



Whispers from the Deep

Usually monsters disappearing is a good thing, but what if soon after whispers can be heard in one's dreams and people disappear? What horrors did those things stir in the ruins below? Better safe than sorry.

Part 1 of the Terror from the Deep trilogy.

A 4-Hour Adventure for 11th-16th Level Characters



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Introduction

Welcome to *Whispers from the Deep*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

The adventure takes place in the ruins surrounding Tent City, one of the main districts of the town of Hulburg. Recently, monsters from the Moonsea attacked the town and were beaten back, but a group of the foul creatures went into the ruins and have not returned. Their trail leads into a temple of the demon prince Dagon, where two hostile factions are vying for control over a mysterious artifact the *Orb of Creation*.

This adventure is designed for **three to seven 11th-16th level characters** and is optimized for **five characters with an average party level (APL) of 14**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

Determining Party Strength

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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Primer

Hulburg

Hulburg is built on ruins. Like other settlements in the perilous Moonsea region, Hulburg has been sacked, abandoned, and resettled several times. Lord Eorl Hulmaster, a greedy noble from Mulmaster, established the new town and owns much of it.

Amid the ruins, Hulmaster, his followers, and other settlers have established a manor, a residential area, and a harbor. The manor is a wooden fortress on the edge of the ruins. Hulmaster and his retainers live within the manor, but the lord's family still lives in Mulmaster.

Tent City, as the locals call the residential area, is a 2-mile trek through ruins from the manor. A sprawl of ramshackle structures, many made of cloth, Tent City rests on a flat bluff overlooking the Moonsea. Most citizens live and work in this area, which has a deep well and is built on the ruins of a stone fortress.

On the shore below and south of Tent City is the Harbor District. A trail leads down to the harbor from Tent City, through a wooden palisade. Most buildings in the harbor are of a permanent sort, including guard posts, a tariff office, and warehouses owned and run by Lord Hulmaster.

Hulburg life is frontier life. Most people struggle day-to-day, working as miners in Hulmaster's gem mine in the northeastern hills, or as porters or other sorts of laborers. Crime is common, as is vigilante justice. The lord's soldiers are inadequate to keep the peace. Organized gangs fill the void, keeping a semblance of order, each gang looking out for its own.

Adventure Background

Previously in Hulburg (see *HULB3-1*, *HULB3-2* and *HULB3-3*), an alhoon named Berach meddled with tar stones, a strange mineral found in Hulmaster's gem mines. The mind-flayer lich's actions inadvertently weakened the barrier erected around an ancient rift to the Far Realm, which in turn awakened the rift's guardians and their master, a mighty aboleth named Zuilp'ithuh, who wants the rift closed once again.

The albino aboleth Zuilp'ithuh is an odd guardian. Somehow its fate is tied to the rift, and it is obsessed with keeping it sealed (as destroying it has proved impossible), but its exact motivation is unclear. If asked, depending on its mood, it would tell how it likes Faerûn, as it is without the chaotic taint of the Far Realm, or perhaps that, long ago, somebody

placed an unbreakable *geas* on it. The true origin might even be hidden from the perfect memory of the aboleth. Regardless, by now it has become a matter of pride, and Zuilp'ithuh does not allow the seals to crack and the rift to open, no matter what. It is still a monster, however, using whatever means to achieve its goal, including mass murder and dark rituals.

The aboleth sensed an artifact within the ruins of Hulburg, the *Orb of Creation*, was instrumental in opening the gate, and so Zuilp'ithuh sent minions into Hulburg to acquire the *orb* and find sacrifices needed for a ritual to reseal the rift.

Unbeknownst to the aboleth, the *orb* was in the possession of a cult of Dagon within their hidden temple. The cult is steadily empowering the *Orb of Creation* through sacrifice, spreading the whispers they hear in their minds to infect the dreams of the people of Hulburg. The dreams prompt them to sleepwalk to the Temple of Dagon, where they may be sacrificed. The cult's secretive leader is hoping to use the *orb* to open the Far Realm rift fully, though the cultists think they are merely performing a ritual to summon the demon lord to acquire forbidden lore.

Currently standing in the cult leader's way are the aberrations commanded by the aboleth Zuilp'ithuh. Zuilp's forces have besieged the Temple of Dagon in hopes of gaining the *orb* and forcing the rift shut once more. The aboleth's minions know *that* Zuilp wants the *orb*, not *why*. They are at a stalemate for now.

Danatar, an archmage with a keen interest in aberrations, has called the adventurers to Hulburg to deal with the nightmares plaguing the city and the cult he believes is responsible for those nightmares.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Danatar Ahrendsen (DAHN uh-tahr AH-rend-sehn). Danatar comes across as jovial if a little doddering. He is always willing to share his knowledge and almost always manages to do so without becoming pedantic.

Ixxor (IKS-or). Known also as the Spawn of Zuilp'ithuh, Ixxor is in command of the army of aberrations besieging the Temple of Dagon. It does not know why its "parent" wants the *Orb of Creation*, only that the artifact must be recovered. Ixxor believes itself superior to all beings (save other aboleths), and speaks with a tone of utter authority.

Aluuna (uh-LOO-nuh). Second-in-command of the Cult of Dagon, Aluuna manages the day-to-day worship of the cult in the true leader's frequent absence. She does not suspect that the cult is merely a means to an end, let alone what that end might be, nor that the true leader intends to dispose of her as soon as she outlives her usefulness. Like the rest of the cultists, Aluuna has scaly, fish-like flesh.

Series

HULB 4-1 Whispers from the Deep is the first part in the *Terrors of the Deep* trilogy in which the characters deliver the *Orb of Creation* to Danatar. The second part is *HULB 4-2 Voices from the Deep* and follows the actions of Zuilp'ithuh as it attempts to claim the *orb*. The final part is *HULB 4-3 Call of the Deep*, in which the characters hopefully use the *orb* to close a rift to the Far Realm.

It is assumed the characters play the trilogy in order. If the characters have already played one or both of the other two parts, you might present this adventure as a flashback. Alternately, you can run it as a standalone adventure by downplaying references to the aboleth and changing the nature of the *Orb of Creation*.

HULB4 at Winter Fantasy 2018

When HULB4 is run at Winter Fantasy 2018 as part of the DDXP track, a fourth adventure is part of the series: HULB4-S *Shouts from the Deep*. The adventures run in the following order:

- *HULB4-S Shouts from the Deep*
- *HULB4-1 Whispers from the Deep*
- *HULB4-2 Voices from the Deep*
- *HULB4-3 Call of the Deep*

Adventure Overview

This adventure is broken into 3 parts, plus a prologue and conclusion.

Prologue: *Dreams of the Deep*. The player characters have a terrible nightmare that leads into the main story of this adventure.

Part 1: *Meeting at the Fiddler Crab*. The player characters meet with the archmage Danatar and travel to the ruins of Old Hulburg in search of a way into the dungeon below.

Part 2: *Prying Open the Doors of Dagon*. The player characters explore a sprawling dungeon in search of three water valves that will flood the dungeon, which is the only way to open the doors of the Temple of Dagon.

Part 3: *Battle for the Orb*. Finally, the characters enter the Temple of Dagon and fight through cultists and aberrations alike to claim the *Orb of Creation*.

Conclusion. The player characters return the *orb* to Danatar and receive their reward.

Adventure Hooks

The player characters can become involved in the story in several ways, some of which involve their character factions.

Dreams of Dark Water. The characters begin their adventure already in Hulburg, specifically in an inn named the *Fiddler Crab*. While sleeping that night, they experience a shared nightmare—described in **Prologue: *Dreams of the Deep***. This is the recommended adventure hook.

Eyes upon the Waves. Goreth Toothless, a half-orc hermit and envoy of the Emerald Enclave, has seen sea creatures fleeing the water in droves, crawling in huge parades across the shore and into the ruins of Old Hulburg. Characters affiliated with the Emerald Enclave are called to the city to meet with Danatar, an archmage who claims to have insight on the activity within the ruins. He awaits them in the *Fiddler Crab* inn.

HULB4-S Shouts from the Deep. When run at **Winter Fantasy 2018** characters likely have defended the town of Hulburg during a raid by monsters from the Moonsea. Use the **Eyes upon the Waves** hook, but it is not just Goreth who saw the lake creatures enter the ruins. Many guards saw it happening during the battle, but were too preoccupied at the time to pay it much attention. Of course, the authorities are worried and ask the characters to investigate.

Prologue: Dreams of the Deep

Estimated Duration: 10 minutes

If you are using the recommended **Dreams of Dark Water** adventure hook, the characters begin in Hulburg. They have rooms at the *Fiddler Crab* inn, and are in the throes of a nightmare.

The situation is a dream of sorts, but for characters who do not sleep (such as elves) it is more like an odd trance difficult to separate from reality. At first, the characters should not realize what's happening: it feels as if one moment they were resting in a comfortable inn, and the next they are in the cold waters of a huge lake in the middle of a hurricane, as though teleported. Of course, they can draw their own conclusion about whether what they are experiencing is a dream or reality.

If a character is reduced to 0 hit points in this dream, they immediately awake in a cold sweat. Everybody still in the dream sees the character die (instead of going unconscious). Proceed with the remainder of the party before dealing with the supposed "death," leaving the players in suspense.

The waves crash around you so hard you can practically feel your eardrums burst. You don't remember how you got here, but you are all but completely submerged in pitch-black water, in the midst of the worst storm you've ever seen. The waves pitch you around like a ragdoll, filling your mouth with water. You see others barely keeping their heads above the waves, and beyond them, a towering black cliff face. It seems to be your only way out of the water.

The "others" seen in the dream are all the people resting in the inn. The adventurers are assumed to be the most powerful guests, while the rest of the patrons are a variety of commoners. If the characters do not know one another, it might be a good time for short descriptions. Unless the characters intervene, the NPCs all drown.

The characters must make ability checks to push through the waves towards the cliff. Each character must make a DC 20 Strength (Athletics) check. On a success, the character swims to the cliffs. On a failure, they take 21 (6d6) bludgeoning damage, and must make another check. One character can carry another by making this check with disadvantage, in which case both characters succeed or fail together.

When all surviving player characters reach the cliffs, read or paraphrase the following:

A narrow path leads up the towering cliffs before. Lightning crashes above you, and the low peal of thunder causes the stones to shudder and gravel to clatter at your feet.

No check is needed to climb the narrow path up the cliffs, but as they are climbing, each character must make a DC 20 Dexterity saving throw as thunder strikes the bluff and causes boulders to tumble down from the cliff face. A character takes 35 (10d6) bludgeoning damage on a failed save or half as much damage on a successful one.

When the surviving characters reach the top of the cliffs, read the following:

You clamber to the top of the cliffs, streaked with mud and dripping with brine. You climb to your feet and look down into a valley opposite the cliffs. You see the burning ruins of a port. Commoners huddle within a protective ring of soldiers in battered armor as legions of humans covered in silvery fish scales encroach from all sides. Just as the fish-people overwhelm the huddled defenders, the ground beneath your feet rumbles and the ocean water beneath you surges up the cliffs. The water floods the valley, carrying away the screaming humans below and drowning the port.

Then you wake up. A chill passes through you as you remember where you are. You are in a straw bed in a private room on the second floor of the *Fiddler Crab* inn, in the port town of Hulburg. The light of dawn filters through the window, and the smell of breakfast drifts through the floorboards.

Clarify that all the player characters are present, even those who perished during any of the hazards of the dream. They merely woke in a cold sweat upon "dying." Proceed with Part 1.

Part 1: Meeting at the Fiddler Crab

If the characters experienced the prologue, they awaken in their rooms on the second floor of the inn. The smell of salmon and eggs for morningfeast beckons.

If they did not experience the prologue, they arrive in Hulburg at sundown with directions to the Fiddler Crab. If they are here at the behest of their faction, reservations have already been made in their names.

The Sign of the Fiddler Crab

Estimated Duration: 10 minutes

The *Fiddler Crab* is a rustic inn that looks like it was cobbled together from ships' timbers and thick fishing nets. Its sign is a piece of driftwood cut in the shape of a grinning crab playing a viol.

When the characters enter the inn, read or paraphrase the following:

The inside of the Fiddler Crab is dark and subdued. Only a handful of patrons still lurk in its unlit booths, most of them haggard sailors. A white-bearded man in cerulean robes sits alone at a table facing the door. He makes eye contact with you and beckons you over.

If the characters experienced the prologue, he says:

"You look like you slept poorly. Nightmares? Most folk 'round these parts can't even take a catnap without getting the terrors."

If they were called by a faction and/or didn't experience the prologue, he instead says:

"You there! Adventurers, yes? I've been waiting for folk like you. Come, please, sit! Let me buy you a drink."

The wizard is Danatar. If the characters played through the *Obsidian Stone* trilogy (HULB3), they may recall the doddering archmage and have questions for him. He deflects the questions as best he can: he actually remembers very little of their previous meeting, as the psychic power of the Tar Stones seriously wounded his aged mind.

Danatar's Quest

Danatar tells the characters he has been meditating on the curse of nightmares for the past tenday. People have been reporting horrible dreams, filled with otherworldly whispers... and then disappearing the night after.

He has isolated its source to a temple in the ruins of Old Hulburg—an ancient shrine to the demon lord Dagon. His research indicates that the cause of the curse is a powerful artifact called the *Orb of Nightmares*, and he suspects it has been activated by a cult of the demon lord. He asks that the characters travel into the ruins, gain access to the Temple of Dagon, defeat the cult, and bring the *orb* to him so that he can destroy it. He provides the adventurers with a map denoting three different entrances. He offers each character 1,000 gp and whatever they can find in the temple (except for the *orb*).

Danatar stresses that the Temple of Dagon is likely beneath the ruins themselves, and that they should seek out an entrance to the passages beneath the ruins.

Important Note. If the characters use divination magic on Danatar, they quickly learn the archmage is protected by a *mind blank* spell. Removing it is out of the question. If pressed, he gives in and dismisses the spell, but the characters find nothing out of the ordinary. Danatar is who he says he is and tells the truth as far as he knows.

Come, Join Us!

If the characters ask Danatar to join them in the search for the *orb*, he regretfully informs them that he cannot go with them. He claims that he must remain in town and make sure that the curse of nightmares does not grow any worse.

Dagon

Dagon is a powerful demon lord, also called Prince of the Depths. His realm is the 89th layer of the Abyss, and is known as Shadowsea. As one of the oldest demon lords in existence, Dagon is said to possess vast and forbidden knowledge. He rules a liquid layer dominated by marine dretch, hezrou, kraken, and horrible fish-monsters. His cults tend to focus on forbidden magic lore and are known to be secretive, operating mostly from the shadows, preferring assassins and flight to direct conflict.

HULB4-S at WF 2018

If the adventure is run at Winter Fantasy 2018, the characters have likely been defending Hulburg against a large raid by monsters from the Moonsea.

In this case, Danatar also mentions that soldiers and citizens have seen a group of those sea monsters skulk away from the battle and into the ruins around the time the nightmares started.

Rather than naming the cult as the likely culprit, Danatar suspects the monsters of the deep are responsible for the *orb's* activation. He is unsure of the relationship between these water monsters and the cult—whether they are allies, enemies or simply rivals in the service of Dagon—but he is worried about the situation. He fears something bad is going on, potentially even the summoning of the demon lord or at the very least opening some kind of portal to the Abyss.

Traveling to the Ruins

Estimated Duration: 10 minutes

The ruins of Old Hulburg are a 1-mile trek from the city itself.

Your trek brings you to a rocky cliff overlooking the stormy sea. You walk along the precipice as it slopes steeply towards sea level, among the ruins of a once-great city. The derelict houses have been worn away by decades of storms, and the ancient port is now all but completely destroyed. Three features stand out to you: directly below is an exposed sewage culvert large enough for two people to walk abreast. About half a mile northwest is a three-story stone building, perhaps once an inn. Finally, about half a mile northeast, are the crumbling ruins of a small chapel.

Aboveground, these ruins are completely empty save for a few wild animals. The sewer culvert, the tavern, and the chapel are all entrances to different parts of the dungeon.

Traveling Between Entrances

There are no hostile creatures the first time the characters enter the ruins, and the characters can travel between the culvert, the tavern, and the chapel without incident. However, once the character enter the dungeon beneath the ruins for the first time, the inhabitants of the dungeon begin sending patrols to the surface.

If the characters travel between the culvert, the tavern, or the temple after having fought at least 1 combat encounter in the dungeon, they encounter 1d6 Cult of Dagon **cult fanatics** in the ruins. This encounter can be avoided if at least half the party makes a successful DC 15 Dexterity (Stealth) check.

Culvert Entrance

A 5-foot-tall, 10-foot-wide culvert juts awkwardly from a rocky hill just outside of the ruins. It looms open like a grimy maw, exhaling the fetid stench of filth mixed with sea water.

The pitch-black tunnel extends for 60 feet, sloping downward, before turning sharply left. This tunnel opens into area A1 of the dungeon.

Tavern Entrance

The stone skeleton of a once-magnificent tavern somehow still stands, even though its roof and its back wall have caved in. Its innards are completely rotted away, and all that remains is a pit leading straight down behind the rotted bar.

Once covered by a trapdoor, this shaft leads into the cellar beneath the tavern. There is a ladder in the shaft that descends 40 feet downward and opens into area B1 of the dungeon.

Temple Entrance

A statue of the cruel sea goddess Umberlee stands tall, even though the walls of her chapel have crumbled around her. Before her statue is a steep staircase descending deep into the earth.

A staircase, once hidden by a concealed floor panel, leads into the catacombs beneath the temple. The staircase switches back twice as it descends 40 feet and opens into area C1 of the dungeon.

Part 2: Prying Open the Doors of Dagon

Estimated Duration: 2 hours, 30 minutes

The dungeon beneath the ruins is made of three intertwined pieces of architecture: the sewers, merchant cartway, and sacred catacombs. Each part houses to a faction seeking the *Orb of Creation*; while the cultists and aberrations are initially hostile toward the characters, they are also hostile toward one another.

Water Valves

The Temple of Dagon is filled with aquatic terrors. As such, its doors are designed to open only when the temple is completely submerged. The temple itself is constructed in a large central chamber (area D1). Each section of the dungeon also contains a water valve that can partially flood the dungeon with water from the Moonsea. Only when all three valves are active does the central chamber completely fill with water and open the doors of the temple.

Every time a valve is opened, the water level in the entire dungeon rises. Characters halfway submerged in water (approximately 2 feet of water for Small creatures and dwarves and 3 feet for Medium creatures) treat all flooded terrain as difficult terrain. Creatures completely submerged in water (approximately 4 feet of water for Small creatures and dwarves and 6 feet for Medium creatures) must refer to rules for underwater combat in chapter 9 of the *Player's Handbook*.

Flooding Conditions

Open Valves	Water Depth
0	—
1	3 feet of water
2	5 feet of water
3	8 feet of water (complete flooding)

The valve in the sewer is located in area A6, the valve in the cartway is in area B4, and the valve in the catacombs is in area C2. There is a second secret valve in area C7, which opens the same pipes as C2.

Dungeon Region A: Sewers

These sewers once housed rats and other vermin. Now, they teem with aberrations from the lightless depths of the sea. An elder aboleth named Zuilp'ithuh has led this monstrous army into the ruins to reclaim the *Orb of Creation*.

General Features Sewers

The sewers have the following general features.

Ceiling. The sewers are only 5 feet tall, forcing most Medium-sized humanoids to stoop. These creatures have disadvantage on Dexterity saving throws.

Doors. Doors in the sewer are made of stone. Opening one manually requires a creature to make a successful DC 15 Strength check as an action.

Light. The sewers are completely devoid of light.

Odor. Despite their disuse, the sewers still reek of decay. Creatures in this area have disadvantage on Wisdom (Perception) checks that rely on smell.

A1. Disturbing Pillar

Between you and the other exit is a stone pillar. The stone seems to waver as you behold it, like a coiling python.

Whenever a living creature touches the pillar, violet tentacles burst from the standing water on the floor, turning the area into difficult terrain. Each creature in the four 10-foot squares surrounding the pillar (marked T on the map) must make a DC 15 Dexterity saving throw when the tentacles first appear or when they start their turn in the affected area. Creatures stooping due to the low ceiling (see "General Features," above) make this save with disadvantage.

On a failure, the creature takes 10 (3d6) bludgeoning damage and is restrained by the tentacles until the effect ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 10 (3d6) bludgeoning damage.

A creature may make another DC 15 Strength or Dexterity check (its choice) as an action on its turn to escape.

The magical tentacles retreat into the water after 1 minute passes, or if the pillar is destroyed. It has AC 10, 150 hit points, and a damage threshold of 30. If the characters trigger and survive this trap, they gain an XP reward at the end of this adventure.

Barricade. The main sewage line to the north is blocked by a writhing thicket of deep purple tentacles that crackle with energy. Any creature that touches the barricade or hits it with a melee weapon attack takes 22 (4d10) lightning damage. The tentacles have AC 12 and 100 hit points.

If the dungeon has been flooded (at least 1 valve open), the water around the tentacles is electrified. Any creature that moves into a space or starts its turn within 5 feet of the tentacles takes 11 (2d10) lightning damage.

A2. Spawning Cloud

A bubbling blob of violet ichor floats in the middle of this chamber. Three massive crustaceans, each with four legs, two massive claws, and a tentacled maw surround the blob.

If any character has a magic item, these three **chuul** cannot be surprised, as they will have detected its approach. They attack to defend the spawning cloud and do not pursue fleeing adventurers. Larval aberrations gestate within but do not hatch for another tenday.

Spawning Cloud. The spawning cloud has AC 6, 50 hit points, and is immune to all damage except lightning and force damage. Destroying it helps keep Hulburg safe from aberrations in the future, earning an XP reward at the end of the adventure.

Adjusting the Encounter

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

- **Very weak party:** Remove one **chuul**.
- **Very strong party:** Add one **chuul**.

A3. Waste Heap

A broken sewage pipe, wide enough for a human to crawl through, leaks into a heap on the floor. A bulbous creature with an orange hide is half-buried in the refuse.

The refuse-devouring creature is an **otyugh**. It attacks any creature that tries to get between it and its meal. (There are no adjustments for this encounter.)

Sewage Pipe. This pipe leads to area B6.

Treasure. Buried in the refuse is a single diamond worth 300 gp.

A4. The Master's Chamber

A spectral image of a hideous, fish-like, albino monster bristling with whiskers leers with its three red eyes at another of its kind. The smaller fish-monster is here in the flesh, flanked by two hulking crustaceans. The spectral creature booms a grave command in guttural Deep Speech to its smaller counterpart, then pauses. It glances about the room. Then, in Common, it growls: "I sense new arrivals in our domain. Offer them a deal, my spawn. If they refuse... destroy them." The image flickers and vanishes.

The spectral aboleth is a projection of the aboleth Zuilp'ithuh. The smaller aboleth is its spawn, Ixxor the Lesser, commander of the aberrant forces here. If Ixxor discovers the characters and they are not allied with the Cult of Dagon, it bluntly offers them a deal: "We have a common enemy—the demon-spawn of Dagon. Join us against them and help us recover the *Orb of Creation*. Do this, or be destroyed."

If the characters refuse the deal, the **aboleth** and its two **chuul** bodyguards attack. If Ixxor is reduced to half its hit points and the dungeon is partially flooded (at least 1 valve open), it flees to the temple (area D1). It knows it can't escape if it can't swim, and fights to the death if no valves are open.

If the characters accept the deal, aberrations in the dungeon treat them as allies so long as Ixxor is alive, not attacking unless provoked. If asked for more information about the *Orb of Creation*, Ixxor says, "It is a relic of immense power used in ancient times by the servants of Dagon to create armies." If asked about an "Orb of Nightmares," Ixxor looks perplexed and truthfully says it knows of no such artifact. It does not know why its master wants the item.

Note, of course, that if the characters do not want to hand over the *orb*, it leads to the end of the alliance. Only a fool would allow a powerful magical item to end up in the tentacles of an aboleth.

Sewage Pipe. There is a manhole on the floor of this room. If opened, it reveals a dry passage to area C3 in the catacombs.

A5. Blockaded Passage

The north and south ends of this passage are choked with writhing purple tentacles. Every few seconds, an electric spark leaps from the mass and fizzles in the ground water.

Any creature that touches these tentacles or hits it with a melee weapon attack takes 22 (4d10) lightning damage. The tentacles have AC 12 and 100 hit points.

If the dungeon has been flooded (at least 1 valve open), the water around the tentacles is electrified. Any creature that moves into a space or starts its turn within 5 feet of the tentacles takes 11 (2d10) lightning damage.

A6. Valve Room

Lead pipes the size of pythons jut from the walls of this chamber. Some of the pipes are covered in viscous ooze and drip black ichor. A crank attached to a large metal valve on the north wall.

Turning the crank requires a character to make a DC 10 Strength check. On a success, the character opens the valve and causes sea water to be pumped through these pipes, raising the water level in the dungeon by 1 level.

Black Ooze. When the valve is opened, three **black puddings** that have been living in the pipes shriek and ooze through cracks in the pipes. They mindlessly attack the nearest living creatures, and pursue fleeing creatures.

Diagonal Pipe. North of this chamber is a sewer pipe that extends northeast. It passes through area B7 (creatures inside the pipe do not notice this) and emerges into area B3 in the cartway.

Adjusting the Encounter

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

- **Very weak party:** Remove one **black pudding**.
- **Very strong party:** Add one **black pudding**.

A7. Temple Approach

On the floor of this long tunnel is a steel manhole cover marked with the Hulburg coat of arms. Beyond it, this tunnel stretches off into the distance.

At the northern end of this tunnel are a set of pitch-black double doors. Their stonework is relatively recent compared to the rest of the dungeon, crafted no later than a month ago.

Sewage Pipe. There is a manhole on the floor of this room. If opened, it reveals a dry passage to area C4 in the catacombs.

Dungeon Region B: Cartways

Beneath the ruins of Old Hulburg are a network of intertwining cellars and locked double doors, connecting the basements of nearly every major house of trade in the city's commercial district. This web of passages was named the "cartway," as it allowed carts filled with money and goods to travel safely and comfortably between businesses.

Before the characters entered the dungeon, a group of soldiers from Hulburg came to the ruins to stop the Cult of Dagon. Only two managed to escape (they are hiding in area C7 of the catacombs), and the rest were slaughtered and reanimated as undead guardians of the very cultists they sought to destroy.

General Features

The sewers have the following general features.

Beams. The cartways were dug into the soil and supported with wooden beams. Many of these rotten beams have collapsed, rendering passages unusable. A creature can attack the support beams of any room. Each 5-foot section of beam has AC 5 and 20 hit points. Destroying a beam causes a 5-foot section of the ceiling to collapse. A creature beneath it must make a DC 13 Dexterity saving throw, taking 11 (2d10) bludgeoning damage and falling prone on a failed save. That space becomes difficult terrain.

Ceiling. The cartways have 10-foot-high ceilings, easily spacious enough for carts and other vehicles.

Cultists. All humanoid cultists of Dagon have a swim speed of 30 feet and can breathe air and water. Their skin is covered with tiny, piscine scales.

Doors. All doors in the cartways are locked and made of metal bars that do not impede line of sight. Their keys have long since been lost. Picking a lock requires a creature to make a successful DC 18 Dexterity check with thieves' tools, and breaking a door down requires a successful DC 18 Strength check.

Light. The cartways are completely devoid of light.

Odor. The cartways smell pleasantly of wet earth, but a faint smell of death permeates its passages.

B1. Tavern Cellar

You descend the iron ladder and enter a spacious cellar. Dozens of crates stacked in the corners of the room have rotted into pulp. A derelict wagon has been pushed against the gate in the southern end of this room.

The cart contains an iron lockbox. Its lock can be picked by making a successful DC 15 Dexterity check with thieves' tools or forced by making a successful DC 15 Strength check. It contains 500 sp and the tiny silver key to the silver padlock on area B3's triple-locked door.

Footprints. A character that searches the room may make a DC 15 Intelligence (Investigation) or Wisdom (Survival) check. On a success, the character discovers heavy footprints in the earthen floor, likely made with armored boots. These prints lead north.

B2. Butcher's Cellar

The calcified bones of long-decayed pig carcasses hang from the ceiling on rusty meat hooks. Amidst the animal bones, four armored human bodies hang from hooks in the center of the room.

These corpses are the physical remains of four of the soldiers that stormed the dungeon. The four soldiers are now **wights**, and all four unhook themselves and attack when they see the characters. A **bodak** also enters the room as the wights attack.

Speaking with the Undead. All four wights can speak the languages they knew in life, though the bodak (area B4) is completely mad and only speaks Abyssal. These wrathful undead hate the living but recall being ambushed by cultists of Dagon and tortured to death.

B3. Brewer's Cellar

Massive shelves for holding casks of wine line the north wall of this cellar, and rusted implements for distilling spirits are strewn carelessly across the floor. A lead pipe, 5 feet in diameter, protrudes from the south wall. Also, a steel door in the north is locked with chains and three padlocks.

The barrels are filled with wine that has long since turned to vinegar. The distiller's tools are rusted beyond repair.

Locked Door. Behind the steel door is the flood valve for this region of the dungeon. The door is incredibly sturdy, and breaking it down requires a character to make a successful DC 35 Strength check. Turning the crank requires a character to make a DC 10 Strength check. On a success, the character opens the valve and causes sea water to be pumped through these pipes, raising the water level in the dungeon by 1 level.

Locks. The three padlocks on the locked door in the north of the room are trapped. One is made of pristine gold, one of silver and engraved with skulls, and one of acid-scarred bronze. Picking a lock requires a creature to make a successful DC 20 Dexterity check made with thieves' tools. A trap activates when the lock is picked, but not if it is opened with its key.

The bronze lock's trap spews acid. Each creature in a 15-foot cone must make a DC 15 Constitution saving throw, taking 44 (8d10) acid damage on a failed save or half as much on a successful one.

The silver lock's trap imposes a curse. The creature that picked the lock must make a DC 15 Wisdom saving throw. On a failure, the creature has disadvantage on all saving throws until it completes a long rest or the curse is removed through magic.

The gold lock's trap radiates blinding light. Each creature within 30 feet that can see the light takes 22 (4d10) radiant damage and makes a DC 15 Constitution saving throw. On a failure, it is blinded until cured by *lesser restoration* or greater magic.

Sewer Pipe. The mouth of a sewer pipe protrudes from the south wall. It leads to area A6 in the sewers.

B4. Baker's Cellar

There are two greatly decayed sets of wooden double doors on either side of this hall. Both are hanging precariously on their rusted hinges. The faint sound of footsteps echoes through the room, but you can't immediately place its origin.

A character that succeeds on a DC 16 Wisdom (Perception) check notes that the footsteps are coming from the door to the west. That character can hear a faint muttering in Abyssal, as well. It is saying "Protect the key, protect the key..."

The east and west room both contain the desecrated and reanimated corpses of two **bodaks** in splint mail (AC 17). The unholy symbol of Dagon is carved into their chests. The one in the west room wears the gold key to the gold padlock on area B3's triple-locked door, and is pacing back and forth.

When either of the doors are opened, the bodak in that room shrieks at the character that opened it, and the bodak in the other room breaks down the door to attack the characters behind them.

Treasure. One bodak wears a gold key (to the gold padlock in area B3) around its neck. The other wears a gold wedding band with an inlaid diamond, worth 500 gp.

Adjusting the Encounter

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

- **Very weak party:** Remove one **bodak**.
- **Weak party:** Replace one **bodak** with a **wight**.
- **Strong party:** Add one **wight**.
- **Very strong party:** Add two **wights**.

B5. Crumbling Hall

This hall smells almost unbearably of mildew. Water drips constantly from its earthen ceiling and the beams supporting it seem especially fragile.

Destroying any of the beams in this area (see General Features, above) causes this entire hall to collapse. The cave-in begins as soon as the beam is destroyed and ends at the end of the next turn of the creature that destroyed it. Any creature still in the area after the hallway collapses takes 55 (10d10) bludgeoning damage and is restrained.

A restrained creature can dig itself out by making a successful DC 18 Strength check. It cannot move unless it clears the earth around it. Each 10-foot square of collapsed earth requires that the creature succeed on another DC 18 Strength check to clear.

B6. Reanimation Hall

This room is icy cold. Innumerable arcane sigils are traced in the earthen floor and walls of this large cellar. A robed figure stands in the middle of a circle of glowing runes, arms held high. An armored soldier hovers inches above the ground before him, twitching as he is showered with necrotic energy.

The robed man is a **necromancer** of the Cult of Dagon. He has just finished reanimating the soldier into a **wight**. The cultist has been torturing and reanimating the soldiers that raided the cellars, and is eager to kill the player characters as well. He does not surrender, and attempts to kill himself with spells if captured.

He wears a bronze key (to the bronze padlock in area B3) on a strap around his wrist. When reduced to half his maximum hit points, he uses his action to slice off his hand with a dagger. It becomes a **crawling claw** and immediately scurries towards area B7 and into the sewers (acting on the cultist's initiative). If it reaches area A1, A5, or A7 in the sewers, the key is forever lost in the murky waters.

Closet. A closet in the east of this room (marked with a C on the map) contains a magic circle. Any living creature that steps in this circle is instantly transported (as the spell *dimension door*) to an identical circle in a closet in the catacombs. This closet is just east of area C2.

Treasure. The cultist wears a silver unholy symbol of Dagon on his neck, worth 300 gp. He also has a *potion of clairvoyance* concealed in his robe.

B7. Chamber Pot Sewer Access

A brass chamber pot stands by an open hole, nearly five feet in diameter. The hole opens into a pipe that descends ten feet straight downward before bending south.

This pipe leads to area A3 in the sewers. If the **otyugh** in area A3 is still alive, it crawls into the pipe, ready to kill for its next meal, as soon as it hears a creature enter.

B8. Room of Sacred Rest

A lead sewer pipe passes straight through this room, about six feet off the ground. Beneath it, a warrior in blood-caked armor leans against his sword in silent prayer, surrounded by five bodies in bloodstained blue robes. A dagger is plunged into his chest.

The warrior is dead. The five corpses around him are all cultists of Dagon that he slew before succumbing to their blades. His sacrifice allowed two of his companions to escape (they are currently hiding in area C7 of the catacombs). That selfless act has *hallowed* this room; no undead or aberrations can enter this room.

Sewer Pipe. This lead sewer pipe travels between area B3 and area A6 in the sewers. Each 5-foot section of pipe has AC 5 and 50 hit points.

Treasure. Each of the cultists wears an ivory icon of Dagon worth 50 gp.

B9. Sculptor's Cellar

Dozens of half-finished marble statues lie in ruins in this cellar. Only one statue has survived, an imposing rendition of the goddess Umberlee. It stands in a niche in the north wall. The eastern wall of this room has caved in, burying several other statues.

A character that examines the statue of Umberlee may make a DC 18 Wisdom (Perception) or Intelligence (Investigation) check. On a success, the creature finds a keyhole on the base of the statue. Its key is buried in the collapsed eastern wall, and requires a successful DC 14 Wisdom (Perception) or Intelligence (Investigation) check to find. The lock can be picked by a successful DC 16 Dexterity check made with thieves' tools.

Secret Door. The keyhole unlocks a set of wheels on the statue's base, allowing it to be easily moved out of the niche. Behind it is a secret door that can be found with a successful DC 10 Wisdom (Perception) check. The secret door at the end of the hallway behind it can be found with a successful DC 10 check.

Dungeon Region C: Catacombs

Beneath the ruined temple of Umberlee is a secret network of catacombs, once used by the priests as ritual chambers and crypts. Now, the catacombs have been taken over by the Cult of Dagon. Demons in service of the Prince of the Depths prowl its halls, commanded by Aluuna, the cult's high cantor.

General Features

The sewers have the following general features.

Ceiling. The vaulted ceilings of the temple's catacombs are 15 feet tall. Creatures hiding in the shadows of the ceiling have advantage on Dexterity (Stealth) checks.

Cultists. All humanoid cultists of Dagon have a swim speed of 30 feet and can breathe air and water. Their skin is covered with tiny, piscine scales.

Doors. Doors in the catacombs are made of stone. Opening one manually requires a creature to make a successful DC 15 Strength check as an action.

Light. The catacombs are well lit by lit torches placed by the Cult of Dagon in sconces set in the walls every 30 feet. If the dungeon is completely flooded (3 valves open), the torches are doused.

C1. Reflecting Pool

Four torches burn in scones in the walls of this supposedly abandoned catacomb. Their light dances on the surface of a perfectly still reflecting pool in the center of this room. The light also casts long shadows across the dour faces of two marble statues in alcoves north and south of the pool.

The statue in the north is one of Umberlee. The so-called Bitch Queen of the sea is worshiped by many evil sea-dwellers, but many good-hearted sailors pay homage to her to protect themselves from her wrath.

The statue in the south depicts Selûne, a kind goddess whose stars guide sailors at sea—and a hated rival of Umberlee.

Both statues have AC 14 and 100 hit points. Any creature that deals damage to a statue must make a Wisdom saving throw, taking 22 (4d10) psychic damage on a failed save or half as much damage on a successful one. Destroying a statue renders this puzzle unsolvable.

Inscription. On the base of Umberlee's statue is written: "Shatter the stars that shine upon the sea." The base of Selûne's statue says: "My visage can be shattered without a new statue ever being carved."

Secret. Other than the stairs up, the only exit to this room is a secret door. It only opens if the statue of Selûne is dragged to the edge of the reflecting pool, and then an object is thrown at its reflection, "shattering the stars that shine upon the sea."

A character that searches the room may make a DC 15 Wisdom (Perception or Survival) check to notice the drag marks in front of the statue of Selûne—and to notice that no such marks are in front of the statue of Umberlee.

Treasure. In addition to many worthless rocks, 30 gp lies scattered at the bottom of the reflecting pool.

C2. Hall of Worship

A low, droning chant echoes through the passage as you approach this hall. Within, one man stands on a pedestal in front of a smashed statue. She is incanting a disturbing blessing before eight prostrated figures in green robes. The cantor wears a grand robe that seems to be made of kelp, and each strand moves like a living tentacle.

The cantor is a **warlock of the fiend** named Aluuna. She is giving a sermon in Abyssal to eight **cultists** of Dagon. They are in awe of her power, and follow her orders, even to their own deaths.

If Aluuna discovers the characters and they are not allied with the aberrations, she pauses before attacking and says: "Hold your blades! Your arrival was foretold, and I believe we have a common enemy. Aberrations have invaded the ruins and corrupted the *Orb of Creation*. I would see them destroyed in the name of my lord Dagon—and you would see this plague of nightmares ended. Truce?"

If they do not accept the deal, Aluuna and the cultists attack. If she is reduced to half her maximum hit points, she flees to the temple (area D1).

If the characters accept the deal, cultists and demons in the dungeon treat them as allies so long as Aluuna is alive, and do not attack unless provoked. If asked for more information about the *Orb of Creation*, Aluuna lies "It is a relic of my faith, safeguarded in the temple of Dagon for over a thousand years. Its wielder can create anything with a mere thought. Castles, armies, gateways to other worlds. But the *orb's* power has been corrupted by an aboleth that invaded our shrine two weeks ago. Now the *orb* creates only nightmares." A successful

DC 16 Wisdom (Insight) check suggests that she is embellishing the truth in some way.

Closet. A closet in the east of this room (marked with a C on the map) contains a magic circle. Any living creature that steps in this circle is instantly transported (as the spell *dimension door*) to an identical circle in a closet in the cartways. This closet is just east of area B6.

Secret Door. The platform the cantor is standing on bears a headless statue of Umberlee. The symbol of Dagon has been carved into her chest, and water leaks from the secret door behind her, flowing past her feet and pooling at the bottom of the stairs. A character searching the statue may make a DC 16 Wisdom (Perception) check, noticing scuff marks on the floor to the north of the statue. If the statue is pushed northward with a successful DC 15 Strength check, the secret door behind it opens.

Behind the secret door is the flood valve for this region of the dungeon. Turning the crank requires a character to make a DC 10 Strength check. On a success, the character opens the valve and causes sea water to be pumped through these pipes, raising the water level in the dungeon by 1 level.

C3. Summoning Chamber

Rows of columns line the walls of this regal chamber, leading towards a staircase that climbs to an altar. Golden icons of Umberlee have been hurled from the altar and now lie bent and broken on the floor. The altar has been defiled with blood and skeletons of the cult's sacrifices lie in the shadows behind the pillars.

Torches burn in sconces on the pillars, casting the walls behind them in shadow. The shadow conceals four **shadow demons** bound to the Cult of Dagon. They attack in unison once they realize the player characters are not members of the cult, offering bold adventurers a chance to strike first.

Altar. This altar is spattered with the blood of human sacrifices. If one of the cultists of Dagon or one of the demons is killed while within 5 feet of this altar, Umberlee smiles upon the creature that unwittingly offered her this sacrifice. That character gains a *charm of heroism* (see "Other Rewards" in chapter 7 of the *Dungeon Master's Guide*). A creature can only gain this charm once in this way.

C4. Votive Storage

This storage chamber is filled with half-decomposed crates overflowing with votive candles. Boxes are stacked high on the east and west walls, and several are tipped over in front of the north wall.

A character searching the north wall may make a DC 18 Wisdom (Perception) check. On a success, the character notices a hidden latch on the bottom of the wall. Pulling it causes a secret door to open.

Secret Stairs. Behind the secret door is a staircase unknown to the cult. It descends into darkness. At the bottom is an open sewer pipe that leads to area A7 in the sewers. This pipe passes under area C5.

C5. Ship of the Dead

A full-sized wooden warship rests in this chamber, complete with oars, shields, a collapsed mast, and rigging. Behind it, a sewer pipe protrudes out of the wall, with stone rubble forming a ramp to the pipe. A sickly odor fills the room, and unnerving sounds come from within the ship.

A character that succeeds on a DC 15 Wisdom (Perception) check deduces that the sound is the crunching of bone mixed with a toad-like croaking. Within the ship, two **hezrou** demons have broken free of their master's command and are feasting upon his flesh. If the characters investigate the ship, open the doors to area C6, or climb up the rubble to the pipe leading to area A7, they emerge and attack.

These hezrou are minions of Dagon. They have a swim speed of 60 feet and can breathe air and water.

Ship. The Ship of the Dead is part of a funerary practice among Umberlee's faithful. If the dungeon is partially flooded (1 or 2 valves open), it floats on top of the water. If the dungeon is completely flooded, it rests on the floor of the room.

Treasure. The Ship of the Dead was prepared for its voyage into the afterlife when Old Hulburg was sacked and left for ruin. It contains the embalmed corpses of six paladins of Umberlee. Each is buried with their earthly treasure: coral jewelry worth 50 gp per corpse.

Adjusting the Encounter

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

- **Very weak party:** Remove one **hezrou**.

- **Weak party:** Replace one **hezrou** with a **vrock**. This vrock has a swim speed equal to its fly speed.
- **Strong party:** Add one **vrock**. It has a swim speed equal to its fly speed.
- **Very strong party:** Add one **hezrou**.

C6. Sepulchral Hall

Small sepulchers containing stone sarcophagi line the east and west walls of this crypt. An armored human is slumped against the nearest coffin on the east wall.

These sarcophagi contain the embalmed remains of important priests and priestesses of Umberlee. The armored human has been completely disemboweled. He was one of the soldiers that recently stormed the cartways. He and his companions escaped the Cult of Dagon, but he fell afoul of the undead in this crypt.

Sarcophagi. The stone lids of the sarcophagi bear high-relief carvings of its dead inhabitants in terrible agony. If opened, the dead priest leaps at the grave robber as a **mummy** and fights until destroyed.

Secret Door. One of the sepulchers on the west wall stands alone. The coffin in that niche is false; though its lid bears the image of a priestess with wild hair, no corpse rests within. Instead, a staircase descends into a passage leading towards area C7.

C7. Secret Valve Room

Thick pipes, dripping with water, snake in and out of the walls of this room. Two armored humans huddle in the corner. Panic fills their eyes as the door to this room creaks open. One of them, a wild-eyed man, shouts “Friend or foe!?”

These two soldiers (**veterans**) are the only surviving members of the group that raided the cartways three days ago. One is an older Tethyrian human woman named Hraska and a younger Illuskan man named Grudar. If rescued, they will fight alongside the player characters in gratitude. They know the following pieces of information:

- They have been hiding here for two days.
- They were chasing the aberrations to learn what was going on.
- They came with a group of about ten soldiers and entered the cartways.
- They were attacked by a group of cultists. Many of them were tortured to death, then reanimated.

- They managed to escape after one of their number sacrificed himself to buy them time. Three of them fled through the sewers to this room, but the third was killed by a mummy in the crypt.

If the characters help the soldiers escape the ruins or the soldiers otherwise survive this adventure, the characters gain an XP reward at the end.

Valve. Turning the crank requires a character to make a DC 10 Strength check. On a success, the character opens the valve and causes sea water to be pumped through these pipes, raising the water level in the dungeon by 1 level.

Secret Door. Through the north door is a long hallway. It terminates awkwardly on an angled wall. A creature that makes a successful DC 14 Wisdom (Perception) check notices a hidden latch that causes the wall to swing open into area D1.

Treasure. The soldiers stole a lockbox of *potions of water breathing* from the cult as they escaped. The box contains one potion per character. The soldiers also keep one potion for themselves.

Dungeon Region D: Temple of Dagon

The temple of Dagon is the newest structure within the dungeon. While the entire subterranean complex has been abandoned for nearly a century, somebody used the *Orb of Creation* to will the temple into existence just two weeks ago. This incredible feat drained the *orb's* power, and it now requires blood sacrifice to restore its miraculous abilities.

The Cult of Dagon was astounded by this display of their leader's power, and he quickly came to control the cult. The cult has enshrined the *orb* within the temple, and make daily sacrifices to Lord Dagon. The secretive leader leads the cult from afar, giving cryptic messages to his high cantor Aluuna (see area C2) to continue feeding the *orb*.

Danatar's “orb of nightmares” is based on an incorrect assumption. While the *Orb of Creation* can afflict those who mishandle it with nightmares of Dagon's whispers, it cannot project these nightmares to just anyone—only those who have come into direct contact with it. In truth, the secretive leader is personally spreading the Whispers of Dagon to convince adventurers to travel to the temple and have their stalwart souls sacrificed to the Lord of the Depths. Alternatively, a successful band of adventurers could inadvertently sacrifice the cultists themselves in an attempt to claim the *orb*. The leader can always raise another cult, after all.

D1. Temple Gates

A structure made entirely of black metal looms over this wide chamber. Its gates shut vertically, locking together like the jaws of a shark. The wide courtyard surrounding it is filled with humanoid corpses half-buried in rubble from the chamber's crumbling earthen walls.

If the dungeon is not completely flooded (0–2 valves opened), the temple's gates are locked tight and the chamber is empty, save for the **2d6 skeletons** that rise and futilely try to stop the characters. Because of the *Orb of Creation's* power, the entire temple is made of gleaming adamantine, and its exterior is completely impenetrable.

If the dungeon is completely flooded (all 3 valves opened), the temple's gates are open.

Part 3: Battle for the Orb

Estimated Duration: 1 hour; if the characters have not completed part 2 after playing for 3 hours, you may wish to have the dungeon suddenly flood as the aberrations open the final flood valves and attack the Temple of Dagon themselves.

Though the first room of the Temple of Dagon (dungeon region D) is accessible in part 2, the temple itself is only accessible once all three water valves in the dungeon are opened. After the dungeon crawl is concluded, part 3 is a fast-paced climax as the player characters race to claim the *Orb of Creation* and defeat their enemies.

If the characters attempt to take a long rest in part 3, they fail their mission. Ixxor's aberrant forces storm the Temple of Dagon and suffer defeat at the hands of the cult. The characters may still recover the orb and report to Danatar to complete the adventure, but they do **not** gain the bonus reward of the *instrument of the bards (anstruth harp)* or the XP reward for finding the *Orb of Creation*.

General Features

The interior of the Temple of Dagon has the following general features.

Ceiling. The spacious chambers of the temple of Dagon are 20 feet tall. Creatures hiding in the shadows of the ceiling have advantage on Dexterity (Stealth) checks.

Cultists. All humanoid cultists of Dagon have a swim speed of 30 feet and can breathe air and water. Their skin is covered with tiny, piscine scales.

Doors. Doors in the temple are made of stone. Opening one manually requires a creature to make a successful DC 15 Strength check as an action.

Light. The temple is well lit by floating orbs of eerie green light that hover around the ceiling.

Underwater Combat

Before entering the temple, both the players and the DM should review the Underwater Combat section in chapter 9 of the *Player's Handbook*. Note also that unless a creature has a swim speed, each foot of movement underwater costs 1 extra foot of movement (2 feet in difficult terrain).

D2. Entrance Hall

Floating lights in the ceiling flood this entrance hall in an eerie green light. Doors stand open in the northeast and northwest corners of this room. A grand staircase climbs thirty feet up to a set of metallic double doors on a barnacle-encrusted landing.

If the characters did not kill the aboleth Ixxor (see area A4) in the dungeon, it invaded the temple when the dungeon flooded; in this case, read the following when the characters enter this area for the first time.

A cult wizard is locked in battle with a hulking chuul on the landing. The wizard shoots a lightning bolt straight through the creature, and it howls in pain as it lashes out with a claw.

Both the **cult mage** and the **chuul** have been reduced to half their maximum hit points. The mage has no 3rd-, 4th-, or 5th-level spell slots remaining.

Alliance's End. Once the characters enter the temple, any alliances they made in the dungeon are broken. Both the aberrations and the cult of Dagon view them as threats. Both factions attack the characters on sight. If an aberration and a cultist are already engaged in combat, they only attack the characters if they are attacked first.

D3. Sanctum of the Golden Orb

An orb of golden light shines in the north of this room. It sits on a pedestal atop a raised platform that divides the room in half. Its golden glow illuminates a towering statue that dominates the north wall. The beast it depicts is a thirty-foot tall humanoid creature covered in scales. Tentacles burst from its muscled forearms, and its head is dominated by a gaping maw full of countless teeth.

If the temple has been invaded by aberrations, the cult of Dagon is fighting back. Read or paraphrase the following:

The hall is in chaos. Spells surge through the water as the cultists of Dagon and their summoned demons struggle to fend off an aboleth and its aberrations. They do not seem to have noticed you in the chaos.

If the temple has not been invaded by aberrations, the cult of Dagon is unprepared for combat with the player characters. Read or paraphrase the following:

Four robed cultists stand around the glowing orb. One has his hands on the orb, and two are restraining a struggling human while the fourth raises a wicked dagger—and plunges it into the victim's chest. Blood blossoms from the wound and is sucked into the orb. Its golden glow seems to grow brighter.

There are always four cult **mag**es in this room, standing around the *Orb of Creation*. In combat, they try to keep attackers from stealing the *orb*.

Two cult fanatics stand on the raised platforms in the northeast and northwest of the room. They have *guiding bolt* prepared instead of *shield of faith*, and bombard invaders with spells from range.

Aberrant Invasion. If the **aboleth** Ixxor is still alive, it has invaded the temple with four **chuul** and is trying to kill the cultists and take the *Orb of Creation* for itself. They approach the *orb* from the west side of the room.

Abysal Reinforcements. If the **warlock of the fiend** Aluuna is still alive, she has come to reinforce the temple with one **hezrou** and four **cultists**. They approach the *orb* from the east side of the room.

Orb of Creation. The *Orb of Creation* is brimming with spiritual power, and is too dangerous to be handled by mortal hands. Any creature that attempts to handle it (physically or magically) must make a DC 24 Wisdom saving throw. On a failure, they drop the *orb* and are afflicted by the Whispers of Dagon (see “Story Awards,” below).

Wait and See

Clever players may wish to let the aberrations and the cultists fight it out and then fall upon the wounded survivors. In this case, choose which side you wish to win: aberrations or cultists.

If the cultists win, they win decisively after Aluuna casts *banishment* on Ixxor, permanently banishing him to the Elemental Plane of Water. The surviving cultists are: Aluuna,

a **warlock of the fiend** with 3 spell slots remaining, two cult **mag**es, and one **cult fanatic**.

If the aberrations win, they win after Ixxor *enslaves* Aluuna, causing her to slaughter her fellow cultists before being killed. The surviving aberrations are: Ixxor the **aboleth** with one daily usage of the *enslave* action remaining, three **chuul**, and one enslaved **cult fanatic**.

Adjusting the Encounter

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

- **Very weak party:** Remove both **mag**es. Or remove both **chuul**.
- **Weak party:** Remove one **mage**. Or remove one **chuul**.
- **Strong party:** Add one **cult fanatic**. Or, add an enslaved **warlock of the fiend** with half her maximum hit points and no spell slots remaining.
- **Very strong party:** Add two **cult fanatics**. Or, add an enslaved **warlock of the fiend** with half her maximum hit points and two spell slots remaining.

D4. Cult Barracks

The cramped ten-foot-by-ten-foot rooms assigned to the cultists are barren, even by cult standards.

There is nothing of value here.

Conclusion

When the characters defeat the final hostile creature in area D3, read or paraphrase the following:

The blood of the final creature to die is sucked through the water and into the radiant glow of the orb. After the essence is absorbed, the orb's now blinding glow suddenly fades to a deep amber, like a flame burning down to white-hot coals.

Whichever character attempts to take the *orb* at this point must make a DC 12 Wisdom saving throw. On a failure, they are afflicted by the Whispers of Dagon (see "Story Awards," below).

The characters must decide what to do with the *Orb of Creation* now that they have wrested it from the Cult of Dagon. Ideally, they will return it to Danatar or to the Hulburg guard (who will, in turn, give it to Danatar).

Danatar smiles as you return to the Fiddler Crab inn. He opens his arms wide and proclaims, "My friends have returned! In victory, I hope.

"If you have the Orb of Nightmares, please hand it over. I need to safeguard it as quickly as possible, lest dark forces try to steal it before I have readied the ritual to destroy it. I shall... call upon you again to help me with the ritual."

He pauses, thinking, and then produces a magnificent harp from his pack. "I almost forgot," he says as he hands the harp to you. "A magnificent reward for a magnificent job."

This harp is an *instrument of the bards (anstruth harp)*. Danatar also pays the agreed-upon reward of 1,000 gp per character.

Rewards

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

Experience

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

Combat Awards

Name of Foe	XP Per Foe
Aboleth	5,900
Chuul	1,100
Otyugh	1,800
Black Pudding	1,100
Wight	700
Bodak	2,300
Necromancer	5,000
Crawling Claw	10
Warlock of the Fiend	2,900
Cultist	25
Shadow Demon	1,100
Hezrou	3,900
Vrock	2,300
Mummy	700
Mage	2,300
Cult Fanatic	450

Non-Combat Awards

Task or Accomplishment	XP Per Character
Recover the <i>Orb of Creation</i>	3,000
Save the Hulburg Soldiers	700
Destroy the Spawning Cloud	700
Survive the Black Tentacles	1,100

The **minimum** total award for each character participating in this adventure is 11,250 **experience points**.

The **maximum** total award for each character participating in this adventure is 15,000 **experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for

sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Danatar's reward	1,000 per PC
Waste heap diamond	300
Wedding band	500
Silver symbol of Dagon	300
Five icons of Dagon	250
Reflecting pool coins	30
Coral jewelry	300

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

Permanent magic items are divided up according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

Instrument of the Bards: Anstruth Harp

Wondrous Item, very rare (requires attunement by a bard)

This beautiful harp is an exquisite example of its kind, superior to an ordinary instrument in every way. A creature that attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage.

You can use an action to play the instrument and cast one of its spells. Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC.

When you use the instrument to cast a spell that causes targets to become charmed on a failed save, the targets have disadvantage on the saving throw. This effect applies whether you are using the instrument as the source of the spell or as a spellcasting focus.

This instrument can cast the spells fly, invisibility, protection from evil and good, control weather, cure wounds (5th level), and wall of thorns.

The harp is made out of white bone, carved to look like a kraken with its tentacles ending in the strings. The sounds it produces is especially well-suited for dirges and sea shanties. It glows when a celestial approaches within 100 feet of the harp.

This item can be found in the *Dungeon Master's Guide*.

Potion of Clairvoyance

Potion, rare

When you drink this potion, you gain the effect of the *clairvoyance* spell. An eyeball bobs in this yellowish liquid but vanishes when the potion is opened.

Story Awards

During the course of this adventure, the characters may earn the following story award:

Voice of Dagon. Your mishandling of the *Orb of Creation* has affected your mortal mind. More information can be found in **Player Handout 1**.

Renown

Each character receives **one renown** at the conclusion of this adventure.

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Appendix I. Monster/NPC Statistics

Aboleth

Large aberration, lawful evil

Armor Class 17 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Con +6, Int +8, Wis +6

Skills History +12, Perception +10

Senses darkvision 120 ft., passive Perception 20

Languages Deep Speech, telepathy 120 ft.

Challenge 10 (5,900 XP)

Amphibious. The aboleth can breathe air and water.

Mucous Cloud. While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

Actions

Multiattack. The aboleth makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by *heal* or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Enslave (3/Day). The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance,

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

Legendary Actions

The aboleth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aboleth regains spent legendary actions at the start of its turn.

Detect. The aboleth makes a Wisdom (Perception) check.

Tail Swipe. The aboleth makes one tail attack.

Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.

Black Pudding

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

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

Damage Immunities acid, cold, lightning, slashing

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

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

Languages –

Challenge 4 (1,100 XP)

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

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

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

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

Actions

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

Reactions

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

Bodak

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	7 (-2)	12 (+1)	12 (+1)

Skills Perception +4, Stealth +6

Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal, Common

Challenge 6 (2,300 XP)

Aura of Annihilation. The bodak can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

Death Gaze. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 13 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, it must immediately make the saving throw.

Sunlight Hypersensitivity. The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 4 (1d4 + 2) bludgeoning damage plus 9 (2d8) necrotic damage.

Withering Gaze. One creature that the bodak can see within 60 feet of it must make a DC 13 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Chuul

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Deep Speech but can't speak
Challenge 4(1,100 XP)

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

Actions

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it's a Large or smaller creature and the chuul doesn't have two other creatures grappled.

Tentacles. One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success

Crawling Claw

Tiny undead, neutral evil

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 0 (10 XP)

Turn Immunity. The claw is immune to effects that turn undead.

Actions

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning or slashing damage (claw's choice).

Cultist

Medium humanoid (human), chaotic evil

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Actions

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

Cult Fanatic

Medium humanoid (human), chaotic evil

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages Common

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The cultist is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

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

Actions

Multiattack. The fanatic makes two melee attacks.

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

Hezrou

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	5 (-3)	12 (+1)	13 (+1)

Saving Throws Str +7, Con +8, Wis +4

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 8 (3,900 XP)

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

Stench. Any creature that starts its turn within 10 feet of the hezrou must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the hezrou's stench for 24 hours

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Mage

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common, Abyssal, Draconic, Elven

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

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

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

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

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

Actions

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

Mummy

Medium undead, lawful evil

Armor Class 11 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Wis +2

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 3 (700 XP)

Actions

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution

saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit points maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit points maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

Necromancer

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Damage Resistances necrotic

Senses passive Perception 11

Languages Common, Abyssal, Draconic, Elven

Challenge 9 (5,000 XP)

Spellcasting. The necromancer is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *mending*

1st level (4 slots): *false life**, *mage armor*, *ray of sickness**

2nd level (3 slots): *blindness/deafness**, *ray of enfeeblement**, *web*

3rd level (3 slots): *animate dead**, *bestow curse**, *vampiric touch**

4th level (3 slots): *blight**, *dimension door*, *stoneskin*

5th level (2 slots): *Bigby's hand*, *cloudkill*

6th level (1 slot): *circle of death**

* Necromancy spell of 1st level or higher

Grim Harvest (1/Turn). When a necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell's level, or three times the spell's level if it is a necromancy spell.

Actions

Withering Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) necrotic damage.

Otyugh

Large aberration, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	8 (-2)

Saving Throws Con +7

Senses darkvision 120 ft., passive Perception 11

Languages Otyugh

Challenge 5 (1,800 XP)

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Actions

Multiattack. The otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained

until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Strength saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half bludgeoning damage and isn't stunned.

Shadow Demon

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Vulnerabilities radiant

Damage Resistances acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Incorporeal Movement. The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

Vrock

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +5, Wis +4, Cha +2

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

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

Actions

Multiattack. The vrock makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Spores (Recharge 6). A 15-foot radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

Stunning Screech (1/Day). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

Warlock of the Fiend

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +4, Deception +7, Persuasion +7, Religion +4

Damage Resistances slashing damage from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft., passive Perception 11

Languages Common, Abyssal

Challenge 7 (2,900 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *alter self*, *false life*, *levitate* (self only), *mage armor* (self only), *silent image*

1/day each: *feblemind*, *finger of death*, *plane shift*

Spellcasting. The warlock is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *fire bolt*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st-5th level (4 5th-level slots): *banishment*, *burning hands*, *flame strike*, *hellish rebuke*, *magic circle*, *scorching ray*, *scrying*, *stinking cloud*, *suggestion*, *wall of fire*

Dark One's Own Luck (Recharges after a Short or Long Rest). When the warlock makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Actions

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 10 (3d6) fire damage.

Wight

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)
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Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 3 (700 XP)

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

Actions

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Lifedrain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

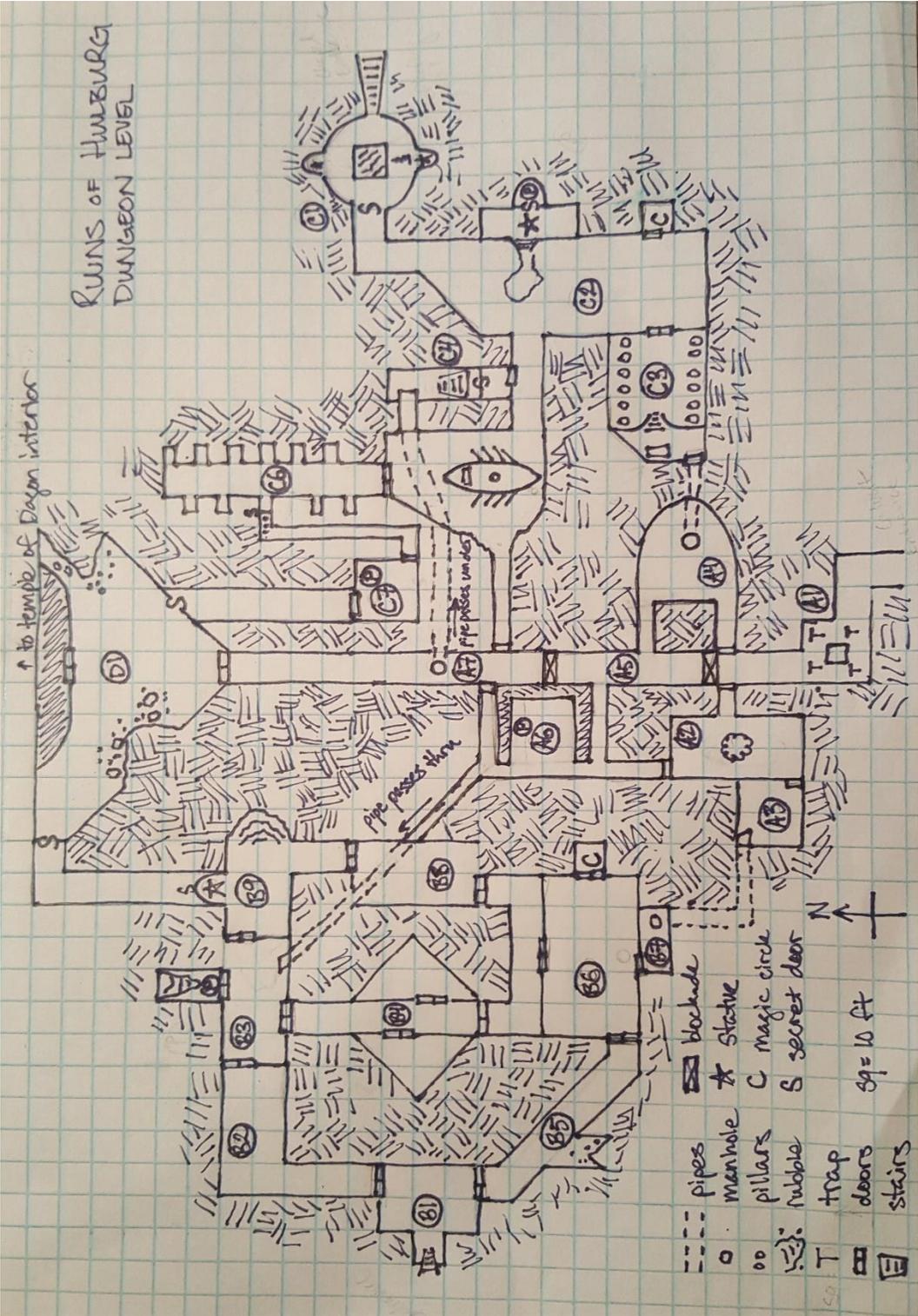
A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

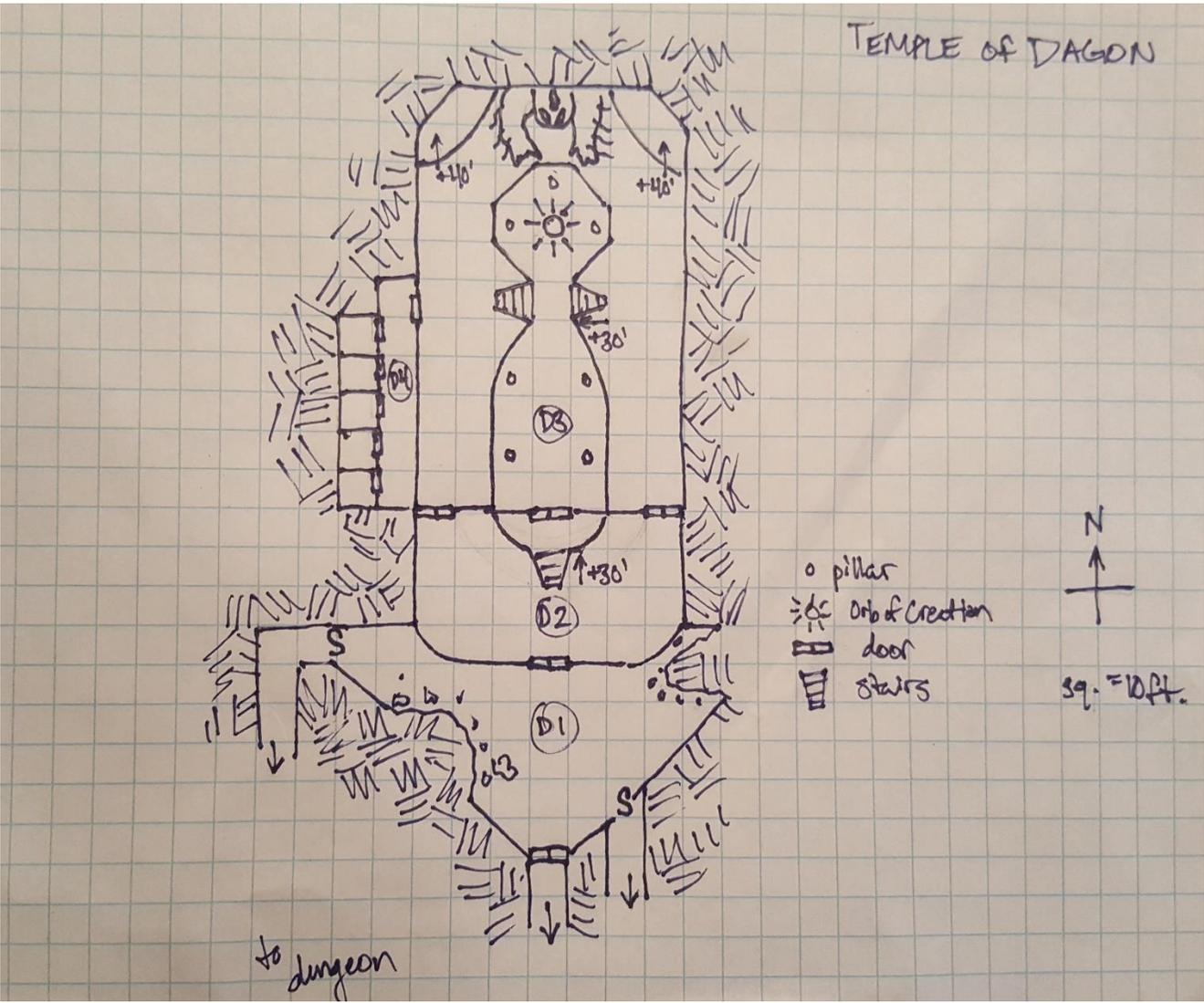
Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Appendix II. Map

Dungeon



Temple of Dagon



Player Handout 1. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Whispers of Dagon

You exposed yourself to the power of the *Orb of Creation*. Your mind is plagued by whispers and nightmares. You are required to spend 2 more hours completing a long rest than the usual required hours. This story award remains in effect until the character finishes CCC-BMG-HULB 04-03.

Alternatively, you can choose to remove the curse by spending 10 downtime days meditating and clearing your mind of Dagon's influence.

Player Handout 2. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

Instrument of the Bards: Anstruth Harp

Wondrous Item, very rare (requires attunement by a bard)

This harp is an exquisite example of its kind, superior to an ordinary instrument in every way. A creature that attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage.

You can use an action to play the instrument and cast one of its spells. Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC.

When you use the instrument to cast a spell that causes targets to become charmed on a failed save, the targets have disadvantage on the saving throw. This effect applies whether you are using the instrument as the source of the spell or as a spellcasting focus.

This instrument can cast the spells fly, invisibility, protection from evil and good, control weather, cure wounds (5th level), and wall of thorns.

The harp is made out of white bone, carved to look like a kraken with its tentacles ending in the strings. The sounds it produces is especially well-suited for dirges and sea shanties. It glows when a celestial approaches within 100 feet of the harp.

This item can be found in the *Dungeon Master's Guide*.