



QUAGMIRE IN THE GREAT CLEPSYDRA

A Rultmoork adventure
for 1st-level heroes.

© AAW GAMES LLC
Written by Thilo Graf
Not for release. All rights reserved.
Permission to copy for personal use only.

GM Introduction

This one-shot adventure casts the players in the roles of the cultists of the Church of Still Waters, and tells the tale of how their prophet, Arios the First, came to hold a tear of Vasi. It can be run as a prelude to Rultmoork, as an optional second Vision of the Past, or as a stand-alone adventure that explores how the curious heresy came to be.

The module is presented from the perspective of deeply traumatized individuals who have found a twisted kind of solace in stagnation.

The players take control of these cultists—all 14 of them. They only control up to six cultists at a given time in combat, but ultimately have 14 at their disposal. A player chooses which of the three cultist types (P. 14-15) they wish to control upon taking control of a cultist; until then, the cultists are “Schrödinger’s cultists” and could be either of the types, though a group of players can’t choose more than 5 cultists of a single type during this adventure. Cultists are not as powerful as adventurers; as such, clever roleplay is pretty much required to triumph in this adventure.

It should be noted that the death of multiple cultists is extremely likely.

The challenge of this adventure is mainly about using weak individuals and ingenuity to accomplish extraordinary things.

GM Considerations

Fragile Life. Cultists are not mighty heroes. The cultists do not have a death save, though tough cultists have the Hardy feature; cultists automatically die at the end of the round if reduced to 0 hit points and not healed. Convey this to the players when it inevitably comes up. **Pawns & Tokens Required.** You need the pawns for 14 cultists of the Church of Still Waters, 15 stagnant dead in flow mode (the blue version) to represent the lesser flowing dead, one swarm of Vasi’s drops in flow mode, one flow conductor in flow mode, and one flow weaver in flow mode. Mer’talya can act as a replacement cultist in chapter two. **Pawns & Tokens Required.** You need the pawns for **14 cultists of the Church of Still Waters, 15 stagnant dead in flow mode (the blue version)**

to represent the **lesser flowing dead, one swarm of Vasi’s drops in flow mode, one flow conductor in flow mode, and one flow weaver in flow mode.** Mer’talya can act as a replacement cultist in chapter two.

You need six green tokens of Vasi (P. 8); you need 18 tokens for units of stock; you need 1d20 set aside that can act as the Ritual Die (P. 13) in Chapter 1, Act III.

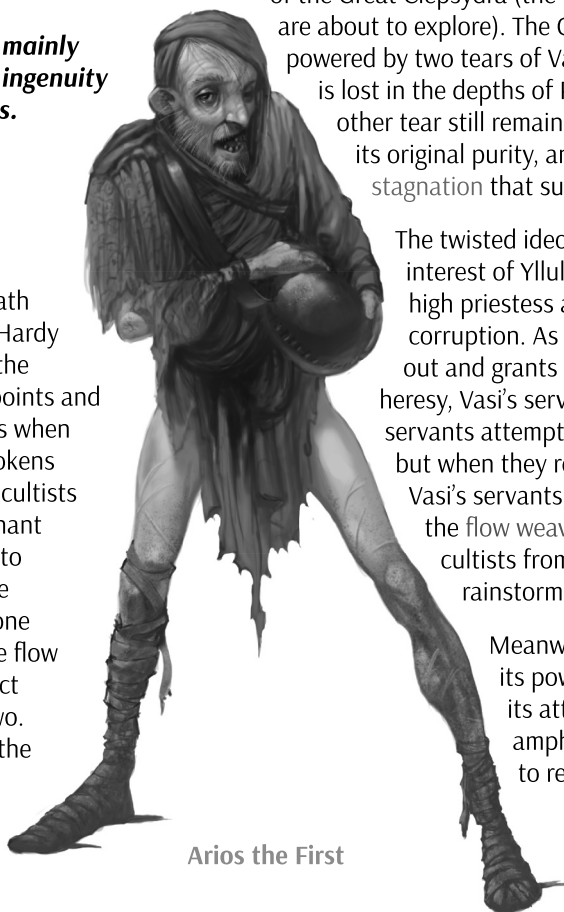
Scoring. This module has a tournament angle; take note of the party’s overall performance by tallying the points they manage to score. If in doubt, ask the coordinator whether we’re running the module as a tournament challenge at a specific convention. The respective scenes denote actions that award points in the respective Scoring section. Additionally, you can consult Appendix III: Scoring Sheet (P.19).

Story Synopsis

When Arios opened the doors to the Water Clock Level of Rultmoork, he also inadvertently called an insane flow weaver, an elemental servant of Vasi, the goddess of fresh water. The elemental was driven mad by the heresy of stagnation that has claimed Rultmoork, yet remains not entirely corrupted. The elemental tries to restart the rivers that were once powered by the magic of the Great Clepsydra (the water clock the characters are about to explore). The Great Clepsydra was once powered by two tears of Vasi: one of these divine tears is lost in the depths of Rultmoork, whereas the other tear still remains here, oscillating between its original purity, and the tainted heresy of stagnation that suffuses the spire of Rultmoork.

The twisted ideology of Arios has caught the interest of Ylluliyav Vleckmar, the apostate high priestess at the heart of Rultmoork’s corruption. As she slowly attempts to reach out and grants Arios powers fueled by her heresy, Vasi’s servants notice. The deity’s servants attempt to scare the cultists away, but when they refuse to heed the warnings, Vasi’s servants, under the command of the flow weaver, attempt to scour the cultists from the spire with a magical rainstorm of epic proportions.

Meanwhile, the flow weaver is using its powers to control water, as well as its attunement to a relic, the sacred amphora of restoration, to attempt to restart the Great Clepsydra.



Arios the First

The characters, having just returned from a scavenging run to prepare for the torrential rains, first need to defeat Vasi's agents and then defend Arios, as he performs a ritual to quell the storm.

Provided they live through the grueling ordeal, the cultists all receive one green token of Vasi, a crystallized representation of the stagnation heresy, and embark into the Great Clepsydra to stop the elemental there and secure the remaining tear of Vasi, winning true immortality in blessed stagnation if they succeed.

The Weaver's Agenda

The flow weaver senses that Rultmoork is at a tipping point; the tear of Vasi already oscillates between its natural state of flow, and heretical stagnation. The heresy has already diminished the flow of water from Area 5. Meanwhile the weaver futilely tries to reactivate the Great Clepsydra's cleansing powers by using the sacred amphora of restoration and its own lifeforce to power Area 4, diminishing its prowess significantly. The weaver's attempts are doomed to fail, but it tries, nonetheless.

Adventure Flow

Each player gets to choose one cultist from the three types of cultists, and two replacement cultists; each scene has a Replacement Cultist section; if a cultist falls, consult this section and hand the player the next cultist. A player chooses which of the three cultist types (P.14-15) they wish to control upon taking control of a cultist; until then, the cultists are "Schrödinger's cultists" and could be either of the types, though a group of players can't choose more than 5 cultists of a single type during this adventure. There is a pool of 14 cultists in total, meaning that there are two "extra" cultists not yet assigned to players. The first player to run out of cultists gets to take control of one of these extra cultists. Once all cultists are dead, the cultists lose.

Chapter One: Storm of the Century

- Once the players have chosen their starting cultist, proceed with Introduction and Act I: Welcome Committee.
- After that, the party gets to assign what they scavenged from the wilderness and make preparations for the storm in Act II: Storm Incoming.
- In Act III: The Eye of Constancy, the cultists defend Arios while he is conducting his ritual, as the storm and agents of Vasi attempt to eliminate the cultists.

Chapter Two: Quagmire in the Clepsydra

As Arios finishes his ritual, the storm is held at bay, but persists. The cultists will starve if they cannot dispel it. To do so, they must secure the tear of Vasi from the Great Clepsydra. The cultists have attained a kind of immortality but may still fail due to being incapacitated by starvation.

Chapter One — The Storm of the Century

Introduction

The parched earth of the plains below the ochre mountaintops becomes increasingly incapable of absorbing the torrential rains spring brings, and you have seen all you ever held dear crushed by the relentless flooding.

War and torrential meltwater floods forced you to flee to the top of the cursed, grey-white mottled spire of Rultmoork, only to find a wise hermit named Arios among the ruins. Arios taught you what should, according to common knowledge, be impossible: to live by the truth of Still Waters and survive. You subsist on a diet of insects and bitter berries, but the accursed reputation of the spire keeps the horrors of the outside world at bay.

A set of stairs leading down to a metal door inscribed with strange glyphs, right at the center of the wind-scoured ruins, remained a constant reminder of the spire's yet undiscovered secrets.

One day, Arios made a curious discovery amid the short, winding paths in the spire's south: a medallion of strange, bronze metal with blue flecks, lost among the sparse shrubbery. On the amulet's moving discs were the same runes you had seen on the door.

Arios, his wisdom and mental acuity unmatched among your ragged band of survivors, has since then started to decipher the weird glyphs, one by one.

Alas, this was also when the ill omens started.

In the pitter-patter of rain, one by one, you heard the threats: "Leave, or be scoured from the spire." And indeed, Arios' divination by haruspex of a half-starved mountain goat warned of a truly cataclysmic storm approaching.

Some left, but your group knew your place was by your prophet's side.

Two days ago, you ventured forth into the mountains to scavenge what little food and supplies you could find to prepare for the storm, while Arios fasted and meditated in preparation for a ritual to save you all.

You are the first group to return, with admittedly meager spoils, but it will need to suffice. Soaked by the steady trickle of rain falling from grey skies, you cross the ancient bridge towards the ruins while the winds howl around you.

Suddenly, rain congeals midair into what seems like watery tendrils that dig into the very earth and draw forth bone fragments. The bones are reknitted within seconds into skeletal monstrosities clothed in a shroud of splashing water.

They sprint towards you, swinging their two-handed flail-like weaponry.

Act I: Welcome Committee

Player Character Starting Positions. The cultists start in a formation of six, on the bridge, on very edge of the map.

Flowing Dead Starting Positions. There is one **lesser flowing dead** (P. 16) for every two player-controlled cultists, rounded down. Choose where they emerge on the map.

Flowing Dead Strategy. The flowing dead attempt to eliminate the cultists by any means necessary, including attempting to grab them and dive off the spire, if hard-pressed. However, they instinctively attempt to avoid losing hit points to their Stagnation Vulnerability, prioritizing movement over more advantageous tactical positioning. Perceptive players may notice the weird behavior of the undead and exploit it by immobilizing the undead, tripping them, etc.

Terrain. A creature that moves off the bridge or off grassy squares of the spire risks falling down. It takes the cultists only a DC 15 Dexterity saving throw to grab a ledge due to their familiarity with the terrain; other creatures must succeed on a DC 20 Dexterity saving throw. On a failed save, the creature falls thousands of feet to an untimely death.

Treasure. Each **lesser flowing dead** (P.16) leaves behind a greater battle aspergillum (P. 19).

Troubleshooting.

- If the party does not seem to notice the strange movement patterns of the undead, allow them a **DC 10 Intelligence check** to deduce that the undead seem to need to move.
- If a cultist attempts to run off the map, they are blown unceremoniously off the bridge by a gust of wind.

- If the party only attacks the undead, wait for the end of the second round and remind them of the option to Shove and Grapple enemies, or share the D&D actions sheet.

Cultist Replacement. If a cultist perishes, a replacement cultist makes their way through the raging gales, arriving at the start of the next round.

Scoring.

For every cultist that survives of the total 14 cultists, the players gain **1 point**.

If the party can deduce the **lesser flowing dead** weakness to inertia (Stagnation Vulnerability, P.16) without requiring a check, award 2 points.

Every instance of clever roleplay or combat strategy to eliminate an undead, such as by pushing it off the spire, tripping them, etc., award 2 points. Only reward these points if the party did not require a hint.

Once the last lesser flowing dead is defeated, read:

As the last of the undead falls, the winds intensify behind you. Your compatriots arrive, staggering through the intensifying gales. You hurry to your prophet.

Act II: Storm Incoming

GM Note. Set a timer after the initial read-aloud text. The party has 15 minutes to finish this act.

Arios faces you with love and concern visible on his emaciated face. "Blessed be the still waters! I fear that dark forces seek to scour us from the spire, but despair not! I have been in mystic communion with the forces of permanence. I know how to stop this storm!"

Once the storm's rage is unleashed upon us, we shall start a rite that cloaks us in a cocoon of constancy; from within, I can enact the rite of the Eye of Constancy, sheltering us from the storm.

Alas, the horrid forces that attacked you will be sure to fall upon us and attempt to interrupt my invocation. I need six brave volunteers to defend the rest of us performing the rite and brave the wrath of the storm. Fear not: the rite will grant you, my faithful flock, additional powers; our fires shall serve as beacons for our might."

Let the players decide which cultists will remain outside of the cocoon, and which join Arios (for now, see Cultist Replacement).

The prophet clears his throat. “My friends, please tell me what you have brought with you. I trust in your wisdom. We have eight hours until the storm truly reaches us. I will start my preparations for the rite and trust in your expertise; you may want to create pools of our aspergillum’s sacred sludge and fortify the ruins and yourselves against intruders and the elements—extreme gales, downpours, lightning, thunder...”

The players have 8 hours to fortify the ruins against the incoming storm. Note that all surviving cultists can contribute here, including the replacement cultists.

Tell the players that the surviving cultists managed to come here with 18 units of stock.

A unit of stock is an abstract measurement of a variety of things they salvaged.

We are using a modification of the rules from the Survivalist’s Guide to Spelunking.

A unit of stock can be used in a 4-hour process to create defensive fortifications, offensive hazards, or have a utility function in a 5-foot square.

Food. Each cultist requires 1 unit of stock worth of food per day to avoid starvation after the rite. Essentially, food represents a kind of “extra life” in Chapter II.

The players assign these roles in preparation of the rite.

Making Preparations

Asking for the Rite’s Effects. Arios is happy to explain the rite’s effects (see P.13); if nobody bothers to ask him, the cultists will learn the effects when Act III starts.

Defensive Fortifications. This encompasses all cool things the party can think of to mitigate the incoming storm or hamper the incoming monsters.

Examples include, but are not limited to:

- Anchor points to avoid being blown off.
- Erecting makeshift fortifications that make a square impassable (**AC 10**, 20 hp, and can alternatively be torn apart with a **DC 15 Strength check**)

Offensive Traps. This encompasses all options that have an offensive function, whether they are active or passive.

- If they are “active,” like a hidden trap being sprung. These traps have a +6 attack, and deal 10 (4d4) damage of an appropriate damage type. They can be used once.
- If they are “passive”, like pitch fires, they deal 5 (2d4) damage of an appropriate damage type to any creature that enters the square or starts its turn in it.

Examples include, but are not limited to:

- Punji stick traps.
- Grinding up roots and insects into a toxic Putrid Sludge (these pools can also be used to replenish battle aspergillums).
- Pitch fires.

Utility Function. This is perhaps the most important of the three options available.

Examples encompass, but aren’t limited to:

- Creating a makeshift lightning rod from metal debris.
- Stoking a fire so it doesn’t go out as easily.
- Rainproofing a fire.

Running Utility Function effects. Here are some ideas to help you GM these options.

Makeshift Lightning Rod. A makeshift lightning rod can be carried around, but automatically encumbers a cultist (-10 ft. movement); it is automatically hit by the first Lightning Strike event (P. 7) rolled. The lightning affects the rod and everything within 5 feet of it. This destroys the rod. (Each rod acts as a one-use shield against lightning.)

Rainproof Fire. A rainproof fire has a roof; this prevents the fire from going out due to rain. Modifying the Terrain.

Troubleshooting

If the players don’t have any ideas, feel free to nudge them in the guise of Arios making suggestions. This particularly holds true for *Utility Functions*.

Encourage Creativity!

This list is not comprehensive! If the players come up with a great idea, let them do it! Similarly, combining effects in a smart manner is very much encouraged!

Any construction should take 4 hours and require 1 unit of stock.

Once the party has finished its preparations and/or has run out of **units of stock** or 15 minutes have elapsed, proceed to *Act III*.

Scoring. If the players devise a unique idea not listed among the default uses of **units of stock** outlined above, award them **3 points**.

Act III: The Eye of Constancy

The skies darken early today; sundown is still two hours away, but the light of the sun has all but ceased penetrating the thick shroud of ink-black clouds. An apocalyptic storm of unprecedented proportions is rolling in from every cardinal direction; it seems like the very heavens have set out to crush you.

Within the soft, green glow of the cocoon of constancy, Arios and your allies are conducting the ritual; its magic has begun infusing the fires. Near the flames you can feel the power of still waters coursing through you. You know you won't have to withstand the elements for long—but withstand you must.

The clouds rush in, bringing torrential rains. The staccato of thunder and lightning illuminates the dark, as gales pummel you. As a ball of lightning crackles briefly above, you see the first bony fingers grasp the edge of the spire's ledge—they are here! You feel the power of the ritual coursing through you, green wisps fortifying your bodies—by the still waters, you can do this!

GM Note. Give the party the information regarding the Eye of Constancy (P. 13) if they have not already asked for it.

The Storm of the Century

The wrath conjured forth by Vasi's servants knows no bounds. It is a chaotic cacophony of howling winds, rain, thunder, and lightning.

Visibility. Dim light, except within 10 feet of the lit fires.

Strong Winds. The strong winds impose **disadvantage** on ranged weapon attack rolls and **Wisdom (Perception) checks** relying on hearing. They would usually also extinguish the fires, but the ritual keeps them lit.

Shield of Stagnation. All cultists that start outside the cocoon gain 10 temporary hit points. This benefit does not extend to replacement cultists.

Cocoon of Constancy. Arios and his flock are sheltered in a cocoon of stagnant water while they conduct the ritual to save them all. For details on the ritual *The Eye of Constancy*, see P. 13.

The cocoon has **AC 10** and **77 hit points**.

If it is destroyed, the ritual fails, dooming the cultists to certain death. Unless the party taps into the *Ritual Die* (P.13), the ritual will be completed at the start of the 7th round.

A cultist that begins their turn within 10 feet of the *Cocoon of Constancy* during the ritual gains a charge they can employ for supernatural effects.

Fires. The fires burn in a controlled and calming manner, not in the flickering, chaotic dance one would expect. They act as a sort of relay for the ritual; cultists that begin their turn within 10 feet of a lit fire gain a charge, as though they were close to the *Cocoon of Constancy*.

Cultists. The cultists are **immune** to the fires while the ritual is in progress. Any other creature that enters a fire or starts its turn in it, takes 14 (4d6) fire damage (**no save**).

Vasi's Creatures. The servants of Vasi instinctively know about the fire's properties and can extinguish the fires by dousing them with their bodies.

A creature of Vasi that starts its turn adjacent to a fire can use its action to sacrifice its lifeforce to douse the fires. This kills the creature.

Storm Initiative. The storm "acts" twice per round, once on initiative 15, and once on initiative 5. Roll twice on the storm effect table at the start of the round. If you already rolled an effect this round, reroll.

Vasi's Creatures. Vasi's servants are **not directly affected by the storm's gales**. Collisions and lightning affect them as usual.

Table: Storm Effect

D10	Effect
1	Lull. Nothing happens.
2–3	Gale. An extremely strong gale hits the entire spire horizontally from one cardinal direction (roll 1d4 : 1: North; 2: East; 3: South; 4: West). Any cultist that is not in cover from it must make a DC 15 Strength saving throw . On a failed check, the cultist is blown 60 feet in a straight line in the direction opposite of that of the gale. If a cultist collides with a solid object, the cultist and object take 3 (1d6) bludgeoning damage per 10 feet traveled before the collision. A cultist can halve the collision damage with their choice of a successful DC 15 Dexterity (Acrobatics) check , or a DC 10 Constitution saving throw .
4–5	Cloudburst. The pouring rain worsens to a massive cloudburst, conveniently over one or more of the fires. Roll 1d6 : 1–3: One fire affected; 4–5: Two fires affected; 6: All fires affected. Unless a fire had a roof constructed above it, it is automatically extinguished at the end of the round.
6–7	Thunderclap. A deafening roar of thunder shakes the spire. All cultists must succeed on a DC 15 Constitution saving throw or be deafened. A deafened cultist can repeat this saving throw at the start of their turn; on a success, they are no longer deafened.

8–9 **Lightning Strike.** A randomly determined cultist must succeed on a **DC 15 Dexterity saving throw** or be struck by lightning, taking 28 (8d6) lightning damage, or half as much on a successful save. If a lightning rod exists, it is struck and destroyed instead.

10 **Apocalyptic Weather.** Roll twice on this table and combine the effects.

Predicting the Storm. The cultists have lived atop the spire for a while; they know the terrain. As such, they may attempt to predict the weather effects of the storm. A cultist can use their action to predict the storm's effects for this round with a **DC 10 Wisdom (Survival) check**. This grants the cultist and any ally that can hear the prediction **advantage** on all saving throws and checks to resist the storm's effects. (More importantly, it allows the cultists to maneuver into more favorable positions!) Note that a deafened cultist does not understand these directions unless the player giving directions roleplays a convincing pantomime of the weather and the deafened cultist can see them.

GM Note. If the party does not realize they can predict the storm, let them know about their ability to predict the weather at the start of round 2.

Vasi's Creatures.

Determine each round with 1d4 where Vasi's creatures arrive. There can never be more than **15 lesser flowing dead** on the spire.

Table: Point of Arrival

D4	Arrival
1	North
2	East
3	South
4	West

- **Round 1.** A number of **lesser flowing dead** equal to the number of players +2, arriving from two different points of arrival.
- **Round 2.** Two **lesser flowing dead**.
- **Round 3.** One weakened **flow conductor**.
- **Round 4.** Four **lesser flowing dead**.
- **Round 5.** Two **lesser flowing dead** and one **swarm of Vasi's drops** from two different points of arrival.
- **Round 6.** A number of **lesser flowing dead** equal to the number of players +2, arriving from two different points of arrival.

- **Round 7 Onward.** Four **lesser flowing dead**, arriving in groups of two from two different points of arrival.

Creature Limit. Once 15 **lesser flowing dead** have joined the fray, no additional undead arrive until one of them has been eliminated. The other creatures still arrive.

Creature Strategy. The creatures of Vasi have two primary goals: eliminate the cultist's food supplies and destroy the *Cocoon of Constancy*. If the creatures witness the ritual's energy being channeled by the signal fires, they start attempting to put them out.

Cultist Replacement. If a cultist perishes, a replacement cultist is ejected from the cocoon to defend it.

If the ritual is successfully completed (the *Ritual Die* reaches 14), read:

With a flash of green energy that blasts from the cocoon like a pillar of hope into the sky, the pandemonium finally ceases. The strange creatures are frozen in their tracks for a second, then dissolve into a green sludge that seeps into the ground. More importantly, the raging storm finally subsides. You are standing in the perfectly calm eye of this unnatural storm, an eye you have created, surrounded by swirling clouds in all directions. You can hear neither the rumble of thunder, nor the crackle of lightning; not a single drop of water falls upon you. You bask in the quiet, in the last rays of the sun, knowing that you have triumphed against all odds. Exhausted and happy, you collapse.

Scoring. Award **1 point** for every **lesser flowing dead** defeated. Award **5 points** if the party takes down the **swarm of Vasi's drops**. Award **10 points** if the cultists defeat the **flow conductor**. Award **4 points** for each of the 14 cultists that survived chapter one. Award up to **5 extra points** for particularly creative ways to survive.

GM Note: Reward Creativity

As any halfway experienced GM can attest by just looking at the set up, this act will kill cultists, probably a bunch of them. It can't be won by luck alone. That being said, it is possible to win with proper preparation. In my playtest, the players used the lightning rods to kill the flow conductor and the swarm. They predicted the storm's pattern, and when they knew that lightning would be coming, invoked *Blessed Constancy*, took the makeshift lightning rod, and pretty much ran at the creatures. They were blasted by lightning but survived unscathed due to the power of blessed stagnation.

Chapter Two: Quagmire in the Clepsydra

You all share the same dream. Wretched waters falling from the skies while you all were away gathering supplies, congealing in the shape of a strange, spider-like entity the size of a grown warhorse. The spider made of water also manifested armor plates and a strange, silvery amphora.

The arachnid thing ventured below. The frightful sound of flowing water echoes from the depths; the pools of stagnant water that you need to survive have dried up. Under the perpetual sun of your eye of the storm, even the hardy plants providing the bitter berries of your diet are withering, and your sustenance-insects are deprived of their breeding grounds.

If the storms do not subside, you will perish. Yet, you awaken, not to despair, but to hope.

Last night, Arios, broken, bent over by the ritual's strain, had a vision: Vasi, goddess of water, has spoken to him from within the spire, revealing the truth of her gospel. Your salvation lies in her still waters: the flow must be quenched once more, the divine tear that rests below recovered and secured.

Arios received strange green drops as a sign of Her divine favor. He chose you to execute the goddesses will: "Secure the divine tear." He handed one of the crystallized drops to each of you, and when you touched the green, clammy surfaces, the hypothermia and pain, the desperation—your constant companions in your miserable exile—ceased, replaced with a serene calmness and determination as still as a stagnant pool of water. You understood then that the spider-thing must be stopped, and that the green tokens can help you. Thus fortified, you ventured down the stairs, towards the sealed door that blocks off the spider creature's lair. Strangely, you seem to understand the runes on it.

Entering the Great Clepsydra

Two riddles are included in the **GM Grab-and-Go bag**. Use one of these to represent the runic riddle on the sealed door leading down. Allow the players to think about the riddle for 5 minutes before Arios steps in and solves it for them.

Scoring. If the players solve the hard riddle, award **10 points**. If they solve the easy riddle, award **5 points**

GREEN TOKEN OF VASI

Wondrous Item, uncommon

This drop of still, crystallized water is slimy to the touch. It seems to be hesitant to leave your hand, magically returning to it at your mental call. You can make a ranged or melee attack with a *token of Vasi* as a bonus action, or by using your reaction to something happening. You can throw the *token of Vasi* at a target or 5-foot square within 30 feet. If your target is the **spider creature**, it must succeed on a DC 15 Charisma saving throw, or suffer under the truth of your divine power. If your target is a 5-foot square, you create an area of sludge in a 10-foot cube centered on the point of impact for 1 minute. The sludge is difficult terrain for all creatures without your blessing, and any such creature ending its turn in the sludge takes 7 (2d6) acid damage. Using a *token of Vasi* consumes it.



Token of Vasi

GM Note: On Death & Survival. The cultists that survive the first chapter are de facto immortal. Even if they perish, they awaken the next day, at 11 PM.

However, they awaken hungry and thirsty, gaining 1 level of exhaustion due to starvation.

A cultist with exhaustion level 5 is utterly incapable of contributing, caught in an endless spiral of starvation.

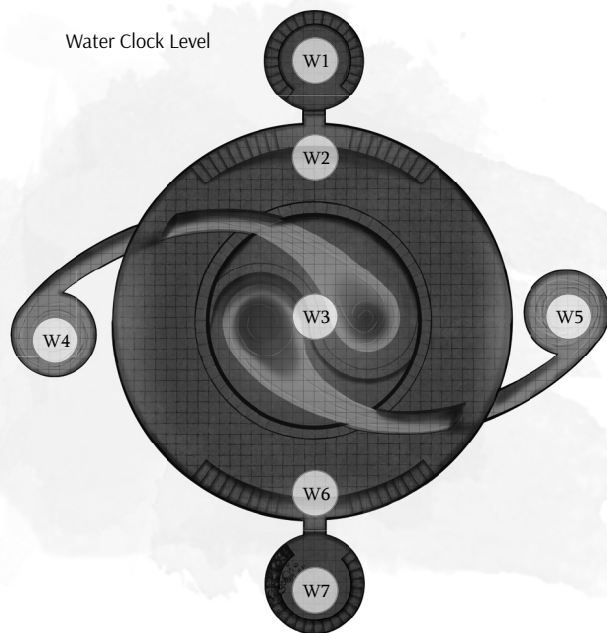
This is the true failstate of the second part of the adventure.

Cultist Replacement. When a cultist (temporarily) dies in the Water Clock Level, Arios knows. He sends a replacement cultist down, who arrives within 1d6+3 rounds. He can only do this until all cultists that survived the first chapter have been sent down; after that, the cultists need to wait until 11 PM, when they reawaken.

Token Limit. Arios can only create 6 *tokens of Vasi* per day; the cultists can't brute force this chapter by pooling 14 tokens. If a day passes and the cultists suffered from exhaustion, they also gain a new array of tokens.

Troubleshooting. What if there are less cultists left after chapter one than players at the table? That'd mean that, potentially, one or more players have no "respawning" cultist.

If there is less than 1 hour of playtime left and only one player needs a cultist to play, you might consider proceeding with the remaining cultists and allow the player without a cultist to take control of Mer'talya. If more than one player has no cultist left to play. If there is more than 1 hour left, just have additional cultists arrive; they were saved by the ritual while en route to the spire. This might not be canon, but player fun is more important than canon.



Water Clock Level Dressing

Lighting: Dim lighting from phosphorescent growths.

Sounds: Meandering water.

Smells: Wet stone, delicious mold, mildew, lichen.

Pressurized Water Web. Touching the weaver's *Pressurized Water Web* affects the character as if hit by it, and alerts the **weakened flow weaver** to something triggering the web. Using a *green token of Vasi* on the web turns it into harmless sludge in the affected area and does not alert the **weakened flow weaver** in **Area 4**. The weaver replenishes all triggered webs and strands when the party takes a short or long rest, unless that would conflict with its behavior outlined in **Weaver Behavior** (P. 11).

Area 1: Entrance

The smooth, steep spiral stairs lead down for 5 minutes, doubling back on themselves time and again, before opening to a 50-foot-wide vertical cylindrical chamber. The rush of flowing water echoes softly. At the bottom, a set of open double doors are held shut by a web of water

Double Doors. The double doors are unlocked and can be opened or closed without a sound, the hinges still perfectly functional. A **DC 10 Intelligence (Religion) check** recognizes the deity inlaid on the doors as the wrongful depiction of Vasi as a bringer of torrential floods.

Water Web. The web is a *Pressurized Water Web*.

Area 2: Grand View

The doors open to an impressive vista, a balcony overlooking a vast circular hall with 40-foot-high walls covered in faded murals that prominently feature artworks. To the left and right, a set of shallow stairs descends 15 feet down to the floor. In the middle of the hall, a 60-foot-high dome caps the center, dimly illuminated by specks of calming, green phosphorescent lichen. Directly beneath this dome is a recessed area, 5 feet lower than the floor of the hall's outer ring. Two canals, each sporting a steady, if meandering stream of knee-deep water, lead into the recessed area, which also sports a path that bisects this recessed section in an S-shape. Inside the recessed area, two drains sport growths of edible lichen that are slowly being flushed away by the remorseless flow of water.

Stairs. The shallow stairs descend to the floor of the main chamber **Area 3**.

Pressurized Web Trip Wire. Hidden in the gloom on both sides of the stairs, the weakened flow weaver has left a strand of its *Pressurized Water Web*, vanishing in a crack in the wall. It takes a **DC 15 Wisdom (Perception) check** from afar, or a **DC 10 Intelligence (Investigation) check** while slowly walking down the stairs to notice it. Once noticed, it's easy to step over it. Touching the web snaps the strand and smashes the character into the wall for 3 (1d6) bludgeoning damage. This also alerts the **weakened flow weaver** in **Area 4** to the presence of intruders.

Area 3 The Great Clepsydra Table

The vast circular hall is wondrous, but foreboding, testament to the miracles of an age long past. The calming effect of the phosphorescent lichen and its dim, yellow-green radiance is only slightly spoiled by the presence of the murals on the wall and the misguided horrors they depict. Clearly, the ancients failed to understand the truth of Still Waters.

The winding path through the recessed area is visibly damp, the life-giving lichen being slowly scoured away by twisted streams of sputtering water that make you recall all you've lost.

A 5-foot-wide canal leads off into the darkness in each of the recessed area's separated chambers. Horrid streams emerge from the canals with the inexorable mercilessness of entropy.

In the south, stairs mirror those in the north, save that they lead further down.

Outer Ring—Murals. A variety of blasphemous murals can be found among the wave-patterns in the walls. There is one sequence of murals in each cardinal direction. If the cultists wish to look at the murals, show them the corresponding handout artwork and/or read the following:

Mural Sequence (North)—Warrior's Rest. *"This sequence of murals depicts ancient warriors being turned into immortal guardians after death. Some ancients indubitably were on the way to the enlightenment of Still Waters."*

Wall Painting Sequence (East)—Great Clepsydra. *"This sequence shows how the ancients created this horrid place and brought death and floods to the lands by abusing Vasi's gifts. The deity cried, but the ancient heretics simply used the divine tears to power their conquests, the grotesque mockery of her will."*

Wall Painting Sequence (South)—Vasi's Servants.

"This sequence shows the horrible servants of the twisted doctrine once taught here, including a depiction of the spider-monster that is currently trying to destroy the nascent Church of Still Waters."

Wall Painting Sequence (West)—Sacred Amphora of Restoration. *"This sequence shows a twisted inversion of the truth and depicts the spider monster and its silver amphora as bringing salvation, rather than death."*

Recessed Area—Drains. *Each side of the center section has a drain from which life-giving lichen and algae grow; these are currently being torn away by the steady streams of water from the channels. Five feet below the ground, a metal grating of invulnerable, bronze-like ore blocks further passage.*

Recessed Area—Western Channel. A steady stream of 1-foot-high water flows from this channel, and into the drain. The water is clear, concealing a *Pressurized Web Trip Wire* (see **Area 2**). Since the web is made of water, it is almost invisible. It takes a **DC 15 Wisdom (Perception) check** to notice it, or a **DC 10 Intelligence (Investigation) check** when explicitly looking at the water. Stating that one looks for strands of the web provides **advantage** on the check, and **reduces the DC by 5**.

Recessed Area—Eastern Channel. A steady stream of slowly rising water flows from this channel, and into the drain. Every 5 minutes, the water changes from a crystal clear state, to slimy muck, and back again. While stagnant muck meanders, the overall water level slowly decreases. The water conceals a *Pressurized Web Trip Wire* (see **Area 2**). While the water is clear, the strand behaves like in the western channel, but while the muck is flowing, the clear transparent web is easy to spot. It takes only a **DC 10 Wisdom (Perception) check** to notice it in muck, and characters automatically notice it if they look for it.

Stagnant Muck. The **weakened flow weaver** takes 3 (1d6) acid damage if it ends its turn in muck. The characters, chosen by stagnation, do not take damage.

Area 4: Western Cistern

The claustrophobic tunnel's winding path leads to a 40-foot-diameter, circular chamber with a 45-foot ceiling above. The floor's center sports grating of bronze-like metal with 6-inch gaps. The channel's water emerges slowly from the grating. From the ceiling dangles a silver chain that splits into three intricate parts holding a silver urn 10 feet above the floor. A web of clean, pressurized web holds a silvery amphora in place above the urn.

Western Urn. The chain holding the urn is blessed by Vasi and both chain and urn are impossible to damage by mortals. The urn currently holds a steadily overflowing stream of clear water emerging from the amphora and the **weakened flow weaver**. The urn is clearly intended to hold an object larger than the amphora. Clear water flows through the western channel while both the amphora and the weaver pour water into the urn. As soon as the **weakened flow weaver** does anything except focus on this task, the flow of water from this urn ceases until the weaver resumes its task.

Water Web. The web is a *Pressurized Water Web*. Dissolving the web makes the amphora fall to the ground and alerts the **weakened flow weaver**.

Area 5: Eastern Cistern

The tunnel's winding path leads to a 40-foot-diameter, circular chamber with a 45-foot ceiling above. The floor's center sports grating of bronze-like metal with 6-inch gaps. The channel's water/muck emerges slowly from the grating. From the ceiling dangles a silver chain that splits into three intricate parts holding a silver urn 10 feet above the floor. The urn holds a globe of water suspended in a smooth, clear material that is 1 foot in diameter and emits soft light in a 5-foot radius. The globe is held in place by water webs.

Eastern Urn. The chain holding the urn is blessed by Vasi and both chain and urn are impossible to damage by mortals. The urn currently holds a *tear of Vasi* that oscillates every 5 minutes between its clear, blue state, and a tainted, green form. The liquid flowing from the grating depends on the *tear of Vasi's* current state. The stream of liquid, whether clear water, or muck (see **Area 3**), ends when the *tear of Vasi* is removed from the urn.

Water Web. The web is a *Pressurized Water Web*. Dissolving the web makes it possible to retrieve the *tear of Vasi* and alerts the **weakened flow weaver**.

Area 6: Southern Stairs

A set of shallow stairs mirrors the steps to the north that you used to enter this place but goes down 15 feet instead before ending at a set of closed double doors depicting a female figure. The double doors are held shut by a web of pressurized water. A curious, black lichen sporting purple algal blossoms and glistening, black seeds is growing here. It smells like candied rose petals.

Double Doors. These doors are identical to the ones leading from **Area 1** to **Area 2**.

Flowering Lichen. The black lichen is blessed by the same entity that granted Arios his vision. Harvesting a handful of seeds is an action, as is consuming them. A total of six handfuls of seeds can be harvested from the lichen per day. Each handful of seeds heals the characters for 1d6 + 2 hit points. A **DC 10 Intelligence (Nature) or Wisdom (Survival) check** knows that these seeds are usually dangerous, but that the true chosen of Vasi's have nothing to fear from them.

Water Web. The web is a *Pressurized Water Web*.

Area 7: Blocked Passage

Beyond the doors lies a 50-foot-wide circular chamber, dominated by narrow stairs.

On the wall next to the entrance, you can see an intricate mural that depicts a stylized version of the massive spire and a sprawling complex inside, as well as two raging rivers emerging from the spire, sending forth their deadly floods. You shudder at the thought of the devastation they have wrought.

The passage down is blocked by a massive collapse.

Collapse. The collapse is massive, and any character with *Stonecunning*, **DC 10 Intelligence (History) or Intelligence (Investigation) check** can tell that it is structurally stable, but impossible to remove without whole teams working for months on end.

Mural. The mural depicts a massive complex inside the spire. Parts of the mural have been damaged by the collapse, but what remains clearly visible are two rivers springing forth from below the ground on opposite sides of the spire.

Weaver Behavior

Hit and Run. The **weakened flow weaver** knows that it can outmaneuver the party; if it is hit with a green token of Vasi, it retreats, unless a retreat would directly jeopardize the *tear of Vasi* or its control over the *sacred amphora of restoration*.

Flooding. The **weakened flow weaver** panics when one of the strands in the eastern or western channel (**Area 3**) is triggered, or when it notices that its webs in the eastern (**Area 5**) or western cistern (**Area 4**) have been destroyed in its absence. Provided it still has access to either the *tear of Vasi* or the *sacred amphora of restoration*, it returns to the respective relic (**Area 4** for the *sacred amphora of restoration*, **Area 5** for the *tear of Vasi*) and

sacrifices part of its life force to supercharge the item, gaining one level of exhaustion. This starts flooding of the Water Clock Level; the water starts audibly rising at a rate of 1 foot every 2 rounds. Once 10 rounds have elapsed, the water turns into a churning chaos and stays that way for 5 minutes. The churning waters require a **DC 15 Strength (Athletics) check** to avoid being submerged and smashed against walls or ground for 7 (2d6) bludgeoning damage. Allow a party caught by the flooding a **DC 10 Wisdom or Intelligence check** that they can sit out the flooding on the stairs in **Area 1**. Since neither of the drains of the Great Clepsydra are clogged, the water levels drop rapidly, at a rate of 5 feet per round.

Flow Weaver Alerted. When a strand or web of its *Pressurized Water Web* is touched, the **weakened flow weaver** in **Area 4** uses its *Earth Glide* to enter one of the cracks in the complex and investigate. It reaches another **Area** of the Water Clock Level in 1d3 + 2 rounds, twice that long once it has two levels of exhaustion.

Flow Weaver Concerned. If the **weakened flow weaver** notices that the eastern channel in **Area 3** does not carry water anymore, it settles in **Area 1** and tries to cut off the exit until it can reclaim the *tear of Vasi*.

Flow Weaver Unaware. If the **weakened flow weaver** has not been alerted, it remains in its web in **Area 4**, pouring a stream of the water that forms its body into the urn. It is hostile, but unless the party has not secured the *tear of Vasi*, it only stays away from **Area 4** for up to 5 minutes before returning.

Besting the Weaver

Combat. Even a weakened flow weaver is an enemy that might be beyond the party to defeat in combat. It's possible, but difficult.

Trickery. Splitting the party, luring the weaver away by deliberately triggering a web, and then absconding with the *tear of Vasi* is the easiest way to victory.

Scoring. Killing the **weakened flow weaver** grants the party **10 points**. Outwitting it and absconding with the *tear of Vasi* without killing it grants the party **15 points**. The party also gets **5 points** for every cultist that survived, and loses **one point** for every level of exhaustion due to starvation they incurred.

Epilogue

Once the party returns the *tear of Vasi* to Arios, he murmurs a prayer, his eyes flash: the divine tear turns still, stagnant, green. With an epic shuddering of magical force, the perpetual storms that trapped the cultists dissipate, leaving only still air. The **weakened flow weaver**, if still alive, emerges green and stagnant, now subservient to Arios. It hands over the silver amphora if the cultists have not already done so.

Arios leads his flock ceremoniously into the Water Clock and dumps the silver amphora in the western drain in **Area 3**. After that, he removes one disc of his amulet, throwing it in the cult's fire pit while keeping the amulet. The cultists bury the stairs leading down as anathema, and as the last handful of dirt falls, they all hear a female voice echoing through their minds:

"I am Rultmoork, forevermore...and now, so art thee."

Appendix: Ritual—The Eye of Constasy

This ritual is conducted by Arios, Hyrkios, Mer'talya, and all cultists that do not defend them while doing so.

Cocoon of Constasy. The ritualists are shrouded in the *Cocoon of Constasy* while performing it.

The cocoon has AC 10 and 77 hit points.

If the cocoon is destroyed, the ritual fails and must be started anew.

Ritual Die & Power Increase. Put a d20 on the table at the start of the first round, with the number “2” facing up; this is the *Ritual Die*. At the start of each subsequent round, the *Ritual Die* increases by 2. Once it has reached 14, the ritual is successful. If the die would reach a value of 0 due to *Beseech Arios* options (see below), the ritual fails.

Benefits to Cultists. While the ritual is in progress, each cultist outside the cocoon can tap into the power of the ritual. A cultist that starts its turn within 10 feet of the *Cocoon of Constasy*, or within the range of the signal fires, gains 1 charge. A cultist can only hold one charge. Each of the following abilities consumes the charge.

- **Bless Sludge.** The cultist channels Arios' blessing as a bonus action. This doubles the damage dealt by *Putrid Sludge* until the start of the cultist's next turn, to 10 (4d4) poison damage.
- **Constasy's Command.** As a reaction to seeing a creature sprayed with *Putrid Sludge*, the cultist can command it to cease moving. The creature must make its choice of a **DC 16 Strength** or **Charisma** saving throw, or become paralyzed. The creature can repeat this saving throw at the end of each of its turns, ending the effect on a successful save.
- **Fortify Form.** As a reaction to taking damage, the cultist can roll 3d4 and subtract the result from the damage taken.
- **Recall State.** As a bonus action, the cultist regains 3d4 +2 hit points.
- **Sludge Refill.** As a bonus action the cultist can regain all 3 uses of *Putrid Sludge*.
- **Stand Against the Gales.** As a bonus action, the cultist can fortify itself against the gales. They gain **advantage** on checks to avoid being blown away by the sudden gales.

Beseech Arios. A cultist can use a reaction to rolling a saving throw or taking damage, or a bonus action to beseech Arios to gain one of the following benefits.

However, this intervention comes at a price. Each of these effects reduces the number shown by the *Ritual Die* by 1. Arios can only intervene this way three times per round.

- **Blessed Constasy.** The cultist's hit points are locked until the start of their next turn. Any damage the cultist takes is reduced to 0.
- **Prophet's Smite.** The cultist gets a bonus equal to 20 minus the number shown by the *Ritual Die* after activating this ability to its next attack roll and deals additional bludgeoning damage on a hit equal to twice this bonus to the attack roll.
- **Shelter from the Storm.** The cultist becomes **immune** to all effects of the storm until the start of the cultist's next turn.
- **Surge of Stagnant Waters.** The cultist summons a geyser of corrosive stagnation at a point within 60 feet. Each creature within a 10-foot-radius, 40-foot-high cylinder must make a **DC 16 Dexterity saving throw**. On a failed save, a creature takes 14 (4d6) acid damage and 15 (4d6) poison damage, or half as much on a successful save. The poison damage **bypasses the poison immunity of Vasi's creatures.**

GM Note. Hand out the *green tokens* to the players to represent scharges, and collect them again when they use them.

Cultist of Still Waters (Dextrous)

Medium Humanoid (any),
Typically non-Good alignment

Armor Class 14

Hit Points 13 (3d8)

Speed 30 ft.

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

Saving Throws Dex +6, Cha +4

Skills Acrobatics +6, Religion +2,
Sleight of Hand +6, Survival +2

Senses passive Perception 10

Languages any one language (usually Common)

Proficiency Bonus +2

SPECIAL TRAITS

Evasion. When the cultist is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

Putrid Sludge. Putrid sludge deals 5 (2d4) poison damage. Each cultist has enough sludge for 3 successful attacks in their battle aspergillum.

ACTIONS

Battle Aspergillum. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage, and the target must succeed on a DC 13 Dexterity saving throw or be splashed with putrid sludge.

Sling. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one creature. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Exhaustion Tracker.

1 2 3 4 5

□ □ □ □ □



Cultist of Still Waters (Strong)

Medium Humanoid (any),
Typically non-Good alignment

Armor Class 11

Hit Points 13 (3d8)

Speed 30 ft.

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

Saving Throws Str +5, Cha +4

Skills Athletics +5, Religion +2, Survival +2

Senses passive Perception 10

Languages any one language (usually Common)

Proficiency Bonus +2

SPECIAL TRAITS

Putrid Sludge. Putrid sludge deals 5 (2d4) poison damage. Each cultist has enough sludge for 3 successful attacks in their battle aspergillum.

ACTIONS

Battle Aspergillum. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage, and the target must succeed on a DC 13 Dexterity saving throw or be splashed with putrid sludge.

Exhaustion Tracker.

1 2 3 4 5

□ □ □ □ □



Cultist of Still Waters (Tough)

Medium Humanoid (any),
Typically non-Good alignment

Armor Class 12 (leather armor)

Hit Points 22 (3d8 + 9)

Speed 30 ft.

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

Saving Throws Con +5, Cha +4

Skills Athletics +3, Religion +2, Survival +2

Senses passive Perception 10

Languages any one language (usually Common)

Proficiency Bonus +2

SPECIAL TRAITS

Hardy. When the cultist is reduced to 0 hp, it may make a DC 20 Constitution saving throw. On a successful save, the cultist is only reduced to 1 hp instead.

Putrid Sludge. Putrid sludge deals 5 (2d4) poison damage. Each cultist has enough sludge for 3 successful attacks in their battle aspergillum.

ACTIONS

Battle Aspergillum. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage, and the target must succeed on a DC 13 Dexterity saving throw or be splashed with putrid sludge.

Exhaustion Tracker.

1 2 3 4 5

□ □ □ □ □



Lesser Flowing Dead

Medium Undead, typically Neutral

Armor Class 13 (flowing water and armor scraps)

Hit Points 15 (2d8 + 6)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	6 (-2)	6 (-2)	5 (-3)

Damage Vulnerabilities bludgeoning, fire, necrotic, special (see Stagnation Vulnerability)

Damage Resistances radiant

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Grekian but can't speak

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

SPECIAL TRAITS

Stagnation Vulnerability. Flowing dead are animated by the momentum of their water. If a flowing dead does not move at least 20 ft. on its turn, it suffers disadvantage on all attack rolls, checks and saving throws. If a flowing dead starts its turn prone, it takes 10 (3d6) force damage. Additionally, they are vulnerable to the poison damage dealt by *Putrid Sludge*.

ACTIONS

Great Battle Aspergillum. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 +3) bludgeoning damage, and the target must succeed on a DC 12 Dexterity saving throw or be splashed with holy water. Holy water deals 7 (2d6) radiant damage to undead and fiends. On a successful save, the target is not sprayed.

Swarm of Vasi's Drops

Medium Swarm of Tiny Oozes, typically Neutral Evil

Armor Class 15 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 40 ft; swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	16 (+3)	6 (-2)	12 (+1)	3 (-4)

Damage Resistances acid, bludgeoning, piercing, and slashing

Damage Immunities poison

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

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 11

Languages understands Aquan and Grekian, but can't speak

Challenge 3 (700 XP) **Proficiency Bonus** +2

SPECIAL TRAITS

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

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

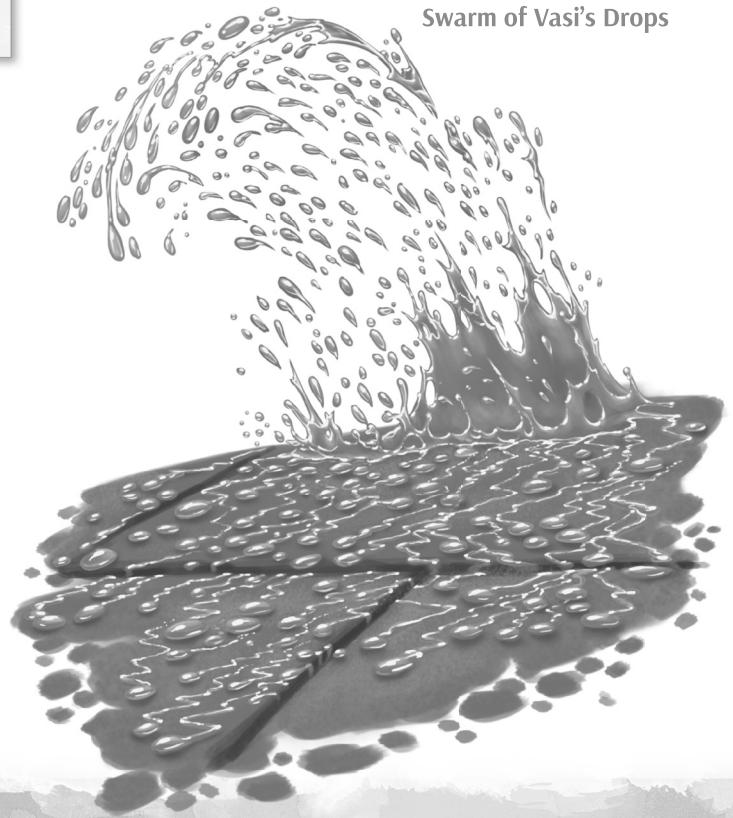
ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) bludgeoning damage, or 7 (2d6) bludgeoning damage if the swarm has half of its hit points or fewer.

Lesser Flowing Dead



Swarm of Vasi's Drops



Weakened Flow Conductor

Large Elemental, typically Neutral

Armor Class 14

Hit Points 68 (8d10 + 24)

Speed 30 ft., fly 30 ft. (hover), swim 60 ft.

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

Skills Perception +2

Condition Immunities blinded, charmed, deafened, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages Aquan; understands Grekian, but can't speak it

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

SPECIAL TRAITS

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

Weakened by Ritual. The flow conductor has lost its usual immunities and resistances due to the ritual's energies.

Ride the Storm. The rainstorm allows the weakened conductor to ride the raindrops, increasing its fly speed to 30 ft., but only while 5 feet from solid ground.

Feed Score. A creature that starts its turn within a 10-foot-diameter sphere centered on the flow conductor must succeed on a DC 13 Strength saving throw. On a failed save, the conductor's water, infused with violent momentum, sticks to the creature and forces it to move at least 20 feet at the start of its next turn. If the creature

does not move at least 20 feet, it takes 14 (4d6) bludgeoning damage from the water sticking to the target, as it discharges a hydraulic blast of water.

Flow Aura. A creature that starts its turn within a 10-foot-diameter sphere centered on the flow conductor must succeed on a DC 13 Strength saving throw. On a failed save, the conductor's water, infused with violent momentum, sticks to the creature and forces it to move at least 20 feet at the start of its next turn. If the creature does not move at least 20 feet, it takes 14 (4d6) bludgeoning damage from the water sticking to the target, as it discharges a hydraulic blast of water.

Flow Consumption. The flow conductor sustains itself by movement. Each time a creature takes the Dash, Disengage, or Dodge action in the conductor's flow aura, it regains 5 hp and increases its feed score by 1.

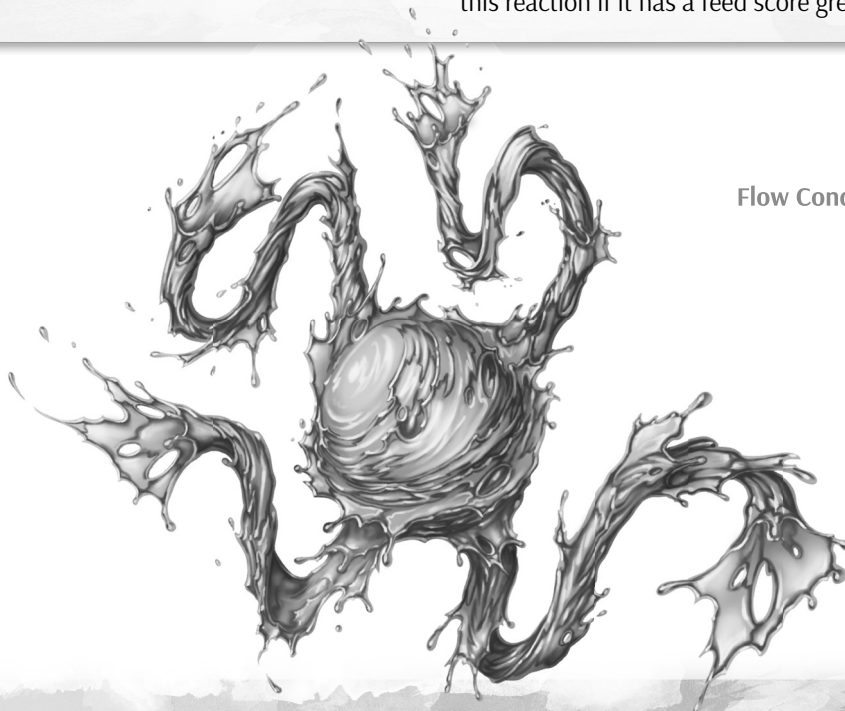
ACTIONS

Multiattack. The flow conductor makes two tendril attacks.

Tendril. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target must succeed on a saving throw against the conductor's flow aura.

REACTIONS

Conduct Battle. The flow conductor's tendrils twitch when a creature within 30 feet of it does not try to move at least 10 feet during its turn. The flow conductor reduces its feed score by 1, and exchanges the positions of two creatures that it can see and both of which are within 60 feet of it. This is a teleportation effect. The conductor can only use this reaction if it has a feed score greater than 0.



Flow Conductor

Weakened Flow Weaver

Large Elemental, typically Neutral

Armor Class 14 (Grekian plates)

Hit Points 37 (5d10 + 10)

Speed 30 ft., burrow 30 ft., climb 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Skills Stealth +5

Damage Immunities poison, radiant

Condition Immunities petrified,
poisoned, prone, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Terran understands
Grekian but can't speak it

Challenge 3 (700 XP)

Proficiency Bonus +2

SPECIAL TRAITS

Breathless. The flow weaver does not need to breathe.

Semi-Liquid Form. The flow weaver can enter a hostile creature's space and stop there. It can move through a space as narrow as 3 inches without squeezing, or sans armor plates, as narrow as 1 inch without squeezing.

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

Stagnation Resistance. The weakened flow weaver is attuned to both the tear of Vasi and the sacred amphora of restoration. This has granted it an uncommon resistance to green tokens of Vasi. When it fails a saving throw against a token, it does not change into *stagnation mode*, but instead only partially turns green and gains one level of exhaustion. If it gains exhaustion level 6 this way, it turns into *stagnation mode*, loses all exhaustion levels, and ceases its hostile behavior.

Water Sense. While in contact with a body of water or one of its webs, the flow weaver knows the exact location of any other creature in contact with the same body of water or web.

Web Walker. The flow weaver ignores movement restrictions caused by webbing.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, plus the target must make a DC 12 Constitution saving throw, or be moved up to 10 feet in a direction of the weaver's choice. If the target collides with a solid object or another creature, all creatures involved in the collision must make a DC 12 Constitution saving throw, taking 7 (2d6) bludgeoning damage, or half as much on a successful save.

Pressurized Water Web (Recharge 4–6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one Large or smaller creature. Hit: The creature is restrained by the webbing. A target that begins its turn restrained by the web takes 7 (2d6) bludgeoning damage, and is moved up to 10 feet in a direction of the weaver's choice within the web. If the target was hit by a pressurized water web attack, the flow weaver can move it towards itself in a straight line, or push it away in a straight line. A webbed target can make a DC 14 Strength check, escaping the webbing on a success.

The webbing is made of pressurized water, has AC 10, 5 hit points, resistance to bludgeoning, and immunity to piercing, slashing, acid, poison and psychic damage.

Flow Weaver



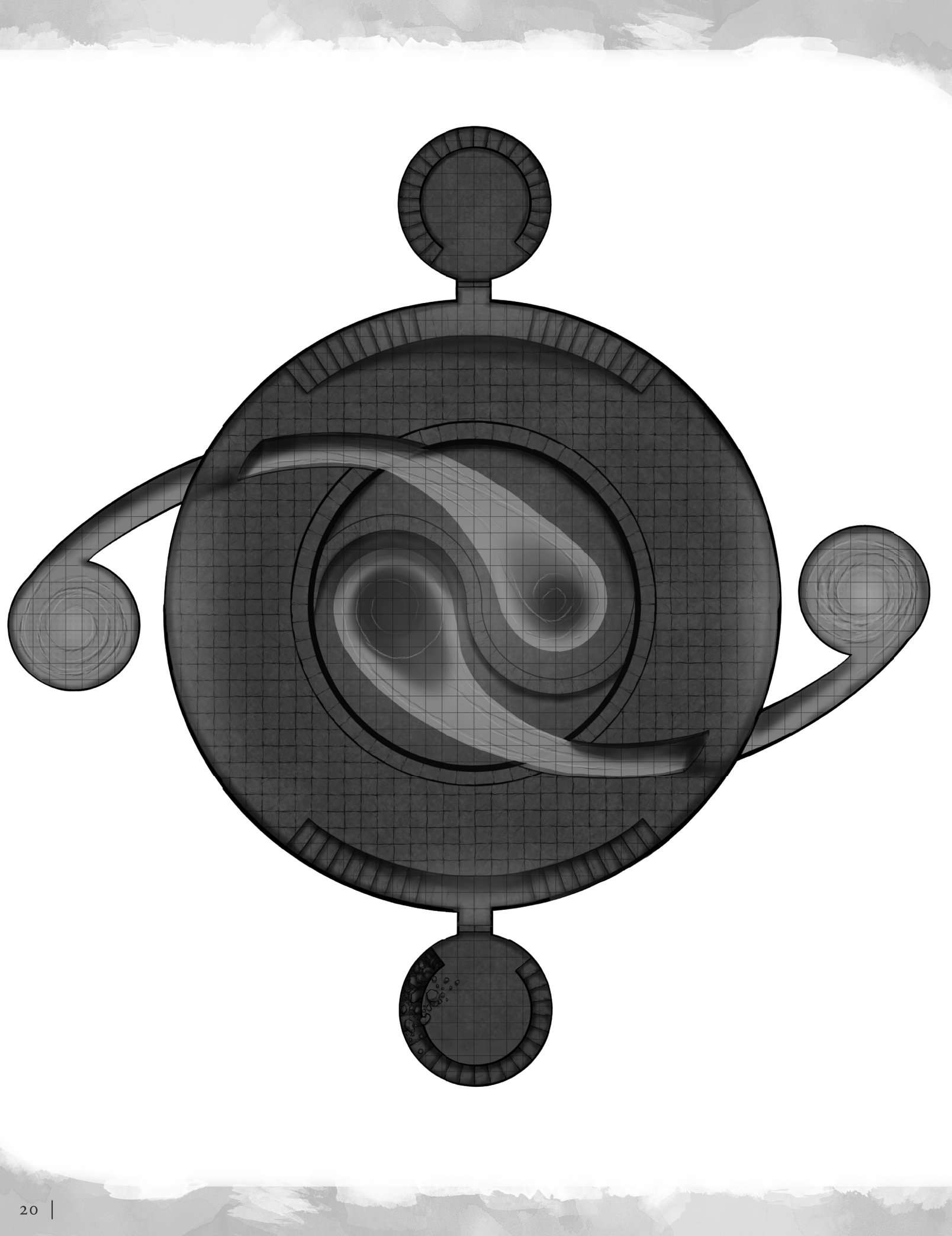
Appendix: New Weapon: Battle Aspergillum

<i>Martial Melee Weapon</i>				
Name	Cost	Damage	Weight	Properties
Battle Aspergillum	10 gp	1d6 bludgeoning	6 lb.	Heavy, splashing
Great Battle Aspergillum	30 gp	1d10 bludgeoning	12 lb.	Heavy, reach, splashing, two-handed

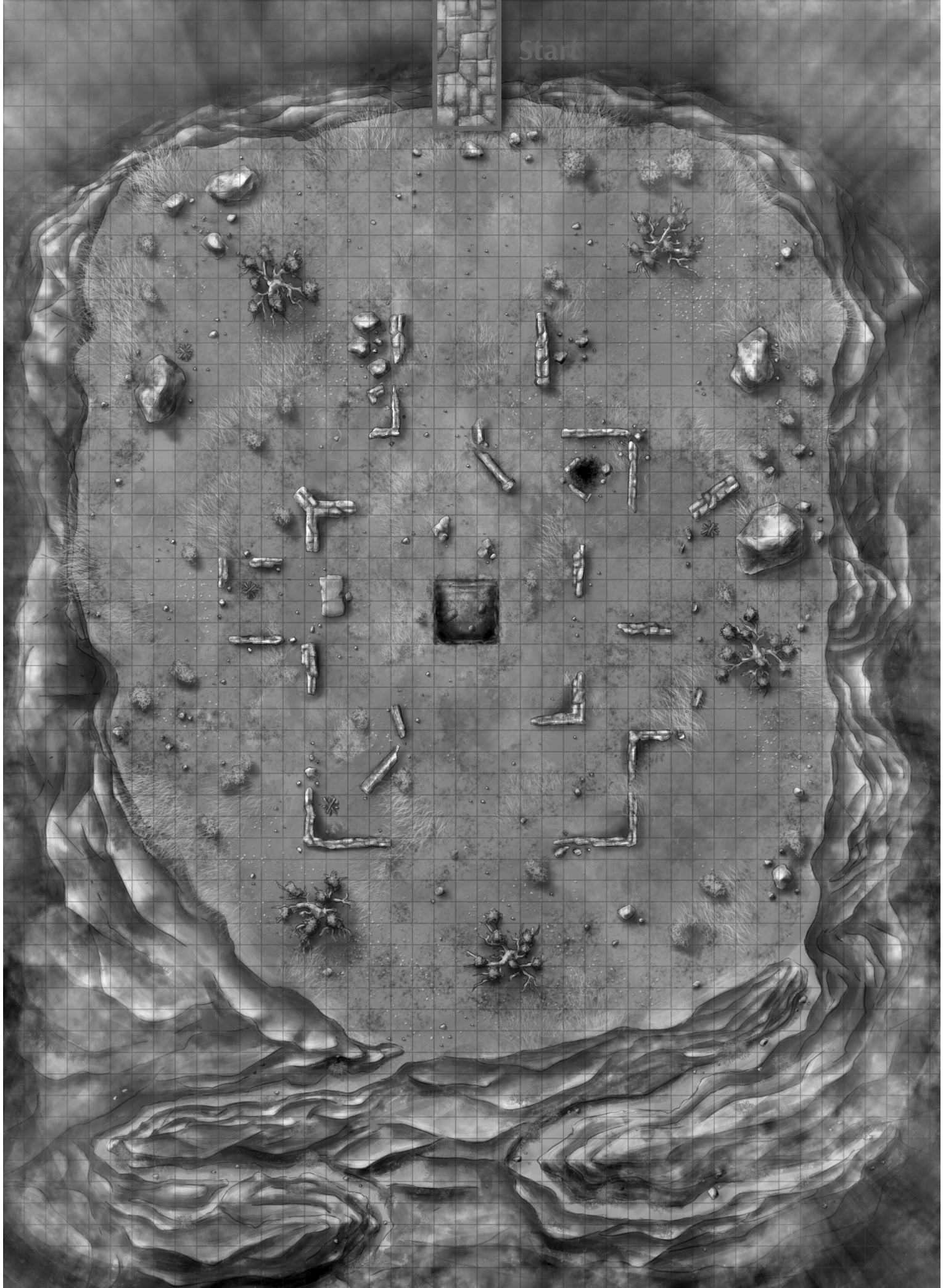
Splashing. A Weapon with the splashing property can be used to deliver liquids when hitting enemies more effectively. You can, as a bonus action, fill the battle aspergillum with a liquid that can be used to make an attack, such as alchemist's fire, holy water, or acid. The aspergillum's openings can be opened or closed with the press of a button in the haft of the weapon. This does not require taking an action. When its holes are opened, a filled battle aspergillum inflicts the effects of the liquid it contains on any target hit. The special construction of the weapon allows for a more controlled release of the liquid. A liquid filled into a battle aspergillum suffices for three successful hits instead of being consumed on the first hit. The insides of the battle aspergillum are treated with special materials (sometimes Grekian Ore), and they are immune to the effects of liquids filled into the weapon. The extra damage dice of the liquid are not multiplied on a critical hit.

Appendix: Scoring Sheet

Chapter/Act	Scoring
Chapter One, Act I	Per Surviving Cultist: 1 point Discerning the Vulnerability: 2 points Clever Elimination of flowing dead: 2 points per instance
Chapter One, Act II	Creative Use of units of stock not outlined: 3 points
Chapter One, Act III	Per flowing dead killed: 1 point Swarm of Vasi's drops killed: 5 points Flow conductor killed: 10 points Per cultists that survived: 4 points Creative ways to survive: + up to 5 points
Chapter Two	Solving the easy riddle: 5 points Solving the hard riddle: 10 points Killing the weaver: 10 points Outwitting the weaver: 15 points Per cultist that survives: 5 points Per level of exhaustion a cultist suffers: -1 points



Start



SPAWN ZONES N

E

W

Cocoon

E

S

