

SACRED WATERS

Rec. Lvl 3.

Terrain

Elevation difference is 10ft except the stairs, which rise 20ft above their base. DC 12 Acrobatics check to move over lily pads.

Setup: Heir to the Stars

The party has arrived to draw a jug of sacred water from the pool to end a curse.

Personification of the Waters

Alabetu (as **Water Weird** with 70 HP), the spiritual personification of the waters, is tired of being used as a cure-all by locals: they'll erupt to assail the next group to scoop their waters (the party). They are accompanied by two **Crystallizations** (as Ice Mephit).

Phase 1: Anticipation of the Waters

A beautiful and calming atmosphere glitters.

- chamber must be entered via the glowing underwater tunnels.
- a DC 12 **Nature** or **Survival** check indicates the northern wall is ready to crack with little pressure.
- a DC 13 **Arcana** or **Religion** check will interpret the aura as strangely tense for such a calming place.
- the party has been informed the northern wall's ice, freshly melted, is the purest form—when the party melts any of the ice, phase advances to 2.

Phase 2+: Rising Waters

The water melts and a howl splits the caves.

- **Alabetu** forms in the water while two **Crystallizations** emerge from the icewall.
- **Alabetu** is set on ensuring the party does not leave alive.
- Initiative is rolled and the phase advances once at the end of every round.

Holy Water Crush

If a character ends two sequential turns under water, while **Alabetu** is summoned and alive, they must make a DC 10 **Constitution** save. Every further save adds +1 to the DC. On failure, they suffer 2d4 force damage.

The water itself forces itself down upon the unwanted presence. Characters with a divine sponsor of their own (such as a deity or pact patron) make this save at Advantage if the DM feels it applicable. Druids are immune to this damage.

Sacred Water Techniques

Alabetu has the following Legendary Actions:

- *Frozen Wake*: all creatures within a 15ft square of water make a DC 15 Constitution save. On failure they suffer 2d10 Cold damage and lose half their movement from their next turn.
- *Sacred Scythe*: all creatures in a 30ft cone out from **Alabetu** make a DC 15 Dexterity save; on failure, they suffer 3d6 Radiant damage, halved on success.
- *Swift Waters*: **Alabetu** moves up to 40ft through water without provoking attacks of opportunity.
- *Wave Pull*: creatures within 20ft of **Alabetu** make a DC 15 Strength save (advantage if above water). On a failure, they get drawn 15ft towards **Alabetu**. **Alabetu** makes a Constrict attack against any creature drawn into their space.

This encounter is created for **Cavern Lake Battle Map**, it can be downloaded here:

<https://www.patreon.com/posts/cavern-lake-map-72707414>