



THE ALLURE OF POISON

The allure of poison is a Dungeons & Dragons adventure designed for a group of four or five players of 5th-level characters. This adventure is designed to be dropped in any Dungeons & Dragons setting. The adventure should take 2-3 hours to complete.

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TABLE OF CONTENTS

Section	Page
Background and Synopsis	3
Calm like pond water / Beginning	4
Navo's Home	5
The Bath house, level 1	9
The Bath house, level 2	12
Final Development	15
Appendix - Stat blocks	16

PLACING THE ADVENTURE

This adventure is best used in between other adventures. It can substitute for downtime or provide additional challenge while the party is on the road to their next destination.

The adventure takes place at any road outside of a town or village. Navo lives a solitary life and the isolation of his home should reflect this.

The adventure mildly refers to Sharess, a deity from the forgotten realms. In case your setting's pantheon doesn't include Sharess, feel free to change some details in the adventure.

BACKGROUND

- Navo Purebrew is a master distiller who recently discovered a new way of producing a strong alcoholic beverage, a kind of spirits, called Wassetian Strong. For this procedure he needs the magical thermal waters beneath his house. Two water weards help him guard these waters. Navo has the privilege of calling a water Genie, named Wassetu the Pure, his friend. The elementals were provided by Wassetu under the condition Navo will continue to produce the highest quality spirits bearing the marid's name.
- The two water weards in Navo's basement accidentally mixed their elemental water with the magical spirits Navo produced. This drove the weards insane and drunk with the need of replacing all of their elemental water with the spirits
- Navo's basement with the barrels of spirits is kept cool with an evocation rune that produces cold. This rune was disrupted by the water weards, now it chills the room to arctic temperatures. This extreme cold and the magical energies lured some ice mephits from the elemental plane. Now the mephits and the elementals live in symbiosis, as long as the storage room stays cold.
- Unable to come to terms with the water weards, Navo was forced out of his home by the water elemental, ice mephits and a few Kuo-toa that serve the two water weards.
- Now the weards want to absorb every single barrel of spirits that is to be found in the basement.

SYNOPSIS

- Navo is a Calishite human in his late years. His head is completely bald but he sports a fancy looking white beard with a twirled mustache. Navo speaks in a somewhat posh manner and likes to keep things simple. He likes to keep his own secrets.
- Navo is waiting outside until someone capable comes his way. He only had time to bring along a bottle of Wassetian strong, which he finishes when the party comes his way, and his bow, because in the worst case he is ready to set the whole house on fire with a flaming arrow.
- The party meets Navo Purebrew watching his house from a safe distance. He is reluctant to inform the party where he got the elementals from.
- Another adventuring group offered their aid to Navo, but they entered the house more than an hour ago. Navo fears they might be already dead.
- The party is asked to do the following things:
 - retrieve an ornamented golden lamp
 - slay any elementals they meet, especially Fluvis and Hasnia; the two water weards in the basement.
 - save the survivors from the previous party, if any.
- The previous party consists of a cleric named Liz Lightspire, a rogue named Ranel Stormsilver and a fighter named Alamun Roseguard.

A WORD TO THE DM

This adventure can be run with minimal preparation but reading through the whole document is strongly advised before running the game.

Creatures mentioned in this adventure are written in **bold** and can be found in the Monster Manual. Some of them are also clickable and are in the appendix of this document for convenience

Magic items are written in *Italic* and can be found in the Player's handbook or Dungeon master's guide.

CALM LIKE POND WATER

The adventure begins when the party spots **Navo Purebrew (NG male Calishite noble)** on the side of the road they are travelling on.

Read the boxed text below when you're ready to start, or feel free to begin the adventure with your own introduction. Navo is slightly tipsy from the spirits he's been drinking, so perform his introduction adequately.

As you tread along the road to your next destination of choice, the otherwise boring journey is interrupted by a curious scene. Ahead of you, just a stone's throw away, sits a figure on an old wooden bench in a seemingly uncomfortable position. It's a brown skinned man clutching a curiously labelled bottle in his left hand, from which he takes regular sips, and a bow in his right hand. Once you walk closer, it seems like his eyes are fixated on a house not far from him. After a short while the man turns his head in your direction. With a clumsy hand gesture he beckons you to come closer.

WHAT NAVO KNOWS

Navo is holding a bottle of *Wassetian Strong*, his iconic alcoholic beverage. Navo is slightly intoxicated from the spirits. He was forced out of his own home by ice mephits and the water elemental who turned against him on command of the water weirds, Fluvis and Hasnia.

Navo acquired the elemental creatures through an agreement with a marid, a water genie, called Wassetu the pure. Wassetu originally planned on kidnapping Navo so he could brew fantastic beverages for the genie, but later decided Navo was more useful to him if the human spread word of his excellency, the genie, through naming his drink after him. For this task, he was given two water weirds who help him in the distilling process.

After a recent accident with a barrel of spiritss, the water weirds fused with the beverage and went mad. Now all they crave is more Wassetian strong so they can fuse all of their elemental water with it.

Navo keeps the recipe only in his head and he would rather die than to share it.



WHAT NAVO SHARES

Navo is very secretive about his connections with the water genie. He only tells them the following information:

- There are two “water monsters” in his basement and a few other “ice demons” running about in his house. The basement can be accessed via a trap door in a stone building next to his house. The elementals must be slain. If asked about their origin, Navo tells them they “just appeared”. If pressed, a succesful DC 15 Charisma (Persuasion) check can convince him to tell them they were a “gift from a powerful friend”. He is only willing to tell them more after they give him the lamp.
- Navo alredy gave his keys from the basement to previous adventurers, but he has a spare in his bedroom in a glass container with a centipede inside. This centipede is Navo's pet, Franz. It's aquarium contains the key to the basement. He asks them to get the key from the centipede without hurting him.
- In his bathroom is an empty ornamental lamp on a shelf, bring it back at all costs. They can keep anything else they find in the house as payment for their work.
- Another party of adventurers went in more than an hour ago. Navo believes they all died, but urges the party to look for them nonetheless. If the party is not able to come out in less than an hour, Navo will assume they all died and will set his own house on fire moonshine-drenched flaming arrows. Navo is open to alternative ideas, but this is his last resort.

Navo's one hour ultimatum should ensure that the players keep going forward and prevents long rests between encounters. Feel free to leave it out if you want to give your players more time to explore.

NAVO'S HOME

Navo built his home next to a crumbling, abandoned chapel (9) dedicated to Sharess, deity of hedonism, festhalls and sensual fulfillment. His house is impressive and the chapel is now restored to it's full glory. True to Sharess's portfolio, this chapel is actually the main entrance to an underground bath house system, where her worshippers pursued the pleasures of life.

Now the chapel serves as a workshop and also a place of worship for Navo. The baths underneath the chapel serve as storage areas, fermenting and distilling stations and home to the elementals. Nevertheless Navo renovated the bath house out of respect for the deity.

All locations mentioned in this part of the adventure are keyed to **MAP 1** on page 6.

GENERAL FEATURES

The house is elevated on a wooden base with slim brick walls. Low wooden fence encircles the back yard where the chapel is located.

Ceilings. Each room is 10 feet high with flat ceilings. The chapel's interior is 15 feet high with a cupola.

Doors. All doors are made of wood with iron handles, hinges, and built-in locks and are unlocked unless the text states otherwise.

Light. Each room is lit with wall mounted ornamented oil lamps that need to be refilled every few hours. Each room contains 2 lamps and each is worth 3 gp.

Floors. Each room in the house has wooden floors covered with carpets. The chapel's floor is roughly-hewn cobblestone.

1. FRONT YARD

A dirt road leads from Navo's bench to the main entrance. There is nothing unusual out here, but the window has soft frost on the inside. The door handle is uncomfortably cold, but not dangerous. Peeking inside through the window or the door to see area 2 is possible.

Slightly to the east from the main entrance, about 30 feet, starts the small wooden fence that surrounds the backyard. Getting to the fence requires someone to remove the thicked that covers the area outside of the fence. This thicked also grants advantage on stealth rolls if used to hide in. Once close to the fence, the backyard (8) is visible.

As you approach the house a cold breeze touches your skin. You see the main entrance, a slightly elevated wooden base with a little empty terrace. Looking around, you spot a backyard with a low wooden fence around it hidden behind a thicket. You also see a small building further in the yard with a different architecture to the main house.

2. GUEST ROOM

The east part of this room is the entrance area, adorned with the pelt of a huge bear. The west part is where the guests are seated. Here a cold fireplace, some comfortable furniture and a few empty bookshelves fill the room.

SIGNS OF BATTLE

The room shows obvious signs of battle. The previous party fought and defeated an [Ice mephit](#) here, and one of them got injured by the mephit's Death burst ability. Tiny ice shards cover the floor and blood is sprayed across the southern wall of the entrance area.

A successful DC 10 Intelligence (investigation) roll reveals that a small icy explosion left frost marks in a circular shape on the floor, and the shards are sharp enough to injure somebody standing near the explosion.

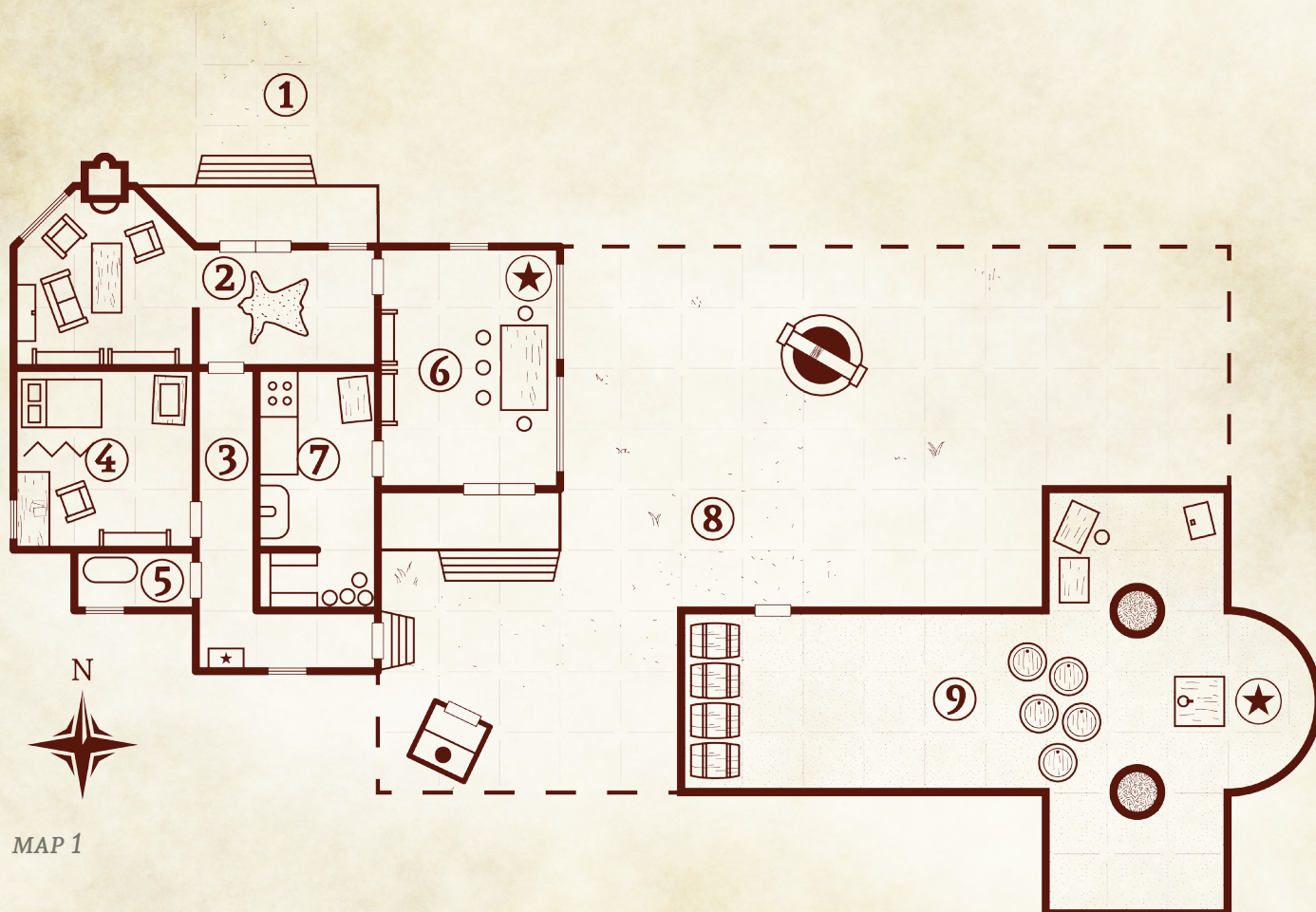
TREASURE

The bear pelt is worth 10 gp and weighs 3 lbs. There is a bronze ornamented teapot in the guest room worth 5 gp.

3. CORRIDOR

This L shaped corridor has 6 oil lamps hanging on the walls. Doors lead to area 4, 5 and 8 from here. There is very light snow on the floor. At the end is a small table with a tiny stone statue in the shape of magnificent person with a fish head. The statue is worthless.

Just as the corridor forks to the east, four medium sized icicles block the way. The icy stalagmites are actually four [Ice mephits](#) who wanted to break off the statue, but got tired in trying. They are aware of the party but remain hidden using their false appearance until a chance to ambush them arises. They fight to the death, cackling and laughing as they do.



MAP 1

4. BEDROOM

A very busy looking and untidy room that serves as a place to sleep and a place to work. Research documents about distilling techniques, vegetables and spices litter the floor and the desk in the south-west corner. On a shelf on the southern wall are several experimental brews laid out labelled by seemingly random names (see *Experimental brews*). Any character who succeeds on a DC 12 Wisdom (perception) or an Intelligence (investigation) roll finds the notes describing the brews with the right names.

In the north-east corner is a table with a sizeable glass container on it. A **giant centipede** is twirled around a bronze key. The name Franz is written on the lid of the container. Getting the key requires either killing the critter and risking getting stung, or snatching the key with a successful DC 15 Dexterity (sleight of hands) roll. On a fail, the centipede can use it's reaction as an attack of opportunity with advantage. The giant centipede cannot be surprised. There also may be other creative ways to get the key from Franz.

TREASURE

Underneath one of the pillows on the bed is a small pouch containing 12 sp. Underneath the bed is another pouch containing 20 sp.

EXPERIMENTAL BREWS

Ozan - A very tasty rum that makes anybody able to sing. Gives advantage on Charisma (performance) rolls relying on singing. Single use.

Arkadaş - An aromatic moonshine that, when gifted, makes the recipient more friendly. Replicates the Charm person spell effect. DC 11; Single use.

Düşman - A bitter tasting brew that, when spewed through a flame or torch, replicates the fire version of the dragonborn's breath weapon. DC 11; Single use.

5. BATHROOM

This small room has a tiny dim window on the southern wall, big enough only for a small sized creature. There is only a bath tub, a few copper tubings with faucets and a shelf with nothing but dust on it. In one place the dust was swept recently. Liz Lightspire took the oil lamp with her. She is now in area D5 (map 3)

6. LOUNGE

This room is distinctively well decorated. Almost the entirety of the eastern wall is made up of two huge glass panels. This provides a

pleasant view to the outside garden (8). A sliding glass door on the southern wall, which leads to the porch, is shattered and swung open.

Temperature. The air in this room is very chilly. Water vapor is noticable as the player characters exhale air.

Voices. Vicious, almost child like cackles can be heard from the door on the western wall that leads to area 7.

Statue. A statue of a beautiful, voluptuous woman with the head of a cat stands in the north-eastern corner of the room. A succesful DC 10 Intelligence (religion) check reveals that this is Sharess, deity of hedonism, festhalls and sensual fulfillment.

SIGNS OF BATTLE

Another icy explosion can be found in the center of this room, completely identical to the one found in area 2. This time, much more red blood is spilled over the walls and floors. It is obvious that a bloody body was dragged along the floor into area 7.

TREASURE

Two paintings of nude women enjoying wine hangs on the northern wall. One painting of an old bearded man sitting on a rock hangs on the southern wall. Each painting is worth 50 gp as art pieces.

A +1 scimitar with an ornamented scabbard lays on display on one of the shelves. The other shelf holds 3 bottles of *Wassetian Strong*, each worth 17 gp.

7. KITCHEN

This area consist of the kitchen itself, with wooden worktables, a simple oven and a basin with a copper tap above it, and a larder in the southern end of the room. There is no door between the two areas. There are 5 **Ice mephit** in the room and a jar of **Swarm of Poisonous Snakes** in the larder. These enemies are positioned differently depending on the manner in which the party arrives. This area also contains the body of Alamun Roseguard.

- **Stealth.** If the party deliberately keeps quiet or at least not very loud in area 6, they find the mephits laughing and imitating human cries for help. It is possible to surprise the mephits this way.

As they enter, the mephits are cutting and goring a human fighter named Alamun Roseguard in the basin, which is now filled with blood. The jar of snakes remains in the larder sealed, but if a fight breaks out, one of the mephits rushes back and breaks the jar as an action. The snakes ignore the mephits.

- **Spells blazin'.** If the mephits could hear loud noises coming from area 6 they prepare an ambush. All mephits move to the larder and leave Alamun's body in the basin, dead, but still intact. Once any character opens the door, one of the mephits casts *Fog Cloud* while another one opens the jar of snakes in the kitchen. The mephits don't leave their hiding place until they must, rather they throw random junk from the larder at the players for 1 damage each and use their *Frost breath* ability.

Read or paraphrase the boxed text aloud to the player characters if they chose this approach.

As you set foot in the next cold room, you find yourself in a small, humble kitchen. You see a workbench, an oven and a wooden basin, containing the motionless body of a male human. As you take a second look, you meet the gaze of five pairs of cold eyes, hiding in the darkness of a small room you just now notice. Each pair of eyes betrays a smug smirk underneath, as if they have been waiting for you. Before you know it, the room fills up with thick fog and maniacal laughter, followed with a dozen hissing sounds.

TREASURE

The kitchen contains nothing of value, but Alamun's body can be looted, however this act will be questioned later in the adventure. Alamun carries 24 sp and wears a Ring Of Protection that resembles two arms hugging each other. This ring was given to him by his mother and his companions will ask for it at the end of the adventure.

The pantry contains four healing potions and enough rations to refill their supplies.

8. BACKYARD

It is possible to enter this area through area 3, 7 or 1. The yard is mostly empty, save for the outhouse and an old well. The walkways

are covered in soft snow. Small icy footprints can be seen all over the place. There are no monsters in the immediate vicinity.

Outhouse. This small wooden cabin contains no magical secrets. There is, however, someone occupying it. The rogue Ranel Stormsilver (NE **Spy**) is hiding here from the **Ice mephits**. He is seriously wounded and has only 1 hp left. He leaves the outhouse only if he is promised a safe way out from the area. Ranel can help pick the lock on the grating in the well.

Well. This stone well is dry and covered with a wooden lid. Underneath the lid is an iron grate with a big hardy lock (Lockpicking DC 20). When opened, the well leads down to area B6 and D5. Near area B5 is a small dent in the wall from which Wassetian strong is poured in short intervals. The well ends where the ceiling of the last room of the bathhouse begins. Thick iron rods run through the walls which are impossible to bend. Players at the bottom can peek into area D5. The well can be climbed with a successful DC 12 Strength (Athletics) check.

9. CHAPEL OF SHARESS

A small chapel, once dedicated to Sharess, now serves as a storage room for fermented and labelled barrels of Wassetian strong. Four barrels of labelled Wassetian strong are placed on wooden racks. Each of the barrels are uncorked and their contents spilled on the ground. A strong stench of alcohol lingers in the air. Next to the southern most barrel stands a small ice statue - the dead body of an ice mephitis. Most of its body was crushed, but otherwise not disturbed. The northern and southern alcoves are fitted with tool racks, wooden workbenches and half done barrels. In the middle of the room stand 5 empty barrels.

Statue. The statue of Sharess in the eastern end of the room has been restored to its former glory. Small offerings of fresh flowers adore the statue even now, revealing that Navo is a man of faith. Under the statue lays a

The unbearably strong smell of alcohol mixed with something vile hits your nose as you step inside the chapel. You see four empty barrels right next to you, and the smashed pieces of an ice creature pushed into the ground. The stench of decay lingers still in the air.

trapdoor that reveals a staircase leading to area B1. This door always locks automatically from the inside when shut.

Enemies. Two **Ochre Jellies** lurk in this room. The jellies absorbed most of the alcoholic beverage, making them vulnerable to fire damage, but remember that many things in the environment are also flammable. One of them hides in the shadow of the ceiling immediately above the door that leads to area 8, and the second one is lodged in between the five empty barrels in the middle of the room. The first ochre jelly waits until the last person enters the room and closes the door, then tries to surprise his victim. The second joins the fight in the second round of combat, or if the barrels get disturbed in any way. The Oozes have no sense of self preservation, so they fight to the death.

TREASURE

Two catseye gemstones are socketed into the statue's eyes, each worth 100 gp.

DEVELOPMENT

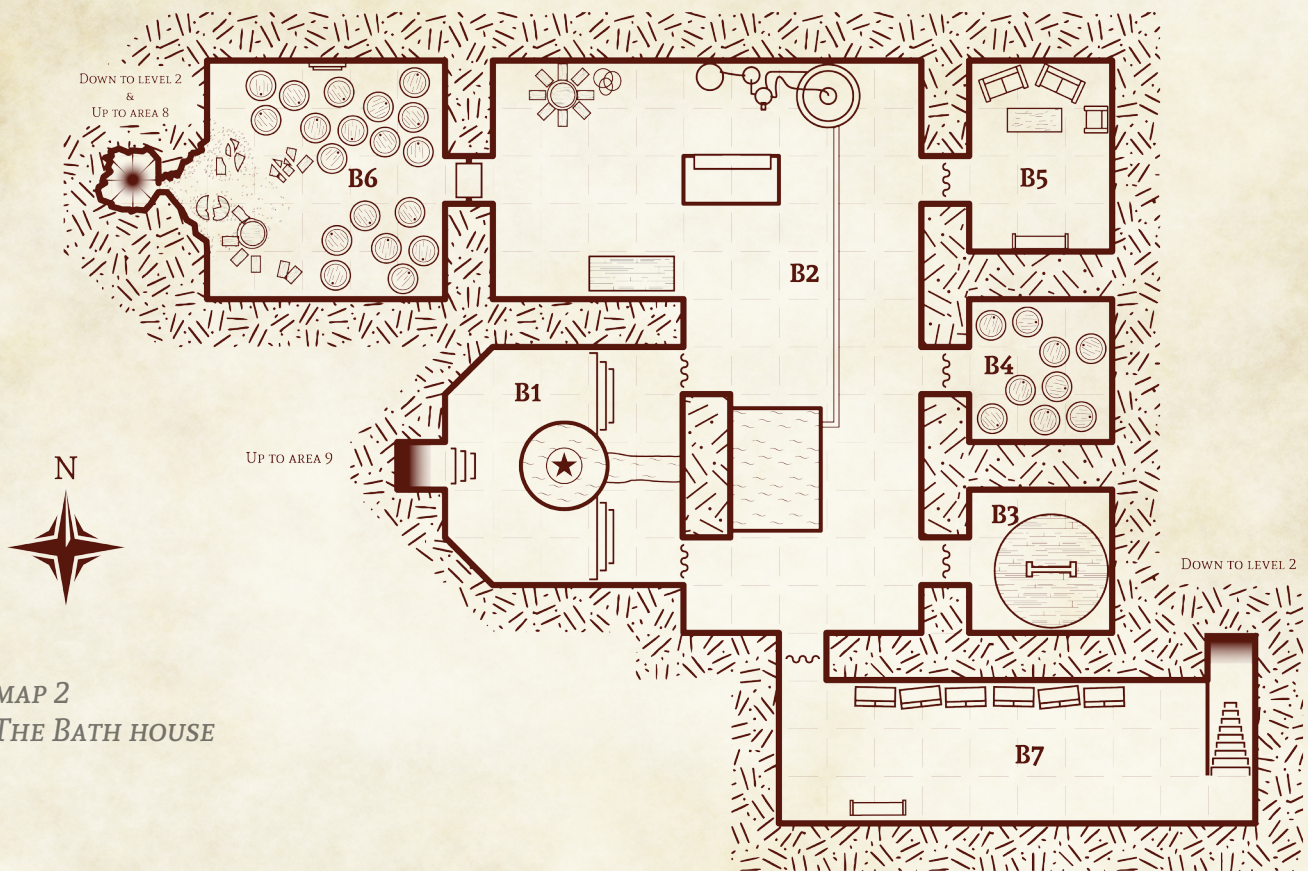
With the key from Franz the centipede, the players can now open the trapdoor. The lock can still be opened with a successful DC 15 Agility (thieve's tools) check, if they haven't got the key. From now on the feeling of cold gets stronger, as the source of the ice mephitis is near.

Players who peek through the bottom of the well can see a frog like creature sleeping next to a huge vessel, into which Wassetian strong is being poured from the opening in the well (see map 4). The beverage then cascades down to an enormous pool of clean water. Sometimes small waves emerge on the surface of the pool. The creature is a **Kuo-toa**.

If the Kuo-toa awakens, he starts worshipping something in the room. If he spots the players, he curses at them in undercommon and storms off. If this occurs, one of the scenarios will be differently set in a later part of the adventure.

ALTERNATIVE ENEMY PLACEMENT

Consider the Oozes as if they had used their Split ability. Now there are 4 medium sized Ochre jellies with half of their Hit points, rounded down. Each jelly is hiding in one of the empty barrels, searching for remaining drops of that sweet spirits. This way you can foreshadow the Oozes with drops of yellow goo on the floor and ceiling.



MAP 2
THE BATH HOUSE

THE BATH HOUSE, LEVEL 1

These baths were the jewel of an estate that belonged to a wealthy nobleman. The nobleman dedicated these baths to Sharess and, as the deity would have it, he held the most hedonistic events every time he got the chance.

One day his estate was raided and burned to the ground. The baths remained in poor condition until Navo bought the place and renovated it almost completely. Navo is no stranger to festivities and he aims to use the bath's full potential one day, just like the nobleman did before him.

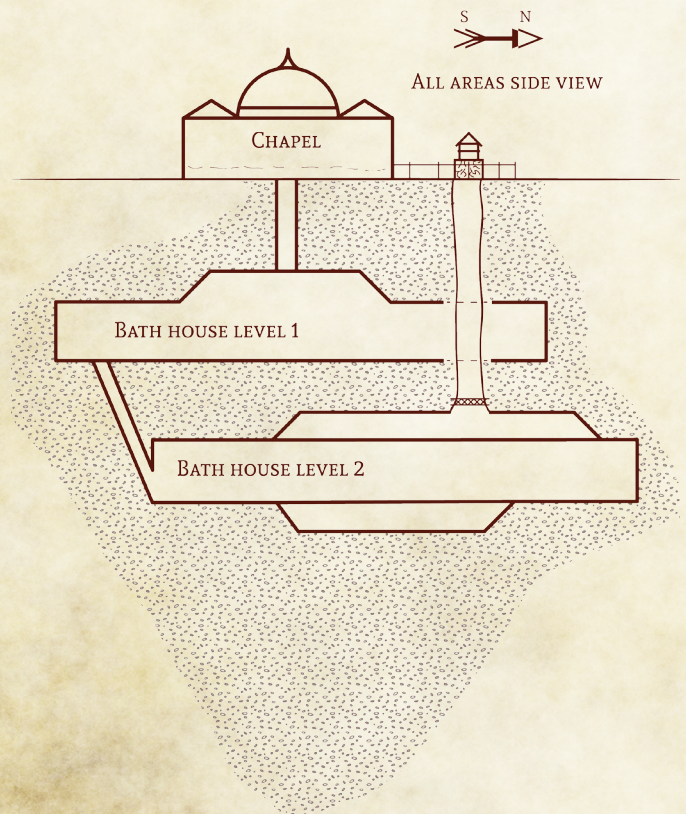
All locations mentioned in this part of the adventure are keyed to **MAP 2 & 3** on pages 9 and 12.

GENERAL FEATURES

The baths are in an impeccable shape. Every room was renovated by Navo, unless the text says otherwise.

Ceilings. Each room is 15 feet high with flat ceilings.

Doors. With two exceptions, every area is



divided with thick red curtains hanged on iron bars.

Walls. The walls are artfully covered with hematite tiles. This mineral lends semi reflective brown and red colors, giving each room a feeling of luxury.

Light. Each room is brightly lit with decorative wall mounted cylindrical oil lamps that need to be refilled every few hours. Each room contains 2 lamps and each is worth 3 gp.

Floors. The stone is smoothed and warm to naked touch.

Steam. Some rooms are directly connected to hot thermal water, which produces steam. Each character in such a room wearing heavy or otherwise thick armor must succeed on a DC 10 Constitution saving throw for every 10 minutes spent in steam, or suffer one point of exhaustion.

B1. CORNUCOPIA ROOM

Upon entering this room, read or paraphrase the boxed text.

The gentle sound of flowing water mixed with soft tunes from a lyre calm the mind. Before you stands a statue of a woman pouring water from a horn shaped vessel into the fountain she is standing in. The water cascades down into a stream, carrying fruits and flower petals into an opening in the wall. There is a writing etched into the fountain behind the small waterfall from the horn.

If the players have not disabled the frost rune in area B6 yet, add:

But even the warmth of this room cannot hide the stinging cold that seems to originate from within the bath house.

Statue. Copper tubes draw thermal water and run it through the cornucopia, which the statue is holding. The expression on the statue's face shows a dishonest smile. The etched text in the base of the fountain reads: "Abundance fills the empty heart" in common.

Instrument. The tunes are produced by an enchanted lyre standing in the southern end of the room. Players with the ability to detect magic sense an aura of enchantment on the item. Moving the lyre ends the enchantment.



B2. REFORMED LOUNGE

This room was the lounge, where the bath goers socialized. Now devoid of any expensive furniture, this room serves as the main distilling station. In the northern end of the room is the station itself, consisting of copper cylinders of various sizes, stove, burners and beakers. Next to the station are work benches with barrels awaiting repair or tools used during distillation.

Any character proficient with the Brewers kit can finish the distilling process, which was paused not too long ago. This yields enough Wassetian strong to fill up one barrel.

The pool in the middle of the room contains clean and surprisingly cold drinking water. This water is pumped and used in the distilling process.

TREASURE

A component pouch can be found on the southern workbench, worth 25gp.

B3. FERMENTATION ROOM

This room contains a huge wooden container with a lid on. This lid has numerous gadgets sticking out of it. A funny smell is emanating from the container. Mash is fermenting here.

B4. BARREL STORAGE

This room stores empty barrels. There are nine barrels that can be used right away.

B5. TASTING ROOM

This room still regains its luxurious look. Expensive furniture and a big table fill this room. Many different non magical beverages are put on the shelf on the southern wall.

A silver pitcher with four silver cups are presented neatly on the table. The pitcher holds enough red liquid to fill four cups.

The red liquid is an experimental “potion” of healing. It smells of berries and tastes delicious. Any character who drinks a whole cup restores 1d4+4 hp. When tasted, the healing benefit is revealed through feelings of re-energization.

TREASURE

The beverages on the shelf sell for 10 gp each. The silver pitcher is worth 5 gp.

B6. COOLING CELLAR

This is where the piercing cold originates. This room is a makeshift storage for barrels that need cooling. Two dozens of barrels filled with Wassetian strong are put away here. Some barrels in the western end of the room are smashed. Their contents, however, are not spilled on the ground. Two **Kuo-toa Whips** and one **Kuo-toa Monitor** were ordered by the water weirds to destroy barrels of Wassetian strong, then pour its contents down the crack in the western wall. This crack leads directly to the room where the two Water weirds reside. The Kuo-toa are allies to the Water weirds because, in their twisted minds, the elementals are gods.

Doors. The door to this room is made from solid metal. It is unlocked, but frozen shut. Opening the door requires a successful DC 10 Strength (Athletics) check. The handle of the door is cold enough to cause pain, but not damage to hp. A successful Wisdom (perception) check that relies on hearing reveals scurrying noises of a dozen tiny feet, scratching and some squeaks. Then after a while the sound of wood breaking can be heard.

Enemies. Two Kuo-toa whips and one Kuo-toa Monitor are hiding in the north-western corner of the room. They wait for the players to come closer before they attack. The Kuo-toa are unorganized and fight until the Monitor dies. The last Kuo-toa whip to survive pleads for his life in undercommon.

Unwelcome guests. A **Swarm of rats** lead by a **Rat** with a brown stripe on its back are in hiding in the south-eastern corner of the room. The rats are about to steal and carry one of the barrels out of this room down to Level 2, area B4. The Brown striped rat is a transformed **Druid** named Puyat the dirty. Puyat lives in the secret room at level 2. He occasionally steals food and a barrel of

Wassetian strong from Navo. He befriended the other rats with the alcohol he stole. Puyat is a drunk. He has no interest in anything else than some food and more booze. He tries to avoid fights if possible, and if encountered, will surrender after losing half his hitpoints. The only useful information Puyat can give the players is the location of the secret room and the elemental roaming the halls.

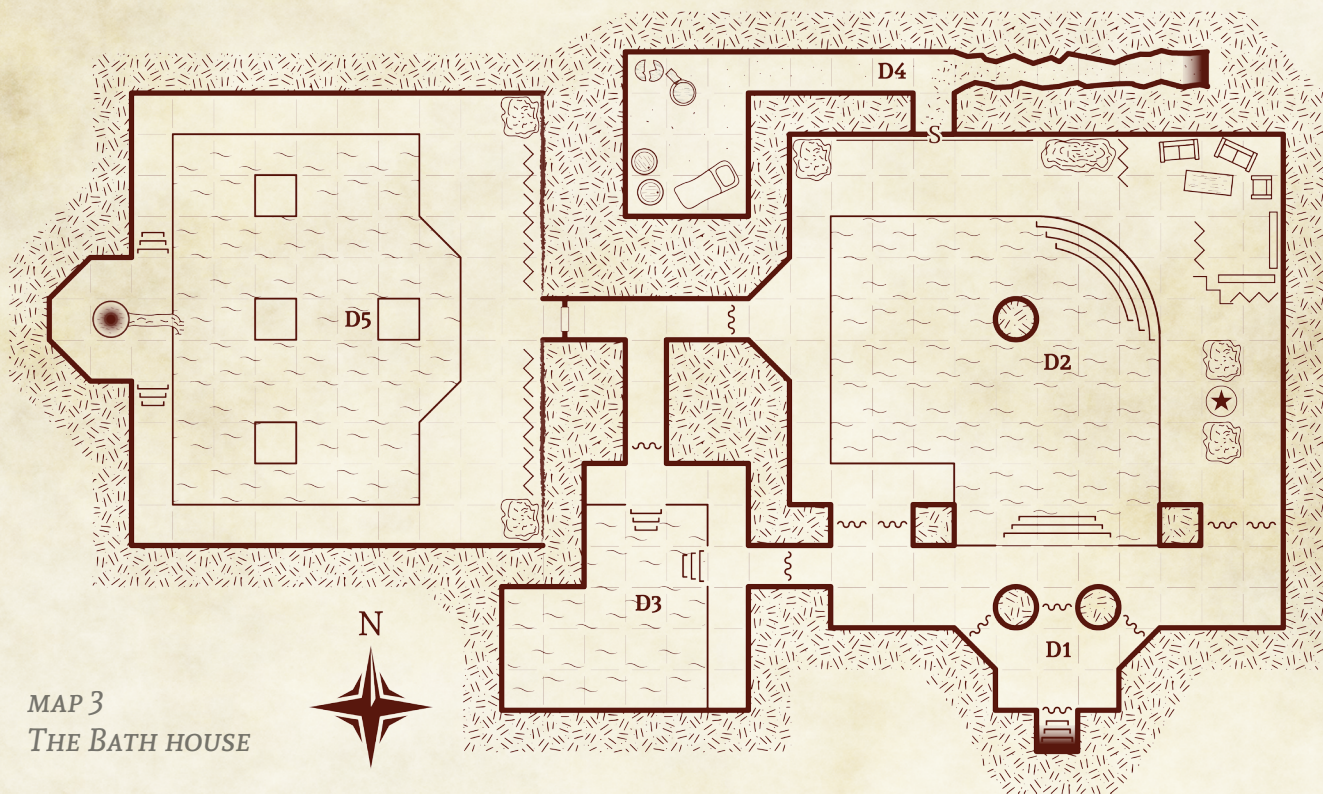
The rat commando should wait in hiding when the players first arrive. Wait for a suitable moment of chaos, perhaps when the two groups face each other in battle, and have the rats scurry away with the barrel. Describe one of the barrels just walking out the doors in the middle of the battle. If the characters fail to notice the rats before this happens (and probably will fail) drop a few hints on rodent activity. Maybe the barrel that just left the room had a few rat tails sticking out under it.

Glyph. Navo ordered a wizard to put up a glyph that cools the room. This rune, however, was disturbed by the elementals. Now the rune covered the whole room in frost. This frost is very comfortable for the ice mephits, and is now the main spawning point for them. The rune can be dispelled, or the stone block broken to pieces on which the glyph is inscribed upon. The stone block has an AC of 5 and 20 hp (Immune to cutting and slashing). It takes a few hours for the room to completely defrost, so you can still use this location to spawn in more Ice mephits if you would like to increase the challenge of the adventure.

B7. CHANGING ROOMS

This room is full of coat hangers, empty chests and lockers. In each locker are a set of bath robes for each creature sizes. Water soaked towels hang on driers and lots of empty waterskins are put out. If a character fills up a waterskin with cold water from the pool in area B2 and decides to continue in heavy armor, this gives advantage on the Constitution rolls for the hot steam.

Steam. Hot steam emanating from area D1 fills the room. Steam penalties apply.



MAP 3
THE BATH HOUSE

THE BATH HOUSE, LEVEL 2

The second level of the Bath house is the actual baths. The walls are often disrupted by copper tubes that transport hot thermal water. A central valve for these tubes can be found down here.

After renovating the place, Navo had little time to enjoy it's luxuries. The water elemental Vapora was summoned here by Wassetu the Pure to guard the two water weirds, Fluvis and Hasnia, who aided Navo in the distilling process.

GENERAL FEATURES

The walls, doors, floors, lights and steam are all the same as in level 1 of the bath house.

Ceilings. Each room is 20 feet high with a dome shaped ceiling.

Water elemental. Vapora the water elemental slowly patrols areas D2, D3 and D5.

D1. FOREROOM

The stairs from area B7 lead down here. This tiny forerom is full of slippers and other light footwear.

Noises. Because the areas are separated only by curtains, sounds travel from one area to another. If any character deliberately takes an action to listen (no roll required), they can

hear the sounds of dripping water, muffled waterflow and, if Vapora is in the room, the surging and crashing sounds of a water jet. Peeking trough the curtains is possible with a succesful DC 10 Dexterity (stealth) check.

When the players arrive Vapora should be in area D2. Let the players decide whether they want to confront Vapora here and now, or wait a few minutes until the elemental leaves the room. One patrol cycle takes around 10 minutes. Remember to vaguely keep track of ingame time and also apply possible Steam penalties.

Steam. Hot steam fills this room.

D2. THE GRAND POOL

As the light from the ornamental oil lamps hit the surface of the pool, warm dancing lights hit the hematite tiled walls. This lends a sense of tranquillity to the room. The pool is 6 feet deep, filled with warm thermal water. In the north-eastern corner of the room is a small area secluded with wooden screens. These screens provide enough concealment to give advantage on stealth rolls. Two bushes mark the beginning and the end of a 25 feet long mural on the northern wall.

Statue. Two medium sized bushes flank this statue of a muscular man holding a huge pitcher. Small symbols of water droplets are etched into the base of the statue. Examining



the statue reveals that the base is separate and can be rotated. Rotating the base shuts off the flow of water. Doing so reduces the sounds of flowing water, and within a moment or two the steam dissipates.

The statue provides full cover and both the statue and the bushes provide advantage on stealth rolls.

Mural. This mural depicts dancing halflings in the woods around a lake that produces steam. In the middle a winking halfling with a smug smile can be seen holding his finger in front of his mouth, as if hushing someone.

Secret door. A successful DC 10 Intelligence (Investigation) or Wisdom (Perception) roll reveals that the smiling halfling hides a secret door that leads to area D4.

Steam. Hot steam fills this room until the thermal water is shut off with the rotating statue.

Enemies. Vapora the [Water elemental](#) patrols these rooms. If encountered here, use the pool itself as an advantage for the elemental, as he can drift on the surface of the water easily and even attempt to drown players in it. (Review Suffocating on page 183. Phb.)

After the second round of combat, a [Kuo-toa](#) appears from area D3 and joins the fight. He prefers to keep his distance and throw spears from a distance. When Vapora is slain, or the Kuo-toa loses half of its hit points, it retreats to area D3.

TREASURE

Scattered on the table in the north-eastern corner are 17 gold pieces and a +1 dagger, and 300 sp lie at the bottom of the pool.

D3. POOL'S CLOSED

This smaller room was often times reserved for private use, but now it became the resting place of the Kuo-toa that seek to serve their new "gods". The walls are sticky and a foul stench of rotting fish lingers in the air. The Kuo-toas are in the process of transforming

the bath into a spawning pool.

Lights. All lamps have been shattered. The room is completely dark.

Enemies. One [Kuo-toa](#) Monitor and six [Kuo-toas](#) are hard at work here. They are defensive and avoid fights unless provoked. They communicate their defensive position through sounds and gestures.

If any character descended the well in area 8 (ground level) and managed to wake or otherwise provoke the sleeping Kuo-toa, every single enemy in this room hides underwater. When the player characters enter the room and get close to the pool, each Kuo-toa attempts to hit every character with a net. They repeat this until all characters are restrained. If all fails, the Kuo-toa make their last stand here.

If the Kuo-toa manage to capture every character, they are brought to area D5, still restrained. If this occurs, skip to page 14 and continue the adventure from the "Alternative setup" section.

If the player characters encounter Vapora here, the Kuo-toas join the fight whether they are hiding or not.

TREASURE

A dozen small gems decorate the Kuo-toan architecture that was about to be constructed. Each gem is worth 50 gp.

D4. SECRET ROOM

This part of the complex was never renovated because Navo had no idea of its existence. Puyat the dirty calls this small secluded area home. Everything of value was already collected and sold by Puyat. But Puyat respects the work Navo has done, so he would never steal from the renovated parts of the baths, except the occasional barrel of spirits. If Puyat and his rats stole the barrel successfully, he can be found here sleeping.

Puyat and his trained rats managed to carve a small tunnel that leads outside of the Bath house, deep into the woods next to Navo's house.

Players may find this entrance in the first part of the adventure at your discretion.

D5. CEREMONIAL CHAMBER

The biggest room of the bath house was the main place of Sharess's reverence. Now this room serves as the hideout of the two **Water weards**, Fluvis and Hasnia.

The eastern walls of this room have not yet been renovated, hence they are covered with wooden screens.

In the alcove on the western side of the room is a basin that collects anything poured down the well, or the cooling room (area 8 and B6). This basin is on an elevated platform, and a Kuo-toa is sleeping here next to the basin.

Pool. The pool is 50 feet deep.

Doors. The door to this room is a sturdy wooden door with iron reinforcements. The door is unlocked.

Enemies. If Vapora is present in the room, he joins the water weards in combat.

Read or paraphrase the boxed text below.

Before you opens up a room of huge proportions. A few rays of sunlight penetrate trough a hole in the ceiling in the opposite end of the room. Below the hole is a huge bowl, from which a few drops of liquid just fell into the water. Potted bushes and plants liven up the already beautiful tilework. A huge and seemingly bottomless pool dominates this room in the center. Four small but solid platforms poke just above the water surface. The room is unsettlingly calm. Nothing disturbs the surface of the water ... except for a few bubbles in one place. But the bubbles slowly multiply. A blonde haired woman breaks trough the water with the most desperate gasp for air you have ever heard. She turns to face you, but pure horror mutes her tongue.

The drowning woman is Liz Lightspire, the cleric from the previous party. She is being pulled down by one of the water weards.

The chances to save Liz from certain death are almost impossibly thin. Give your players a few seconds to come up with a creative way of saving Liz. Just simply running towards her is not enough. If the players fail to act, add the following.

Two pillars of moving water rise next to the woman, one of them crashing down on her just as soon as it appeared. The blonde haired woman disappears amidst a final cry for help.

LIVES AT COST

Not letting the party save Liz easily right at the beginning may add valuable tension to your game. After the party defeated the two water weards, the uncounscious body of Liz can be found floating on the surface of the water. She can still be saved, if she succeeds on three death saving throws. Players can grant her advantage with a succesful DC 10 Wisdom (medicine) check.

ROLEPLAYING AS FLUVIS & HASNIA

Fluvis and Hasnia have absorbed too much Wassetian strong and are beyond redemption. For them, acquiring enough spirits to replace the whole pool with it is the only thing that matters. They understand only aquan, but cannot speak. Communication with them is possible trough gestures and impressions. The water weards are noble and intelligent creatures, but the corruption of alcohol should leave it's mark on their personalities. Their obsession is their "noble" goal and they view everybody as hostile. They attack as soon as they get the chance and will only consider a truce when a gift is presented (like a barrel of Wassetian strong), or an otherwise strong enough reason for them not to attack emerges.

Remember these things:

- They use the water to be invisible and pull characters in, then attempting to drown them.
- Using their Constrict ability, they try to drag victims down 50 feet under the water, and either continue to grapple them, or letting them go and swim back to attack another target.
- Remember the rules about suffocation and the swimspeed of characters.
- Attacking the weards under water is possible, but are done so with disadvantage.
- Fluvis resembles the form of a shark, while Hasnia takes on the watery appearance of a beautiful female elf.

The Kuo-toa joins the fight too, but uses only it's bite ability. He is ready to die for his "gods".

TREASURE

The basin that collects the liquids is actually a *Bowl of Commanding Water Elementals*. A small chest can be found at the bottom of the pool, containing 50 pp.

ALTERNATIVE SETUP

The players are bound and brought in the chamber. Read the original two boxed texts, but without any pause. The Kuo-toas laugh as Liz disappears in the water. After this, Hasnia emerges and seemingly walks towards the characters, while Fluvis circles in the water like a shark. Hasnia gestures to the Kuo-toan captors to bring the bound players to the edge of the pool. Once done so, the Kuo-toas leave the room. Both Hasnia and Fluvis target one bound player character randomly and try to drag them in the water and drown them. If the characters fail to set themselves free and fight back in time, they are sure to meet their end here. If vapora is alive at this point he stands guard until one of the characters escape and then joins the fight.

Such is the life of adventurers.



FINAL DEVELOPMENT

With the two water weirds slain the remaining Kuo-toa flee through the secret tunnel in area D4.

If Vapora is still alive, he is now neutral towards the characters and will disappear after one hour.

Liz Lightspire can be saved with a little luck. If she survives, she thanks the adventurers and offers her gratitude and services in the future. She uses the **Priest** stat block. Liz has the empty lamp on her person and asks the party if she can deliver this item, as she was tasked with it. Liz also asks about her companions. She asks the party if they have seen the fighter Alamun and his ring. If Liz learns that a player stole the ring, she is disappointed, but lets the thing slide.

After a few hours the first level of the bath house should warm up, giving no reason for the ice mephits to spawn here anymore.

If Puyat is alive, but his identity is not hidden, he approaches the party to humbly ask to not tell Navo anything about him. If Navo learns of Puyat, he values his honor of not stealing anything else. He tries to find him and befriend him, even offering him a job.

Navo is not concerned with any collateral damage the parties might have done. After all, everything can be fixed. If the Kuo-toas and ice mephits have not been driven out, Navo might request the parties to get rid of them, but he has nothing to give in return.

After Navo receives news about the dead Water weirds and he gets his lamp back, he is more willing to tell more about his past to curious characters, but will not dive into any details on his own.

APPENDIX

monster stat blocks

PRIEST

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8+5)

Speed 25ft.

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

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Can trips (at will): fight, sacred flame, thaumaturgy
1st level (4 slots): cure wounds, guiding bolt, sanctuary
2nd level (3 slots): lesser restoration, spiritual weapon
3rd level (2 slots): dispel magic, spirit guardians

ACTIONS

Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

WATER ELEMENTAL

Large elemental, neutral

Armor Class 14

Hit Points 114 (12d10 +48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14(+2)	18(+4)	5(-3)	10(+0)	8(-1)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive perception 10

Languages Aquan

Challenge 5 (1,800 XP)

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

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

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

WATER WEIRD

Large elemental, neutral

Armor Class 13

Hit Points 58 (9d10+9)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	16(+3)	13(+1)	11(+0)	10(+0)	10(+0)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

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

Damage Immunities poison

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

Senses blindsight 30ft., passive Perception 10

Languages understands Aquan but doesn't speak

Challenge 3 (700 XP)

ACTIONS

Constrict. Melee Weapon Attack: +5 to hit, reach 10ft., one creature. Hit: 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

ICE MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7(-2)	13(+1)	10(+0)	9(-1)	11(+0)	12(+1)

Skills Perception +2, Stealth +3

Damage Vulnerabilities bludgeoning, fire

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 12

Languages Aquan, Auran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

Innate Spellcasting (1/Day). The mephit can innately cast fog cloud, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

Frost Breath (Recharge 6). The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

KUO-TOA

Medium humanoid (ko-toa), neutral evil

Armor Class 13 (natural armor, shield)

Hit Points 18 (4d8)

Speed 30 ft., swim 30 ft.

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

Skills Perception +4

Senses darkvision 120 ft., passive Perception 14

Languages Undercommon

Challenge 1/4 (50 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Net. Ranged Weapon Attack: +3 to hit, range 5/15 ft., one Large or smaller creature. Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

REACTIONS

Sticky Shield. When a creature misses the kuo-toa with a melee weapon attack, the kuo-toa uses its sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to the kuo-toa's shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

KUO-TOA WHIP

Medium humanoid (ko-toa), neutral evil

Armor Class 11 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 30 ft.

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

Skills Perception +6, Religion +4

Senses darkvision 120 ft., passive Perception 16

Languages Undercommon

Challenge 1 (200 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The kuo-toa is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The kuo-toa has the following cleric spells prepared:

Cantrips (at will): sacred flame, thaumaturgy

1st level (3 slots): bane, shield of faith

ACTIONS

Multiattack. The kuo-toa makes two attacks: one with its bite and one with its pincer staff.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) piercing damage.

Pincer Staff. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the kuo-toa can't use its pincer staff on another target.

VARIANT: KUO-TOA MONITOR

A kuo-toa monitor has a challenge rating of 3 (700 XP). It has the same statistics as a kuo-toa whip except that it adds its Wisdom modifier to its Armor Class (AC 13), loses the Spellcaster trait, and replaces the whip's action options with, the following action options.

Multiattack. The kuo-toa makes one bite attack and two unarmed strikes.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Unarmed Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) lightning damage, and the target can't take reactions until the end of the kuo-toa's next turn.

OCHRE JELLY

Large ooze, unaligned

Armor Class 8

Hit Points 45 (6d10 +12)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	6(-2)	14(+2)	2(-4)	6(-0)	1(-5)

Damage Resistances acid

Damage Immunities lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 2 (450 XP)

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check

ACTIONS

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

REACTIONS

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly

SWARM OF POISONOUS SNAKES

Medium swarm of tiny beasts, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	18(+4)	11(+0)	1(-5)	10(+0)	3(-4)

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 10ft., passive Perception 10

Languages -

Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. Melee Weapon Attack: +6 to hit, reach 0 ft., one creature in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

CREDITS & CONTACTS

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