive and they meet Drake Arapaima. If they have activated the device in Area E, the **gate is open** and the PCs can progress into the temple access.

### The Gate is Closed

Drake Arapaima has managed to avoid detection while heading this far through the reef caves, although he's unable to progress any further with the gate to the temple access closed. If the party hasn't activated the device in Area E yet, Drake is outside the gate (located by the NPC icon on the area map). You can read the following aloud to the players:

*The water-filled path is blocked by a barred gate, rusted and covered with barnacles. You can see the makings of a circular room beyond it. A merfolk reveals himself as you approach, it's evident he was hiding along the outcrop of the reef. He has chiseled features, sharp eyes, and carries a pair of coral daggers at his sides. He gives you an appraising look for a moment before he speaks.*

*"You're not sahuagin, but surface dwellers... breathing underwater. You must have met my sister. My name is Drake."*

### Underwater

This entire area is underwater. Refer to the rules outlined in the adventure's Introduction for creatures underwater.



### Drake Arapaima

Drake recently entered the shrine, shortly before Corselle met the PCs and guided them to this location. He's had enough time to stalk the reef caves, including the Sea Altar, but was forced to retreat when the sahuagin priestess Alash'Mek'Imbra arrived. He's been hiding among the caves ever since.

Drake can read and understand the sahuagin's language, and has used that knowledge during his time here. He has deduced how the mechanism in Area E works, as he's had a chance to study it and spotted the sahuagin barons in the eastern and western expanses handling the *Glimmers of Sekolah* used to operate it. His goal here will be to convince the party to open the gate so that the shrine can be accessed.

You can refer to the sidebar *Role-playing Drake* for information about the merfolk scout.

Once the gate is opened, Drake slips into the next room and hides in the water portion there. If he's aware the party is in the dungeon, he'll wait for them there. Otherwise, he spies out the area for several minutes before he leaves. He knows he's vulnerable out of water, and the only way into the shrine is up the steps, out of the water and onto the terrace.



On the off chance the party is hostile towards Drake; he defends himself long enough to make an escape. He's likely fast enough to outswim the party, and he'll attempt to hide as soon as he's out of sight and can safely exit the dungeon.

**Drake Arapaima, Merfolk Scout** ★★☆☆☆  
*Drake Arapaima (Appendix A)* 2,300 XP



### Gate to the Temple Access

The gate here is shut until it is activated by the device at the Sea Altar in Area E (see *Sea Serpents' Jaws* in that area description).

The gate bars are thick and firmly secured. Party members will quickly find attempting to lift it is futile, and despite the rust, it is still incredibly resistant to damage and attempts to be forcibly opened.

### The Gate is Open

Once the device in Area E is activated, the gate is mechanically lifted into the coral reef, and the party can pass through into the temple access. The sea water here rises 15 feet before stopping. The rest of the room is in the open air, overlooked by a terrace, from which one of Ygorl's death slaadi surveys the area.

You can read the following aloud to the players when they enter the temple access:

*You've entered a new area. The walls are no longer lined with coral illuminated by bioluminescent fauna, but stone bricks lit by torchlight. A set of stairs ascends upwards, 20 feet above where the waterline ends, into the open air and ending at a stone terrace that juts out from the wall. A four-armed sahuagin, standing on the terrace and gripping a greatsword, crooks its head in your direction.*

**Hostile creatures: Ygorl's emissary** ★★★★★  
 1 death slaad\* (*MM* pg. 278) 5,900 XP

\*This creature has used its *shapechanger* ability to appear as a sahuagin baron.





## Water Accessible

The lower portion of this room is filled with sea water. Stairs along its western side spiral upward into the upper portion of the room that is above the water level. The stairs end at a terrace that is 20 feet above the water level, and the ceiling rises an additional 15 feet from there.

## Doors to Area G

The double doors here are shut, but not locked. They are easily opened inward.



## Combat

The death slaad cannot be surprised – opening the gate created enough sound and a spray of bubbles to get its attention. Initiative is rolled normally.

As soon as the party emerges from the water, the death slaad casts fireball on them if it can get a good amount of them. It then moves to where the stairs join the terrace, hoping to bottleneck the party to allow as few as possible into melee.

If too many PCs start to press against it, the death slaad will cast fear or fly to gain some room and continue its melee attacks.

## Half HP

When the death slaad is reduced to half or fewer hit points, it mocks the closest party member telepathically. You can read the following aloud to the player:

*You hear a deep voice in your head, you can understand its words, but they echo in some alien language. "How delightful!" the voice says to you, followed by a laugh. "Yes, give into your rage. Sow chaos and destruction across your world!" The sahuagin smiles at you, a toothy maw as its eyes go vacant, ever so briefly. You get that sinking feeling that something is definitely wrong here.*

## 15 or Fewer HP

Once reduced to 15 or fewer hit points, the death slaad will attempt to escape. It relies on its *plane shift* ability to do so, (returning to Limbo). It drops its greatsword in the process, leaving it to clatter on the ground at its feet as it disappears.

## COMBAT DEVELOPMENTS

- If Drake Arapaima is around, and is friendly with the party, he'll assist them in the fight against the death slaad. He'll climb the stairs, albeit slowly, if necessary. Otherwise, he shouts for the party to push the slaad into the water so he can attack it with advantage.
- If the slaad is killed while it is disguised as a sahuagin, it reverts to its true form. This shows the party that they're dealing with forces truly alien to their world.
- The greatsword the slaad possessed is actually the family heirloom of Ryn Polyforge, the tiefling merchant and owner of the *Fairmorning*. It bears his mark on the crossguard. If the party is pursuing the *Find the Fairmorning* adventure hook, they can assume this is the sword Ryn is looking for.

## Role-playing Drake

Like his sister, Drake is concerned about the sahuagin activity in the underwater temple. He's wary of the party when they arrive, but friendly overall.

You can use the following lines for Drake when interacting with the party.

*This gate leads to the entrance of the Shrine of Sekolah, the sahuagin's shark god. If you're looking for a way in, I believe I've figured it out.*

*Of course I was hiding. The sahuagin would gladly feed me to their sharks if I were to be found. I serve my people as a gatherer of information and a seller of secrets; it's my job to be unseen when necessary.*

*You're either incredibly silent or incredibly deadly to have made it this far. I am looking for someone with either set of skills.*

*I've studied the sahuagin's language, and their crude letters. A vile lot, to have a language all their own. Did you know they have 37 words for "hunt?"*

**Drake's main objective will be to inform the party of how the gate can be opened.**

*The underwater tunnels open into a cave not far from here, enshrined under the reef with the images of sea serpents protruding from the wall. The sahuagin have fashioned five pearls to be set in these serpents' jaws. Only then will this gate be opened. They've divided up these pearls among their barons that guard the caves. Whatever they're doing in there, they intend to keep this gate shut.*

- Once combat is over, Corselle Arapaima swims into the area. She'll use her *cure wounds* spell to heal her brother if he is currently dying. Otherwise, she casts the spell on the party. She'll suggest that it's probably safe for the party to catch their breath here, and ask the party to enter the Shrine of Sekolah, recovering the dragon turtle eggs if possible, and putting an end to whatever the sahuagin are doing.
- Both Corselle and Drake remain in this area while the party explores the Shrine of Sekolah. If they return here after resting, Corselle can heal them, or use other spells upon them to assist them if she has spell slots remaining.

**CAUTION: The party has another tough encounter waiting for them as soon as they enter into the next area. Corselle will implore them to recover as much as possible, while being prudent with their time. If the party wants to get a long rest in, this is their best opportunity. Otherwise, you might want to consider giving Corselle a few extra spell slots to use her *cure wounds* spell on the party.**





## Area G: The Spawning Chamber

The central room of the Shrine of Sekolah has a large pool of water in it, in which *Mes'Dal'Umbrak* (sahuagin for “Mother-of-the-Nightmare-Tide”) keeps the dragon turtle hatchling she’s warped with chaos magic. She’s standing by the doors to Area I when the party enters the area. You can read the following aloud to the players:

*You step into a gargantuan circular room, constructed of stone bricks and held aloft by four square columns that run floor to ceiling around a pool of water at the room’s center. A female sahuagin stands in the northwest arc of the room, in front of a set of stone doors with a shark’s jaw etched into them in relief. A third eye glistens from her forehead, and her features are dotted with sinewy tentacles across her body. Just as you notice her, water erupts from the center of the room.*

Mes'Dal'Umbrak uses this as a diversion, and enters Area I. You can then continue on with introducing the party to the warped dragon turtle hatchling.

*Emerging from the pool of water at the center of the room is a terror- a snapping turtle, nearly the size of an elephant, with draconic features. Six eyes run across its beak. Its leathery skin shimmers in different colors, its shell sporting spikes of bone, and the very water around it warped into a viscous, tumultuous fluid.*

**Hostile creatures: warped hatchling ★★★★★**  
1 warped dragon turtle hatchling (**Appendix A**) 7,200 XP

### Magic Detection

A player who casts *detect magic* on the doors leading to Area H detects a very strong aura of transmutation magic emanating from them. This effect cannot be dispelled.

### Spawning Pool

The spawning pool is filled with sea water, and is 120 feet deep.

### Doors to Area I

The double doors here are shut, but not locked. They are easily opened outward.



### Combat

Combat begins as soon as the party enters the room. The hatchling uses its *aberrant landscape* ability during its first turn to lock down the party, using its steam breath to hit as many PCs as possible.

From there, the hatchling moves into melee, switching between all three of its *chaos touched* abilities as needed. It uses its *steam breath* whenever it recharges.

The hatchling is intelligent, but the magic that warps its mind limits its inhibitions. It fights until it is slain, at which point it shrieks and sloughs to the ground. If in the water when slain, it sinks rapidly to the bottom.



### Go Fish

When the party approaches these doors, you can read the following aloud to the players:

*These double doors have the image of an open mouth, lined with rows of sharks’ teeth, etched onto them. There are crude symbols written, on what appears to be the outline of a small fish inside the mouth.*

The language is Sahuagin, and a creature that can read it knows it says “FEED ME.” The players likely cannot read this, but if they remember Drake knows the language, they can ask him for help. The doors appear to open inward.

The doors are enchanted with a magical trap that causes them to manifest as the mouth of a shark, biting voraciously at whatever touches it. While this effect is active, the doors are locked. The lock can be picked by a character proficient with thieves’ tools with a successful DC 20 Sleight of Hand check. Picking the lock takes one minute however, and the active trap will bite at such a character for each round spent during the attempt (which makes this not such a good idea).

### Detecting the Trap

The trap can only be detected without setting it off by creatures with the means of detecting magic. However, the trap is easily tested by nudging the door with a torch, pole, or weapon.

### Triggering the Trap

Whenever a creature or object touches the door, such as in an attempt to open it, the doors magically extend into the shape of a shark’s mouth to bite the creature or object as a reaction. The doors make an attack with a +6 bonus to hit, dealing 13 (2d8 + 4) piercing damage on a success.

### Feeding the Door

The door can be “fed” a fish, which can be fished out of the sea water in the dungeon. If so, it consumes it entirely, leaving only blood and scales on the ground, at which point the door unlocks and opens inward, ending the magical effect. Once the doors are shut again, the effect resumes. The door can be opened from the other side at any time without the effect occurring.



## Area H: Pool of Reverence

The central room of the Shrine of Sekolah has a large pool of water in it, in which *Mes'Dal'Umbrak* (sahuagin for “Mother-of-the-Nightmare-Tide”) keeps the dragon turtle hatchling she’s warped with chaos magic. She’s standing by the doors to Area I when the party enters the area. You can read the following aloud to the players:

*You’ve entered another circular room, crafted of eroded stone brick. In the room’s center is a wooden altar. A statue of an anthropomorphic, bipedal shark stands on either side of the altar, both have their massive jaws open, with piles of actual shark’s teeth flowing from their maws and spilling out onto the floor. Behind the altar and statues is another pool of water, about 20 feet in diameter. The room is lit by torchlight.*

If the party investigates the altar and statues, more details are revealed. You can read the following aloud:

*Carved into the wooden altar is the image of piscine humanoids, presumably sahuagin, kneeling before a deified shark. The shark god is devouring sahuagin, their blood raining down into the waiting mouths of those kneeling. More crude letters, like the ones on the door of the entrance to this area, are scratched into the table beneath the image.*

### Magic Detection

A player who casts *detect magic* detects a strong aura of transmutation magic emanating from the pool. A moderate aura of transmutation magic emanates from each statue. These effects cannot be dispelled.

### Central Pool

The central pool is filled with sea water, and is 80 feet deep.



### The Water Runs Red

This puzzle is a continuation of the one used to enter the area. Characters that can read Sahuagin understand the caption to read “I SHALL TASTE THE BLOOD OF THE FAITHFUL, AND THEY SHALL BE REWARDED.” Drake Arapaima can translate the inscription for the party if need be, but they’ll have to find some way to relay it to him where he waits in Area E.

The puzzle requires the party members to draw their own blood, using the sharks’ teeth that are present in the room when the party arrives. A creature can willingly stab itself to inflict 1 hit point of damage with a shark’s tooth, causing itself to bleed for an additional 1 hit point per round until the tooth is removed and the wound treated.

Blood produced from such a wound must be collected in the central pool. When blood is collected in the central pool in this manner, the sea water reacts and swirls violently, producing the image of a shark formed out of water from its surface. Blood entered into the pool from any other manner has no effect.

A character that succeeds a DC 17 Religion check understands the portrayal and inscription to be religious in the context of a willing sacrifice.



### Completing the Offering

Once 20 hit points worth of blood has been collected, the water coalesces to form the image of Sekolah, which immediately turns into a stone statue and platform that occupies the surface of the pool (causing the sea water beneath it to no longer be accessible).

The stone statue is carved to roughly resemble an anthropomorphic, bipedal shark.



### The Shark God’s Regalia

Once the party completes the puzzle in this area, they are able to inspect the statue and platform that has magically formed over the pool.

The statue has a wealth of treasure upon it. On the statue’s head is a silver crown studded with aquamarines; the tips of the crown carved to look like sharks’ teeth. It is worth 350 gold pieces. On the platform, at the statue’s base, is a trunk overflowing with gold coins. In total, it contains 659 gold pieces and 30 platinum pieces.

In the statue’s right hand is a trident that is seemingly composed of coral. Its points appear to be sharpened shells. The trident is a magical weapon called *Obedience*. The weapon grants its user a +1 bonus to attack and damage rolls, and functions as a *trident of fish command*. It also has the *waterborne* minor property – causing it to float on water and other liquids, and bestowing its bearer with advantage on checks made to swim. The trident has its name scratched in Sahuagin along its shaft.





## Area I: Inner Sanctum

While Mes'Dal'Umbrak initially meets the party when they enter the Spawning Chamber, the sahuagin matron retreats to the Shrine of Sekolah's Inner Sanctum to prepare to face them directly. The Inner Sanctum is located behind a hallway that runs perpendicular to the sanctum itself.

### Hallway

When the party enters the hallway from Area G, you can read the following aloud to the players:

*The doors open to reveal a wide hallway, with corridors on either end of it curving toward the northwest. Long, square columns run the length of the hallway at its center. It is dimly lit by sconces along the wall.*

There's nothing in the hallway of value, but the hallway does provide the party a rare opportunity to split up and approach the Inner Sanctum from opposite directions.

### Inner Sanctum

Mes'Dal'Umbrak makes her stand in this area after retreating from Area G. She has beckoned three red slaadi to defend her.

When the party arrives in this area, you can read the following aloud to the players:

*You find the three-eyed, tentacled sahuagin female in this square chamber. Surrounding her are three monsters – toad-like in appearance, but standing on two legs, with deep crimson flesh. Their eyes are dark and their arms end with wickedly long claws.*

*The sahuagin laughs as she spits out in a raspy voice, "A school of fish swims right into the shark's jaws! Kill them! Kill them all!"*

**Hostile creatures: Mother of the Nightmare Tide ★★★★★**

Mes'Dal'Umbrak (**Appendix A**) 2,900 XP

3 red slaadi (**MM pg. 276**) 5,400 XP

### Magic Detection

A player who casts *detect magic* detects a single aura of transmutation, divination, and abjuration magic emanating from within the trunk in this area.

### Door to Area J

This door, obscured by a stone statue, is locked. A character proficient with thieves' tools can pick the lock with a successful DC 25 Sleight of Hand check. Mes'Dal'Umbrak has the key on her.



### Combat

The hostile creatures here can only be surprised if the party splits up in the hallway and coordinates an attack against them from both entrances into the sanctum. Otherwise, roll initiative normally after describing the room.

The slaadi run into melee, attacking with their claws and bites at the closest PCs. Mes'Dal'Umbrak leads from behind, casting an array of spells at the party. She opens with her *polymorph* spell to turn the target into a fish. From there, she follows up with *ray*



of sickness, crown of madness, and poison spray to wear down the party. Mes'Dal'Umbrak delights in creating wild magic surges with her *chaos touched* ability, laughing hideously with each occurrence.

The forces of chaos here have no inhibitions, and all of them fight until they are slain. Mes'Dal'Umbrak's body can be looted for a pouch of small gemstones worth 143 gold pieces, and an iron key that unlocks the doors to Area J.



### The Shine's Riches

A trunk in the room here is open; its wooden frame is carved to look like a shark's maw swallowing the riches it holds. In total, the chest contains 400 silver pieces, 1,065 gold pieces, 98 platinum pieces, and a blue spindle gemstone the size of a plum. The blue spindle is shaped so that the entire gem resembles a shark's eye. It also contains a dark blue cloak with a clasp studded with pearls. The cloak functions as a *cloak of the manta ray*, although it requires attunement. Anyone attuned to the item can also understand and speak Sahuagin, and always has resistance to fire damage as if they were completely submerged in water.

**NOTE** – If the party is pursuing the *The Sunken MacGuffin* adventure hook, the item the party is looking for is stashed behind the trunk.

## ☼ We're All Gonna Be Mommies! ☼

It's possible that one or more of the PCs will end the encounter implanted with a slaad egg. If they don't cure the infection the slaad tadpole now growing inside them within three months, it will kill the character upon its exit.

If one or more party members do become implanted with slaad eggs, you can role-play removing the eggs in a later adventure. There are no specific rules on how to cure the condition. If you're feeling creative, curing an implantation might be the springboard for the party's next adventure!



## Area J: The Nursery

The nursery is comprised of two different areas; the **nursery access**, which is constructed of stone and is part of the shrine proper, and the **nursery pool**, which is embedded in the coral reef and filled with sea water.

### Nursery Access

When the party enters this area from Area I, you can read the following aloud to the players:

*A row of three circular rooms are found beyond the locked door. They're joined by a small hallway between them, and each is lit by a single brazier located at the room's center. The western portion of each room has a 7 foot diameter hole carved into its floor, brimming with sea water. Through the hole you can see what appears to be more of the coral reef in the depths beneath.*

These holes can be used to enter the nursery pool.

### Nursery Pool

The sahuagin have stored the remaining stolen dragon turtle eggs here, waiting for them to hatch. When Ygorl's emissaries arrived to assist Mes'Dal'Umbrak, the slaadi implanted many sahuagin with their eggs to birth more of the evil race in the world. After spending many weeks as hosts for the slaad eggs, the infected sahuagin have entered a listless, fugue-like state as the slaad tadpoles gestating inside them prepare to burst forth. In preparation for this, Mes'Dal'Umbrak had the infected sahuagin thrown in the nursery pool as well.

When the party enters this area, you can read the following aloud to the players:

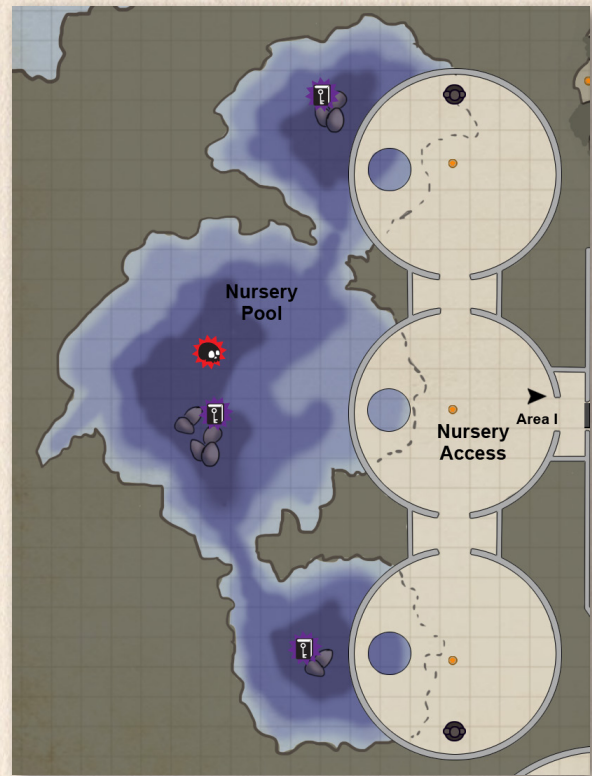
*It looks like you've returned to the reef cave. The trench you've entered descends down another 80 feet. At the bottom of the trench are massive eggs... each is probably the size of an adult human. Floating along the rim of the water, against the top of the cave, are dozens of sahuagin. They appear to be alive, but they're barely moving, except to hold their stomachs and grimace. If they've noticed your arrival, they're not reacting to it.*

The exact location of the sahuagin isn't important; they float along the top of the area and do not participate in combat. They put up no resistance and can easily be killed by the PCs (this won't stop the slaad tadpoles from exiting them, however!)

Four hunter sharks are also in the nursery pool, although they mainly stay in the largest part of the trench marked by the combat icon on the area map. They occasionally rip into one of the dying sahuagin for a quick meal. Their blindsight allows them to detect the PCs as soon as they're within range, and they swim to attack them immediately.

When the party enters this area, or when the sharks detect the party, you can read the following aloud to the players:

*A group of sharks patrols this area. As soon as you see them, you realize they're swimming towards you!*



#### Hostile creatures: Seed of Ygorl ★★★★★

4 hunter sharks (MM pg. 330) 1,800 XP

20 slaad tadpoles (MM pg. 276) 500 XP

\*The slaad tadpoles are in the dying sahuagin in this area, and do not begin in play. At the end of the first round of combat, 8 erupt from the sahuagin. At the end of each subsequent round, an additional 3 come forth, until the end of 5 rounds when 20 total slaad tadpoles have emerged.

### Underwater

This entire area is underwater. At its deepest point, the maximum vertical area is 80 feet. Refer to the rules outlined in the adventure's Introduction for creatures underwater.



### Combat

The sharks will fight the party until slain. However, if one of the PCs happens to be wielding Obedience (found in Area H) that PC can use the opportunity to control one of them.

The sharks shouldn't be much of a challenge to the party, and they're not the main threat here. At the end of the first round, the slaad tadpoles start to emerge from the dying sahuagin. You can read the following aloud to the players:

*Amid the fray, you notice the listless sahuagin floating above you begin to convulse, their wretched moans filling the area. They twist and contort, clutching their chests, before their abdomens explode in a cloud of blood and gristle. A vicious creature, vaguely like a tadpole but over a foot long, jumps forth from each carcass. They begin swimming towards the eggs in the depths below!*

8 slaad tadpoles emerge initially, and then 3 more at the end of each subsequent round, until the end of 5 rounds when 20 total slaad tadpoles have emerged.







Up to 3 tadpoles surround an egg to attack it. Each round, a tadpole deals its damage to an egg (no attack roll necessary). Each dragon turtle egg has 20 hit points. If it is reduced to 0 hit points, then its shell is broken and the hatchling inside will die.

It's immediately apparent to the PCs that the slaad tadpoles are attacking the dragon turtle eggs, attempting to bore into them. This will force the party into making a decision either to save the eggs and ignore the sharks, or let the hatchlings die. The tadpoles are very easy to kill, but the PCs will have to focus most of their attention on them to keep the eggs safe.



### Dragon Turtle Eggs

The stolen dragon turtle eggs are in the nursery pool. There are 10 remaining total, divided among the three main sections of the area.

Defeating Mes'Dal'Umbrak and rescuing the dragon turtle eggs ends the narrative arc of *That Sinking Feeling*. With this task completed, the merfolk duo will thank the party endlessly, tend to their party's wounds, and assist them back to the surface.

## Wrapping Up the Dungeon

As things are drawing to an end, refer to this information for anything left to wrap up in the dungeon:

### Adventure Hooks

- By defeating Mes'Dal'Umbrak, the party should have been able to complete most of their adventure hooks. With the sahuagin matron dead and her forces dissolved, the Endless Sea becomes safe once again for travel and trade.
- If Corselle and Drake Arapaima are alive at the end of the adventure, they become friends of the party's and assist them back to wherever they need to go. Their merfolk tribe is able to return the dragon turtle eggs.
- If the party was offered a reward for finding Ryn Polyforge's greatsword, or making the seas safe to sail again, it can be given to them now, or role-played as part of another adventure.

### Remaining Monsters

- It's unlikely any monsters will have survived the encounters in the dungeon, as it's necessary for the party to encounter most of them to advance the plot.
- If the death slaad in Area E managed to escape to Limbo, you can decide whether or not it returns to attack the party. Its chaotic nature may have it lose interest, to sow chaos in a different realm, or it may return over the next day or so to ambush the PCs when they least expect it.
- If any sharks or sahuagin survived the encounters, they flee the shrine and do not return.

### Experience Points

- You can award each player 1,750 XP for successfully defeating Mes'Dal'Umbrak and driving out the sahuagin and slaadi forces from the Shrine of Sekolah.
- You can award each player 1,125 XP if they were able to solve the puzzle in Area H.
- You can award each player 1,125 XP if they were able to disarm or bypass the trap in Area G.
- You can award each player 150 XP for each dragon turtle egg successfully defended from the slaad tadpoles.





## Appendix A: New Monsters & NPCs

### ALASH'MEK'IMBRA, SAHUAGIN PRIESTESS

Medium humanoid (sahuagin), chaotic evil

**Armor Class:** 14 (natural armor)

**Hit Points:** 85 (10d8 + 40)

**Speed:** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	15 (+2)	18 (+4)	17 (+3)

**Saving Throws:** Dex +5, Con +7, Wis +7, Cha +6

**Skills:** Arcana +5, Perception +7, Religion +5

**Senses:** darkvision 120 ft., passive Perception 17

**Languages:** Common, Sahuagin

**Challenge:** 6 (2,300 XP)

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

**Chaos Touched.** Alash'Mek'Imbra's body has been warped by chaos. Each round, at the start of her turn, choose an option. Alash'Mek'Imbra retains this option until the start of her next turn. She cannot choose the same option for two consecutive turns.

**Reach** - Alash'Mek'Imbra's arms lengthen. Her claw attacks gain a reach of 10 feet.

**Healing** - Alash'Mek'Imbra's wounds stitch together even as they are inflicted. She regenerates 10 hit points.

**Speed** - Alash'Mek'Imbra's moves with demonic speed. She doubles her movement speed.

**Immutable Form.** Alash'Mek'Imbra is immune to any spell or effect that would alter her form.

**Limited Amphibiousness.** Alash'Mek'Imbra can breathe air and water, but she needs to be submerged at least once every 4 hours to avoid suffocation.

**Shark Telepathy.** Alash'Mek'Imbra can magically command any shark within 120 feet of her, using a limited telepathy.

**Spellcasting.** Alash'Mek'Imbra is a 6th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance*, *thaumaturgy*

1st level (4 slots): *bless*, *detect magic*, *guiding bolt*

2nd level (3 slots): *hold person*, *spiritual weapon* (trident)

3rd level (3 slots): *mass healing word*, *tongues*

#### Actions

**Multiattack.** Alash'Mek'Imbra makes two attacks: one with her bite and one with her claws, or two with her claws.

**Bite.** *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

**Claws.** *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

### CORSELLE ARAPAIMA, MERFOLK SHAMAN

Medium humanoid (merfolk), neutral good

**Armor Class:** 14 (natural armor)

**Hit Points:** 97 (13d8 + 39)

**Speed:** 10 ft., swim 40 ft.

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

**Saving Throws:** Dex +4, Wis +5

**Skills:** Perception +9, Religion +6

**Senses:** passive Perception 19

**Languages:** Aquan, Common

**Challenge:** 6 (2,300 XP)

**Amphibious.** Corselle can breathe air and water.

**Cunning.** Corselle has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

**Spellcasting.** Corselle is a 5th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *guidance*

1st level (4 slots): *cure wounds*, *entangle*, *speak with animals*

2nd level (3 slots): *beast sense*, *enhance ability*

3rd level (2 slots): *conjure animals*

#### Actions

**Multiattack.** Corselle makes two spear attacks.

**Spear.** *Melee or Ranged Weapon Attack.* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

**Blessing of Eardo (3/day).** Corselle selects up to ten creatures within 100 feet of her that she can see. Selected creatures gain a swim speed equal to their base land speed, and can breathe underwater as if affected by the *water breathing* spell. This effect lasts for the next 24 hours, or until Corselle chooses to dismiss the effect on any number of targets as an action on her turn. This effect also ends if Corselle is slain.





## DRAKE ARAPAIMA, MERFOLK SCOUT

Medium humanoid (merfolk), neutral good

**Armor Class:** 16 (natural armor)

**Hit Points:** 97 (13d8 + 39)

**Speed:** 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	17 (+3)	15 (+2)	11 (+0)	14 (+2)

**Saving Throws:** Dex +6, Cha +4

**Skills:** Perception +6, Stealth +7

**Senses:** passive Perception 16

**Languages:** Aquan, Common, can read and understand Sahuagin but cannot speak it.

**Challenge:** 6 (2,300 XP)

**Amphibious.** Drake can breathe air and water.

**Aquatic Stealth.** While underwater, Drake can take the Hide action as a bonus action.

**Martial Advantage.** Once per turn, Drake can deal an extra 14 (4d6) damage to a creature he hits with a weapon attack if that creature is within 5 feet of an ally of Drake's that isn't incapacitated.

### Actions

**Multiattack.** Drake makes three shortsword attacks.

**Shortsword.** *Melee Weapon Attack.* +6 to hit, reach 5 ft. one target. *Hit:* 7 (1d6 + 4) slashing damage.

## MES'DAL'UMBRAK, SAHUAGIN MATRON

Medium humanoid (sahuagin), chaotic evil

**Armor Class:** 16 (natural armor)

**Hit Points:** 102 (12d8 + 48)

**Speed:** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	18 (+4)	17 (+3)	15 (+2)	20 (+5)

**Saving Throws:** Dex +7, Con +7, Int +6, Cha +8

**Skills:** Perception +5

**Senses:** darkvision 120 ft., passive Perception 15

**Languages:** Common, Sahuagin

**Challenge:** 7 (2,900 XP)

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

**Chaos Touched.** Mes'Dal'Umbrak's body has been warped by chaos. Each round, at the start of her turn, choose an option. Mes'Dal'Umbrak retains this option until the start of her next turn. She cannot choose the same option for two consecutive turns.

**Wild Magic** - When Mes'Dal'Umbrak casts a spell of 1st level or higher this round, it has a 50% chance to trigger a random *wild surge* as described in the *PHB* pg.104.

**Healing** - Mes'Dal'Umbrak's wounds stitch together even as they are inflicted. She regenerates 10 hit points.

**Acidic Blood** - Until her next turn, a creature that hits Mes'Dal'Umbrak with a melee attack while within 5 feet of her takes 10 (3d6) acid damage.

**Immutable Form.** Mes'Dal'Umbrak is immune to any spell or effect that would alter her form.

**Limited Amphibiousness.** Mes'Dal'Umbrak can breathe air and water, but she needs to be submerged at least once every 4 hours to avoid suffocation.

**Shark Telepathy.** Mes'Dal'Umbrak can magically command any shark within 120 feet of her, using a limited telepathy.

**Spellcasting.** Mes'Dal'Umbrak is a 7th level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She has the following sorcerer spells prepared:

Cantrips (at will): *poison spray*, *prestidigitation*  
 1st level (4 slots): *chromatic orb*, *ray of sickness*, *thunderwave*  
 2nd level (3 slots): *crown of madness*, *phantasmal force*  
 3rd level (3 slots): *protection from energy*, *sleet storm*  
 4th level (1 slot): *polymorph*

### Actions

**Multiattack.** Mes'Dal'Umbrak makes three attacks: one with her bite and two with her claws.

**Bite.** *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

**Claws.** *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.





## WARPED DRAGON TURTLE HATCHLING

*Huge dragon, chaotic neutral*

**Armor Class:** 17 (natural armor)

**Hit Points:** 195 (17d12 + 85)

**Speed:** 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	8 (-1)	10 (+0)	10 (+0)

**Saving Throws:** Dex +5, Con +10, Wis +5

**Damage Resistances:** fire

**Condition Immunities:** polymorphed

**Senses:** darkvision 120 ft., passive Perception 10

**Languages:** understands Draconic but cannot speak

**Challenge:** 11 (7,200 XP)

**Amphibious.** The dragon turtle hatchling can breathe air and water.

**Chaos Touched.** The dragon turtle hatchling's body has been warped by chaos. Each round, at the start of its turn, choose an option. The dragon turtle hatchling retains this option until the start of its next turn. It cannot choose the same option for two consecutive turns.

***Magic Resistance*** - The dragon turtle hatchling gains advantage on saving throws against spells and other magical effects.

***Healing*** - The dragon turtle hatchling's wounds stitch together even as they are inflicted. It regenerates 10 hit points.

***Aberrant Landscape*** - The ground and sources of water in a 10-foot radius around the dragon turtle hatchling warps into a doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC15 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

### Actions

**Multiattack.** The dragon turtle hatchling makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

**Bite. Melee Weapon Attack.** +10 to hit, reach 10 ft. one target. *Hit:* 19 (3d8 + 6) piercing damage.

**Claw. Melee Weapon Attack.** +10 to hit, reach 5 ft. one target. *Hit:* 11 (2d4 + 6) slashing damage.

**Tail. Melee Weapon Attack.** +10 to hit, reach 10 ft. one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be pushed up to 10 feet away from the dragon turtle hatchling and knocked prone.

**Steam Breath (Recharge 5-6).** The dragon turtle hatchling exhales scalding steam in a 40-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 38 (11d6) fire damage on a failed save, or half as much on a successful one. Being underwater doesn't grant resistance against this damage.







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