

Wave Echo Sea

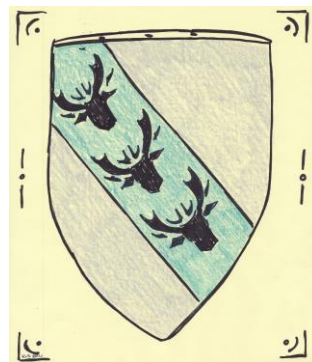
A Phandalin Adventure

Introduction: This module is the second release to the revised Phandalin series introduced in the module; **Return to Phandalin**. In this module the PCs are asked to explore the underground lake found in the Wave Echo Mines. The first part deals with a demon threat from long ago that is was once thought solved, but now threatens the region. The second part explores deeper dwarven mines controlled by kuo-toa. The PCs are sent to deal with the threat they provide to the mines and to discover the fate of a previous group of adventurers.

This is a 36 page adventure with a mostly straightforward layout consisting of several combat encounters mixed with investigation and NPC interaction. The module includes a few new magical items and several modified or created monsters.

A multi-night adventure for 8th-10th level characters

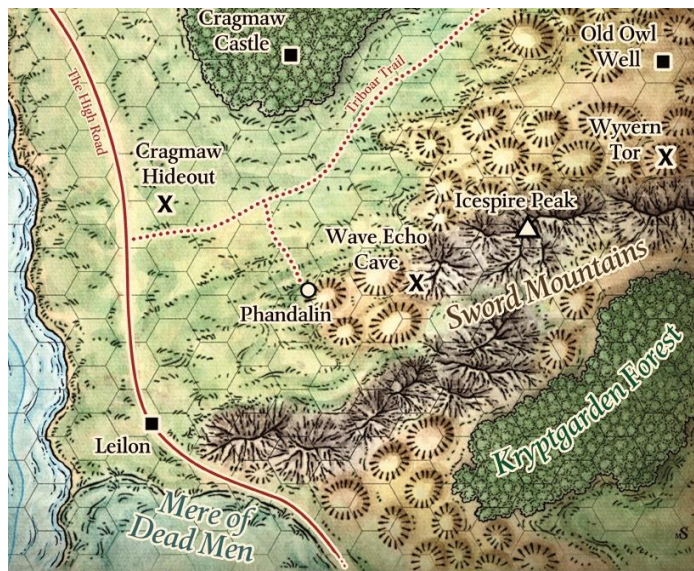
by Keith Stonefield



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Wave Echo Sea



Overview

The town of **Phandalin** was originally destroyed hundreds of years ago and recently resettled only several years ago as a frontier town serving farmers, miners, and frontiersmen. Recent news of the discovery and reopening of **Wave Echo Mines** have brought a recent boom to the small settlement. While most of the new settlers are good, hard-working folk, several have come to fleece the others of their hard won gains.

Another problem is a threat buried hundreds of years ago when the mines fell to the orc hoard. A prison that was built on an island in the middle of the underground lake accessible from Wave Echo Mine has been opened. The ancient stalactite formed column was a perfect site to bind the demon.

The latest threat came a couple weeks ago when an expedition of kuo-toa came investigating the lights around the underground lake on the edge of the mines. They attacked hoping to enslave the inhabitants. The miners led by Gundren managed to repel the kuo-toa and secure the mines once again. He recruited a few more adventuring bands to explore the underground lake and the old mines where the kuo-toa may have come. No group has returned and everyone is on edge. Gundren seeks a more powerful set of adventurers to explore and find out what is going on and possible rescue the other adventurers.

Adventure Setup

The PCs return to Phandalin a few months after they became local heroes when they defeated the local thugs, The Redbrands, and ended the threat of Glasstaff to the town and to the mines a few miles away. They find that

things have changed a lot since they have been gone. These changes are detailed in the previous module; **Return to Phandalin**.

After a few days exploring the changes to the town, the PCs are approached by a messenger from the mines. The PCs are asked to come to the mine and meet with **Gundren Rockseer** to discuss a threatening problem.

Once at the mine, they will be directed to the underground lake and must travel to an island in the middle of the lake to determine the fate of missing adventurers. They explore the ancient prison and defeat the trapped demon that threatens the area. After rescuing one set of adventurers, they are asked to explore the edges of the lake to determine the threat of the kuo-toa and find out the fate of the other group of adventurers.

Part 1: The Demon's Prison

Background

The large underground sea connected to Wave Echo Mine is more a large lake than a sea. The lake is a large series of waterfalls that drain down several levels into a chamber that sits over a lava vent. This causes a never-ending series of geyser eruptions to a higher chamber and the water draining into the lake that sits next to Wave Echo Mine. It drains with enough force to cause the booms and wave action heard throughout the mine.

In the years before the **Phandelver Pact** was formed, the lake was surveyed as part of an expansion that was planned to the mines themselves. The surveyors found a giant stalactite-formed-column in the middle of the lake, near where the lake drains into a series of rapids before arriving in a lower lake. The cave column also formed a quasi-island as the waves eroded part of the column allowing their boats to land.

Exploring this island, the surveyors found giant mushrooms and strong magical energy. They could not pinpoint the energy, and eventually went on their way to complete their survey. A little over a year later a powerful group of adventurers tied with the **Harpers** came to the mine seeking answers to a problem. Hoping to forge a weapon powerful enough to slay a demon, they ended up finding out about this island in the middle of the lake. A prison was built on the island to hold the demon and sealed with wards and traps to keep it forever.

In time, the kuo-toa living in the area depths found the lake and the island. They could not open the doors, but began worshipping the carvings on the door, believing that a great being was kept inside. They managed to tame several of the giant crocodiles in the lake and

moved into many of the old mines and exploration tunnels of region.

The demon that was once held in stasis was freed of the magic wards several years ago during The Sundering, when much of the world's magic failed. Awake, and able to move around the prison, the demon still found it could not escape. It was able to telepathically speak to several of the kuo-toa and command them as their 'god' to search for a means to free him. The kuo-toa only recently found Wave Echo Mine and attacked. They were eventually countered and adventurers were sent to investigate the extent of this threat.

The adventurers found the island and disregarded the scratched out warnings carved into the door. The whispers in their minds spoke of great wealth and power found within. They were able to open the doors and confront the demon. They were not able to defeat the demon and died in the attempt. One escaped and was able to close the doors again, although this may be only a temporary setback to freeing the demon.

Adventure Setup

The PC's have returned to Phandalin and hear the rumor or find the posted notice looking for adventurers at the mine. Upon reaching the mine, **Gundren** informs them of the kuo-toa attack a few weeks back and how they send some adventurers out to determine the extent of the threat. He will also tell them that the rest of the town does not know of the attack and they are trying to keep that within the mine, but thinks that it will eventually get out.

The second adventuring group took another boat out into the sea looking for the home of the kuo-toa. They were going to try and stay along the edge of the lake, but he does not know what really happened. He does know of some of the old tunnels that they reopened in the last few months, but these have not been explored fully and he does not know if they lead to the lake or if they will lead to where the other adventuring groups are.

The PCs can get assistance from the miners in building a raft and set sail out on the lake. A light from the central island draws them closer, but not before kuo-toa riding giant crocodiles attack. The island holds more danger before getting into the prison still holding the demon.

The PCs can return after this, or travel on to the rapids and the lower mines. The lake drains into a series of rapids as it drains into a lower steam lake heated by an underground fissure. A geyser erupts from under the lake and once again fills the upper lake. The rest of the adventurers are held prisoner in the camp of the fire salamanders.

#1 The Boat Ride

The miners will assist in making a boat for the PCs, or you can have one already made in hopes of more adventurers would come. You should have it just be a large raft roughly 20x30ft. This will allow for the kuo-toa raiding party to climb on the raft like in a pirate movie.

The whole cavern involving the upper underground lake rests in darkness. The size of the lake is roughly 10x12 miles linking **Wave Echo Mine** with the bottom levels of **Southcrypt**. This is an area that can continue play with follow-up modules. If the PCs need a wandering encounter, you can have several norker goblins riding giant bats attack them. Statistics for these monsters are found in appendix 2.

Read the following when the PCs have been paddling for 2-3 hours.

The dark lake is eerily silent, except every few minutes when a loud rush of water flood into the lake and causes a large wave. For the last couple hours the only light you could see was what you provided and the lantern hung by cave you left.

You suddenly begin to spot another light in the distance, something similar to a lighthouse beckoning you towards it. The intermittent flashes seem to be coming from the base of a giant stone column that forms something like an island in the lake. From this distance you think the lights may be coming from a campfire.

As you begin to get your bearings on the light source, the boat knocks into something. The disturbance brings you back into focus as you see two groups of kuo-toa riding giant crocodiles heading your way.

The PCs may be surprised by the attack and must roll a **Wisdom check (Perception DC15)**. Surprised characters are knocked prone unless the succeed making a **Dexterity check (Acrobatics DC13)**.

The giant crocodiles and the kuo-toa is most likely a difficult encounter for the PCs. There should be plenty of time before the next wave strikes and characters should not worry about making more acrobatics checks to stay on their feet. Each of the giant crocodiles will retreat when it has taken more than 80 points of damage. The kuo-toa will try and board the boat and engage in melee with the PCs. They should first try and capture the PCs until they realize that they are more powerful than first thought and will switch tactics to kill rather than capture. They will retreat once the last crocodile dies or retreats.

Treasure: The kuo-toa carry primitive gear and weapons. They do not carry any treasure of value. Their sticky shields will lose this ability after 24 hours and become normal shields of low quality.

Crocodile, Giant (2) Hq. beast, UN

Armor Class- natural. 14

Hit Points (9d12+60) 125

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21	9	20	2	10	7
(+5)	(-1)	(+5)	(-4)	(+0)	(-2)

Skills Stealth +5

Senses Perception 0

Languages nil

Challenge 5 (1800 XP)

Abilities

Hold Breath. Can hold breath for 30 min.

Actions

Multiattack: Make a bite and tail slap attack.

Bite: +8 to hit, (3d10+5) and grappled (escape DC 16).

Cannot bite another until grapple ends.

Tail Slap: +8 to hit, 10ft reach, (2d8+5) and knock prone (Strength save DC16 to avoid).

Kuo-toa (10) Med. humanoid, NE

Armor Class- natural/shield 13

Hit Points (4d8) 18

Speed 30 ft., swim 30ft

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

Skills Perception +4

Senses darkvision 120ft

Lang Undercommon

Challenge 1/4 (50 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Actions

Bite: +3 to hit, (1d4+1)

Spear: +4 to hit, (1d6+1) range 20/60

Net: +3 to hit, range 5/15, target is restrained. Target or another person can use its action to break free from the net (strength check DC 10). An attack on the net (AC 10) with a slashing weapon that deals 5points of damage destroys the net and frees the target.

Reactions

Sticky Shield: When the kuo-toa is missed with a melee attack, the kuo-toa can catch the weapon. The attacker must succeed a **Strength save (DC 11)** or have its weapon stuck. The attacker is grappled as long as he holds onto the weapon. A creature can use his action to make another check each round.

Kuo-toa Whip (2) Med. humanoid, NE

Armor Class- natural 11

Hit Points (10d8+20) 65

Speed 30 ft., swim 30ft

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

Skills Perception +6, Religion +4

Senses darkvision 120ft

Lang Undercommon

Challenge 1 (200 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Spellcasting. 2nd level caster. DC 12 / +4 hit

Cantrip (at-will) *sacred flame, thaumaturgy*
1st lev. (3 slots): *bane, shield of faith*

Actions

Multiattack: Make both bite and pincer attack

Bite: +4 to hit, (1d4+2) piercing.

Pincer Staff: +4 to hit (10ft reach), (1d6+2) piercing. If target is Medium or smaller, it is grappled (escape DC 14). Until grapple ends it cannot use pincer staff on another target.

#2 The Landing

The flashing light brings the PCs to the base of the column. One surviving NPC from the last adventuring group has been hiding outside the column amid the mushrooms. He tries to signal the PCs when he sees the lights coming from their boat.

Another group of Kuo-toa are on their way to the island to investigate this light and will land shortly after the PCs arrive.

Read the following when the PCs have landed on the island and begin to disembark.

The light you have been following leads to a giant stone column in the middle of the lake over 100ft across. Around the base, the water has eroded roughly 20-30ft forming a beach of sorts. Giant mushrooms have grown in this area forming a strange thicket.

A signal fire has been built along the top of one of the mushrooms. You see a humanoid waving a torch as come closer. It appears to be a dwarf motioning you to the far side of the island, indicating a possible landing away from the waves.

Landing the boat is fairly easy and a smaller stalagmite provides a place to tie off the boat. The dwarf is waiting in a small clearing 15ft away, directly in front of a large set of double doors that are covered in strange runes.

The dwarf hails out a greeting, but may be a bit weary of the PCs if they are acting threatening to him. He identified himself as part of the adventuring party sent to investigate the area. The rest of his group lies dead inside the column, behind the double doors. Brundles would like to bring their bodies back for burial but are not sure that the PCs could handle the demon inside.

Some of the things Brundles can tell them about inside include a description of the first floor to include the magic circle and the demon inside. He does not know anything about the secret door or the upstairs. If the PCs choose to enter the column, he will try to stay outside to watch for more kuo-toa and guard the raft. He will follow if the PCs inside if they push, but stays in the rear and only provides support.

Have the kuo-toa attack only a few rounds after the PCs arrive and have had a chance to speak to Brundles briefly. Have the kuo-toa arrive in two groups, but only 1 giant crocodile will stay. One group with the giant crocodile should land directly at the beach landing while the second should land around to the side and have the spellcaster with them. The kuo-toa will try to swarm the party while the whip and archpriest try to restrain them. Once more than half of the regular kuo-toa are killed the archpriest and whip will switch to kill the party rather than subdue. Brundles, for his part will climb onto a large mushroom and throw his handaxe while trying to stay out of reach. He will try to hit opponents fighting one of the PCs to be able to deal sneak attack damage.

Treasure: The kuo-toa carry primitive gear and weapons. They have minimal treasure with each carrying 1d10cp and 1d6sp. Their sticky shields will lose this ability after 24 hours and become normal shields of low quality.

NPC, Bruntles Greataxe

Med. dwarf, NG

Armor Class- Chain shirt 16

Hit Points (5d8+10) 35

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10	17	14	12	10	13
(+0)	(+3)	(+2)	(+1)	(+0)	(+1)

Skills Deception +4, Perception +3, Stealth +8

Dwarven Resistance Advantage on saves vs. poison and resistance to poison

Senses DV 60'

Languages Common, Dwarven

Challenge 1 (200 XP)

Abilities

Cunning Action Each turn can use bonus action for Dash, Disengage, or Hide action.

Uncanny Dodge Each turn he can use his reaction to take half damage from one attack, from a source he can see.

Sneak Attack (1/turn) +2d6 Adv. or ally w/in 5ft.

Actions

+0 Handaxe: +7 to hit (1d6+3) 30/90. Axe returns when thrown, has *finesse* property, and cast a *Cure Wounds* spell 1/day (1d8+5)

Kuo-toa (10)

Med. humanoid, NE

Armor Class- natural/shield 13

Hit Points (4d8) 18

Speed 30 ft., swim 30ft

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

Skills Perception +4

Senses darkvision 120ft

Lang Undercommon

Challenge 1/4 (50 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Actions

Bite: +3 to hit, (1d4+1)

Spear: +4 to hit, (1d6+1) range 20/60

Net: +3 to hit, range 5/15, target is restrained. Target or another person can use its action to break free from the net (strength check DC 10). An attack on the net (AC 10) with a slashing weapon that deals 5points of damage destroys the net and frees the target.

Reactions

Sticky Shield: When the kuo-toa is missed with a melee attack, the kuo-toa can catch the weapon. The attacker must succeed a **Strength save (DC 11)** or have its weapon stuck. The attacker is grappled as long as he holds onto the weapon. A creature can use his action to make another check each round.

Kuo-toa, Archpriest Med. humanoid, NE

Armor Class- natural	13				
Hit Points (13d8+13)	97				
Speed 30 ft., swim 30ft					
STR	DEX	CON	INT	WIS	CHA
16	14	16	13	16	14
(+3)	(+2)	(+3)	(+1)	(+3)	(+2)

Skills Perception +9, Religion +6

Senses darkvision 120ft

Lang Undercommon

Challenge 6 (2,300 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Spellcasting. 10th level caster. DC 14 / +6 hit

Cantrip (at-will) *guidance, sacred flame, thaumaturgy*

1st lev. (4 slots): *det. magic, sanctuary, shield of faith*

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

3rd lev. (3 slots): *spirit guardian, tongues*

4th lev. (3 slots): *control weather, divination*

5th lev. (2 slots): *mass cure wounds, scrying*

Actions

Multiattack: Make 2 melee attacks

Scepter: +6 to hit, (1d6+3) plus (4d6) lightning.

Slam: +6 to hit, (1d4+2).

Kuo-toa, Whip Med. humanoid, NE

Armor Class- natural	11				
Hit Points (10d8+20)	65				
Speed 30 ft., swim 30ft					
STR	DEX	CON	INT	WIS	CHA
14	10	14	12	14	11
(+2)	(+0)	(+2)	(+1)	(+2)	(+1)

Skills Perception +6, Religion +4

Senses darkvision 120ft

Lang Undercommon

Challenge 1 (200 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Spellcasting. 2nd level caster. DC 12 / +4 hit

Cantrip (at-will) *sacred flame, thaumaturgy*

1st lev. (3 slots): *bane, shield of faith*

Actions

Multiattack: Make both bite and pincer attack

Bite: +4 to hit, (1d4+2) piercing.

Pincer Staff: +4 to hit (10ft reach), (1d6+2) piercing. If target is Medium or smaller, it is grappled (**escape DC 14**). Until grapple ends it cannot use pincer staff on another target.

Crocodile, Giant Hq. beast, UN

Armor Class- natural.	14				
Hit Points (9d12+60)	125				
Speed 20 ft., swim 30 ft.					
STR	DEX	CON	INT	WIS	CHA
21	9	20	2	10	7
(+5)	(-1)	(+5)	(-4)	(+0)	(-2)

Skills Stealth +5

Senses Perception 0

Languages nil

Challenge 5 (1800 XP)

Abilities

Hold Breath. Can hold breath for 30 min.

Actions

Multiattack: Make a bite and tail slap attack.

Bite: +8 to hit, (3d10+5) and grappled (**escape DC 16**). Cannot bite another until grapple ends.

Tail Slap: +8 to hit, 10ft reach, (2d8+5) and knock prone (**Strength save DC16** to avoid).

#3 The Prison 1st Floor

The double doors once had writing carved upon them telling about the terrible demon imprisoned and to no go on, but the kuo-toa worshippers carved away most of the writing making it illegible.

The first floor was the prison holding the demon for the last few hundred years. It remained closed until a few weeks ago when the first group of adventurers came to search the area. The demon overwhelmed them and only Bruntles escaped to close the door before the demon could follow. The door is closed and relocked, but he could simply open it again, or a **Dexterity check (Open Locks DC13)** would open it.

Read the following when the PCs open the door and started to go in.

The double doors open to a room 20ft wide and 30ft long. It has another section off the left measuring 15x20ft. Two small statues flank the recessed section which is dominated by a magic circle engraved on the floor. The walls are decorated with carvings of magical wards that appeared to be inlaid with silver. Several gems appear to have been inset along the walls in strategic locations.

A large demon that vaguely resembles a boar with giant tusks and clawed hands stands on the opposite side of the room. It dominates over the partially devoured bodies of 3 adventurers. In your minds you hear a guttural laugh coming from the beast as it says, "I have been waiting for more meat."

The demon is not threatened by the PCs, as he believes that he is the most powerful being in the region. After he enslaved the kuo-toa and killed the last group of adventurers he is full of confidence and is ready to escape the prison.

His attacks are rather straightforward. He can sense the magic the PCs carry and will want to take it with him to start his army to conquer the region. He attacks head-on and tries to close towards the door. If he gets in trouble he will try to flee the area. This generally means when he gets below 50hp and has not killed at least half the party.

For his part, Bruntles will choose to stay close to the main doors and stay there in case he needs to close it once again. He wants the protection of the PCs, but if they start getting killed, he will not hesitate to close the doors to do what he sees as protecting the region, and himself.

Treasure: The demon has no treasure.

Demon, Nalfeshnee Lg. Fiend (demon), CE

Armor Class- natural 18
Hit Points (16d10+96) 184
Speed 20 ft., fly 30ft

STR	DEX	CON	INT	WIS	CHA
21	10	22	19	12	15
(+5)	(+0)	(+6)	(+4)	(+1)	(+2)

Saving Throws Con+11, Int+9, Wis+6, Cha+7

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 13 (10,000 XP)

Abilities

Magic Resistance: Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Uses Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.

Bite: +10, Hit: (5d10+5) piercing damage.

Claw: +10, reach 10 ft., Hit: (3d6+5) slashing damage.

Horror Nimbus (Rec . The nalfeshnee magically emits scintillating, multicolored light. Each creature within 15 feet that can see the light must succeed on a **Wisdom save (DC 15)** or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Horror Nimbus for the next 24 hours.

Teleport. Up to 120 feet to an unoccupied space it can see. It can make a claw atk before or after the teleport.

#4 The Prison 2nd Floor

The 2nd floor is accessed by means of a secret door on the main floor. The door was found by the demon and accessed already over the last few days and left it partially exposed. PCs searching the room can roll a **Wisdom check (Perception DC 13)** to notice the door partially ajar.

This room uses the magic of the warhammer stuck inside the quartz stone. The magical circle around the rock damages outsiders, such as fiends. The demon sensed this and left the room before engaging with the constructs.

Read the following when the PCs go up the stairwell and enter the 2nd floor room.

The door opens to a room roughly 25x25ft with you entering near one of the corners. Bright light comes from flames emitting from the head of a warhammer that has been inserted inside a block of stone resembling ice. A circle of runes surround the whole thing.

Situated around the room are several suits of armor of various style and size. They start to animate and move as you enter the room.

The constructs move to attack anyone entering the room, but will not pursue them down the stairs. They are able to pass through the magic circle, but players may mistrust having their characters passing through. Characters studying the runes can make an **Intelligence**

check (Arcana DC18) to determine that only outsiders are affected by the runes.

Treasure: The warhammer is magical, see sidebar for *Fiendburn*. There is also a couple chests containing several basic items and coins along with a note from the past adventuring party telling about one day coming back to reclaim them. There is 400sp, 300gp, and 100pp along with a *Rope of Climbing* and *Potion of Heroism*.

+0 Flaming Warhammer (Fiendburn)

Weapon: (warhammer) **Rare:** (requires attunement)

Flame: As a bonus action, you can command the head of the warhammer to light with flames. This sheds bright light in a 20ft radius and dim light for an additional 20ft. While flame is on, you deal +1d6 fire damage. When within 30ft of a fiend, the flames turn white and all fire damage becomes radiant.

Fire Bolt: (1/rest) As a standard action, you can *fire bolt*, as per the spell with a +7 to hit and deals 3d10 fire damage. This attack does not suffer disadvantage if cast next to an opponent.

Burning Hands: (1/day) As a bonus action, you can *burning hands*, as per the spell with a save DC 15 and deals 5d6 fire damage.

Animated Armor (4)

Med. Construct, UN

Armor Class- Natural 18

Hit Points (6d8+6) 33

Speed 25 ft.

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

Damage Immunities poison, psychic

Condition Immunities blind, charm, deafened, exhaustion, fright, paralyze, petrified, poisoned

Senses blindsight 60" (blind beyond), Perception -4

Languages nil

Challenge 1 (200 XP)

Abilities

Antimagic Susceptibility. Incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, it must succeed on a Con ST vs. caster DC or fall unconscious for 1 min.

False Appearance. Indistinguishable from a normal suit of armor while remaining still.

Actions

Multiattack: Make two melee attacks.

Slam: +4 to hit, (1d6+2).

Animated Armor- Tank (4)

Lg. Construct, UN

Armor Class- Natural 18

Hit Points (10d10+30) 90

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19	10	16	1	3	1
(+4)	(+0)	(+3)	(-5)	(-4)	(-5)

Damage Immunities poison, psychic

Condition Immunities blind, charm, deafened, exhaustion, fright, paralyze, petrified, poisoned

Senses blindsight 60" (blind beyond), Perception -4

Languages nil

Challenge 4 (1100 XP)

Abilities

Antimagic Susceptibility. Incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, it must succeed on a Con ST vs. caster DC or fall unconscious for 1 min.

False Appearance. Indistinguishable from a large suit of armor while remaining still. Something an ogre would wear compared to a human.

Actions

Multiattack: Make two melee attacks.

Slam: +7 to hit, 10ft reach, (1d8+4).

Sword: +7 to hit, 10ft reach, (1d10+4).

What's Next?

Destroying the demon here ends the threat of it becoming freed by the kuo-toa and let loose upon the region. PCs may wish to further explore the areas around the lake or return back to Wave Echo Mine. You should feel free to have them return to the mines to rest and bring back the other NPCs. If they rest for more than 3 days you can have a raiding party of kuo-toa come and attack again to spur the PCs into further exploring the lake.

The **Outpost** and the **Hatchery** are the two parts of **The Kuo-toa Lair** detailed in the next chapter. Here the PCs can find the missing adventuring party, or what's left of them.

Awarding Experience Points

DMs should award experience based on each encounter and monsters that were overcome. A story award of 2000xp should be given for banishing the demon and rescuing the missing adventuring party.

Appendix 1: Handout

+0 Flaming Warhammer (Fiendburn)

Weapon: (warhammer) **Rare:** (requires attunement)

Flame: As a bonus action, you can command the head of the warhammer to light with flames. This sheds bright light in a 20ft radius and dim light for an additional 20ft. While flame is on, you deal +1d6 fire damage. When within 30ft of a fiend, the flames turn white and all fire damage becomes radiant.

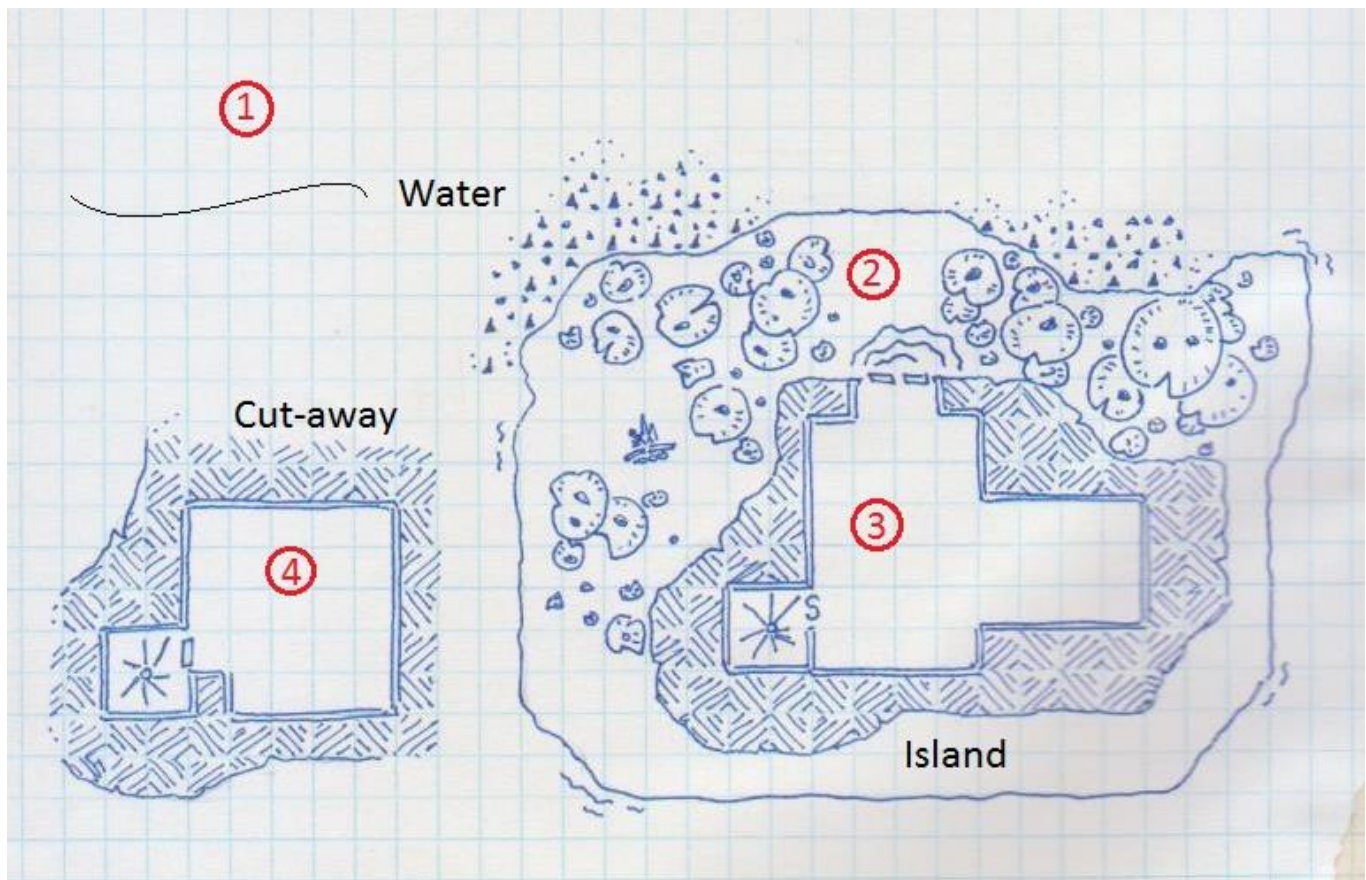
Fire Bolt: (1/rest) As a standard action, you can *fire bolt*, as per the spell with a +7 to hit and deals 3d10 fire damage. This attack does not suffer disadvantage if cast next to an opponent.

Burning Hands: (1/day) As a bonus action, you can *burning hands*, as per the spell with a save DC 15 and deals 5d6 fire damage.

Fiendburn was forged over 500 years ago, during the height of Wave Echo Mine. **Mormesk** the Wise, who later was turned into a wraith, imbued it with its magical might using the Forge of Spells. The hammer was given to a warrior named **Stuart Page** to assist in tracking down the demon cult and defeating the threat to the region.

In only a year's time, Stewart and the rest of the **Council of Seven** were able to smash the cult and temporarily end the threat by the demons. The hammer was needed as a component in creating a prison that was able to contain the greatest of the demons associated with the cult.

Map: Wave Echo Sea: The Demon's Prison



Part 2: The Kuo-Toa Lair

Past where the lake drains down to the magma chamber lives the kuo-toa. They have taken over the abandoned outpost long ago used by the dwarves that created **Southcrypt**. Some extended tunnels stretch to the reaches of both Southcrypt and Wave Echo Mines.

This adventure does not deal with the farthest reaches of the tunnels and DMs are free to add more exploration areas to the tunnels or lower levels. These tunnels stretch throughout the region and could even reach below Phandalin and the manor there.

The kuo-toa has had their numbers diminished by their initial attack on Wave Echo a few weeks ago. A couple hundred still live and are split between the **Outpost** on the right side and the rapids and the **Hatchery** on the left side. The first part of this section deals with the outpost where their leader lives. The outpost also houses many of the guards, priests, and slaves. The last part deals with the hatchery that once was where great forges burned, but now only breed young kuo-toa in heated pools.

Dungeon Features

The Kuo-toa outpost is an old dwarven structure and is still mostly intact after hundreds of years. Use the following information unless otherwise noted in the room description.

Ceilings: Each of the halls and small rooms has 10ft ceilings and larger rooms are 20ft high.

Doors: Most are reinforced wooden doors and unlocked unless noted. The two doors to the outside are metal clad doors.

Light: There is dim light in most intersections and main rooms for slaves to see. Slaves carry candles if needed elsewhere.

The Outpost

The Outpost holds most of the sleeping quarters and the temple. Several slaves live here along with prisoners waiting to be tortured. The most powerful kuo-toa live here.

The area is filled with old dwarven statues and rune-covered halls. Most of these areas have been desecrated by age and the actions of the kuo-toa over these long years.

#1 The Entrance Hall

The long hall has several ancient statues along both sides at irregular intervals. These are trapped to fall on the PCs if the soldiers at the end of the hall trip them off. The double doors to the main outpost are locked with a set of keys hidden behind a secret cache. This is found with an **Intelligence check (Investigation DC18)**.

Read the following when the PCs go past the double doors and into the hall.

The doors open and immediately turn left before going down a long hall roughly 60ft long. At the far end there appears to be some sort of guard room maybe 20x20ft. Torch light illuminates the far end leaving much of the hall in dim light. Scattered along the hall in small niches are old dwarven statues in various stages of decay. A few have collapsed and tumbled partially into the hall.

At the far end are several kuo-toa standing guard. They seem to have not seen you at this time, but are occupied with eating and talking amongst themselves. There appears to be 6-7 of them.

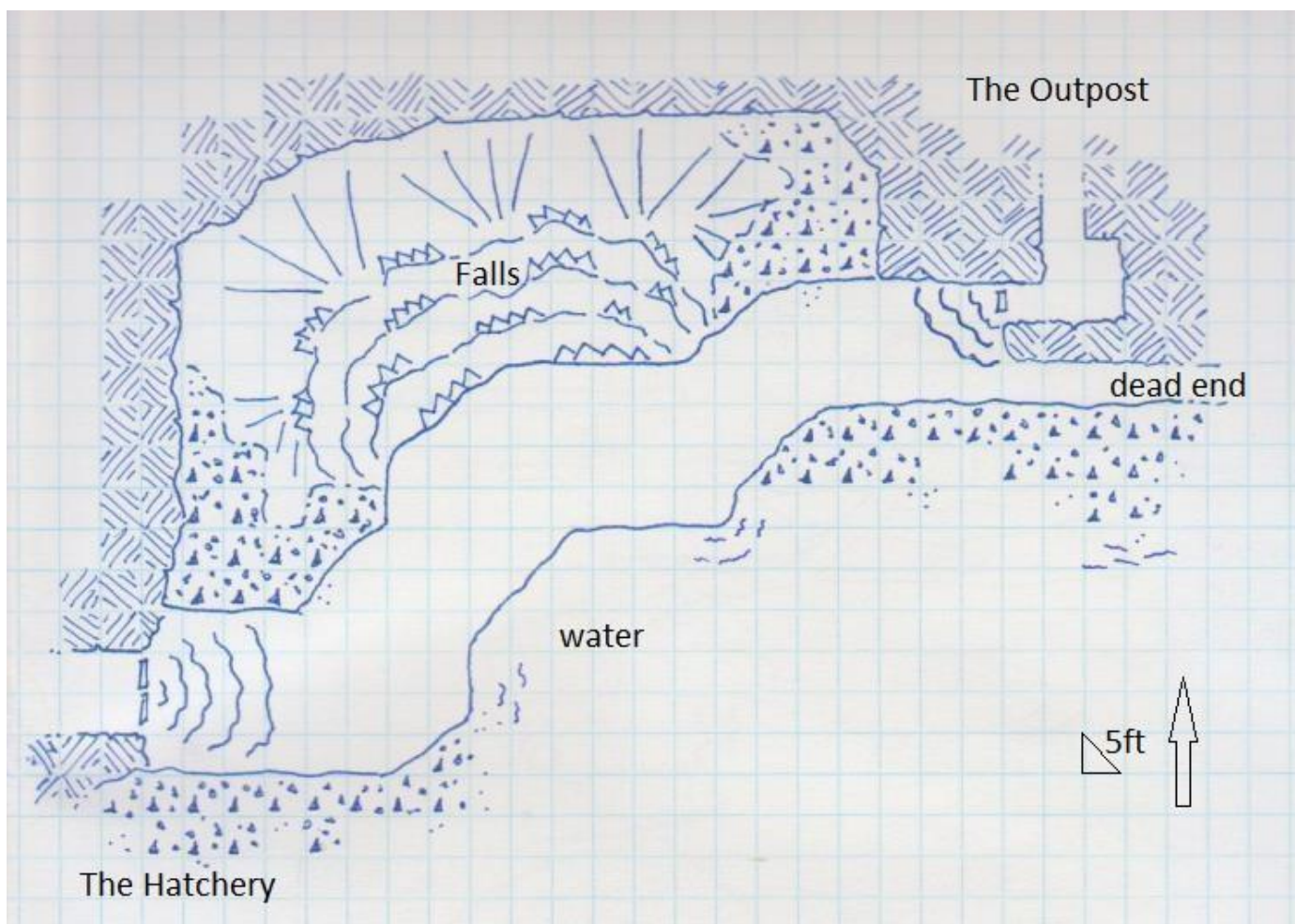
The kuo-toa guards are only moderately concerned about intruders. There is a table with most of the normal kuo-toa sitting around, leaving the brute standing in front of the double doors that lead to the rest of the outpost.

The trapped statues in the hall are rigged to trip on top of people in the hall. PCs can make a **Wisdom check (Perception DC18)** to notice the wire attached to them and a **Dexterity check (Thieves Tools DC17)** to disable each one. The ones that show as rubble on the map cannot be set off. Any of the guards can set off a statue to topple in the hallway in a 10ft section next to the statue. The wires are attached to the wall by the guards and any of them can trigger them. Creatures in the hall must make a **Dexterity saving throw (DC14)** or take 4d10 bludgeoning damage. Targets can save for half damage.

Fighting in this room should not alert anyone in the rest of the outpost unless the PCs decide to rest in the room. If this is the case, you should roll a wandering encounter check to see if more kuo-toa arrives from either behind the PCs or from inside the outpost. Typically, wandering monsters come on a roll of 6 when rolling 1d6.

Treasure: Each of the guards carry 1d10sp and 2d10cp for treasure. The brute also carries (2) gems each worth 25gp.

Map: Wave Echo Sea: Entrance Map



Kuo-toa (6) Med. humanoid, NE

Armor Class- natural/shield 13

Hit Points (4d8) 18

Speed 30 ft., swim 30ft

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

Skills Perception +4

Senses darkvision 120ft

Lang Undercommon

Challenge 1/4 (50 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Actions

Bite: +3 to hit, (1d4+1)

Spear: +4 to hit, (1d6+1) range 20/60

Net: +3 to hit, range 5/15, target is restrained. Target or another person can use its action to break free from the net (strength check DC 10). An attack on the net (AC 10) with a slashing weapon that deals 5points of damage destroys the net and frees the target.

Reactions

Sticky Shield: When the kuo-toa is missed with a melee attack, the kuo-toa can catch the weapon. The attacker must succeed a Strength save (DC 11) or have its weapon stuck. The attacker is grappled as long as he holds onto the weapon. A creature can use his action to make another check each round.

Kuo-toa, Brute

Med. humanoid, NE

Armor Class- natural/pieces 17

Hit Points (8d8+16) 45

Speed 30 ft., swim 30ft

STR	DEX	CON	INT	WIS	CHA
16	10	15	8	9	6
(+3)	(+0)	(+2)	(-1)	(-1)	(-2)

Skills Athletics +6, Perception +5

Senses darkvision 120ft

Lang Undercommon

Challenge 1 (200 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Actions

Multiattack: Make 2 attacks

Bite: +6 to hit, (1d4+1)

Spiked Club: +7 to hit, (1d10+3)

#2 The Prisoner Cell

The 2 large rooms inside the entrance doors before the main intersection contain prisoners and slaves. Groaning noise can be heard from the open door on the left side as the PCs approach from the entrance.

Read the following when the PCs go past the double doors and into the hall.

The doors open to a long hall ending with a set of double doors. An intersection that splits left and right lies most of the way down the almost 100ft hall. The intersection contains a sputtering torch for dim light, but most of the rest is in near darkness. A short ways down the hall you encounter a partially open door on your left and you can see a closed door on the right 10 more feet towards the intersection.

You can hear sounds coming from the slightly ajar door. Amid the sounds of speaking kuo-toa you hear what sounds like a beast eating and groans like something a tortured prisoner may make.

The kuo-toa guards are torturing several prisoners with giant rats while the owlbeats are eating slop in the corner. The guards will order the owlbeats and rats to attack the PCs once they are spotted. The owlbeats have

been beaten long enough to not attack the kuo-toa and will faithfully attack the PCs until they are killed. The rats however will attack the closest target until they are down to half their numbers, which will cause them to flee down one of the halls. The kuo-toa will throw the cages holding the rats close to the rear of the PCs on the first round of combat.

One of the prisoners in the room belongs to the missing adventuring party. He is unconscious, but can be awoken and healed since he is at 3 hit points currently. He is the wizard of that group named **Broward**. His story is that they were exploring the edges of the lake when they were captured by the kuo-toa and brought here. He does not know where the other party members are and have been brought to the temple area of the complex for questioning on the power of the mines and their plans on attacking the kuo-toa.

Another prisoner here could be more valuable to the PCs. The duergar named **Glortik** has been a prisoner and slave for over a year and still seeks to be freed. He has knowledge on the regions in the outpost and the hatchery across the landing with the rapids. He also has seen the lava vents below and thinks a more powerful monster lives there but will not reveal this unless the PCs succeed a **Charisma check (Persuasion DC17)**.

Treasure: Each of the kuo-toa carry 1d10sp and 2d10cp for treasure.

NPC, Duergar, Glortik

Med. dwarf, LE

Armor Class- scale, shield 16 (currently 11)

Hit Points (4d8+8) 26 (currently 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14	11	14	11	10	9
(+2)	(+0)	(+2)	(+0)	(+0)	(-1)

Damage Resistance poison

Senses DV 120 ft, .Perception +0

Languages Dwarf, Undercommon

Challenge 1 (200 XP)

Abilities

Duergar Resilience. Adv. on ST vs. poison, spells and illusions- as well as charmed or paralyzed.

Sunlight Sensitivity. Disadvantage on attacks when he or target in sunlight and perception checks that rely on sight.

Actions

Enlarge (recharge- short rest). For 1 minute, the Duergar grows to large size and doubles strength attack damage and checks and gain Adv. on STR ST.

Invisibility (recharge- short rest). For 1 hour, or until attacks, uses a spell, or enlarges

Javelin: +4 to hit, (1d6+2) enlarged-(2d6+2) 30/120 (can take one from a dead kuo-toa)

Broward Harpell

Med. human, NG

Armor Class- armored cloak 13
Hit Points (3d6+3) 15
Speed 30 ft.

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

Saving Throws Int +5, Wis +3

Skills Arcana +6, History +6

Senses DV 60 ft., Perception +1

Lang Common, Elvish, Draconic

Challenge ½ (100 XP)

Abilities

Spellcasting. 3rd level caster. DC 13 / +6 hit

Cantrip (at-will) firebolt (1d10), *light*, *mage hand*, *shocking grasp* (1d8)

1st lev. (4 slots): *charm person*, *magic missile*, *shield*, *thunderwave*

2nd lev. (2 slots): *blur*, *levitate*, *misty step*(B), *ray of enfeeblement*

Arcane Recovery (1/day) after a short rest, the mage may gain expended spell slots back. He may gain total slots equal to half his level (rounded up).

Sculpt Spell The mage may choose to exclude up to 1d4 people damaged by his spells. Those people automatically make their saving throw and take no damage if it normally deals half damage on a save.

Actions

Studded Cane: +3 to hit, (1d4-1) (1d6-1) 2-handed.

Equipment; All is scattered throughout the kuo-toa outpost sleeping rooms.

Rat, Giant (6)

Small beast, UN

Armor Class natural 12
Hit Points (2d6) 7
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7	15	11	2	10	4
(-2)	(+2)	(+0)	(-4)	(+0)	(-3)

Senses DV 60 ft., Perception 0

Languages —

Challenge 1/8 (25 XP)

Abilities

Keen Smell. Adv. on Wisdom (Perception) checks that rely on smell.

Pack Tactics. Adv. on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite: +4 to hit, (1d4+2) piercing damage.

Owlbear (3)

Lg. monstrosity, UN

Armor Class- natural 13
Hit Points (7d10+21) 59
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20	12	17	3	12	7
(+5)	(+1)	(+3)	(-4)	(+1)	(-2)

Senses DV 60 ft., Perception +3, Stealth +4

Languages —

Challenge 3 (700 XP)

Abilities

Keen Smell and Hearing. Adv. on Wisdom (Perception) checks- hearing and smell.

Actions

Multiattack: 2 attacks- beak and claws

Beak: +7 to hit, (1d10+5).

Claws: +7 to hit, (2d8+5) slashing

Kuo-toa (4)

Med. humanoid, NE

Armor Class- natural/shield 13
Hit Points (4d8) 18
Speed 30 ft., swim 30ft

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

Skills Perception +4

Senses darkvision 120ft

Lang Undercommon

Challenge 1/4 (50 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Actions

Bite: +3 to hit, (1d4+1)

Spear: +4 to hit, (1d6+1) range 20/60

Net: +3 to hit, range 5/15, target is restrained. Target or another person can use its action to break free from the net (strength check DC 10). An attack on the net (AC 10) with a slashing weapon that deals 5points of damage destroys the net and frees the target.

Reactions

Sticky Shield: When the kuo-toa is missed with a melee attack, the kuo-toa can catch the weapon. The attacker must succeed a Strength save (DC 11) or have its weapon stuck. The attacker is grappled as long as he holds onto the weapon. A creature can use his action to make another check each round.

#3 The Temple Room

Turning left from the main intersection leads to the old temple room once used by the dwarves for ceremonies. Now, it is used by the kuo-toa leaders for quarters and torturing prisoners.

Read the following when the PCs go past the double doors and into the main room.

These doors open to a large room measuring 40x40ft. There is another large room to the left through a 10ft opening. In this main room you see a large statue on the right wall that appears to once have been a dwarf, but now has been modified to some sort of demon-thing. Dim candlelight illuminates the base of the statue showing another prisoner that appears to have been recently tortured and lies near dead. Dim light also comes from the rear room showing another deformed statue and several bunks.

Several kuo-toa guards stand in the main room near the prisoner and 2 more of the large kuo-toa brutes. In the far center of the room is a pair of large hook horrors that look like they are some sort of pets. You also can see a few more kuo-toa in the rear room, perhaps a spellcaster and some sort of leader.

The kuo-toa guards are torturing the prisoner for clues on the strength of Wave Echo Mines. This prisoner is another of the adventuring group that came a few weeks ago. He is near dead and cannot assist to PCs at this time.

The hook horrors move to attack when threatened or the other kuo-toa react to the PCs. The leaders in the rear room come out at the first signs of fighting and most likely will be surprised unless the kuo-toa from the main hall alerted them. The leader wears the *cape of the mountebank* and will use it to try and escape if needed.

The secret door that leads to the Grand Hall can be found with a **Wisdom check (Perception DC18)**, or an **Intelligence check (Investigation DC15)**. If the PCs use this secret hall, they can gain surprise on the occupants of the hall.

Treasure: Each of the kuo-toa carry 1d10sp and 2d10cp for treasure. There is also a treasure chest in the rear room with 200gp, 300sp, 500cp, 15 raw gems worth 25gp each but 100 if cut, and a pair of *goggles of night*. The leader also carries a *cape of the mountebank*.

Hook Horror

Lg monstrosity, N

Armor Class- natural 15

Hit Points (10d10+20) 80

Speed 30 ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
18	10	15	6	12	7
(+4)	(+0)	(+2)	(-2)	(+1)	(-2)

Senses Blindsight 60', DV 10ft., Perception +3

Languages Hook Horror

Challenge 3 (900 XP)

Abilities

Echolocation. Cannot use blindsight while deafened.

Keen Hearing. Adv. on Wis (Perception) checks that rely on hearing.

Actions

Multiattack: Atks with 2 hooks.

Hook: +6 to hit (2d6+4). 10ft reach

Kuo-toa, Brute

Med. humanoid, NE

Armor Class- natural/pieces 17

Hit Points (8d8+16) 45

Speed 30 ft., swim 30ft

STR	DEX	CON	INT	WIS	CHA
16	10	15	8	9	6
(+3)	(+0)	(+2)	(-1)	(-1)	(-2)

Skills Athletics +6, Perception +5

Senses darkvision 120ft

Lang Undercommon

Challenge 1 (200 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Actions

Multiattack: Make 2 attacks

Bite: +6 to hit, (1d4+1)

Spiked Club: +7 to hit, (1d10+3)

Kuo-toa, Archpriest

Med. humanoid, NE

Armor Class- natural 13
Hit Points (13d8+13) 97
Speed 30 ft., swim 30ft

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

Skills Perception +9, Religion +6

Senses darkvision 120ft

Lang Undercommon

Challenge 6 (2,300 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Spellcasting. 10th level caster. DC 14 / +6 hit

Cantrip (at-will) *guidance, sacred flame, thaumaturgy*

1st lev. (4 slots): *det. magic, sanctuary, shield of faith*

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

3rd lev. (3 slots): *spirit guardian, tongues*

4th lev. (3 slots): *control weather, divination*

5th lev. (2 slots): *mass cure wounds, scrying*

Actions

Multiattack: Make 2 melee attacks

Scepter: +6 to hit, (1d6+3) plus (4d6) lightning.

Slam: +6 to hit, (1d4+2).

Kuo-toa (6)

Med. humanoid, NE

Armor Class- natural/shield 13
Hit Points (4d8) 18
Speed 30 ft., swim 30ft

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

Skills Perception +4

Senses darkvision 120ft

Lang Undercommon

Challenge 1/4 (50 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Actions

Bite: +3 to hit, (1d4+1)

Spear: +4 to hit, (1d6+1) range 20/60

Net: +3 to hit, range 5/15, target is restrained. Target or another person can use its action to break free from the net (strength check DC 10). An attack on the net (AC 10) with a slashing weapon that deals 5points of damage destroys the net and frees the target.

Reactions

Sticky Shield: When the kuo-toa is missed with a melee attack, the kuo-toa can catch the weapon. The attacker must succeed a Strength save (DC 11) or have its weapon stuck. The attacker is grappled as long as he holds onto the weapon. A creature can use his action to make another check each round.

Kuo-toa, Leader

Med. humanoid, NE

Armor Class- natural 15
Hit Points (17d8+51) 135
Speed 30 ft., swim 30ft

STR	DEX	CON	INT	WIS	CHA
16	14	16	13	18	14
(+3)	(+2)	(+3)	(+1)	(+4)	(+2)

Skills Perception +12, Religion +7

Senses darkvision 120ft

Lang Undercommon

Challenge 9 (5,000 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Elemental Resistance. Resistance to fire and cold damage.

Spellcasting. 14th level caster. DC 16 / +8 hit

Cantrip (at-will) *guidance, sacred flame, thaumaturgy*

1st lev. (4 slots): *det. magic, protection from evil,*

sanctuary, shield of faith

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

3rd lev. (3 slots): *dispel magic, spirit guardian, tongues*

4th lev. (3 slots): *control weather, divination*

5th lev. (2 slots): *flame strike, mass cure wounds, scrying*

6th lev. (1 slots): *blade barrier, heal*

7th lev. (1 slots): *divine word, etherealness*

Actions

Multiattack: Make 2 melee attacks

Scepter: +8 to hit, (1d6+3) plus (3d6) lightning.

Slam: +8 to hit, (1d4+2).

#4 The Grand Hall

This room serves much as it did the old dwarves, as a meeting place, a food gallery, and a training room for warriors. Loud noise comes from within at all times of the day, whether from eating, or training.

Read the following when the PCs go past the double doors and into the main room. Change the description if the PCs enter through the secret door.

These doors open to a large hall roughly 40x80ft with you entering the middle of the long section. A few torches dimly illuminate the room casting long shadows into the corners. The loud noise you heard at the door comes from a pair of kuo-toa fighting a quaggoth that is chained to the leg of a large stone table near the opposite wall.

Several kuo-toa are gathered around the scene of fighting and 2 groups of several more are sitting at smaller stone tables eating. 8-10 of these smaller tables fill the room with one group to your left and the other group on your right.

The kuo-toa guards are fighting the quaggoth for sport, or are watching and taking bets on the winners. The quaggoth will eventually be incapacitated and brought back to one of the slave rooms for some other day. If it is freed, the quaggoth will attack any of the kuo-toa around and try to flee past the PCs if the opportunity comes.

The groups that are eating are juvenile kuo-toa who are resting between work details. PCs may be able to tell that they are younger and look more inexperienced than the others if they are studying them, or once they interact with them. You can have PCs studying them roll a **Wisdom check (Perception DC16)** to tell the difference. They will fight, but retreat back to the barracks if half their numbers are killed and they are able to escape.

Treasure: Each of the kuo-toa carry 1d10sp and 2d10cp for treasure. There is also a collection pot by where the quaggoth is fighting containing 1d10gp, 3d10sp, and 5d10cp.

Kuo-toa (6) Med. humanoid, NE

Armor Class- natural/shield 13

Hit Points (4d8) 18

Speed 30 ft., swim 30ft

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

Skills Perception +4

Senses darkvision 120ft

Lang Undercommon

Challenge 1/4 (50 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Actions

Bite: +3 to hit, (1d4+1)

Spear: +4 to hit, (1d6+1) range 20/60

Net: +3 to hit, range 5/15, target is restrained. Target or another person can use its action to break free from the net (strength check DC 10). An attack on the net (AC 10) with a slashing weapon that deals 5points of damage destroys the net and frees the target.

Reactions

Sticky Shield: When the kuo-toa is missed with a melee attack, the kuo-toa can catch the weapon. The attacker must succeed a Strength save (DC 11) or have its weapon stuck. The attacker is grappled as long as he holds onto the weapon. A creature can use his action to make another check each round.

Kuo-toa, Juvenile (10) Med. humanoid, NE

Armor Class- natural/scrap leather 12

Hit Points (2d8) 10

Speed 30 ft., swim 30ft

STR	DEX	CON	INT	WIS	CHA
12	10	11	11	9	8
(+1)	(+0)	(+0)	(+0)	(-1)	(-1)

Skills Perception +3

Senses darkvision 120ft

Lang Undercommon

Challenge 1/8 (25 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Actions

Bite: +3 to hit, (1d4+1)

Spear: +4 to hit, (1d6+1) range 20/60

Kuo-toa, Brute *Med. humanoid, NE*

Armor Class- natural/pieces 17

Hit Points (8d8+16) 45

Speed 30 ft., swim 30ft

STR	DEX	CON	INT	WIS	CHA
16	10	15	8	9	6
(+3)	(+0)	(+2)	(-1)	(-1)	(-2)

Skills Athletics +6, Perception +5

Senses darkvision 120ft

Lang Undercommon

Challenge 1 (200 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Actions

Multiattack: Make 2 attacks

Bite: +6 to hit, (1d4+1)

Spiked Club: +7 to hit, (1d10+3)

Quaggoth *Med. Humanoid, CN*

Armor Class- natural 13

Hit Points (6d8+18) 45

Speed 30 ft. climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17	12	16	6	12	7
(+3)	(+1)	(+3)	(-2)	(+1)	(-2)

Skills Athletics +5 Perception +1

Damage Immunities poison

Senses DV 120'

Languages Undercommon

Challenge 2 (450 XP)

Abilities

Wounded Fury. When at 10hp or fewer, it gains adv. on attacks and (+2d6) damage.

Actions

Multiattack: 2 claw attacks

Claws: +5 to hit, (1d6+3)

#5 The Sleeping Rooms

This collection of rooms joins the main intersection and the Grand Hall. It is the primary residence for the kuo-toa living in this outpost. Most of the remaining kuo-toa have been killed between the original attack on Wave Echo Mines and the last few encounters on the lake, and in these other rooms inside the outpost.

Read the following when the PCs go past the double doors and into the main junction room. Change the description if the PCs enter through the side leading to the Grand Hall.

The hall you have been following leads to an intersection chamber dimly lit with a torch. It measures roughly 30x30ft and it contains 3 small doors leading out of each wall and a set of double doors opposite the hall you entered. The room looks like it once was used to house soldiers, but now families of kuo-toa gather here. The door to your left is open revealing a long hall with several more rooms, possibly more living quarters.

Crude clothing and scraps of armor, tools, and weapons lay about like in shanty villages, and a few old tables contain junk and random garbage. Several kuo-toa are gathered here playing some sort of game with bones and shells. A few are adults while the rest are juveniles. A drake lies in the corner, but becomes alert when it senses your approach.

The kuo-toa will react once the PCs are noticed. The 3 regular kuo-toa and 6 juveniles should not be a problem for the PCs, even with the drake. On the second round of combat have the warleader open the double doors and enter with the other drake, while PCs in the room can roll a Wisdom check (Perception DC15) to notice more kuo-toa in the hall to the left coming out of rooms there and will enter the fight the next round.

All the surrounding rooms in this section contain roughly the same items. They are all living quarters of adult and juvenile kuo-toa crammed into these rooms. It appears that over 100 kuo-toa were living here. Dirty laundry and trash lay about mixing with rotting food and unknown smells. There is little worth checking in these rooms.

The warleader's room was once a ceremonial forge and weapons locker. All of the original items are destroyed or ruined from age and rust. The shelves contain supplies and foodstuffs hoarded here away from the kitchens. The rear room is the living quarters for the warleader and his wives, who are part of the group in the main chamber. This room is only slightly more organized than the other living quarters, but still not clean by any civilized standard.

There are also 3 slaves in the warleader's room who serve his family and 2 are chained to the old forge, while an old surface dwarf muddles around the room freely. Use statistics for NPC miners in Appendix 2. None of these NPCs are a threat nor are members of the lost

adventuring band. The old dwarf has been here so long he will be confused by the PCs trying to get him to leave.

Treasure: Each of the kuo-toa carry 1d10sp and 2d10cp for treasure. There is also a *potion of Superior Healing* (8d4+8) kept in a wooden crate in the warcaster's room along with 50sp, 100cp, and 15gp.

Kuo-toa, Warleader Med. humanoid, NE

Armor Class- natural/pieces 18

Hit Points (14d10+28) 115

Speed 30 ft., swim 30ft

STR	DEX	CON	INT	WIS	CHA
18	13	15	10	9	9
(+4)	(+1)	(+2)	(+1)	(-1)	(-1)

Skills Athletics +9, Perception +6

Senses darkvision 120ft

Lang Undercommon

Challenge 6 (2,300 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Improved Saves. 2/rest the warleader may reroll a failed saving throw.

Improved Critical. Critical on 19-20

Actions

Multiattack: Make 2 attacks

Bite: +8 to hit, (1d4+2)

Longsword: +8 to hit, 2 handed (1d10+4)

Kuo-toa (7) Med. humanoid, NE

Armor Class- natural/shield 13

Hit Points (4d8) 18

Speed 30 ft., swim 30ft

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

Skills Perception +4

Senses darkvision 120ft

Lang Undercommon

Challenge 1/4 (50 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Actions

Bite: +3 to hit, (1d4+1)

Spear: +4 to hit, (1d6+1) range 20/60

Net: +3 to hit, range 5/15, target is restrained. Target or another person can use its action to break free from the net (strength check DC 10). An attack on the net (AC 10) with a slashing weapon that deals 5points of damage destroys the net and frees the target.

Reactions

Sticky Shield: When the kuo-toa is missed with a melee attack, the kuo-toa can catch the weapon. The attacker must succeed a Strength save (DC 11) or have its weapon stuck. The attacker is grappled as long as he holds onto the weapon. A creature can use his action to make another check each round.

Kuo-toa, Juvenile (15) Med. humanoid, NE

Armor Class- natural/scrap leather 12

Hit Points (2d8) 10

Speed 30 ft., swim 30ft

STR	DEX	CON	INT	WIS	CHA
12	10	11	11	9	8
(+1)	(+0)	(+0)	(+0)	(-1)	(-1)

Skills Perception +3

Senses darkvision 120ft

Lang Undercommon

Challenge 1/8 (25 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Actions

Bite: +3 to hit, (1d4+1)

Spear: +4 to hit, (1d6+1) range 20/60

Drake, Attack (2)

Med. Beast (reptile), un

Armor Class- natural 14

Hit Points (5d8+5) 27

Speed 30 ft. fly 20'

STR	DEX	CON	INT	WIS	CHA
13	16	14	3	12	6
(+1)	(+3)	(+2)	(-4)	(+1)	(-2)

Senses DV 60 ft., Perception +1, Athletics +3

Languages —

Challenge 1 (200 XP)

Abilities

Pack Tactics. Adv. on an attack roll against a creature if at least one of its allies is within 5 feet of the target and the ally isn't incapacitated.

Actions

Multiattack: Make two bite attacks.

Bite: +5 to hit, (1d10+3) piercing

The Hatchery

The Hatchery lies through the left set of doors from the spillway. The upper levels are mostly empty and lead to abandoned mines where norker goblins can be found along with xorns and quaggoths. Most of the kuo-toa patrols have been pulled back from the mines to fill in the losses from the past few weeks. Guards patrol the upper collection room and grinding room, along with the grand stairs the leads to the hatchery. Most of the deep mines are not drawn or listed as DMs are free to fill this in should PCs investigate this area.

#1 The Mine Entrance

The double doors to the left of the spillway lead to a guard room where kuo-toa stand watch mostly from things within the mines and not

Read the following when the PCs approach the room.

The 10ft wide hall you have been following leads to a long ramp that heads to a dimly lit room. Coming up the ramp you begin to hear kuo-toa voices speaking undercommon. If you had to guess, they are yelling at a slave or one of their own.

Coming up the ramp, you see a large room measuring 50x50ft. On the far wall and the right wall there is a 10ft wide tunnel leading into darkness. You suspect there may be another room a short distance down the hall to the right. A few large tables are around the room near the corners and some crates and barrels are near the right side hall.

Several kuo-toa guards are in this room. A few are standing near each of the halls, while several more are at some of the tables. A lone slave that is chained at the ankles is spooning some sort of drink out of one of the barrels.

Any PCs that understand undercommon hear two of the kuo-toa yelling at a slave telling him to fetch more drink. If the PCs are carrying torches or other light sources the guards will be alert and not surprised. If not, they can sneak up on the kuo-toa and surprise them.

All of the kuo-toa will fight and will start the fight trying to take prisoners, but change once any of them are killed. They have the duty to guard both the entrance to the mines and the entrance to the lower reaches of the hatchery. Have 3 of the regular kuo-toa in the room to the right and have them come out on the second round of combat. These guards monitor the grand stairs that lead to the hatchery and other important areas under kuo-toa control.

The prisoner is not one of the members of the lost adventuring group. Use statistics for NPC miner found in Appendix 2 if needed. His name is Corbin and has been here several years. He will not fight against the kuo-toa at this point and will cover in the corner. He has knowledge of a few areas of the Outpost and the second level of the Hatchery.

The tunnel straight ahead leads to the mines. This area is unmapped and becomes less finished over the course of a few hundred feet. The rough tunnels lead to several winding corridors and multi-level sections that are easy to become lost in. This area is not mapped and DMs are free to add encounter to this area.

The right tunnel is only 20ft long and leads to another large room measuring 40x60ft. The right side of the room overlooks a massive set of stairs 20ft wide, that the PCs can sense travels down several levels into darkness. The left side of the room contains a set of low bars that surround a metal plate built into the ground. The old dwarves used this hole to pour ore into to be funneled to the lower level smelters. The cover can be lifted, but makes an incredible noise unless PCs take an effort to reduce it. The chute leads down 30ft before dumping into the smelting room below.

Treasure: Each of the guards carry 1d10sp and 2d10cp for treasure.

Kuo-toa, Brute (2)

Med. humanoid, NE

Armor Class- natural/pieces 17

Hit Points (8d8+16) 45

Speed 30 ft., swim 30ft

STR	DEX	CON	INT	WIS	CHA
16	10	15	8	9	6
(+3)	(+0)	(+2)	(-1)	(-1)	(-2)

Skills Athletics +6, Perception +5

Senses darkvision 120ft

Lang Undercommon

Challenge 1 (200 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Actions

Multiattack: Make 2 attacks

Bite: +6 to hit, (1d4+1)

Spiked Club: +7 to hit, (1d10+3)

Kuo-toa (8)

Med. humanoid, NE

Armor Class- natural/shield 13

Hit Points (4d8) 18

Speed 30 ft., swim 30ft

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

Skills Perception +4

Senses darkvision 120ft

Lang Undercommon

Challenge 1/4 (50 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Actions

Bite: +3 to hit, (1d4+1)

Spear: +4 to hit, (1d6+1) range 20/60

Net: +3 to hit, range 5/15, target is restrained. Target or another person can use its action to break free from the net (strength check DC 10). An attack on the net (AC 10) with a slashing weapon that deals 5points of damage destroys the net and frees the target.

Reactions

Sticky Shield: When the kuo-toa is missed with a melee attack, the kuo-toa can catch the weapon. The attacker must succeed a Strength save (DC 11) or have its weapon stuck. The attacker is grappled as long as he holds onto the weapon. A creature can use his action to make another check each round.

#2 The Grand Stairwell

The massive set of stairs descends several levels to the bottom of the old forges. At one time a 20ft platform ran up the middle of the stairs as a large elevator, but not rusts silently on the lowest level.

Read the following when the PCs begin their descent of the stairs.

The grand stairs lay before you. The 20ft wide stairwell winds around a 20ft shaft that once looks like it contained a lift. An old, rusted set of winches is mounted to the ceiling and a massive chain still drops into the darkness below.

The smooth, stone stairs show ancient wear from the thousands of boots wearing them in ages past. Today, rubble piles in many places along the stairs. Some places the 20ft wide stairs is only 5ft wide while most places 15ft is normal.

The stairs platform off after descending 40ft to a wide hall leading to another room, while the stairs continue down to another level below.

The stairwell is used by the kuo-toa to link between the floors of the Hatchery and to link with the Outpost. Characters spending too much time on the stairs will most likely encounter patrols of 1d10 kuo-toa and a 50% change of having a kuo-toa brute with them as well. Use the stats from the previous encounter for reference.

Treasure: Each of the guards carry 1d10sp and 2d10cp for treasure.

#3 The Grinding Room

The first landing while descending the stairwell leads to the smelting room. Here massive gears ground the ore coming down the chute from above into powder to be melted into ingots further below the complex. None of the machines work anymore and would have to be completely re-worked to become functioning again.

The kuo-toa use this room as a training room for young kuo-toa to practice fighting and hunting. Several of the massive machines and buckets are still in this room making many areas for hiding and sneaking.

Read the following when the PCs enter from the stairwell.

The largest room you have seen looms before you. Dim light shines from a few torches and candles partially illuminating a room roughly 60x100ft. From where you stand, you see the chute you think connects to the manhole at the top of the stairs dump into a series of 10ft high metal bins. The bins look like they were once tied to pulleys that allowed them to be moved to a large grinding machine, but none of this looks still serviceable.

The bins line the wall to the left and the grinding machine is to the right. Before the grinding machine a large collecting pool that seems to take water from the spillway and once funneled it to run the grinder. Today, the water runs past the rusted gears and down a drain under the machine.

Past the sounds of the rushing water you hear what sounds like fighting. You see shadowed forms, most likely kuo-toa, past a few old bins and rolling ore carts. As you move closer, you see a large group of juvenile kuo-toa practicing weapon training. A few groups of 3 to 4 are on each side of the room while a larger group of 20 or so is gathered in the middle and on the far side watching. You also see a couple leaders that are instructing the training. They have the long pincer staffs like several others you have encountered before.

The juveniles will take direction from the whips, but mostly attack straightforward. The whips will try to stay in the rear and use the 10ft reach of the pincer staff. Small groups of 3 juveniles will try to flank the PCs by going around the large bins or ore carts out of sight.

Treasure: Each of the juveniles carry 1d6sp and 1d10cp for treasure, while the whips carry 2d10sp and 1d10gp.

Kuo-toa, Whip (3)

Med. humanoid, NE

Armor Class- natural 11

Hit Points (10d8+20) 65

Speed 30 ft., swim 30ft

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

Skills Perception +6, Religion +4

Senses darkvision 120ft

Lang Undercommon

Challenge 1 (200 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Spellcasting. 2nd level caster. DC 12 / +4 hit

Cantrip (at-will) *sacred flame*, *thaumaturgy*
1st lev. (3 slots): *bane*, *shield of faith*

Actions

Multiattack: Make both bite and pincer attack

Bite: +4 to hit, (1d4+2) piercing.

Pincer Staff: +4 to hit (10ft reach), (1d6+2) piercing. If target is Medium or smaller, it is grappled (escape DC 14). Until grapple ends it cannot use pincer staff on another target.

Kuo-toa, Juvenile (25)

Med. humanoid, NE

Armor Class- natural/scrap leather 12

Hit Points (2d8) 10

Speed 30 ft., swim 30ft

STR	DEX	CON	INT	WIS	CHA
12	10	11	11	9	8
(+1)	(+0)	(+0)	(+0)	(-1)	(-1)

Skills Perception +3

Senses darkvision 120ft

Lang Undercommon

Challenge 1/8 (25 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Actions

Bite: +3 to hit, (1d4+1)

Spear: +4 to hit, (1d6+1) range 20/60

#4 The Great Forge

The Great stairs descends to a large forge where dwarves once took the ore from above and melted it in several massive forges and made into weapons, armor, silver, and copper. Today, the kuo-toa use it as pools to hatch their young. It also sits above the lava vents that heat the pools and forges.

Read the following when the PCs reach this level from the stairwell.

A large room sprawls beyond the 20ft opening. Dim light shines from several hanging lanterns and candles. The room appears to be roughly 60ft wide and over 60ft long. The 40ft domed ceiling reflects the pitiful light upon four large pools nestled in front four large smelters, giving off wisps of steam. Several chutes descend from above that once brought crushed ore from above. A 20ft opening leading to another area is on the right wall.

The massive forges still shed pale light from dim embers within and are situated to where each pool is heated by them. Lying within each pools are dozens of rubbery eggs each roughly the size of a small chest. These must be brooding eggs of the kuo-toa. You can estimate that there are over 500 eggs pulsating within the pools.

The pools are being tended by several slaves who are rotating the eggs around the pools and by several kuo-toa guards and brutes. A large female kuo-toa the size of an ogre straddles a pool near the far end laying eggs into the warm brine. You also see another pool containing a dozen hatchlings feasting upon a slave body suspended above the pool on a metal cage.

As you enter the room, you see into the next room. The large 80ft room contains several anvils and bellows where iron was once forged into weapons and armor. Inside you see several more kuo-toa gathered around tables eating and will certainly come to reinforce once fighting begins.

The kuo-toa guards and brutes will attach until slain trying to protect the Egg Mother. The kuo-toa in the next room will be surprised on the first round and can act starting on the second. The slaves use statistics for NPC miners found in Appendix 2 and will defend themselves but not attack the PCs unless attacked first. Another of the missing adventuring group can be found here and the body of the slave being eaten is the last of the missing group. **Tobin** was the leader of the adventuring band and only he and **Broward** can be found alive. His equipment can be found in the barracks area of the Outpost

The eggs can be destroyed by taking them out of the water and letting them dry out or by slicing open the shell since they need several more weeks to hatch. You can have a couple of the pools be pulsating and ready to hatch or have some hatch and be more like minions with 1 HP and a basic +3 attack if that will add action to your game. The babies feasting on another of the lost adventuring band can be killed simply enough and pose little danger unless PCs go into the pool. There are no statistics listed for them.

Treasure: Each of the guards carry 1d10sp and 2d10cp for treasure. There is also a chest the brood mother keeps in the side room containing a *mithral chain shirt*, *cloak of displacement*, and *potion of fire giant strength*.

Kuo-toa (12)

Med. humanoid, NE

Armor Class- natural/shield 13

Hit Points (4d8) 18

Speed 30 ft., swim 30ft

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

Skills Perception +4

Senses darkvision 120ft

Lang Undercommon

Challenge 1/4 (50 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Actions

Bite: +3 to hit, (1d4+1)

Spear: +4 to hit, (1d6+1) range 20/60

Net: +3 to hit, range 5/15, target is restrained. Target or another person can use its action to break free from the net (strength check DC 10). An attack on the net (AC 10) with a slashing weapon that deals 5points of damage destroys the net and frees the target.

Reactions

Sticky Shield: When the kuo-toa is missed with a melee attack, the kuo-toa can catch the weapon. The attacker must succeed a Strength save (DC 11) or have its weapon stuck. The attacker is grappled as long as he holds onto the weapon. A creature can use his action to make another check each round.

Kuo-toa, Hatch Mother

Med. humanoid, NE

Armor Class- natural 15

Hit Points (13d8+13) 97

Speed 30 ft., swim 30ft

STR	DEX	CON	INT	WIS	CHA
20	14	16	16	12	14
(+5)	(+2)	(+3)	(+3)	(+1)	(+2)

Skills Perception +4, Arcana +6

Senses darkvision 120ft

Lang Undercommon

Challenge 7 (2,300 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Elemental Resistance. Resistance to fire and cold damage.

Spellcasting. 8th level caster. DC 14 / +6 hit

Cantrip (at-will) *light mage hand*, *fire bolt* (2d10), *prestidigitation*

1st lev. (4 slots): *det. magic*, *magic missile*, *mage armor*, *shield(R)*

2nd lev. (3 slots): *misty step(B)*, *suggestion*

3rd lev. (3 slots): *counterspell(R)*, *fireball*, *fly*

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

Actions

Multiattack: Make 2 melee attacks

Flail: +8 to hit, (1d10+5)

Slam: +8 to hit, (1d6+5)

Kuo-toa, Brute (2)

Med. humanoid, NE

Armor Class- natural/pieces 17

Hit Points (8d8+16) 45

Speed 30 ft., swim 30ft

STR	DEX	CON	INT	WIS	CHA
16	10	15	8	9	6
(+3)	(+0)	(+2)	(-1)	(-1)	(-2)

Skills Athletics +6, Perception +5

Senses darkvision 120ft

Lang Undercommon

Challenge 1 (200 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Actions

Multiattack: Make 2 attacks

Bite: +6 to hit, (1d4+1)

Spiked Club: +7 to hit, (1d10+3)

#5 The Hall and Secret Room

The hallway once connected this region to a deeper section of the old dwarven halls. It has collapsed and will take several days to open again. The secret room was once used as a magical study by an ally of the dwarves.

Read the following when the PCs reach the hall.

A dim hall leads roughly 50ft before splitting. The left tunnel is filled with rubble and looks unpassable. Directly across from the hall you are in is a small alcove with what was once a statue, but now just rubble. A single candle sits in the right branching hall some 30ft down, across from a door on the right side of the hall. The hall ends just past the door.

The Hall and statue are empty of excitement. There is nothing of value to be found. There could be some ancient bones under some rubble if the PCs search the collapsed hall. The doors to the armory are not locked.

Read the following if the PCs find the secret room.

Stale, musky air greets you as you begin to enter this dark room. The roughly 20x20ft room appears to be some sort of mage's study or library. Everything looks like it has been rendered useless by age and rot. There is a desk with several papers rendered dust and a dried out inkwell with a large quill still inside. A side set of shelving once contained more books, but all appear destroyed with the exception of one which still appears to be intact and in good shape.

The PCs should go to the book that is still intact. It is a wizard's Spellbook that DMs can customize with spells for their game. There is a trap on the book when opened that duplicates the effects of a *fireball*. PCs can make a **Dexterity save (DC14)** for half damage. Characters checking for traps can locate the trap with an **Intelligence check (Investigation DC14)** or an **Intelligence check (Arcana DC16)**. A *dispel magic* cast on the book disables the trap.

The rest of the books and papers in the room are rather useless. You can reward good thinking such as restoring the pages somehow and making something whole again. The pages on the table can talk about creating a golem or summoning elementals. They can even be a deed to a plot of land near Phandalin or another minor town.

Treasure: The Spellbook is not the only treasure in the secret room. There is also a chest partially hidden under the desk. It is not locked or trapped and contains a bag with 50gp inside. There is also a *potion of invisibility* and a *potion of superior healing*.

#6 The Armory

The armory was once used to store finished weapons and armor that the dwarves made to trade and sell. Today is used by the kuo-toa to store food.

Read the following when the PCs enter the armory.

A large room roughly 40x60 opens before you. Stone shelving lines the walls and makes a few corridors lengthwise down the room. The rows of shelving and hooks suggest this may once have been an armory. At the far end of the row you can see down there is a closed door to another room. Food of varied forms can be seen lining the shelving. Most appears to be lake creatures such as fish and mollusks, however limbs from humanoids and giant alligators can be seen as well.

As you begin to enter, you see a pair of kuo-toa round the corner at the far end walking toward you. They draw weapons and speak to someone unseen. You can hear footsteps coming down another row.

The shelving reaches up only 10ft in the 15ft high room. A pair of old lamps hang, but are not lit. The old shelving is wide enough to walk upon, but may be unstable. Medium sized characters will need to make a **Dexterity check (Acrobatics DC12)** or a **Strength check (Athletics DC14)** to move upon them. PCs that fail the check by 5 or more fall off and take 1d6 falling damage. Failure by less than this only prevents moving. Small sized characters do not need to make a check each round.

The kuo-toa in the lead will try to get the PCs to focus on them and come towards them, hoping to trap all the PCs in the row between them and the other kuo-toa coming to flank the PCs. Once half of them have been slain, the remainder may try to flee around the PCs if able to get to the front door. You should save 3 of the kuo-toa for the second round and have them come out of the room beyond the armory room. They can have shields if you think that the first set is too easy.

Treasure: The rear room contains a few old weapons and more foodstuffs. Searching the room finds a pair of diamonds each worth 100gp wrapped in a silk cloth. These once belonged to the other adventuring party but confiscated by the guards. Each of the kuo-toa also carries 1d10sp and 2d10cp.

Kuo-toa (8)

Med. humanoid, NE

Armor Class- natural 12

Hit Points (4d8) 18

Speed 30 ft., swim 30ft

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

Skills Perception +4

Senses darkvision 120ft

Lang Undercommon

Challenge 1/4 (50 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Actions

Bite: +3 to hit, (1d4+1)

Spear: +4 to hit, (1d6+1) range 20/60

#7 The Stairs Bottom

The base of the great stairs leads to the lava pools that heat the water of the lake. The kuo-toa guards this area from greater threats beyond the doors. Both sets of double doors are locked from this side with great chains

Read the following when the PCs descend the final flight of stairs.

The stairs lead to their final landing after descending several more flights and hundreds of feet deeper into the ground. The landing measures roughly 20x60ft with an alcove in the center for the elevator platform. There are two large sets of double doors each held closed by great chains and a large padlock. The door to the front should lead to what is under the last level of forges, while the doors on the right would be someplace under the armory.

Guarding these doors are several kuo-toa sitting around a table eating and drinking. One throws table scraps to a drider who bears many scars from being beaten into submission. He bears a longsword on his side resembling more guard than slave.

The kuo-toa will send the drider to attack the PCs first and try to stay behind it. For its part, the drider will provide frontline defense and use its ability to climb walls to position itself. The drider may also take its *potion of invisibility* if it thinks that it needs the advantage.

Once they lose over half their numbers and the drider, the kuo-toa that remain will try to flee up the stairs if they are able to, otherwise fight to the death to keep the doors locked.

Opening the doors requires 3 rounds to open and remove the chains. PCs not taking precautions removing the chains will alert the inhabitants of the next rooms. The leader kuo-toa has keys that unlock both locks.

Treasure: Each of the kuo-toa carries 1d10sp and 2d10cp. The drider carries (2) *potions of fire resistance* and (1) *potion of invisibility*.

Kuo-toa (8)		Med. humanoid, NE			
Armor Class- natural	12				
Hit Points (4d8)	18				
Speed 30 ft., swim 30ft					
STR	DEX	CON	INT	WIS	CHA
13	10	11	11	10	8
(+1)	(+0)	(+0)	(+0)	(+0)	(-1)

Skills Perception +4

Senses darkvision 120ft

Lang Undercommon

Challenge 1/4 (50 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Actions

Bite: +3 to hit, (1d4+1)

Spear: +4 to hit, (1d6+1) range 20/60

Drider		Lq. Monstrosity, CE				
Armor Class- natural`	19					
Hit Points (13d10+52)	123					
Speed 30 ft., climb 30'						
STR	DEX	CON	INT	WIS	CHA	
16	16	18	13	14	12	
(+3)	(+3)	(+4)	(+1)	(+2)	(+1)	

Skills Perception +5, Stealth +9

Senses DV 120 ft,

Languages Elf, Undercommon

Challenge 6 (2,300 XP)

Abilities

Fey Ancestry. Adv. on ST vs. charm and cannot be put to magical sleep.

Sunlight Sensitivity. Disadvantage on attacks and perception checks (sight) while in sunlight.

Innate Spellcasting. No material comp. (DC13)

at-will: *dancing lights*

1/day: *darkness*, *faerie fire*,

Web Walking. Ignores movement restrictions from webs.

Actions

Multiaattack: Make 3 attacks; 2 with sword , 1 bite.

Bite: +6 to hit, (1d4) plus (2d8) poison

Long Sword: +6 to hit, (1d8+3) or (1d10+3)

#8 The Lava Room

The door to the west opens to the first lava pool room deep under the old mines. These rough-hewn rooms once tapped into the heat of the lava to power their smelters and forges.

Read the following when the PCs enter the room.

The doors open to blast of hot air and nauseous air invades your senses. Dim light illuminates this rough-hewn chamber measuring around 60x60ft. A rough pool of lava fills the left side of the room with only a thin walkway going around it. A large column supports the middle of the room separating the lava from a man-made pool of water on the right and a small door along a more finished room beyond the water.

Inside the lava pool you see several creatures swimming around. One figure with a humanoid face and long tail emerges partially from the pool and speaks something in the ignan language that sounds more a question than a demand of threat. As the salamander emerges from the pool you also see a large fire snake slither out the rear of the pool and another salamander break the surface.

The kuo-toa sparingly trade with the salamanders and pay tribute to them in the form of slaves and goods. The salamanders in this room are guards and will first question the PCs, but will be defensive since they are not kuo-toa and should be able to see the dead bodies behind the characters unless they hid the bodies. The first one will try to stall for a round or two until the other gets out of the lava before attacking.

The snakes are unafraid of the PCs until one of them dies. They believe that they can overcome any threats and have had little challenge from the kuo-toa in the past. They attack in a direct fashion and will concentrate on casters that use cold spells if available. The snake will try and circle the PCs and attack from the rear.

Treasure: The copper spears the salamanders wield would be worth 25gp each to one of the merchants in Phandalin if brought to them.

Elemental, Fire Snake

Med. elemental N

Armor Class- Nat 13
Hit Points (6d8+6) 38
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10	17	6	11	10	7
(+0)	(+3)	(-2)	(+0)	(+0)	(-2)

Damage Resistance Non-magic weapons

Damage Vulnerability Cold

Damage Immunities poison, fire

Condition Immunity exhaustion, grappled, paralyze, poison, restrained, prone, unconscious

Senses DV 60ft., Perception +0

Languages Ignan

Challenge 1 (200 XP)

Abilities

Fire Form. It can move through spaces as little as 1" w/o squeezing. A creature that touches or hits it with a weapon w/in 5' takes (1d6) fire. The elemental can enter someone's space and stop there causing the target to take (1d10) fire and catch fire; until someone takes an action to douse the fire, take (1d10) fire damage at the start of each turn.

Illumination. Bright light 30' and dim to 60'.

Water Susceptibility. For every 5' it moves in water or each gallon splashed on it, it takes 1 point damage.

Actions

Multiattack: Make two melee attacks.

Touch: +5 to hit, (1d6+3) fire, plus ignite; until someone takes an action to douse the fire, take (1d6) fire damage at the start of each turn.

Salamander (2)

Lg Elemental, NE

Armor Class- natural 15
Hit Points (12d10+24) 90
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18	14	15	11	10	12
(+4)	(+2)	(+2)	(+0)	(+0)	(+1)

Damage Vulnerabilities. cold

Damage Resistance nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., Perception +0

Languages Ignan

Challenge 5 (1,800 XP)

Abilities

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes (2d6) fire.

Heated Weapons. Any metal melee weapon wielded deals an extra (1d6) fire on a hit (included in the attack).

Actions

Multiattack. Two attacks: spear and tail.

Spear. +7 to hit, range 20 ft./60 ft.(2d6+4) piercing, or (2d8+4) piercing if used with two hands in a melee attack, plus (1d6) fire.

Tail. +7 to hit, reach 10 ft., Hit: (2d6 + 4) bludgeoning plus (2d6) fire, and the target is grappled (**escape DC 14**). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and it can't make tail attacks against other targets.

#9 The Slave Rooms

The right side doors from the stairwell lead to a few rooms once used to reinforce deep patrols and provide protection to the upper levels. Today they are mostly used for meetings between the kuo-toa and the salamanders. Slaves are brought to one and shackled while the other holds tribute. The largest is used for meetings and parley.

Read the following when the PCs enter the hall. Modify or paraphrase if the PCs come from another direction.

The doors open to a finished hall 10ft wide and 60ft long. Waves of heat blast you as you enter. A smaller side hall on the left leads to a T-intersection with the left fork most likely leading to the room for the other set of double doors from the stairwell room behind you. A smaller room that appears empty is located on the right partway down this hall.

To your front, a missing door on your right leads to a 30x30ft room. Metal rings are posted along the walls with a few holding manacles for prisoners and slaves. A shriveled up husk of a human body dangles from a set of manacles on the rear wall.

At the end of the 10ft hall is an open room dimly lit with some sort of fir. It site open past a pair of worn statues most likely once depicting dwarves. As you start to approach you can see a pair of salamanders moving in the room. They do not appear to have seen you yet.

Three salamanders are in this room and the other three come from area 10. Either room will come to back the other up once fighting starts and will arrive in two rounds. They fight to the death to defend the small door that leads to the unmapped areas.

In this room is a large stone table with several stone chairs surrounding it. There are no tapestries or cushions for the seats as they would burn from the heat or the salamanders. There are a few copper goblets and decanters for water or other drink, but none have anything inside at the moment.

Treasure: The 8 goblets are each worth 5gp and the 3 decanters are each worth 10gp. They are decorated with

carving and etchings of the salamanders, making them more valuable than simple copper items. Two of the salamanders carry a single ruby gem, each worth 250gp.

Salamander (6)

Lg Elemental, NE

Armor Class- natural 15

Hit Points (12d10+24) 90

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18	14	15	11	10	12
(+4)	(+2)	(+2)	(+0)	(+0)	(+1)

Damage Vulnerabilities. cold

Damage Resistance nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., Perception +0

Languages Ignan

Challenge 5 (1,800 XP)

Abilities

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes (2d6) fire.

Heated Weapons. Any metal melee weapon wielded deals an extra (1d6) fire on a hit (included in the attack).

Actions

Multiattack. Two attacks: spear and tail.

Spear. +7 to hit, range 20 ft./60 ft.(2d6+4) piercing, or (2d8+4) piercing if used with two hands in a melee attack, plus (1d6) fire.

Tail. +7 to hit, reach 10 ft., Hit: (2d6 + 4) bludgeoning plus (2d6) fire, and the target is grappled (**escape DC 14**). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and it can't make tail attacks against other targets.

#10 The Locked Doorway

This room is another of the outer salamander controlled rooms in this section of the underdark. The salamander guards use it to relax and soak in the lava pools while on guard.

Read the following when the PCs enter the room. The text assumes that the PCs will come from room 9.

The door opens to a large room of rough stone roughly 40x80ft. Two large pools of lave fill the left part of the room and a couple large columns provide support for the domed ceiling. Past the lava pools is a simple copper door and on the right is another copper door, more ornate with strange script and carvings.

The three salamanders in this room are tied to the three in room 9 and form one encounter where the salamander's in each room will back the others up. See encounter 9 for statistics.

PCs can try to speak with them if they have a way to speak Ignan. These are guards from the empire and will not trust the PCs since they are used to dealing with the kuo-toa on monthly meetings. They will inquire about the offering and what happened to the kuo-toa but will be more interested in finding out where they come from and how long it takes to get there. They are trying to get the PCs to give up the location of another land to conquer.

The copper door with the engravings leading to the unmapped area is designed to not have the PCs enter at this time. The door is 6 inches thick and made from solid copper. Characters that can read Ignan can determine that this area marks the border of the elemental empire. The door has bars keeping it locked from the other side. DMs can add more to the adventure by allowing PCs to bypass the door into the salamander realm.

Treasure: Treasure from this room is part of what is listed for room 9.

What's Next?

The kuo-toa lair is one of several in the region. DMs can expand on the side tunnels and areas around the underground lake to further the adventure if the players need, or want, more. Defeating the threat from the kuo-toa will allow the mine to operate more efficiently and eventually expand further out to these lost tunnels.

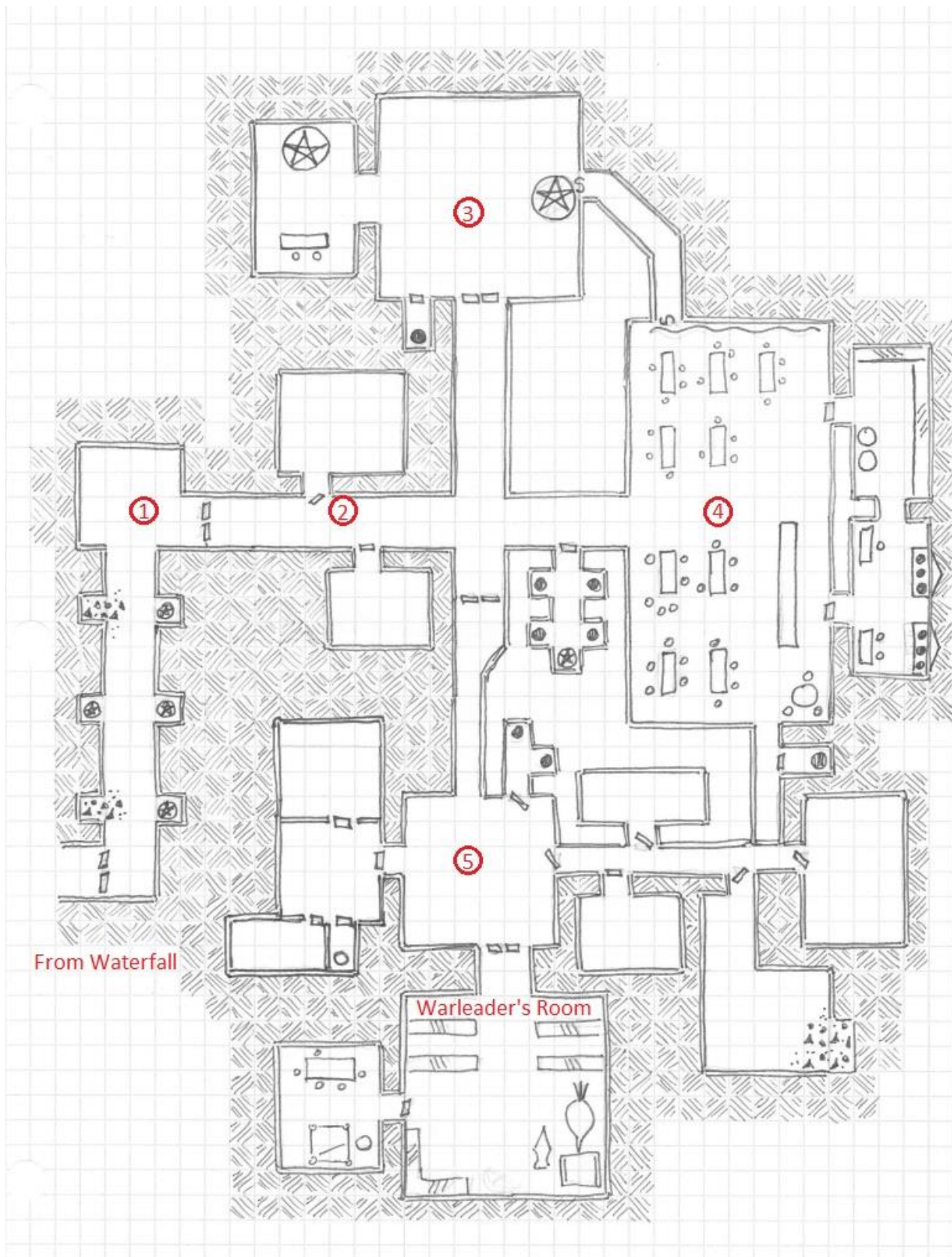
There is a possibility that another kuo-toa lair that trades with this one comes and investigates. There can also be other kingdoms from the underdark that deal with the kuo-toa that comes as well. A threat from duergar or drow will make a good series of adventures.

My favorite possibility is that the underground lake ties in with Southcrypt. The lower reaches of the mountain have many winding passages that leads to the vampire's lair.

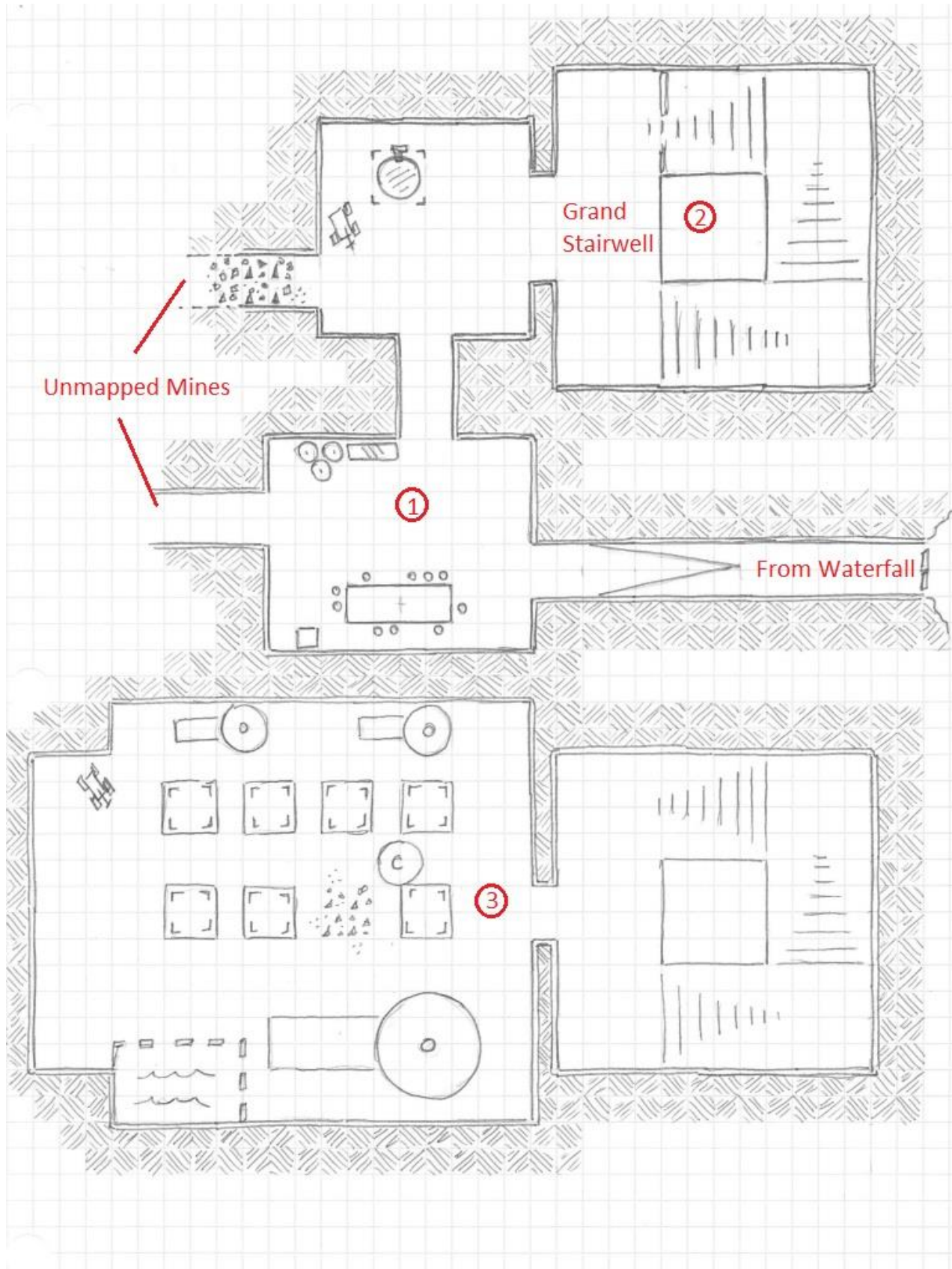
Awarding Experience Points

DMs should award experience based on each encounter and monsters that were overcome. A story award of 2,500xp should be given for defeating both regions of the kuo-toa lair. You can give an additional 500xp for each NPC rescued from the lost adventuring party.

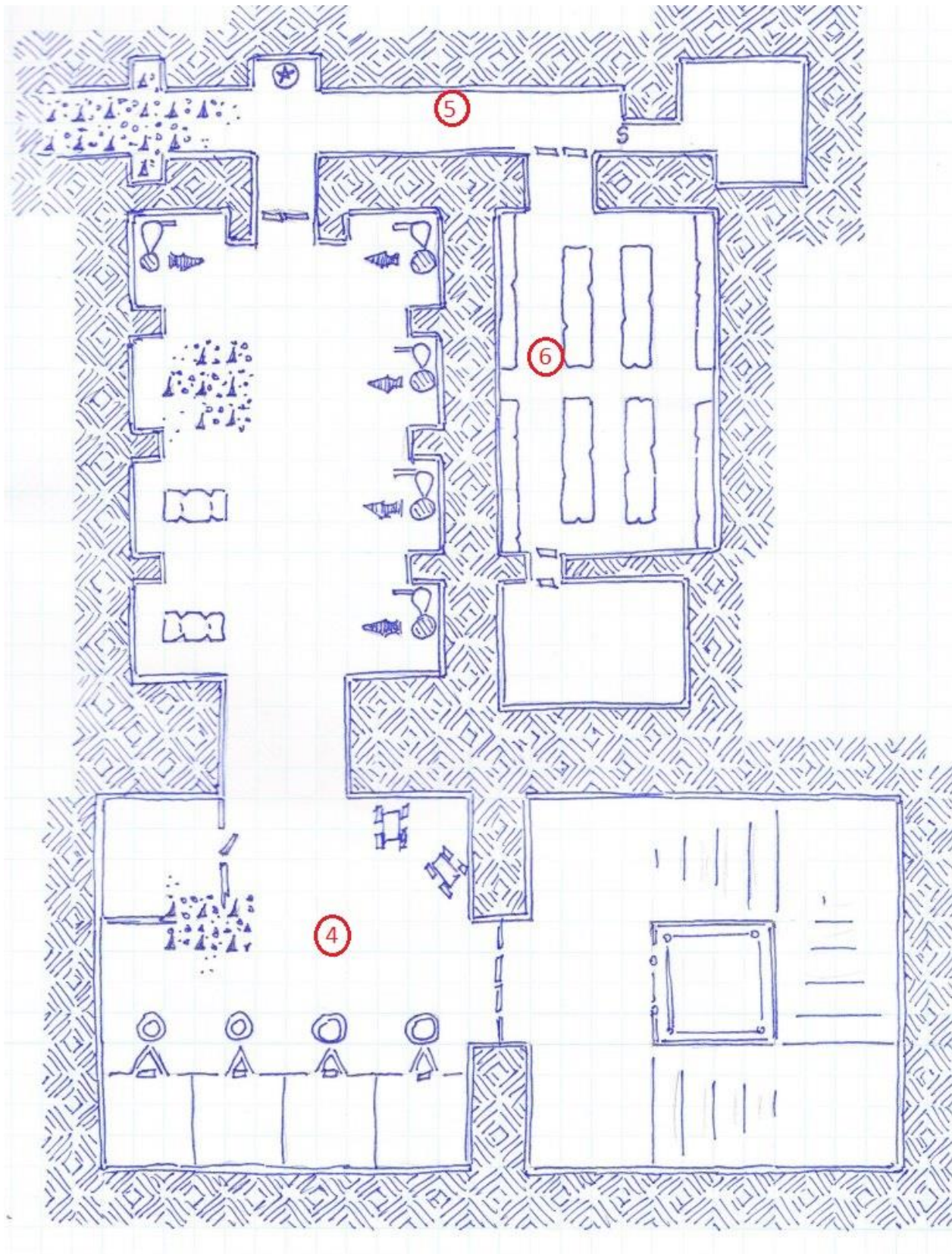
Map: Kuo-toa Lair- The Outpost



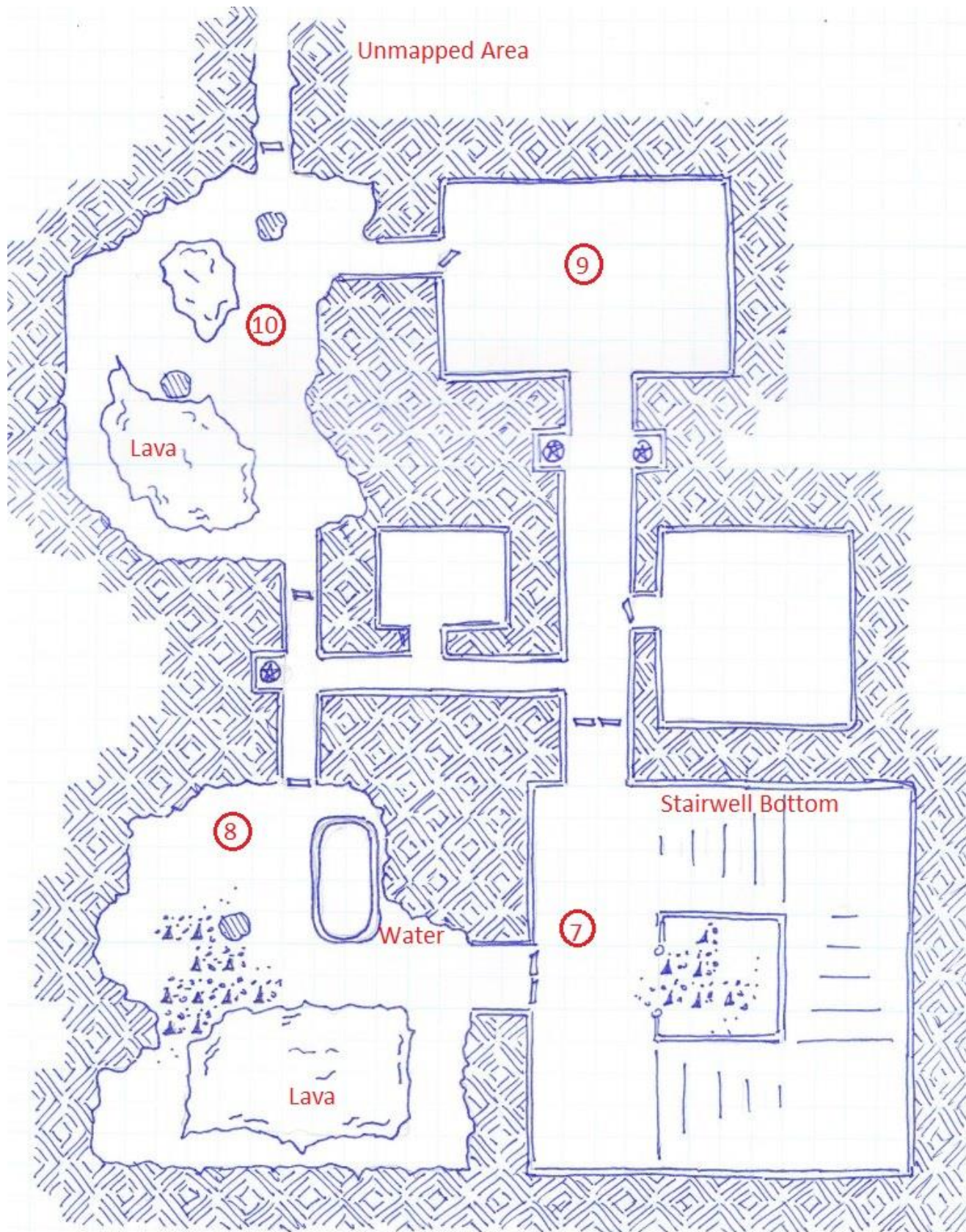
Map: Kuo-toa Lair- The Hatchery, levels 1&2



Map: Kuo-toa Lair- The Hatchery, level 3



Map: Kuo-toa Lair- The Hatchery, level 4



Appendix 2: NPCs and New Monsters

Animated Armor- Tank Lg. Construct, UN

Armor Class- Natural	18				
Hit Points (10d10+30)	90				
Speed 25 ft.					
STR	DEX	CON	INT	WIS	CHA
19	10	16	1	3	1
(+4)	(+0)	(+3)	(-5)	(-4)	(-5)

Damage Immunities poison, psychic

Condition Immunities blind, charm, deafened, exhaustion, fright, paralyze, petrified, poisoned

Senses blindsight 60" (blind beyond), Perception -4

Languages nil

Challenge 4 (1100 XP)

Abilities

Antimagic Susceptibility. Incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, it must succeed on a Con ST vs. caster DC or fall unconscious for 1 min.

False Appearance. Indistinguishable from a large suit of armor while remaining still. Something an ogre would wear compared to a human.

Actions

Multiattack: Make two melee attacks.

Slam: +7 to hit, 10ft reach, (1d8+4).

Sword: +7 to hit, 10ft reach, (1d10+4).

Bat, Giant Lg. Beast, UN

Armor Class- natural	13				
Hit Points (4d10)	25				
Speed 10 ft. fly 60ft					
STR	DEX	CON	INT	WIS	CHA
15	16	11	2	12	6
(+2)	(+3)	(+0)	(-5)	(+1)	(-2)

Senses DV 60 ft., Perception +1

Languages —

Challenge 1/4 (50 XP)

Abilities

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite: +4 to hit, (1d6+2) piercing

Goblin Norker Sm. Humanoid (goblinoid), LE

Armor Class- natural	16				
Hit Points (2d6+2)	10				
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
14	12	12	8	10	8
(+2)	(+1)	(+1)	(-1)	(+0)	(-1)

Skills Athletics +4, Stealth +5

Senses DV 60', Perception 0

Languages Goblin

Challenge 1/4 (50 XP)

Abilities

Nimble Escape. Can take Disengage or Hide as a bonus action each turn.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks when in sunlight.

Actions

Studded club: +4 to hit, (1d6+2)

Bite: +4 to hit, (1d4+2)

Rock: +4 to hit, (1d4+1). 20'/80'

Goblin Norker Brute Sm. Humanoid (goblinoid), LE

Armor Class- natural	16				
Hit Points (6d6+12)	35				
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
14	10	15	8	10	8
(+2)	(+0)	(+2)	(-1)	(+0)	(-1)

Skills Athletics +6, Stealth +3

Senses DV 60', Perception 0

Languages Goblin

Challenge 1 (200 XP)

Abilities

Nimble Escape. Can take Disengage or Hide as a bonus action each turn.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks when in sunlight.

Actions

Multiattack: Make two melee attacks.

Studded club: +6 to hit, (1d6+3)

Bite: +4 to hit, (1d4+2)

Goblin Norker Shaman Sm. Humanoid (goblinoid), LE

Armor Class- natural 16
Hit Points (5d6+5) 23
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12	10	12	10	14	8
(+1)	(+0)	(+1)	(+0)	(+2)	(-1)

Skills Athletics +3, Stealth +5

Senses DV 60', Perception +2

Languages Goblin

Challenge 1 (200 XP)

Abilities

Nimble Escape. Can take Disengage or Hide as a bonus action each turn.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks when in sunlight.

Spellcasting. 5th level caster. DC 13 / +5 hit
Cantrip (at-will): *poison spray, resistance, thaumaturgy*
1st lev. (4 slots): *cure wounds, shield of faith, thunderwave*
2nd lev. (3 slots): *locate animals or plants, levitate, spike growth*
3rd lev. (2 slots): *meld into stone, protection from energy*

Actions

Staff: +4 to hit, (1d6+2)

Rock: +4 to hit, (1d4+1). 20'/80'

Crocodile, Giant Hq. beast, UN

Armor Class- natural. 14
Hit Points (9d12+60) 125
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21	9	20	2	10	7
(+5)	(-1)	(+5)	(-4)	(+0)	(-2)

Skills Stealth +5

Senses Perception 0

Languages nil

Challenge 5 (1800 XP)

Abilities

Hold Breath. Can hold breath for 30 min.

Actions

Multiattack: Make a bite and tail slap attack.

Bite: +8 to hit, (3d10+5) and grappled (escape DC 16).

Cannot bite another until grapple ends.

Tail Slap: +8 to hit, 10ft reach, (2d8+5) and knock prone (Strength save DC16 to avoid).

Kuo-toa, Brute Med. humanoid, NE

Armor Class- natural/pieces 17
Hit Points (8d8+16) 45
Speed 30 ft., swim 30ft

STR	DEX	CON	INT	WIS	CHA
16	10	15	8	9	6
(+3)	(+0)	(+2)	(-1)	(-1)	(-2)

Skills Athletics +6, Perception +5

Senses darkvision 120ft

Lang Undercommon

Challenge 1 (200 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Actions

Multiattack: Make 2 attacks

Bite: +6 to hit, (1d4+1)

Spiked Club: +7 to hit, (1d10+3)

Kuo-toa, Warleader Med. humanoid, NE

Armor Class- natural/pieces 18
Hit Points (14d10+28) 115
Speed 30 ft., swim 30ft

STR	DEX	CON	INT	WIS	CHA
18	13	15	10	9	9
(+4)	(+1)	(+2)	(+1)	(-1)	(-1)

Skills Athletics +9, Perception +6

Senses darkvision 120ft

Lang Undercommon

Challenge 6 (2,300 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Improved Saves. 2/rest the warleader may reroll a failed saving throw.

Improved Critical. Critical on 19-20

Actions

Multiattack: Make 2 attacks

Bite: +8 to hit, (1d4+2)

Longsword: +8 to hit, 2 handed (1d10+4)

Kuo-toa, Hatch Mother Med. humanoid, NE

Armor Class- natural 15
Hit Points (13d8+13) 97
Speed 30 ft., swim 30ft

STR	DEX	CON	INT	WIS	CHA
20	14	16	16	12	14
(+5)	(+2)	(+3)	(+3)	(+1)	(+2)

Skills Perception +4, Arcana +6

Senses darkvision 120ft

Lang Undercommon

Challenge 7 (2,300 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Elemental Resistance. Resistance to fire and cold damage.

Spellcasting. 8th level caster. DC 14 / +6 hit

Cantrip (at-will) *light mage hand, fire bolt (2d10), prestidigitation*

1st lev. (4 slots): *det. magic, magic missile, mage armor, shield(R)*

2nd lev. (3 slots): *misty step(B), suggestion*

3rd lev. (3 slots): *counterspell(R), fireball, fly*

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

Actions

Multiattack: Make 2 melee attacks

Flail: +8 to hit, (1d10+5)

Slam: +8 to hit, (1d6+5)

Kuo-toa, Archpriest Med. humanoid, NE

Armor Class- natural 13
Hit Points (13d8+13) 97
Speed 30 ft., swim 30ft

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

Skills Perception +9, Religion +6

Senses darkvision 120ft

Lang Undercommon

Challenge 6 (2,300 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Spellcasting. 10th level caster. DC 14 / +6 hit

Cantrip (at-will) *guidance, sacred flame, thaumaturgy*

1st lev. (4 slots): *det. magic, sanctuary, shield of faith*

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

3rd lev. (3 slots): *spirit guardian, tongues*

4th lev. (3 slots): *control weather, divination*

5th lev. (2 slots): *mass cure wounds, scrying*

Actions

Multiattack: Make 2 melee attacks

Scepter: +6 to hit, (1d6+3) plus (4d6) lightning.

Slam: +6 to hit, (1d4+2).

Kuo-toa, Juvenile Med. humanoid, NE

Armor Class- natural/scrap leather 12
Hit Points (2d8) 10
Speed 30 ft., swim 30ft

STR	DEX	CON	INT	WIS	CHA
12	10	11	11	9	8
(+1)	(+0)	(+0)	(+0)	(-1)	(-1)

Skills Perception +3

Senses darkvision 120ft

Lang Undercommon

Challenge 1/8 (25 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Actions

Bite: +3 to hit, (1d4+1)

Spear: +4 to hit, (1d6+1) range 20/60

Kuo-toa, Leader Med. humanoid, NE

Armor Class- natural 15
Hit Points (17d8+51) 135
Speed 30 ft., swim 30ft

STR	DEX	CON	INT	WIS	CHA
16	14	16	13	18	14
(+3)	(+2)	(+3)	(+1)	(+4)	(+2)

Skills Perception +12, Religion +7

Senses darkvision 120ft

Lang Undercommon

Challenge 9 (5,000 XP)

Abilities

Amphibious. Kuo-toa can breathe air and water.

Otherworldly Perception. Kuo-toa can sense invisible or ethereal creatures within 30ft. It can pinpoint such a creature that is moving.

Slippery. Adv. on ability checks and saving throws to escape a grapple.

Sunlight Sensitivity. Disadvantage on attacks and Perception checks while in sunlight.

Elemental Resistance. Resistance to fire and cold damage.

Spellcasting. 14th level caster. DC 16 / +8 hit
Cantrip (at-will) *guidance, sacred flame, thaumaturgy*
1st lev. (4 slots): *det. magic, protection from evil, sanctuary, shield of faith*

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

3rd lev. (3 slots): *dispel magic, spirit guardian, tongues*

4th lev. (3 slots): *control weather, divination*

5th lev. (2 slots): *flame strike, mass cure wounds, scrying*

6th lev. (1 slots): *blade barrier, heal*

7th lev. (1 slots): *divine word, etherealness*

Actions

Multiattack: Make 2 melee attacks

Scepter: +8 to hit, (1d6+3) plus (3d6) lightning.

Slam: +8 to hit, (1d4+2).

NPC Duergar, Glortic Med. dwarf, LE

Armor Class- scale, shield 16 (currently 11)
Hit Points (4d8+8) 26 (currently 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14	11	14	11	10	9
(+2)	(+0)	(+2)	(+0)	(+0)	(-1)

Damage Resistance poison

Senses DV 120 ft, .Perception +0

Languages Dwarf, Undercommon

Challenge 1 (200 XP)

Abilities

Duergar Resilience. Adv. on ST vs. poison, spells and illusions- as well as charmed or paralyzed.

Sunlight Sensitivity. Disadvantage on attacks when he or target in sunlight and perception checks that rely on sight.

Actions

Enlarge (recharge- short rest). For 1 minute, the Duergar grows to large size and doubles strength attack damage and checks and gain Adv. on STR ST.

Invisibility (recharge- short rest). For 1 hour, or until attacks, uses a spell, or enlarges

Javelin: +4 to hit, (1d6+2) enlarged-(2d6+2) 30/120 (can take one from a dead kuo-toa)

NPC Expert, Miner Med humanoid (human), LN

Armor Class- leather 13
Hit Points (1d8) 6
Speed 30 ft.

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

Senses Athletics +3, Perception +1

Languages Common

Challenge 1/8 (25 XP)

Actions

Shovel or Pick: +3 to hit, (1d6+1)

NPC Expert, Miner Med humanoid (dwarf), LG

Armor Class- leather 13
Hit Points (1d8+1) 8
Speed 30 ft.

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

Senses Athletics +3, Perception +1

Languages Common, Dwarf

Challenge 1/8 (25 XP)

Abilities

Resilience. Adv. on ST vs. poison and resistance vs. poison damage.

Actions

Shovel or Pick: +4 to hit, (1d6+2)

Appendix 3: NPC Party

The **Lake Miners** are a group of adventurers that formed a few months ago from various individuals meeting in Phandalin after news of the Forge of Spells finding has become regional news. They have had minor success with goblins, bandits, and a few undead tombs. They also have become favorites of Gundren at the mines and cleaned out several new-found tunnels. A couple other parties have been calling them **The Lake Lackeys** after losing a few prospects to them. These two NPCs can be rescued, while the others are dead.

Treasure: The Lake Miners as a group have little treasure. Each member has a minor gear if found in the kuo-toa lair and would be thankful just to be rescued.

Tobin Oxlann Med human, NG

Armor Class- scale mail, shield 17
Hit Points (3d10+6) 26
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16	12	14	10	13	11
(+3)	(+1)	(+2)	(+0)	(+1)	(+0)

Saving Throws Str +5, Con +4

Senses Perception +3, Athletics +5

Languages Common, Dwarf

Challenge ½ (100 XP)

2nd Wind: Once per rest the soldier can gain 1d10+3hp.

Fighting Style: +1 to attack rolls with melee weapons.

Actions

Advantageous Attack: Once per rest as a bonus action, he can make a single additional attack with advantage.

Crossbow: +3 to hit, (1d8+1). 80'/320'

Long Sword: +6 to hit, (1d8+3)

Equipment: All is scattered throughout the kuo-toa outpost sleeping rooms.

Tobin Oxlann spent several of the last years in the military force of Neverwinter. He was a gate guard and dock soldier, but never advanced very far. He was part of a team that had prospects for becoming part of the elite city guard, but dropped out after learning about Wave Echo Mine and the opportunity that presented. He signed on as a wagon guard to pay his trip to Phandalin shortly after.

He is still in his early 20's and is letting his hair and beard grow after his military stint. He still presents himself like a soldier and speaks in military terms when addressing others but is knowledgeable enough to be polite and respectful. He walks with a slight limp from a knee injury sustained while training for the elite guard but tries not to let others see that it still bothers him.

Broward Harpell Med. human, NG

Armor Class- armored cloak 13
Hit Points (3d6+3) 15
Speed 30 ft.

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

Saving Throws Int +5, Wis +3

Skills Arcana +6, History +6

Senses DV 60 ft, .Perception +1

Lang Common, Elvish, Draconic

Challenge ½ (100 XP)

Abilities

Spellcasting. 3rd level caster. DC 13 / +6 hit

Cantrip (at-will) firebolt (1d10), *light*, *mage hand*, *shocking grasp* (1d8)

1st lev. (4 slots): *charm person*, *magic missile*, *shield*, *thunderwave*

2nd lev. (2 slots): *blur*, *levitate*, *misty step*(B), *ray of enfeeblement*

Arcane Recovery (1/day) after a short rest, the mage may gain expended spell slots back. He may gain total slots equal to half his level (rounded up).

Sculpt Spell The mage may choose to exclude up to 1d4 people damaged by his spells. Those people automatically make their saving throw and take no damage if it normally deals half damage on a save.

Actions

Studded Cane: +3 to hit, (1d4-1) (1d6-1) 2-handed.

Equipment: All is scattered throughout the kuo-toa outpost sleeping rooms.

Broward Harpell is a family member of the famous Harpell family of Longsaddle to the north. His real name is not Harpell, as he is a minor cousin, but he chose the name after studying there under some of his distant uncles and aunts. He spent his youth in academic study and is now ready to go explore the world for more life knowledge over book knowledge. He came south with the intent of going to Waterdeep, but he heard about what was going on in Phandalin while in Triboar and came this way.

Broward is in his mid-twenties and rather large of girth, but average in height. He is not used to heavy work and the rigors of the road and tends to complain about needing rests and breaks. He has proven to be a competent mage and the rest of the group respects his power and tolerates his complaining. He dream is to find or create a spell worthy enough to be recorded in the training manual at the Harpell Mansion.