



CAULDRON OF SAPPHIRE

Just off the northern coast of Chult churns the waters of the Cauldron, a single volcano with a terrible history. Legends from the jungle lands say that it vomits forth lava, stone, and monsters if the peninsula is threatened - and yet the recent events did not set it off. So why is it threatening to explode now? Part Three of the Broken Chains Series.

A Four-Hour Adventure for 17-20 Level Characters



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INTRODUCTION

Welcome to *Cauldron of Sapphire*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tomb of Annihilation*™ storyline season.

This adventure takes place in the waters of the Fathomless Rift, northwest of the Mistcliffs. The underwater caldera that makes up the Cauldron of Sapphire is thousands of feet below the surface of the sea. Here all manner of creature dwell in the flooded subterranean caverns amidst scalding mud, acidic clouds, and magma geysers.

This adventure is designed for **three to seven 17th-20th level characters** and is optimized for **five characters with an average party level (APL) of 18**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

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

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

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

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

PLAYING THE DUNGEON MASTER

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

To facilitate this, keep in mind the following:

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

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

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

ADVENTURE PRIMER

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your players's characters to the action.

ADVENTURE BACKGROUND

The mad lich Acererak thought to bring an atropal to power under his control, but his plans were thwarted by cunning adventurers. In the aftermath pieces of the atropal were spread far and wide. Now they are finding their way back to Chult to be used in another sinister plot.

Deep in the depths of the Fathomless Rift north of Chult a piece of the atropal makes its way to Toril under the auspices of otherworldly beings. Older than time itself, these beings are called obyrith. This particular obyrith is Dagon, Prince of the Darkened Depths. From his slimy throne in the Shadowsea (a level of the Abyss) this hoarder of secrets guides his minions to bring true chaos to the Forgotten Realms.

To undermine the gods and the other demon lords Dagon seeks to bring the end to the world by ushering in Dendar the Night Serpent. In addition, there are things that even Dagon does not know, and some secrets of creation used by Ubtao are held deep in the Cauldron of Sapphire.

While the lich Rhaugilath holds no love for the mortals of Faerûn he wants to "live" or at least continue to exist. As such Dagon's plans for the atropal essence is at odds with the lich's desire to be free of his imprisonment from the arch-lich Larloch.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure. Each NPC and location should have an entry with a phonetic pronunciation and one-three sentences describing them.

Dagon (Day-gon). The Prince of the Darkened Depths. Dagon is an ur-demon with fathomless desires testing his return to Faerun. Dagon is an obyrith, a demon like creature whose kind created the demons of the abyss.

Xuzgaal (ksoo-z-gaal). Xuzgaal is a demonic sibriex servitor of Dagon. He plunders the Cauldron of Sapphire for its secrets of creation and delights in the twisted creatures he creates.

ADVENTURE OVERVIEW

Part 1. The existence of the atropal shard is learned of by Rhaugilath, information he shares with the characters in his disguise as Larua. He guides the

characters to the Fathomless Rift, warning them of its many dangers.

Travelling to the Fathomless Rift is difficult. If characters take mundane means they encounter an ancient water elemental. Magical transport delivers them to a location deep in the Fathomless Rift.

Part2. Exploring the blue caldera exposes the characters to the hazards of deep water and caustic clouds and demonic denizens and protectors.

Part 3. The caldera of blue flames leads the characters to the demonic lords of the subterranean caverns. Here the characters battle Dagon's servants and search for the remnant of the atropal,

ADVENTURE HOOKS

The lich Rhaugilath disguised as the benevolent being Larua, has now contacted the characters several times through dreams. While his motives might be suspect he has been helpful with information up to this point.

A Mission for the Serpent. Should any of the characters be yuan-ti or followers or servants of Dendar the Night Serpent they are told of the Crystal Skull and asked to usher its existence into this world without regard to where it ends up if it is on Toril.

Emerald Enclave (Faction Assignment). The Emerald Enclave is keen to explore and learn about the Cauldron of Sapphire and the secrets to creating and modifying living creatures, such as dinosaurs.

Lords' Alliance (Secret Mission). Members of the Lords' Alliance (rank 2 or higher) receive word that an ancient water elemental has peacefully resided in the Fathomless Rift for eons, but for some reason has been attacking cargo ships passing through the area. Witnesses indicate that it appears to have been driven mad by some unknown force. Members are instructed to spare the creature but cure it of whatever ailment troubles it. The characters are given a sphere of what appears to be polished blue glass, a sphere of pure water, and instructed on its use (see **A. The Black Depths**, below).

PART 1. TO THE DEPTHS

Estimated Duration: 60 minutes

From their various sources of information, the characters learn of the Cauldron of Sapphire and delve into the depths of the Fathomless Rift.

Whether through mystical dreams, haunting nightmares, worrying reports, or lucid orders, you've found yourselves in a situation. The following is what you know:

Massive waves have recently crashed along the Mistcliffs, even reaching Port Nyanzaru in its protected bay. These waves presented a threat to Chult the first time, but their increasing height and strength could spell doom for all of Chult. The epicenter of these tsunamis appears to be the Fathomless Rift, an impossibly deep canyon off the coast of the Mistcliffs. If tales of a kraken cultist are to be believed a place called the Cauldron of Sapphire is within the rift. The place guarded by monstrous creatures of elemental creation and the birthplace of Ubtao's more terrible creations.

To make matters worse, rumors tell of a remnant of the atropal (an undead proto-god created by Acererak) manifesting in the Cauldron, perhaps the cause of the tsunamis. You have been given a magical opal amulet that can trap and house the atropal remnant, should you find it.

The depths of the Fathomless Rift are immense, miles down, surviving there without magic is not possible. The immense pressure necessitates magical means to breath and move. The immense cold brings similar concerns. How will you survive and how will you get there?

The characters must decide how to survive the depths. Through personal or magical knowledge, or certain DC 20 ability checks, they recall the following along with magical inquiries such as *legend lore*, *contact other plane*, et al.

- **The Fathomless Rift.** The Rift is an immense submarine canyon whose bottom is nearly three miles below the surface of the ocean. The canyon is over two hundred miles long and twenty miles wide at points. This is information likely only available to the characters through powerful magics as the canyon is under water and largely unexplored. The Rift is guarded by an elemental creature of immense proportions.
- **The Cauldron of Sapphire.** Those that still hold faith to the old ways of Chult or know about such things know of the Cauldron of Sapphire through the mysteries of Ubtao or the whispers of their gods. Ubtao's myths tell of a place created to birth the protectors of Chult. These myths tell of the

birth of dinosaurs, but also of monstrous sea creatures able to destroy a fleet of ships. These creatures were birthed in burning fires of the Cauldron.

- **Pressure.** The immense pressure of the water makes it difficult operate at these depths. Although water-breathing spells are required, characters without magical aid (*rings of free action*, or the like) gain a level of exhaustion at the end of each hour spent in the Rift.
- **Cold.** In addition to the immense pressure, the depths of the Rift (miles below the surface) are fatally cold. Characters that aren't immune to cold damage must succeed on a DC 20 Constitution saving throw or gain a level of exhaustion. Characters with resistance to cold damage make this saving throw with advantage.
- **Heat.** While the water is frigidly cold, the Cauldron of Sapphire itself is a magma-spewing caldera that belches super-heated gas.
- **Location.** The Fathomless Rift is miles below the surface of the ocean and no map marks its location, however; sailors and seers have pinpointed the source of the tsunamis.

Allow the characters to come up with creative solutions using the resources available to them. If the characters can't overcome these challenges through their own immense skills and abilities, Rhaugilath or another of their patrons can offer the required information as you see fit.

If the characters can't manifest workarounds to mitigate the lack of air and freezing temperatures the following can be purchased by Merchant Prince Wakanga O'Tamu.

MAGIC ITEMS AND SCROLLS FOR SALE

Item	Price	# Available
Potion: <i>Water breathing</i>	300 gp	20
Potion: <i>Resistance</i> (cold or fire)	300 gp	10 (total)
Scroll: <i>Freedom of movement</i>	1,200 gp	10
Scroll: <i>Water breathing</i>	900 gp	20
Item: <i>Cap of water breathing</i>	1,000 gp	6

SUFFOCATING

It's likely the characters's water breathing magic and/or cold resistance magic will be dispelled during the adventure. If that happens the rules for holding their breath (found on page 183 of the *Player's Handbook* and Wilderness Hazards on page 110 of the *Dungeon Master's Guide*,) are modified for the extreme conditions of the Fathomless Rift.

Holding your Breath. Due to the immense pressure, a creature in the Rift can only hold its breath for a number of **rounds** equal to twice its Constitution modifier plus 1. When a creature runs out of breath at the start of its turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath in the Rift for 5 rounds without magical assistance. At the start of its next turn after those 5 rounds have elapsed, it drops to 0 hit points and is dying.

See Chapter 5 of the *Dungeon Master's Guide* for adventuring Underwater.

DEVELOPMENTS

If characters have a magical means of transportation such as teleporting, proceed to **B. The Fathomless Rift**. While the area's immense connection to the elemental planes and the Abyss prevent direct teleportation, characters arrive near the Cauldron.

If they must use mundane means and must swim down, proceed with **A. The Black Depths**, below.

A. THE BLACK DEPTHS

GENERAL FEATURES

The Black Depths have the following general features.

Terrain. Chunks of pumice from pebble size to 80-feet in diameter float slowly to the surface. They can offer anything from half to total cover.

Weather. Icy cold water. Not enough to freeze, but close.

Light. None. Light clouds of black or white smoke from below offer concealment.

Smells and Sounds. The smell of sulfur. Whale calls and disturbing resonant sounds from the deeper depths.

As the party travels down into the black depths they see the edge of the Fathomless Rift. Unfortunately for them an **ancient water elemental** stalks this portion of the depths.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter.

- **Strong or Very Strong:** Add an **ancient water elemental**

The elemental, created millennia ago by Ubtao, prevents entry to the Rift. It senses the trouble below but is bound to guard the rift—powerless to stop the desecration of the Cauldron of Sapphire,

below. Dagon has visited it and driven it mad. It has even recently struck at local ships.

An astute character with a successful DC 18 Wisdom (Insight) realizes that this elemental creature is likely not evil but driven mad by some outside force. If the characters alleviate the creature's madness with *greater restoration*, the water sphere, or similar magic it guides them to a sunken ship below.

SECRET MISSION (LORDS' ALLIANCE)

To satisfy the requirements of this mission, greater restoration isn't enough to cure the creature's madness. Instead, only the *sphere of pure water* is powerful enough to do the trick.

Using the Sphere. If activated by a character as an action, the *sphere* bathes the area in a pale blue light until the character's next turn. The character activating the *sphere* must concentrate to keep the *sphere* illuminated. If the *sphere's* illumination is maintained for three consecutive rounds, the madness gripping the elemental is cured, and the creature stops attacking. If the light is extinguished, the characters must start the process anew. While consumed with madness, the light causes the elemental pain, and it focuses its attacks on whoever carries the *sphere*.

TREASURE

If the characters defeat the elemental it plummets to a ledge on the side of the canyon where the sunken ship lies containing gems and coins worth 3,000 gp, along with a *spell scroll of greater Restoration*

XP AWARDS

If they cure the elemental of its madness, award each character 4,000 XP.

DEVELOPMENTS

As the characters delve further into the depths, proceed to **B. The Fathomless Rift**.

B. THE FATHOMLESS RIFT

The Fathomless Rift is an immense submarine canyon whose bottom is nearly 3 miles below the surface of the ocean. The canyon is over 200 miles long and 20 miles wide at some points.

If characters teleported here, the elemental energies deposit them halfway down the canyon.

GENERAL FEATURES

The Black Depths have the following general features.

Terrain. Chunks of pumice from pebble size to 80-feet in diameter float slowly to the surface. They can offer anything from half to total cover.

Weather. The water is slightly warmer than in the depths above, but still cold.

Light. A dim blue glow from below. Dense chimney clouds of black or white smoke from below offer concealment.

Smells and Sounds. The strong smell of sulfur. Disturbing resonant sounds from the deeper depths

CORRUPTION

The demon infestation of the Cauldron has caused a corruption in the nearby waters. The corruption is a direct result of the presence of nalfeshnees, horrific demons from the abyss.

Erupting from a column of black smoke several grotesque forms appear. They swim awkwardly through the water, their ragged, feathered wings propelling towards you. Hate emanates from their glowing green eyes.

From the clouds three **nalfeshnees** approach the characters, stopping at 60 feet. The nalfeshnees have the ability to breathe water as well as air.

TRICKS OF THE TRADE

Consider the following guidance:

Social. The demons aren't immediately hostile. They reach and speak telepathically with the characters. The demons—named Garrozen, Tikazith, Vulron (and possibly Rigmaz and/or Tannomoth if the group is strong or very strong) know and can share the following:

- They control the Rift; woe be unto trespassers!
- Ubtao no longer has power here; the Cauldron of Sapphire is controlled by their lord, whom they call the Prince of the Darkened Depths. A DC 20 Intelligence (Religion) or Intelligence (Arcana) check reveals this as an alternate name for Dagon, an obyrith of immense power.
- In the absence of Dagon, a twisted sibirex by the name of Xuzgaal rules.
- The demons can be bribed. They enjoy gold, other valuables, beings to torment, and unique foods. They know how to get into the Cauldron of Sapphire, they can teach characters about the thermal vents and they can be convinced to aid the characters, though they will not sacrifice their lives willingly.

Combat. The demons don't allow the characters to advance any further and strike out at them with their Grasping Spout attack. The demons fight to the death without fear but if magically compelled, provide the following:

- The Cauldron of Sapphire is more than the beautiful caldera of blue magma below. Worked into the side of a volcano, the once natural tunnels were shaped into a temple by Ubtao or his followers long, long ago.
- Dagon reaches into this world, his sibirex creationists creating and contorting all manner of beasts with the power of the Cauldron of Sapphire.
- These demons know nothing about the atropal.
- Entry can be gained by the front gate, set into the side of the volcanic cauldron and protected by the abyssal dragon, Doz'gurid.
- There are other, less dangerous entrances, through vents of superheated water.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Weak or Very Weak:** Remove a **nalfeshnee**
- **Strong:** Add a **nalfeshnee**
- **Very Strong:** Add two **nalfeshnee**

TREASURE

Each demon carries a shark skin satchel containing chunks of polished coral worth 3,000 gp (max 15,000 gp).

PART 2. THE BLUE CALDERA

Estimated Duration: 60 minutes

Travelling further down into the rift leads to the blue caldera. This caldera is bathed in a sapphire blue light emanating from burning sulfur and sulfur laden magma. The caldera spans nearly three miles across, and discharges lava from a dozen volcanoes. The massive rupture of the volcanic edifice produces pumice rock, ash, lava domes, volcanic obsidian, pools of molten sulfur, and seafloor lava flows.

Despite the seemingly inhospitable environment marine life adapted to this deep, hot seascape can be seen. The fauna has been driven mad by Dagon's proximity and act in violent, crazed ways.

GENERAL FEATURES

The caldera has the following general features.

Terrain. Ponds of molten sulfur dot the calderas surface, smoker chimneys spew super-heated black or white "smoke" into the sea, seafloor lava flows are everywhere.

Weather. The water here is hot and would boil save for the immense pressure, exceeding the critical pressure of water as such it can no longer boil. Clouds of sulfuric acid float about the caldera.

Light. Burning acid and magma produces dim, blue light.

Smells and Sounds. The overwhelming smell of sulfur. A maddening song of deep whistles and clicks reverberates throughout the caldera.

HAZARDS OF THE CALDERA

The caldera features these environmental hazards, the DM should be mindful of **Madness of Dagon** as it requires tracking how long the characters have been exploring

Madness of Dagon. If a humanoid spends at least 1 hour within 1 mile of the Blue Caldera, that creature must succeed on a DC 23 Wisdom saving throw or descend into madness, determined by the Madness of Dagon table (see the Dagon stat block). A creature that succeeds on this saving throw can't be affected by this effect again for 24 hours.

Scalding Water. A creature who enters or starts its turn in scalding sulfuric waters takes 11 (2d10) acid damage.

Sulfuric Clouds. A handful of 20- to 60-foot-radius spheres of yellow, murky, nauseating water float about the caldera, heavily obscuring their area. Creatures that enter the cloud or start their turn within one must succeed on a DC 18 Constitution saving throw or take 21 (6d6) poison damage and be poisoned. While poisoned in this way, the creature is incapacitated, and spends its turn vomiting.

Sulfuric Magma Flows. Rivers of magma flow about the caldera. A character entering a flow must make a DC 18 Constitution saving throw. On a failed save the creature takes 35 (10d6) fire damage and 35 (10d6) acid damage or half on a successful saving throw. If using a map, place several flows across the battlefield.

Sulfuric Magma Vent. Vents of sulfuric magma randomly erupt, shooting magma up to 100 feet above the surface of the caldera. A character above such a vent must make a DC 18 Dexterity saving throw or take 21 (6d6) fire damage and 21 (6d6) acid damage or half on a successful saving throw.

GLABREZU PATROLS

A group of three **glabrezus** prowl the caldera, looking for those who would put a stop to Dagon's plans. The demons are named Garomaun, Vogoch, and Trolvinor. The demons know the same information as the nalfeshnees in the Corruption section above. The glabrezus have the ability to breathe water as well as air.

Like the nalfeshnees in the Fathomless Rift, the glabrezus can be bribed in to escorting the party to the abyssal dragon.

NOTE: This does not count as a combat encounter as it's too easy for characters of the required level. However, if the characters should convince the demons to escort them, said demons would easily consider betraying the party while they fight the dragon.

THE VOLCANIC GATE

In the center of the blue caldera a volcano constantly erupts and is coated with sulfuric blue lava. This is the gateway to the Cauldron of Sapphire, a magically protected gate stands on the side of the submarine volcano, free of the ever-flowing magma of the cauldron.

The gate is guarded by **Doz'Gurid, an abyssal red dragon** and two **glabrezus**. With the gate's magical seal broken, Doz'Gurid is the only thing in the way of the characters entering the Cauldron of Sapphire.

ROLEPLAYING DOZ'GURID

An **abyssal red dragon** guards the gate, brought to the caldera by Dagon and driven mad by the proximity to the obyrith's reality rending power.. He seeks only to destroy and feast on anything that comes near. Doz'gurid's skin is rocky and matches the sediment covered seafloor. Traces of blue sulfuric flame cover his body, and glow from between his rocky scales.

Quote: "I am the Blue Flame! The Unquenchable Evil!"

A successful DC 18 Wisdom (Insight) check reveals that Doz'gurid is quite mad and isn't acting of his own accord. A DC 20 Intelligence (Arcana) check reveals that he's under the influence of a *geas*.

If the characters controlled or convinced the nalfeshnees or glabrezus to help them get into the Cauldron they must still convince Doz'gurid if they are to pass peacefully. A successful DC 30 Charisma (Deception) check convinces Doz'gurid to let them pass—though he takes 5d10 psychic damage in so doing. If the nalfeshnees or glabrezus are with the characters, this check is made with advantage.

As with the elemental, Doz'gurid can be cured of his madness with a *greater restoration* or the like. If the *geas* is removed, he avoids the characters if given the chance and may be convinced to help to exact his revenge against Dagon. Doz'gurid can help rip open the gate to the Cauldron if properly motivated, but he will not engage Dagon in combat.

Doz'gurid knows little of Dagon's motivations or plans, only that he wishes to usher in the destruction of Faerûn with the Cauldron of Sapphire.

Doz'Gurid. This **ancient red dragon** has a swim speed of 90 ft. In addition to his normal immunities, he is immune to acid, cold, and poison damage, and the poisoned condition. He has the ability to breathe both water and air, and his breath weapon is replaced with the following:

Sulfuric Breath (Recharge 5–6). The dragon exhales blue molten sulfur in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 32 (9d6) fire damage and 32 (9d6) acid damage on a failed save, or half as much damage on a successful one.

In addition, his Wing Attack legendary action is replaced with the following:

Acidic Retreat (Costs 2 Actions). The dragon shakes its body, emitting a cloud of sulfuric acid. Each creature within 30 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 21 (6d6) acid damage and be knocked prone. The dragon then swims up to half its swim speed.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this **MEDIUM** encounter, according to your group. These are not cumulative.

- **Weak or Very Weak:** Remove two glabrezus
- **Strong:** Add a glabrezu
- **Very Strong:** Replace a glabrezu with a nalfeshnee

TREASURE

Doz'gurid's lair is in a smaller caldera near the center of the blue caldera. It contains 15,000 gp worth of gems, gold, and platinum, and quiver containing twelve +2 arrows.

XP AWARDS

If they cure Doz'gurid of his madness **and** *geas* award earn character 3,000 XP.

THERMAL VENTS

The glabrezus or nalfeshnees can be convinced or compelled to show the characters several thermal vents that lead into the complex of the Cauldron of Sapphire. The vents are 8-feet in diameter, and erratically push out super-heated water and caustic sulfuric acid. Travel through the vents necessitates successful group skill checks to navigate the tunnels and resist the punishing environment.

Navigate. A successful DC 20 Wisdom (Survival) **group** check is required to navigate the windy tunnels. Failure indicates that the group got lost and takes more time to find their way back, resulting in the sibriex learning that the party is approaching. Note this for the next part of the adventure.

Surge. A surge of water threatens to flush the party members back the way they came. A successful DC 20 Strength (Athletics) **group** check is required to hold on and not lose ground. A failure in the group check results in the party being pushed back and taking longer to find their way through the dark tunnels while struggling against the surge. Each party member receives a level of exhaustion.

DEVELOPMENT

Traveling through the vents leads to **C. Ubtao's Rest** in Part 3. The Cauldron of Sapphire, below.

PART 3. THE CAULDRON OF SAPPHIRE

Estimated Duration: 60-120 minutes

Once the party defeats or bypasses Doz'Gurid or sneaks through the thermal vents they enter the Cauldron of Sapphire caves.

This cave complex, created by Ubtao in time immemorial was instrumental in creating the protectors of Chult, the dinosaurs, as well as several unsuccessful creations.

GENERAL FEATURES

The Cauldron of Sapphire has the following general features.

Terrain. The entire area consists smooth volcanic glass.

Weather. Once inside the cave complex the super-heated water of the caldera is held at bay with magic and the inside of the caves are comfortable and dry.

Light. An unseen omnidirectional light source provides bright light throughout the cave complex.

Smells and Sounds. The sweet smell of pure water. An off-putting low rumbling sound can be heard.

The cavern complex is magical in nature and prevents the use of teleportation magic into or out of the complex except for the volcanic gate. Each room is connected to each other room magically, allowing an intelligent mind to navigate the complex. An intelligent but otherwise ignorant creature can navigate the complex in a physical manner, moving from room to room in a linear fashion.

When an intelligent creature moves from room to room they may make an Intelligence (Arcana) check. A successful DC 18 check reveals this aspect of the complex and the character may move to any room they wish thereafter.

A. MUSEUM OF CREATION

This massive room is 1,000 feet across. It houses a sample of every creature Ubtao has created each held in stasis—thousands of creatures, big and small young and old. Not only mundane beasts, but plants and plant-like creatures as well.

These creatures are alive, but in a magical stasis. Clever thinking could animate them or have other uses for them with the DM's agreement.

B. CALAMITIES OF CREATION

This room is equally as cavernous as the room before at 1,000 feet across. Whatever it was before, the sibriex has mutated it into a mockery of the natural world. Where the Museum of Creation celebrates life, this room warns of the cost and suffering of creation unchecked.

An dizzying array of creatures populates this room, the makeup, proportions, and physiology of these calamities is difficult to comprehend for mortal minds. When a mortal creature sees the calamities in this room they must succeed on a DC 20 Wisdom saving throw or take 35 (10d6) psychic damage. A creature that succeeds on this saving throw can't be affected by the effect for 24 hours.

C. UBTAO'S REST

These caverns are made up of smaller caves with thermal baths and lavish rooms that seem beneath a being of Ubtao's desires. Empty platters on long tables are instantly filled with any type of food when touched, and elemental servants wait on all who come here. These servants have been corrupted by years of exposure to Dagon and thus have a warped sense of duty. They will encourage the party to rest and eat. Should the party accept, make a DC 18 Passive Insight check for each character. If the majority fail, they spend the next hour lost in revelry before realizing what happened. No, this does not count as a short rest.

If the characters entered via the thermal vents in Part 2 they do so in a thermal pond in this area.

D. CAVE OF LIFE

This cave is where Ubtao tested his creations. The master of this cave can instantly transform the size and environment of this cave to be whatever they wish it to be.

The walls appear to be made of slimy mud and worms, of all sizes bore through the walls, crawl along the ceiling, and make the floor seem alive. A horrid, nigh indescribable failure of life covered in oozing sacks of feculent flesh, dappled with too many arms at unnatural angles, floats in the middle of the room. Two eel-like demons, mutated nalfeshnees, stand beside the floating affront to reality. As your eyes adjust, you make out more details of the floating sack of flesh. It is a bulbous, amorphous creature with talons and hair pointing in all directions that glares at you with malevolent, intelligent eyes. The creature disgorges puss and ichor from unseen orifices as its chain wrapped body floats gently a few feet off the ground. It speaks in the guttural Abyssal language, but you understand it clearly within your mind.

Currently Xuzgaal (a **sibriex**) and two **nalfeshnees** (Ezgerun and Malmozoth) are here overlooking the failed remains of one of their creations.

Xuzgaal is the master of the room and has created it in the image of his master's domain.

ROLEPLAYING XUZGAAL

Xuzgaal is possibly one of the most intelligent creatures in the multi-verse and it knows it. Little effects the demon's countenance when in discussion, save the possibility of knowledge unknown, which angers him. It's demanding and headstrong and uses every advantage it can in a situation.

His ichor and puss emit a horrid stench, which Xuzgaal is self-conscious about.

Quote: "Uh, I don't smell anything..."

Contesting the Cave. The master of the cave is immune to the damaging effects of the room. Until the current master of the cave dies or is sent to another plane of existence, no one else may control the cave. To determine the ownership of the cave after the death or banishment of the old master each contestant must make a contested Intelligence, Wisdom, or Charisma saving throw. Whoever has the highest saves wins control of the cave and can immediately change the room to their desires. If a creature has taken damage during the same round as the saving throw, they make the saving throw at disadvantage.

DEVELOPMENT

The **sibriex** is interested in what knowledge the party has and is willing to treat with them.

The sibriex is using the atropal remnant to create twisted creations in the Cauldron of Creation (see below). He cares little for Dagon's plan for the atropal but isn't ready to give it up yet. Under no circumstances does Xuzgaal hand over the atropal remnant, but it could be convinced to let the party leave peacefully with some great exchange of knowledge.

Should the confrontation turn violent the sibriex uses its immense intelligence to battle the characters targeting spellcasters or the largest threat first.

As the master of the room Xuzgaal can change the environment to anything he desires. Knowing the characters are land based and need to breathe he then alters the room to be filled with caustic super-heated water (with the same properties as the blue caldera) and impossibly large. He then attempts to cast *dispel magic* on the characters spells protecting them or allowing them to breath.

As soon as he alters the room all other beings in the room become aware of the powers of the master of the Cave of Life and can contest the current master for control.

After altering the cave Xuzgaal returns to the Cauldron of Creation to gather the atropal. He then leaves to the Museum of Creation and then into the Caldera where Dagon reaches through reality to return Xuzgaal to Dagon's domain in the Shadowsea layer of the Abyss via a *gate* spell. If time is short Dagon does not gate its minion, allowing a final battle in the caldera.

E. CAULDRON OF CREATION

This is cave is where Ubtao created his masterpieces of life, where he birthed them from the Cauldron of Sapphire.

A still pool of glowing sapphire colored liquid dominates this room. A floating black mass disturbs the peaceful state of the cauldron...the atropal remnant.

If Xuzgaal escaped and already came there, the atropal is no longer here. If the sibriex was killed before he could get the atropal out it is still here.

The Atropal. The atropal can be transferred to the opal pendant for safe keeping by touching the pendant to the atropal.

The Cauldron. Any creature that touches the sapphire liquid must make a DC 25 Constitution saving throw. On a successful save, the creature is immune to the effects of the cauldron for 24 hours. On a failed saving throw the target is poisoned and gains a level of exhaustion. In addition, it gains a random mutation, as determined by rolling on the following Cauldron of Creation table. Repeated use of the Cauldron does not confer more mutations, instead each failed save after the first causes one additional level of exhaustion. A wish or greater restoration spell reverses the cauldron's effects, otherwise they are permanent. .

CAULDRON OF CREATION

d10	Effect
1	Wings: The creature gains leathery wings that grant a flying speed of 30 feet and -2 to Dexterity due to their clumsiness
2	Tail: The creature grows a tail that can be used as a non-magical whip (per the PHB).
3	Hollow Bones: The creature gains vulnerability to bludgeoning damage.
4	Scales: The creature gains a +1 bonus to AC and a -1 to Charisma
5	Horns: The creature grows horns that deal 1d8 non-magical piercing damage and a -1 to Charisma.

- 6 **Enlarged Eyes:** The creature can see normally in normal and magical darkness to 120 feet but suffers from sunlight sensitivity
- 7 **Long Legs:** The creature's speed is increased by 10 feet and they suffer a -1 to Dexterity.
- 8 **Gills:** The creature can breathe under water.
- 9 **Misshapen Legs:** The creature's speed is reduced by 10 feet and they gain a +1 to Constitution.
- 10 **Claws:** The creature grows claws that deal 1d6 non magical slashing damage.

FACTION ASSIGNMENT (EMERALD ENCLAVE)

Characters that are pursuing this faction assignment satisfy its requirements if anyone in the party touches the sapphire liquid within (regardless of whether or not they fail the saving throw to avoid its effects).

DEVELOPMENT

If time is short the battle with Xuzgaal can be the end of this adventure with a final battle in the caldera if possible. However, the adventure is intended to have time available with one of two things happening at the end.

Xuzgaal Escapes. Dagon gates him back to the Shadowsea. If this happens a manifestation of Ubtao erupts from the floor as a massive megalodon. The enormous beast barrel rolls upwards, smashing in to the ceiling and leaving a pile of rubble in its wake. Standing defiantly atop the rubble is a stone staff radiating power. The voice of Ubtao booms in the party's collective minds to pursue this abomination. The staff is a *staff of the magi* and is imbued with a one-time ability to gate the party to the Shadowsea (and home). Ubtao makes this known, in visions, to the wielder. There the party faces a manifestation of, Dagon, in its own domain, for possession of the atropal.

Dagon Arrives. If, however, the party got the atropal, an aspect of Dagon appears via a *gate* in the blue caldera, just as the party is leaving the volcanic gate. Ubtao similarly manifests and offer the staff (without the gate ability). To make it more dramatic. Dagon can come with a hoard of nalfeshnees, Ubtao answers this by animating the museum of creation to aid the characters. Remember to use the Hazards from the Blue Caldera.

The aspect of Dagon is a **kraken** with but with the fiend (demon) subtype and the following modifications: He is immune to acid and cold damage, and the charmed condition. He has the following traits:

Legendary Resistance (3/day). If Dagon fails a saving throw, he can choose to succeed instead.

Innate Spellcasting. Dagon's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). Dagon can innately cast the following spells, requiring no material components:

At will: *dispel magic*, *fly*
 3/day each: *dispel magic* (8th level), *horrid wilting*,
symbol of insanity, *counterspell*
 1/day each: *feeblemind*, *gate*

He also has the following action:

Doomsong (1/day). Dagon sings a reverberating song of death. All creatures that can hear within 120 feet of it must succeed on a DC 18 Wisdom saving throw against this magic or be charmed until a successful saving throw is rolled at the end of each of its turns. The charmed target is compelled only to approach Dagon regardless of any intervening hazardous environments. If the target's saving throw is successful, the target is immune to the Dagon's Doomsong for the next 24 hours.

He has the following additional legendary action:

Doomsong (Costs 2 Actions). Dagon uses Doomsong.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Weak or Very Weak:** Reduce Dagon's hit points to 472
- **Very Strong:** add a *nalfeshnee*

MADNESS OF DAGON

d100	Flaws (lasts until cured)
01-20	"I'm deathly afraid of the water."
21-40	"The sounds of the sea fill me with dread."
41-60	"Ships offer no protection against the sea."
61-80	"I hear stories of my death in every song."
81-00	"A thing of nightmares watches me always!"

TREASURE

Ubtao offers the bounty of the sea in the form of 15,000 gp worth of valuable gems as well as the *staff of the magi*.

CONCLUSION

The characters, now in possession of the atropal remnant, have prevented the followers of Dendar

and Dagon from using it for their nefarious purposes.

REWARDS

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

EXPERIENCE (Min/Max XP: 20,250/27,000 ea.)

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

COMBAT AWARDS

Name of Foe	XP Per Foe
Ancient water elemental (Olhydra)	18,000
Nalfeshnee	10,000
Glabrezu	5,000
Doz'gurid (ancient red dragon)	25,000
Xuzgaal (sibriex)	20,000
Dagon (kraken)	50,000

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Cure the elemental of madness	4,000
Cure Doz'gurid of madness	3,000

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Sunken ship's hold	3,000
Nalfeshnee's coins and gems	15,000 ea.
Doz'gurid	15,000
Ubtao's offer of thanks	15,000

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

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

STAFF OF THE MAGI

Staff, legendary (requires attunement by a sorcerer, warlock, or wizard)

Hewn from the bedrock of Chult itself, this mighty stone staff offers tremendous magical power—and all it asks is that you honor Ubtao in the process. Though it is crafted of stone, the staff is surprisingly light and easy to use. This item is described in **Player Handout 2**.

SCROLL OF GREATER RESTORATION

Scroll, very rare

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

ARROWS +2 (12)

Weapon (arrow), rare

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

STORY AWARDS

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

Atropal in a Cage. You have a portion of an atropal safely stored in a opal amulet. This story award is found in **Player Handout 1**.

CHARACTER REWARDS

In exchange for completing this adventure, each character earns downtime and renown as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Members of Emerald Enclave that learn the secrets of the Cauldron of Sapphire's powers of creation earn **one additional renown point**.

Members of the Lords' Alliance (rank 2 or higher) that successfully use the *sphere of pure water* to cure the elemental of its madness earn **one additional renown point** and mark the completion of a secret mission on their adventure logsheet.

DM REWARD

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

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Dagon (DAY-gon). The Prince of the Darkened Depths. Dagon is an ur-demon with fathomless desires testing his return to Faerûn. Dagon is an obyrith, a demon like creature whose kind created the demons of the abyss.

Xuzgaal (SHOOZ-gahl). Xuzgaal is a demonic sibriex servitor of Dagon. He plunders the Cauldron of Sapphire for its secrets of creation and delights in the twisted creatures he creates.

APPENDIX. MONSTER/NPC STATISTICS

ANCIENT WATER ELEMENTAL (OLHYDRA)

Gargantuan demon, neutral evil

Armor Class 18 (natural armor)

Hit Points 324 (24d12 + 168)

Speed 50ft, swim100ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	22 (+6)	24 (+7)	17 (+3)	18 (+4)	23 (+6)

Saving Throws Str +11, Con +13, Wis + 10

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

Damage Immunities acid, cold, poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 120 ft., passive Perception 14

Languages Aquan

Challenge 18 (20,000 XP)

Empowered Attacks. The elemental's slam attacks are treated as magical for the purpose of bypassing resistance and immunity to nonmagical weapons.

Innate Spellcasting. The elemental's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *wall of ice*

3/day: *ice storm*

1/day: *storm of vengeance*

Legendary Resistance (3/day). If the elemental fails a saving throw, it can choose to succeed instead.

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

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

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes two slam attacks or two water jet attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage, and the target is grappled (escape DC 19). The elemental

can grapple up to four targets. When the elemental moves, all creatures it is grappling move with it.

Water Jet. *Ranged Weapon Attack:* +12 to hit, range 120 ft., one target. *Hit:* 21 (6d6) bludgeoning damage, and the target is knocked prone if it fails a DC 19 Strength saving throw.

Summon Elementals (1/day). The elemental summons up to three water elementals and loses 30 hit points for each elemental it summons. Summoned elementals have maximum hit points, appear within 100 feet of the elemental, and disappear if the elemental is reduced to 0 hit points.

LEGENDARY ACTIONS

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

Crush. One creature that the elemental is grappling is crushed for 21 (3d10 + 5) bludgeoning damage.

Fling (Costs 2 Actions). The elemental releases one creature it is grappling by flinging the creature up to 60 feet away from it, in a direction of its choice. If the flung creature comes in contact with a solid surface, such as a wall or floor, the creature takes 1d6 bludgeoning damage for every 10 feet it was flung.

Water to Acid (Costs 3 Actions). The elemental transforms its watery body into acid. This effect lasts until the elemental's next turn. Any creature that comes into contact with the elemental or hits it with a melee attack while standing within 5 feet of it takes 11 (2d10) acid damage. Any creature grappled by the elemental takes 22 (4d10) acid damage at the start of its turn.

GLABREZU

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

Saving Throws Str +9, Con +9, Wis +7, Cha +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120ft., passive Perception 13

Languages Abyssal, telepathy 120ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The glabrezu's spellcasting ability is Intelligence (spell save DC 16). The glabrezu can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*

1/day each: *confusion*, *fly*, *power word stun*

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

ACTIONS

Multiattack. The glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one spell.

Pincer. *Melee Weapon Attack:* +9 to hit, reach 10ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The glabrezu has two pincers, each of which can grapple only one target.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

ANCIENT RED DRAGON

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40ft., climb 40ft., fly 80ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Skills Perception +16, Stealth +7

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 24 (36,500 XP)

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

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15ft., one target. Hit: 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened 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 dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

DAGON (KRAKEN)

Gargantuan monstrosity, chaotic evil

Armor Class 22 (natural armor)

Hit Points 630 (35d20 + 245)

Speed 30ft, swim 90ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	22 (+6)	18 (+4)	20 (+5)

Saving Throws Str +18, Dex +8, Con +15, Int +14, Wis +12

Damage Immunities Lightning, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities frightened, paralyzed

Senses Truesight 120 ft., Passive Perception 14

Languages understands Abyssal, Celestial, Infernal, Primordial, but can't speak, Telepathy 120 ft.

Challenge 23 (50,000 XP)

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

Amphibious. Dagon can breathe air and water.

Freedom of Movement. Dagon ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Siege Monster. Dagon deals double damage to objects and structures.

ACTIONS

Multiattack. Dagon makes three tentacle attacks, each of which it can replace with one use of Fling.

Bite. Melee Weapon Attack: +17 to hit, reach 5 ft., one target. **Hit:** 23 (3d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by Dagon, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Dagon, and it takes 42 (12d6) acid damage at the start of each of the Dagon's turns.

If Dagon takes 50 damage or more on a single turn from a creature inside it, Dagon must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If Dagon dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tentacle. Melee Weapon Attack: +17 to hit, reach 30 ft., one target. **Hit:** 20 (3d6 + 10) bludgeoning damage

and 21 (4d6 + 7) poison damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. Dagon has ten tentacles, each of which can grapple one target.

Fling. One Large or smaller object held, or creature grappled by Dagon is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

LEGENDARY ACTIONS

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

Tentacle Attack or Fling. The kraken makes one tentacle attack or uses its Fling.

Lightning Storm (Costs 2 Actions). Dagon uses Lightning Storm.

Ink Cloud (Costs 3 Actions). While underwater, Dagon expels an ink cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than Dagon. Each creature other than Dagon that ends its turn there must succeed on a DC 23 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of Dagon's next turn.

XUZGAAL (SIBRIEX)

Huge fiend, neutral evil

Armor Class 19 (natural armor)

Hit Points 150 (12d12+72)

Speed 0ft, fly 20ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	3 (-4)	23 (+6)	25 (+7)	24 (+7)	25 (+7)

Saving Throws Int +13, Cha + 13

Skills Arcana +13, History +13, Perception +13

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 18 (20,000 XP)

Contamination. The sibriex emits an aura of corruption 30 feet in every direction. Plants that aren't creatures wither in the aura, and the ground is difficult terrain for other creatures. Any creature that starts its turn in the aura must succeed on a DC 20 Constitution saving throw or take 14 (4d6) poison damage. A creature that succeeds on the save is immune to this sibriex's Contamination for 24 hours.

Innate Spellcasting. The elemental's spellcasting ability is Charisma (spell save DC 21). It can innately cast the following spells, requiring no material components:

At will: *charm person, command, dispel magic, hold monster*

3/day: *feeblemind*

Legendary Resistance (3/day). If the sibriex fails a saving throw, it can choose to succeed instead.

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

ACTIONS

Multiattack. The sibriex uses Squirt Bile once and makes three attacks using its chain, bite or both.

Chain. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 20 (2d12+7) piercing damage.

Bite. *Ranged Weapon Attack* *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) piercing damage plus 9 (2d8) acid damage.

Squirt Bile. The sibriex targets one creature it can see within 120 feet of it. The target must succeed on a DC 20 Dexterity saving throw or take 35 (10d6) acid damage.

Warp Creature. The sibriex targets up to three creatures it can see within 120 feet of it. Each target must make a DC 20 Constitution saving throw. On a successful save, a creature becomes immune to this sibriex's Warp Creature. On a **failed** save, the target is poisoned, which causes it to gain 1 level of exhaustion. While poisoned in this way, the target must repeat the saving throw at the start of each of its turns. Three successful saves against the poison end it, and ending the poison removes any levels of exhaustion caused by it. Each failed save causes the target to suffer another level of exhaustion. Once the target reaches 6 levels of exhaustion, it dies and instantly transforms into a living abyssal wretch under the sibriex's control. The transformation of the body can only be undone by a *wish* spell.

LEGENDARY ACTIONS

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

Cast a Spell. The sibriex casts a spell.

Spray Bile. The sibriex uses Squirt Bile.

Warp (Costs 2 Actions). The sibriex uses Warp Creature.

PLAYER HANDOUT 1. STORY AWARD

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

ATROPAL IN A CAGE

You have a portion of an atropal safely stored in an opal amulet.

PLAYER HANDOUT 2. MAGIC ITEM

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

STAFF OF THE MAGI

Staff, legendary (requires attunement by a sorcerer, warlock, or wizard)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While you hold it, you gain a +2 bonus to spell attack rolls.

The staff has 50 charges for the following properties. It regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the staff regains 1d12 + 1 charges.

Spell Absorption. While holding the staff, you have advantage on saving throws against spells. In addition, you can use your reaction when another creature casts a spell that targets only you. If you do, the staff absorbs the magic of the spell, canceling its effect and gaining a number of charges equal to the absorbed spell's level. However, if doing so brings the staff's total number of charges above 50, the staff explodes as if you activated its retributive strike (see below).

Spells. While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *conjure elemental* (7 charges), *dispel magic* (3 charges), *fireball* (7th-level version, 7 charges), *flaming sphere* (2 charges), *ice storm* (4 charges), *invisibility* (2 charges), *knock* (2 charges), *lightning bolt* (7th-level version, 7 charges), *passwall* (5 charges), *plane shift* (7 charges), *telekinesis* (5 charges), *wall of fire* (4 charges), or *web* (2 charges).

You can also use an action to cast one of the following spells from the staff without using any charges: *arcane lock*, *detect magic*, *enlarge/reduce*, *light*, *mage hand*, or *protection from evil and good*.

Retributive Strike. You can use an action to break the staff over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it.

You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take force damage equal to 16 × the number of charges in the staff. Every other creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature

takes an amount of damage based on how far away it is from the point of origin, as shown in the following table. On a successful save, a creature takes half as much damage.

Distance	Damage
< 10 ft.	8 x the number of charges in the staff
11 to 20 ft.	6 x the number of charges in the staff
21 to 30 ft.	4 x the number of charges in the staff

Hewn from the bedrock of Chult itself, this mighty stone staff offers tremendous magical power - and all it asks is that you honor Ubtao in the process. This item can be found in the *Dungeon Master's Guide*.

PLAYER HANDOUT 3. LORD'S ALLIANCE SECRET MISSION

An ancient water elemental has peacefully resided in the Fathomless Rift for eons, but for some reason it has been attacking cargo ships passing through the area. Witnesses indicate that it appears to have been driven mad by some unknown force. You must spare this poor, deranged creature and attempt to cure it of whatever ailment troubles its mind.

You shall be given a sphere of pure water encased in crystal, which should cleanse its psyche.

Using the Sphere. If activated by a character as an action, the *sphere* bathes the area in a pale blue light until the character's next turn. The character activating the *sphere* must concentrate to keep the *sphere* illuminated. If the *sphere's* illumination is maintained for three consecutive rounds, the madness gripping the elemental is cured, and the creature stops attacking. If the light is extinguished, the characters must start the process anew. While consumed with madness, the light causes the elemental pain, and it focuses its attacks on whoever carries the *sphere*.