

MINECART MAYHEM

Of Blood & Gold

Mercenaries and bandits contest ownership of an arid canyon mine. The bandits open by destroying a dam to flood the mercenary's rallying point, but unleash more than they bargained for.

Sides of the Same Coin

The bandits are chaotic and the mercenaries are neutral. Neither side is particularly morally above killing or stealing, the mercenaries just engage in more formalities. We assume the party is present and hired as mercenaries or unaligned, but the Bandits will assume they are hostile either way—unless they're allies.

Attacking Force : Bandits

The **Bandit Captain** Jacque d'Argent has four Bandits in his gang. Two enter from the north with him and two enter from the west on **Phase 2**. They want to kill every mercenary and capture any surviving Commoners.

Defending Force : Mercenaries

The **Veteran**, Aayla Rabah, has two Guards serving under her. There are four Commoner mineworkers nearby.

Phase 0: the Stage is Set

The canyon's walls are 25ft tall. Aayla oversees her Guards and mine workers from the wooden platform in the middle of the canyon. They alternate patrolling the upper levels of the canyon to the east and the lower levels near the platform, and will be descending as Phase 1 begins. Establish the party's positions.

Phase 1: BOOM!

An explosion rocks the area. Initiative is rolled. Characters with extensive experience with explosives and destructive magic will recognize it, but an Investigate DC 13 check will indicate the sounds of a dam cracking. The sound of water rushing reaches them in time to react if their Passive Perception is 13 or greater.

Phase 2 : Reach for the Sky!

Jacque d'Argent the Bandit Captain and his crew arrive.

Rushing Waves

For every phase with rushing water, creatures that the water overtakes (i.e. begin their turn in water after being on dry land last phase) must make a DC 16 Strength save; on a failure they take 3d8 bludgeoning damage and get shunted up to 30ft in the direction of the water's flow.

The rushing waves won't move the characters they shunt outside their occupied space. On a success they take half damage.

Swimming through the water requires an Athletics DC 15 check, and is considered Difficult Terrain if against the tide. Creatures with swim speeds don't make this check, but do suffer difficult terrain for going against the wave.

Phase 3 : Weird in the Water

A **Water Weird**, Cool Waves, has been washed in by the dam's destruction. Enraged, it begins to attack the closest living creatures. It appears adjacent to the player character closest to the northwestern corner and inside the water or Aayla Rabah if no PCs are in the water.

Phase 4, 5, 6 : Blood in the Water

Aayla will fight on until half or more of the Commoners are dead, when she assumes her contract is void and withdraws with any guards—assuming she is not pinned in melee. Jacque d'Argent will prioritize whoever appears to be the greatest threat, then attempt to take hostages.

Phase 7 : All Dried Out

If the Water Weird is still alive it will retreat to a puddle and fight on in vain as the harsh rays of the sun begin to peel it away. It takes 10 radiant damage at the end of every turn until it is dead unless the water is preserved. If Aayla and Jacque are still alive and neither has surrendered they will agree to "call it a draw."

Lair Actions : Cool Waves

Cool Waves is immune to its own effects.

- **Last Breath!** Living creatures in the water makes a DC 14 Constitution save, dealing 2d6 bludgeoning on a failure or half as much on a success as the waters seek to suffocate all within.
- **Crushing Wave!** Every creature in a 10ft radius from a point within 60ft of the Water Weird makes a DC 14 Strength save. On a failure, they take 3d6 bludgeoning damage and are shunted 15ft in a random direction.
- **Capsize!** A rogue current in the water threatens to turn you under: all creatures in the water make a DC 14 Dexterity save. On a failure they become prone and suffer 1d6 bludgeoning damage.