

Bunnerfly

November 8, 2023



Small fey, neutral

Armor Class 12

Hit Points 10 (3d6)

Speed 40 ft., fly 40 ft.

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

Skills Perception +3

Senses blindsight 30 ft., passive Perception 13

Languages understands Sylvan

Challenge 1/4 (50 XP)

Fluttering Ears. The Bunnerfly's butterfly-like ears grant it the ability to fly. It does not provoke opportunity attacks when it flies out of an enemy's reach.

Evasion. If the Bunnerfly is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the Bunnerfly instead takes no damage if it succeeds on the

saving throw, and only half damage if it fails.

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

Actions

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

Flurry of Ears (Recharge 5-6). The Bunnerfly flaps its ears rapidly, sending forth a flurry of tiny butterflies in a 10-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw. On a failed save, a creature takes 3 (1d6) bludgeoning damage and is blinded until the end of its next turn.

Miniature

Download the [Bunnerfly printable STL](#)



Cedric

November 8, 2023



(Orthotist Arcanowright)

Medium humanoid ([human](#)), neutral good

Armor Class 14 (leather armor)

Hit Points 58 (9d8 + 18)

Speed 7 ft. (30 ft. with prosthesis)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 12 (+1) | 16 (+3) | 14 (+2) | 18 (+4) | 10 (+0) | 8 (-1) |

Saving Throws Con +5, Int +7

Skills Arcana +7, Investigation +7, Medicine +3, Perception +3

Senses passive Perception 13

Languages Common, Elvish, Gnomish, understands Texture Writing in these languages

Challenge 5 (1,800 XP)

Spellcasting. Cedric is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Cedric has the following arcanowright spells prepared:

Cantrips (at will): [Mending](#), [Spare the Dying](#)

1st level (4 slots): [Cure Wounds](#), [Healing Word](#), [Heroism](#), [Sanctuary](#)

2nd level (3 slots): [Aid](#), [Lesser Restoration](#), [Spiritual Weapon](#)

Healing Hands. Cedric adds his Intelligence modifier HP to the

benefit of healing spells.

Mystic Prosthetics. Cedric can create magic prostheses, up to two active at a time.

[Missing Legs \[IE 4\]](#). He is missing both legs (IE 4). In the case of two feet or legs missing, he can use his hands to move one fourth his speed for a number of minutes equal to his Constitution score before needing to rest.

Actions

Multiattack. The Cedric makes two attacks with his warhammer.

Acid Flask. Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target. Hit: 7 (2d6) acid damage.

Soothing Balms (4/day). Cedric can apply a balm to restore 2d6+5 HP.

Warhammer. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) bludgeoning damage, or 6 (1d10 + 1) bludgeoning damage if used with two hands.

Reactions

Flash of Brilliance (4/day). Cedric can come up with solutions under pressure. When he or another creature within line of action within 30 feet makes an ability check or saving throw, Cedric can use his reaction to add his Intelligence modifier to the roll.

Assistive Items

[Cedric's Serpentine Strider](#)

Wondrous Item (prosthetic leg), uncommon

This clockwork mobility device replaces a small or medium humanoid's missing legs and is propelled by treads on the underside. It's covered with a scaly exterior, resembling a snake from the waist down.

While mounted on the Serpentine Strider, you gain a walking speed of 30 feet. The device is powered by clockwork mechanisms that make pneumatic hissing sounds. Using the Serpentine Strider requires the user's hands to operate it effectively. While moving on the Strider, you cannot wield two-handed weapons or use items that require both hands, as you need one hand to control the device. The hissing noise imposes disadvantage on Dexterity (Stealth) checks that require silence.

Tread on Me

November 8, 2023



A Bonus encounter for [The Search for Dread](#) from [Limitless Champions Adventures](#)

Content Trigger Warnings

This adventure includes theft of accessibility devices and references to snakes.

Plot Hooks for Other Adventures

This encounter can work with nearly any adventure where the party travels through a wooded area.

- Rumors of an elusive thief stealing rare magical documents have spread. The party is hired to investigate, leading them to Cedric's cabin.
- A different kind of butterfly has appeared in the forest, and they're acting strangely. A local naturalist asks the party to check it out.
- A local inventor is missing designs for a new invention and hires the party to investigate Cedric, their rival.

Tread on Me

Encounter Background and Setup

As the party travels through the forest, what appears to be a giant cobra makes its way toward a small cabin. The figure's scaly, snake-like lower half and the distinctive hooded leather jacket resembles a cobra's body and hood from behind. The hissing sound that accompanies its movements adds to the impression.


Before they have time to react, the cobra-like figure enters the cabin through an open door. Then, a blood-curdling scream pierces the air, making it seem as though the snake has attacked someone inside. The party must decide how to proceed.

When they enter the cabin, they discover a person with a snake-like lower body, not an actual snake-human hybrid but rather a human Arcanowright named [Cedric](#). He [has no legs](#), and his "snake"

body is a prototype of a clockwork mobility device, propelled by treads on the underside, the pneumatics producing the hissing sound. He removed his hood after he entered the cabin.

As you continue along the forest road, a hissing sound gradually emerges from the woods near a small cabin, approximately 60 feet from the road. Slithering towards the cabin's open door, a scaly serpentine creature with a cobra-like hood glides gracefully, its scales reflecting dappled sunlight. It glides into the cabin's entrance, and a moment later, a chilling scream echoes through the woods.

The Snaked Plans

Inside the cabin, several shelves and workbenches display a  haphazard collection of ornate gears, wheels, tools, flasks, and other parts. A cabinet obscures most of [Cedric](#) except for most of his head as he shouts, "No! This can't be!" as the tip of the snake tail slithers behind the cabinet toward him.

When the party moves so the cabinet no longer obscures Cedric's body, his snake-like lower half becomes visible. He stands staring at an empty spot on a table, pounding it with his fists. Two blue butterflies that had perched there flutter to the open window.

Cedric doesn't notice the party until they get his attention. He focuses on the empty spot on the table, where the hueprints (color-coded schematics) for his latest design once rested, pounding it with his fists. Once he becomes aware of their presence, he assumes them to be the thieves, grabs a hammer and awl from the table, and demands the return of his hueprints. Convincing him of the party's innocence requires a DC 12 Charisma (Persuasion) check.


If the party doesn't kill him, Cedric explains that the hueprints for his latest invention, [Cedric's Sensible Scroll](#), an overlay that transcribes written scrolls into textured writing for blind people. If they finish the initial introduction on friendly terms, he asks for the party's help in recovering the hueprints.

While investigating in and around the cabin to find clues, they discover any or all of the following if they check those places:

- **Shimmering Residue.** The cabin floor has a shimmering, blue powder in some places.
- **Thorns in the Lock.** Cedric locked the door when he left. The door was open when he returned. The keyhole has small thorns in it that were used to pick the lock.
- **Turquoise Burr.** A turquoise burdock burr rests on a workbench. An DC 13 Intelligence (Nature) check reveals that it is of fey origin; 18, it has magical properties when first attached; 20, it's from a grapplebramble.
- **Oak Leaf.** An oak leaf rests on the ground outside the cabin, but the nearest oak trees are about a mile away. Cedric knows where the oaks grow.
- **Blue Butterflies.** The butterflies that flew away are slowly flying toward the oak grove. If the party decides to follow them, they will eventually reach the grove.

If the party gets stuck, Cedric notices one clue at a time and points it out to them.

Tempest in a Teapot

In a tranquil woodland clearing, dappled sunlight filters  through the lush canopy of oak trees, creating a natural stage for the impending confrontation with the fey thieves. The

forest floor is blanketed with vibrant mosses and a profusion of magical flowers. Several blue butterflies and two blue [bunnerflies](#) flutter about the branches of the trees. Sitting on a rock beside a [grapplebramble](#), a [thornwing flutterkin](#) holds the hueprints, folding them into intricate origami shapes while sipping tea. A third bunnerfly rests beside him, drinking from a tea cup and nibbling on a hueprint page.

✘ The flutterkin cares nothing about the content of the hueprints, only interested in the blend of colors on the paper. Any attempt to take or coax the papers away from him or his bunnerfly elicits a violent angry reaction.

If the party attempts to negotiate, he offers them a cup of tea to drink while they discuss it. Anyone who drinks the tea must succeed on a DC 13 Constitution saving throw or be affected as if by the Confusion spell for one minute. Creatures with Fey Ancestry receive that benefit on the saving throw.

In combat, both remain centered over the grapplebramble if possible to benefit from its protection.

✘

Plans for the Future

As the party successfully recovers Cedric's hueprints for the Sensible Scroll, a palpable sense of relief washes over the arcanowright. Gratitude shines in his eyes, and he clasps the recovered documents with utmost care. "You've done a great service this day," he exclaims, his voice filled with genuine appreciation.

In return for their valiant efforts, Cedric offers the party a token of appreciation, the prototype of Cedric's Sensible

Scroll. As a prototype, it only has two charges before it becomes inoperative.

Dramatis Personae

[Cedric](#) (Orthotist Arcanowright)

Bestiary

- [Bunnerfly](#)
- [Grapplebramble](#)
- [Thornwing Flutterkin](#)

Magic Items

- [Cedric's Sensible Scroll](#)
- [Cedric's Serpentine Strider](#)

Miniatures

[Download a free printable STL](#) of a Bunnerfly



Maps

Use Cobbled Cottage map for the initial encounter with Cedric and the the Puck Park map for Tempest in a Teapot. ([Download All](#))

We've also included [VTT tokens](#) for online play.



The Fiery Fiasco

November 8, 2023



A Bonus encounter for Plague in the Mountains from [Limitless Champions Adventures](#)

Content Trigger Warnings

This encounter contains themes of potential harm to a child and a forest fire emergency.

Plot Hooks for Other Adventures


1. **Wilderness Trek:** While journeying through a dense forest, the party comes across a clearing where a group of entertainers accidentally starts a forest fire.
2. **Ambush Site:** The clearing is a perfect spot for an ambush, but when the party arrives, the ambushers are already fleeing, leaving a forest fire in their wake.

The Fiery Fiasco

Encounter Background and Setup


The party is traveling along a well-traveled road when they encounter the Blazing Vagabonds, a group of fire dancers and fire eaters. As the entertainers perform, a mishap leads to a forest fire. The party must not only deal with the fire but also ensure the safety of a child.

The Blazing Vagabonds' Performance

As the party continues along the road, they arrive at a  clearing in the dense forest. There, they encounter a group of performers, known as "The Blazing Vagabonds," showcasing their fire dancing and fire eating skills.

- The clearing is 200 feet in diameter and filled with a crowd of about 40 people, all watching the performance. The crowd includes mainly [gnomes](#), [halflings](#), and [humans](#) with a few [dwarves](#) and [elves](#).
- The performers have a wagon, pulled by 2 [draft horses](#) that currently wear blinders.
- Aside from their performance equipment, 4 empty wooden barrels stand beside their wagon.
- The forest is mostly coniferous, covered in dry needles.
- The party crossed a bridge over a creek before arriving at the clearing. The creek is 150 feet away from the fire's origin point at its closest.

Fire Dance Gone Wrong

Amidst the performance, one of the fire dancers, Seraphina,  falters in her routine, causing the fire to leap out of

control. In a panic, she knocks over a torch, igniting a nearby thicket of dry underbrush. The once-captivated crowd now erupts in chaos and fear as the fire spreads rapidly, threatening the forest.

- The forest fire starts with a radius of 20 feet and spreads 10 feet in all directions each round. Anyone within or entering the fire must succeed on a DC 15 Dexterity saving throw or take 1d6 fire damage at the beginning of each round, a successful saving throw indicating half damage.
- Players may choose to control the fire by attempting to extinguish it or contain it. Extinguishing one five-foot radius space requires a successful DC 12 Dexterity (Survival) or Intelligence (Nature) check to create a firebreak. Using at least one skin of water gives advantage on the check. A barrel of water dumped out immediately extinguishes four spaces. Once a space is converted to a firebreak, it won't ignite again and cannot spread through that space.
- Proactively converting a non-burning space to a firebreak requires a successful DC 10 Dexterity (Survival) or Intelligence (Nature) check. Using water gives advantage on the check.
- The fire, while non-magical, is fierce, and dealing with it effectively is essential to prevent a major forest disaster.
- The panicked crowd causes all movement in the clearing to be treated as rough terrain for the first five rounds as they seek their loved ones and belongings, and try to get past each other. A party member attempting to calm the crowd by nonmagical means must succeed on two consecutive DC 15 Charisma (Persuasion) checks to first get the crowd's attention and then direct them to evacuate

effectively while staying out of the way of those fighting the fire.

- The performers immediately begin arguing with each other over who was supposed to fill the barrels. A successful DC 12 Charisma (Persuasion) or Charisma (Intimidation) check gets their attention, after which they join in the help effort.
- Once calmed, up to five adults in the audience can help control the fire, each requiring a separate DC 12 Wisdom (Persuasion) check.



Saving Orli

Orli, a young, 7-year-old gnome girl with bright emerald eyes and vibrant auburn hair, finds herself lost in the chaos. She sits with her head between her knees while clutching a plush [owlbear](#) and cries. She's quietly calling for her parents, but the noise drowns out her terrified voice.

- Gaining Orli's trust to communicate with her requires a successful DC 12 Charisma (Persuasion) check. A character who speaks to the plush owlbear ("Grootie") instead of directly to Orli makes the check with advantage,
- If asked for a description of her parents, she says, "My mommy has dirty hands and funny glasses, and my daddy has brown hair and smells like apple pie."
- Orli's parents are Caiel and Elpetor, a pair of elven arcanowrights. Caiel specializes in building constructs, so her hands have grease stains, and she carries a set of multi-lens magnifying spectacles in her pocket but isn't wearing them. Elpetor specializes in cooking. They frantically search for Orli, but several other parents also shout out children's names.
- Each round Orli is on the ground, she faces the threat of

being trampled. Roll 1d4. On a 1, she gets trampled and takes 1 bludgeoning damage. A nearby character may jump in the way and take the damage to protect Orli or use another means of protection. She fights against getting picked up by anyone besides her parents who hasn't successfully gained her trust.

- Hearing Orli's parents calling her name requires a successful DC 15 Wisdom (Perception) check.

A Warm Reunion

Orli's parents express their profound gratitude. They offer any future assistance the party might need, whether it's the crafting of gadgets, food, or anything else their arcane talents can provide.

Map

Download the [Roadside Performance maps](#) for this encounter in 4K or animated formats.

Markers

Download the Forest Fire Pack, a collection of markers to mark spaces as burning or firebreak.

- [3D Printable STLs](#)
- [2D page for paper or cardstock](#)
- [VTT tokens](#)

Tying into “Plague in the Mountains”

As the celebration in the village of “Plague in the Mountains” reaches its crescendo, Orli and her family arrive. The young gnome joyfully mingles with the local children, forging new friendships. A small intricate construct resembling a miniature clockwork unicorn, arrives bearing trays of freshly baked raspberry tarts. The sweet, tangy aroma of the warm, flaky pastries, topped with a dusting of powdered sugar, fills the air, enveloping everyone in a comforting, sugary embrace.

[The Fiery Fiasco PDF](#)

Rat King

November 8, 2023



Medium beast (Swarm), unaligned

- **Armor Class** 14 (natural armor)
- **Hit Points** 52 (8d8 + 16)
- **Speed** 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 10 (+0) | 14 (+2) | 14 (+2) | 2 (-4) | 10 (+0) | 3 (-4) |

- **Damage Resistances** bludgeoning, piercing, slashing
- **Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** –
- **Challenge** 3 (700 XP)

Collapse. When the Rat King is reduced to 0 hit points, it collapses into a **swarm of rats**.

Keen Smell. The Rat King has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The Rat King has advantage on an attack roll against a creature if at least one of the Rat King's allies is within 5 ft. of the creature and the ally isn't incapacitated.

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

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 16 (4d6 + 2) piercing damage. The target must make a DC 12 Constitution saving throw at the end of its next turn or take 10 (3d6) poison damage and become poisoned until the disease is cured. The disease can be cured by any magic that cures disease, but only while the target is not poisoned.

Extension of Rats. Once per turn, the Rat King can extend itself to reach out and make a bite attack against a creature within 10 feet of it. This does not provoke opportunity attacks.

Rat Wave (Recharge 5-6). The Rat King summons a horde of rats to swarm in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw by 5 or more is also grappled by the swarming rats (escape DC 12). The grappled creature takes 10 (3d6) piercing damage at the start of its turn while grappled. The Rat King cannot recharge this action while grappling a creature.

Sewer Nymph

November 8, 2023



Medium fey, chaotic neutral

- **Armor Class** 13
- **Hit Points** 44 (8d8 + 8)
- **Speed** 30 ft., swim 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 16 (+3) | 12 (+1) | 14 (+2) | 14 (+2) | 18 (+4) |

- **Skills** Deception +8, Perception +4, Performance +8, Persuasion +8, Stealth +5
- **Damage Resistances** acid
- **Damage Immunities** necrotic, poison
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Elvish, Sylvan
- **Challenge** 2 (450 XP)

Amphibious. The Sewer Nymph can breathe air and water.

Slippery Presence. The sewer nymph has advantage on saving throws against being grappled or restrained.

Actions

Multiattack. The Sewer Nymph makes two attacks.

Sewer Wave (Recharge 5-6). The sewer nymph stomps its foot, creating a surge of sewage, causing a 15-foot cone of sewage to burst forth. Each creature in that area must succeed on a DC 12 Strength saving throw or take 10 (3d6) poison damage and be pushed 10 feet and knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone. The sewage also creates a noxious cloud that heavily obscures the area in a 20-foot radius, centered on the nymph. The cloud lasts for 1 minute or until a strong wind disperses it.

Hallucinogenic Gaze. The Sewer Nymph targets one creature it can see within 60 feet of it. The target must succeed on a DC 12

Wisdom saving throw or be charmed by the nymph. While charmed, the target is incapacitated and perceives [hallucinatory terrain](#) and creatures as if they were real. The charmed target is unaware that it is being magically influenced. The target may attempt another saving throw on its turn each round. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this nymph's Gaze for the next 24 hours.

The nymph can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Sewage Spray. The Sewer Nymph sprays a stream of sewage from its mouth in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Her skin, a sickly blend of ochre and taupe, glistens with an otherworldly luminescence, casting an eerie, faintly viridescent radiance upon the foul waters. Her hair, resembling tangled vines woven with flotsam, flows like a polluted waterfall. Adorned in tattered, mold-covered garments that cling to her form, she is simultaneously noisome and strangely enchanting, an enigmatic presence amidst the filth and decay.

The Blockage Beneath

November 8, 2023



Content Trigger Warnings

This encounter contains descriptions of sewage, rats, marginalized individuals living in unsafe conditions, and environmental hazards in a confined space.

Plot Hooks for Other Adventures

1. **City Mystery:** Place the sewer blockade in a bustling city where the party investigates strange disturbances in the sewers, uncovering a web of urban secrets.
2. **Underdark Access:** Connect the blockade to an expansive underground world, making it a gateway to hidden locations and unexpected encounters in the Underdark.
3. **Political Intrigue:** Introduce political elements as the lizardfolk's actions are revealed to be part of a larger plot by a powerful faction seeking to destabilize the neighborhood for their gain.
4. **Ecological Consequences:** Highlight environmental issues by having the blockade harm the local ecosystem, leading the party to address ecological challenges and strange mutations in the sewers.
5. **Magical Experimentation:** Turn the blockade into the result of a magical experiment gone wrong, sparking the party's investigation into the source of the arcane disturbance and its impact on the sewers.

The Blockage Beneath

Encounter Background and Setup

As the party continues their heroic efforts to rescue the trapped residents and battle the spreading fire, a foul and overpowering stench of sewage fills the air. The source of this unpleasant odor quickly becomes apparent: a group of lizardfolk, secretly hired by Arrias, have maliciously dammed up the sewer downstream to create chaos and further disrupt the neighborhood. However, as the party investigates, they stumble upon a group of marginalized individuals who have been living in the sewers to escape persecution. These sewer dwellers have been inadvertently affected by the blockage and need the party's assistance to relocate to a safer place.

Entering the Sewer System

The party can choose to investigate the source of the sewage blockage. Mug and Guk, the [kobolds](#) who work in the sewers, point them to a nearby sewer entrance, noticing murky, foul-smelling water pooling instead of flowing. They recommend against the use of torches or other flames due to the combustible atmosphere.


Navigating the Labyrinthine Sewers

Inside the sewer, the party encounters a maze of dark and damp tunnels. They must navigate through the labyrinthine passages, overcoming the obstacles while avoiding the environmental hazards.


If the party uses fire in the sewers, roll a 1d4 for each damage die the fire would deal. If any of these 1d4 rolls a 1, it causes an air ignition, resulting in a fireball that inflicts

3d6 fire damage. A successful DC 12 Dexterity saving throw allows for half damage. If a character avoids the fireball by submerging themselves underwater, they dodge the fire damage but must succeed on a DC 12 Constitution saving throw. Failing this save results in taking 1d6 poison damage and becoming poisoned for one hour.

Chamber Descriptions and Challenges

1. **Sewer Gas Pocket.** As the party ventures deeper into the sewer, they encounter a narrow passage filled with noxious fumes. The air is thick with toxic gases that can cause disorientation and dizziness. Characters must succeed on a DC 12 Constitution saving throw to resist the effects of the gas. Failure results in becoming poisoned for one hour or until leaving the sewer for ten minutes. When a character fails the Constitution saving throw, they are temporarily infused with a strange magical aura. While under this effect, they glow green and have the ability to see hidden magical auras within a 30-foot radius as if using the Detect Magic spell.
2.  **Sewer Nymph.** In a dimly lit chamber filled with shallow sewage, a [Sewer Nymph](#) emerges as a paradoxical vision in the dim, murky sewer depths. Her skin, a sickly blend of ochre and taupe, glistens with an otherworldly luminescence, casting an eerie, faintly viridescent radiance upon the foul waters. Her hair, resembling tangled vines woven with flotsam, flows like a polluted waterfall. Adorned in tattered, mold-covered garments that cling to her form, she is simultaneously noisome and strangely enchanting, an enigmatic presence amidst the filth and decay.
She enjoys playful trickery. She entices the party members to approach with promises of secrets hidden in the sewer.

When they get close, she begins to dance, attacking the party with the oblivious amusement of a small child splashing in a swimming pool.

3. **Pipe over Pool.** The party comes across a vast thirty foot deep pool of sewage, the other side of which holds their destination. However, the only obvious way to cross is a narrow, slippery bronze pipe suspended over the pool. To traverse the pipe, characters must succeed on a DC 12 Dexterity (Acrobatics) check or risk falling into the filthy waters below. A creature that falls into the sewage must succeed on a DC 14 Constitution saving throw each round or take 1d4 poison damage and become poisoned for one hour.
4. **Rat Nest.**  A tunnel opens into a chamber filled with three [giant rats](#) and three [swarms of rats](#). If the party enters the chamber, they become aggressive. When a giant rat or swarm of rats dies, the remaining swarms use their next action to merge together into a grotesque [Rat King](#), a humanoid amalgamation of the swarms. The party must deal with the Rat King while fending off the remaining giant rats.
5. **Algae Garden.** The party enters a large chamber adorned with bioluminescent algae, casting an eerie yet captivating turquoise glow. However, scattered throughout the chamber are four [shriekers](#), which emit loud, piercing noises when disturbed. If the party moves within thirty feet of the shriekers, the noise attracts a lurking [ghast](#) from deeper in the sewer.
6. **Slymewatch Enclave.** Deep within the sewer system, the party stumbles upon a makeshift colony of sewer dwellers who have created a fragile but functional community. Initially wary of outsiders, they can provide valuable

information about the sewer and its dangers. However, their mistrust must be overcome through diplomacy or assistance. Once the party establishes the colony's trust, if questioned about the blockage, some residents remember seeing some lizardfolk nearby.

The sewer dweller colony, known as the "Slymewatch Enclave," is a diverse community of creatures that have adapted to life in the dark and damp depths of the sewers. The enclave is comprised of various humanoids, mostly [kobolds](#) and [goblins](#), plus a few oozes that have formed a symbiotic relationship with the humanoid residents.

- **Kobolds:** The majority of the enclave's population consists of kobolds, many of whom serve as the primary builders and maintainers of the enclave's infrastructure. Kobold sappers are responsible for creating ventilation shafts, while others hunt [rats](#) and scavengers to provide sustenance for the community. Kobolds are known for their resourcefulness and quick thinking.
- **Goblins:** Goblins in the enclave play a vital role as scavengers and traders. They have established connections with surface-dwellers, trading salvaged items and sewer curiosities for goods and services. Some goblins are skilled alchemists who brew potions using rare fungi found in the sewer ecosystem. They also contribute to the enclave's security by setting up traps and alarms.
- **Oozes:** A small but unique portion of the enclave's population consists of oozes that inhabit specific chambers within the sewer system. These oozes feed on the waste and detritus found in the sewers, helping to purify the water and maintain a stable environment. In return, the humanoid residents protect the oozes and see them as guardians of the enclave.

Resources:

- **Fungi Farms:** The Slymewatch Enclave has cultivated a variety of bioluminescent fungi that provide both illumination and sustenance. These fungi thrive in the dark, damp conditions of the sewers and are a staple of the enclave's diet.
- **Salvaged Goods:** The traders of the enclave constantly search for valuable items that have been washed into the sewers from the surface. They trade these salvaged goods with surface-dwellers for supplies and tools.
- **Toxin Resistance:** Over time, the residents of the enclave have developed resistance to the toxins and diseases that can be found in the sewer environment. They have also created herbal remedies and antidotes from the unique flora and fauna of the sewers. Once the party gains their trust, if anyone in the party is poisoned, the alchemists offer potions to cure poisons and diseases.

Notable NPCs

- **Krenak** is a kobold with azure scales and bright yellow eyes that constantly dart around the environment as he looks for inspiration. He carries himself with confidence and sports a collection of tools strapped to his belt. Krenak is the Slymewatch Enclave's master tinkerer, responsible for crafting and maintaining the intricate mechanisms that keep the sewers running smoothly. He wears a pair of intricate, clockwork goggles on his forehead, which he often fidgets with. Krenak is both fascinated by and nervous about the surface world, and he eagerly engages the party in conversation about the marvels and mysteries of the world above, from the sun's warmth to the concept of vast open spaces, but has no desire to go experience it himself.

- **Griznak** is a scrappy goblin with wild, unkempt hair and a perpetually curious expression. He is the enclave's resident scavenger and trader, and his attire is adorned with various trinkets and oddities collected from the sewers. Griznak's pet [pseudodragon](#), Spark, perches on his shoulder and occasionally emits tiny bursts of illusory flames. Despite his somewhat mischievous reputation, Griznak has a heart of gold and a soft spot for anyone who shows kindness to the enclave. He regales the party with tales of his daring adventures scavenging in the tunnels and eagerly offers to trade sewer treasures for items the party might possess.
- **Vorin the Slimebound** is a humanoid of [human](#) and [elvish](#) ancestry who has formed a unique bond with the oozes of the sewer. His skin has taken on a faintly translucent quality, and he often carries a staff topped with a glowing, bioluminescent orb. Vorin is the enclave's "Ooze Blobbler," acting as a mediator between the humanoid residents and the oozes. He has a contemplative demeanor, often seen communing with the oozes in one of the chamber's pools. What stands out about Vorin is his ability to communicate through subtle movements and gestures with the oozes, even though they lack conventional means of speech. Vorin talks to the party about the delicate balance of life in the sewers and the importance of coexisting with the oozes, as well as the dangers of disrupting that balance.

7. **The Blockage.** The blockage is a makeshift dam constructed with debris, planks of wood, and stones. The blockage has an Armor Class (AC) of 16 and 30 Hit Points (HP).

As the party approaches the blockage, they hear desperate cries for help from the sewer dwellers trapped on the other side. The blockage has raised the water level enough to divert it into

their living area. The sewer dwellers are terrified and need immediate assistance. The party must break through the blockage quickly to rescue them.

The party can attempt to break through the blockage using melee attacks, spells, or other creative methods. The longer it takes, the more damage it causes to their living area, which will force them to move to other occupied spaces and lead to overcrowding.

Map

Use the [Blocked Sewer map](#) in 4K or animated formats for this encounter.



Miniature

Download a free [Rat STL](#)

Tying into [“Playing with Fire”](#) Conclusion

The party finds the following letter, water stains obscuring the sender and recipient:

We are pleased to present a proposal that addresses the ongoing sewage-related issues in the area, specifically the heightened sewage output resulting from the planned densification of the neighborhood. As the population increases, the strain on the existing sewer system becomes more pronounced. The costs associated with expanding the sewage infrastructure to

accommodate this growth are prohibitive.

However, we have identified an alternative solution that not only mitigates these costs but also benefits our new community significantly. We propose leveraging the existing underground resources, particularly the enclave of marginalized individuals living below the neighborhood. They have demonstrated a remarkable ability to navigate and maintain the sewer system without pay, ensuring that our living spaces remain free from sewage-related inconveniences.

In light of this, we have discreetly arranged for a temporary blockage in the sewer downstream, aimed at compelling the enclave to take on the necessary sewer construction work without their knowledge. This strategy aligns with our broader goal of creating a vibrant and prosperous community while avoiding the financial burden of extensive sewer upgrades.

The value of this arrangement cannot be understated. By subtly encouraging the enclave's involvement in the construction, we not only relieve ourselves of substantial expenses but also empower them to contribute to the betterment of our future neighborhood. This mutually beneficial partnership allows us to maintain a cleaner and more efficient sewage system while affording the enclave a sense of purpose and a valuable role in our growing community.

We trust that this proposal will be met with approval, and we look forward to the continued development of our neighborhood.

[The Blockage Beneath – A Playing with Fire Bonus Encounter PDF](#)

Rising Waters, Sinking Hopes

November 8, 2023



Plot Hooks for Other Adventures

This encounter can be introduced as a consequence of a severe storm that struck the region, causing widespread flooding, incited by someone arriving and pleading for help. Alternatively, it could be linked to an ecological imbalance in a nearby river, piquing the party's interest in investigating the source of the problem.

Rising Waters, Sinking Hopes


The party, while exploring the forest, stumbles upon a picturesque homestead situated near the river. However, due to the flooding, the entire ground floor of the farmhouse is submerged beneath the newly formed river. Panicked shouts for help can be heard from inside.

- **Swift Currents.** The river's current is strong and six feet deep, making it difficult to move through the water. Any creature in the water must succeed on a DC 14 Strength (Athletics) check at the beginning of its turn or be pushed 40 feet downstream.
- **Entry Point.** The front door of the house is inaccessible

due to the water level and current, which pushes against the door. The party must find an alternative entry point. Attempts to open the submerged front door against the current require a DC 14 Strength check with disadvantage. The door has AC 15, 15 HP. Each floor has two windows on each side per floor. Attempts to move through one unprotected or without using an action to clear the broken glass requires a successful Dexterity (Acrobatics) check to avoid taking 1d4 slashing damage. The second story windows require five feet of climbing to access from the surface of the water.

- **Frightened Family.** The family members inside are frightened and panicked. Calming them down and convincing them to cooperate requires a successful Charisma (Persuasion) check. Attempting to carry them without calming them requires a grappling check every round. Once calmed, they can assist as needed.
- **House Boat.** At the beginning of each round, the GM rolls 1d10. On a 10, the house begins moving down the river with a five foot movement speed.

When Pigs Swim

As the party assesses the situation, they hear squealing from  within the nearby barn. Once they begin the rescue, three agitated [giant boars](#), distressed by the encroaching water, smash through the door and dash toward the party and seem hostile, protecting their home and territory. The family depends on these animals for their pork farm.

Home and Farm

House Description

The farmhouse is a two-story structure constructed of weathered timber, surrounded by lush, untamed gardens. Its dimensions are approximately 30 feet in length and 20 feet in width. The water level has risen to engulf the entire first floor, making the ground floor windows and the front door inaccessible. The house's second floor remains untouched by the flooding. A wooden table, chairs, and several books float near the ceiling.

The floors are connected by a lift operated by a sturdy rope-and-pulley system. It consists of a sturdy wooden platform and a thick rope with incremental leather grips to allow easy operation from above, below, or while on the platform. Counterweights enable easy movement. The platform is currently raised to the second floor, closing off access from below, but pulling the rope easily lowers it.

The second floor is cozy and earth-toned, featuring plush armchairs and couches, a wooden table with well-worn books, and a collection of intricately carved wooden figurines representing various forest creatures. A family portrait above the mantel depicts Elara, her [human](#) wife Clara who is no longer with the family, and their children, Ariana and Finnian, in happier times. Creaking floorboards betray the family's current fear as they huddle together, their usual composure shaken by the crisis.

Elara, an [elven](#) woman with silver hair and emerald eyes that match her tunic, fights to maintain her composure, her usual resilience shaken by the crisis. Ariana, the eldest, reflects Elara's graceful posture and sharp features. Her auburn hair frames her face in soft waves like Clara. Her banter reflects her quick wit, but when stressed, it becomes biting sarcasm. Finnian never stops moving his body nor his mouth, his emerald eyes absorbing his surroundings. Though no two of his hairs

point the same direction, like his sister, its color and his freckles memorialize Clara.

Barn Description

The barn, located on slightly elevated ground behind the house, stands as a sturdy structure with dimensions of 40 feet in length and 30 feet in width. It is constructed of heavy oak beams and rough-hewn planks, designed to withstand the test of time. Inside, it houses various farming equipment, including plows, wagons, and stacks of feed. One corner serves as a workshop with various wood and metalworking instruments. A large stall with sturdy fencing forms a pigpen with doors that open into an outdoor pen. A chicken coop is affixed to the opposite exterior wall. The barn remains dry and safe from the encroaching waters.

Farm Environment

The farm stretches over approximately 5 acres of land, hosting patches of fertile soil for crops and a small orchard of peaches, pears, and apples.

Possible Rescue Attempts

Players may attempt any number of rescue methods. Besides magic options, here are guidelines on managing some potential methods effectively.

- **Chop down a tree.** Nearby trees are tall and strong. They have AC 15, 70 hp if someone attempts to cut one down. Extending the tree across the current to the house requires a DC 16 Strength check. Crawling across the wet log unaided is considered rough terrain and requires a

successful DC 12 Dexterity (Acrobatics) check in each direction to avoid falling off. If carrying anyone, the check is made with disadvantage.

- **Fallen Tree.** A few fallen trees lie within 30 feet of the shoreline, but they are showing signs of rot. If using one as a bridge, at the beginning of each round, roll 1d6. On a 1, the trunk breaks and begins floating downstream.
- **Use a rope and grappling hook.** Throwing a rope through a second story window via a grappling hook or other weight requires a ranged attack roll against AC 10, but if the family is still panicking, they will often stand by the window and risk injury. Holding the rope through the torrent requires a successful DC 10 Strength check each round. Tying each family member to the rope requires a successful DC 5 Wisdom (Survival) check. Simply holding the rope from shore will bring anyone holding or tied to it to shore in one round as the current pulls them downstream. Holding the rope long enough for everyone to reach shore requires a successful DC 8 + (number of people on the rope) Strength (Athletics) check.
- **Out Boar Motor.** Giant Boars can swim and carry two medium-sized creatures. A character can subdue one with a successful DC 12 Wisdom (Animal Handling) check. Once all three are subdued, if none of the party has harmed any of them, a character may ride one with an additional DC 14 Wisdom (Animal Handling) check. They can swim with a 20 foot speed but must also succeed on a Strength check to fight the current. If it begins five feet upstream of the house, it can take a running jump from the land and let the momentum reach the house the following round, although it still needs to swim back to shore.
- **Swim for it.** Aside from the Entry Point issues, a character swimming while carrying a willing passenger attempts the Strength (Athletics) with disadvantage.

- **Accessible Raft.** The lift in the house can hold up to 3 medium-sized creatures and function as a raft.

As the party successfully guides the grateful family to safety, Elara's eyes shimmer with relief. Ariana's sharp wit is replaced with genuine gratitude, and Finnian's boundless energy is tempered with awe. They thank their rescuers profusely, Elara's voice laced with emotion. With a newfound determination, they set forth towards town, seeking refuge and hoping for a resolution to the mysterious calamity that has befallen their once peaceful home.

Rewards

In gratitude, the family offers the party one week's worth of rations in the form of dried and salted pork and as much fruit as they want from the orchard.

Tying into the "A Light in the Tower" Conclusion

As the truth becomes clear to the townsfolk and they begin cleanup efforts, the family's plight touches the hearts of many. The townspeople rally around Elara, Ariana, and Finnian, offering support, shelter, and understanding while the family focuses just as much on strengthening their community as they do their own home.

Map

Use the [Flooded House map](#) in 4K and animated formats for this encounter.

Miniature

[Download a free STL of a giant boar](#) in 40mm and 28mm scale (Public Domain, based on Pietro Tacca's "Porcellino" statue)



[Download the PDF](#)

Artists: jcoope12, Anselmus Boëtius de Boodt, david – stock.adobe.com

Flagstone Devastator

November 8, 2023



Large construct, unaligned

- **Armor Class** 15 (natural armor)
- **Hit Points** 85 (10d10 + 30)
- **Speed** 30 ft.

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

- **Damage Vulnerabilities** thunder
- **Damage Resistances** piercing, slashing
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 120 ft., tremorsense 60 ft., passive Perception 10
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 2 (450 XP)

Earthquake Resilience. The Devastator has advantage on saving throws against effects that would knock it prone or move it involuntarily.

Immutable Form. The Devastator is immune to any spell or effect that would alter its form.

Rolling Charge. If the Devastator moves at least 20 ft. straight toward a target and then hits it with a Slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

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

Actions

Multiattack. The Devastator makes two slam attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Tremor Torrent (Recharge 5-6). The Devastator slams the ground

with tremendous force, creating a 15-foot cone of seismic energy. Each creature on the ground within range must make a DC 14 Dexterity saving throw, taking 18 (4d8) thunder damage on a failed save or half as much damage on a successful one. All structures within range take the full damage. In addition, the ground within a 10-foot radius centered on the Devastator becomes difficult terrain until the end of its next turn as the earth quakes beneath it.

Reactions

Reactive Terrain. Whenever a creature moves within 5 feet of the Devastator, it can use its reaction to cause the ground to shift beneath the creature's feet. The creature must succeed on a DC 14 Dexterity saving throw or be knocked prone.

Creature Tactics

- The Flagstone Devastator begins by using its "Tremor Torrent" ability to create difficult terrain and damage nearby creatures.
- It targets the party members with its slam attacks, attempting to knock them prone with "Rolling Charge."
- The Devastator's attacks will damage nearby buildings, which will collapse if they reach 0 HP

Rumble in the Streets

November 8, 2023



Content Trigger Warnings

This encounter includes the potential for property damage and the need for rescue operations.

Rumble in the Streets

As the party explores [Smith Row](#), a sudden and violent x rumbling shakes the cobblestone streets. The ground beneath them trembles, and before their eyes, a massive construct of animated cobblestones and bricks, the [flagstone devastator](#), emerges from the earth. It rolls towards the party, creating a challenging terrain battle.

Creature Tactics

- The Flagstone Devastator begins by using its “Tremor Torrent” ability to create difficult terrain and damage nearby creatures.
- It targets the party members with its slam attacks, attempting to knock them prone with “Rolling Charge.”
- The Devastator’s attacks will damage nearby buildings, which will collapse if they reach 0 HP

Plot Hooks for Other Adventures

Consider these suggestions to insert this encounter into your urban adventure:

1. **Local Unrest:** The city has been experiencing increased unrest due to economic disparities and political tensions. The party is in the area to investigate the source of these problems, and they stumble upon Smith Row just as the Flagstone Devastator emerges from the ground.
2. **Citywide Disruptions:** A series of magical disruptions have been occurring across the city, causing chaos. The party is called in to investigate and must confront the Flagstone Devastator as it wreaks havoc.
3. **Rescue Mission:** The party hears rumors of people trapped inside a crumbling building. They rush to the scene to rescue the trapped citizens, only to find the Flagstone Devastator causing the destruction.
4. **Thieves' Heist Gone Wrong:** The party is pursuing a group of thieves who are attempting a heist. Unbeknownst to the thieves, their actions awaken the construct, and the party must intervene.
5. **Citywide Festival:** The city is hosting a grand festival, and the Flagstone Devastator unexpectedly rises, endangering the populace.

Minimizing Property Damage and Rescue

- The party can position themselves between the Flagstone Devastator and the nearby building to minimize property damage.
- If the building is destroyed by the Devastator's attack, players can attempt Strength checks (DC 14) to lift debris and rescue anyone inside. Failure results in a trapped NPC

taking additional damage as the structure collapses.

Possible Outcomes

1. The party defeats the Flagstone Devastator, minimizing property damage and rescuing any trapped NPCs.
2. The party defeats the Devastator, but the building collapses, resulting in potential property damage and NPCs needing rescue.
3. The Devastator defeats the party, leaving them unconscious and requiring rescue by NPCs or allies.
4. The party flees the encounter, leaving the construct to cause havoc in Smith Row.

Rewards

- If the party succeeds in minimizing property damage and rescues trapped NPCs, they are rewarded with gratitude from the townsfolk, who offer a modest sum of gold or valuable items.
- If the building collapses, the townsfolk still show gratitude but are less generous in their reward.
- The encounter provides an opportunity to learn more about the origins of the Flagstone Devastator and its creator, which could lead to further adventures.

Map

Use the [Smith Row map \(Hex\)](#) ([Square](#)) for this encounter. The monster may appear anywhere in the street.

[Download the PDF](#)

Credits

Lead writer, cartographer & developer: [Dale Critchley](#)

Stock Art: tsuneomp – stock.adobe.com