

# ILRIDUN

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# WELCOME TO ILRIDUN

The predominantly dwarven city of Ilridun, the City of Sparkling Cliffs, resides within a series of looming bayside cliffs. Amid these cliffs, a colossal central waterfall tumbles into a large, craggy bay. A pair of massive stone statues resembling the city's founders, Vaad and Zued Ilridun, flank the entrance to the bay. These statues and the vast dock network are the only external signs that the city exists.

Small transport ships weave in and out of the docks and the hundreds of other vessels that crowd the bay. The roar of the waterfall deafens everything in the harbor, requiring the porters and traders to use a complex system of flag signals for communication.

The twelve major ships and their crews dock behind the waterfall's interior bay. When the ships and their coterie are ready to moor, a large metal wedge rises and divides the waterfall, granting them safe (and spectacular) passage.

The waterfall hides a large cavern that once served as the dwarven campsite from which the city grew. Initially, the cavern served as a reliable source of quality granite and shelter, and the spring trickling throughout the stone offered plenty of clean water for its miners. The proximity to the waterways allowed the granite to race between essential projects and into the hands of buyers. Over time, this small operation expanded from a mining colony into a bustling port-of-call.

After the city filled the available space in the cavern and its docks expanded across the bay, the miners pushed further inward. Labyrinthine tunnels divided by mighty stone pillars now web their way under the rocky cliffs. Grated skylights built directly into the cliffs draw in plenty of natural light and allow air to circulate freely.

The city relies almost exclusively on its waterways to move people and goods. At sea level, canals and channels connect the city's structures. Higher up, the city's aqueducts, fed by the same natural water source enjoyed by the city's historic miners, serve as paths for gondolas. Stone walkways, angular staircases, and gnomish lifts allow citizens and cargo to move between the multiple layers.

Eventually, the tight, clean passages of the city give way to mine shafts of both natural and tool-hewn construction. Despite these tunnels' comparative ruggedness, signs of dwarven ingenuity abound—waterwheels, conveyor belts, and pulleys assist the modern miners in the city's continued expansion. Here, the city's miners toil in the earth, drawing forth the seemingly endless bounty of granite and gems still hidden within. Rare cave-ins sometimes result in floods. Fortunately, emergency water locks limit losses to only a handful of workers.

## CITIZENRY

Ilridun boasts an impressive population of 15,000 souls, not including transients, merchants, and other outsiders. Over seventy percent of its population are dwarves. Gnomes secure a 10% stake in the city, and the standard humanoid races of the land comprise the remaining 15%—humans, elves, halflings, and orcs.

One will quickly find the brusque nature of Ilridun's dwarven founders in all its people, regardless of their ancestry. All

Ilridunians offer short, snappy replies, avoiding small talk like sewer plague. Non-Ilridunian locals have a saying: "drop the rock." In other words, save the chatter and say what you mean.

Of course, the surliness of many visiting seafarers has been a natural complement to the traditional roughness of the Ilridunians. Plus, negotiations are quick and free of frivolity. Ilridun is a trade mecca for those who hate to haggle as much as the dwarves.

That's not to say that the Ilridunian people are downright frigid and unpleasant. On the contrary, the Ilridunians are also known for their hospitality, creativity, and love of life. Song and laughter fill Ilridun's taverns, and all Ilridunians enjoy a good feast, especially when there's fresh seafood and strong beer involved.

## ATMOSPHERE

Many Ilridunians adopt the pirate motifs common among other mariners. Tattoos are common. Ilridun's traditional colors are blue and green; however, the major twelve ships all have unique symbols and flags.

One might forgive those who arrive in Ilridun for the first time for thinking the city is nothing more than a rocky, flooded city populated by ill-mannered engineers and sailors. The Ilridunian people like to put their "gruffest face forward," hoping to disarm newcomers. The stereotypical Ilridunian is a scowling sailor who reeks of fish or shrimp, incapable of even the slightest welcoming nod. However, outsiders know that a friendly "freshwater" face lies within every salty sailor. Once an outsider gets to know an Ilridunian, they discover that they are friendly, welcoming, and quick to laugh.

Acupuncture is a cultural pillar of Ilridun. Practitioners use their needles to bring balance to their patients' fresh and salty waters through natural energy channels (referred to as "meridians"). The Medica Meridia recruits and trains the most famous (and expensive) acupuncturists. Others interested in learning the trade must find a willing physiker to take them on as apprentices.

Home to engineers who cherish their designs, litter and filth are almost absent throughout the city. All of Ilridun's buildings serve an essential purpose, and rarely, if ever, does a structure sit in a state of disrepair for very long. This cleanliness is primarily thanks to crews of prisoners who work off their sentences through manual labor and community service.

Due to limited space in the fast-growing city, buildings never sit empty for more than a month or two. Ilridunian families quickly gobble up vacant real estate, and both dwarves and gnomes prefer to live with extended families. Any given residential building in Ilridun may house as many as eight generations of the longer-lived races.

The same goes for its commercial buildings. There are very few businesses in Ilridun that have not been around for at least a century. Only Ilridun's Fish Market possesses younger businesses, owned chiefly by outsiders—and booth rentals aren't cheap.



## GOVERNMENT

Twelve influential trade captains serve on The Council of the Split Crag, Ilridun's ruling body. Each captain shares equal voting power, regardless of their tenure on the council.

All major decisions are voted upon by the council, requiring a minimum of seven votes to pass. Council members vote in order of seniority on the Council, with the eldest members voting first. A topic for a vote might fail to secure seven votes if the council members are absent or choose to abstain, or the vote is tied six to six. In such rare cases, Council gives the vote to The Thirteenth Voter—the citizens of Ilridun. The last time this happened was 132 years ago and kicked off the troublesome Period of Woes when the Council couldn't come to terms with a suggested tax on monkfish tail.

Ilridun's Guild of Ears picks the topic of votes. The guild is a governmental body that holds public meetings for the Ilridunian people to come and speak about their troubles. Only topics that the Guild cannot quickly address are elevated to a vote by the Council. The Guild's leader, the Patient One, makes all final decisions regarding the vote's topic. The Council awards the Patient One their status. A Patient One may only serve a single term of 25 years.

When a captain steps down from their position on the Council, the remaining eleven members choose a new captain to assume the position on the Council. Often, the Council chooses the replacement from the crew who stepped down. Ilridunians laws forbid council members to choose their family members within three generations and anyone employed within the last fifty years. Choosing a new council member is usually an ugly, lengthy process despite these safeguards. Fortunately, it only happens once every hundred years or so.

There are two divisions of the Council: the Senior Six and Junior Six. The Senior Six are much more conservative than the Junior Six. Each division has a "leader," the seniormost member of the six. Luftrum Darkmantle leads the Senior Six while Bergrag Minebranch leads the Junior Six.

### THE COUNCIL OF THE SPLIT CRAG MEMBERS

The twelve NPCs below are the current members of The Council of the Split Crag.

**Bergrag Minebranch.** A retired engineer, Bergrag Minebranch is a progressive whose ideas are sometimes viewed as radical even by his other progressive colleagues. Bergrag is the only member of the twelve who does not own a ship. To secure the position on the Council, he temporarily leased a ship from some of his allies in the Silveraxe guild. Most of the Council's conservatives would view his status as illegitimate were it not for his relatively old age of 340. Bergrag Minebranch is a chaotic good dwarf **scout**.

**Borug of the Seven Winds.** One of two non-dwarven members of the Council, the neutral **orc** Borug of the Seven Winds is the captain of *The Cameronia*, a massive ship famous for its flashy, red paint job. Although Borug spent forty years on the Council—almost two-thirds of his life—he is still the newest member of The Council. As such, he uses his time wisely, consistently voting for progressive topics designed to loosen the dwarves' grip on the city's dynamic.

**Hestoutalin "Hess" Ingotgut.** Hess is the second newest member of the Council, senior only to Borug of the Seven

Winds. She is the captain of *The Rifleman*, a well-armed military gunship known for patrolling the surrounding harbor. A military woman through and through, Ingotgut only agreed to join the council because she believes Ilridun needs balance. She only does what she believes is best for Ilridun and does not let the politics of the senior conservatives or junior progressives sway her decisions. Hess Ingotgut is a neutral dwarf **knight**.

**Kimmud "Kimmy" Brightfury.** Kimmy Bright is a two-hundred-year-old lawful good dwarf **noble** and captain of *The Seanymph*. A member of the council for ninety-two years, Brightfury originally entered the Council with hopes of changing it from within. After the first few decades, she grew tired of the stubborn nature of the Council's eldest members and began a campaign to disrupt the Council entirely. Brightfury believes that Ilridun's progress lies in its independence from the Council. Of course, it may take the death of the five captains above her to see this come to fruition.

**Luftrum Darkmail.** Luftrum Darkmail is the Council's seniormost member. Despite being 308 years old, the venerable dwarf shows no signs of stopping. Greed drives Darkmail's votes. If it doesn't benefit him or his heirs, he votes against it or abstains. Unsurprisingly, many of Ilridun's citizens view Darkmail as the Council's most dangerous player and will gladly breathe a breath of fresh air when he steps down—if ever. Luftrum Darkmail is a lawful evil dwarf **noble**. When he was younger, he captained *The Peregrine* but has since awarded those duties to his youngest son, Caswald.

**Thamdela "Thammy" Magmamantle.** Thammy Magmamantle is the sixth-most senior member of the Council and a conservative. Many of Ilridun's citizens view Magmamantle as a critical pawn in Luftrum Darkmail's strategy, using her to sway the progressive juniors to his designs. At 220 years old, Magmamantle is somewhat young for a dwarf. As such, the conservative seniors see her as a foil to the extreme progressivism of Ryn Goolbitosend. Thammy Magmamantle is the captain of *The Chester Castle*. She is a lawful neutral dwarf **noble**.

**Thommic "Thommy" Opaldelver.** Thommy Opaldelver, or "Fat Thommy" as he's best known in noble circles, is a lawful good dwarf **noble** and a conservative. He is the third seniormost member of the Council. Although the Ilridunians label him a conservative, he leans more towards progressive than Darkmail and Coincloak. Opaldelver is also incorruptible and is rarely involved in his colleagues' political games. Opaldelver is young compared to Darkmail and Coincloak; many Ilridunians suspect he will become the Council's seniormost member sometime within the next fifty years. Opaldelver's ship is named *The Delver of Opals*.

**Toros Truemantle.** Toros Truemantle is a retired general and the fifth-seniormost member of The Council. Considered grouchy—even by dwarven standards—Toros says little and never shares his vote before he casts it. Fortunately for the other conservatives in the Council, Toros always puts the honor and traditions of Ilridun's founders above its citizen's unique interests. Toros is a lawful neutral dwarf **veteran**. His ship is named *The Kite*.

**Triqaryn "Ryn" Goolbitosend.** Ryn Goolbitosend is the Council's only gnomish member. He is eighth in line for seniority. When Goolbitosend was voted to the Council, he was considered young for a gnome. Even now, at the age of 140, he is still relatively young. And with so many of the senior



Council members near to retirement/death, many recognize that he might serve as the Council's senior member for many years before he steps down. A progressive, Goolbitosend's youth troubles the conservative members of the Council who fear the gnome might irrevocably change Ilridun once he is in the position to do so. Ryn Goolbitosend is a lawful good gnome **veteran**. His ship is called *Dispatch*.

**Tuker Coincoat.** Second only to Lufrum Darkmail in seniority, Tuker Coincoat is almost as despicable as Darkmail. Fortunately, the two rarely see eye-to-eye, as their interests rarely, if ever, align. The only thing the two have in common is that Coincoat only votes when the vote benefits him. Like Darkmail, Coincoat is a relatively old dwarf, having just celebrated his 299th birthday. Unlike Darkmail, Coincoat still captains his ship, *The Dunedin*. Coincoat is a lawful evil dwarf **noble**.

**Wergus Axegrog.** The captain of *The Benalla*, Wergus, now serves his eightieth year as a member of the Council. Like his father, who sat on the Council before him, Wergus is a staunch conservative, upholding the traditions that built Ilridun. Wergus is a lawful neutral dwarf **noble**.

**Yossaeth "Joe" Blunthorn.** Joe Blunthorn is the Council's fourth seniormost member and relatively close to retirement. Blunthorn's ship *The Lizard* is relatively small compared to the other council members, but Blunthorn's true power lies in his real estate holdings throughout the city. Blunthorn usually plays the role of "wild card" on the council, as his placement on the vote allows him to change the direction of a vote should the three who vote before him all decide to go one way. Senior members Tuker Coincoat and Lufrum Darkmail have long despised Blunthorn for this reason. The pair anxiously await Blunthorn's forthcoming retirement. Blunthorn is a chaotic good dwarven **noble**.

**Brundroda Bluntbraid, the Patient One.** Brundroda—don't you dare shorten it—Bluntbraid is the 347-year-old dwarven Patient One of the Guild of Ears. She's held the position for twenty-four years, so her tenure is almost due. Brundroda is a true moderate, always putting the needs of the people above those of the Council. Both divisions of the Council hate her for that. Already the race has begun to find a replacement for her. Brundroda Bluntbraid is a neutral dwarf **acolyte**.

## COMMERCE

Early Ilridun's bountiful granite and gem supply and its access to the ocean boosted the city's initial growth, allowing it to grow into the trade port it is today. Younger generations of dwarves at the time recognized the bounty the bay provided and set aside their pickaxes for fishing nets. Because of their visibility to outside buyers compared to the miners, the sailors eventually became the face of Ilridun. Now, Ilridun's sailors account for 80% of its economy: hence their significant status in politics and nobility.

## CURRENCY

Because so many ships from foreign lands enter Ilridun's harbor, the city forces all traders to use Ilridun's currency system. Moneychanging businesses line the streets of Ilridun's docks, exchanging foreign coins for a 5% fee.

Ilridun's primary form of currency is the dryera, a disc-shaped piece of pinkish quartz. Unique ridges cut into the

disc's edge make dryeras difficult to counterfeit. A single dryera is worth 1 gp. The other forms of Ilridunian currency are:

- Krytonara (1 sp)
- Grosca (1 pp)
- Bolta (1 cp)

## LANGUAGES AND DIALECTS

Dwarven is Ilridun's primary language. It is also the language preferred by its traders, who aggressively refuse to speak the Common tongue. Anyone who attempts to trade with a native Ilridunian who doesn't speak Dwarven has disadvantage on Charisma ability checks made to interact with the trader.

Common is the second most popular language in Ilridun. Gnomish comes in third and is the language the city's engineers—particularly the Sages of the Summit Athenaeum—use exclusively.

## ILRIDUN'S CREWS

Whereas most dwarven settlements have clans, Ilridun divides its society into crews. The twelve members of The Council of the Split Crag lead one of Ilridun's twelve major crews. Minor crews don't have a seat on The Council but share power in Ilridun regardless.

Although the term crew comes from the sailors who work aboard ships, in Ilridun, the crew also includes all family members directly related to a respective ship's actual crew. As such, an Ilridunian crew can have hundreds of people who claim the crew as their own.

**Benalla.** Crew Benalla and their swift ships specialize in foreign fruits and vegetables. For the most part, Crew Benalla's 2,500-some members are just as conservative as their captain, Wergus Axegrog.

**Cameronia.** The orc-dominant ship *The Cameronia* and its crew focus on foreign relations and diplomacy. Rumors throughout Ilridun label the orcs of the *Cameronia* as smugglers and Crew *Cameronia* does little to dispel such gossip. Borug of the Seven Winds captains Crew *Cameronia* and its 500 members.

**Chester Castle.** With over 3,000 members, Crew Chester Castle is the largest of the twelve major crews. Led by Thamy Magmamantle, Crew Chester Castle focuses on smithy exports.

**Dispatch.** The gnomish ship *Dispatch* belongs to the Council's infamous upstart, Ryn Goolbitosend. Crew *Dispatch*'s 300 members focus on research and development. More than a few members of Crew *Dispatch* are also members of the Sages of the Summit Athenaeum.

**Dunedin.** Crew *Dunedin* follows Tuker Coincoat's orders without question. As one of the oldest crews in Ilridun, Crew *Dunedin* still focuses on the granite trade that helped elevate the city to its current status. Coincoat also has his hands in the black market, using his granite-carrying ships to smuggle goods to business partners across the world.

**Kite.** *The Kite* and the other ships of Crew *Kite*'s fleet all served as warships for Ilridun during more turbulent times. Their members are well-known for their stubborn, conservative attitude. These days, Crew *Kite* places its efforts in transportation and carpentry. Their artisans built many of the city's gondolas used in its aqueducts.

**Lizard.** Crew *Lizard* is the oldest crew of the twelve major crews, their roots dating back to the first Ilridunian granite



traders. While their historic prosperity has since waned, they keep their noses clean—unlike their chief competitors in Crew Dunedin. With shaved heads and a penchant for blue-green wardrobes, members of Crew Lizard are easy to identify.

**Minebranch.** Of the twelve major crews, Crew Minebranch is the only crew that isn't a crew. Bergrag Minebranch leased a ship to secure a spot on the council, then ended the lease shortly afterward. Minebranch claims that he represents the interests of the Ilridunian land-lovers. Miners, service workers, and other citizens viewed as "lower class" by the other eleven crews comprise the majority of Crew Minebranch's ranks.

**Opaldelver.** As one might guess, Thommy Opaldelver's ship, *The Delver of Opals*, trades in gems. The Opaldelver family is relatively small compared to the other captain's families. Most of Crew Opaldelver's members consist of mercenaries and freelancers familiar with the gem trade. As such, a curiously small percentage are dwarven.

**Peregrine.** Arguably the most powerful of the twelve major crews, Crew Peregrine follows the tyrannical rule of Lufrum Darkmail and his eight sons. Crew Peregrine's members are heavily involved in the fish trade, keeping Ilridun's 15,000 citizens fed. This monopoly grants the Darkmails untold power.

**Rifleman.** Hess Ingogut and her military-minded allies comprise Crew Rifleman. *The Rifleman* and its coterie serve as Ilridun's defense, patrolling the sahuagin and shark-infested waters surrounding the bay.

**Seanymph.** If it weren't for the lack of Crew Minebranch's ships, Crew Seanymph would be the poorest of the twelve major clans. Crew Seanymph originally monopolized Ilridun's imports but lost the contract to an outside trader, a deal organized by Lufrum Darkmail. Seanymph's captain Kimmy Brightfury swore vengeance on Darkmail and Crew Peregrine after the coup.

## OTHER FACTIONS AND ORGANIZATIONS

Beyond Ilridun's Council of the Split Rock—a lot like a faction itself—four factions vie for power in the City of Sparkling Cliffs, each detailed below.

**The Jywrusy.** The dwarves of Ilridun pay their proper respects to the traditional dwarven gods. Still, most Ilridunian dwarves would call themselves agnostic. However, a relatively large group of cultists called the Jywrusy (pronounced SHEV-roo-say) operates secretly. The Jywrusy worship a being they refer to as Jvwrus (SHEV-roo), The Deep Lake Thing (an **undulator**; see the Appendix), a creature rumored to live in the underground waters far below Ilridun's mines. Fearing persecution by The Council, the Jywrusy keep their practices hidden. A one-eyed ex-convict named Guroki Brickmace (neutral evil dwarf **veteran**) leads the Jywrusy, asserting the title of Jvwrus' Echo. Although Brickmace possesses no spells, Ilridunians whisper that he can breathe underwater without aid and can speak telepathically to the chuuls that lurk in the deepest recesses of Ilridun's natural caverns.

**Medica Meridia.** The Medica Meridia recruits and trains acupuncturists and tattoo artists to serve on Ilridun's trade ships. Beyond their treatment and healing skills, these physikers also train in a method of martial arts that focuses on attacking an enemy's pressure points. Sharuun-saam (NG

high elf **physiker**) of Crew Lizard serves as Medica Meridia's head physiker. See the Appendix for the physiker statblock.

**The Order of the Enlightened Matrons.** The Order owes its roots to a group of female dwarven miners who led early expeditions into the deepest parts of Ilridun's mines. The women discovered the humanoid dighrogh and other aboleth servant races below the city. Recognizing the danger such indigenous life posed to the fast-growing city, they formed the Order of the Enlightened Matrons to protect Ilridun from further troubles. While the Order is no longer exclusive to miners, it still only accepts female dwarves into its ranks. The current head of the Order is Matron Brazzola Windblade (NG female dwarf **veteran**), a stone-faced woman whose voice is as deep as the mines she protects.

**Sages of the Summit Athenaeum.** The most learned of Ilridun's gnomes comprise one of its most powerful factions, the Sages of the Summit Athenaeum. The Summit Athenaeum is an extensive library filled with engineering documents, blueprints, and other valuable texts detailing the city's construction. The library is built directly into the city's uppermost cliffs, only a few hundred feet from Ilridun Falls. As such, the library's primary entrance is only accessible by an old stone lift dubbed "Mister Grinder." While the Sages don't have a thirst for political maneuvering as The Council or even the other two factions of Ilridun, they pride themselves on their knowledge of the city's technology. Taxis Longbranch (N gnome **mage**) leads the Sages.

## CONFLICTS

As peaceful as Ilridun is, it's not without its troubles. Below are some conflicts and hooks you can introduce to your Ilridun campaign.

## THE DIGHROGH SCOURGE

Far below the cliffs and mines of Ilridun live a race of frog-faced humanoids called the **dighrogh** (see the Appendix). These loathsome beings serve the dark, unspeakable horrors of the Realm Below. During the early days of Ilridun's expansion, the creatures represented a massive problem for the city's miners. Then, the Order of the Enlightened Matrons formed and eradicated most of the beasts. The dighrogh kept out of sight for years, quietly rebuilding their ranks. The Matrons fear the beasts will rise again, creating issues for Ilridun's mining industry. To make matters worse, Lufrum Darkmantle of Crew Peregrine encourages such an incursion, knowing the disruption would harm his competitors' businesses on the Council.





## THE DIGHROGH SCOURGE ADVENTURE HOOKS

### d10 Adventure Hook

- 1 Small earthquakes frequently occur below the city's mines. The Council suspects that it's the work of the dighrogh and sends the characters to investigate.
- 2 An engineering guild offers to pay the characters to explore and map the natural tunnels below Xorn Haunt.
- 3 A war party of dighrogh recently overtook one of the city's old mining stations, disrupting expansion.
- 4 A group of Jwvrusy smugglers was caught trading deadly magic weapons to the dighrogh. This could be a problem.
- 5 During the funeral of an important, Ilridunian noble, a gang of dighrogh attack. The dighrogh's leader claims the noble was his father.
- 6 After Crew Rifleman clears a cavern of dighrogh, they discover a wall covered in prophetic glyphs. One of the images looks exactly like one of the characters.
- 7 The dighrogh rob a gondala containing a necklace that's important to Crew Peregrine. Luftrum Dark-mail offers a sizable reward to whoever returns it.
- 8 While the characters explore a series of tunnels below the city, the dighrogh capture them and place them in one of their "pantries" (a dungeon where they keep creatures they intend to eat). The characters must find a way to escape.
- 9 The Order of the Enlightened Matrons believes that an ancient creature called an aboleth controls the dighrogh. They task the characters to kill the creature, believing it will put a stop to the dighrogh scourge.
- 10 The dighrogh capture peaceful deep gnomes who live far below the city and use them as a food source. If the characters disrupt this "food supply", they might put a stop to the dighrogh scourge.

## MYSTERIES OF THE DEEP

The Sages of the Summit Athenaeum know something many of Ilridun's citizens don't: an ancient, aberrant civilization's ruins lie far below the city. It's from this strange, underground realm that many of Ilridun's threats rise. But the ancient ruins also hide magical secrets unseen by humanoid eyes for thousands of years. The Sages desire this lore above all else and will pay any price to get their hands on it.

### MYSTERIES OF THE DEEP ADVENTURE HOOKS

#### d10 Adventure Hook

- 1 A prisoner in Ilridun's dungeons claims they know the secret to the ruins below Ilridun. She will only reveal what she knows if the characters free her.
- 2 A group of researchers working for the Sages of the Athenaeum vanished a week ago. The characters must discover their fate.
- 3 After the characters discover an ancient stone tablet referencing the ruins below the city, Crew Dunedin sends thugs to steal it from them. The characters must learn why.
- 4 The Sages of the Athenaeum reveal an onyx pendant carved in the shape of a star to the party. The sages want the characters to uncover the pendant's true purpose.
- 5 The characters uncover a Jwvrusy plot to perform a dark ritual far below the city that would transform all of the Ilridunians into fish-like creatures.
- 6 In exchange for his freedom, a former Jwvrusy cultist offers to show the characters a secret vault hidden below Ilridun.
- 7 The city's executioners schedule the death of a Common-speaking dighrogh. The dighrogh claims it knows how to destroy the Deep Lake Thing.
- 8 The Sages of the Athenaeum learn about a valuable treasure hidden in a series of unstable ruins near Xorn Haunt. The characters must claim the treasure before Crew Minebranch's treasure hunters get there first.
- 9 Crew Cameronia's Borug of the Seven Winds just purchased the only tunnels that lead to a cluster of important ruins below the city. Now, the orcs won't let anyone through.
- 10 The Sages of the Athenaeum suspect that The Hot Zone, a series of magma tunnels flowing below the city, might hide an ancient temple.





## THE QUIET WAR

Indeed, the twelve members of The Council of the Split Crag play the role of cordial colleagues in public. However, all Ilridunians know that the Council members secretly hate each other. Called The Quiet War, this game of intrigue influences all of Ilridun's political decisions, sometimes to the detriment of the citizens. Even the most honorable or progressive members of The Council must involve themselves in The Quiet War, recognizing that failure to involve oneself in the game only results in obsolescence.

### THE QUIET WAR ADVENTURE HOOKS

#### d12 Adventure Hook

- 1 Crew Dunedin suspects that Crew Benalla placed spies among their ranks. They want the characters to flush out the culprits.
- 2 Zarkut, brother to Borug of the Seven Winds, seeks revenge against a gang of Opaldelver thugs but doesn't want to draw attention to Crew Cameronia. He offers to pay the characters to rough them up.
- 3 Thammy Magmamantle's oldest daughter, Lorette, wants to marry one of Crew Dispatch's gnomish engineers. Magmamantle's advisor, Rico, wants the characters to disrupt the romance.
- 4 One of Crew Dispatch's gnomish engineers discovers a scroll detailing a way to summon a powerful god of geometry and mathematics. He wants the characters to perform the ritual, believing it will elevate his status among the twelve major crews.
- 5 Tuko Coincoat wants to become a lich. He charges the characters to discover the means to do so and expects them to keep their efforts a secret.
- 6 Crew Kite's greatest admiral, Kossasli Keggrog, wishes to prove her love to Toros Truemantle by clearing the bay of sahuagin raiders. She asks the characters to help her.
- 7 Crew Lizard opened a gate to the elemental plane of earth, hoping to find untapped resources. Unfortunately, they unleashed a hoard of deadly elementals. They need the characters to help them destroy the escaping elementals and close the portal.
- 8 Crew Minebranch opens a temple to a new dwarven god. The other crews suspect the temple is a fraud, built to scam the lower-class citizens of their meager earnings. Regardless, its numbers grow steadily every day.
- 9 Crew Opaldelver believes their path to influence and power is through the role of the Patient One. They want the characters to help their candidate campaign for the position when Brundroda Bluntbraid's term ends in a few months.

#### d12 Adventure Hook

- 10 Crew Peregrine suspects that Tuko Coincloak wishes to use magic to prolong his life, thereby securing his spot on The Council. Lufum Darkmail asks the characters to intervene.
- 11 Someone killed Hess Ingogut's wife during a bar brawl. Now, Crew Rifleman wants revenge; they suspect Crew Peregrine was responsible, but Peregrine swears that they were not involved. Both parties ask the characters to investigate.
- 12 Crew Seanymph discovers a mirror of life trapping hidden among a crate of imported goods. The mirror contains ten powerful genies, each one capable of granting wishes.

## THINGS TO DO

As a city with more than 15,000 citizens, visitors and natives alike will find everything they might expect from a settlement this size. The following section describes three activities unique to Ilridun that the characters might engage in during their time there.

## ACUPUNCTURE

Characters looking for the real Ilridun experience should turn towards their acupuncturists. While traditional healers and sages might scoff at the physikers practices, writing it off as pseudo-magic or half-science has its benefits. A visit to an acupuncturist costs a minimum of 25 gp (for novices) up to 275 gp (for masters). The typical session takes 1 hour. At the end of the hour, the character must make a DC 15 Constitution saving throw. The character gains a +1 bonus for every 25 gp spent beyond the first 25 gp (maximum bonus +10). On a successful check, the character is cured of all diseases and poison and has advantage on Constitution saving throws against poison. Their hit point maximum also increases by 1d10, plus 1 for every 25 gp spent beyond the first 25 gp, and it gains the same number of hit points. These benefits last for 24 hours.

## AQUEDUCT RACES

The interior city is famous for its extensive network of aqueducts that provide transportation for the city's goods and services. And while most of Ilridun's engineers would prefer citizens use the waterways for that sole purpose, some of Ilridun's citizens see it as an opportunity for fun and games. In the old parts of the interior, particularly those in ancillary pockets and caverns, younger Ilridunians hold aqueduct races.

**Betting.** Characters can bet on the aqueduct races. Racers vary night to night, but the Betting on the Aqueduct Races table lists the 10 most famous racers, their odds, and the chance to win. Characters can bet from 1 cp to 50 gp. Higher bets are possible, but only through less-than-savory characters from Ilridun's underworld. After the characters place their bets, roll a die for each bet. Losing bets cost the total amount of the wager. Winning bets payout according to the table below.



## BETTING ON THE AQUEDUCT RACES

Racers	Odds	Roll	Win on	Payout
Sitdroir Oreshoulder	9:1	d10	2-10	Wager/9
Weraldrec Earthhelm	7:1	d8	2-8	Wager/7
Bonmaer Mudmane	5:1	d6	2-6	Wager/5
Aldrerlum Metalbraid	3:1	d4	2-4	Wager/3
Batdrami Windhand	2:1	d6	4-6	Wager/2
Grurmeac Flaskspine	1:2	d6	1-3	Wager x 2
Strotmonlir Bitterarm	1:3	d4	1	Wager x 3
Rumeam Underbreaker	1:5	d6	1	Wager x 5
Groodmut Smelthorn	1:7	d8	1	Wager x 7
Dhorbur Treasuremaster	1:9	d10	1	Wager x 10

The bookkeepers expect bettors to pay within 24 hours. Failure to pay in a timely fashion results in a visit from debt collectors, typically 1d6 + 1 dwarf **bandits** or **thugs**.

**Racing.** One or more characters may participate in the aqueduct races. A character must supply their gondola or rent one for the cost of 5 gp per day.

There are three lengths of track on which the gondola racers compete: 50-yard, 100-yard, and 200-yard. Mechanically, the races are abstract. Use the steps below to determine who wins the race. A player who competes in a race must make three ability checks: Strength (Athletics), Wisdom (Insight), and a Constitution saving throw. The DC for each check is 5 + 2d10; generate a separate DC for each one. Consult the Racing Results table to see how the character did.

### GONDOLA RACING RESULTS

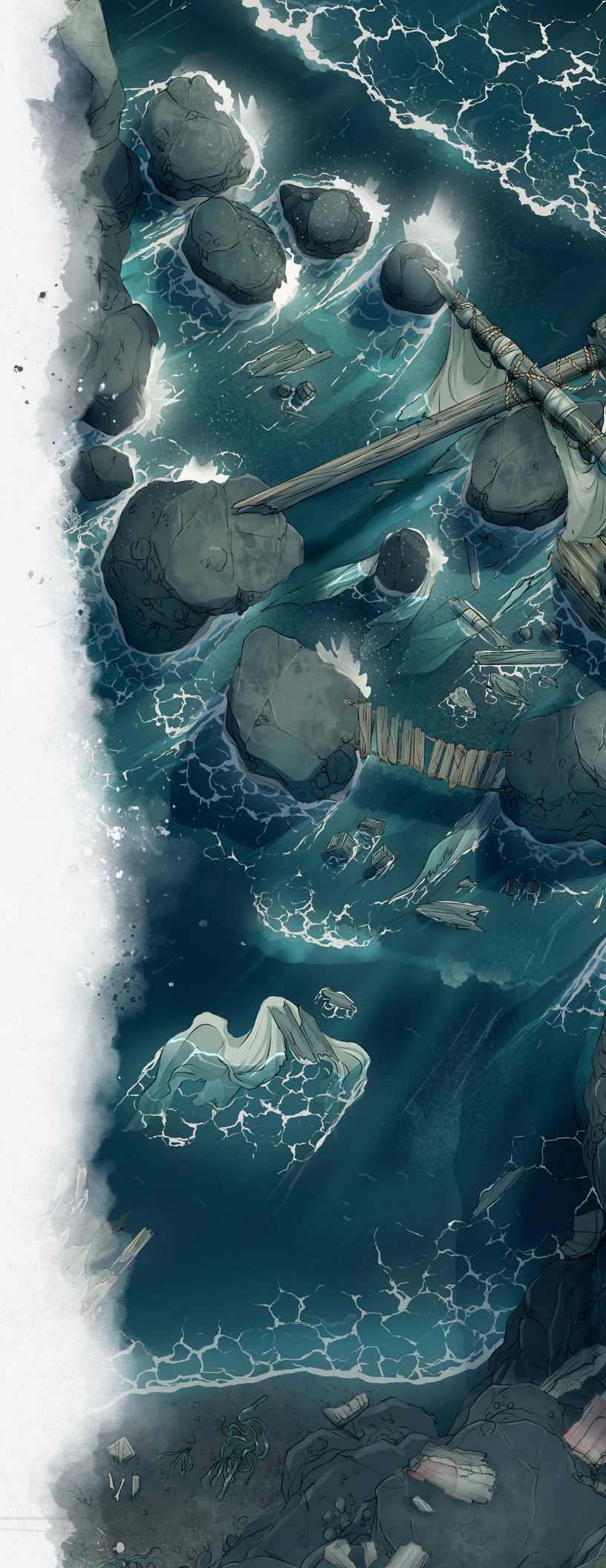
Result	Value
0 Successes	Lose the race, earning nothing
1 Success	Win 25 gp
2 Successes	Win 50 gp
3 Successes	Win 100 gp

## RESEARCH AT THE SUMMIT ATHENAEUM

Although it isn't the most accessible place in the city to reach, the Summit Athenaeum holds a veritable treasure trove of lore, particularly for those interested in the subjects of engineering, stone cunning, and geology. A character who performs research in the Athenaeum gains advantage on Intelligence checks made to learn about the subjects as mentioned above. The Athenaeum's tomes are accessible for the public, but its sages might persuade adventure-ready researchers into performing one or more of the adventure hooks detailed on page 7.

## LOCATIONS IN ILRIDUN

It's impossible to list all of the exciting locations in a city the size of Ilridun. The descriptions below detail Ilridun's most well-known sites. You are free to create your own.





## THE INNER HARBOR

### *VIP docks*

Ilridun's Inner Harbor, the city's original site, hides behind Ilridun's waterfall. Here, the members of The Council of the Split Crag anchor their flagships. A few more ships belonging to the captain's coteries also gain access to the harbor. A wall of permanent *silence* blocks the roar of the waterfall. So while the inner harbor sailors use the system of flag signals used in the outer harbor, it's not completely necessary.

Dunedin is the largest ship in the harbor, the massive granite-transport ship casting a shadow over the others. Its crew is also the loudest, their salty swears and raucous laughter echoing throughout the cavern.

## THE QUICK ANT

### *Inn and tavern*

Characters looking for adventure and intrigue should look no further than The Quick Ant inn and tavern. Hidden among the old stone buildings surrounding the inner harbor, The Quick Ant once served as the headquarters for Crew Kite. Kite, recognizing that it made more sense to keep their operations on the water, sold the building to Harem Rockhead. Harem died a hundred years ago, but his grandchildren still own and run the establishment. Choosy with their clientele, The Quick Ant's staff and patrons welcome only the saltiest, Ilridun-savvy personalities into their establishment. Flashy foreigners, uptight bookworms, and overly-gregarious adventurers better find another drinking hole, lest they end up with a dwarven stein broken against the side of their skull.

## HIGH POOL

### *Busy intersection and floating bazaar*

The city's aqueducts are an undeniable engineering marvel. What's more impressive, however, is a spot deep within the city's higher level where a dozen of the passages meet, forming a massive, elevated pond dubbed High Pool. Vendors from around the city gather here in High Pool, hawking their wares from gondolas, rafts, and other aqueduct-friendly ships. Most of the buildings that surround High Pool lack fronts, making it easy for patrons to slip their ships inside. This standard feature is trendy among tattoo artists and acupuncturists in the area who can perform their services without asking their customers to step off their vessels.

A **giant crocodile** named Badges lives in the High Pool. Old and mostly toothless, Badges keeps the High Pool free of the quippers and snap-clams that plague other parts of the city.

## CAPTAIN'S LANE

### *Main street*

Captain's Lane is the most expansive stretch of Aqueduct in the entire city, supporting six lanes of gondola traffic. Captain's Lane stretches one mile from the point where it dead-ends at the rock wall just above the entrance to the inner harbor to the Split Crag Keep at the city's southernmost point. Five more aqueduct lanes crisscross Captains' lane, dividing the western and eastern sides into twelve huge city blocks. At the center of each block's facade stands a 30-foot-tall statue of granite depicting one of the twelve original members of The Council of the Split Crag.

## THE SUMMIT ATHENAEUM

### *Engineering library*

The Summit Athenaeum looms high over the outer harbor, its thick stone walls muting the deafening falls outside. Part library and temple, the athenaeum houses the city's extensive collection of blueprints and engineering documents. See page [x] for additional information about The Sages of the Summit Athenaeum.

## MEDICA MERIDIA MONASTERY

### *Acupuncturist school*

Hidden in a shadowy side street on the Peregrine block, the Medica Meridia Monastery offers potential acupuncturists the best way to learn their tradition. Only three masters occupy the monastery, and each will only train one student at a time. A student must prove true neutrality and balance before one of the masters will accept them as their protege. There is no upfront cost for training, but the masters expect graduates to donate a portion of their future income to the monastery. After graduation, new physikers work alongside their masters for a minimum of 50 years until becoming fully integrated into the city.

## XORN HAUNT

### *Miner neighborhood*

Instead of fighting the xorn menace that troubles other dwarven mines, the Order of the Enlightened Matrons put the pesky elementals to work, using their innate sense of gem detecting to sniff out gem deposits the same way pigs find truffles. Their methods proved fruitful when the Matrons discovered an enormous cavern choked with opals a few hundred years ago. They nicknamed this section of the mine Xorn Haunt. Xorn Haunt exhausted its opal supply a few decades after its discovery. It acts as a home for lower-income miners who prefer to live within a short walking distance of the still-active parts of the mine.

## VAAD AND ZUEK

### *Colossal statues*

The two statues that flank the outer harbor's entrance depict two of the city's founders, Vaad and Zuek Ilridun. Although these brothers weren't the only two dwarves responsible for excavating the caverns behind the waterfall that bears their name, they were the ones who established early trade relations. Their willingness to wheel-and-deal with outsiders led to Ilridun's early prosperity. Shortly after their deaths, the city memorialized the brothers with these 100-foot-tall statues.

## RANDOM ENCOUNTERS

There is plenty to do in Ilridun, even without random encounters. However, if the characters explore the dwarven city, a few random events can help bring that experience to life. Roll 1d20 three times per day of game time, checking for encounters each morning, afternoon, evening, or night. An encounter occurs on a roll of 16 or higher. Roll a d20 and check the Ilridun City Encounters table to determine what the characters encounter, or simply choose an encounter you like.



## ILRIDUN CITY ENCOUNTERS

### d12 Adventure Hook

- 1 A smooch-faced **cat** with small legs hops into the characters' gondola or follows them around.
- 2 An Ilridunian prisoner accidentally chases a **giant octopus** into the characters' gondola, causing it to turn over.
- 3 A Dunedin **thug** and her 1d4 + 1 **bandit** buddies try to pick a fight with the characters.
- 4 A man dressed as a miner asks the characters to help him repair the sled that he uses to pull granite blocks. While the characters help, a **spy** tries to pick one of the characters' pockets.
- 5 A congregation of wealthy Crew Peregrine **nobles** slows the party's progress through the city. Their dwarven knight bodyguards won't let anyone through (without a substantial bribe, of course).
- 6 1d4 + 2 **dust mephits** climb out of the mines and put random citizens to sleep.
- 7 A pair of dwarven **gladiators** (and lovers) argue in the street. One of the gladiators starts flirting with one of the characters, making the other fiercely jealous.
- 8 A gnomish masseuse hops on the tallest character's back and starts rubbing his shoulders. She demands 50 gp for her services. If the character refuses, her handler, a grouchy **ogre** named Kuba intervenes.
- 9 A Clan Peregrine **assassin** or **spy** mistakes one of the characters for their target and attacks.
- 10 The characters witness 1d6 + 1 Jwvrusy **cutlists** performing a ritual on a large boat. A band of 1d4 + 4 Clan Rifleman **guards** aggressively break up the meeting.
- 11 2d10 **stirges** fly into the characters' area, attacking everyone in sight.
- 12-14 The characters meet an NPC with a side quest from the Dighrough Scourge Adventure Hook's table.
- 15-17 The characters meet an NPC with a side quest from the Mysteries of the Deep Adventure Hook's table.
- 18-20 The characters meet an NPC with a side quest from The Quiet War Adventure Hook's table.

## EXAMPLE TREASURE

Adventurers in and around Ilridun can be rewarded with seafaring items like the *amulet of buoyancy*, *angler's armor*, *captain's pride*, *Davy Jones' key*, *dragon turtle shield*, *flood pauldron*, *galepierce weapons*, *helm of the deep sea knight*, *Horatio's impossible ship in a bottle*, *kraken band*, *Lady Phantasma's material anchor*, *marlin lunger*, *retaliating shield of ink*, *riptide crossbow*, *sea serpent hairpin*, *seafarer's jacket*, *shipwright's watch*, *silver coin of Duvra*, *sirensong silencer*, *steam harpoon*, *storm seer lamp*, *tide turner*, *torrent taiaha*, *wavebender's leioma-*

*no*, or *wavecutter*, dwarven and mining items like the *baton of many sizes*, *battlebrew maul*, *barricade shield*, *bulette torpedo*, *dwarven boozehound's backpack*, *ear cuff of the climber*, *impact plate*, *knocking boots*, *monocle of clarity*, *no-stones*, *overseer's spade*, *rod of instant pillars*, *rope caster*, *singing stein*, *stalaga spear*, *stalagmight geode*, and *tremor spike*, and acupuncture, tattoo, and meridian-related items such as *arcanist's scribing wand*, *chi-balancing tea*, *doodle ring*, *fists of the guiding star*, *gi of shifting seasons*, *Hadiya's handy quill*, *inker's armband*, *ki blade*, *orator's quill*, *shadow ink*, *spellwriter's brace*, and *zafu of the wandering mind*. Of course, any other items that wash ashore in a port town or are unearthed from the ground can also be a perfect fit for adventurers visiting Ilridun.

## APPENDIX: ILRIDUN STAT BLOCKS

### CAVE WURM

Viewed by most Ilridunians as the reason to respect the bravery of the city's miners, cave wurms are living traps in the tunnels below. Their open maw can almost perfectly imitate a normal cave or tunnel so that its prey can begin the process of digestion for it. Even when closed, the worm's mouth so closely resembles a typical cavern wall that there are almost no records of anyone surviving an encounter once they've been swallowed. Many mining foremen lament the losses caused by cave wurms. Their rapid burrowing makes mapping their movements virtually impossible, and also contributes to earthquakes, floods, and tunnel collapses.

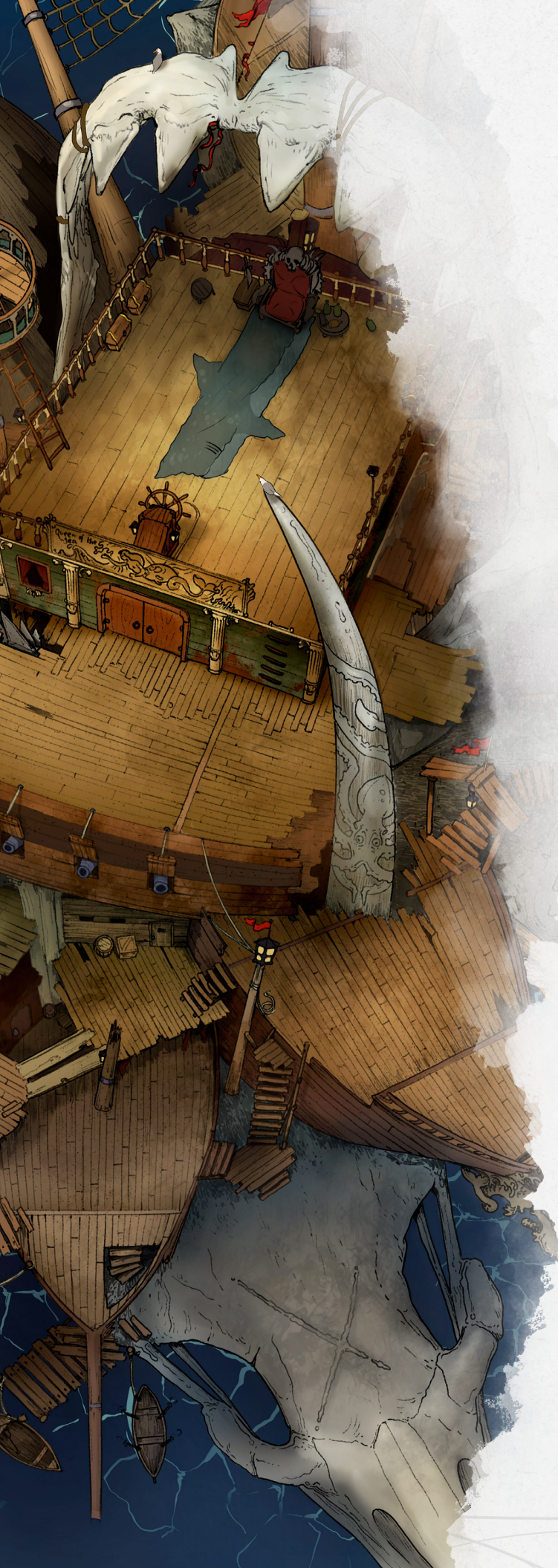
### DIGHROUGH

Dighrough are repulsive, frog-faced humanoids that reek of muck and acrid mineral deposits, and lurk in the abandoned or disused tunnels beneath Ilridun. Many stories tell of entrepreneurial miners losing their lives to dighrough, who are capable of swallowing entire dwarves whole. Dighrough were once a massive threat to the city in its early years of expansion and are universally despised throughout Ilridun and its populace. Despite the efforts of the Order of the Enlightened Matrons, these creatures continue to survive and threaten miners beneath the city. Clever enough to be dangerous on their own, some dighrough have also been known to serve powerful, aberrant forces from the Realm Below.

### GIANT FELSIC CRAB

Unlike many of the deep-dwelling creatures of the world that rely on poison, the giant felsic crab utilizes intensely caustic acid to ensnare its prey. This is particularly effective against dwarves and other underground creatures that are often naturally resistant to such poisons. Crafty ambush predators, the felsic crab preys primarily on miners foolhardy enough to venture too far on their own. Stories about miners' narrow escapes from these monstrous crustaceans are pervasive in Ilridun's oral culture, but the rarity of felsic crab carapaces would seem to indicate that most, if not all, such tales are fabricated.





## PHYSIKER

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Although primarily found in the Medica Meridia, anyone can become a physiker with the proper training—typically through years of apprenticeship. These skilled martial artists utilize their abundant knowledge of the body’s “fresh” and “saltwater” energy meridians to heal with acupuncture and tattoos, but also to precisely debilitate their foes. In Ilridun, any ship or group with a physiker, especially one sponsored by the Medica Meridia, is afforded additional respect and deference by Ilridun’s citizens. Given the city’s position as a bustling naval hub, physikers can often be found on land and sea across the world, carried by the tides of fate towards their inevitable destinies.

## UNDULATOR

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The Terror of the Deep, the Shadow’s Tentacles, the Droning Kraken—all of these are names used to describe the horrific undulator. Eyeless yet ever-watching, this inscrutable, aberrant entity of unknown origins lurks within the deepest shadowy recesses of the earth. Just to be near the monstrous thing is to risk shattering the psyche, as its suckered physical and shadowy magical tendrils lash out indiscriminately. To make matters worse, it even possesses potent, mind-altering magic that imposes its own will over its prey, charming them into submission and obedience. In some parts of Ilridun, even speaking its name is taboo, seen as a potential invitation of its presence.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), the undulator takes a lair action to cause one of the following effects:

- The undulator issues a magical order, as if by the *command* spell, targeting each creature within 300 feet of it that is charmed by it. Each target must succeed on a DC 15 Wisdom saving throw or follow the command on its next turn.
- The undulator emits a painful, otherworldly screech. Each creature within 120 feet of it that can hear it and that isn’t an aberration must succeed on a DC 15 Constitution saving throw or take 9 (2d8) psychic damage. The undulator can choose for creatures that are charmed by it to automatically succeed on this saving throw.
- Each creature of the undulator’s choice within its Tentacular Aura must make a DC 15 Strength saving throw. On a failed save, a target takes 7 (2d6) necrotic damage, and its speed is reduced by 20 feet until initiative count 20 on the next round.

### REGIONAL EFFECTS

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The region containing an undulator’s lair is warped by the creature’s unfeeling presence, which creates one or more of the following effects:

- Sounds within 1000 feet of the undulator’s lair, other than those created by the undulator itself, are muffled. Creatures in the area have disadvantage on Wisdom (Perception) checks that rely on hearing.
- Light within 1000 feet of the undulator’s lair, such as that



## CAVE WORM

*Gargantuan monstrosity, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 181 (11d20 + 66)

**Speed** 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	22 (+6)	3 (-4)	8 (-1)	3 (-4)

**Saves** Con +10, Wis +3

**Skills** Deception +4, Stealth +4

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** blindsight 30 ft., tremorsense 120 ft., passive Perception 9

**Languages** —

**Challenge** 11 (7,200 XP)

**False Appearance.** A creature that hasn't observed the worm move or act must succeed on a DC 18 Intelligence (Investigation) check to discern that the worm isn't an ordinary stalactite- and stalagmite-filled cavern (if its mouth is open) or cave wall (if its mouth is closed).

**Entrapment.** A Large or smaller creature that hasn't discerned the worm's presence can enter the worm's open mouth and stop there. If the worm makes a bite attack against a creature in its mouth, the target must first make a DC 17 Dexterity saving throw. On a successful save, the creature can use its reaction, if available, to move up to its speed to exit the mouth, and if the creature ends this movement more than 10 feet away from the worm, the attack automatically misses. On a failed save, or if the creature is unable to exit the worm's

mouth, the bite attack automatically hits and the creature fails its Dexterity saving throw to avoid being swallowed.

**Tunneler.** The worm can burrow through solid rock at half its burrowing speed and leaves a 10-foot-diameter tunnel in its wake.

### ACTIONS

**Multiattack.** The worm makes two attacks: one with its bite and one with its slam. If there are two or more creatures in the worm's mouth, it can instead make a bite attack against each of those creatures.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 10 (3d6) acid damage and 10 (3d6) bludgeoning damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

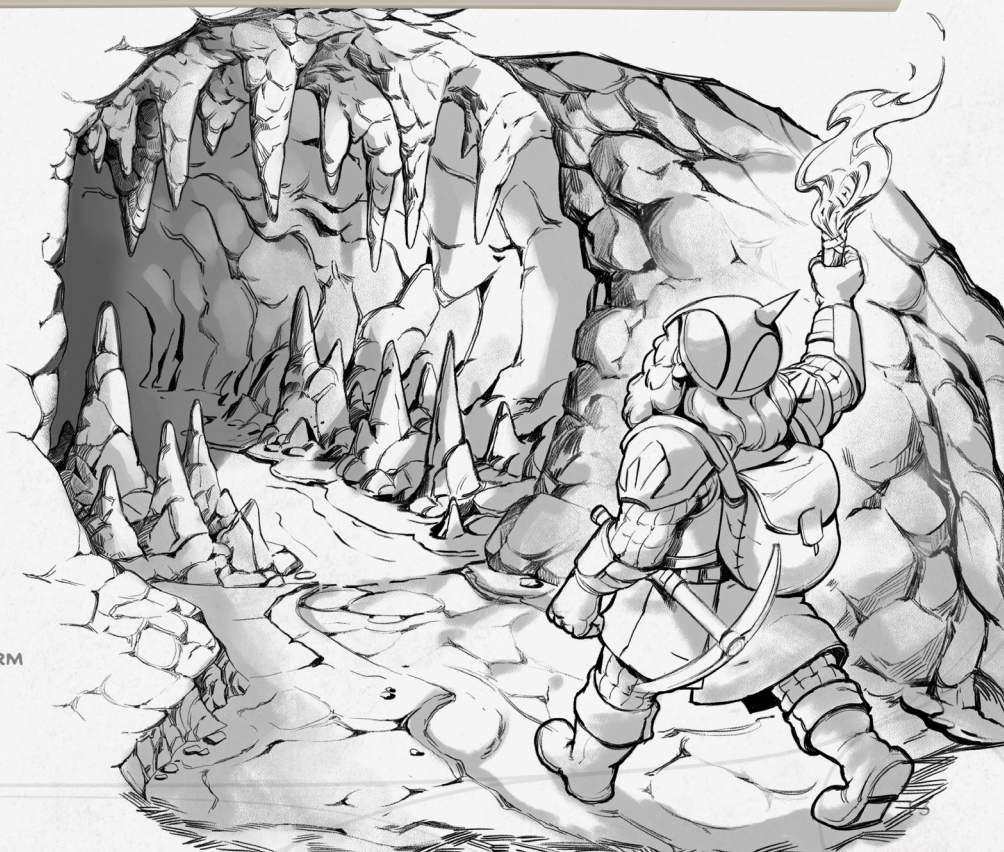
**Slam.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage, and the target must make a DC 19 Strength saving throw or be knocked prone. If the saving throw fails by 5 or more, the target is also stunned until the start of the worm's next turn.

shed by a flame or the *faerie fire* spell, appears only in shades of gray, rather than its typical vibrant hues.

- Creatures within 1 mile of the undulator's lair sometimes hear sounds that aren't there, typically bird squawks and distant humanoid screams. These sounds are most present immediately before falling asleep and while keeping watch, and no two creatures hear the same sounds.

When the undulator dies, all of these regional effects fade immediately.

CAVE WORM





## DIGHROGH

Medium humanoid (dighrogh), neutral evil

**Armor Class** 12 (natural armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	6 (-2)	9 (-1)	5 (-3)

**Skills** Perception +1, Stealth +3

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Undercommon

**Challenge** 1 (200 XP)

**Hold Breath.** The dighrogh can hold its breath for 15 minutes.

**Standing Leap.** The dighrogh's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

### ACTIONS

**Multiattack.** The dighrogh makes three attacks: one with its bite and two with its claws. It can use its Enlarge or Swallow in place of its bite attack.

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the dighrogh magically increases in size, along with anything it is wearing or carrying. While enlarged, the dighrogh is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the dighrogh lacks the room to become Large, it attains the maximum size possible in the space available.

**Bite. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage while enlarged, and if the target is at least one size smaller than the dighrogh, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the dighrogh can't bite another target.

**Claw. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 4 (1d4 + 2) slashing damage, or 7 (2d4 + 2) slashing damage while enlarged.

**Swallow.** The dighrogh attempts to swallow a target it is grappling that is at least one size smaller than it. The target must succeed on a DC 12 Strength saving throw or be swallowed, ending the grapple. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the dighrogh, and it takes 5 (2d4) acid damage at the start of each of the dighrogh's turns. The dighrogh can have only one target swallowed at a time. If the dighrogh dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

## GIANT FELSIC CRAB

Huge monstrosity, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 178 (17d12 + 68)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	2 (-4)	13 (+1)	3 (-4)

**Skills** Perception +5, Stealth +5

**Damage Resistances** piercing and slashing from nonmagical attacks that aren't adamantite

**Damage Immunities** acid

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 15

**Languages** —

**Challenge** 9 (5,000 XP)

**Ambusher.** In the first round of a combat, the crab has advantage on attack rolls against any creature it surprised.

**Amphibious.** The crab can breathe air and water.

**Rock-Solid Grip.** The crab can climb difficult surfaces made of rock or stone, including upside down on ceilings, without needing to make an ability check.

**Stone Camouflage.** The crab has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

### ACTIONS

**Multiattack.** The crab makes two attacks with its claws.

**Claw. Melee Weapon Attack:** +9 to hit, reach 10 ft., one target. **Hit:** 20 (3d10 + 4) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 15) and restrained until the grapple ends. The crab has two claws, each of which can grapple one target.

**Acrid Breath (Recharge 6).** The crab exhales a pungent, caustic spray in a 30-foot cone. The spray destroys any Tiny nonmagical object in the area that isn't being worn or carried. Each creature in the area must make a DC 16 Dexterity saving throw.

On a failed save, a creature takes 36 (8d8) acid damage, and any nonmagical armor or shield that the creature is wearing or carrying takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. On a successful save, the creature takes half as much damage, and any armor or shield it is wearing or carrying is unaffected.



# PHYSIKER

Medium humanoid (any race), typically neutral good

Armor Class 17

Hit Points 104 (16d8 + 32)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	17 (+3)	10 (+0)

Saves Str +4, Dex +7

Skills Acrobatics +7, Insight +6, Medicine +9

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 13

Languages Common plus one other language

Challenge 5 (1,800 XP)

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

**Magic Weapons.** The physiker's weapon attacks are magical.

**Pointed Strikes (1/Turn).** When the physiker hits a creature with a blowgun needle or unarmed strike, it can choose one of the following options:

**Disable.** The next attack roll the target makes before the end of the physiker's next turn is made with disadvantage.

**Expose.** The next attack roll made against the target before the end of the physiker's next turn is made with advantage.

**Stunning Strike (Recharge 5–6).** When the physiker hits a creature with a melee attack, it can force the target to make a DC 14 Constitution saving throw. On a failed save, the target is stunned until the end of the physiker's next turn.

**Unarmored Defense.** While the physiker is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

## ACTIONS

**Multiattack.** The physiker makes three attacks. It can use its Restoring Touch in place of one attack.

**Blowgun Needle.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Unarmed Strike.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

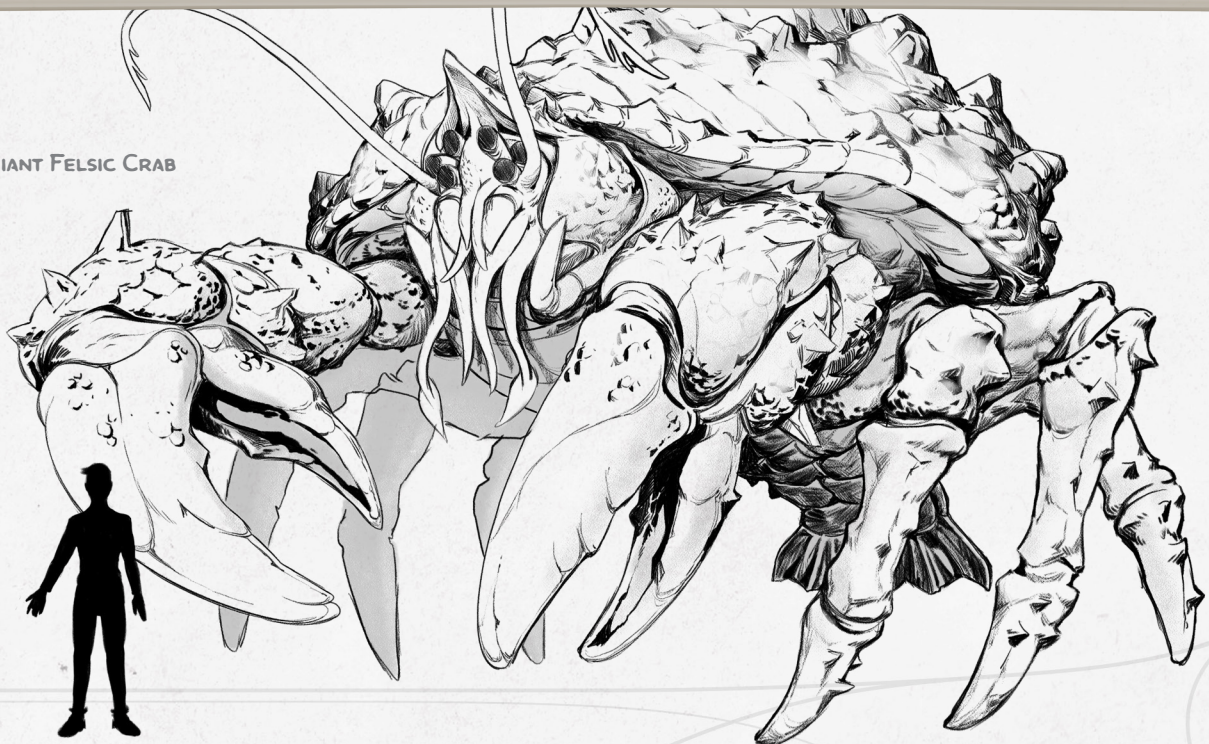
**Embolden (Recharges after a Short or Long Rest).** The physiker casts the *enhance ability* spell. When cast in this way, the spell has a range of 20 feet.

**Restoring Touch (4/Day).** The physiker touches a creature or harmlessly launches a blowgun needle at a creature within 20 feet of it. The target regains 30 (4d8 + 12) hit points. Once a creature regains hit points in this way, it can't do so again until it finishes a short or long rest.

## REACTIONS

**Deflect Missile.** When the physiker is hit by a ranged weapon attack, it deflects the missile, reducing the damage it takes from the attack by 19 (1d10 + 14). If the damage is reduced to 0, the physiker catches the missile if it's small enough to hold in one hand and the physiker has a hand free. It can then make a ranged weapon attack with the caught missile, which has an attack bonus of +7, a normal range of 20 feet, and a long range of 60 feet. On a hit, the target takes 7 (1d6 + 4) damage of the missile's type.

GIANT FELSIC CRAB





# UNDULATOR

Huge aberration, neutral evil

**Armor Class** 18 (natural armor)

**Hit Points** 256 (19d12 + 133)

**Speed** 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	23 (+7)	18 (+4)	17 (+3)	20 (+5)

**Saves** Dex +7, Int +9, Wis +8

**Skills** Deception +10, Perception +8

**Damage Resistances** psychic; bludgeoning, piercing, and slashing from nonmagical attacks

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

**Senses** blindsight 300 ft. (blind beyond this radius), passive Perception 18

**Languages** Deep Speech

**Challenge** 15 (13,000 XP) or 16 (15,000 XP) when encountered in lair

**Siege Monster.** The undulator deals double damage to objects and structures.

**Tendrils Aura.** The ground within 60 feet of the undulator is filled with mindless, writhing tentacles made of shadow that extend 5 feet into the air. A hostile creature's speed is halved in the area, it has disadvantage on ability checks and saving throws made to avoid or escape being grappled or restrained, and opportunity attacks against it are made with advantage.

## ACTIONS

**Multiattack.** The undulator can use its Resonate. It then makes three attacks, only one of which can be with its beak.

**Beak.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

**Tentacle.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained. The undulator has twelve tentacles, each of which can grapple one target.

**Resonate (Recharge 5–6).** The undulator emits a sonorous, mind-altering tone. Each creature within 60 feet of the undulator that can hear it must make a DC 18 Wisdom saving throw. On a failed save, a creature becomes charmed by the undulator for 1 hour. While charmed in this way, the undulator has a telepathic link with the creature and always knows the creature's location as long as it and the creature are on the same plane of existence.

Whenever the undulator or one of its allies deals damage to the charmed creature, the creature can repeat the saving throw, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the undulator's Resonate for the next 24 hours.

## LEGENDARY ACTIONS

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

**Detect.** The undulator makes a Wisdom (Perception) check. It can do so using its senses, or using the senses of one creature of its choice that is charmed by it.

**Move.** The undulator moves up to its speed.

**Compelled Strike (Cost 2 Actions).** The undulator magically forces one creature charmed by it to use its reaction, if available, to make an attack against a target of the undulator's choice that it can see.

**Tentacle Slam (Costs 3 Actions).** The undulator slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 18 Constitution saving throw or take 19 (4d6 + 5) bludgeoning damage and be stunned until the end of the undulator's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.



UNDULATOR





WAY OF THE MERIDIAN

## NEW CHARACTER OPTION: MONK

Monks harness the energy that flows through the bodies of living creatures, called ki, to accomplish breathtaking feats of strength and dexterity. Often using little more than their own fists, these pugilists are the height of physical prowess and natural potential. Depending on where they train, a monk will gain uncanny mastery over their ki and physical-ability using ancient traditions and techniques passed down from one generation to the next.

### WAY OF THE MERIDIAN

Monks of the Way of the Meridian are capable healers and acupuncturists that learn to activate the body's own restorative and self-destructive functions through careful application of pressure and piercing strikes. With precision and speed, they can enhance their allies or cripple their enemies using knowledge and techniques that have stood the test of time.

### POINTED STRIKES

When you choose this tradition at 3rd level, your special training has led you to master additional weapons as part of your craft. You gain proficiency with blowguns, which are considered monk weapons for you. Darts and blowgun needles are also considered monk weapons for you, which can be used as either melee or thrown weapons with a normal range of 20 feet and a long range of 60 feet.

When you hit a creature with an unarmed strike or monk weapon that deals piercing damage, you can expend 1 ki point to impose one of the following effects on the target. You can use this feature twice on each of your turns.

**Disable.** You weaken the creature's motor skills and coordination. The next attack roll the creature makes before the end of your next turn is made with disadvantage.

**Expose.** You cause the creature's body to become sluggish and vulnerable. The next attack roll that you or another creature makes against the target before the end of your next turn is made with advantage.

Alternatively, you can apply one of these effects to the first target you hit as part of your Flurry of Blows, without spending the ki point for this feature.

### MEDICINAL KNOWLEDGE

Also at 3rd level, your knowledge of the body and the energy that runs through it grants you proficiency in the Medicine skill. If you already have this proficiency, you instead gain proficiency in the Insight or Sleight of Hand skill (your choice). When you make a Wisdom (Medicine) check, you can choose to expend 1 ki point to reroll the d20. You must use the new roll. You can choose to do so after you roll the die, but before the outcome is determined.

In addition, you can use an action to touch a creature and expend 2 ki points to cast the *enhance ability* spell on it. Starting when you reach 6th level in this class, you can harmlessly launch a blowgun needle or dart at the target, instead of touching it, in order to deliver the spell. The target must be within the weapon's normal range.

### RESTORING TOUCH

By 6th level, you can cause a creature's body to rapidly heal itself. As an action, or in place of one of the attacks granted by your Flurry of Blows, you can touch a willing creature to cause it to supernaturally regain hit points as if it finished a short rest. Alternatively, you can harmlessly launch a blowgun needle or dart at the target to deliver the effect, instead of touching it. The target must be within the weapon's normal range.

The creature rolls a number of Hit Dice equal to your proficiency bonus, without expending them, and adds its Constitution modifier to the result of each die as normal. The creature regains a number of hit points equal to the total. Once a creature regains hit points in this way, it can't do so again until it finishes a short or long rest.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses of it when you finish a long rest.



## IMPROVED POINTED STRIKES

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At 11th level, you've become a master of precision with your debilitating strikes. When you hit a creature and use either your Disable or Expose feature, you can apply both effects at the same time without spending another ki point.

If you attack a creature under the effect of your Expose feature and hit it, that creature also takes a penalty to any Constitution saving throw it makes as a result of or as part of the attack, such as from your Stunning Strike. The penalty is equal to your Wisdom modifier.

## TOTAL RESTORATION

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At 17th level, you can restore the balance of energy and health to creatures under your care. You can use an action to touch a creature and expend 5 ki points to simultaneously cast the lesser restoration and greater restoration spells on it, requiring no material components, and cause the target to regain up to 5 expended Hit Dice. Alternatively, you can harmlessly launch a blowgun needle or dart at the target, instead of touching it, in order to deliver the spells. The target must be within the weapon's normal range.

Once a creature has benefited from this feature, it can't do so again until it finishes a long rest.



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