

FOR 4 PCS OF
5TH LEVEL



SMUGGLER'S RUN

A 5E WARLOCK ADVENTURE
BY MIKE WELHAM

SMUGGLER'S RUN

Adventure Background

Graydion Montempi abuses his authority as city watch captain in Trombei to enrich himself and maintain a local empire. His tyranny initially amounted to little more than overlooking petty crimes for a small sum, allowing the criminals to avoid imprisonment. He has steadily built a small cadre of loyal watchpersons who help him gradually enforce more draconian regulations. They also frame his enemies for wrongdoings—nothing ostentatious enough to warrant a major investigation but serious enough to derail his enemies from interfering with his plans. Graydion recently involved cueyatl (*Creature Codex*, p. 68) in his schemes to incite fear in the populace, giving him the appearance of fighting off the creatures. He uses this as justification for the inflated protection fees he charges.

The cueyatl tribe's chief, Grintrak, is in thrall to the aboleth Qionnarrell and reported Graydion to her master. At the aboleth's urging, she proposed a deal to the watch captain, which required him to clear out a patch of swampland in the Broken Reeds held by a group of smugglers. He gladly complied, as the smugglers

undermined his carefully crafted plans. His loyalists, with assistance from the cueyatl, routed the smugglers and killed all but a lone survivor. Upon securing the hideout, Grintrak tasked the watch captain with discouraging investigation of the area and providing the cueyatl with a monthly sacrifice, no questions asked. Graydion attributes the requirement for sacrifices to the cueyatl's savagery. His ignorance—and the extravagant amount of gold he receives each month—keep him from looking beneath the surface of his devil's bargain. Meanwhile, the cueyatl feed their captives to specially bred leeches that feast on humanoid brains. After the leeches have sated themselves, they go dormant. The cueyatl store these quiescent leeches in the hideout, where the leeches wait for retrieval by Qionnarrell's agents.

Recent Events

Graydion discovered the smugglers are still active. The group he and his allies dispatched did not include the smugglers' leader, and Graydion learned about the survivor too late to do anything about it. He is determined to

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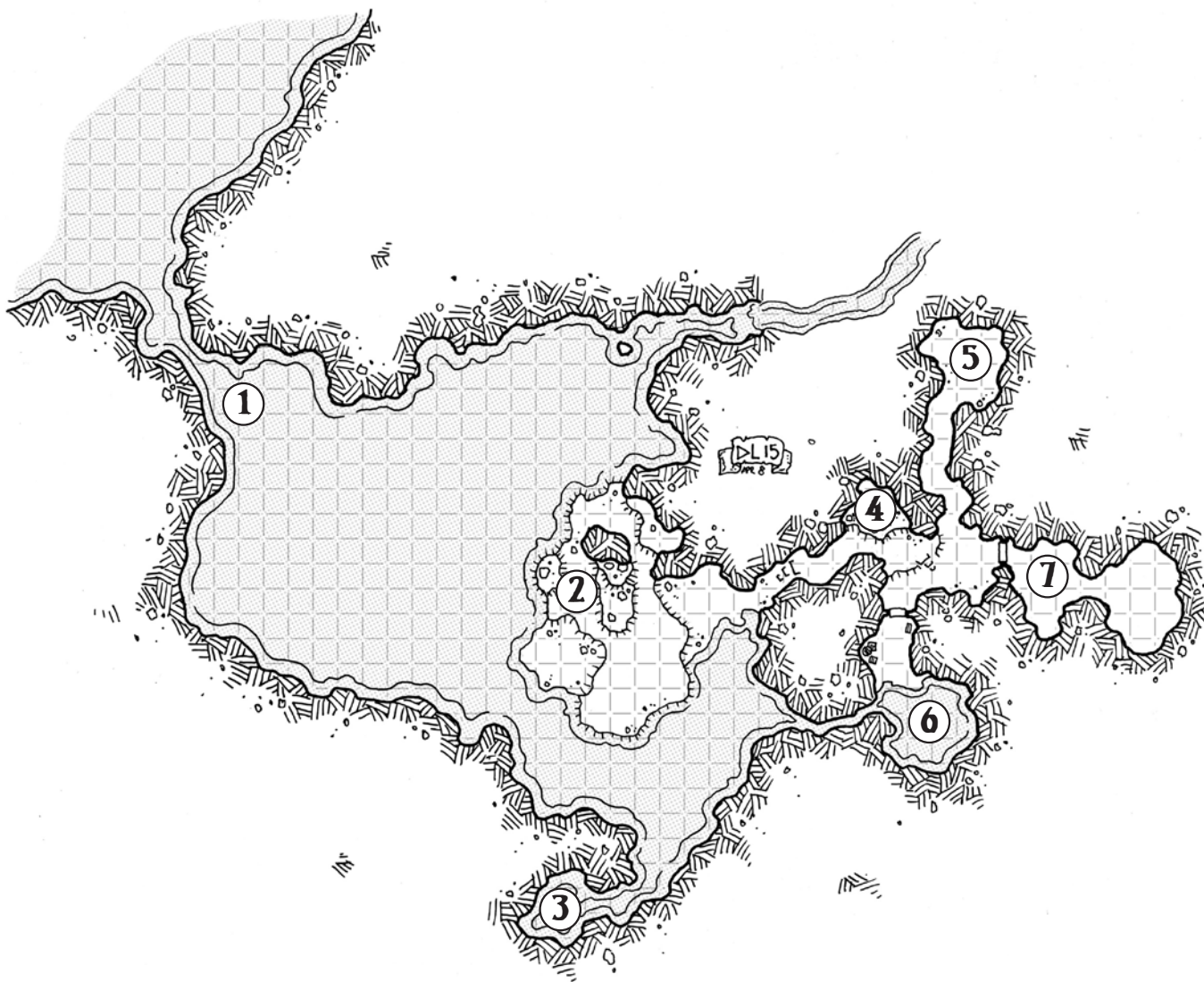
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eliminate them all, so they can no longer thwart his plans or, worse, bring his activities to his superiors' attention. He just needs some patsies to bring the smuggler's leader to him...

Adventure Hooks

The PCs may have learned about a relative or friend in Trombei who has disappeared (in reality, taken by Graydion's cohort to the cueyatl), and their investigations take them to the watch captain. They may also hear rumors about the watch captain's desire for capable mercenaries to perform a job the watch cannot. Finally, the PCs may have run afoul of criminals in the section of Trombei controlled by Graydion and seek him out for assistance.

On the Smugglers' Trail

The PCs locate Graydion Montempi's office on the second floor of a two-story building situated in a nicer section of Trombei. Guards loyal to Graydion who usher the PCs into his office make a show of how busy Graydion is. The guards mention how fortunate the PCs are to have the opportunity to speak with the watch captain and caution that their business better be worth his time. Graydion sits behind a 12-foot-by-8-foot oak desk in a high-backed, velvet-cushioned, mahogany chair. There is no other furniture in the room, making it clear "guests" are not expected to stay in the office for long.

Regardless of the particular business the PCs have with Graydion, he steers the conversation to his "simple" task of locating the smugglers' leader. If the PCs are looking for a lost friend or relative, he admits there have been a handful of random kidnappings over the past few months. He posits the likelihood of the smugglers turning to the slave trade. Likewise, if the PCs have had something stolen from them, the watch captain blames the smugglers.

Graydion suggests the PCs infiltrate the smuggling ring and discreetly learn their leader's location. He offers the PCs 750 gp, payable when he arrests the leader, to bring him the information. He warns them not to attack the smugglers before they obtain the leader's location. He demands the PCs leave the leader alone after learning the leader's location, since he wants a public arrest and trial, ostensibly to break the organization.

While the PCs discuss the job with Graydion, a successful DC 14 Wisdom (Insight) check uncovers the watch captain's disdain for them. If questioned about this, he begrudgingly admits that he is unhappy with bringing mercenaries into the search. He dislikes that he is forced to rely on outside assistance, but he knows that the smugglers can easily recognize his guards. Graydion always has a backup plan, however, and he intends to plant evidence of the PCs being

in league with the smugglers if they prove a liability at any point during the investigation.

The PCs must spend a day in Trombei talking to local citizens and investigating rumors to find where the smugglers are hiding. Make this investigation as big or as small as you like as long as the PCs spend at least the better part of one day investigating. Through the course of the day, they must succeed on two DC 15 Charisma (Intimidation or Persuasion) or Intelligence (Investigation) checks to discover the true location of the smugglers. A PC has advantage on the Charisma check if the PC bribes the target with at least 5 gp. Failed checks result in false leads and send the PCs to empty buildings. If the PCs fail four or more checks, they spend the day following fruitless leads and must start the investigation again the next day. In addition, on the first failed check, the smugglers are alerted to strangers searching for them. On the second failed check and on each subsequent failed check, the PC must succeed on a DC 15 Charisma (Deception) check to avoid making the smugglers aware the PCs work for the watch captain. If the smugglers learn that the PCs are looking for them or that the PCs are affiliated with the watch captain, they are prepared for the PCs' arrival (see "Clearing Up a Misunderstanding" below).

While the PCs search for the smugglers, a couple of the watch captain's allies follow them. A successful DC 11 Wisdom (Perception) check alerts the PCs to the fact that they are being followed. The PCs can shake their trackers with a successful DC 12 ability check. Allow the PCs some creativity in escaping the watch captain's **spies**. For example, they could simply hide with a successful Dexterity (Stealth) check, create a distraction with a successful Charisma (Deception) check, or they could lay false tracks with a successful Wisdom (Survival) check. If any of the spies are caught, they refuse to speak of their employer and escape as soon as an opportunity presents itself. If any of the spies are turned over to the watch captain, Graydion politely thanks the PCs, promising to handle the spies from there. Once the PCs are out of sight, Graydion berates the spies for getting caught.

Clearing Up a Misunderstanding

The PCs eventually discover a nondescript building that houses the smugglers. If the PCs approach the building's only entrance and announce their presence, Beatriz Consigniani, a **bandit captain**, answers the door and feigns ignorance. If the PCs persist, she ushers them into the foyer, separated from the rest of the building by a thick red curtain, and enquires about their business.

If the PCs alerted the smugglers to their presence or to their alliance with the watch captain (see above), twelve **thugs** and a **bandit captain** wait in the room beyond the foyer to disarm the PCs. Otherwise, the room contains four **thugs** and a **bandit captain**.

KEEPING THINGS ON TRACK

While this adventure starts with the PCs receiving a task from a supposed agent of the law, it should become abundantly clear that Graydion is acting in his own best interest rather than Trombei's. The initial meeting should hint at this, and the PCs learn more upon interacting with the smugglers. Graydion is accustomed to getting what he wants and, if the PCs return to him without the smuggler leader's location, he throws an angry tantrum, insisting they go back and investigate further. The leader of the smugglers knows too much, and Graydion is desperate to capture him. This outburst should be all the proof the PCs need that there is more to the watch captain's motives than he originally stated.

The PCs may be tempted to attack the smugglers during their first meeting, especially if discussions sour. Remind the PCs about the watch captain's demand to withhold attacking so they can lure out the hidden leader.

Additionally, the PCs may wish to attack or threaten Graydion if the smugglers convince them he is corrupt. The smugglers are quick to point out the numbers on the captain's side as a deterrent to this approach. They advise caution and explain the PCs will need to prove the watch captain's corruption to the city if they want to rid the area of the man. Beatriz believes a trip to their former lair in the swamp might hold this proof.

A successful DC 12 Intelligence (Investigation) check or a successful DC 15 Wisdom (Perception) check outside the building finds a hidden back entrance. The smugglers trapped the back room with two **falling net traps** to ensnare intruders—one that triggers when the hidden entrance door is opened and one that triggers from a trip wire in the room near the only door that leads into the remainder of the building.

Assuming the PCs don't attack, they may opt to run with Graydion's suggestion of infiltrating the group. Unless the smugglers are aware the PCs are working for the watch captain, the PCs can convince the smugglers of their sincerity with a successful DC 15 Charisma (Deception) check.

If the smugglers get the drop on the PCs, either with superior numbers or through the net traps, they express a desire to talk to the PCs. They realize the PCs are outsiders and may not have a full understanding of the situation. They prefer to avoid unnecessary violence, especially since it would attract the watch captain's attention.

If the PCs treat the smugglers peacefully or if they fool the smugglers into accepting them into the group, Beatriz relates the group's general antagonism with the watch captain. She explains he recently ousted them from their swampland hideout. She is aware of recent disappearances and has connected them to Graydion's takeover of their lair. She asks the PCs to accompany her to the lair to help her find incriminating evidence about the watch captain's wrongdoing. She offers 500 gp for their help.

If asked about the group's leader, Beatriz indicates he is in hiding until the watch captain can be brought to justice. If the PCs ask why Beatriz is the only one of her group going on the trip, she replies the route to the lair is a tricky and

dangerous one. She knows the watch captain's allies regularly check the route and reasons a smaller group is easier to sneak into the lair.

Through the Swamp

The PCs can travel to the lair by foot or by taking a small rowboat. If the PCs choose to travel by rowboat, it takes them two hours to get to the smuggler's former lair, but the two PCs rowing the boat must succeed on a DC 12 Constitution check or gain one level of exhaustion from the strain of rowing in the crushing heat and humidity of the swamp. If the PCs choose to travel by foot, it takes them six hours to get to the lair, but they do not risk exhaustion. The cueyatl of the Broken Reeds control the approach to the lair. Though Beatriz knows the way, she is unaware of the changes the cueyatl have made to the area. The PCs may encounter any of the following obstacles while making their way to the lair.

- *Broken Reeds Mosquitos*: The cueyatl have a loose allegiance with a nearby tribe of **anophiloi** (*Creature Codex*, p. 39), who often sup the blood of the cueyatl's victims. The anophiloi are intelligent enough to recognize members of Grintrak's tribe and members of the watch, and they have agreed to not attack either. However, any other creatures in the swamp are fair game.
- *Sandbar*: The cueyatl packed silt into a small sandbar that blocks the way forward. A successful DC 12 Strength (Athletics) check climbs over (or hauls the boat over) the sandbar. A **giant crocodile** and its **cueyatl warrior** (*Creature Codex*, p. 69) handler lounge on the other side of the sandbar and attack any intruders.
- *Poisoned Darts*: The cueyatl set **poison dart traps** in various locations throughout the swamp. These traps sit close to the lair and are the main reason Graydion's guards prefer to have a cueyatl escort before traveling to the lair. The traps are triggered by a trip wire rather than a pressure plate, and the darts fall out trees or shoot from clumps of swamp grass.
- *Falling Net (Boat Travel Only)*: The cueyatl strung a giant net in some trees above the waterway. The trip wire sits just below the surface of the water and triggers when a boat passes over it. Treat this as a **falling net trap**, except it covers a 15-foot square area and those that fail the Strength check are knocked off the rowboat into the water rather than knocked prone.
- *Collapsing Foliage (Foot Travel Only)*: The cueyatl created a hammock of sticks, leaves, and rocks in the upper foliage of two trees whose upper branches intertwine above the pathway. Treat this as a **collapsing roof trap**, except it deals 11 (2d10) bludgeoning damage on a failed save and the area below the hammock doesn't become difficult terrain.

The Smugglers' Former Hideout

A narrow opening in the swamp's vegetation along the waterway hides the entrance to the smuggler's former hideout. If Beatriz is with the PCs, she points out the entrance to the grotto. If she isn't with them, a successful DC 12 Wisdom (Perception) check notices the entrance. If the PCs are on the rowboat and fail to find the entrance, the two PCs rowing the boat must succeed on another DC 12 Constitution check or gain one level of exhaustion as they continue searching for the entrance. If the PCs fail to find the entrance, they automatically find it with another two hours of searching whether they are on foot or in a rowboat. Beatriz suggests mooring the boat to the northeast of Area 1, since the water in the grotto is too shallow for the boat.

The gray areas of the map are covered in shallow water and count as difficult terrain. A creature with a swimming speed doesn't have to spend extra movement to move through the shallow water.

1. GROTTO ENTRY

Two **cueyatl** (*Creature Codex*, p. 68) and three **giant toads** trained by the cueyatl hide just under the water's surface and attack intruders. These guard cueyatl, unlike many of the other cueyatl in the cave system, don't carry the whistles that allow them to safely interact with the brain leeches (see Area 4).

2. DRY LAND

A **young spinosaurus** (*Tome of Beasts*, p. 117), a new addition to the tribe, lurks on this patch of dry land. It hasn't been trained well enough to listen to any cueyatl other than Grintrak yet, but it does understand the cueyatl are its allies. It views the patch of land it is on as its territory and attacks any non-cueyatl that step onto the land.

TREASURE

The spinosaurus wears a collar composed of iridescent shells that is worth 50 gp.

3. CUEYATL STASH

To avoid possession of incriminating evidence, Graydion's cohort allowed the cueyatl to keep any valuables on the victims. The cueyatl store such items in a small, water-proof lockbox in this room. A successful DC 13 Intelligence (Investigation) check finds the lockbox in the silt. Alternatively, a successful DC 15 Wisdom (Perception) check notices the edge of the box poking out of the sand. A successful DC 12 Dexterity check using thieves tools unlocks the lockbox. The lockbox holds a pair of diamond-inset earrings worth 25 gp, a plain golden wedding band worth 10 gp, and a total of 10 sp and 12 cp in various local coinage.

4. ROVING BRAIN LEECH

The cueyatl within the cave system carry whistles that imitate the trilling produced by the brain leeches. Thanks to these whistles, the cueyatl can safely interact with the brain leeches and even use the creatures as additional guards. One **brain leech** waits in the alcove and attacks creatures who approach without using the whistle.

5. DORMANT BRAIN LEECHES

When brain leeches have had their fill of brain matter, they become sluggish and eventually lapse into unconsciousness. The cueyatl direct the leeches to this chamber where the creatures await eventual transportation to Qionnarrell. Currently, three unconscious **brain leeches** are slumped together in this chamber. If the PCs attack a leech, there is a 50 percent chance it awakens. Each time it is hit, this chance increases by 25 percent with the creature automatically waking up at 100 percent. A leech that is awoken in this way suffers from one level of exhaustion.

6. THE LARDER

The cueyatl keep kidnapped victims here as fodder for the brain leeches. Four rusty cages hang above the murky water. If the PCs are here looking for someone they lost, that person is in a cage in this room. Otherwise these cages can hold however many victims you want. One of the cueyatl's previous victims died before it could be fed to the brain leeches, and the cueyatl tossed it into the muck filling the chamber's south end. It arose as a **putrid haunt** (*Tome of Beasts*, p. 315). It has been unable to reach the cages for an easy meal, so it lurks in the water until a creature enters the room. A Small or smaller creature can squeeze through the passage to move between Areas 3 and 6. A Medium or larger creature can't move through the passage.

7. CUEYATL REDOUBT

Grintrak, a **cueyatl moon priest** (*Creature Codex*, p. 68), guards this chamber with two **cueyatl warriors**. If Grintrak is alerted to combat elsewhere in the cave system, she sends one of her warriors out to deal with the intruders. When the PCs enter this room, Grintrak is in no mood to negotiate. She has an agreement with the watch captain that works well for her and her master, and she won't let nosy adventurers ruin her master's plans. She and her warriors fight to the death to defend their claim over the cave. One of her warriors uses its bonus action on the first round of combat to blow its whistle and awaken any brain leeches that remain in Area 5, which arrive in 1d4 rounds.

A muck-encrusted tablet inscribed with a mixture of Common and Cueyatl details the agreement between Graydion and the cueyatl. Though the blend of languages is

difficult to read, it is accessible enough to provide sufficient evidence to incriminate the watch captain. A successful DC 9 Intelligence (Arcana) check recognizes one of the pictographs as an aboleth next to the word “Qionnarrell.”

DEVELOPMENT

When the PCs emerge from the smugglers’ hideout, they are confronted by a **knight** with a gathering of **guards** sent by the watch captain. For every two hours the PCs spent in the swamp, Graydion sent four guards to join the knight who followed the PCs’ trail. Graydion can’t take too many guards off the streets of Trombei without raising suspicion, so he doesn’t send more than sixteen guards to aid the knight. The knight, Graydion’s second-in-command Barton, commends the PCs on finding the smugglers’ leader and demands they hand over Beatriz. If the PCs refuse to do so, the gathered watchpersons attack the PCs and Beatriz. If Beatriz isn’t with the PCs, Barton demands to know why the PCs are snooping around the swamp. To Barton, the PCs’ presence in this cueyatl lair means they already know too much. He engages in conversation for a moment—long enough for his guards to slowly surround the PCs—then attacks to protect Graydion’s position and secrets. A successful DC 12 Wisdom (Insight) check notices the guards moving to surround the PCs.

Concluding the Adventure

If the PCs discover incriminating evidence in Area 7 or by interviewing surviving victims, they can make a case against Graydion Montempi. Before he goes to trial, he manages to escape with the help of sympathetic watchpersons. He leaves Trombei and assumes a new identity. He keeps tabs on the PCs’ activities, plotting his eventual revenge.

The smugglers are grateful for the PCs’ assistance and offer to acquire rare or otherwise inaccessible items for the PCs...at a discount from their usual asking price, of course.

The aboleth Qionnarrell is also vengeful toward the PCs for thwarting its schemes and plots to move against them. If they were also responsible for interfering with its plans elsewhere, the aboleth grows furious and begins to take direct action against them.



Brain Leech

Green fluid leaks from this oversized, segmented leech.

Brain leeches are unusual swampland predators that feed on their victims' brain matter instead of blood. Their saliva has a mild paralytic agent that makes the victims of their bites sluggish. When the leeches are sated, this same agent causes them to enter into a torpor. The leeches find a safe, isolated location to digest their food and hibernate for weeks or months at a time. Aboleths and other psychically-sensitive creatures harvest brain leeches for the nascent psychic energy stored within their bodies.

BRAIN LEECH

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	19 (+4)	2 (-4)	14 (+2)	4 (-3)

Skills Perception +4

Damage Resistances bludgeoning

Condition Immunities charmed

Senses tremorsense 30 ft., passive Perception 14

Languages —

Challenge 4 (1,100 XP)

Amphibious. The brain leech can breathe air and water.

ACTIONS

Multiattack. The brain leech makes two attacks, only one of which can be a slurp brains attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. While poisoned, the target is restrained as its limbs grow heavy and sluggish. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Slurp Brains. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature that is incapacitated or restrained. *Hit:* 12 (2d8 + 3) piercing damage and the leech attaches to the target. While attached, the brain leech doesn't attack. Instead, at the start of each of the leech's turns, the target's Intelligence score is reduced by 1d4 as the leech feeds on the creature's psychic energy. The target dies if this reduces its Intelligence to 0. If the target dies, the leech cracks open the target's brain case and slurps up the creature's brain. Otherwise, the reduction lasts until the target finishes a short or long rest.

The brain leech can detach itself by spending 5 feet of its movement. It does so after it has reduced the creature's Intelligence by 12 or if the target dies. Once the leech has drained a total of 12 Intelligence from any number of creatures, it can't slurp the brains of another creature and it gains three levels of exhaustion. A creature, including the target, can take its action to detach the leech by succeeding on a DC 13 Strength check.

Trill (Recharge 4-6). Each creature within 30 feet of the brain leech must succeed on a DC 12 Wisdom saving throw or be incapacitated for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the leech's Trill for the next 24 hours.

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