

ENCOUNTERS IN THE INFINITE PLANES

VOLUME II: PLANE OF WATER

ENCOUNTERS FOR ALL TIERS ACROSS THE PLANES



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VOLUME II: PLANE OF WATER

INTRODUCTION

The endless, depthless ocean of the Plane of Water holds mystery and adventure aplenty for those willing to dive into its waves. Dangers and treasures float amidst the churning currents that constantly push and pull the elemental plane in a never-ending dance of motion, and sometime that motion breaks the surface of the Sea of Worlds that serves as the plane's top layer. The blazing sun overhead filters down into the Sea of Light, the upper aquatic regions, where most of the activity on the plane takes place.

But below that, in the Darkened Depths, shadows gather in the sunless realm where no light touches. Evil things dwell there away, ancient and mysterious, and planar sages are unclear if the Plane of Water has a bottom or simply continues on towards infinity.

Whether characters dive into the Sea of Light or travel further into the Darkened Depths, adventure opportunity abounds on the Plane of Water. Breathing water is a necessity for much of the plane's regions, but pockets of opportunity exist all over. Sailors ply the waves of the Sea of Worlds above the plane's depths, while the City of Glass – cosmopolitan hub of the Inner Planes – offers excitement, intrigue, and danger for any group of characters.

ENCOUNTER DESCRIPTIONS

You can find a brief description of the encounters below along with their appropriate tier (tier 1 is for levels 1 to 4, tier 2 is for levels 5 to 10, tier 3 is for levels 11 to 15, and tier 4 is for levels 16 to 20).

Blood Tide of the Joyful Hunter (Tier 3).

Sekolah, shark god of the sahuagin, has passed through the Plane of Water leaving a bloody tide in its wake. The sahuagin are stirred to frenzied action!

Bubbles of Murder (Tier 2). At the Bubbles and Baubles Festival in the City of Glass, murder is afoot, and the characters must find the killer before they strike again.

Citadel of Corthis (Tier 2). The currents pull the party into the clutches of a strange whirlpool with a mysterious citadel at its center.

Hunger of the Blasphemous Dark (Tier 4). The Darkened Depths holds many secrets, but one in particular draws the party into a dangerous pit of cold madness and lingering death.

Pearl of the Padishah (Tier 4). A long-lost pearl owned by the Great Padishah of the Marids has turned up, and a clever advisor needs the party's help to retrieve it.

The Kraken's Tongue (Tier 1). Olhydra has agents all over the City of Glass, and one group of them are looking to test out a new weapon.

Promise of Shelluria (Tier 1). Misguided followers of Eadro in the City of Glass need assistance in finding the path to their divine home.

Rumble at the Shark Tooth (Tier 3). The Shark Tooth is a famous tavern with an eclectic and dangerous clientele, and the party gets involved in a web of intrigue between powerful forces.

Sorrow of Captain Khallas (Tier 1). An abandoned ship floating on the Sea of Worlds holds the lamenting story of a lost captain and her mutinous crew.

The Sunken Star (Tier 2). Long ago, the Silver Star sailed the oceans but it went down with a great prize. It rests now in the Graveyard of Sails waiting for the characters, but other forces seek it – and protect it.

ENCOUNTER LAYOUT

Each encounter is presented with a name followed by its tier (1 through 4) and its ideal location on the plane. The details of the encounter follow, with only as much background as is needed to run the encounter at the table – other details are left to the DM decide.

Most encounters are broken up into one or more scenes, and the information on those scenes include suggestions on how to focus on the three core pillars of play (Combat, Exploration, Social). The suggestions are there to help bring the scene alive for the players that may want to focus on other options to complete the encounter and to offer the DM tips to make the encounter unique.

The encounters are based on tier and not specific level to accommodate as many variations of character abilities as possible and to help highlight the fact that they do not have to be solved with combat.

UNDERWATER COMBAT

Many of the encounters in the Plane of Water take place underwater. The guidelines for underwater combat can be found in Chapter 9 of the *Player's Handbook*.

EFFECTS IN THE CITY OF GLASS

The City of Glass is a wonder of magic and sorcery built by the marid genies long ago. Within the confines of the City of Glass (including the Freezer), the following traits are in effect:

- Creatures that can only breathe underwater can breathe normally.
- Creatures with a swimming speed have a flying speed at the same rate.

MONSTER STATISTICS

The appendix includes the monster statistics for the unique creatures found in this volume, which are noted in **bold**[^]. Otherwise, monsters in **bold** can be found in the Monster Manual, monsters listed as **bold*** can be found in Volo's Guide to Monsters, and monsters listed as **bold**+ can be found in Mordenkainen's Tome of Foes.

MONSTERS OF THE PLANE OF WATER

The below lists the distinct monsters native to the Plane of Water by challenge rating. You can use the list to help build additional encounters or to add to an existing one as you see fit. Other monsters exist in the Plane of Water as reskinned elemental versions of their Material Plane counterparts (water scorpions, water rocs, water griffons, etc.).

MONSTERS	CHALLENGE (XP)
Dolphin, merfolk	1/8 (25 XP)
Sea elf, locathah	1/4 (50 XP)
Giant sea horse, reef shark, sahuagin	1/2 (100 XP)
Giant octopus, sea spawn, swarm of quippers	1 (200 XP)
Merrow, plesiosaurus, sahuagin priestess, sea hag, sea worm	2 (450 XP)
Deep scion, killer whale, electric sea worm, sahuagin hunter	3 (700 XP)
Kelpie, nereid	4 (1,100 XP)
Giant shark, sahuagin baron, scrag, sea lion, water elemental, wereshark	5 (1,800 XP)
Caller from the deeps, water elemental myrmidon	7 (2,900 XP)
Eye of the deep, greater water elemental	8 (3,900 XP)
Elder sea worm	9 (5,000 XP)
Aboleth, megalodon	10 (5,900 XP)
Marid, morkoth	11 (7,200 XP)
Storm giant	13 (10,000 XP)
Dragon turtle	17 (18,000 XP)
Leviathan	20 (25,000 XP)
Kraken	23 (50,000 XP)

BLOOD TIDE OF THE JOYFUL HUNTER

Tier 3, Sea of Light

The ferocious sahuagin are among the most feared denizens of the aquatic depths, and in the Plane of Water they are in their true element. Their bloodthirsty god, Sekolah, swims in the endless sea of the elemental plane, though truthfully the supremely powerful being seems to care little for the sea devils that worship it.

Nonetheless, the sahuagin who inhabit the Plane of Water in the Sea of Light track Sekolah's passage closely using magical powers. When the great shark behemoth kills a beast from the Darkened Depths, it drags the body towards the surface leaving a bloody trail in its wake. This tide of blood summons sahuagin hunters from all over and pushes them into a frenzy.

SETUP

Sekolah swims through the Sea of Light with several monstrous denizens of the Darkened Depths clutched in its maw. The blood from the creatures fills the water behind the shark god, creating a Blood Tide that is pursued by an elite band of sahuagin hunters. The tide washes over a band of merfolk scavengers traveling with their most recent find, and the sea devils move quickly to attack the unprepared creatures.

USING THE ENCOUNTER

The sahuagin can be a threat to characters of any tier as they swarm over creatures, settlements, and anything else that stands in their way. Sekolah swims through the Plane of Water at its own pace, more a force of nature than an opponent, and it can pass through nearly any region beneath the surface. Thus, the Blood Tide can occur almost anywhere, and the characters happen to be close to one as a powerful sahuagin hunting party catches the scent of merfolk scavengers.

The merfolk scavengers may be the actual targets sought by the characters for some other purpose, or they could merely be unlucky targets in Sekolah's bloody wake.

BLOOD TIDE RISES

The encounter begins with Sekolah passing close by, nothing more than a shadow, but the giant shark god's leaves a trail of blood water in its wake that rocks the characters. Read or paraphrase the following to begin.

A massive shadow rises up from the depths of the sea, moving quickly and deliberately, but too far away to make out any details. The thing must truly be titanic, however, as a powerful wave washes over you a few moments after it passes. Behind the wave, the sea takes on a metallic taste and a red mist spreads out around you like a living cloud.

This is the Blood Tide, the result of Sekolah's passing with a mouth full of fresh meat. The entire area is considered lightly obscured. After a few moments, a hunting party of sahuagin following the Blood Tide come upon the characters, surprising them if possible with Dexterity (Stealth) rolls against the party's passive Perception. The hunting party consists of eight **sahuagin hunters**[^] and three **giant sharks**.

While in the area of the Blood Tide, the sahuagin and sharks have advantage on saving throws and cannot be frightened or charmed. They fight until killed, never back down or retreat, and they use every advantage they can find in combat. Any character facing the creatures can tell the Blood Tide has seeped into their bodies, infecting them with powerful urges.

DRINKING SEKOLAH'S WAKE

Characters, seeing the determined nature of the sahuagin facing them in the Blood Tide, may be tempted to drink deeply from the waters around them. This must be a conscious and deliberate act of consuming the blood-rich tide. Any that choose to do so feel the bloody water seep into their muscles. They gain advantage on saving throws and cannot be frightened or charmed while in the area of the Blood Tide.

Unfortunately, they are also marked as followers of Sekolah. Sahuagin priestesses attack non-sahuagin on sight that have consumed Sekolah's wake, and sea elves treat such characters as outsiders or enemies. The effect lasts for 1d4 days before being purged normally from the body. A *remove curse* spell can remove the taint as well.

MERFOLK IN TROUBLE

With the first hunting party of sahuagin dealt with, the characters hear a conch shell being blown a short distance away, further up the Blood Tide. Characters native to the Plane of Water or that have dealt with the merfolk before recognize the sound as a common alert possessed by most traveling merfolk.

Swimming to investigate through the Blood Tide puts the party a short distance away from the beleaguered band. There are six **merfolk** swimming protectively around a large sled constructed of hardened coral, with two **giant seahorses** at the rein. The dismembered bodies of three merfolk float in the waters around the group, victims of massive bite attacks.

The merfolk spot the characters unless they are hidden and call for aid. At that moment, another hunting party of sahuagin swoop in. This group consists of four **sahuagin hunters**^, two **sahuagin priestesses**, two **giant sharks**, and a **megalodon**^.

AFTERMATH

Sekolah is a force of nature on the Plane of Water, and the merfolk and other travelers that move among the currents of the Sea of Light know the risks. Nonetheless, the merfolk scavengers are happy to have assistance from the characters – they surely would have perished without their timely aid!

The merfolk would be glad to have the characters along as escort for the rest of their journey. Perhaps they were heading towards the City of Glass or a merfolk settlement somewhere in the Sea of Light.

TREASURE

The scavengers have just returned from a shipwreck that was on its way to the Graveyard of Sails, a lucky find for them, and they can provide general directions on how to get back there if the characters needed or wanted. The merfolk otherwise don't have much to offer, but they do give the party 250 gp in gems they had recovered.

PLAYING THE PILLARS: MERFOLK IN TROUBLE

Combat. The priestesses start combat by hurling *guiding bolts* at the party in an effort to deal damage from a distance. The megalodon and giant sharks follow the commands of the sahuagin, who recognize the party as a worthier foe than the pitiful merfolk. For their part, the merfolk keep near their sled but can offer a few spear throws to aid the characters.

Exploration. The merfolk scavengers had just looted a wreck that contained some unusual stones. Characters near one of the dead merfolk floating nearby can make DC 15 Wisdom (Perception) checks to notice a pack with stones attached to the belt of the severed merfolk torso. Inside are three *stones of light*.

Social. Under the effects of the Blood Tide, the sahuagin and sharks are ferocious and out for blood with no opportunity for talk or communication. Casting *remove curse* on a sahuagin removes that creature from the combat as it swims away in confusion (this does not work on the sharks).

BUBBLES OF MURDER

Tier 2, City of Glass

The City of Glass holds a great number of festivals throughout its annual cycle, but few are as colorful and impressive as the Bubbles and Baubles Festival. Merchants from all over the city put their most gaudy pieces on display as massive bubbles fill the air, colorful and scintillating. Music and laughter ring through the districts and the three day long festivities culminate with a massive bubble beneath the peak of the dome that protects the city, where it bursts and rains down color and wonder on everyone.

This year, however, dark actions are afoot, and the characters find themselves uniquely positioned to stop a killer taking down merchants during the festivities.

SETUP

Fendan Silvercoral is a sea elf merchant with a streak of bad luck behind him. He has come to the City of Glass to sell exotic shells and pearls on five separate occasions, and each time some disaster has struck his wares or his shop. There was nothing sinister or deliberate behind the disasters, but each time there was another merchant who stepped in to fill the void with similar goods.

Frustrated and angry, Fendan returned to his home after the last trip with resentment in his heart. On the trip, he heard a voice call out from the Darkened Depths and against sane judgement he sought it out. His journey took him down into the lightless sea where a shadowy face promised him everything he could want. In his weakened and angry state, Fendan fell quickly to the seductive voice and readily agreed.

The shadowy face gave the sea elf a special scroll with instructions to speak the words aloud five times to exact his revenge on the merchants who wronged him. Fendan returned to the City of Glass just as the Bubbles and Baubles Festival started, and he used the scroll three times on his rivals. Each time, a shadow demon came into being and assassinated the target horrifically, but also Fendan lost more and more of his soul with each use.

USING THE ENCOUNTER

The murder spree of Fendan Silvercoral has already begun by the time the encounter starts, and it's possible the characters have already heard of the three strange and sudden deaths. The merchants are not related by geography and didn't know each other,

so the Knights of Glass have not linked them yet, and with the Bubbles and Baubles Festival in full swing they have their hands busy with general security. They definitely don't want to start a panic, but they could use the help when the third murder occurs.

One key component of the Bubbles and Baubles Festival is ambient light within the City of Glass is reduced, allowing the beautifully iridescent bubbles to glow and shimmer in the dim sky above the city. The entire city is cloaked in dim light for the period of the festival.

BUBBLES, BAUBLES, AND DEATH

On the start of the third day of the Bubbles and Baubles Festival in the City of Glass, the characters find themselves unwitting witnesses to a horrific murder by a shadow demon. They have an opportunity to defeat the creature as it flees, though its summoned time is limited. Read or paraphrase the following to begin.

The Bubbles and Baubles Festival is in full swing at the start of its third and final day! The sky above the City of Glass is magically darkened to resemble twilight in order to enhance the hundreds of multicolored bubbles that dance and float overhead in a hypnotizing ballet of beauty and color. Merchants from all over the city have put their most gaudy items on display in honor of the colorful festival and the streets are full of travelers and residents alike.

Have each character make a Wisdom (Perception) check (at disadvantage because of the dim light). Whomever rolls the highest spots a merfolk merchant 100 feet away holding a glowing shell in his hand suddenly become enveloped in a thick shadow, his face showing terror before being engulfed. Three **shadow demons** attack the merchant silently, and nobody else has noticed the event yet.

If the characters investigate, they arrive to see the shadows behind the merchant stall dissipate and the merfolk lay dead on the ground, terror stricken on his face. The shadow demons try to slink away but at that moment a particularly large bubble appears overhead, bathing the stall in bright light for a moment. The characters can see the demons moving away behind the stall and deeper into an alley before the bubble pops and dim light returns.

The shadow demons have instructions to flee if confronted but their malicious nature gets the better of them. They face the characters in combat but they dissipate naturally after 5 rounds, dissolving into nothing with a harsh cackle.

THE LAW ARRIVES

Knights of Glass can be summoned by the characters or other residents, arriving in 1 minute upon the scene. The patrol consists of five LN merfolk **guards**, and after they arrive one goes to fetch a captain. A minute later, Captain Gervigg (LN merfolk **knight**) shows up and asks the characters questions about what happened. He is a reasonable investigator and he has taken it upon himself to find the shadow killer, as he calls the murder.

If the characters describe the incident with the shadow demons, Captain Gervigg is grim but believes them fully. He had suspected a creature of shadow was the culprit, and a shadow demon was high on his list. He invites the characters to a nearby watchtower to help puzzle through the case as he needs all the help he can get.

TRAIL OF THE SHADOW KILLER

Captain Gervigg explains the following points to the characters.

- Three merchants have been killed since the Bubbles and Baubles Festival started. They have been all around the Crystal District and the only link between them is they each sell shells and pearls. Full dossiers are written up for each victim.
- Each death appears to have been caused by terror. No physical marks were found, but witnesses report stalls fell dark moments before they were last seen.

With this most recent murder, Captain Gervigg feels the situation is escalating quickly. The finale to the Bubbles and Baubles Festival is only 4 hours away and the merfolk knight believes in his gut that the killer is going to strike again. He asks for help in combing through the dossiers to find some link he has missed.

In order to find the link, the characters must peruse the dossiers and succeed on 6 DC 16 ability checks. Each check requires an hour of time, and up to three characters can make the check per hour. How the characters go about the search is up to them but may include Intelligence (Arcana), Intelligence (Investigation), Wisdom (Insight), and Wisdom (Perception) checks.

Once successful, the characters find the link: a sea elf merchant named Fendan Silvercoral. He doesn't live in the City of Glass, but once the characters have the name another merfolk guard chimes up that he saw the sea elf five days ago after an altercation with another merchant, a locathah named Noda Ram. The sea elf was staying at the House of Sea Stars,

a boarding house for sea elves. Captain Gervigg commands a squad of five LN merfolk **guards** and heads to the House of Sea Stars, and asks the characters to find and protect the other merchant.

UNDER THE GREAT BUBBLE

The characters head out and arrive at Noda Ram's stall just as the crowds gather all over the City of Glass to watch the building of the great bubble overhead. Noda Ram is friendly and barely recalls anything about Fendan Silvercoral.

After a few minutes, the great bubble grows bigger and all attention is turned skyward as music fills the air. Then four **shadow demons** emerge from around the stall, eager to kill Noda Ram and the characters.

AFTERMATH

One the shadow demons are defeated, the Bubbles and Baubles Festival reaches a crescendo as the great bubble in the sky pops. Multicolored rain falls down all over the City of Glass as the populace cheers wildly. Captain Gervigg and his merfolk guards arrive a few minutes later to report that Fendan Silvercoral has not been seen for a few days.

Afterwards, Fendan gives himself over to the darkness completely. He spends time in the Abyss where his new master dwells, but he never forgets the party and makes plans to end their lives.

PLAYING THE PILLARS: UNDER THE GREAT BUBBLE

Combat. The shadow demons use their shadowy actions to the best of their ability, hiding and attacking from out of sight. They don't mind taking a bit of psychic damage to stay hidden below the ground as well. If things go badly for the demons, they focus their attacks on Noda Ram to fulfill their mission.

Exploration. Some nearby stalls have large barrels filled with iridescent soap used to create the bubbles that float over the city. A character can use an action and a bubble wand (large paddles with holes cut in the center) to fill a 10-foot cube with glowing bubbles. Until the start of the character's next turn, the area within the cube is considered bright light.

Social. Noda Ram is a terrified locathah merchant, but she can be convinced to help with a DC 15 Charisma (Intimidation or Persuasion) check. She has a nonmagical light crossbow and a trident, but she can take the Help action or use one of the bubble wands to create areas of bright light.

CITADEL OF CORTHIS

Tier 2, Sea of Light

The tritons of the Plane of Water are a silent vanguard against the evils dwelling in the vast endless sea. They've fought countless unknown battles against kraken, sahuagin, and other loathsome monsters of the underwater realm, and the fact that so many evil forces have been forced to the Darkened Depths can be attributed directly to triton influence.

The relics of those countless wars remain scattered across the Plane of Water, however, and for some the fight has never ended.

SETUP

Corthis was once a powerful triton knight that led special units of warriors in precision strikes against a multitude of deep-sea foes. He was proud, arrogant, and capable, and that became his downfall when he heard of a small citadel run by an aboleth that was conducting horrible experiments. He took a handful of soldiers and broke into the citadel with noble intentions.

The aboleth was smart, however, and its defenses were strong. At the bottom of the citadel the creature let loose its final creations, but the magic went awry and a powerful wave of black energy from the Far Realm washed out over the citadel. The aboleth was killed, though its mind was thrown into a nearby tapestry, but Corthis survived as a vortex of swirling water consumed the site. Consumed by rage, the triton knight sought a way out, but the aboleth's dark magic seeped into his body. It consumed him utterly, transforming him into a blackguard, and the citadel fell away into the Sea of Light.

Corthis, now a twisted and insane parody of his former self, is sustained by the magic of the citadel. Horrific monsters spawn around him constantly and he fights it all with stubborn will.

USING THE ENCOUNTER

The Citadel of Corthis can be placed nearly anywhere in the Sea of Light, and can serve as a quick diversion for a group of characters travelling to another destination through the water. Few beings know the extent of the triton's influence over the denizens of the Plane of Water, and while Corthis has been corrupted, if he can be saved he can be a powerful aquatic ally for the party.

Alternately, when the aboleth's magic can be undone, Corthis can escape and live to fight another day. Twisted by powerful forces, the blackguard may try to martial new forces in an ill-conceived battle against otherwise good creatures.

RIDE THE VORTEX

The encounter begins with the characters getting swept up into a sudden vortex that pulls them down into the ancient aboleth citadel. Read or paraphrase the following to begin.

The azure depths of the Sea of Light stretch out endlessly, marked by rippling currents and the occasional series of rising bubbles. Suddenly, the water around you churns violently as a narrow vortex of swirling sea slams into your position, appearing very much like an underwater tornado. The strong current pulls you around and around while dragging you down deeper into its core.

The vortex is generated by the stone in the bottom of the citadel. For the purposes of this encounter, the characters don't have a chance to escape unless extraordinary circumstances are used. They are quickly deposited without harm to the top of the citadel, area A.

The entire citadel is flooded with water. The ceilings are 10 feet unless otherwise noted and the stone is magically hardened to prevent unnatural tampering.

A. CITADEL TOP

The vortex delivers the characters unharmed to the top of the citadel. It is constructed of a pale blue-green stone, with the swirling power of the underwater tornado surrounding it on all sides. The powerful current it generates prevents any creature from swimming more than 30 feet up and constantly buffets the sides.

Characters that look down over the edge see the citadel's top is wider than its central tower, preventing much from being gleaned about the next lowest level. The structure rests on a chunk of stone floating aimlessly in the Sea of Light.

An obvious stone trap door provides the only reliable exit into the citadel. A crude stone ladder is carved into the chute that leads down to area B, from which the sound of vague gibbering can be heard.

B. OBSERVATION LEVEL

This level was used by the aboleth's guardians to watch for intruders. The windows remain, but they look out onto the side of the vortex only. Moving between the two rooms of this level are five **gibbering mouthers**, the remnants of the aboleth's ancient experiments. These variants breathe water and air but they otherwise have the same statistics as regular versions. They fight until killed, knowing somewhere in their gibbering brains that they'll respawn later.

A spiral staircase carved out of the natural stone of the citadel leads down to area C.

C. FEEDING LEVEL

The aboleth used this level to keep its dangerous minions fed and away from its main operational areas further down. The door behind the spiral stairs is stone and propped open, the chamber beyond holding nothing but the remnants of large broken seashells.

The door leading to the stairs leading to area D is stuck, requiring a DC 16 Strength check to force open. The hall and stairs are covered with thick green slime, but it doesn't impede swimmers descending to area D.

D. SECURITY CAVES

This area was the last line of defense against the monsters that occupied the upper levels of the citadel. Corthis doesn't go in here much anymore, preferring instead to roam area E in search of gibbering mouthers, but the guardian remains intact. Any creature swimming down from area C that doesn't speak the passphrase (now long forgotten) awakens the pair of **water elementals** that surge forward out of the side cave.

Like above, the door leading to area E is stuck (DC 16 Strength check to force open).

E. ANCIENT CELLS

The main level of the citadel was used by the aboleth to keep its experiments under lock and key. With the release of its power, the cells broken open. Each chamber along the exterior wall of the citadel has narrow stone bars for walls, now slime encrusted with the doors broken open. There are a total of five **gibbering mouthers** lurking around the cells.

Corthis, a CN triton **blackguard**, wanders this level in a continual tormented battle against the gibbering mouthers and his own hubris. He fights the characters initially, seeing them as agents of the long-dead aboleth, but turns his attention towards the mouthers if they are also engaged in combat. Corthis remains deeply suspicious about the characters, but if they can prove they are not servants of the aboleth, he relents though he doesn't share information.

F. TAPESTRY OF THE MASTER

Stairs lead down into the rocky depths of the citadel's base. Here is where the aboleth worked its terrible experiments, and ultimately where it fell victim to its own power. However, it didn't die, at least not fully. Its consciousness was transferred over to the tapestry that hangs on the wall, which depicts a shadowy tentacled form rising up from a black gulf.

The aboleth speaks in a watery, sloshing voice telepathically with the characters. Corthis refuses to go down the stairs, and he fully believes the party is working against him if they try to go down. He doesn't follow but plans on attacking the characters when they come back up (if they come back up).

The aboleth, who only identifies itself as the Master, curses the triton and his forces for interrupting its valuable experiments. It begs to know what is happening on the upper levels, where its guardians were last seen. The Master listens carefully and chortles horribly if told about the gibbering mouthers – clearly its experiments into the Far Realm were successful!

The Master seeks to end its imprisonment in the tapestry, but the tapestry is immune to damage. It knows that the vortex stone in the next room is the key, and it directs the characters to the secret door so that they can break the stone and release the vortex. It also releases the Master from the tapestry, sending its evil soul back out into the Plane of Water.

TREASURE

As a gift, the Master promises the party a *wand of lightning bolts* if they agree to destroy the vortex stone – it unwraps the item from a hidden fold and lets it float to the party. Alternately the party can find the wand if they search the tapestry and make a DC 14 Intelligence (Investigation) check.

G. VORTEX STONE

Piles of broken beakers, bottles, unguents, and other alchemical supplies lie floating about the main room. A side passage leads to a small cave where in a porous green stone rests on a small pedestal in the center. The Master directs the characters to destroy the stone, which has 10 hp and immunity to bludgeoning, piercing, and slashing damage.

AFTERMATH

Once destroyed, the vortex surrounding the citadel collapses instantly and all of the gibbering mouthers dissolve into disgusting (but harmless) pink pools. Corthis is released, and if he is still alive the force the magic being undone shoots him out of a weakened wall section. Does he survive? It's up to you and how he interacted with the party during their exploration of the citadel.

PLAYING THE PILLARS: CITADEL OF CORTHIS

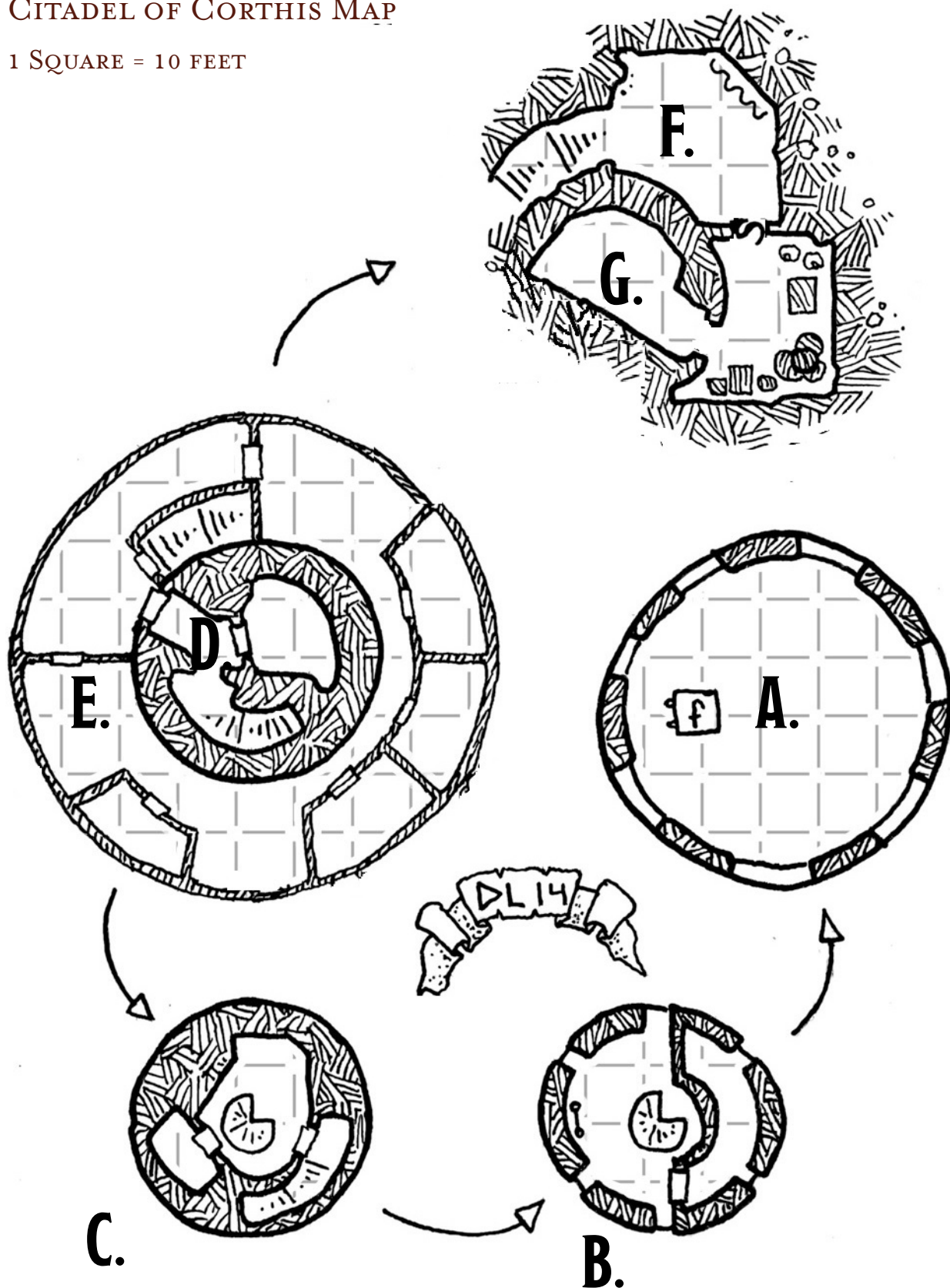
Combat. The gibbering mouthers gang up on characters as much as possible, hurling globs of light at opponents and attacking wildly against blinded targets.

Exploration. The Master's alchemical storage in area G can provide clues as to what the aboleth was up to so long ago. The experiments involved infusing elementals with extracted stuff from the Far Realm, a plane of pure madness and abhorrent evil. The notes and samples from the area would alarm any aquatic sage in the City of Glass.

Social. Corthis can be belligerent, arrogant, and boastful, which can grate on most people, but the triton was truly one of the good ones at one point. The Far Realm taint released by the aboleth fractured his mind and now he sees enemies everywhere, but characters looking to calm him can use magic or a tough DC 20 Charisma (Persuasion) check to get him to listen to reason. Under no circumstances does he enter area F, but he doesn't view the party with suspicion anymore and gives up more details about the citadel as he knows them.

CITADEL OF CORTHIS MAP

1 SQUARE = 10 FEET



HUNGER OF THE BLASPHEMOUS DARK

Tier 4, Darkened Depths

The mysterious Darkened Depths of the Plane of Water hold secrets and dangers to an unfathomable degree. One particularly dangerous location is the Sunken City of R'lyeh, where Cthulhu the Great Old One sleeps and dreams eternally amidst broken cyclopean masonry. Cthulhu's kin, known as star spawn, also dwell in R'lyeh, and they take a more active role in dragging down the multiverse into depths of madness and death. To that end, Yokagoggor the Blaspheinous Bulk in its black-filled pit hungers and seeks to devour life itself, and only a group of experienced heroes can turn back its foul designs.

SETUP

Yokagoggor (YO-kug-ugh-gore) is an ancient star spawn proto-ooze that dwells in R'lyeh, inside a deep pit known in certain mystical texts as the Blaspheinous Dark. Since it came from the Far Realm so long ago, it has sent out its mind across the multiverse, trying to invade the brains of mortals to lure them into the Darkened Depths of the Plane of Water.

And finally it has touched upon something. Its psychic tendrils reached out across the planes and caressed the mind of an unsuspecting victim, driving the target insane while drawing out their very life force. Yokagoggor relished the fear and quickly moved to other nearby targets, infecting more and more as it fed on the madness.

USING THE ENCOUNTER

The lair of a star spawn proto-ooze awaits the characters in the Darkened Depths, a dangerous prospect for even a band of high-level adventurers. Drawing the characters into the encounter can be as straightforward as threatening someone they care about with Yokagoggor's maddening influence, which can be blocked by certain magic but eventually spreads out like a disease.

Reaching R'lyeh in the Plane of Water can be as involved or as simple as the characters' capabilities demand. Magical research points out Yokagoggor as the culprit dwelling somewhere in R'lyeh called the Blaspheinous Dark, but little more can be gleaned. By this tier, the party likely has garnered enough

allies and magical tools to make the trip little more than a comment, but the Sunken City defies direct transportation magic.

CYCLOPEAN RUINS OF R'LYEH

The characters arrive at R'lyeh in the Darkened Depths of the Plane of Water. The subtle phosphorescence radiates from the ruins of the sunken city, pushing back the otherwise impenetrable darkness to spread dim light over the entire area. Everything in R'lyeh, including the Pit of Blaspheinous Dark, is submerged underwater.

Read or paraphrase the following to begin.

The unyielding blackness of the Darkened Depths gives way to a sickly green illumination emanating from a series of jumbled stone blocks. The site becomes clearer as you swim and you see that it is the remnants of some titanic city that are glowing, its sheer size and scale dwarfing even giants. Pillars, blocks, and deliberately cut ramps and arches spread out, all glowing with an eerie green light that is neither comforting nor natural.

This is the Sunken City of R'lyeh wherein dwell ancient star spawn from the Far Realm. Cthulhu sleeps somewhere in the cyclopean ruins, but the characters have a direct goal in mind – the Pit of Blaspheinous Dark which holds Yokagoggor and its insidious clutch on the frail sanity of mortals.

Navigating the ruins of R'lyeh to find the Pit of Blaspheinous Dark requires an hour and a group DC 20 Wisdom (Perception) check. On a failure, the party fails to find it and everyone must make a DC 18 Wisdom saving throw as the alien power of the sunken city infects their brain. Those that fail suffer 18 (4d8) psychic damage.

The save must be repeated every hour the characters remain in R'lyeh. Once the party has found the Pit of Blaspheinous Dark, they gaze into a great pit in the stone ground of the city where the darkness slips around like an ooze inside.

Passing down into the 100-foot deep pit is unsettling and requires a DC 18 Intelligence saving throw. On a failure, characters lose 1d4 points of Wisdom as their very sanity is eaten away. Any lost Wisdom points within R'lyeh return after a long rest outside of sunken city, and cannot be regained through magical means while in the area. The submerged pit drops the party in area A below.

There is a secret way into the Blasphe-mous Dark. If the party searches around after finding the great pit, they can make DC 17 Wisdom (Perception) checks. On a success, the character spots a collapsed building nearby that looks to hold a set of stairs leading down. The path is blocked by a **star spawn hulk**+ (with a swimming speed of 30 feet and the Amphibious trait) that moves to attack any intruders.

PIT OF BLASPHEMOUS DARK

Yokagoggor dwells in the Blasphe-mous Dark below R'lyeh, a vestige of a forgotten epoch in the Far Realm forced into the Plane of Water when the sunken city was pulled across the multiverse. It oozes evil and corruption and its lair reflects that.

There are two types of doors in the Pit of Blasphe-mous Dark. The ones marked on the map as regular doors are curtains of thick blackness – passing through one is unsettling but is not threatening or dangerous. The sections of wall marked with an S are curtains of blasphemous dark separating areas. They are easily found but passing through one requires a DC 18 Intelligence saving throw. On a failure, the victim loses 1d4 points of Wisdom.

A. BLASPHEMOUS DARK

The pit leads directly in this large cavernous chamber with a 40-foot high ceiling. The black areas are the oozing clouds of mind-blasting darkness that fill the indicated areas from floor to ceiling. Squatting in the center, surrounded by the shifting oozing blackness, is a roughly-carved pedestal upon which rests **Yokagoggor**^ itself.

If confronted in combat, Yokagoggor summons the three **star spawn hulks**+ from area B. The star spawn proto-ooze alien probing tries to devour the intellect of the characters during combat but it does not back down and does not relent on trying to kill the intruders.

Any non-star spawn that touches the oozing clouds of blackness must succeed on a DC 18 Intelligence saving throw, losing 1d4 points of Wisdom on a failure.

In combat on initiative count 20 (losing initiative ties), Yokagoggor can take a lair action to cause the following effect to occur.

- A patch of oozing darkness lurches out of the cloud and strikes a 10-foot-cube that Yokagoggor can see. Non-star spawn in the cube must succeed on a DC 18 Intelligence saving throw or lose 1d4 points of Wisdom.

B. CHAPEL OF YOKAGOGGOR

Three **star spawn hulks**+ huddle in this large square region. The corners each hold a faded altar holding rough images of the Blasphe-mous Bulk devouring unidentifiable creatures of all types. The star spawn hulks move to assist Yokagoggor in combat.

C. SEALED ELDER SIGN

Like many star spawn, Yokagoggor's power is kept in check by strategically placed stones bearing an eldritch symbol inscribed on them. Known as *elder sign stones*, these hand-held rocks radiate abjuration magic, and when held by an individual grant advantage on any saving throw originating from a star spawn. Each room marked as C on the map holds one *elder sign stone*.

AFTERMATH

Yokagoggor is a dreadful opponent that is master of its domain. It commands the oozing darkness to consume characters and never backs down from the fight. But, with luck and cunning, the characters can succeed against the star spawn from another realm, and by doing so they have put an end to a horrible threat to the Material Plane.

But Yokagoggor, like all star spawn, is not made of stuff from this multiverse. The thing's alien mind is thrown back to the Far Realm, and it eventually oozes back. Such entities are forever.

PLAYING THE PILLARS: PIT OF BLASPHEMOUS DARK

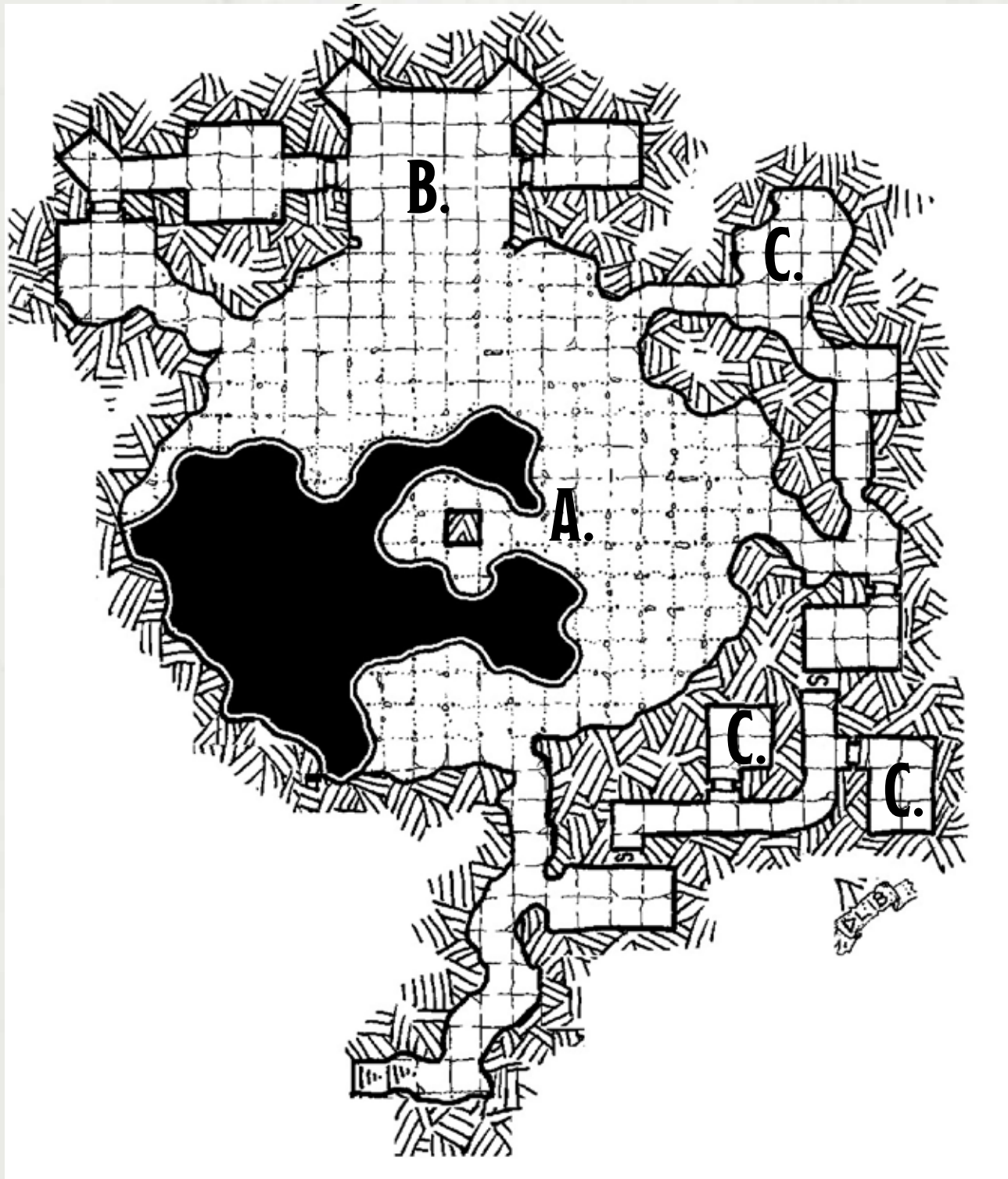
Combat. The characters have come to deal with Yokagoggor, and the blasphemous entity does not back down from the fight. It uses every advantage it can in combat to try and defeat the characters. The star spawn hulks try to grab and shove characters into oozing darkness whenever possible.

Exploration. Any living creature that enters the Pit of Blasphe-mous Dark is automatically known by Yokagoggor, but the characters can search around the rooms to help find tools to assist in their battle. If they can find an *elder sign stone* in any area C in the pit they can use that to help fend off Yokagoggor's insidious attacks.

Social. The alien intelligence of Yokagoggor is curious about the intruders, and if the characters do not initiate combat with the thing it regards them curiously. It is hungry, so hungry, and demands the minds of mortals to satiate its appetite. Though curious, it is still set on destroying the intruders.

PIT OF BLASPHEMOUS DARK MAP

1 SQUARE = 10 FEET



PEARL OF THE PADISHAH

Tier 4, City of Glass

The marid genies of the Plane of Water are proud to the point of arrogance, but their pride has deep roots. It was their magic that built the City of Glass and erected the Citadel of Ten Thousand Pearls along with countless other treasures. One of those treasures, a magnificent pink pearl with a mind of its own, was stolen from the Great Padishah's citadel generations ago, and that loss has haunted every Great Padishah since.

Now an advisor to the marid leader has learned that the pink pearl has been seen in the City of Glass, but he needs outside help to bring it back to his mistress' hands.

SETUP

The Citadel of Ten Thousand Pearls has at least as many pearls as its namesake claims, and perhaps more. Each individual pearl is fabulous and many are enchanted, but most fall short in terms of value and power when compared to the pulsating pink pearl gifted to the Great Padishah of the Marids by a powerful wizard. It was Irr'alla'kalla, which translates in the marid language as "ocean full of stars."

The pink pearl held a potent intelligence and a vast ego, but it was matched by the Great Padishah and the two became inseparable. Irr'alla'kalla was placed in the marid leader's personal chambers and guided him through trials and tribulations. But other elements in the Great Padishah's court became jealous of the pearl, and a secret conspiracy stole Irr'alla'kalla away and moved it out of the citadel. Initially furious, the notoriously fickle marid leader moved on quickly.

Irr'alla'kalla passed between many hands, moving among the Material Plane and the multiverse, and while it isn't evil it is incredibly selfish and vain. It advised kings and queens of all kind, lending its power, but it longed to return to the Plane of Water. Recently, Irr'alla'kalla jumped into the possession of a summoned marid, a lesser noble among the courts of the genie, and with the pearl's aid the summoning power was broken and they stole together to the City of Glass.

The pink pearl is firmly in control of its weaker-willed master, but it seeks a return to the Citadel of Ten Thousand Pearls – but not to advise anymore. It intends to rule.

USING THE ENCOUNTER

The characters are drawn into the encounter when their fame reaches the ears of Balmaris, a fretful sea elf advising the current Great Padishah of the Marids. Balmaris has many contacts on the Azure Council in the City of Glass, and he learns that a marid has come into the city bearing a magical pink pearl. He sees the return of the item as a way to curry further favor with his patron, but he doesn't want to raise any trouble. He seeks the characters out to convince the marid to give up the pearl if it is indeed Irr'alla'kalla, which it is.

DELICATE HELP

Balmaris reaches out to the characters via magical courier (a talking fish made out of rippling water), inviting them to Black and White Leaves, a tea house in the Royal District of the City of Glass, to discuss a delicate matter.

Black and White Leaves is an upscale establishment that caters to a wealthy clientele, but the characters are expected and the water genasi host ushers them quickly to a private room. Read or paraphrase the following to begin.

The impeccably dressed water genasi host moves effortlessly through the open areas of Black and White Leaves, leading you to a private room near the back of the well-appointed establishment. He pushes back the curtain of beaded sea leaves and steps aside, revealing a round room with a single crystalline ornament shedding dim light resting on the table. A nervous looking sea elf dressed in richly-appointed silk robes rises quickly to greet you, tripping over his robe in the process.

This is Balmaris, and he speaks Common with a thick foreign accent, never trusting his command of the language. He conveys the general background to the characters about Irr'alla'kalla, the intelligent pink pearl, though he doesn't have any idea of the extent of its powers. It was seen by his contacts in the possession of a marid of little standing, Fazel Amir Khodada al'Diba.

Balmaris wants the pearl but he doesn't want any trouble with Fazel directly, so he's hoping the characters can convince the marid to give it up willingly. The sea elf is willing to pay up to 50,000 gp for the item and he asks the characters to deliver the offer and make the swap. Balmaris is willing to pay the characters each 1,000 gp to act as couriers in the deal.

Fazel has been seen regularly at Foggy Vision, a steam hall in the Crystal District.

STEAMED PEARL

Finding Foggy Vision is not difficult. Steam halls are a common site in the City of Glass, where heated water provides a refreshing setting for many aquatic residents. Fazel has been staying at Foggy Vision since he arrived, though Irr'alla'kalla has been urging him to leave in the hope of getting into the hands of someone that can deliver it to the Great Padishah herself.

Entering Foggy Vision requires paying an entrance fee of 10 gp per person to the locathahs that run the steam hall. They can be intimidated without too much trouble, but afterwards one of them runs to fetch a contingent of Knights of Glass to deal with the interlopers.

Inside, the steam hall is divided into four large chambers separated by halls and sealed doors. Fazel, a **marid**, sits on a bench alone inside one of them surrounded by thick tendrils of warm steam. The chamber is 90 feet long, 50 feet wide, and the ceiling stretches up 30 feet. The steam heavily obscures the area, though the marid's blindsight means he can see within a certain range with no difficulty. Fazel keeps Irr'alla'kalla, the pink pearl nearly 1 foot in diameter, in a seaweed sack at his side.

Fazel initially plays it coy if confronted about the pearl, claiming to not know anything about it. Irr'alla'kalla casts detect thoughts on the party to ascertain their nature, and if successful it reaches out telepathically to one of the characters. It begs to be freed from Fazel, who the pearl claims is a monstrosously evil creature with dark intentions. The marid is proud and haughty, like all of his kind, but not directly evil at all.

Irr'alla'kalla plays upon the situation to get out of the hands of Fazel, alternating between luring the characters in to take it by force and pushing the marid to defend it against the thieves (the pearl senses the party is more than a match for the genie). If the characters take the pearl by force, or if Irr'alla'kalla senses they won't do it, the item sends a surge of power through Fazel. It summons three **wastriliths**+ (each with 60 ft. blindsight) that leap into combat, and Fazel moves to protect its prize.

THE PINK PEARL

Irr'alla'kalla is a sentient artifact. It is chaotic neutral with an Intelligence of 17, a Wisdom of 10, and a Charisma of 20. It has hearing and darkvision out to a range of 120 feet and can communicate telepathically with its wielder and any creature within 60 feet. The item is quickly sliding towards chaotic evil, and if put closer in touch with the Great Padishah becomes an evil item bent on conquering the marid of the Plane of Water.

PLAYING THE PILLARS: STEAMED PEARL

Combat. The wastriliths are more at home in the water, but their powers take on a new dimension in the City of Glass. The creatures are treated as underwater while in the City of Glass along with its victims, and they fight with wild abandon. Fazel hangs back and uses his magic, though he cannot summon anything more because of the pearl's command.

Exploration. The steam is created by boiling water running through the ceiling, floor, and walls, fed by a never-ending portal pulling water from the plane around the city. Breaking a section of the wall requires a DC 20 Strength check or the application of 30 points of damage. A plume of steam pushes out in a 30-foot cone from the source, and any creatures caught in the steam must make a DC 18 Dexterity saving throw or be blinded until the start of their next turn.

Social. Fazel can be reasoned with during combat. The appearance of the demons unnerves him greatly, though he is initially spurned on by Irr'alla'kalla's mental commands. Inflicting psychic damage to Fazel forces the marid to make a DC 20 Charisma saving throw. On a failure, Fazel stops fighting and backs off to the corner, dropping the pearl and cowering. A character can take an action to plead with him as well, requiring a contested Charisma roll against the marid, with a success pushing Fazel to cower as well.

AFTERMATH

Irr'alla'kalla is eager to get in the hands of the characters in its quest for the Citadel of Ten Thousand Pearls. If the characters recognize the dangerous ambition of the item, they may choose to leave it with Fazel after the demons have been defeated, or even to take it for themselves. Irr'alla'kalla has a strong will and it fights against such events, though its exact powers are not documented or known.

If given the pearl, Balmaris is still happy to pay the party their fee. He takes it with glee and leaves the City of Glass immediately to deliver his prize to the Great Padishah in the Citadel of Ten Thousand Pearls. How this goes is left up to you to decide.

THE KRAKEN'S TONGUE

Tier 1, City of Glass

Olhydra is an elemental lord dedicated to the destruction of all the worlds beneath her mighty black waves, and she has attracted followers from across the multiverse to help bring about these sweeping devastations. The City of Glass has long been a target of Olhydra's wrath, but the magic power wrought upon the city by the marids during its construction have rebuffed the elemental lord's external efforts.

Internal efforts are still ongoing, however, and the cultists that secretly worship Olhydra live beneath the city's cosmopolitan bubble as regular citizens. Those efforts occasionally rise to the surface, and a band of cultists are rushing to test their newest weapon out on the City of Glass – perhaps prematurely.

SETUP

The Cult of Typhis is a small cell of Olhydra cultists embedded in the City of Glass, one of many cells though they rarely share information or direct goals. They are led by Nelzo Khasha, a skilled human knight that embraced Olhydra's destruction vision long ago, but the cult takes its name from a powerful kraken in the Darkened Depths that also serves the Princess of Evil Water Elementals.

Typhissiarus seeks glory in Olhydra's name and has given the cult in the City of Glass a gift – a piece of his tongue that can be used to spread chaos and destruction when used properly. Nelzo and her followers took the gift without question and now plan to unleash it on the city after preliminary tests show what it can do.

USING THE ENCOUNTER

The kraken's gift to the Cult of Typhis is a destructive tool that quickly grows out of control for the cultists to handle. The encounter can take place anytime the characters are in the City of Glass wandering through a market, on another errand or just sightseeing, as the cultists are intent on releasing their gift on a populated area. Fighting the cultists takes on a secondary goal as the enlarged tongue lashes out at everyone and everything around it in a fury!

UNLEASH THE TONGUE

The encounter begins as the characters travel through one of the many markets in the City of Glass. Things get violent and complicated quickly though. Read or paraphrase the following to begin.

The sea-shell lined street opens up into a wide market, one of many in the City of Glass, with dozens upon dozens of creatures of all kinds walking, talking, bargaining, and swimming through the air. Haphazard stalls stand in irregular patterns as the vendors call out their wares in loud voices meant to rise above the general din of the crowd. Above it all, someone shouts "unleash the tongue!" followed by a sudden scream as a long tentacle-like thing rises up from the throng of people, lightning dancing along its 30-foot pink mottled length.

The Cult of Typhis has unleashed the kraken's tongue at Nelzo Khasha's command, and they hope the havoc created by the thing can destabilize this part of the city. They don't have any way to stop the tongue once it's started, and it can target the cultists as well as characters and bystanders with equal ease.

The crowd around the tongue contains Nelzo Khasha (CE human **knight**) and eight **cult reavers**. These cultists move to protect the tongue in the first few rounds, but as soon as they realize they can be targeted by the tongue's Lightning Lash, they try to flee.

The tongue is a 30-foot long, 5-foot wide tentacle rooted to the ground. It acts on initiative count 20, losing ties, and takes the following action.

Lightning Lash. Three bolts of lightning shoot out from the tongue, each striking a random target. The target must make a DC 13 Dexterity saving throw, taking 11 (2d10) lightning damage on a failed save, or half as much on a successful one.

To determine a random target, roll 1d20. On a roll of 1-10, a bystander is targeted (assume the lightning damage is enough to kill the bystander); on a roll of 11-15, a cultist is targeted (choose a cult reaver unless the party is having a difficult time with Nelzo); on a roll of 16-20, the party is targeted (determine a random character).

The tongue has 50 hp, and it can use its reaction after being hit with a melee attack to use its lightning lash against the attacker. It is immune to cold, lightning, and psychic damage and cannot be charmed, frightened, or paralyzed. When it has been reduced to 0 hp, it withers to the ground.

AFTER THE TONGUE FALLS

Ultimately, the characters should have the resources and grit to defeat the kraken's tongue, and afterwards a squad of ten Knights of Glass (LN merfolk **guards**) arrive to take control over the scene. If the battle has gone badly for the characters, the squad can arrive early to help assist.

The cultists are all loyal followers of Olhydra, each bearing a tattoo depicting the Princess of Evil Water Elemental's symbol (a crushing wave). They do not talk unless magically compelled and try to get free at all costs, risking their lives if they feel it will give them a chance. Nelzo is more pragmatic, and if captured she remains silent but not suicidal.

The Cult of Typhis meets irregularly in an abandoned warehouse in the Tide District, but each live in separate abodes spread across the Flow District. Nelzo is the only one that knows the cult has had dealings with a kraken, but she takes her orders from the powerful creature's agent elsewhere in the city. She honestly doesn't know how to contact the agent.

TREASURE

Nelzo is the only member of the Cult of Typhis with anything resembling treasure. She carries a pouch with 50 gp and a small strip of dried meat jerky. Closer examination matches its shape and texture to the kraken's tongue that was unleashed on the market. It is now inert, its magic spent, but the kraken Typhissiarus may be able to use it to track the characters later.

AFTERMATH

In thwarting the Cult of Typhis, the characters have come to the attention of a powerful being in the Darkened Depths. The kraken Typhissiarus is loyal to Olhydra and to her goals, but it keeps its grudges to itself. How the kraken strikes back at the characters is left up to you to decide.

PLAYING THE PILLARS: UNLEASH THE TONGUE

Combat. The Olhydra cultists move to attack any character that strikes the tongue or otherwise tries to contain the magical appendage. Away from the tongue, the cultists use bystanders as partial cover whenever possible.

Exploration. The tongue is rooted to the ground via a special excretion from the kraken master. It is black and oily but surprisingly sticky. Characters examining it within 5 feet can make a DC 14 Intelligence (Nature) check to recall a similar substance excreted by some deep sea monsters. It can be partially undone with the direct application of vinegar. One of the vendors in the market sells clay jugs of vinegar, and each one broken at the tongue's base inflicts 2d6 acid damage and prevents the tongue from making any reactions until the end of its next turn.

Social. After the tongue strikes one of the cultists, Nelzo Khasha loses her stomach for the fight and tries to flee with the remaining reavers. The crowd of bystanders can be persuaded to overwhelm one of the cultists as they try to flee with a DC 14 Charisma (Persuasion) check, made with advantage if the character is from the City of Glass. On a success, the crowd surges forward and disarms one of the fleeing targets (Nelzo manages to cut down a few before she is taken down if the crowd is directed at her).

PROMISE OF SHELLURIA

Tier 1, City of Glass

Religions of all kinds across the multiverse hold stories of a paradise for those devout enough in their belief, though the nature of this paradise changes wildly from god to god. The path to that promised land is always difficult, but once attained happiness and bliss await the supplicant. But what happens when the rules of paradise change?

For a band of locathah servants of Eadro, their undersea god, the situation is not just theory but hard reality. Cast out of Shelluria, Eadro's aquatic paradise, and thrown into the City of Glass to "earn their place," these devout servants are in desperate need of outside guidance to return to their promised land.

SETUP

Eadro is revered as the creator god of the merfolk and locathah, and he dwells in an eternal paradise on the Plane of Water called Shelluria. Recently, however, the god has disappeared, though priests still receive spells for their daily prayers. Exactly what happened to Eadro remains a mystery, but three powerful agents have taken up the mantle of administering Shelluria in their deity's absence.

These agents – a locathah, a merfolk, and a peculiar kraken – do not see eye to eye on their duties. The merfolk agent recently banished a band of locathah worshippers from Shelluria for some minor slight. But with the power of Shelluria behind him, the agent's decree cast the locathah group out with the promise of return only when they had "found the path of true devotion to Eadro."

The locathah, led by Jhalmen Mok, are seeking that path as best they can, but they quickly fall victim to a band of local lizardfolk ruffians.

USING THE ENCOUNTER

This encounter hints at the larger mystery of the missing Eadro, which may or may not play a larger role in your campaign, but it also serves to introduce the superstitious locathah and the rough nature hidden beneath the surface of the City of Glass to the characters. Breaking up the fight at the beginning may be the only combat the party faces in this encounter, helping to highlight the other pillars of play as well.

BULLIED FISHIES

While traveling through the streets of the City of Glass, the characters come upon a group of plain-robed locathah being bullied by a gang of lizardfolk ruffians. Read or paraphrase the following to begin.

The shimmering never-ending radiance of the City of Glass washes over the area, bathing everything in a soft bluish glow. Ahead on the street, a thin brown-robed fish-person stumbles out of an alley's shadow into the radiant glow. A chorus of hissing laughter follows after the humanoid as a burly green-scaled lizardfolk swaggers into view, flanked by several similar fellows, prodding out four more of the fish-people onto the street.

The leader of the lizardfolk gang is Thissurrik (a **lizardfolk** with maximum hp), accompanied by three **lizardfolk** ruffians, all of whom are berating the five **locathah** worshippers. Thissurrik is big and strong, and believes firmly in his right to push around smaller creatures because of his size and strength.

Jhalmen Mok leads the locathah, protesting weakly before the obvious physical superiority of the lizardfolk gang. None of the locathah are armed in any way and thus far the lizardfolk have not drawn their clubs, but tensions are mounting at Jhalmen Mok gets pushed around. Thissurrik laughs in the locathah's face, calling her a "scared fishy who got kicked out of her nest" because "she's not strong enough to play with the big folk!"

The locathah are clearly outmatched. Seeing the characters take notice, Jhalmen Mok looks pleadingly to the party to help.

FOLLOW THE CURRENT OF EXISTENCE

Once the lizardfolk gang are dealt with, Jhalman Mok thanks the characters profusely. She explains that she is the leader of her locathah band, who were all exiled from Shelluria recently under the direct command of the High Voice of Eadro. They cannot return to the paradise until they've followed the Current of Existence to contemplate the Sunlit Shallows and basked in the Song of Eadro.

Jhalman doesn't exactly know what this means, but she sees the appearance of the characters as a sign from Eadro that their meeting was destined to occur. The locathah are all new arrivals in the City of Glass but the pull of their god drew them here, so they believe they are in the correct place. They're just not sure where to start.

Characters succeeding at a DC 14 Intelligence (Religion) check recognize some of the symbolism in the locathah's directives. Alternately, the characters

PLAYING THE PILLARS: BULLIED FISHIES

Combat. Thissurrik and his lizardfolk gang are bullies, and bullies like them respond to strength. A physically strong character standing up for the locathah gets their attention, but any boasting quickly escalates into bloodshed with Thissurrik taking out his club first. While few in the City of Glass would lament the loss of the thugs, the Knights of Glass would look more favorably if the characters were to simply knock out their opponents rather than kill them.

Exploration. A character slipping away from the scene can find a patrol of Knights of Glass (LN merfolk **knights**) a short distance away. The patrol can be convinced to intervene with a DC 13 Charisma (Persuasion) check as the lizardfolk haven't broken any laws yet, but a brawl with the gang could escalate into a larger scene. The appearance of the Knights of Glass defuses Thissurrik's bullying, but he marks the characters for future reference.

Social. The locathah are being picked on because of their relative weakness and lack of any weapons. Characters lobbing insults at the lizardfolk or trying to distract them without violence can make DC 13 Charisma (Intimidation) checks. Success redirects Thissurrik's attention to the party, and another similar check is enough to quell the anger in the lizardfolk's tone. Thissurrik backs down but he marks the characters for any future interactions.

can find a temple of Eadro in the City of Glass, requiring a DC 13 Charisma (Persuasion) check and an hour's search. The Current of Existence is the flow of life through the multiverse, stemming from somewhere deep in the Plane of Water.

This powerful flow has many names in many religions, and it is a common theory in many monk monasteries. The party can link up with the locathah followers and make a group DC 13 Wisdom (Insight) check. On a success, the flow directs them through the city streets for an hour before coming to a tranquil pool. On a failure, they run into Thissurrik and his gang, itching for a rematch. The party can try again until they succeed.

CONTEMPLATE THE SUNLIT SHALLOWS

Following the Current of Existence takes the characters to a crystal-clear pool in a small garden. The pool is clearly very deep with a sharp drop off at the edges. A water genasi gardener named Varan greets them pleasantly and asks their business.

Varan is old, his blue skin wrinkled with age and his white hair thin and wispy, but he has seen a great many things in the City of Glass. If the characters mention anything about the Sunlit Shallows, Varan smiles broadly and goes to retrieve a special crystalline hooded lantern with the symbol of a sun etched on its top.

He returns a moment later, lighting the lantern and holding it up over the pool. The water sparkles like a diamond beneath the bright yellow light and through some trick of refraction the bottom of the pool seems much closer. Jhalmon Mok and the locathah gasp at this, but they need help in contemplation. A group DC 13 Intelligence check is enough to peer into the pool and begin to hear a soft melodic voice singing somewhere in the distance.

BASK IN THE SONG OF EADRO

The singing at the Sunlit Shallows leads the characters a short distance away, to a trading house called the Eel and Peel. A young merfolk woman sits forlornly on the steps, singing softly, but in a voice that the party can hear quite distinctly. This is Jirala Varol, a **merfolk** song sorcerer, but her voice is dry and raspy. She is waiting at the Eel and Peel to beg the human merchant who runs the place for a strip of rare rainbow eel, a cure for her dry throat.

Jhalmen Mok recognizes her words as the Song of Eadro, and Jirala Varol would be happy to sing for the locathah if only she had the strength of voice. She doesn't know how much the rainbow eel is going to cost her, and she doesn't have much coin to offer, so Jhalmen asks the characters to do what they can to help.

Inside the Eel and Peel, Ren Zhong (NE male human **enchanter***) sits behind a desk, making marks in a large ledger of transactions. He is from Shou Lung on Faerun, though he travels extensively across the planes, and specializes in rare water specimens both plant and animal. He has the rainbow eel, but his greedy nature prevents him from simply giving it away. The cost is 300 gp, likely more than the characters can pay, but Ren Zhong loves to bargain.

You can play out the bargaining with a group DC 13 Charisma (Persuasion) check. Ren Zhong is not one to pass up a future opportunity, so if the party succeeds he changes his offer to 50 gp and the promise of future assistance should the Shou merchant call upon it. Alternately, the characters can take the rainbow eel by force or by trickery.

Once Jirala Varol has the rainbow eel, she wraps it around her throat where it immediately begins to glow. After a moment, her voice is strong and clear, and she sings out the Song of Eadro. Jhalmen and her fellow locathah bask in the words, and a soft light suffuses their bodies from the inside out.

AFTERMATH

Once they bask in the Song of Eadro, Jhalmen Mok and the locathah followers of Eadro have earned their entrance back into Shelluria and the characters have earned their eternal gratitude. The locathah head out immediately from the City of Glass, and though they wish for the characters to come with they say that the three High Voices of Eadro that protect Shelluria keep out nonbelievers.

Depending on their interactions, the characters likely have made some friends and enemies in the City of Glass as well. Thissurrik can be a recurring pain for the party, while Varan and Jirala Varol can offer assistance in future endeavors. Ren Zhong is left as a wildcard. Though the Shou enchanter is evil, he is also pragmatic, and his greedy interests may benefit the characters as well.

RUMBLE AT THE SHARK TOOTH

Tier 3, City of Glass

In the City of Glass, few places hold as low a reputation as the Shark Tooth. This inn and tavern stands in a shadow-filled alley in the worst part of the Tide District where the most desperate and dangerous gather to avoid the rule of law. The Knights of Glass know it exists but through secret agreements with the owner, a black dragon named Xuldroath, business in the Shark Tooth is kept within the Shark Tooth.

SETUP

Aradus Aristippus is a storm giant looking for information about his lost family. Long ago, the Aristippus family held great sway in the Sea of Light from their ancient storm giant home, and their arrival in places like the City of Glass was heralded with fanfare and celebration. However, Aradus' family was suddenly and violently ripped away, leaving only himself as the survivor. He has been searching the Plane of Water and beyond for signs of his family, and his only lead takes him to the Shark Tooth, a vile den of wickedness in the City of Glass.

There are four sources of information that might have something for Aradus – the black dragon owner Xuldroath, a gang of bloodthirsty weresharks called the Fins of Doom, the locathah assassin Goto Arr, and a trio of sea hags known as the Blackbrine Sisters. One way or another it's going to be a busy night at the Shark Tooth!

USING THE ENCOUNTER

The characters can be drawn into the encounter in any number of ways. Perhaps they have heard of the Shark Tooth and are looking to get information on their own, in which case the cast of characters being sought by Aradus coincides with that of the party.

Alternately, the storm giant could be looking for some help in tracking down the information about his family – the clientele at the Shark Tooth is tough, mean, and ready to throw down at a moment's notice, especially when a storm giant comes looking for information. As higher level characters, Aradus and the party may even have crossed paths in the past under friendly or mutually beneficial circumstances.

YOU NEVER FORGET YOUR FIRST TIME

The Shark Tooth is easily located once the characters get the name and ask around. Located in the Tide District of the City of Glass, it's a surprisingly tall building with a large door and open features. Read or paraphrase the following to begin.

At the end of a darkened street in the transient Tide District of the City of Glass stands an impressive stone building, easily four stories tall, marked on its side with black and red streaks that could be paint or blood depending on the lighting. The metal sign above the large front doors reads "Shark Tooth" with no accompanying images. Inside, the Shark Tooth opens into a expansive area, with a wooden walkway skirting the edge of an open lower pit that serves as the bar. Far above, the ceiling to the building stretches, and the three levels of private rooms and chambers are built into the walls like a honeycomb. No stairs ascend or descend between the levels. Echoing around are the shouts, growls, and grunts from the numerous sketchy patrons, many of which swim through the open air. A bar sits against the wall to the left of the entrance stationed by a broad-shouldered black-scaled dragonborn with a nasty smirk on his draconic face.

The Shark Tooth is truly a unique establishment, even in the City of Glass. Xuldroath, usually found in the form of a black-scaled dragonborn, is the **adult black dragon** that owns and runs the place. He keeps a close eye on his patrons but only intervenes when violence breaks out if the Shark Tooth itself is threatened, or if someone is foolish enough to drag him into a fight. Then woe to all sides.

All prices in the Shark Tooth are quadruple list price, though the kitchen is open at all hours. The serving and cooking staff are almost exclusively **sahuagin**, and rumors swirl that they work there to pay off a debt to the black dragon. Food items consist of meat of the day or soup of the day, and most do not question the origin of either.

The characters were given descriptions of the four power groups that might have Aradus' information. The storm giant does not accompany the party for fear of provoking one or more elements within the Shark Tooth or sending the informant fleeing in terror.

SHARK TOOTH SHENANIGANS

Armed with the description of the four groups in the Shark Tooth and a general knowledge about what they're looking for (information regarding the Aristippus storm giants), the characters can go about the encounter any way they choose. Each group is presented below with what they know and what they want, which can send the party around to other parts of the Shark Tooth.

Ultimately, which group has the information the party seeks is up to you. The Shark Tooth is a dangerous, volatile place filled with a cast of deadly but colorful characters. Have fun portraying the intrigue and when the party has interacted with two of them, make the next one hold the pertinent piece of information they're seeking.

All of the groups are canny enough to spot outsiders and they try to work the newcomers to their advantage, even if they don't know anything about the storm giants. How the characters approach each group may require a few group Charisma rolls, but consider their style and mannerisms before asking for checks.

BLACKBRINE SISTERS

Bernadette, Brenna, and Beatrix Blackbrine are a coven of **sea hags** that specialize in brewing elixirs, potions, and poisons. They can make nearly any type of poison given enough time, and they keep their secret lair in the Freezer well stocked with the common types (and more than a few uncommon). The sisters finish each other's sentences, picking up seamlessly where the last left off.

What the Blackbrine Sisters Know. Xuldroath has been trying to get the recipe for deathfish oil from the Blackbrine Sisters for months, and the sea hags have thus far held off in favor of a better deal.

What the Blackbrine Sisters Want. A rival poison supplier has moved into the Tide District and the Blackbrine Sisters want them eliminated. They are working up the nerve to talk to the locathah assassin Goto Arr about the contract but thus far they have not worked up the courage.

FINS OF DOOM

The Fins of Doom is a gang of seven **weresharks**[^] that stay in hybrid form all of the time. They wear shredded leather vests and their greased-up pompadour hair styles are a source of pride and joy. The leader is Jo'nny Doomfin and the other six follow his lead without question or hesitation. All of the weresharks are arrogant thugs looking to prey on the weak.

What the Fins of Doom Know. Jo'nny and the weresharks hijacked a locathah weapon shipment coming into the City of Glass four days ago. They stashed the weapons in an abandoned warehouse and are looking for a buyer for the goods before the Knights of Glass get too involved. They do not know Goto Arr was expecting a special delivery from the locathah weapon merchant.

What the Fins of Doom Want. Xuldroath knows a smuggler that can move the crate of weapons quickly, but the black dragon wants gold upfront to setup the meeting. Jo'nny is short on coins and asks the characters to use whatever charms they have to get the cagey black dragon to spill the name. Or they could pay the tavernkeeper the 1,000 gp he has asked.

GOTO ARR

Goto Arr is a friendly, amiable locathah, a female though gender is very hard to determine among the race. She is a NE locathah **assassin** (add a swimming speed of 40 feet to her statistics) with a nasty reputation among the dregs of the City of Glass. Goto Arr is happy to chat with strangers, relying on her skill with the blade to get her out of any danger.

What Goto Arr Knows. Goto Arr has taken a lot of contracts in her life across the multiverse, and she has gathered a token from each one of them to add to her personal collection. Most of these tokens are bits of jewelry or trinkets.

PLAYING THE PILLARS: SHARK TOOTH SHENANIGANS

Combat. In such a volatile situation, combat can erupt quickly between any of the groups. Such occurrences are not rare and none of the other patrons join into any fracas, leaving the characters alone to deal with their problems.

Exploration. The characters can learn about where each of the three groups are staying by observing everything for an hour and making a DC 16 Wisdom (Perception) check. The doors to the rooms in the Shark Tooth are all visible from the main floor so sneaking into one would likely require stealth and magic, but inside a room the characters can learn what a group knows.

Social. The encounter at the Shark Tooth is built around interacting with the various NPCs. Have fun and make each of them colorful!

What Goto Arr Wants. The locathah assassin put in an order with a weapon merchant for a specialized crossbow for an upcoming job on the Plane of Fire. The merchant never made it into the City of Glass and Goto Arr assumes someone in the Shark Tooth is responsible for the theft. She wants her crossbow back at any cost.

XULDROATH

Running the Shark Tooth is a joy for Xuldroath, who loves the intrigue inherent with harboring all manner of criminals, thugs, and smugglers. He smiles wickedly all of the time, especially when delivering bad news, and his smooth voice belies the draconic power behind his shapechanged form.

What Xuldroath Knows. The black dragon was approached by Jo'nnny and the Fins of Doom earlier in the evening about a smuggler to help move their weapon crates. Xuldroath knows of a few, and one is hungry for work, but the black dragon doesn't like giving such information for free. He wanted to see the weresharks squirm and set the price deliberately high for what they're asking, knowing they would have to improvise to come up with the payment.

What Xuldroath Wants. Truthfully, Xuldroath has more wealth than he truly needs. What he wants is the recipe to a special poison brewed by the Blackbrine Sisters called deathfish oil. Even if the characters offer him the coin for Jo'nnny's request, he changes his mind and uses the deathfish oil poison recipe as his price.

AFTERMATH

The situation at the Shark Tooth plays out however the characters approach the situation. All of the residents are evil, but they are all on (generally accepted) neutral ground and each have a stake in staying alive and staying in business. The next clue that Aradus is seeking is possessed by one of them, but which one depends on you and how the party proceeds.

SORROW OF CAPTAIN

KHALLAS

Tier 1, Sea of Worlds

Sailing ships from across the multiverse can accidentally stumble upon a gateway to the Plane of Water, stranding them on the Sea of Worlds. It looks and feels like any other ocean, but its azure horizon stretches into infinity with no hope of permanent land features. Many crews are driven mad upon arriving, and some take evil and desperate actions. Thus was the fate of the Fearful Storm and her captain, now cursed to wander the Sea of Worlds as a spirit until her crew is punished.

SETUP

Captain Khallas was an elf pirate from the Sword Coast of Faerun renown for her sailing instincts and good intentions. She commanded her ship, the Fearful Storm, through a great number of daring raids, and she felt she had earned the loyalty of her thug-like crew over the months. When a vortex whirled up around the ship a dozen years ago as the result of the first mate's wild sorcery gone awry, they were pulled into the Plane of Water.

Stranded with little apparent hope, Captain Khallas rallied her crew and they sailed out across the Sea of Worlds to find a way home. Bad luck battered the Fearful Storm as the weather turned ugly at every turn, and rations dwindled with no sign of anything but the eternal sea. On the fifth day without food, the crew murdered the first mate who they blamed for their troubles. On the tenth day, desperate for anything, they turned on Captain Khallas.

The elf captain called down a curse upon her crew, transforming the malformed pirates into degenerate sea spawn, while she became a banshee. The Fearful Storm has drifted across the Sea of Worlds since, Captain Khallas confined to the deck while her crew clung to the keel like barnacles. Neither could affect the other, but to end their eternal torment the elf's sorrow must be put to rest.

USING THE ENCOUNTER

Sailing the Sea of Worlds can be an overwhelming experience for characters given its infinite size. However, it's also one of the easiest ways to get the characters into the Plane of Water, and there are enough situations that can draw them deeper into

the Inner Plane where the party should not get too depressed about their status. A banshee-haunted ship can offer them a bit of guidance as well.

Alternately, this encounter works just as well outside the Plane of Water. The Fearful Storm can be adrift in just about any ocean, and perhaps the secret to ending Captain Khallas' sorrow is located somewhere on the Plane of Water, precipitating a trip across the multiverse.

WAIL ON THE HORIZON

The encounter begins as the Fearful Storm comes into view after a violent storm wracks the Sea of Worlds. The characters come out of the storm unscathed but must decide on what to do about the new apparently abandoned ship coming up on them. Read or paraphrase the following to begin.

The lashing rains and driving winds of the tremendous storm dies down almost as quickly as it began, though the sky overhead remains thick with ominous gray clouds. The weather on the sea can be unpredictable but even on that scale this storm was unusual. As the crew make their way about the decks, someone shouts "ship ahead, starboard side!" Eyes turn starboard as a two-masted ship emerges from the storm wall a half mile away.

As the crew and characters take in the sight, a keening wail erupts from the other ship. It sounds like the lamenting scream of a woman crying in pain and anger. Nobody can be seen on the deck of the ship, and as everyone gets a closer look it becomes clear it is abandoned – the sails are ragged and torn with the rigging hanging limp from the masts. A moment later, the other ship turns suddenly by the erratic waves and the characters can see its name on its side – the Fearful Storm.

THE FEARFUL STORM

Characters with the sailor background from Faerun recognize the name of the Fearful Storm as a pirate ship that sailed the Sword Coast a dozen years ago. It was captained by an elf of good standing and skill and the pirates were known for scaring more merchants than anything else. It disappeared without a trace.

The characters' ship can come up close enough to the Fearful Storm to throw a docking plank over, or they could sail over in a rowboat and climb aboard. The way looks easy as the rigging drapes over the side, providing ample access to the deck. None of the crew onboard the characters' ship wants to go along

PLAYING THE PILLARS: ENDING THE SORROW

Combat. The sea spawn have grown poison quills as part of their curse, and attack with these to weaken the party. By virtue of their curse, the sea spawn and Captain Khallas cannot affect one another with their abilities, but if things are going badly for the party the banshee can emerge to take the Help action against her mutinous former crew.

Exploration. Much of the Fearful Storm's rigging hangs around the combatants. A character can entangle a sea spawn in the ropes with an action and opposed Dexterity (Acrobatics) checks. On a failure, the sea spawn is restrained until the start of its next turn.

Social. Sea spawn cannot speak, but if the characters talk to them about their mutinous actions the creatures must succeed on a DC 12 Charisma saving throw. On a failure, the sea spawn is incapacitated until the end of its next turn. Captain Khallas can also be convinced to emerge from her quarters and help with a DC 14 Charisma (Persuasion) check.

so the party is on their own.

The Fearful Storm is a caravel with two masts roughly 25 feet wide and 75 feet long. Two hatches lead below deck, each currently closed and crusted over with sea grime, while the forecastle holds a water-logged door leading to the captain's quarters.

As soon as the party arrives onboard, Captain Khallas calls upon an innate power she has learned to surround the Fearful Storm in a *fog cloud*. The spell encircles the ship entirely in a bubble of heavily obscured fog, preventing sight from the other ship, but not hindering movement or sight onboard the Fearful Storm.

Moments later, the door to the captain's quarters rattles loudly and the mournful voice of Captain Khallas calls out to the party. "Who disturbs the Fearful Storm and my sorrow?" Captain Khallas is a CN **banshee** but she keeps herself hidden in her quarters as long as possible. Breaking down the door requires a DC 16 Strength check.

The elf captain angrily explains the ship's background if the characters engage in conversation. She laments that she didn't know her crew as well as she thought she did, and when they murdered the first mate she tried to reason with them. That failed and their situation became more desperate. Now she wants them punished.

ENDING THE SORROW

The first step to ending Captain Khallas' sorrow is to put an end to her mutinous crew. They have been turned into **sea spawn**, though only six remain, and they cling to the keel of the ship. Captain Khallas does not know this, but the appearance of life on deck calls the creatures up. Any crew or characters left aboard the other ship can make DC 15 Wisdom (Perception) checks with disadvantage through the fog to see the humanoid shapes crawling up the side of the ship.

The sea spawn spring forth to attack the party, enraged by their situation and hungering for fresh meat. Unfortunately, defeating the crew isn't the only thing that must be done. Captain Khallas' sorrow goes deeper than that, and she must also put her dead first mate and former lover to rest. The first mate's skull is the only physical remains left.

TREASURE

The captain's quarters hold an unlocked wooden chest containing her personal gear. It also holds a journal penned by the wild magic sorcerer first mate, another elf woman and lover of Captain Khallas, that explains more about the situation. There are also two scrolls of *water breathing* and a *ring of swimming* in the chest.

AFTERMATH

The first mate had sea elf blood in her veins, and the only way to put her to rest is to learn about sea elf burial rites. Captain Khallas cannot physically pick up the skull so she needs the characters to transport it, and the skull serves as her anchor to the world. Once the sea elf burial rites are complete, Captain Khallas' sorrow ends and she disappears with a peaceful smile.

THE SUNKEN STAR

Tier 2, Sea of Light

The Silver Star was the personal ship of Lord Helvaunt Graanthor, an adventurer known for finding and keeping fabulous treasures. He kept them in a great treasure chest, itself a treasure as it held an extradimensional space inside. A decade ago, the Silver Star was lost in a storm and since then pirates and fortune hunters have been searching for Graanthor's chest. No one has found it yet and most don't believe it exists.

SETUP

The truth is that the Silver Star won't be found on the Material Plane. The ship was sucked into the Plane of Water during a violent storm and it did not survive the journey. It sank into the depths, all crew thought lost, and the wreckage was pulled into the Graveyard of Sails to be added to the grim collection. There, Graanthor's chest has laid unclaimed amidst hundreds of similar wrecks.

But not all of the Silver Star's crew died. One survived and was saved by a passing ship, possessing a single unusual silver coin. Though delirious, the sailor was rescued and brought back to land where he lived the rest of his days as a simple fisherman. As he died, the fog over his brain lifted and the secret of the gold coin became clear – it was a token given to all sailors of the Silver Star so they could always find their way back to the ship. The sailor passed his secret and silver coin on to the family that took him in.

USING THE ENCOUNTER

This encounter can be used to lure the characters into the Plane of Water if they are elsewhere in the multiverse. The story of the Silver Star's survivor can pass quickly between powerful ears, perhaps even the characters' directly, and the lure of Graanthor's legendary treasure chest can be enough to tempt any party. Wizards, priests, kings, and lords would all want to put their hands on that kind of loot, and many would prefer to hire out the search to a band of adventurers than seek it themselves. The key is the strange silver coin, triangular, with a star emblem emblazoned on its front and back.

However they hear about it, the characters are in possession of the silver coin and knowledge that the Silver Star was pulled into the Plane of Water. Wrecks on the Sea of Worlds are pulled together underwater by some mysterious force into the

Graveyard of Sails, so the ship and its treasures must be there if they haven't been claimed yet. Divination magic focused on the Silver Star and Graanthor's chest indicate they haven't been found but give little other details.

The silver coin glows brightly when the Silver Star is near, or so claimed the sailor, so the characters can use it to guide their way through the mess of wrecked ships to their target. Other scavengers exist in the Graveyard, however, and the characters are going to need to deal with them and Graanthor's aquatic guardian if they hope to claim the chest.

WELCOME TO THE GRAVEYARD

The Graveyard of Sails is a massive collection of shipwrecks jumbled together in a great floating mass. It sits in the Sea of Light many miles below the surface, though it never rises or sinks too far from its position. Finding it doesn't prove difficult, though the characters may have to start in the City of Glass and hire a guide to take them there.

The encounter begins with the characters approaching the Graveyard of Sails. Read or paraphrase the following.

A great shadowy bulk looms ahead, innumerable spikes protruding from its sides, and as you continue forward its details become more distinct. The bulk is comprised of the remnants of hundreds, perhaps thousands, of sunken sailing ships clustered together, most broken and shattered. Though much of the mass is compressed together, dozens of dark entrances created by the wrecks yawn mysteriously leading deeper into the Graveyard of Sails.

Using the silver coin, the characters can find the entrance where it glows slightly. The coin acts as their guide through the Graveyard of Sails, but it is by no means a direct path.

NAVIGATING THE WRECKAGES

The Graveyard of Sails is a big place, and finding the Silver Star is going to take some exploration. With the silver coin in their possession, the characters have a chance where others before them have not, but the way is not straight. There's an unusual effect in the Graveyard of Sails as well that pulls all of the wreckage into its center slowly, creating a sudden hazard of "falling" debris.

Finding the Silver Star requires succeeding at three DC 15 Wisdom (Survival) group checks, each representing an hour of exploring. Unlike a normal

group check, however, keep track of the failures. When the group accumulates a number of failures to meet one or more thresholds based on the total number of characters (round down), something bad happens and the party must react.

Failures Equal to Half the Number of Characters. The characters' passage breaks open a series of ancient and unusual oil barrels in the hold of a nearby ship. The characters must make a DC 14 Dexterity saving throw to avoid being coated with the slime, which sticks to skin and hair. Coated characters suffer disadvantage on Wisdom (Perception) checks.

Failures Equal to the Number of Characters. A cloud of concentrated slime water billows out from a disturbed section of the wreckage. The characters must make a DC 14 Constitution saving throw, suffering 18 (4d8) poison damage on a failure, or half as much on a success.

Failures Equal to Twice the Number of Characters. The characters pass through an unstable section of the graveyard and disturb the remnants of a precariously perched wreck. The characters must make a DC 14 Dexterity saving throw, suffering 21 (6d6) bludgeoning damage on a failure, or half as much on a success. Characters without a swimming speed suffer disadvantage on the roll.

HULL OF THE SILVER STAR

After the characters have navigated through the Graveyard of Sails, they come upon a large circular "cave" of shipwrecks. The opposite wall from the characters holds the hull of the Silver Star, the name barely recognizable through the grime and filth. Unfortunately, the party is not alone.

A marauding band of six **merrow** have come upon the Silver Star by accident, looking to plunder its wealth without understanding what's inside. The merrow have normal chances to spot the characters, though the bright light from the silver coin must be concealed quickly. If the characters do nothing, the merrow break into the hull of the Silver Star and pull out a massive blackwood chest from its shadowy interior.

Anyone that tries to open the chest without speaking the command phrase (known only to Lord Helvaunt Graanther) summons the guardian. A **greater water elemental** and two **water elementals** materialize in one round around the chest. They fight anyone in sight not protected by the command word speaker (no one in this case).

PLAYING THE PILLARS: HULL OF THE SILVER STAR

Combat. The merrow engage the party, relying upon their brute strength to deal with the interlopers. If you feel the party is having too easy a time (or too hard!), you can have one of the merrow retrieve the chest from the Silver Star and try to open it on the second or third round of combat, summoning the elementals. The elementals face off against everyone indiscriminately.

Exploration. Some of the wreckage around the "cave" is held very tenuously. A character can take an action to dislodge a portion to create an avalanche of ship parts. Creatures caught in the avalanche must succeed at a DC 14 Dexterity saving throw, suffering 21 (6d6) bludgeoning damage on a failure, or half as much on a success.

Social. The merrow are cruel, merciless creatures who take every opportunity to kill and claim trophies from their victims. If the combat goes badly against them (such as when the elementals appear), they can be convinced to flee or combine forces. They are treacherous monsters, though, and they honor no deal struck after the threats are eliminated.

AFTERMATH

After the elementals and merrow are defeated, the characters can claim possession of the blackwood treasure chest. Unfortunately, they don't have a way to open it. Once defeated in combat, the guardians do not appear again until they are rebound by the chest's owner. Finding the secret to opening the chest and unlocking its mysteries can lead the characters to further adventures in the Plane of Water. Perhaps Lord Helvaunt Graanther survived the wreckage and is hiding out still!

Alternately, the chest may simply require the application of a *knock* or similar spell. Inside could simply be coins and other mundane items, or it could truly be an extradimensional space with almost anything inside!

APPENDIX: NEW MONSTER STATISTICS

CULT REAVER

Medium humanoid, neutral evil

Armor Class 14 (shield)

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	8 (-1)

Skills Athletics +4, Stealth +4

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

ACTIONS

Sharktoothed Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage, or 7 (1d10+) slashing damage if used with two hands. Against a target wearing no armor, the reaver deals an extra die of damage with this sword.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

GREATER WATER ELEMENTAL

Huge elemental, neutral

Armor Class 16 (natural armor)

Hit Points 149 (13d12+65)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	7 (-2)	12 (+1)	10 (+0)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 11

Languages Aquan

Challenge 8 (3,900 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8+6) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 17 Strength saving throw. On a failure, a target takes 19 (3d8 + 6) bludgeoning damage. If it is Huge or smaller, it is also grappled (escape DC 17). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Huge creature, two Large creatures, or up to four Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 19 (3d8 + 6) bludgeoning damage. As an action, a creature within 5 feet of the elemental can pull a creature or an object out of it by succeeding on a DC 17 Strength check.

LOCATHAH

Medium humanoid (locathah), neutral

Armor Class 14

Hit Points 11 (2d8+2)

Speed 30 ft., swim 40 ft.

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

Skills Insight +3, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Aquan, Common

Challenge 1/4 (50 XP)

Amphibious. The locathah can breathe air and water.

Fish Scales. The locathah have tough fish scales covering their body. They have an unarmored AC of 12 + Dexterity modifier.

ACTIONS

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Trident. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage, or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.

MEGALODON

Gargantuan beast, unaligned

Armor Class 17 (natural armor)

Hit Points 264 (16d20+66)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	22 (+6)	2 (-4)	11 (+0)	6 (-2)

Skills Perception +6

Senses blindsight 120 ft., Passive Perception 16

Languages -

Challenge 10 (5,900 XP)

Blood Frenzy. The megalodon has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The megalodon can breathe only underwater.

ACTIONS

Multiattack. The megalodon makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage. If the target is a medium or smaller creature it is grappled (escape DC 16). Until this grapple ends, the megalodon can't bite another target.

Tail. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage.

Swallow. The megalodon makes one bite attack against a target it is grappling. If the attack hits, the target suffers damage and is swallowed by the megalodon, ending the grapple. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the megalodon, and it takes 14 (4d6) acid damage at the start of each of the megalodon's turns. A megalodon can have only one creature swallowed at a time.

If the megalodon takes 25 damage or more on a single turn from the swallowed creature, the megalodon must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the megalodon. If the megalodon dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

SAHUAGIN HUNTER

Medium humanoid (sahuagin), lawful evil

Armor Class 16 (shell armor)

Hit Points 58 (9d8+18)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	12 (+1)	14 (+2)	9 (-1)

Skills Perception +8

Senses darkvision 120 ft., passive Perception 18

Languages Sahuagin

Challenge 3 (700 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

ACTIONS

Multiattack. The sahuagin makes three melee attacks: one with its bite and two with its claws or trident.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) slashing damage.

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

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10+1) piercing damage.

WERESHARK

Medium humanoid (human, shapeshifter), lawful evil

Armor Class 11 in humanoid form, 12 (natural armor) in shark and hybrid form

Hit Points 71 (11d8+22)

Speed 30 ft. (swim 40 ft. in shark or hybrid form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

Skills Perception +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons not made with silvered weapons

Senses darkvision 60 ft., passive Perception 14

Languages Common (can't speak in shark form)

Challenge 5 (1,800 XP)

Aquatic Adaptability. The wereshark can breathe air and water in hybrid form and can only breathe in water in shark form.

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Shapechanger. The wereshark can use its action to polymorph into a Medium shark-humanoid hybrid or into a hunter shark, or back into its true form, which is humanoid. Its statistics, other than its size, AC, and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack (Human or Hybrid Form Only). The wereshark makes two attacks, only one of which can be a bite.

Bite (Shark or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with wereshark lycanthropy.

Harpoon (Human or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6+4) piercing damage. If the target is Huge or smaller it must succeed on a Strength contest against the wereshark or be pulled up to 20 feet toward the wereshark.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

YOKAGOGGOR

Huge aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 350 (28d12+168)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	23 (+6)	20 (+5)	20 (+5)	16 (+3)

Saving Throws Dex +7, Con +13, Wis +12

Skills Perception +12

Damage Resistances acid, cold, fire, lightning

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses truesight 120 ft., passive Perception 22

Languages all, telepathy 120 ft.

Challenge 20 (25,000 XP)

Foul. Any creature, other than a star spawn, that starts its turn within 10 feet of Yokagoggor must succeed on a DC 21 Constitution saving throw or be poisoned until the start of the creature's next turn.

Incorporeal Movement. The ghost 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.

Innate Spellcasting. Yokagoggor's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Yokagoggor can innately cast the following spells, requiring no material components:

At will: *acid splash* (17th level), *confusion*, *detect magic*
3/day each: *blight*, *contagion*, *gaseous form*

Legendary Resistance (3/Day). If Yokagoggor fails a saving throw, it can choose to succeed instead.

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

Regeneration. Yokagoggor regains 20 hit points at the start of its turn. If it takes fire or radiant damage, this trait doesn't function at the start of its next turn. Yokagoggor dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. Yokagoggor makes three acid lash attacks.

Acid Lash. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (4d6+7) acid damage.

Eject Blasphemous Darkness (Recharge 5-6). Yokagoggor spews out a 60-foot cone of oozing darkness. Creatures in the area must make a DC 21 Dexterity saving throw. On a failure, the creature takes 27 (5d10) psychic damage and loses 1d8 points of Wisdom. On a success, the creature takes half damage and does not lose any Wisdom.

LEGENDARY ACTIONS

Yokagoggor 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. Yokagoggor regains spent legendary actions at the start of its turn.

Acid Splash. Yokagoggor casts *acid splash*.

Attack. Yokagoggor makes one acid lash attack.

Confusion. Yokagoggor casts *confusion*.