

Chapter VI – Sunken Port

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"See to it that I am not disturbed!"

The brass butler looked at Zebedaeus Zunt quizzically, one of many expressions inserted during the golem's creation. At the time it was meant to amuse, but the arcanist found no smile crooking his lips today. The moment of his greatest achievement was approaching fast and his nerves were wracking his belly with icy fingers.

His spell mantle billowing, the wizard turned away and headed into the night sky. From up high he regarded Port Town, the Netherese enclave that was his demesne. Far below the town folk gathered, looking up at him, awaiting the miracle he had promised. Some of them were carrying candles, a symbol of faith and the hope they placed in him. Sentimental fools.

One month ago things had gone awry. Slight tremors had been plaguing the town of late and cracks had become an unwelcome but common addition to the town's architecture.

The common folk had gathered, coming to him for answers. At the head of this gathering of sheep had been Enli Blistersteel. As a dwarf, female and a blacksmith, she was diametrically opposed to Zebedaeus in everything. Where he was soft spoken, enigmatic and a man of thought. The blond dwarf woman was crude and loud, waving her calloused hands everywhere when she talked.

Next to the Blistersteel woman, Ashlee Dera had walked. Long, dark and sensual were the first words that would come to mind when gazing upon her slender form. Whore madam and brothel keeper would be the next.

The two women were often at odds with each other but this time they had been united in common cause, leading the sheep against their master.

Zebedaeus had met them at the bottom of his tower, alone, basking in the power granted by his magic. A heated discussion

had followed. The dwarf wench had claimed that Port Town was about to fall into a cave underneath the earth. It was a ridiculous proposition at best, but the simple folk had swallowed it. They were looking to explain the rents appearing in their walls and their arcane lord had no explanation except for a dark and hidden truth.

The cracks were nothing more than a negligible side-effect of the the wizard's most recent experiment. Explaining this to the simpletons however, would result in armed revolt. So Zebedaeus had kept quiet and had promised he would right the situation.

Now at the culmination of his efforts the common folk had come to watch.

Zebedaeus fell into the spell. Through the heightened senses of his art he perceived the people below, the base of his tower, each and every stone and crack up to the crooked silverite spires that jutted from its roof.

Overhead storm clouds started gathering and the people of Port Town gasped, as one by one shafts of red lightning streaked down into the tower's rooftop.

A sphere of bright light began emanating from the tower, growing larger and larger until it swallowed the entire town. Soon after the ground started to shake. People fell over each other trying to get to safety, while houses crumbled and flagstones split. Yard by yard the wizard's craft was tearing the foundation of the town away from the earth.

For a short while it seemed Zebedaeus' plan had worked. Port Town managed to rise a full fifteen yards towards waiting Selune. Then the spell wavered and everything came crashing down. Down Port Town went, through the weakened crust of soil into the sinkhole the dwarf had warned about. Soon after, the water came rushing in.

Synopsis

The players will need to find a way to reach Port Town, a settlement that was swallowed by the waves when Highstar Lake came into existence.

They will need to get past the sea spawn ruled by the ogre mage Nih'Joo and descend below the sunken town.

Below the town they will need to locate the Temple of Helm, where they will defeat the Hooded Man and retrieve the next stone of guardians four.

Note: Port Town was a Netherese settlement before it was swallowed by the lake. Airships coming from the south used to dock at Port Town to take on provisions before venturing into Netheril. The sea spawn call it Sunken Port. The area below Sunken Port is known as Port Below.

The Neogi

When the neogi arrived on the prime material plane, their leaders made a pact with the Agelong. This pact was of mutual benefit. The neogi would provide Agelong with all the slaves it required for its plans, Agelong would in turn provide them with magic and protection while they established a foothold in this prime material plane.

Soon after the outsiders subdued a group of umberhulks, providing them with the necessary muscle for their despicable ambitions.

Lately the neogi have become strong enough to think they might be better off without Agelong's protection. So far, the outsiders haven't acted on their treasonous thoughts.

Predicting the neogi's approaching betrayal, the Agelong has secured the navigational handle of the neogi planar vessel. If it deigns to destroy the item, the neogi will be stuck on Abeir-Toril indefinitely. This piece of information will become relevant in chapter VIII.

Sea Spawn

When Agelong started to build his domain in the Undermoor, the neogi provided him with the necessary slave force. These workers were predominantly humans who were kidnapped from the world above. These simple but strong-willed tribesmen proved harder to control than expected. When the neogi mind control abilities proved insufficient, Agelong took the strongest of the slaves and turned them into sea spawn. They became an army to regulate the work, protect the kraken and carry out its iron will whenever it needed them to.

Sea spawn come in various shapes and sizes, but they all have aquatic traits, such as gills, fins or tentacles. A

lot of them still show signs of a previous life, such as tribal tattoos and scraps of clothing common on the High Moor.

Sea spawn are mute. Their vocal cords were changed in such a way that they cannot produce language anymore. They are, however, still capable of understanding any language they spoke before the change.

Among the sea spawn there are those who were especially favored by their patron. These are the task masters. They are sea spawn that were given limited magical ability. They are also able to communicate telepathically, which makes them able to dole out assignments to the slaves and provide detailed instruction to fellow sea spawn.

The only sea spawn in Highstar Lake that is able to talk is Nih'Joo. Nih'Joo is an oni, or ogre mage. He was lured and mutated by Agelong to lead its forces in Highstar Lake.

Sea spawn treasure

Sea spawn are not known for fashioning art and jewelry. They do have the habit of picking up objects such as beautiful shells or bits of corral. They also tend to hold onto small pearls they find in the clams they eat, or trinkets they still have on themselves from their previous life. In short, whenever an individual sea spawn has a treasure indicating a monetary value, you can assume it is something they held on to or picked up, instead of actual coin.

Sunken Port

When it became obvious that one of the Stones of Guardians Four was to be found below the waters of Highstar Lake, Agelong sent his forces to find it. The sea spawn discovered and expanded a network of caves below the city, but were unable to find said artifact. Having an army in place, Agelong decided to take advantage of the situation.

It had the Hooded Man teleport a vast workforce underneath the city. These slaves were put to work digging an enormous tunnel. A group of neogi was dispatched soon after to supervise the work and ensure discipline among the slaves.

Once the tunnel is complete, it will be broad enough to fit the mighty Agelong itself. It will then break its bonds and use the tunnel to travel from its prison to Highstar Lake. From there it will head to the River Shining, the Sword Coast and finally the Trackless Sea.

Nih'Joo

Supervising the army of sea spawn and slaves doesn't satisfy Nih'Joo's ambitions. A few months after his arrival in Highstar Lake, Nih'Joo decided it was in Agelong's best interest to conquer the lake. To that end

he waged war on the nearby aquatic ogre tribes and nearly destroyed them. Upon discovery of the aboleth Uudoon's cave, he led a warband to capture the creature and used its abilities to allow his slaves to breathe underwater. From that point on a detail of slaves was tasked with the unearthing of Port Town. The town is to serve as the future capital of Nih'Joo's kingdom.

The dragon turtle, Charib

Nih'Joo's greatest success was the discovery of the dormant dragon turtle, Charib, who lairs deep in the Storm Pit. Promising him vast wealth, he managed to ally with the dragon turtle, thereby becoming the dominant power in Highstar Lake.

Colubrax

Colubrax is a bronze dragon also known as Brightspark. His great love is Eleona, an elven ranger he met on his travels.

Colubrax and Eleona lived in a dragon's lair on the northern bank of Highstar Lake. When the sea spawn first surfaced in the region, they were thoroughly annihilated by the mighty dragon. Sadly, even a dragon has his weakness.

After his first defeat at the hands of Brightspark, Nih'Joo devised a strategy to stop the wyrm from interfering in his plans. Sacrificing several dozens of sea spawn in a diversion, he drew the dragon away from his lair and stole Eleona away.

Now the dragon has no choice but to leave the sea spawn alone, for fear of the life of his wife and unborn child.

Charib, the dragon turtle, has a tenuous relationship with Colubrax. In the past they have avoided each other. Charib knows he will not be able to defeat the bronze dragon if it comes to that. He will uphold his alliance with Nih'Joo for as long as the oni doesn't demand he battle the bronze.

Pasuuk Rensha, the Hooded Man

As soon as the Hooded Man learned of Nasreen's failure in Loudwater, he set out to Sunken Port, determined to find one of the Stones of Guardians Four himself.

Upon arrival he concluded that Nih'Joo was getting a bit too comfortable in his role as ruler of Sunken Port.

The Hooded Man decided to leave Nih'Joo the illusion of rulership, realizing that the oni will battle more fiercely if he is defending his own domain. The oni's relationship with the dragon turtle Charib is, although surprising, vastly useful if the time comes to deal with meddlesome adventurers.

To keep an eye on the ambitious sea spawn, Rensha brought in Shamlaq, a priestess known for her fanatical

devotion to the Agelong. Her primary task is to remind the sea spawn of their true allegiance to their Lord and God, Agelong. She thereby ensures Nih'Joo's influence on them remains within acceptable limits.

Soon after his arrival the Hooded Man uncovered the vault hidden beneath the Temple of Helm but has had no luck in opening it.

Conditions in the lake

Visibility

The waters of Highstar Lake are uncommonly clear. For gaming purposes, we will state that waters below 30 yards are dimly lit during the day, whereas waters above this depth are brightly lit.

As soon as characters descend in the Doombell Pit or the Storm Pit, the area is treated as complete darkness.

Combat

Combat in Highstar Lake follows the rules of underwater combat as described in the PHB p. 198, unless noted otherwise.

Players who don't have a swim speed, treat the waters of Highstar Lake as difficult terrain.

Ongoing Quests and events

The Stones of Guardians Four

Having learned the identity of the Hooded Man from Alistair, the party is aware of the next enemy they will be facing.

In Silversong's Mausoleum they learned there is a greater threat to the region, linked to the magic of the Stones of Guardians Four.

The party will need to gather all four stones, to be able to face this unknown threat.

The next Stone of Guardians Four

The next stone can be found in Port Town. A Netherese settlement that was dragged to the bottom of Highstar Lake when several sinkholes collapsed, and the lake was formed.

The adventurers might have already learned that Port Town has one last remnant visible on dry land. This is the ruined tower in area 11 of the High Moor.

Neffsirakh Tun's Revenge

If the party disturbed the Sepulcher in the Dark Ziggurat (Chapter III). The Mummy Lord Neffsirakh Tun will attack them on the shores of Highstar Lake. She will find them again when they finish this chapter

and again and again after that. Eventually forcing the characters to return to the Ziggurat to destroy her heart.

See ‘Destroying Neffsirakh Tun’ at the end of the chapter.

Preparation

If the players talk of their plans to Sam or Jebedo. Jebedo will tell them of a invention of his. This invention can help surface dwellers breathe whilst underwater.

If they don’t to Sam or Jebedo, they will encounter the gnome on the way to Highstar Lake. While camping together the old gnome will ask them about their plans.

He will advise them not to engage the Hooded Man directly. He has dealt with a lich before and nearly perished. He will tell them it’s likely they will not be victorious should they cross paths with the undead mage.

Quest – Doombell silk

Handout H – Highstar Lake

Jebedo will tell them of the doombell spider, living in the depths of the Highstar Lake. The spider’s webbing has the ability to gather the oxygen these spiders need to survive underwater. Jebedo has often collected strands of webbing for his experimentations. He is trying to make an extra combustible fireball by using the oxygen gathering properties of the spider silk. Although his attempts haven’t been successful, Jebedo is certain he can fashion a breathing apparatus for the adventurers. All he needs is some of the spider silk.

To go down into the depths where the doombell spider lives, Jebedo uses an *Apparatus of Kwalish* (DMG p.151). The players are free to use the device once they reach his abode.

The apparatus appears to be a large iron barrel leaning against Jebedo’s hut. It can seat two medium-sized creatures. Jebedo will attach a large leather sack at the front of the apparatus to allow them to gather the webbing.

Quest xp: Delivering a full sack of doombell silk to Jebedo: 3000 xp to be divided among the party.

1. The Doombell Pit

The lake bed is a desolate place, mostly made up of silt. The occasional growth of fresh water kelp provides shelter to schools of small fish, fleeing from your approach. Flat terraces are bordered by sheer drops, leading you further into the veiled depths of Highstar Lake. After several hours, you reach a dark hole in the silt floor of the lake. The pit

is several hundreds of yards across and the bottom is nowhere in sight.

A hundred yards down into the pit, the adventurers will see large silvery spheres in the head lights of the apparatus. These spheres are clinging to the sides of the pit. They are bubbles of air, trapped underneath a weave of spider silk.

Once they descend a little further, they will notice they are surrounded with strands of spider silk. Luckily, they will have no trouble breaking the strands with the *Apparatus of Kwalish*.

The players will need to gather the spider silk from around one of the air bubbles. The strands spanning the pit are too fine to grasp with the apparatus’s pincers.

Once the players disturb the strands the doombell spiders will attack.

Encounter

Doombell spider (3), NPC’s & Mobs

The spiders use the strands for movement. The apparatus can only attack what’s in front of it. Use the spiders’ mobility to force the pilot of the apparatus to make decisions.

It goes without saying that the apparatus itself is immune to the spiders’ venom.

If the passenger is a mage he can use spells to attack the spiders, provided they are in front of the apparatus, where he can see them. The DM is advised to exercise better judgment when deciding which offensive spells can be cast outside the apparatus.

If the players use an electricity effect, it is likely the occupants of the apparatus will be affected as well. On top of that the apparatus will be unable to move for 1d3 rounds, while systems reboot.

Treasure

Once the players have defeated the spiders and start harvesting the first bubble; **wisdom (perception) DC 15:** The corpse of large, armor clad figure hangs trapped in the webbing.

If the players fill the bag of their apparatus with webbing, the claws of the apparatus are free to grapple the armor-clad figure and take it along; **dexterity check DC 10:** Upon failure the pincers cut the corpse in half. Both pieces will sink to the bottom of the pit and out of the players’ reach.

The corpse is that of a merrow, an aquatic ogre. Its armor consists of dense barnacles sewn together to form the equivalent of scale mail armor. Around one of its fingers sits a silver ring decorated with an amethyst (*ring of resistance, poison*).

The merrow was called Bast. He used to be the strongest warrior of his tribe. When his tribe lost the recent battle with the sea spawn of Sunken Port, Bast decided to seek out the sword of the long dead merrow chieftain Hurdu.

Hurdu was a strong and feared leader, who never lost a challenge for leadership. That is until he managed to lose his sword, the blade the merrow call *Deepclaw*.

Deepclaw was stolen by the chieftain's rival, an ancestor of Bast, and dropped into the Doombell Pit.

Soon after this ancestor killed Hurdu and claimed leadership. The secret of *Deepclaw*'s location was passed on for generations and is only known to Bast and his brother Bor.

The bottom of the Doom Bell Pit

If the players decide to seek out the bottom of the pit, the pressure will increase dangerously. Each round they descend, they will suffer 2d6 bludgeoning damage.

Creatures with a swimming speed, don't suffer from this effect. The *apparatus of Kwalish* Jebedo owns, is also able to brave these depths.

Once they reach the bottom they will see a metal gleam, betraying the sword's location.

Treasure

The darkness is oppressing down here. For the last couple of minutes, you have spotted no signs of life. The bottom of the pit is bleak and featureless. You decide to turn your back on this desolate place when you spot a metallic glint. A sword is sticking out of the muck.

Deepclaw is a *vorpal greatsword*.

Merrow - disambiguation

The merrow mentioned here is an aquatic ogre. Aquatic ogres are not to be confused with the fiendish merrow, who were merfolk corrupted by the influence of the demon prince Demogorgon.

Diving hats

Handout 52 – Diving hats

Once the players have returned from their mission, Jebedo will go to work. If one of the adventurers is versed in the art of metalworking, Jebedo will ask for player's help. The gnome keeps a small but serviceable smithy in the cellar of his pocket-plane mansion. It is

cluttered with all sorts of non-functional, but very gnomish-looking devices.

After a full day's work, Jebedo will have finished the diving hats. They look like blackened stove pipes, about one foot in length. The bottom compartment has a small hatch to put in doombell silk. This compartment is perforated by tiny holes allowing the water to touch the webbing. The gathered air is then led to the sealed upper compartment. Here flexible brass tubing leads out to a leather mask, allowing adventurers to breathe and speak. A chin strap keeps the device on top of a person's head and a pair of goggles allows them to see normally.

Diving for Port Town

If the players enter Highstar Lake from the Ruined Tower in the High Moor (High Moor - Area 11), they will discover an ancient road leading deeper into the lake.

Only by following this road will they find the sunken town. If they don't follow the road, they will wander around without success.

Neffsirakh Tun's Revenge

Once the players get near the ruined tower they will be attacked by Neffsirakh Tun, the mummy lord of Ssufaxuss.

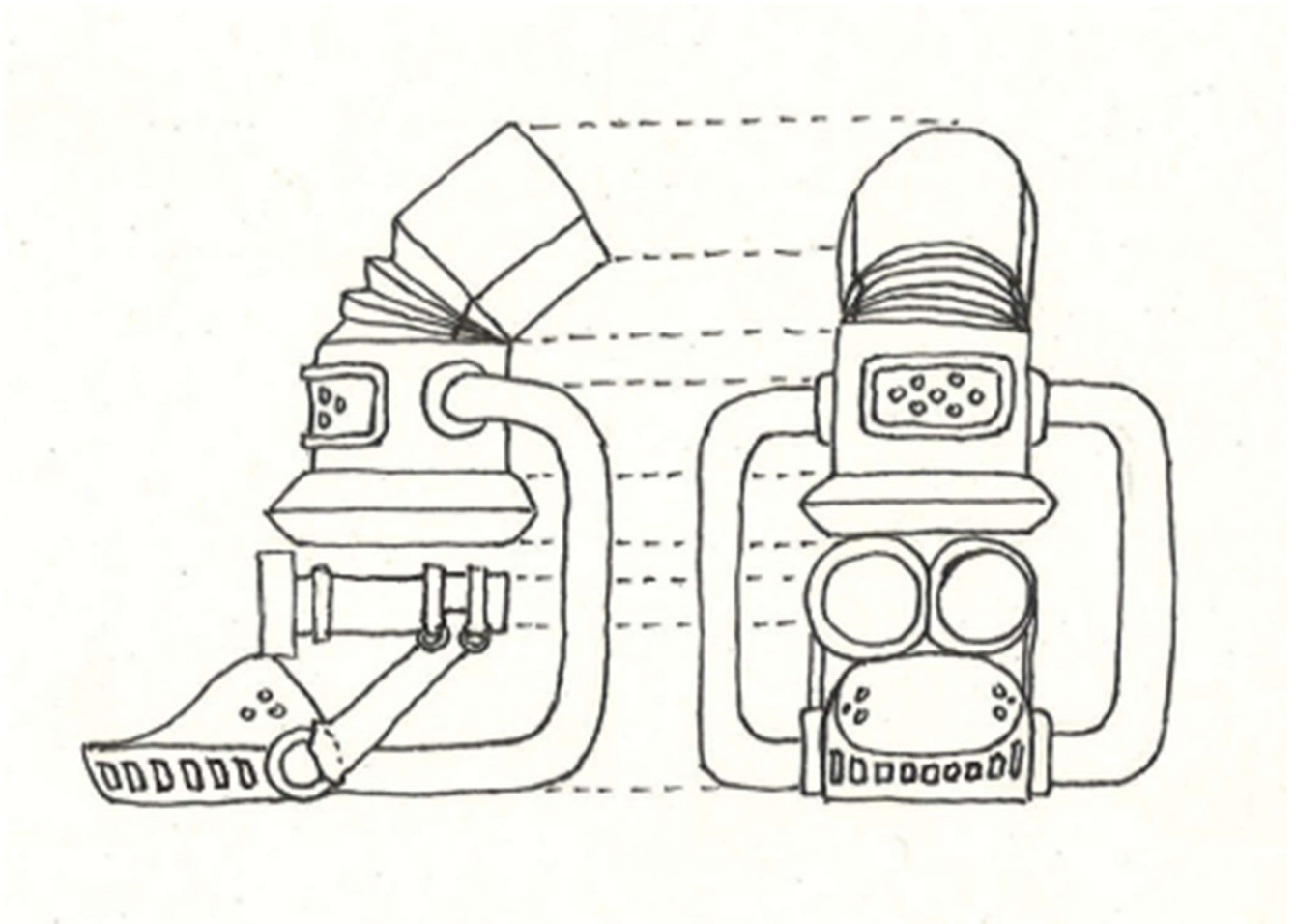
The mummy lord will attack them again at the DM's leisure at a later point in this and the following chapters, until the players seek her out in her sanctuary and destroy her heart.

It is preferable to use the mummy lord to upset the players tactics. Attacking them when they are sneaking up on their foes, is one such example. If you can make her a real nuisance they will be forced to return to the Dark Ziggurat and deal with her.

See 'Destroying Neffsirakh Tun' at the end of the chapter.

Encounter

Neffsirakh Tun, use mummy lord statistics, MM p. 229, treasure: The mummy lord has **no treasure** and will yield **no experience points**. Only when she is defeated and destroyed inside her sanctuary in the Dark Ziggurat, will the players have a chance of finding her riches. Only when she is destroyed for a final time, will the players receive experience points.



Diving Hat

2. Kelp farms

Miles and miles of man-high kelp covers the bottom of the lake. After a few miles of travel, you come upon an unexpected sight. In between the plants you see humanoids laboring to bundle harvested strands of green matter.

Encounter

The humanoids harvesting the green matter are sea spawn. Once they were tribesmen roaming the High Moor. After being kidnapped by neogi, they were brought before the Agelong. One by one they were altered and forced to do its bidding until it became the only thing they knew.

Some of these sea spawn bear tattoos referring to their former life, others still wear scraps of clothing and jewelry. They have no memory of being land dwellers, however, and will attack the party on sight.

If the party wants to avoid these sea spawn, they easily can. They will encounter several more groups like this one, before they reach the ruins of Port Town.

Sea spawn (8), VG p. 189 or NPC's & Mobs.

The Patrol

A patrol will pass overhead on several occasions.

Wisdom (perception) DC 15: High above the kelp field a flat, grey shape can be seen, steadily heading your way. **Beating DC 20:** The grey shape is some type of flat fish. Several humanoids seem to be riding it, like the fabled flying carpets of legend.

If the players spot the approaching patrol, they can hide in the kelp. Once the patrol is overhead they will be spotted unless they succeed at a **group effort dexterity (stealth) check DC 11**.

Encounter

Sea spawn (7), VG p. 189 or NPC's & Mobs.

Highstar stinger (2), NPC's & Mobs.

Sea spawn trident (1), NPC's & Mobs, treasure: A silvered holy symbol of Mielikki (25 gp).

Intelligence (investigation) DC 10: It is highly unlikely that a woodland god, such as Mielikki, would be worshipped below the waves.

This holy symbol is a clue to the origin of the sea spawn. Before they were kidnapped, and changed by the Agelong, they were normal humans, mostly hailing from the High Moor's tribes. Some of them were taken from more civilized lands.

3. Udoon's cave

The adventurers come across a wide cave in the undersea cliff side. If they enter, read the following.

In the back of the cave, a forty-foot, white, eel-like fish lies chained to the rocky soil. Above the broad maw, three milky white eyes lie one above the other, making the creature seem unnatural. A tickling sensation can be felt at the back of your skull, before a slow, weary voice echoes through your mind. "Don't just stand there dry-dweller, speak if you need to, leave if you don't. Either way is fine, just don't expect any patience to be left in this ancient body..."

Udoon is an albino aboleth that has lived thousands of years. Unlike his brethren, he has no interest in the affairs of the world. He was quite content living a calm life in Highstar Lake. That is, until the sea spawn moved into the ruins of Port Town.

Soon after their arrival, Udoon was discovered. He fought them ferociously but was beaten. Now he is waiting out captivity in his cave, confident the centuries will wipe away the existence of the sea spawn that have made his life hard.

Once every few days the sea spawn come to him with food and scrape away the mucus that allows land dwellers to breathe underwater. The process is excruciating to the aboleth and has given Udoon cause to hate the sea spawn with a passion.

If the players ask Udoon about the sunken town, he will tell them he can lead them to some acquaintances

of his, who have been inside. He will only do so, if the players remove his chains.

If they remove his chains, he will telepathically call out to Loria and Hugh, who descend into the cave through a narrow chute in the ceiling.

Loria and Hugh were two of the sea spawns' slaves. Not long ago they escaped, guided by Udoon's telepathy. They found him shortly after. He hid them in the back of his cave, supplying them with the mucus that keeps them alive. In return the couple has been doing their best to break the aboleth's chains. This has been difficult considering their weakened state and their lack of tools.

The escaped slaves

Loria and Hugh are an elderly couple. They were half-elf minstrels who were captured on the road between Loudwater and Secomber.

The escaped half elves can give the following information:

- Most of the town was buried ages ago during some cataclysmic event. The buildings hail from the time of Netheril, a human realm that ceased to exist millennia ago.
- If there is a temple of Helm, it is in the buried section. Loria and Hugh have only been to the buried section once, but it is vast.
- The buried section of the town can be reached through a series of tunnels starting in the magister's tower.
- Hundreds of captured slaves are toiling in the tunnels, digging for an unknown reason. Others are digging up the lakebed to clear the town.
- Loria and Hugh served a sea spawn warleader, called Nih'joo. He was the only sea spawn they ever heard speak. Nih'joo kept them because he was entertained by their stories. He boasted he would see all these far of lands once his Master has drowned the world.
- The warleader sometimes confers with a strange looking human priestess. She has eyes, black as a starless sky.
- The warleader and the priestess both hold part of the key needed to enter the magister's tower.
- The key is a small gem, split in half. How to use it, is not known by the minstrels.
- Nih'joo lounges in the wreckage of a sunken airship most of the time. It is moored to a

tower jutting from the south wall of the city, next to the old city gate.

- The pair don't know where the human priestess resides.

Udoon's assistance

If the adventurers ask Udoon's help, he will offer to make a ruckus near the city. The guards will raise the alarm and go out to investigate.

Udoon will thwart the sea spawn in any way possible and will go out of his way to help the players, if they free him.

Encounter

Udoon, use Aboleth statistics, MM p. 13, Note: Udoon is restrained.

Killing Udoon serves no true purpose and shouldn't be rewarded with experience points.

4. The caravan

Twisting over the rocky bottom of the lake is an old stone road. Along it, several sleds are being pulled by two dozen half walking and half swimming humans. The sleds contain several large, stone tubs covered with a green weave. What's in them you couldn't say.

The caravan is on its way to harvest Udoon's mucus. This mucus is used to confer the water breathing ability on the human slaves working to unearth the buried town.

If the escort should be attacked, the humans will flee and hide.

If talked to, the humans can tell the players they are part of a digging crew, tasked with freeing the ruins of a town nearby. At the moment they are forced to pull these sleds to a cave close by. There they will harvest the mucus of a captured fish. The mucus confers the water breathing ability, but also takes away the ability to breathe normal air.

The humans are impatient. The effect lasts for a few hours only. It's important for them to flee towards the coast, while they have the opportunity.

The stone tubs are the remnants of fountains, hauled out of Port Town to carry Udoon's mucus. Since no mucus was harvested yet, they are empty. The green weave covering them is a cloth made of kelp strands. It is tied down with string made of fish gut.

Wisdom (perception) DC 15: High above the caravan a flat, grey shape can be seen, escorting the caravan.

Beating DC 20: The grey shape is some type of flat fish.

Several humanoids are riding it like the fabled flying carpets of legend.

If the players spot the approaching escort, they can hide in the kelp. Once the patrol is near, they will be spotted, unless they succeed at a **group effort dexterity (stealth) check DC 11**.

Encounter

Sea spawn (4), VG p. 189 or NPC's & Mobs, treasure: 22 cp, 17 sp, 21 cp, 13 sp.

Highstar Stinger (2), NPC's & Mobs

Sea spawn trident (2), NPC's & Mobs, treasure: 14 gp, 18 sp.

Slaves (26), use commoner statistics, MM p. 345.

5. The Storm Pit

A wide pit, miles in diameter, looms ominously before you. No fish seem to come near it and no plants grow on the steep walls leading down. In the darkening gloom below an occasional flash of light can be seen, like a lightning bolt splitting a stormy sky.

The walls of this pit are riddled with holes, most of them small, some of them large like a barnyard door.

Not long after the players descend into the darkness lightning eels will attack from these holes.

If the players go further after this encounter, they will start to suffer from the pressure. Each round they descend, they will suffer 2d6 bludgeoning damage.

Creatures with a swimming speed, don't suffer from this effect.

Going down, the players will discover a smooth and perfectly round aperture leading into the wall. It has a diameter of five feet. Next to it is a smaller equally round aperture, one foot across; **intelligence (history) DC 25:** This might be a doorway crafted by svirfneblin (deep gnomes). The smaller hole is probably a window. **Dwarves make this check at DC 20** and may utilize their stonemasonry trait.

If they enter the aperture, see 'The svirfneblin ruin', below.

Encounter

Lightning Eel (5), NPC's & Mobs

The Svirfneblin ruin

No map provided

Below one of the sinkholes that formed Highstar Lake, was a small deep gnome community. These rooms were

part of a jewel smith's home and are all that's left of the settlement.

The shop

The round room you are entering is perfectly smooth. It contains a curving, stone counter in the same material as the walls and floor. Past it is a narrow and smooth staircase, leading up.

Top of the staircase

Following the staircase up, you surface in a pocket of stale air. At the top is a small, round room. A five-foot diameter stone door is marked with a single rune in the middle as its sole distinguishing feature.

Trap

The door is protected by an explosive rune trap.

Intelligence (investigation) DC 15 or detect magic: Explosive rune trap. **Dexterity (thieves' tools) DC 20,** Disables the trap. **Dexterity save DC 14,** an explosion fills the room (10d10 fire damage save for half damage).

Once the rune has been disabled or has spent its charge, the door can be pushed aside, into the wall.

Encounter

Earth elemental (2), MM p. 124.

Two earth elementals are still guarding the door to the jeweler's workshop. They are melded into the stone walls and will surprise the adventurers as soon as they have triggered or disabled the trap.

The jeweler's workshop

Beyond the door you discover a small workshop. Fragments of metal and precious minerals are spilt across the work benches. The decayed remnants of a small humanoid figure are slumped at a stone desk near the far wall. In front of it, a most beautiful gem studded box sits. It is the legacy of its dead creator.

The deep gnome jeweler, Bukli, was trapped in his shop when the sinkholes forming Highstar Lake collapsed. With no way out, he decided to craft his last great masterpiece, before finally dying from hunger.

Treasure

The metal and precious minerals scattered across the shop are worth 50 gp total.

The gem studded box is a platinum and diamond studded music box. When opened a soothing tune can be heard. Inside the box, a miniature family of jeweled myconoids is trudging through a forest of giant mushrooms.

The *mushroom music box*, is magical and has an added effect. Once between long rests, by expending an action, a character can use the box to calm agitated minds as if casting the *calm emotions* spell.

6. Passage of small teeth

Soon after you've entered the narrow passage, it starts to broaden considerably. Where the underwater corridor is at its broadest, you notice hundreds of bones on the floor. Most of them of small finned creatures, others of larger specimens. In between the bones hundreds of tiny fish are staring up at you.

Encounter

Swarm of quippers (7), MM p. 338

Treasure

Wisdom (perception) DC 10: between the bones on the floor, you see something glistening.

If the players take their time to investigate, they discover a small hoard, left by the quippers' victims.

1500 cp, 1400 sp, 60 gp, 2 x Carnelian (50 gp), Chalcedony (50 gp), Citrine (50 gp), 2 x Moonstone (50 gp), Onyx (50 gp), 2 x Sardonyx (50 gp), Star rose quartz (50 gp), *Dust of Disappearance*, *Potion of Greater Healing*

7. Shimmering Cleft

Dungeon 9 – Shimmering Cleft

The merrow

In the past couple of months, a bitter war has been waged between the sea spawn of Sunken Port, and the merrow tribe that used to dominate this part of the lake.

The merrow recently lost a deciding battle and were scattered. This particular warband fled to their ancestral caves to hide and tend to their wounded.

They are a predatory race and will not be open to diplomacy. Their first reaction when confronted with the adventurers will be to attack. Their second as well.

Merrow - disambiguation

These merrow are aquatic ogre. Aquatic ogres are not to be confused with the fiendish merrow, who were merfolk corrupted by the influence of the demon prince Demogorgon.

The Fountain

The Fountain is an underground river that flows upwards due to the strange influence of rampant magic in the Undermoor. It cascades into and through the fountain room as if falling upwards through air. The current hardly disturbs its surroundings, except for a great deal of added oxygen carried into the cave.

The oxygen brought by the cascade, enriches the environment of the Shimmering Cleft. This causes spurts of growth in the shimmering clams, allowing them to grow to immense size.

Lighting

Shimmering Cleft is riddled with a luminescent species of clam. It is brightly lit.

The shells keep their luminescence as long as they are kept in freshwater and could be used to make a light source.

1. The Cleft's entrance

Ten feet up from the ocean floor is an opening in the rock wall. Soft light beckons you inside.

2. Shimmering passage

A light current pushes against you as you enter this corridor. A rare sort of sweet water clam grows in patches on the walls. Through some trick of nature, these shells are luminescent, casting your shadows upon the shimmering backlit walls.

3. The Fountain room

The floor of this large hall slopes downward to the center. Dozens of giant specimens of luminescent clam are stuck to the walls, floor, and ceiling.

In the center of the room is a large hole. From it spews a column of clear and cold water. The column hardly disturbs its surroundings and leaves the hall through a similar hole in the ceiling.

Wisdom (perception) DC 10: Several of the large clams have been smashed open.

If the players investigate the smashed clams they discover the meat has been taken out of them. The merrow have been using these clams as a source of food, supplementing their diet of slain sea spawn.

If the players were to swim into the Fountain they would be taken upwards at dazzling speeds, through the ceiling and out of the cave. They would only be released from the current near the lake's surface. At this point they would be within swimming distance of the southern shore.

4. Hall of two columns

Several brutish looking giant-kin are gathered in this area. Their skin is scaly and green. Their webbed hands hold sharp-looking spears. One of the creatures is using its weapon as a lever to break into an exceptionally large and luminescent clam.

Encounter

Aquatic ogre (5), NPC's & Mobs, treasure: A silver cup of Netherese design. (value 32 gp.)

Treasure

The exceptionally large clam is almost three feet in diameter. A successful **Strength check DC 15** will open it. Inside is a rare golden pearl the size of an apple. (valued at 6000 gp)

5. Wounded merrow

An aquatic ogre is tending to the needs of dozens of his wounded kin. As you enter, the merrow still capable of fighting start reaching for their weapons. They seem determined to finish of any intruder.

Encounter

Aquatic ogre (1), NPC's & Mobs, treasure: A single pearl, roughly cylindrical in shape. (value 17 gp)

Wounded aquatic ogre (7), NPC's & Mobs.

6. Resting warriors

Several merrow are resting here, making a gruesome meal of some type of aquatic humanoid. Some of these giant kin sport large ivory horns, protruding from their slick green manes.

Encounter

Aquatic ogre (3), NPC's & Mobs.

Horned aquatic ogre (3), NPC's & Mobs, treasure: A sea shell necklace. (worth 52 sp)

7. Challenged leadership

The merrow have been considering their options in the aftermath of their defeat at the hands of the sea spawn. The debate is accompanied with heavy shouting, chest thumping, and challenges to the existing leadership.

Approaching this location: **wisdom (perception) DC 10:** Players who understand giant, hear an ogre speaking in a cold voice, “Enuf of uz ded already. We wait for me brudder’s return from da spidur pit. When we ‘az powerful weapon of legund, current will flow strong again. We ‘ave no more challenguz now. Save da bloodspillin’ fer fightin’ da dead voices”

Note: ‘The dead voices’ is a reference to the sea spawn of Sunken Port. Since all of them are mute, they don’t cry out when wounded or dying.

The brother, mentioned here, descended into the Doombell Pit not so long ago. Following the defeat against the sea spawn, he went in search of an ancient weapon resting there, according to a story told by his parents and their parents before him. He didn’t live long enough to discover if the tales were true.

As you swim into this cave you see several aquatic ogres looking subdued. They are facing another ogre. A large specimen, even by ogre standards. His barnacle armor showing the abuse of recent battle. The large one is obviously the leader of the band. He is pulling a cruelly-barbed spear from the chest of a horned merrow lying dead at his feet.

Encounter

Aquatic ogre (4), NPC's & Mobs, treasure: A gilded dagger of Netherese design. (value 11 gp)

Horned aquatic ogre (1), NPC's & Mobs.

Bor, aquatic ogre chieftain, NPC's & Mobs, treasure: three black pearls (value 420 gp each), singing necklace (**Handout 55**).

8. Lair of the genlisea

As you swim into this cave you are confronted by an unexpected sight. A huge plant fills most of the interior. Near to its base are large corkscrew-

shaped leaves that wave gently in the current. Lashing out at you from in between these leaves are long orange-colored appendages, resembling sleek tongues.

Encounter

Genlisea (1), NPC's & Mobs.

Treasure

In between the leaves of the slain genlisea lies a small amount of treasure, among skeletal remains of several humanoids.

800 gp, 180 pp, jade dice (pair) inlaid with silver (250 gp), Silver Comb (250 gp), Potion of Supreme Healing

8. The battlefield

In between strands of kelp, dozens of armed and armored bodies are silent testimony of a recent battle. Aquatic ogres drift, gutted, through the water, while clouds of small carrion fish rip at their flesh. A smaller shape, looking almost human, is being torn apart by larger fish, their teeth gleaming in the scarce light.

Encounter

Striped catfish (4), NPC's & Mobs.

Treasure

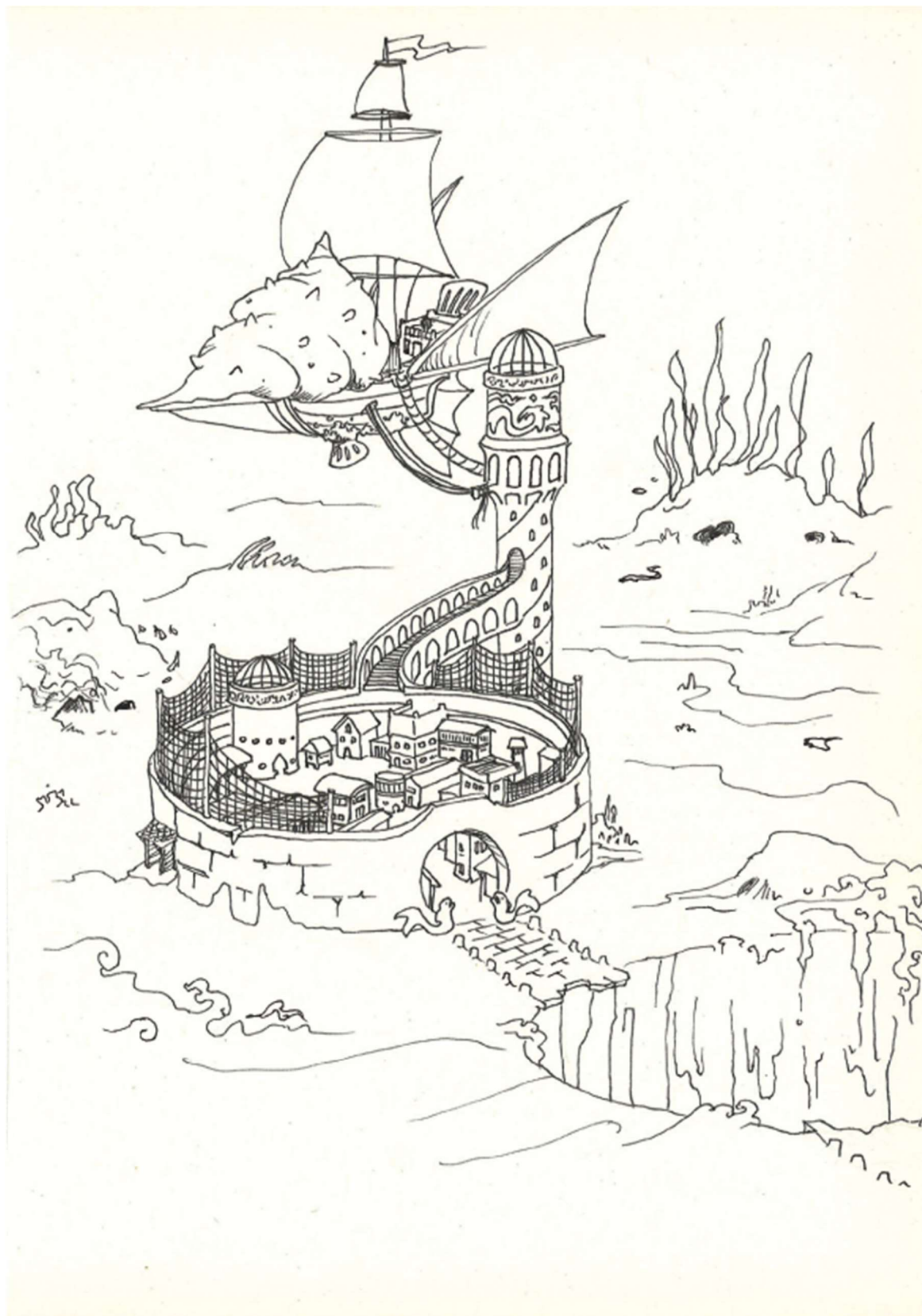
If the party scours the battlefield, they can find weapons suited for underwater combat, such as daggers, javelins, shortswords, spears, tridents, nets, and crossbows.

If the players insist on searching the corpses, they find trinkets and jewels worth about 70 gp.

9. Sunken Port

Handout P – Sunken Port

On the bottom of Highstar Lake, next to a dark, mile-wide pit, lies a sunken town. Most of its buildings are at least partially covered with silt, but recent digging efforts revealed enough to convince you that it was once a proud town. You see distant figures swimming about within the confines of its ancient walls.



Sunken Port

Concept Drawing

The walls of Sunken Port

The walls of Sunken Port are fifteen feet high. Topping the walls are equally high kelpstrand nets held up by wooden poles.

When a character tries to swim over the wall and net combination, he needs to make a **dexterity (stealth) check DC 11**. If a group tries to swim over, this is a **group effort dexterity (stealth) check DC 11**.

If characters manage to pass through the net, they need not make this ability check.

Interacting with kelpstrand nets

To make a hole large enough for a medium-sized creature, a character would need to cut 5 strands of kelp. To let a small character pass only 3 strands need to be cut.

Kelpstrand, **strength (athletics) DC 16**, AC 14, hp 5 (1d8).

Each time a character interacts with the net – cutting it, touching it, or swimming through a hole - he needs to make a **dexterity save DC 10**, or suffer 1d4 hp piercing damage from the barbed bone hooks that are woven into the strands. Hacking through the net is not an option. The water will resist slashing motions enough to make the attempt ineffective.

Moving through the town

When a character moves through town, from one place to another he has a chance of being spotted. He needs to make a **dexterity (stealth) check DC 11**. If a group tries to move, this becomes a **group effort dexterity (stealth) check DC 11**.

Encounter

If characters are spotted crossing the wall or moving throughout the city, one of the following patrols will attack them.

If Udoon distracted the sea spawn, the adventurers will be able to move around in Sunken Port for an hour before the patrols return.

Patrol 1

Sea spawn (3), VG p. 189 or NPC's & Mobs.

Highstar Stinger (2), NPC's & Mobs

Sea spawn trident (2), NPC's & Mobs, treasure: varied items worth 45 sp.

Patrol 2

Sea spawn (4), VG p. 189 or NPC's & Mobs

Sea spawn trident (4), NPC's & Mobs, treasure: varied items worth 23 gp.

Patrol 3

Highstar Stinger (1), NPC's & Mobs

Sea spawn trident (4), NPC's & Mobs, treasure: varied items worth 9 gp.

1. Skyship mooring tower

Note: No map is provided for the skyship and the mooring tower. The layout is obvious through the description provided below.

Connected to the walls with an arched walkway is a high tower. A seashell-cruled skyship is moored to it, still aloft through the arcane craft of its long dead creators. Tatters of sail and rigging are floating eerily in the current as if imitating the ghost ships of legend.

Deck

Hundreds of small fish lie convulsing under a large kelpstrand net. Several sea spawn, using large knives, are gutting and gathering them into woven baskets. The water around them is coloring red with piscine blood.

Encounter

Sea spawn trident (4), NPC's & Mobs, treasure: varied items worth 13 gp.

Cabin

What once was a luxurious cabin, is now reduced to a rotting, fish-infested wooden cave. Only a smudge of light passes through the once clear panes. Of the original captain's belongings there is no trace.

Hold

The sea spawn war leader, Nih'Joo, is a lot bigger than the other sea spawn. He is an ogre mage, who was captured by the Hooded Man. The Agelong turned Nih'Joo into a sea spawn but allowed him to retain part of his personality and ambition, making him more than suited to lead the sea spawn of Sunken Port.

Nih'Joo recalls travelling all over the world through his dreams but doesn't remember he was something different back then. He is convinced the Agelong will use the Krakengate to flood the world. This will ensure that the aquatic races will finally dominate all of Abeir-Toril.

Cherishing these grand visions, the ogre mage is preparing Sunken Port to become his capital. Once this fateful day arrives, he is convinced he will rule a vast and watery domain.

The bulkheads in this hold have been hacked away, leaving a large open space. Reclining on a bed of sea weed, surrounded by several scantily clad slave women, is a large sea spawn. Golden rings are flickering on each of its fingers. Around its neck is a dark iron torq resembling the tentacles of a cephalopod. The tips of the tentacles gather at his throat where they grasp a single fractured sapphire.

The creature's bodyguards move on you, but he halts them with a barked command, before waving you over.

Nih'Joo is curious when seeing the adventurers and will be more than happy to engage in conversation. He hasn't had a lot of opportunity for this, since all his sea spawn minions are mute.

His only sources of conversation are slaves, who are too scared of him to engage in banter, and the kraken priests, their every word a tedious glorification of the Agelong.

Since he is convinced the players will soon be his slaves, he has no qualms telling them everything he knows, which can divulge quite a bit of information if the players ask the right questions.

He will allow the players to ask a question for each question they answer in return.

If the players ask him something he doesn't know, he tells them he doesn't know and that they should ask something else.

Once Nih'Joo tires of his questioning he will order his body guard to capture the adventurers.

The conversation

Nih'Joo's questions

- Is it true, there are lands where the sun always shines and there is nothing but sand?
- How do you keep your skin moist when you are on dry land?
- Are there any fish on dry land? What do you eat?
- Don't your feet hurt from walking all the time?
- Who do you serve?

- Why would you ever want to go back to dry land? You could stay here and serve me.
- How do you think I should call my new capital? The previous residents called it Port Town. Sunken Port sounds better though, right?
- ...

Sometimes Nih'Joo is trying to get in two questions for the one the party is allowed to ask. If pointed out, he will chuckle and abide by the rules. If they ask two questions he will be quick to point out the rules himself.

Nih'Joo's knowledge

Nih'Joo knows of the Agelong's general plan. He doesn't know, however, that his master is planning to leave and never return. Instead he believes his master wants to use the Krakengate to drown the world.

When this happens, Nih'Joo will rule a vast underwater realm. This city will be his capital.

Nih'Joo knows the Hooded Man is in the buried section of the city, which he calls Port Below. Both Nih'Joo and the kraken priestess, Shamlaq hold part of the key to enter.

Shamlaq resides in a building in the eastern part of the cleared town.

The slaves in the buried section are digging a tunnel wide enough for the Agelong to leave the Undermoor for the lake.

The Hooded Man seems interested in an ancient human temple. Nih'Joo doesn't know why.

Encounter

Sea spawn trident (3), NPC's & Mobs, treasure: varied items worth 36 sp.

Sea spawn juggernaut (2), NPC's & Mobs.

Nih'Joo, use Oni statistics, MM p. 239, treasure: *Ring of Mindshielding*, first half of the Magister's Pendant (a silver pendant with a broken sapphire fitted into it), a purse containing 2100 gp and 130 pp.

Nih'Joo will enter the *Ring of Mindshielding* as described in the DMG upon his death. At regular intervals he will question characters wearing the ring in the same way that he does in this encounter.

Both halves of the pendant are needed to enter the Magister's Tower. The second half is in possession of Shamlaq at Ashlee's House of Delight. If both halves are joined: **Handout 54 – The Magister's Pendant.**

Note: Nih'Joo has been transformed by the Agelong to adapt to underwater conditions. He can breathe underwater and his fly speed has been exchanged for swim speed.

2. Holding pen

A cluster of warehouses was converted to some kind of holding pen. A dome, made of kelpstrand nets, spans the entire area, prohibiting access to all but the smallest fish. Inside the fence several humans can be seen, wandering around aimlessly.

These humans are slaves used to clear the layer of silt covering the sunken town. One can easily see they are malnourished and weakened from the hardship they have endured in captivity.

These slaves are too afraid of the sea spawn to try and escape. They know they would never get far unless the sea spawn are defeated first.

The slaves will not participate in any kind of armed uprising but are willing to tell the party the little information they have on the town.

- The large tower to the north seems important to the sea spawn.
- The sea spawn never speak. But some can be heard in your mind.
- The town has two leaders. One can be found in the ship moored to the tower. The other has occupied an ancient brothel.
- Our job is to dig up the entire city.
- These sea spawn aren't what they appear to be... We've seen tattoos on their chest and arm. The markings seem to point to a previous life as a surfer.

Wisdom (perception) DC 10: At the side of the buildings are stone basins, filled with what looks like a yellowish slime.

This slime is aboleth mucus harvested from the albino aboleth Uudoon. It serves to confer the ability of waterbreathing to the slaves held in the holding pen.

Encounter

A detail of sea spawn guards is guarding the holding pen at all times. If the players stay longer than a minute in the area they have a chance of being spotted. Have them make a group effort **dexterity (stealth) check DC 13**.

Sea spawn (6), VG p. 189 or NPC's & Mobs

Sea spawn trident (1), NPC's & Mobs, treasure: varied items worth 15 gp.

Doors

Since the slaves are too cowed to flee, the warehouses inside the holding pen have no need for doors.

The gate leading through the kelpstrand dome: Wooden gate: **dexterity (thieves' tools) DC 20, strength (athletics) DC 20**, AC 15, 14 hp (3d8).

If the players try to get through the gate, they automatically attract the attention of the guards.

3. The city gate

A few moldering planks are what is left of the original gate. An ancient inscription is still visible on the stone arch, although partly obscured by a thin layer of slick green filth. No net obstructs the way into town, but atop the wall various figures can be seen, next to a mounted ship's bell.

The sea spawn of Sunken Port recently waged war on a local merrow tribe. As a consequence, the guards are on high alert.

When a character tries to move through the gate unseen he has a chance of being spotted. He needs to make a **dexterity (stealth) check DC 13 at disadvantage**. If a group tries to sneak through, this becomes a **group effort dexterity (stealth) check DC 13 at disadvantage**.

If the players are spotted, the guards at the gate will ring the ship's bell. Two rounds later a patrol will arrive, another one a single round after that, and so on. This continues until the players either flee or are captured.

If the players are captured, they will be brought before Nih'Joo before being sent to the 'holding pen', to supplement his digging teams.

Note: the inscription is in Netherese, "Welcome to Port Town, the first stop on your trip to civilization."

Encounter

Sea spawn trident (4), NPC's & Mobs, treasure: varied items worth 49 gp.

Sea spawn juggernaut (1), NPC's & Mobs

4. Ashlee's House of Delights

Dungeon 10A – Ashlee's House of Delights – Ground Floor

Dungeon 10B – Ashlee's House of Delights – Second Floor

Beautifully carved sculptures of voluptuous women, clad in naught more than slender chains, flank the windows of this barnacle-crust building. Underneath a placard denominating the place as Ashlee's House of Delights, several sea spawn guard a dark doorway.

Guarding the entrance to this once opulent brothel are several sea spawn. Ashlee's House of Delights has a back entrance which can be opened by a key held by one of the guards.

This entrance used to be a secluded entrance for rich married men, avoiding the brothel's ground floor so as not to be recognized.

The rusty steel front door is unlocked.

Encounter

Sea spawn task master (1), NPC's & Mobs, treasure: varied items worth 25 gp.

Sea spawn juggernaut (2), NPC's & Mobs

1. Hall of Merriment

Long ago this was a place of merry-making. At the far end of the hall is a marble counter. It was once crowded by men and women ordering expensive drinks. Now a large tentacled effigy disgraces the scene. It is worshipped by sea spawn, whose ceremony you so rudely interrupted just now.

Encounter

Sea spawn (5), VG p. 189 or NPC's & Mobs

Sea spawn trident (3), NPC's & Mobs, treasure: varied items worth 20 gp.

Kraken Priest (1), VG p. 215, treasure: a holy symbol depicting a kraken, silver with mother of pearl inlay. (value 127 gp)

Doors

The sculpted words mentioned below are in the Netherese language.

North: above the doorway the words 'Enter the Room of Friendly Smiles' are chisled into the stone: Rotted wooden double doors, unlocked.

South: above the doorway the words 'In the Hall of Fainting you will be Cured of your Hysteria' are chisled into the stone: Rotted wooden double doors, unlocked.

To the outside: Double rusted steel doors, unlocked.

To the west: Rotted wooden door, unlocked.

Behind the bar: Rotted wooden door, unlocked.

2. Kitchen

This is a fairly ordinary sunken kitchen. Nothing of note.

Doors

To the east: Rotted wooden door, unlocked.

3. Hallway

Doors

To the outside: Rusted steel door, locked, **dexterity (thieves' tools) DC 25** due to the deterioration of the lock, **strength (athletics) DC 10**, AC 17, 9 hp (2d8).

To the east: Rotted wooden door, unlocked.

4. Hall of Smiles

Marble statues of scantily clad women and men are smiling at you from marble couches around the room. Strangely enough the statues don't seem to be affected by the growth of algae and other water flora, whereas the couches are green and covered with silt. The statues are stirring on their pedestals, beckoning you to partake in carnal pleasures.

The marble statues are illusions projected by the couches. The Netherese proprietor of this establishment spared no expense. The statues are completely real to the senses. They feel and smell like real people in contradiction to their statue-like appearance.

The sea spawn avoid this room. They no longer have the drive to procreate and find the room highly disconcerting.

Doors

South: Rotted wooden double doors, unlocked.

5. Hall of Fainting

The center of this room was cleared. Remnants of the original furniture were dragged clear and piled into the room's corners. Dirty mosaics depict scenes of men and women fornicating, which is of no interest to the resting sea spawn, swinging gently in hammocks of woven kelp.

When Port Town was still thriving it regularly entertained wealthy woman, seeking treatment for a condition called hysteria. As a consequence, the Hall of fainting was of limits to men.

Historic note: If you are wondering what hysteria is, I suggest you look it up. History is often stranger than fiction. The name 'Hall of fainting' is derived from the fainting couches used for the historical practice of treating aforementioned female hysteria.

Encounter

Sea spawn (6), VG p. 189 or NPC's & Mobs

Sea spawn trident (3), NPC's & Mobs, treasure: varied items worth 25 sp.

Doors

North: Rotted wooden double doors, unlocked.

6. Hall of Silks

Rotten decay is all that is left of this once luxurious room. Scraps of silk drapings move on the gentle current entering the room through shattered window panes. A huge, tentacled mass is lurking in one of the far corners, stirring as you enter

Encounter

Young kraken (1), NPC's & Mobs.

Doors

North and West: Rotted wooden double doors, unlocked.

Balcony doors: Broken glass, unlocked, open.

7. Hall of Feasts

Rotten parquet floors once guided the feet of graceful dancers and unsteady revelers. Several figures are kneeling around a large, glowing effigy of a kraken.

The largest of them rises as you enter. She looks human except for the tentacled mass replacing her hair, and eyebrows and her pitch-black eyes without pupils.

The woman grins at you, showing perfect teeth, and starts to speak in a voice that seems to resonate with the depth of the seas, a voice that is not feminine at all:

"You... you are the mortals, come to bind me again. Turn back now Guardians for I am Agelong, bane of the gods... If you face me, and my vast armies, you will know a soulless fate... It would be better for you to die right here."

Encounter

Kraken Priest (1), VG p. 215, treasure: a holy symbol depicting a kraken, silver with mother of pearl inlay. (value 127 gp)

Sea Spawn Jugernaut (3), NPC's & Mobs.

Shamlaq (1), NPC's & Mobs, treasure: a holy symbol depicting a kraken, electrum with mother of pearl inlay. (value 357 gp), *Silver Circlet of Comprehend Languages* (as *Helm of Comprehend Languages*), part of a split sapphire. This is the second half of the Magister's Pendant.

Both halves of the pendant are needed to enter the Magister's Tower. The second half is in possession of Nih'Joo at the moored skyship. If both halves are joined: **Handout 54 – The Magister's Pendant.**

Doors

North: Rotted wooden double doors, unlocked.

Balcony door: Glass double doors, locked, **dexterity (thieves' tools) DC 15, strength (athletics) DC 15, AC 13, 5 hp (1d8).**

8. Secluded rooms

These rooms were used by patrons seeking company but not wishing to partake in the orgies, the House of Delights was known for.

Doors

All: Rotted wooden door, unlocked.

Balcony doors: Broken glass, unlocked, open.

9. The prison-bubble

A silvery bubble of air shimmers in front of you. Inside you see the shape of a beautiful female elf, huddled and shivering on the floor. The woman is obviously pregnant.

The bubble is magical in nature and is a quite effective prison for air breathing species. Characters can move in and out the bubble without a problem.

The woman is Eleona, she is an elf ranger who caught the eye of Colubrax, a bronze dragon also known as Brightspark. They travelled together for several years and fell in love. Soon after Eleona was with child.

Before Nih'Joo kidnapped the woman, she and Colubrax lived in the dragon's lair on the northern bank of Highstar Lake. For now, the dragon has no choice but to leave the sea spawn alone, for fear of endangering the life of his wife and unborn child.

Quest - The dragon's wife

Eleona will tell the party that she can't leave because she is unable to breathe water.

If the party gather some of the aboleth mucus that is being used to allow the slaves to breathe underwater, they can free her.

This mucus can be found at the holding pen or in Uddoon's cave.

Note: There are several other ways to give her the waterbreathing ability. Many can be found in this module. Any of them will do fine.

If the party hints at their mission, Eleona can tell them her husband is a mighty warrior who can help them raze the town and free the slaves. He will not act, however, for fear of hurting her and their unborn child.

If the party frees Eleona, she will take them to Colubraxes lair if they are willing (area 10). This takes several days of travel but will earn the dragon's gratitude and help.

5. Digging crew

In the light of flaming braziers, dozens of humans are busy clearing away the thick layer of silt burying the town. They are digging through the dirt, using nothing more than makeshift shovels and picks, constructed from materials found nearby.

Several sea spawn guards are monitoring the digging crews, using claw or cane whenever they believe they've spotted someone slacking.

The flaming braziers contain stones ensorcelled with a *continual flame* spell to allow the workers to work as efficiently as possible.

Once freed these workers will react in the same way as their counterparts in the Holding Pen.

Encounter

Sea spawn (5), VG p. 189 or NPC's & Mobs

Sea spawn trident (1), NPC's & Mobs, treasure: varied items worth 18 gp.

Sea spawn task master (1), NPC's & Mobs, treasure: varied items worth 12 gp.

6. Magister's tower

Note: No map is provided for the Magister's tower. The layout is obvious through the description provided below.

Breaking through the muck in an area of the town otherwise covered with silt, stands a lone, square tower. The upper stories of the building are unobstructed, showing no clear entrance. This building seems under heavy guard, as more than a few figures can be seen patrolling the rooftop.

The only way to enter the tower is through the rooftop.

Rooftop

From each corner of the square rooftop juts a pillar, slanting towards the center of the tower, where a large dull-looking crystal is suspended twenty feet above the rooftop. A broad staircase descends along the side of the tower, towards a shimmering doorway one floor down.

Encounter

Sea spawn juggernaut (2), NPC's & Mobs.

Sea spawn trident (2), NPC's & Mobs, treasure: varied items worth 6 gp.

Sea spawn task master (1), NPC's & Mobs, treasure: varied items worth 17 gp.

Doors

Shimmering Doorway: The shimmering doorway can only be bypassed when holding both parts of the Magister's pendant. One part is in possession of Shamlaq in Ashlee's House of Delights, the other is held by Nih'Joo in the hold of the moored skyship.

Top floor

Passing through the doorway you are surprised to find the magic of the tower has held back the lake's waters all these years. The area is suited for air breathing species such as yourselves. Nothing much can be found here, except for some rubble and a staircase leading down.

Collapsed section

Descending the staircase, you find the next section has completely collapsed. In the light of your torches, you can see the rubble strewn bottom several floors down. A sturdy seaweed rope ladder was bolted to the wall, making your descent an easy one.

Arriving at the bottom of the rope ladder, you make your way through the debris and discover a black door made of volcanic stone. The door seems rather new, the chiseled edges of the stone still fresh and sharp.

This door will lead to the section of Sunken Port that is still buried. See below: **Port Below**.

The door was added by the sea spawn forces when they were preparing to dig for the resting place of the third Stone of Guardians Four. Soon after they started digging, they encountered a cave system formed during the collapse of the sinkhole, making their job a lot easier.

Door

South: Black volcanic stone door, closed, locked, **dexterity (thieves' tools) DC 15, strength (athletics) DC 25**, AC 18, 18 hp (4d8).

10. Colubraxes lair

Colubraxes lair is a maze of passages, some underwater, some with pockets of breathable air.

When Eleona moved in, the dragon used magic to turn part of the lair into a wing with quarters suitable for air breathing species. This wing contains guest rooms, a bathing pool, a dining room, a dance hall, and a sitting room.

All the rooms, except Eleona's personal quarters and the dance hall, have a martial appearance and show trophies from the dragon's past battles. An axe taken from a minotaur, a fire giant's shield, a dragon turtle's scale, ...

After several days of travel, you are nearing the northern shore. Swimming up the terraces you are caught unaware as a large, reptilian figure plunges through the water's surface to race down at you at blinding speed. Fifty feet away the huge, metallic creature rears up and spreads its bat-like wings. Before you is the dragon Brightspark. He is not pleased.

—dramatic pause—

As you fight the first surge of dragon fear Eleona swims forward, shielding you with her body: "Stop! You are frightening them! These are my friends!"

The dragon freezes. After a few seconds he speaks a single word of magic and his form dwindles down

into the shape of a charismatic gold elf male, with auburn hair floating in the current and bronze-colored eyes regarding you with keen intelligence.

Eleona will easily convince her husband of the party's noble intent. The dragon will invite the adventurers into his home to talk and rest.

Since dragons live for ages Brightspark isn't all that pressed for time. He will give the party comfortable lodgings and will allow them to wash before inviting them to dinner.

Colubraxes is very grateful towards the players and will gift them with a few items from his hoard.

If they tell him about their quest, he will agree to help them. This help includes taking them back at breakneck speed to the vicinity of Sunken Port. He will then proceed by ridding the entire town of enemies, as only a dragon can: by means of severe destruction. Colubraxes is aware of the slaves and will take them to safety after the battle.

If the players already cleared Sunken Port, Colubraxes will give his word to safeguard Highstar Lake from further intrusions from the sea spawn.

Treasure

The items the players receive from Colubraxes are a *Sun blade* and a *Rod of alertness*.

Quest - The dragon's wife

Quest xp: Reuniting Colubraxes and Eleona: 8000 xp to be divided among the party.

Port Below

Dungeon 11A – Port Below – Neogi section

Dungeon 11B – Port Below – Lower section

Synopsis

The adventurers will descend into Port Below, the area underneath Sunken Port. There they will find a network of caverns adapted to suit the needs of its sea spawn and neogi occupants. Battling their way through, they will discover a temple. Once dedicated to Helm, the Guardian, it is desecrated now.

Inside the temple they will have their first encounter with Pasuuk Rensha, ancestor to Nasreen and the Perfumer's Daughter. He is a dreaded lich also known under the moniker 'The Hooded Man'.

The party will have to fight overwhelming odds. The Hooded Man was expecting them and laid a trap. It is likely the party will be defeated at this point.

Captured and put among the slave population, they will have to fight their way out, rallying the rest of the slaves. The rampaging slaves will be more than a match for the powers of the Hooded Man. Faced with such overwhelming odds, Rensha will flee, leaving the party to claim the next Stone of Guardians Four.

Notes

Lighting

The entire area below Sunken Port is dark (heavily obscured) unless noted otherwise or obvious through description.

Standard doors

Doors in this area are made of black volcanic stone, closed, unlocked. Unless noted otherwise.

Random encounters

During a **short rest** in the area below Sunken Port roll 1d20. On a result of 19 or 20 the party encounters following patrol:

Sea spawn (2), VG p. 189 or NPC's & Mobs

Sea spawn trident (2), NPC's & Mobs, treasure: varied items worth 8 gp.

Sea spawn taskmaster (1), NPC's & Mobs, treasure: varied items worth 4 gp.

During a **long rest** roll 1d20. On a result of 17-20 the party encounters following enemies:

Sea spawn trident (3), NPC's & Mobs, treasure: varied items worth 32 gp.

Sea spawn task master (1), NPC's & Mobs, treasure: varied items worth 8 gp.

Sea spawn juggernaut (1), NPC's & Mobs.

Neogi in a fight

Despite their humble challenge rating, neogi are nasty critters. The ability to control minds, combined with their ability to poison, and their resistance to certain spell effects, can be very hard to beat. Even neogi hatchlings, when encountered in greater numbers, are likely to cause severe inconvenience to a higher-level party.

I therefore suggest having only one neogi use its mind control ability on the adventurers at any time. This can be explained by the fact that the neogi rely on their enslave ability to control Port Below's slave population and are unwilling to use the ability for something else unless forced to.

Two exceptions can be made to this rule:

- Neogi accompanying the Hooded Man are there for his defense and will blast the party immediately with everything they have.
- Neogi guarding the slave pen are unwilling to let any slaves escape. If the party tries to escape without the obscuring cover of the dragon turtle's steamy breath the neogi will use their mind controlling ability on the players to full effect.

Note: The Neogi *enslave* ability is an individual ability that allows the control of a single creature. It will be used as such in combat. For the sake of the story, however, we've ruled that the neogi have a hold over their slaves at all times. Being controlled by the neogi is the default status of these slaves. This means that the neogi can control the slaves in great numbers whenever the story dictates it.

Captured: Events and timing

While making their way through the area underneath Sunken Port, it is very likely the adventurers will be captured when confronting the Hooded Man.

If so, freeing and leading the slaves contained here, will produce a makeshift army strong enough to make the dreaded lich flee.

If the players are captured, follow the steps outlined below:

- The adventurers will wake up inside the slave pen, stripped of all their possessions. Give them time to acquaint themselves with all aspects of their surroundings as outlined under 'Slave pens'.

- The neogi will use their mind control ability to force the other slaves to grab the players and throw them from the terrace into the arena. (How this happens is detailed under 'Arena' below).
- The players are subsequently forced to fight.
- If the players try to escape but are caught, they will need to fight again the next day.

Note: It is possible for the players to acquire the weapons present in the arena before being thrown down to fight. These weapons were left behind by previous combatants.

Prison break

If they try to escape before the arena fight, i.e. before the dragon turtle's breath weapon provides them with the element of surprise, the neogi will be able to use their full mind control ability on the slaves in the pen, using them to quickly subdue the adventurers.

If the adventurers gain the element of surprise, the neogi will not be able to react fast enough to turn the slaves upon the players.

In game terms this means that if the players try to break out and attack the neogi, the slaves are all under full mind control on the neogi's initiative. They will grapple and subdue the players (as described under 'Arena'). Only the dragon turtle's obscuring breath weapon shields them long enough to gain the upper hand.

If the players beat the neogi in the slave pens, they are able to confer with the leadership of the escaping slaves for a few minutes before losing control of the rampant mob. At this point, they have a chance to give the slaves information on the complex and to solve the quests below.

Once the slaves break out, they will slaughter every enemy in Port Below. If the players venture to the Temple of Helm, they will find several dead neogi and sea spawn among the dozens of slaves that were slain by the Hooded Man. Rensha apparently sacrificed his bodyguard to escape the mob as there is no trace of him.

Quest – Raising an army

Quest xp: providing the slaves with weaponry by pointing out the location of the Judicar's office, or the storage area: 12000 xp to be divided among the party.

Quest – helping the slaves escape

Quest xp: Providing the means to escape: 10000 xp to be divided among the party.

For the escape to be successful the slaves need two things: The ability to breathe water and a way out.

The ability to breathe water can be obtained from the barrels of aboleth mucus found in the colossal passage. Luckily the slaves know of these barrels.

A way out can be found via the stinger corral. If handled properly there are enough stingers here to carry all slaves to the safety of Highstar Lake's shores.

How much guidance the slaves need from the players, if any at all, is up to the DM.

Encounter

Escape attempt without covering mist

Slaves (80+), use Commoner statistics, Type, MM p. 345

Neogi Master (3), VG p. 180 or NPC's & Mobs.

Umber Hulk (4), MM p. 292.

Escape attempt with covering mist

Neogi Master (2), VG p. 180 or NPC's & Mobs.

Umber Hulk (3), MM p. 292.

1. Arena

This rippled bowl shaped space is illuminated by a dozen flames originating from small rocks on the floor. The flames spread no heat nor warmth, their bluish glare enhancing, rather than diminishing, the ghastly appearance of the gore-covered and bloodstained floor.

At one end the space is bordered by an enormous pool, at the other a stone balcony runs along part of the room, about twenty feet up from the floor.

Scattered across the arena floor are weapons and shields that can be by claimed by the players. No bows or crossbows can be found, however.

The balcony above leads into the slave pens. The slaves are able to reach them without a problem, but they avoid the area. Whenever the neogi want to teach the slave population a lesson, they drive the prisoners unto the balcony. There they are forced to watch as a few of their fellow prisoners fight to the death. Sometimes they fight each other, sometimes they battle an umberhulk.

The outcome remains the same, however. When the defeated fall to the ground, the pool starts to churn and bubble, to reveal the immense shape of a surfacing dragon turtle. The dragonkin will lumber into the arena, while the victors scramble to get out of its path. It will

then blow a scalding, hot stream of vapor, cooking its prey alive before devouring it, and returning to the pool.

The stream of vapor turns the entire area of the arena and the slave pens into a densely misty area (heavily obscured) for several minutes. Intrepid adventurers can use this window to overpower the neogi guarding the terrace and break free.

Climbing the arena walls up to the terrace: **strength (athletics) DC 15**.

Note: The rocks are ensorcelled with the continual flame spell.

Encounter

If the adventurers were captured, the neogi will force them to fight in the arena.

When the neogi enter, the slaves will grab the players as one. At this point their mind is controlled and their actions are not their own. If the players try to fight their way out, the slaves will try to grapple them and throw them into the arena. There are enough slaves to surround every party member completely at all times. For every two slaves within five feet of an adventurer the adventurer needs to make a **strength (athletics) or dexterity (acrobatics) DC 15** to avoid being grappled.

Once grappled the players are dragged to the terrace overlooking the arena and are thrown in, taking 2d6 falling damage upon hitting the floor below.

Adventurers that don't resist aren't entitled to grapple checks, but don't receive the falling damage either, as they are able to jump down themselves.

Note: The players stand little chance of fighting their way through, without using the dragon turtle's covering breath. Not every challenge can be met and conquered by force. It is therefore important that you, as the DM, stress the obscuring properties of the fog, allowing your players to realize the advantage it could bestow.

Fighting in the arena

If the adventurers are forced to fight in the arena they could be facing either of the following adversaries:

- **Umber hulk (1d3+1), MM p. 292.**
- OR
- **Gladiator (1d3+1), MM p. 346. Note:** The gladiators have no armor.

Charib, the dragon turtle

Fighting the dragon turtle is not necessary.

If the players attack Charib while he surfaces during the arena fight, a lazy and annoyed snap might be sufficient to warn the players away. Charib just wants his meal and isn't in a mood to fight.

Make it clear in your description that the dragon turtle isn't interested in the players and heads for the downed combatants instead.

If the players decide they want to fight Charib, it is possible to lure him by throwing corpses in the water.

Dragon turtle (1), MM p. 119, treasure: see Altar of the Deep – Charib's Hoard.

Doors

East: Terrace up to the Slave Pens.

South: Double doors, black volcanic stone, closed, barred on the outside, **strength (athletics) DC 30**, AC 18, 26 hp (4d12).

2. Desecrated Temple of Helm

Entrance

Through ancient bronze doors you enter a temple. The low hallway is flanked on each side by a double row of thick pillars, sculpted to look like heavily armored guards. The floor tiles are shaped like gauntleted hands, engraved with watchful eyes.

Doors

East: Double doors, bronze, ajar.

Main area

Exiting the low hallway, you enter a high square hall. The statue that used to soar up to the ceiling has since toppled, leaning unbroken against the wall above you. Several braziers shed light on a cloaked and hooded figure standing in the center. He seems to be awaiting you and your friends.

"So... Nasreen's daughter finally comes. Aren't you going to give your great-great-great-grandfather a big hug?", The lich chuckles drily. "You have come for naught silly girl. The wheels are in motion and there is nothing you can do to stop the rising tide. You may have saved Nanathlor Greysword's beloved city, but you accomplished nothing."

"I suppose you have questions, the least I can do is answer them, before I remove you from the game..."

The Hooded Man's motivation for answering the adventurers' questions is twofold.

First, he still feels the sting of being that enormous failure that lost the Delimbiyr Vale to Nanathlor Greysword and his supporters all those centuries ago. As a consequence, he is pining for an audience to witness his current achievements.

Secondly, he is buying time. After the fiasco in Loudwater, Rensha expected the adventurers to turn up. As soon as the first reports of intruders reached him from Sunken Port, he set a trap. The Hooded Man turned several creatures invisible. These combatants are now trying to get behind the players, closing of the exit. In the meanwhile, the Hooded Man appears to be alone.

Rensha will answer three questions. After each question, the players are allowed a **wisdom (perception) DC 20 check** to perceive they are being surrounded by invisible creatures. Once three questions are answered, the creatures and the lich attack.

The Hooded Man's goal is to capture the players and put them with the slaves. If there are more forces allied against him, he will need to find out before he kills them. See 'Captured – Events and timing' above for more information.

Note: Since the lich has been preparing for the party's arrival, it is very unlikely they can win this. Life isn't always fair...

Questions

Rensha knows a lot about the current events. Below you can find a few guidelines on answering the questions the adventurers might have. Information not mentioned below can be answered truthfully.

- He will not give the exact location of the Agelong.
- He does not know the location of the Fourth Stone.
- He does not know what the Agelong is, or where it comes from. He can tell them that Agelong is the first kraken to have ever existed and most likely a primordial. The Agelong has immense power approaching godhood. He has been lying dormant underneath the High Moor since the beginning of time, after he fought the gods themselves.
- He does not know what the Stones of Guardians Four are for. He only knows his master is obsessed by them.
- He had the Five Dragons attack Loudwater to create a suitable distraction, drawing forces to the beleaguered city and away from the rest of the River Shining. Furthermore, the Hooded Man had a personal bone to pick with

Loudwater and was glad to see the city bleed. So even though the adventurers prevailed, the Hooded Man's goals were met. All went according to plan. (Or so he claims...)

Encounter

Sea spawn trident (4), NPC's & Mobs, treasure: varied items worth 25 gp.

Neogi Master (2), VG p. 180 or NPC's & Mobs.

The Hooded Man (1), use Lich statistics, MM p. 202.

Doors

Northeast: Small door, wood, ajar.

Northwest: Small door, wood, unlocked.

The cellar

Note: The cellar and the Sanctuary of Berronar aren't included in the maps **Dungeon 11 – Port Below**

Descending down a narrow stone staircase, you find a small cellar. Up against one wall are dusty crates and old barrels once used to hold the temple's provisions.

The opposite wall has been blasted to nothingness by fell magic. Beyond the breach you spot a copper and brass vault door, sporting the symbols of four gods. It is an exact replica of the vault doors you encountered before, beneath and near Loudwater.

Similar to Velti'Enorethal and Silversong's Mausoleum, the vault door provides access to the sanctuary beyond. It can be opened by invoking the name of one of the deities represented on the symbols. If the deity approves, the gears will start to turn and the device will turn and swivel into the wall to reveal the Sanctuary of Berronar.

Trying to damage the device or force entry will be nearly impossible since it is divine in origin.

Brass archway: AC 23, 74 hp (7d20), regenerates completely every round; Detect magic: radiates a very strong aura of transmutation magic and a moderate aura of conjuration magic. **Any attempt to damage** the archway will trigger a *Maze* spell on the offending creature, no save allowed. Tinkering and fiddling with the gears will accomplish nothing but will not trigger the *Maze* spell.

Examining the archway

The symbols are those of **four deities**.

- The largest symbol is that of the interlocked rings of Berronar Truesilver, which any dwarf in the party recognizes.
- Any gnome in the party recognizes the necklace of Garl Glittergold.
- Any human in the party recognizes the gauntlet and eye symbol of Helm.
- Any elf in the party recognizes the reversed triangle and triple rings of Angharradh.

Investigating the symbols; **Intelligence (religion) DC**

10: These are the symbols of Berronar Truesilver, Angharradh, Helm and Garl Glittergold. Deities devoted to the protection of their race.

Investigating the device; **Intelligence (history) DC 20:**

This is the oldest and most complex piece of gnomish machinery you have ever seen. For dwarves and gnomes; **DC drops to 10.**

The sanctuary of Berronar

Note: The cellar and the Sanctuary of Berronar aren't included in the maps **Dungeon 11 – Port Below**

Quest xp: Reclaiming the third Stone of Guardians

Four: 20000 xp to be divided among the party.

A familiar whirring of gears has the vault door disappearing into the wall. Beyond is a simple stone dome, smaller than the ones you've encountered before. As with the others, the dome has writing chiseled upon its surface. No statue, however, holds the expected Stone of Guardians Four, instead there is an empty pedestal.

Sitting against the pedestal is the mummified corpse of a dwarven woman, clad in a smith's apron.

Investigating the writing; **intelligence (investigation)**

DC 10: This writing is in the dwarven language. Strangely enough, the text is divided in two separate portions. One is in a large bold script, the other part is chiseled in smaller, coarser letters. Only characters who can understand the dwarven languages can read the chiseled words. **Handout 53 – Dwarven writing**

Investigating the corpse; **wisdom (perception) DC 10:**

Clutched in her right hand the dwarf holds a small knife, blunted and worn almost to the hilt. In her left hand, she holds the third Stone of Guardians four, this one made of softly glowing silver.

3. The colossal passage

A colossal passage leads miles into the earth, dug out by Sunken Port's slaves. Streams of workers are carrying, carting, or dragging debris towards the edges of nearby pools. From here fellow slaves, gifted with the ability to breathe water, take over, carrying the rock and dirt below the water's surface.

If one were to venture into the Undermoor, near to the site where Agelong lies imprisoned, one would find a similar passage, stretching in the direction of Highstar Lake.

To make the trip to the Sword Coast as swift and inconspicuous as possible, the Agelong decided it would be feasible to prepare a road that cannot be seen by surface dwellers and their hated gods.

To this end, its minions are digging a tunnel between Agelong's resting place and Sunken Port.

Once Agelong has arrived in Highstar Lake it will follow the currents into the River Shining and eventually the ocean.

Much of the digging is done by dozens of umber hulks under the influence of neogi slavers. The humans, carting away the debris, are more easily controlled. For most of them fear and malnourishment suffice.

The slaves taking the debris into the pools are gifted with the ability to breathe water through the mucus gathered from the aboleth Uudoon.

A vat of this mucus can be found next to each pool.

Wisdom (perception) DC 10: At the side of each of the pools stands a barrel, filled with what looks like a yellowish slime.

This mucus can be used to help the slaves escape.

The pools themselves lead to the Storm Pit. The slaves dump the debris into the seemingly bottomless depths of said pit.

Encounter

Neogi (2), Type, VG p. 180 or NPC's & Mobs.

Neogi Master (1), VG p. 180 or NPC's & Mobs.

Umbur hulk (3), MM p. 292.

It will take several rounds for the neogi present to notice the players. This because of the multitude of workers traversing the area. Once the neogi notice the adventurers they will order the umber hulks to attack, while using their abilities to lend support out of reach of the players.

When the players manage to engage the neogi in melee, the insectoids will fight desperately.

Describe how the last neogi tries to flee in the direction of the tunnel, before reading the following aloud:

Unfortunately for the insectoid, scores of slaves have flocked towards the area to watch the fight. Sensing a chance to escape their miserable predicament, they band together, clobbering the last neogi with rock and fist, till nothing but a yellowy pulp remains. Walking past, you consider the corpse rather resembles a squashed fly.

The tunnel leads a few dozen miles to the southeast, before stopping abruptly.

4. Netherese dwelling

Judging from the architecture, this dwelling was occupied by a middle-class family. Calamity must have struck with lightning speed. The chairs are still neatly placed at the table and the crockery didn't even fall off the shelves. From the lack of corpses, you gather nobody was home at the time.

Nothing special can be found here.

Doors

All doors: decayed wood, unlocked

5. Chandler's shop

This appears to have been a chandler's shop. Candles of all shapes and sizes are strewn across the floor. In the glass-topped counter you can see several, more expensive varieties.

The chandler specialized in magical candles. If the players take their time investigating the expensive varieties, they find these boxes are marked in Netherese.

One box marked 'Floating candles' These candles burn for six hours. Once lit, they can be placed in the air and will stay there, floating until spent. (1d8 floating candles)

One box marked 'Rainbow candles' These multi-colored candles will burn for 2 hours each. They will change color every five minutes. (2d12 rainbow candles)

Two boxes of 'Singing candles' These candles burn up to an hour. The first box contains candles meant to put infants to sleep as they project a gentle lullaby while being lit. The second box contains candles that project a

merry tune for as long as they are lit. The tune is reminiscent of a birthday song that is popular in the Delimbiyr Vale. (1d10 candles per box)

Four boxes marked 'Dream candles' These candles burn up to eight hours and are designed to help people sleep. Inside a 10-foot radius no natural light can enter. The candles muffle ambient sound, but do not eliminate it completely. They also spread a soft aromatic scent, designed to help the sleeper relax. (2d6 candles per box)

Doors

North: wood, closed, locked, **dexterity (thieves' tools) DC 15, Strength (athletics) DC 10**, AC 14, 5 hp (1d8).

South: decayed wood, unlocked

6. Slave pens

Don't read the below section out loud at this point. Proceed with the 'Waking up' section first.

These series of interlinked caves house hundreds of prisoners. Most of them are human. Judging from their tribal markings they originate from the High Moor's tribes.

All of them have the same dejected look in their eyes. They are a group of people that are defeated, pummeled and left hopeless.

Permeating the area is the overpowering scent of rotting fish.

Following encounters happen when the players are captured and brought to the slave pen. Except for the 'waking up' encounter, you can have them occur in any order you deem fit.

Waking up

Determine a random party member and read the following:

You are falling from a tall mountain peak. Below you, in the depths of the ravine, the sun's light is fragmented by a serpentine stream. As fear threatens to overcome you, a giant eagle swoops in for the rescue. It grabs at your leg and manages to get a grip on your boot. As the boot comes off it flies away. Another eagle darts in. It is trying to get a hold of your remaining boot. You grab the footwear with both hands, determined to die with a shred of dignity... at that point you wake up. You

are clutching the arm of an emaciated man. A man that just tried to steal your boots.

The man who tried to steal the character's boots is Jumps-at-Shadows of the Grey Wolf Tribe. His nervous nature hasn't improved since being caught by neogi three years ago. He suffers from bouts of insanity, during which he wanders of talking to himself about tentacles in the deep.

Jumps-at-Shadows will apologize for trying to take the character's footwear. He simply didn't stop to check if the character was still alive.

He will offer to introduce the characters to his family, after which he will produce two grey rats from behind his back. Their tails are tied together. Jumps-at-Shadows tells the adventurers they are his children, and that they are always fighting among themselves, so he has bound them together to teach them to get along.

He will then offer to show the players around.

Jumps-at-Shadows is the longest living slave of Port Below and knows as much of the area and its occupants as a slave possibly can.

He can also help the adventurers in other ways when appropriate, since he is a 5th level druid.

Jumps-at-Shadows spends a lot of his time moving among the other slaves to heal minor injuries. He is liked by the others. They think he is quite mad, but harmless.

Lunch

From a hole in the ceiling, a stream of fish is poured into a heap in the center of the room. As one, the ravenous gang of slaves throws itself upon the living fish and starts to devour them whole.

If the adventurers join the slaves in the raw fish buffet, Jumps-at-Shadows will warn them to stay away from the small yellow fish, since they are poisonous.

In the end only the small yellow fish will remain gasping on the floor.

Sometimes slaves will use these poisonous fish as their (meal)ticket out of this hellish existence and eat them to commit suicide. Depending on how dark you want to describe your campaign, you could let your players witness such an event.

Creative players might extract a poisonous gland from the fish to coat a weapon or two. Specifics are up to the DM.

The concerned husband

Barn, a short but broad hobgoblin will approach the adventurers. Him and his wife were captured three tendays ago. Being headstrong and rebellious, his wife tried to stage a slave revolt a few days past. The neogi forced the other slaves to grab her and drag her off.

Since the adventurers had the opportunity to wander Port Below on their own, Barn hopes they encountered his wife.

Barn's wife, Brala is being held in the Separate Confinement area.

Quest xp: If the players take steps to unite Barn and Brala: 10000 xp to be divided among the party. See 'Separate confinement' for more information.

Investigating the arena

From the slave pens one can step unto a broad balcony overlooking the arena. The players have free access to this area. Barn and Jumps-at-Shadows are willing to tell them what the arena is for, going as far as detailing the obscuring fog caused by the dragon turtle's breath weapon. They can also tell the players the pool is no way out unless you have a way to breathe water.

Fighting in the arena

After the players have acquainted themselves with the area, about twelve hours will pass before the doors open and several neogi enter. What happens next is described under 'Arena' above.

Doors

Southeast: Double doors, black volcanic stone, closed, barred on the outside, **strength (athletics)** DC 30, AC 18, 26 hp (4d12).

West: Terrace down to arena.

7. Entrance of the Magister's Tower

This corridor slopes down at a steep angle, leading into a veritable maze of natural caves. Many of these caves seem dug out to make them more functional, but here and there pieces of coral and banks of dried out clams remind you you are deep below a vast lake.

Door

North: Black volcanic stone door, closed, locked, **dexterity (thieves' tools)** DC 15, **strength (athletics)** DC 25, AC 18, 18 hp (4d8).

8. Guard room

A large sea spawn is swaying in an oversized hammock. Several other sea spawn are sitting cross-legged to the side occupied with mending large fishing nets.

Encounter

Sea spawn (2), VG p. 189 or NPC's & Mobs

Sea spawn trident (2), NPC's & Mobs, treasure: varied items worth 22 gp.

Sea spawn juggernaut (1), NPC's & Mobs.

9. Judicar's office

This must have been a constable's office. Several weapon racks are kept behind bars. In the back are a couple of cells. One of them was still occupied when Port Town went down.

The keys are kept on a hook near the cell doors. If looking for keys; **wisdom (perception) DC 7** to find them.

Doors

Cell doors and doors to the armory: Doors with bars, steel, locked, **dexterity (thieves' tools) DC 20, strength (athletics) DC 25**, AC 19, 18 hp (4d8).

North: decayed wood, unlocked

Treasure

Examining the skeleton of the prisoner; **wisdom (perception) DC 15:** Underneath the skeleton you find a pink diamond (450 gp) the size of a strawberry. You wonder how the prisoner managed to hide it from the judicar.

The armory contains short swords, long swords, spears, shields, heavy crossbows and accompanying bolts, shields, helmets and suits of studded leather armor. It is enough to fully arm four dozen warriors.

10. The shallow pools

Seeking respite from their dry surroundings, several sea spawn are lounging in a pair of shallow pools.

Encounter

Sea spawn trident (4), NPC's & Mobs.

Sea spawn juggernaut (1), NPC's & Mobs.

Note: The shallow pools hamper movement and count as difficult terrain.

11. Stinger corral

A deep and broad pool occupies the length and breadth of this huge cavern. A woven kelp rope bridge descends towards a gravel beach, hugging the cavern wall.

Ripples in the pool betray the presence of highstar stingers, the broad manta-ray-like creature used as mounts by the sea spawn.

In the adjoining area the party are strange items, hanging from pegs in the rock wall. The items are primarily made of leather straps and barnacle clasps; **intelligence (investigation) DC 15:** These are dozens of harnesses used to ride highstar stingers.

The corral leads out into the Storm Pit, near the upper edge. The stingers are quite docile and will not attack unless provoked or ordered by their rider.

If approached carefully the stingers can be ridden by the players and can even be used to get all the slaves out safely. For more information see the section 'Prison break – Helping the slaves escape.'

Encounter

Highstar stinger (24), NPC's & Mobs

If the players attack the stingers without provocation, a few of them will stay behind to cover the retreat. The rest of the flock flees through the submerged passage into the lake.

12. Storage

Piles of junk are crammed into this small room. They seem to be the personal effects of a great number of people. Most of it are items of clothing, but there is other stuff as well, such as jewelry and weaponry. Strangest among these is a small wooden rocking horse lying on its side.

These are the personal effects of Sunken Port's slaves. The piles contain a decent number of valuables and even the odd magic item.

The sea spawn use the items stored here to pay the dragon turtle the monthly agreed upon bribe.

There are enough weapons here to arm two dozen slaves.

The rocking horse was the property of a young boy who used to live on a farm near Zelbross, until he was taken by the sea spawn along with his family. He died a little over a tenday ago.

Note: If the players were captured, their items will be stored here.

Treasure

600 cp, 10000 sp, 1800 gp, 110 pp, Carnelian (50 gp), Chrysoprase (50 gp), Citrine (50 gp), Quartz (50 gp), Zircon (50 gp), Broom of Flying (uncommon, dmg 156)

13. Altar of the Deep

The doorway leads a broad ledge. Beyond it is a deep precipice whose bottom is beyond sight. At the edge a ceremony is taking place. Several sea spawn are chanting around a kraken effigy made of obsidian. Next to it, a tribute to the Agelong is being prepared in the form of two battered, young men, and a small chest, brimming with expensive artifacts.

Part of religion is adhering to certain ritual. The sea spawn here, believe they are preparing these sacrifices to appease Agelong. In reality they are tossing treasure and food down, to buy the allegiance of the dragon turtle for another week.

At the bottom of the precipice is a large hole connecting to a submerged cavern. This cavern is where the dragon turtle Charib keeps its hoard.

The cavern is also connected to the arena and a passage into the Storm Pit.

The young men are called Gerbs and Burten.

Encounter

Kraken Priest (2), VG p. 215

Sea spawn trident (6), NPC's & Mobs, treasure: varied items worth 7 gp.

Sea spawn task master (1), NPC's & Mobs, treasure: varied items worth 23 cp.

Treasure

The chest: 2700 cp, 1100 sp, 90 gp, Chalcedony (53 gp), Citrine (42 gp), Moonstone (50 gp), Quartz (55 gp), 3 x Sardonyx (47 gp), 2 x Star rose quartz (53 gp), Zircon (50 gp).

Charib's Lair

If one were to fall three hundred feet down into the precipice, one would reach the surface of the water and

be likely dead, before sinking through the entrance to Charib's lair.

The dragon turtle resides here most of the time and only ventures out to eat the unfortunate victims of the neogi arena.

The lair is adjacent to the Storm Pit, connecting through a short but wide passage.

Charib's hoard

The contents of Charib's hoard is spread all over the bottom of the cavern.

34000 gp, 24000 pp, Blue sapphire (1000 gp), Emerald (1000 gp), 2 x Fire opal (1000 gp), 3 x Opal (1000 gp), 3 x Star ruby (1000 gp), Star sapphire (1000 gp), 3 x Yellow sapphire (1000 gp), Spell Scroll (Teleportation Circle) (rare, dmg 200), Potion of Clairvoyance (rare, dmg 187), Potion of Diminution (rare, dmg 187), 3 x Potion of Frost Giant Strength (rare, dmg 187), Potion of Heroism (rare, dmg 188), Potion of Superior Healing (rare, dmg 187)

14. The feeding shaft

Woven kelp nets hang wetly across large tubs filled with living fish. A narrow shaft, one foot across, leads down into the floor.

The shaft leads to the slave pens. A small creature could squeeze through if so inclined.

Climbing up through the shaft requires a **strength (athletics) check DC 25**. The shaft is slick with fish scales.

The sea spawn pour fish through the shaft twice a day. They feed the work force when they return from their twelve-hour shifts.

15. Separate confinement

This cave is only three feet high. At least five people are crammed behind the bars in torturous confinement.

Captured slaves, that prove too stubborn, are kept separate from the others before being subjected to neogi torture in the breaking room.

Those that are broken by neogi torture, are inserted back into the slave population. Those that don't, are dealt with in one of two ways: If they seem capable warriors, they are sent to the arena to remind the slaves that even the strongest among them are no match for the neogi and their allies.

If they aren't capable warriors, they are fed to Charib at the Altar of the Deep. Either way, they are destined for the dragon turtle's gullet.

Inciting revolt

The slaves here are more than willing to help with a revolt against their self-proclaimed masters. They could be armed with weapons from the Judicar's office or from the Storage.

Once the players rally the slaves in the Slave Pen, defeat is imminent for the Hooded Man, no real fight is needed, since he will be overwhelmed by their sheer numbers and flee.

The slaves kept in separate confinement don't really have an effect of how things play out, they are, however, a good way to give the players the feeling that they have true and heroic influence on the world they play in.

A concerned husband

Brala, a muscular female hobgoblin, lies wounded in the rear of the prison. She is unable to move due to a broken and infected shinbone.

She is the wife of Barn, who is held in the slave pens. If the players don't treat Brala or bring the two together, Bran will not find his wife and escape without her, his heart broken.

Wisdom (perception) DC 15 to spot Brala in the back. If the players are actively looking, this check is an automatic success.

Attempting a diagnosis; **Wisdom (medicine) DC 10**: This hobgoblin female has a broken tibia and will need care.

Outfitting Brala with a splint or giving her at least 8 hp of magical healing allows her to reach her husband, so they can escape together.

See 'Slave pens – A concerned husband' for more information on the related quest.

Doors

North: Low door consisting of steel bars, closed, **barred on the outside, strength (athletics) DC 25**, AC 19, 10 hp (3d6).

16. Neogi incubator

A large fleshy sack occupies most of this room. To your horror, you see a chitinous leg protruding from the bloated surface. The leg twitches weakly, as if it is trying to get underneath the pile of flesh, in a fruitless effort to support it.

On top of the sack lie dozens of tiny transparent and moist eggs.

Examining the eggs, the party will discover they can discern the shape of a small insect-like being inside.

The large, fleshy sack is an old and dying neogi. Neogi have the cruel habit of transforming their elderly into incubators. The next generation of neogi will devour their living congener, and each other, leaving only the strongest of them alive.

17. Neogi hatchlings

Several tiny neogi are gorging themselves on a fleshy yellow paste covering a circular spot on the floor.

If the party is spotted (this happens automatically if they just march into the room):

When one of them spots you, it emits a high and rapid clicking sound, alerting the others of your intrusion.

These hatchlings are almost done with consuming their elderly congener but have yet to turn on each other.

Although the hatchlings only have an individual CR of 1/8 they are not to be underestimated. If the adventurers don't have some area of effects damaging spells to their disposal and just rush in, this encounter might prove deadly.

Encounter

Neogi hatchling (20), VG p. 179 or NPC's & Mobs.

18. Neogi breaking room

Several people are held here for some sinister purpose. Two are chained to the floor, one to the wall, and a fourth one is chained to the ceiling. All four carry superficial cuts and show evidence of having vomited repeatedly.

Several neogi are clustered around the man on the ceiling.

Because strong slaves are hard to come by and might need to be tamed, the neogi have equipped this room to break the strong of mind. These people were subjected to a cocktail of physical torture, poison, and repeated mental attacks by their neogi torturers.

They are all still alive, a testament to neogi torturing expertise. They are, however, not able to walk or talk in a coherent way until they have received medical care.

If a character tries to treat one of the torture victims; **wisdom (medicine) DC 15**: The victim is stabilized and will recover if given enough medical care during the next tenday. Adding some form of magical healing will halve the needed recuperation time.

To ensure that the torture victims survive, the players need to give them daily care for the mentioned amount of time, or find someone among the slaves that can do this in their stead. The most obvious choice would be the druid Jumps-at-Shadows.

Quest xp: Making sure as many of the torture victims recover as possible: 10000 xp to be divided among the party.

Encounter

Neogi (4), VG p. 180 or NPC's & Mobs.

Neogi master (1), VG p. 180 or NPC's & Mobs.

Umber hulk (2), MM p. 292.

19. Neogi hive

This large irregularly shaped area would have the appearance of a natural cavern if not for the irregular holes dotting floors and walls. Several neogi are crawling around walls and ceilings, or egressing from their hive-like lairs.

Encounter

The neogi will attack in two separate waves. Have the second wave attack as soon as the party starts getting the first one under control.

First wave

Neogi (7), VG p. 180 or NPC's & Mobs.

Neogi master (1), VG p. 180 or NPC's & Mobs.

Umber hulk (2), MM p. 292.

Second wave

Neogi (4), VG p. 180 or NPC's & Mobs.

Neogi master (3), VG p. 180 or NPC's & Mobs.

Umber hulk (3), MM p. 292.

Treasure

If the players search the nearby lairs: **Wisdom (perception) DC 15**: In the back of one of the larger holes, you see something glistening.

700 cp, 10000 sp, 1800 gp, 70 pp, Bolt of Fine Cloth (25 gp), Gold Cloth Ribbon (23 gp), Feathered Vest (20 gp), Copper Cloth Hunter's Cap (25 gp), Pewter Mask (33 gp)

Destroying Neffsirakh Tun

If used correctly, the mummy lord, Neffsirakh Tun will become a real nuisance to the party.

As stated before, the mummy lord will not yield any experience points, nor will she carry any treasure, until she is destroyed a final time.

If the players wonder about ways to destroy Neffsirakh Tun; **knowledge (arcana) or knowledge (religion) DC 20**: The creature you have been facing is a mummy lord. She can only be destroyed by burning her shriveled heart.

Kromdir Anvilsplitter, Elder of Grom's Bounty can provide the party with the same information if asked.

Neffsirakh Tun's heart is encased in a lead box inside the small altar in her sepulcher (See Chapter III – Halls of the Dead).

Detect magic will not reveal the presence of said heart. The heart can only be found by someone who destroys the altar; **strength (athletics) DC 16**, AC 17, 7 hp (2d6)

See Chapter III for more information.

Aftermath

Once the slaves are freed and the Hooded Man was forced to flee, the slaves will organize to try and make it back to the surface. Hopefully with the help of the characters.

If the players cleared out Sunken Port, the slaves clearing the bottom of the lake flee as well.

Colubrax and Uudoon will be the strongest force in the lake and will band together to prevent the return of the sea spawn.

The dragon and the aboleth will become unlikely friends, enjoying each other's company ever so often.

Charib the dragon turtle will stay deep down in the Storm Pit, living of lightning eels and fearing the dragon's wrath.

Keleeni – The Devilwoman

The message left by Enli Blistersteel speaks of a devilwoman by name of Keleeni. She will be able to tell them more of the fate of the last member of the Guardians Four, the warrior Reddererr Vharcane.

The best way to summon her, is by using a combination of the *Planar Ally* and *Magic Circle* spells, or similar. If the players don't have these spells in their repertoire, they can research them in the library of Ssufaxuss, provided they didn't burn it down.

There are a few other spell casters that are willing and able to help the players with their problem:

- The dragon Brightspark is able and willing to help them, provided they rescued his wife.
- Aomnoar Sageblaze, the wizard from Loudwater can also help them, provided they discovered him in the Loudwater sewers and didn't blast one of his apprentices.
- Evarishu Clearwater, the town elder from Ul'Ichta Dorei, in the High Moor, will be willing to help them if they kill Bitterspite, the black dragon that lives in the High Moor. The dragon has been trying his best to find a way around the elven mythal protecting the village and has become a threat.
- Jebedo Stumbleduck claims not to have the expertise to perform the summoning. In truth he has had a nasty experience with summoning devils and doesn't want to repeat it. He is convinced 'a certain pit fiend' will try to hitch a ride on any summons he would cast. He is right to think so.