TH3

FOR 5TH EDITION D&D GAME

Dungeon Module TH3
The Temple of Purification

by Tommy Huff

AN ADVENTURE FOR CHARACTER LEVELS 10 - 13

This module contains slight background information, referee's notes, and a complete map. THE TEMPLE OF PURIFICATION is from the Tommy Huff ("TH") series; like other in the series, it is meant to stand on its own and is a complete 5TH EDITION DUNGEONS & DRAGONS adventure. The recommended number of players is four to five, with levels ranging from tenth to thirteenth.

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

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The Temple of Purification

Dungeon Module TH3

Introduction:

The Temple of Purification is an exciting one to two night module for a party of 4 – 5 players on 10th to 13th level. This module is broken up into 13 encounters and receiving experience points for each. Each encounter will involve role playing, traps, puzzles, or combat.

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

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

by Tommy Huff

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Before We Start

This is module is one of the side routes from Dungeon Module TH1. This module is completely separate from the other modules in the TH series save for being in the same general location as the others in the series. You can also play this module as a standalone adventure.

Preparation

You (the DM) need the D&D core rulebooks—the Player's Handbook, the Dungeon Master's Guide, and the Monster Manual. The information presented here utilizes the D&D 5th Edition rules.

The adventure is designed for a party of four to five 10th - 13th level characters. Characters below 10th level are likely to find the challenges inside the temple too great, while those above 13th level may have too many abilities and resources to find a proper challenge.

If your players are unused to hackproof dilemmas, they may find this adventure frustrating. However, those who know how to use their wits should find it an intriguing balance of action and problem-solving.

When describing the various environments to your players, be careful not to give them information or insights that their characters would not normally have. Provide clear descriptions as appropriate, and answer questions as befits the characters' perceptions, but don't give away hints that they haven't asked for (or don't deserve).

To get started, read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs (particularly their motivations). **Text that appears in boxes is player information that you can read aloud or paraphrase at the proper times**. Statistics are given for creatures, not in the Monster Manual, and references to that book are provided for the more standard monsters.

Adventure Background

Depending on if you're coming from Dungeon Module TH1 or freshly starting will determine which background you will choose. Both will lead to the temple.

TH1 Route

The background will not be explained here. If you are choosing this option then you are obviously coming from Dungeon Module TH1. The background information is the same there as it would be for here.

Fresh Route

On a cliff facing the ocean along the Sword Coast lays a small cave that is said to be the location of the underwater lair of a once powerful wizard. This wizard's name has been forgotten throughout time and so was the locations to his lair but his acts are still subjects of interest today. The most noticeable of these acts is the capturing of a powerful genie that is said to grant three wishes to the one who claims it. One might ask why didn't he use these wishes but legend has it he gave his life to seal the genie. Regardless of how or why he died is of little concern to the ones who want claim to the genie's powers. Many have tried to find the genie but haven't even found the location to this underwater lair. Some say it's haunted by the ghost of the dead wizard and that it is through his spirit he is causing no one to disturb his temple and others say it's being guarded by a powerful Kraken and those who approach it face death. Whatever the reason is no one has been able to lay claim to this genie.

Several weeks ago in Baldur's Gate, a crazy but very wealthy pirate captain who goes by Captain Bonemeal claims he had a vision where the spirit of the wizard came to him and disclosed the location of his underwater lair. Upon having this vision he told anyone who would listen he would pay a hefty price of 10, 000 gp and one of the three wishes if they would retrieve the genie for him and kill any monsters there so that he might claim the lair for himself.

Captain Bonemeal has outfitted three groups of intrepid heroes to take up the challenge and claims he will reward the group that brings him the genie. The PCs are one of those groups—the others are far enough behind that they won't factor into this adventure unless you want to create rival groups of NPC adventurers.

Adventure Synopsis

Once again this depends if you're coming from Dungeon Module TH1 or freshly starting.

TH1 Route

The characters are asked to destroy the false god and save the Merfolk from it and the Sahuagin.

Fresh Route

The characters are to retrieve the genie and return it to Captain Bonemeal for their reward.

Adventure Hook

In the style of classic D&D adventures, The Temple of Purification dispenses with any complicated research or adventure hooks and thrusts the characters directly into the dungeon. If you prefer a more nuanced approach, feel free to introduce the scenario more gradually using the information provided in the Adventure Background above. You might set up a meeting between the PCs and Captain Bonemeal, add something like Nature or Investigation checks to track down the exact destination, include a few sea creature encounters on the way to the temple, and so on. Or you can just cut to the chase by reading the information in the Beginning the Adventure section to the players when your game session begins, replacing names as appropriate. It's your call.

About The Lake and The Surrounding Area

Standing alone in a large spacious cavern is a dark murky lake that seems to be filled with gunk made of who knows what. The lake is about 20 acres in width, and around 80ft deep. At the bottom is a mysterious building with no clear entrance save a large stone shark head with its mouth shut. The building has a strong aura of magic around it but this magic reeks of that of necromancy.

The temple itself was once the lair of a powerful wizard. Only scholars really even knew of the wizard but none of them know what became of him. It's been turned into a Sahuagin temple or at least given the appearance of one. The temple still has all the traps and tricks the wizard installed in it as none of the current residents knew how to disarm them for good.

The nearest village, Asmire, lies about a day's journey from the lake but can only be accessed by water or by heading up a steep underground waterfall that crashes into the lake (see Dungeon Module TH1). The village can supply the party's basic needs but in truth, the party has loaded up before they came here. Any adventurers bold enough to set out for this cavern and lake or the surrounding area are regarded as either very brave or very foolhardy.

Standard Dungeon Features

Every room or corridor in the temple will consist of the following unless otherwise noted.

Dungeon Shape

The dungeon from the outside appears as to does as the shape on the map. The Map is at the end of the module.

Light

All the rooms and corridors are dark. Most inhabitants have dark vision or a similar ability that allows them to operate effectively in darkness.

Water

The water is so thick with muck and gunk that even with a light source it's hard to see. The players can only see 10 ft in front of them. The Sahuagin and other creatures are used to this condition and therefore are not affected by this.

The water is tainted as well. Anyone who swims or becomes submerged in it is exposed to blinding sickness (CON DC 10; infection 1d4 days; minus 1d4 STR; a victim who takes 2 or more points of STR damage from the disease must make another Constitution save or be permanently blinded). As DM feel free to ask for this check anytime you see fit. It's your call.

Temperature

It's a little chilly but nothing the players can't handle.

Doors

The temple has no doors but rather large archways so any creatures such as sharks can easily swim to and fro. Creatures that can't move on dry land are carried by the Sahuagin to the new area.

Walls

Walls are 60ft, DC 15 to climb.

Floor

Flagstone.

Stairs

In this Dungeon, all the stairs are leading down. Each stairway is 10ft long (save for one flight of stairs which is 20 ft). The players will travel 70ft down by the time they approach the end of the temple.

Air
Misty & cold. The oxygen in the non-water areas is nearly suffocating due to being deep in the earth and underwater. However, players should still be able to perform.

Odors
Salty & wet. A very strong odor of rotting flesh can be smelled throughout the temple and near the lake itself.

Noise
A constant chanting and screaming can be heard throughout the temple. Even through the thick gunky water.

Rooms
The rooms of the temple are decorated with seashells, mother-of-pearl, and actual pearls and featuring windows made from crystal.

Corridors
The corridors are decorated with mosaics of sharks and Sahuagin dancing joyfully.

Water Free Areas
Rooms 1, 4, & 6 and corridors c, d, e, f, g, h, q, r, & s are free from water. As if an invisible barrier is stopping the water from entering the room or corridor. The floors are slimy and wet and are considered rough terrain.

Water Filled Areas
Rooms 2, 3, 5 & 7 and corridors a, b, I, j, k l, m, n, o, p, t, u are completely covered in the tainted water.

Monsters
All monsters in this module have the average amount of hit points as presented in the Monster Manual. You, as DM have every right to change this if you please.

Beginning the Adventure
As always read the appropriate section depending on where the players are coming from.

When the PCs are ready to start exploring the temple, read or paraphrase the information below (once again choose the appropriate path depending on the situation). If you wish to play out their journey, stop reading at the appropriate points

The players who are starting this fresh are outfitted as you see fit.

TH1 Route
As the author, I don't know how you got down here in the first place. Obviously it was you came by waterfall but I don't know if you crashed or used magic or what have you. I'm going to assume you hit the water. As DM feel free to adjust anything that needs to be adjusted.

You feel yourself falling what seems like an eternity as suddenly you hit a cold rush of water as it consumes you. Quickly with all your might you swim up to catch your breath. The cool air from the cavern reaches your wet face and you take several gasps of air. Trying to stay afloat you notice the cavern is completely black and you are unsure of where you are.

Gathering yourselves you crawl from the water but notice another creature struggling to crawl out beside you. Upon closer inspection you see this said creature is in truth an elderly man, however, as he crawls out of the water you can see a visible large fish fin in place of where his legs should be. Four needles protrude from his head and attached to these needles are long thin transparent tubes. He mumbles something about the false god and see's you there next to him. Quickly his eyes swell up with tears and he begs you to rid his people of the false god in the bottom of this lake. When asked about this false god he struggles to tell you his people are being deceived by a monster. He yells something about the temple is lake being evil but before he can say more his eyes widen and he points to the lake. You notice the water is no longer calm but is now being disturbed as eighteen humanoid fish creatures, averaging around six feet in height protrude from the water. Their frames are lean and wiry and their skin is scaled and a variable green color. Their heads are distinguished by long, protruding jaws filled with needle-like teeth while each of their webbed limbs ends in sharp claws. They make their way over to you and with large spears point to the dying merman and shout in their native tongue. Two of these creatures pick the merman up by his arms and quickly run back into the lake with him. You can hear the dying merman attempt to yell for help but his cries are drowned out by the water of the murky lake. Soon the two creatures come back to the surface. All these creatures advance towards you with their spears out stretched.

Fresh Route
When Captain Bonemeal, a loony but wealthy pirate, hired you to recover a genie, he offered your group 10,000 gp and one wish from the genie—a reward sizable enough to dissuade you from asking too many questions.

Days later, you found yourselves with a map of the location and on a small boat that Captain Bonemeal himself has prepared for you. You soon located an entry tunnel big enough for your small boat to enter leading into the side of a cliff face and into a large dark cavern.

Inside, the cavern floor was covered with muck. Though in the center of this muck is a spacious black and eerie lake and within that lake is the very genie you've been sent for.

However, you notice eighteen humanoid fish creatures, averaging around six feet in height protrude from the water. Their frames are lean and wiry and their skin is scaled and a variable green color. Their heads are distinguished by long, protruding jaws filled with needle-like teeth while each of their webbed limbs ends in sharp claws. You try to reason but the reasoning doesn't work and you must fight.

Encounter 1: I Don't Think They Want to Talk

Author's Note
Both routes of this module have met together at this point and will continue to do so. Both routes will have the same encounters but what your goal is will be different.

Purpose
Get past the eighteen creatures in any way you see fit.

Creatures
The creatures are Sahuagin (Monster Manual 263). They're looking for a fight and you're it.

The Battlefield
Since this is still in the cavern the battlefield will be up to the DM. Feel free to add things like cover or what have you. It's once again your call.

Tactics
The Sahuagin are ready to fight and will do just that. No matter how hard the players try to reason with them they will not listen. These eighteen Sahuagin will pester the players until they are dealt with. Once twelve of the Sahuagin are killed (or dealt with) read out loud the next text in the box.

Treasure
The Sahuagin have nothing of interest save for what they have listed in the Monster Manual. In fact, most creatures will be like this.

Experience Gained
This encounter is considered a medium challenge and the total XP is 1200 (the reason for this will be explained in the next read out loud section of this encounter).

The remaining creatures attempt to run from you and head towards the lake. You hear a splash and believe the creatures are making their way back into the lake but to your surprise, you see a large metal barrel in the shape of a lobster use its mechanical claws to crush the creatures to death. Using a light source that comes from this machine, this large lobsterish barrel crawls onto land and out from the back of this contraption comes a man with a large tricorne hat that supports a large magnificent feather, a long golden cape that billows in the wind, an overly large multi-colored scarf, green tights, with brown boots that go up to the knees, a red frilly shirt and over it is a rusted breastplate and over that is a long mustard yellow coat. Around his neck, he has an iron bottle hanging from a chain. He appears to have never looked at himself in a mirror as he has long unkempt hair and a beard that is uneven and unorganized. He starts to giggle to himself but quickly that giggle turns into a loud laughter, revealing his only three teeth, but as soon as he starts he stops and looks you with a stern face. He looks around the cavern yells, as if you were miles away, "What bring you, folks, down here?"

Encounter 2: What is going on here?

Purpose
This is simply a role-playing encounter with Eckracht of the West.

Creature
Eckracht of the West (Monster Manual 348 as the noble's stats for Encounter 2 but a Vampire (So, in truth he's vampire but won't give off that vibe unless you go looking for it) in Encounter 14 but we'll get to that when the time comes and we'll give those stats later too)

is a treasure hunter of only the finest goods.

He overheard Captain Bonemeal in Baldur's Gate and caught site of one of the other group's maps and made his way here. His oddball submarine is an Apparatus of Kwalish (Dungeon Master's Guide 151) and inside he has four Bags of Holding (Dungeon Master's Guide 153 – 154) for his treasures. Eckracht is actually here for the genie too (see fresh route mission) and will stop at nothing to get it. He has no problems with the players being there but will try to take the genie bottle by any means if they find it first. Around his neck is an Iron Flask (Dungeon Master's Guide 178) and contained in it is a Solar (you read that right.) (Monster Manual 18).

Eckracht will not fight the players unless they pick a fight or they won't hand over the genie bottle.

- A player is able to detect he's an undead if they make check that does so.

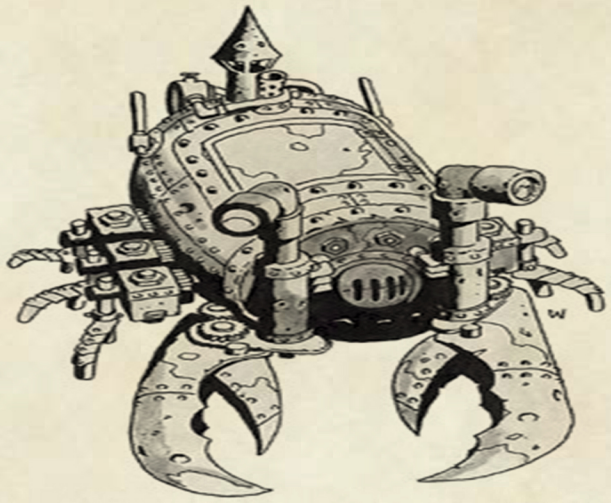
Tactics

Author's Note
These are only for if the players choose to pick a fight. They will probably die so I would encourage them not to.

Eckracht will instantly release his Solar. Eckracht isn't a challenge but his Solar is more than enough to wipe out the whole party. However, the Solar will do all in his power to protect Eckracht. The Solar will only help for an hour before the magic that controls it is undone. Eckracht is by no means stupid and when he knows he's lost (3/4 of his health gone) or the Solar's time is almost up. He will command the Solar to get him and the Apparatus of Kwalish out of the battle in any way possible.

Treasure
The Solar will not drop anything but Eckracht will leave behind what he has on him (see the noble in Monster Manual 348) and the Apparatus of Kwalish, the empty Iron Flask, his cool clothes, and his four Bags of Holding, which are currently empty.

Experience Gained
Simply talking to Eckracht is a simple thing to do. The players will receive 2400 XP. However, if Eckracht is engaged in battle he will become a deadly challenge and worth 33025 XP (the Solar being factored in too).



- Assuming the players haven't engaged Eckracht in battle or he isn't dead read the following at any point you (the DM) choices.

> He cuts you off mid-sentence and hops back in his mechanical lobster and yells "See you in the temple!" His mechanical lobster sinks into the lake and you can hear him laughing all the way down.

Author's Note

I just want to say I had a lot of fun writing this character.

Encounter 3: It's Time to Get Wet!

Purpose

Getting down to the temple without drowning and getting into the temple itself.

Very Important Author's Note

A lot of this adventure is underwater. The rules for underwater can be found in the Player's Handbook 198 (for combat) and the Dungeon Master's Guide 116 - 117 (for movement and whatnot). Please take time to read these.

- Allow the players to figure out a way to get to the bottom of the lake. When they are ready read out loud the following.

> The water is cold and murky and feels even gross to touch. You head down deeper and deeper until you finally see this said temple but just barely due to the mass amounts of muck. The temple is made from stone and the natural elements of the lake have covered the outside. You can see windows made from thick crystal along several of the walls. No visible entrances can be seen save for a large stone shark head whose jaw is shut.

Trap

The stone shark head is not trapped. The shark mouth only requires a STR DC 10 to open. However, the entrance in the mouth contains a Sphere of Annihilation (Dungeon Master's Guide 123) that beckons Elven players to it.

Secret Entrance

20 feet down along the right side of the stone shark head is a secret door. The door requires a Passive Perception (WIS) DC 12 to spot. An Investigation (INT) DC 10 will reveal the door simply needs to be pushed on. A STR DC 10 pushes a section of the wall like a rotating door that leads into corridor "a".

Experience Gained

While this challenge isn't super hard it could possibly kill someone. So, I'm putting it at deadly for 11200 XP.

Encounter 4: Absolutely Nothing... or is there...

What Goes Where?

Corridor "a" connects into room 1.

Purpose

This is simply a resting up room. However, this room does contain several books on which some info could be important (wink wink).

> You head down a narrow corridor that only allows you to march single file. Quickly you come across some stairs that head down into a room filled with books and in the center of the room sits a stone altar with images of sharks neatly carved into it. Directly north can be seen another archway leading into a watery room.

Religious Checks

A Religion (INT) DC 15 around the altar will reveal while it's supposed to be an altar to Sekolah (the Sahuagin shark god) you recognize it's not quite right. A Sekolah altar has a large bowl, ideally built beneath a statue of Sekolah, which is used for offerings and divination.

Reading is Fun

If a player tries to read any of books read the following passage below out loud.

> My master has been tricked by the genie but I was able to seal that monster in a bottle of my master's. However, I lack the strength to free my master. If only I was smart enough to figure out this stupid riddle! I know my master is in that chamber with the statues but if only I could solve this riddle and know which one was him for sure... I'm sorry master... I have failed you.

- below the passage is a the following riddle

> You are standing approximately 106 feet from a Rust Monster when she spots you. You are in an open field with nowhere to hide. She starts chasing you, quickly reaching her top speed of 27 mph. You start sprinting away from her, reaching your top speed of 15 mph. How long will you last before she gets you?

The answer is 6 second or even just 6 would work too.

More Reading

If the players continue to read proceed to the passage under this out loud.

> I have gained control of the creature of Plane of Water and have made him mine. But still I fear that he does not truly serve me...

Ok More Reading

If the players want to read more then read the following passage under this out loud. (after this the books have nothing of interest)

> I have finally done it! Finally the secrets of Vecna have been revealed to me.

- A History (INT) DC 20 will reveal information on Vecna (see the Dungeons Master's Guide 224).

Experienced Gained
Save for the passages in the books this room has nothing. However, due to the passage being a math riddle and telling some hints of things to come, I'll award 2400 XP.

Encounter 5: Choices

What Goes Where?
Room 1 connects into room 2.

> The first thing you see upon entering into this room is the gigantic turtle shaped creature swimming to and fro the room. However, not soon after the massive amount of gold and treasure that fills the room sparkle and catches your eyes.

Purpose
This room contains several options for the players to proceed through one of the two passage ways. This encounter can count as several different types of encounter.

Creature
A Dragon Turtle (Monster Manual 119) dwells in these waters. The creature did not come here naturally but rather by the current master of this temple. The Dragon Turtle in truth hates his limited space but is bound by powerful magic. So, in his boredom he will either kill or play with victims that come through his lair. Though it has been said he loves riches.

Choices
The Dragon Turtle will give the players the choice to answer two riddles for either path 1 (p1) or path 2 (p2). However, if they fail he'll attempt to kill the players.

P1 Riddle
I have rivers without water, Forests without trees, Mountains without rocks Towns without houses.

- Answer: a map.

P2 Riddle
Two brothers we are, great burden we bear. By which we are bitterly pressed. In truth we may say we are full all the day But empty we go to our rest.

- Answer: shoes or boots.

Or

The players can attempt to bribe the Dragon Turtle and give up some or all their gold. However, the amount depends on the players Persuasion (CHA) skills to lower the price.

- The players Persuasion was less than the Dragon Turtle's Insight (WIS) = the players pay all the gold they have.
- The players Persuasion was 5 more than the Dragon Turtle's Insight (WIS) = the players pay ¾ the gold they have.
- The players Persuasion was 10 more than the Dragon Turtle's Insight (WIS) = the players pay ½ the gold they have.
- The players Persuasion was 15 more than the Dragon Turtle's Insight (WIS) = The Dragon Turtle is so persuaded that he lets the players proceed without trouble.

Don't Get Greedy
A player is more than welcome to attempt to steal some of the gold in the room. However, if they fail to do so the Dragon Turtle will engage in combat no matter what happens after this point. The gold is only in coins and the amount was taken is up to the DM. Moreover, the DM is in control of how they want to make that check.

Tactics
If engaged in battle the Dragon Turtle will attempt to use all of his most powerful attacks first. After that, the battle will continue until someone is the winner. At any point, the players can attempt to bribe the Dragon Turtle to get out of combat but they'll have to give up all the gold they have.

Experienced Gained
The riddles or the bribing will be a medium challenge and worth 4800 XP. However, engaging in combat with the Dragon Turtle and surviving is a deadly challenge and worth 18000 XP. Players can do both to get extra XP if they're brave enough. The total amount of XP is 22800.

Encounter 6: The Purifying Chamber

What Goes Where?
Both options p1 and p2 lead to room 3. However, the players have to go through corridor "b" to get to room 3 if they take p2. Corridor "b" possesses no problems.

Special Room Features
Room 3 is only filled up to 3 ft instead of the full amount. This only applies to this room.

The room has many tables, beds, and boxes. The boxes are sealed and the tables have large piles of rotting flesh on them. On those beds are disfigured Merfolk being held down by strong chains. You can see four needles protruding from their heads and connected to each of needles are thin transparent tubes the run into the ceiling. These needles produce a faint glow around them. A hideous blue skinned female creature is seen cutting one of the Merfolk. Her long thin and stringy hair slowly gets more and more covered in the blood of the Merfolk as she cuts away. The room is filled with terrified screams.

Purpose
Once again this can be several different options depending on the players. Really how they act is up to them. I will list the options as we go.

Creatures
The female figure is a Sea Hag (Monster Manual 179). The Merfolk (Monster Manual 218) are beyond saving. The Sea Hag is really here to collect on the organs of the Merfolk. In exchange of these organs, she connects the tubes to the heads of the Merfolk to be purified.

She will attack instantly.

Purification
In truth there is no purification and this is all just the clever ploy of the current ruler of the temple to get stronger. The needles and tubes are draining out the life essence of the Merfolk and pumping it into the current ruler of the temple (See the last encounter for more details).

Tubes and Needles
A History (INT) DC 15 will tell a player that this was made to drain the essence of creatures to another, thus giving them the life of those they took it from. The owner of the essence can use it in exchange for their own life if they face death.

As mentioned above the life essence of the Merfolk is being drained and pumped into an unseen creature. A strong aura of magic can be identified with an Arcana (INT) DC 12. The needles and tubes cannot be destroyed without destroying the magic around them, something like *Dispel Magic* or something similar will work. After that, any method will destroy the tubes.

- AC: 5
- HP: 10

Tactics
The Sea Hag will attempt to use her Death Glare on the closest player. After that, she will proceed to try this tactic every other round. In the rounds, she's not using Death Glare she'll attempt to use her Claws.

Objects
Feel free to allow the players to react to the tables or beds or whatever in any way you as the DM see fit. Moreover, feel free to place the objects where you see fit.

Experienced Gained
The Sea Hag is an easy challenge and therefore will be worth 450 XP.

Encounter 7: White is Right?

What Goes Where?
Room 3 connects into corridor "c" and corridor "c" has two entrances into room 4. Corridor "c" poses no problems.

The large room contains nothing in it but you do see the floor is a checkerboard pattern. You look down and see you're standing on a black tile (both entrances contain black tiles). These tiles are 5ft in width and length.

Purpose
Simply get to the exit on the other side of the room and avoid the hidden traps on the way.

Trap
Only the black tiles are safe to stand on as the white ones are actually locking pit traps (Dungeon Master's Guide 122-123, see both hidden and locking pits) filled with acid.

- See these pages to determine signs of the trap.

A creature falling into the pit only takes half as much damage from the fall but also takes 2d8 acid damage. A creature that remains in the acid takes an additional 2d8 acid damage at the start of each of its turns. The flesh of creatures reduced to 0 hit points by the acid dissolves into a thick sludge leaving rubbery bones behind. The pit is 20 ft deep.

Experienced Gained
The challenge itself isn't too hard but because it's possible to get hurt I'll put this as a Medium challenge for 4800 XP.

Encounter 8: Give Me a Break

What Goes Where?
Once the players leave from room 4 they'll come down some stairs to corridors "d" – "g". Then down another flight of stairs to corridor "h".

Purpose
The purpose of this section is to pretty much get to corridor "i" and continue the adventure. Pretty basic.

Creatures
This encounter contains 4 Giant Crabs (Monster Manual 324) and 4 Sahuagin Priestess (Monster Manual 264). These creatures don't expect anyone to be here and can be surprised very easily.

Stairs 1
The first flights of stairs pose no problems for the players.

Corridors "d" – "g"
These corridors have nothing in them save for the above-mentioned creatures. The corridors are only 5 ft in width so fighting them will be cramped. The creatures will pursue the players if they players attempt to run but will stop before stairs 2.

Stairs 2

These stairs are trapped and will slope and cause the players to slip down into corridor "h" if they're not careful. Moreover, these stairs extend 20 ft instead of the normal 10 ft.

Trap

Mechanical

What were once stairs become a steep slope sending victims tumbling down the trapped staircase. This trap is triggered by a false step. The absence of foot traffic on the step can be detected with a DC 12 Investigation (INT) check.

Slight scratches like drag marks can also be detected on the surrounding steps with a DC 14 Perception (WIS) check. When 30 or more pounds of weight is placed on the step, the steps in the staircase retract and fold inward creating a slide. Creatures on the staircase slide down at a rate of 15 feet per round. When they strike the bottom, sliding creatures take 1d6 bludgeoning damage for every 20 feet they travelled. Creatures within 5 feet of the banister or wall can attempt to stop their descent with a DC 14 Dexterity check.

Corridor "h"

The fun isn't over yet. 25 ft of the 30 ft corridor is trapped with crushing walls. Both sides of the wall move.

Trap

Mechanical

A DC 12 Investigation (INT) check notices telltale scrape marks along the walls and a thin line of debris in the middle of the room, while a DC 15 check spots the pressure plate. Wedging an object like an iron spike under the pressure plate prevents the trap from triggering.

When activated, the wall makes an initiative roll with a +5 bonus. Both sides of the wall act on the same initiative. When the walls come together, all creatures between the walls immediately take 4d10 bludgeoning damage. This damage is repeated when a creature starts their turn between the walls. After 1 minute the trap resets and the walls begin moving away from each other.

Every other round each wall moves 5 feet. Additionally, when this trap is triggered, metal portcullises fall from the ceiling on each side of the corridor, blocking off the corridor. Creatures underneath a portcullis must succeed a DC 12 Dexterity saving throw or be struck by the falling grate, taking 2d8 piercing damage. Creatures escaping from a falling portcullis end up on a random side. Lifting a portcullis requires a DC 14 Strength check.

As an action, a creature within 5 feet of the wall can attempt to push on the wall to stop it moving with a DC 14 Strength check. On a success, the wall does not move during its next turn. If a creature succeeds on this check by 5 or more they manage to shove the wall back 5 feet.

Tactics

The Giant Crabs will just try to pinch you (they're crabs). The Sahaugin Priestess will use spells before they try to bite or use their claws. As mentioned above they will pursue the players but will stop at stairs 2.

Experienced Gained

Fighting the creatures is considered an easy challenge. However, the sloping stairs and crushing walls could pose a serious threat. The overall XP will be 6700.

Encounter 9: So Many Corridors

What Goes Where?

This next section will cover corridors "i" – "p". Just a friendly reminder all the corridors in this section are filled with water. After corridor "j" there will be a flight of stairs. Eventually, corridor "p" will stop at room 5.

Purpose

Once again the purpose of this is to simply get through the corridors and get to room 5 and continue the adventure.

Anti-Magic Field

These corridors contain an anti-magic field. But it stops after this encounter.

Corridors "i" – "p"

The corridors themselves have nothing of interest but it's possible random encounters might occur depending on the corridor the players are in. Once again the creatures will follow you into the next corridor if they're not killed. Finally, they will enter in room 5 when it comes time for the players to go there. Here are the possible options.

Random Encounter

Corridor	What Happens
"i"	50% nothing, 50% 3 Sahuagin (Monster Manual 263) or 3 Reef Sharks (Monster Manual 336).
"j":	50% nothing, 50% 6 Sahuagin Priestess (Monster Manual 264).
"k"	Has nothing.
"l"	70% nothing, 30% 4 Swarm of Quippers (Monster Manual 338).
"m"	40% nothing, 60% 2 Sahuagin and 2 Reef Sharks.
"n"	Has nothing.
"o"	80% nothing, 20% 2 Sahuagin Priestess.
"p"	Has nothing.

Tactics

The creatures the players encounter can do whatever you as the DM want them to do.

Experienced Gained

Depending on what the players encountered will be what the total number of XP. Corridor "i" has a total of 300 XP, corridor "j" has a total number of 2700 XP, corridor "l" has a total number of 800 XP, corridor "m" has a total number of 400 XP, and corridor "o" has a total number of 900 XP. The total amount of XP that can be awarded is 5100.

Encounter 10: We're gonna need a bigger boat

What Goes Where?

The players are coming from corridor "p" to room 5.

You arrive in a large open room to quickly see two giant sharks and two Sahuagins with four arms doing battle with a man in a lobster looking submarine. You know that it's Eckracht of the West in that sub and he looks like he could use some help.

Purpose
Kill the bad guys. Eckracht does not have to live. Though he will thank you for saving him with an item.

Creatures
The creatures present in this encounter are 2 Sahuagin Baron (Monster Manual 264) and 2 Giant Sharks (Monster Manual 328).

Eckracht of the West
The DM will control Eckracht. He will be in his sub the Apparatus of Kwalish (Dungeon Master's Guide 151).

Tactics
The Giant Sharks will simply try to bite (they're sharks). The Sahuagin Barons will use their tridents with two hands in favor of one hand.

Treasure
If Eckracht of the West lives he'll reward you with an Animated Shield (Dungeons Master's guide 151). If asked how he got there he'll laugh and suddenly vanish. If not asked anything or if the players try to ask something else he'll still just vanish laughing.

Experienced Gained
This encounter is a deadly one and the players will receive 7200 XP.

Encounter 11: I Hope I solved That Riddle...

What Goes Where?
From room 5 the players will go through corridor "q" and down a flight of stairs and from there they'll go through corridors "r" and "s" to get to room 6. The corridors have nothing in them of interest.

Twenty statues can be seen all of which have their right hand opened with the palm up. Within those hands sit brown rusty looking bottles. The statues resemble an elderly man with a long beard. Under the statues are numbers.

Purpose
This room is one you don't have to really do much in if you don't want to. One of these statues (#6) contains the Genie mentioned in the Fresh Route. However, even the other route may choose to interact with the genie and what's to come. All the bottles are empty save the genie one. Once again unless you're in the Fresh Route this room is an option.

Creatures/Background
Bracken the Demilich (Monster Manual 48) and the Marid Genie (Monster Manual 146). Bracken was the wizard in the story of legends. He found a way to become a Lich to continue his search for knowledge and power.

He eventually found the Marid genie and selfishly asked the genie to let him stay the way we were now and not have his skin rot to the skeleton like the state of most Lich's. The genie granted his wish by sealing him into a statue that resembled the wizard. For a laugh, the genie made other statues just to mock the wizard. However, unaware to the genie the wizard's young pupil ran in and sealed the genie up in one of his master's magic bottles. As the genie was being sucked up into the bottle he spouted off a riddle to which the answer would tell the pupil which statue his master was. The pupil wrote the riddle in the journal of his master but wasn't brave or smart enough to figure it out. The wizard Bracken continued to rot in his statue and since he could not feed on souls from his phylactery his bones tuned to dust and only his skull remains to allow him to continue on as a Demilich.

Each of the statues is protected by radiant magic. The pupil was afraid his master or even the genie would return and asked the priest of Helm to make a barrier around each statue. They did in fear that an evil might be released upon the world. They told the pupil to gather his belongings and never come back. Moreover, they told him the seal was weak and that it could easily be broken if not careful. Thinking it was the best choice the priest of Helm placed identical bottles like the one the genie was trapped in in each open hand of the statue. However, when placing them they forgot which the right bottle was. So, they placed them at random and said it's better this way. They asked why numbers were written under the statues and the pupil told them about the riddle and that knowing this would find the right statue. Fearful they asked the pupil if he was the only one who knew the riddle and if he knew the answer. The pupil (still loyal to his master) lied and said he's the only one with knowledge of the riddle (not telling them it was written in his master's journal). He then truthfully said he could not figure it out. The pupil was killed before he could ever find the answer but not before he could tell others about his master's lair.

Bottles
The bottles have nothing in them save for the one with the genie.

Author's Note
Originally they were gonna have things in them but I felt like the encounter was more than enough to deal with on its own.

Barriers around the Statues
Each statue has a barrier it and will need to be dealt with before approaching. The barriers themselves aren't too impressive. They just need to be hit with radiant damage. Divine Smite or something similar will work.

Any holy character such as a Cleric or even a Paladin will know that the barriers are guarded by holy magic. Anyone else will need to make a Religion (INT) DC 12 to know.

- AC: 15
- HP: 50

Author's Note

Some turd kid will say that a Demilich could break free of this spell. In which he/she would be right but due to plot points that's not the case. I should say DM'd.

The Moment of Truth

At this point, the players should know the riddle to know which statue holds the genie. The answer is 6 and therefore, statue 6 is the right answer. After the barrier has been dealt with they can feel free to take the bottle.

- Everyone will know something is up with a strong sense of evil in the room.

Do the players attempt to take the bottle? If they say no nothing happens. However, if they attempt it the statue will begin to crumble and the Demilich will rise in the air and thank you for his freedom and will say "I will feed on your souls as a token of gratitude" and engage in battle. Nothing the players do will stop the Demilich from fighting. He's a jerk like that.

What Next?

After the fight (assuming the players aren't dead). They can do what they will with the bottle. If they choose to rub it the Marid will come out and fight the players. If they want to return it to Bonemeal then as DM feel free to determine if the players get their wish or if the genie is a jerk and still fights them.

If the players don't take the bottle in the first place and return to Bonemeal he'll say he understands and will only give the players have the money reward he promised because they didn't do the full job. If they give it to Eckracht he won't pay them (see details in Encounter 12).

Tactics

The Demilich will start the fight by using his Howl ability and will use it again any chance he gets. Most likely everyone will have to deal with this. He will use Legendary Action any chance he can get. Finally, he will attempt to use Life Drain a lot.

You might think since this is the Demilich's lair he'd get Lair Actions. Normally you're right but I'm not going to force them. Unless you as the DM want them.

The Marid will do anything you as the DM sees fit (call me boring but that's how this fight is).

Experienced Gained

The Marid while still hard is the least of the worries in this encounter. He's a medium challenge for 7200 XP.

The Demilich is deadly for 20000 XP and if the DM is feeling like a jerk and adds in Lair Actions he'll be worth 24500 XP.

Both are worth a total of 27200 XP or 321700 XP (for Lair Actions).

Encounter 12: Give it to me!

What Goes Where?

This encounter will continue to stay in this room.

Suddenly a bright light appears and you hear a loud laughter in it. Soon the lights fades and Eckracht of the West stands before you with his hand open and stretched towards you. He asks you to hand over the genie bottle. His sub sits beside him.

Purpose

Plain and simply deal with Eckracht. This is supposed to be a roleplaying encounter. Though Eckracht can be fought.

Creature

I'm not going to say much here but simply talk about the vampire side. Eckracht of the West is in truth a vampire and turned into one against his will. Instead of letting it get to him he goes off to explore and treasure hunts. He's found many incredible finds and met many incredible people or creatures. A player might think it's odd that he has a Solar sealed in an Iron Flask. In truth, this is just one those many adventures he's had. Eckracht simply wants the genie to wish for his vampire state to vanish. However, so far no luck until now.

Trades

You can trade with Eckracht of the West. He will offer one of three items in exchange for the genie. These items are Slippers of Spider Climbing (Dungeon Master's Guide 200), Portable Hole (Dungeon Master's Guide 185 – 187), or Ring of Shooting Stars (Dungeons Master's Guide 192). However, players can try to persuade Eckracht into giving them more of the items. A Persuasion (CHA) DC 20 will give you two items and DC 25 will give you all three.

Money

Eckracht might bribe you with money. Eckracht has lots of it and he wants that genie. Eckracht will offer a 1000 gp for the genie. However, a player can use persuasion to get more up to 10000 gp for it. Here is the list of Persuasion (CHA) DC:

Persuasion

DC	Money
5	2000
10	4000
15	6000
20	8000
25	10000

Fighting

If all else fails Eckracht will try to fight you. However, this time, he'll be different from his Encounter 2 version. Though we'll get more into that in Tactics.

Tactics

Ecktacht is a vampire (Monster Manual 297 & 298 since he's the Warrior Variant, the book says Lawful Evil but Eckracht isn't evil just desperate. I'd put him at Chaotic Good if anything. Also, I know vampires are weak to running water and this is a water temple. That's why he had the sub) and has been from the get go. If for some reason you fought him earlier in the adventure he had no reason to fight with you with vampire powers. However, now that you have the genie is there he won't hold back. He used his Solar earlier in a fight. So, this time, he's straight up a vampire.

He can't use Children of the Night because you're in an underwater temple. He'll try to charm the players into giving him the genie. Besides that Eckracht can be played anyway the DM sees fit.

The other approach

The players can let Eckracht have their wishes they will be receiving. Heck, they cannot even return the genie if they choose. Be it as it may as DM be willing to listen to the players.

Treasure

Eckracht will have the same items from before as well as the three above mentioned in this encounter.

Experienced Gained

If you fight Eckracht as a vampire he'll be a deadly challenge at 13000 XP since he's the Warrior Variant.

However, if you take another one of the options then players will receive 11200 XP for their roleplaying or good choices.

Encounter 13: This is it

What Goes Where?

The players will go through corridor "t" and down a small flight of stairs and into corridor "u". Finally, they'll end up in the last room which is room 7. The corridors pose no problems.

In the murky water you see nothing but suddenly notice grasping tentacles. The tentacles connect to a primeval fish, 20 feet in length from its bulbous head to its crescent-shaped tail. Three slit-shaped eyes, protected by bony ridges, are set one atop the other in the front of its head. Needles like the ones in the Merfolk protrude from its head. The creature swims towards you and begins speaking to you through your mind.

Purpose

Plain and simply kill the creature. He'll try to talk with the players but it will end up in a fight. In truth, it will ask them to join him. If the players do so then the quest is over.

Creature/Background

The creature is an Aboleth (Monster Manual 13 & 14 for Lair Action). The Aboleth is trying to gain a way to battle the gods so he is using the means of stealing the life essence of the Merfolk to give himself more life to battle with them. The Aboleths believe they were the rightful rulers of Faerûn but were removed from their glory by the gods and now they seek revenge. His plan was to send fake visions to the Merfolk to come to the temple. From there he has convinced the Sahuagin he is sent from their god Sekolah and so now they do his bidding. The life essence is drained out of the Merfolk and gives the Aboleth more power (aka infinite HP unless dealt with).

Talking

If the players choose to they can ask the Aboleth questions. Feel free to use anything from the creature/background section for this. Look as the author of this I don't care if they engage in conversation or not.

Once again the Aboleth will ask the players to join him. If the players do the quest is over. As DM feel free to act however you see fit.

Tubes

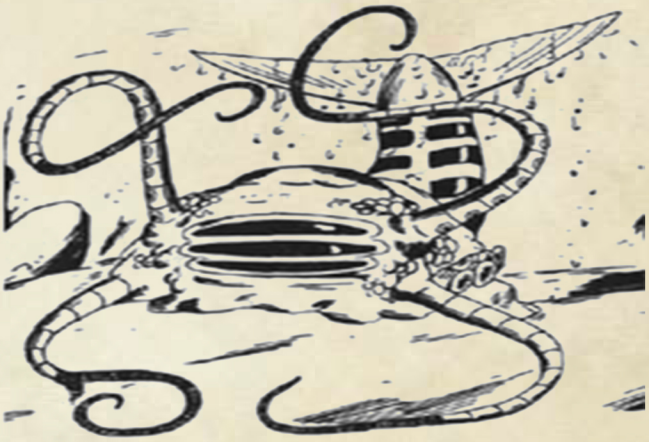
The Aboleth will have an unlimited life due to the tubes connected to its head. Until the tubes are dealt with the creature can't die. If the players dealt with the tubes in Encounter 6 the Aboleth will only have five times his normal hit points. If they didn't mess with the tubes he'll have his normal unlimited life. The tubes are dealt here the same way they are in Encounter 6.

Tactics

The Aboleth will try to Enslave the players. It will also use its Lair Actions too. Besides that, the fight is how you want it to go down.

Experienced Gained

Due to the extra life, the Aboleth has this challenge will be worth 10000 XP.



In the End

You have killed the creature that plagues this underground lake and must continue on forward. Suddenly as if it were like magic a way opens for you and you swim out of the lake.

Fresh Route

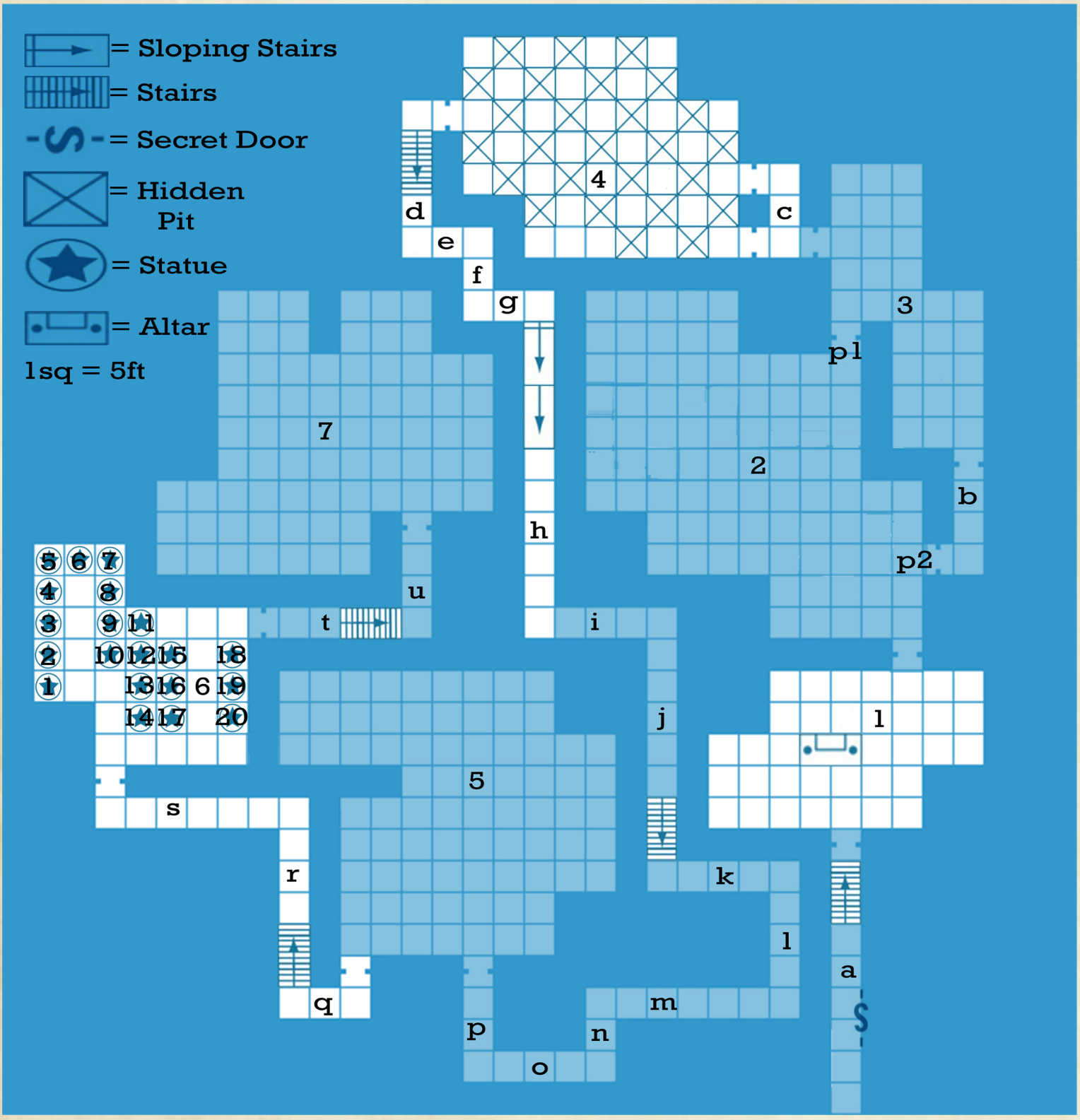
You head back to the ship Captain Bonemeal is on and relate all your adventures to him. As promised he gives you the money and allows one wish. (If the players did something different like one of the options in Encounter 11 or 12 then deal with it accordingly).

TH1 Route

You have saved the Merfolk from the dreaded Aboleth and now they may continue without worry from it. You climb back to the top of the waterfall to continue the quest in finding the trident of Blibdoolpoolp (the players will either be at Encounter 6 or 7 of TH1).

Eckracht of the West Option

If you let Eckracht use one of the wishes then he will be healed of his vampire curse. As a reward, he will award the players with one Wings of Flying and one Winged Boots (Dungeon Master's Guide 214).

Eckracht jumps back in his sub and laughs his way back into the water to never be seen again but laughing the whole way down.

The End