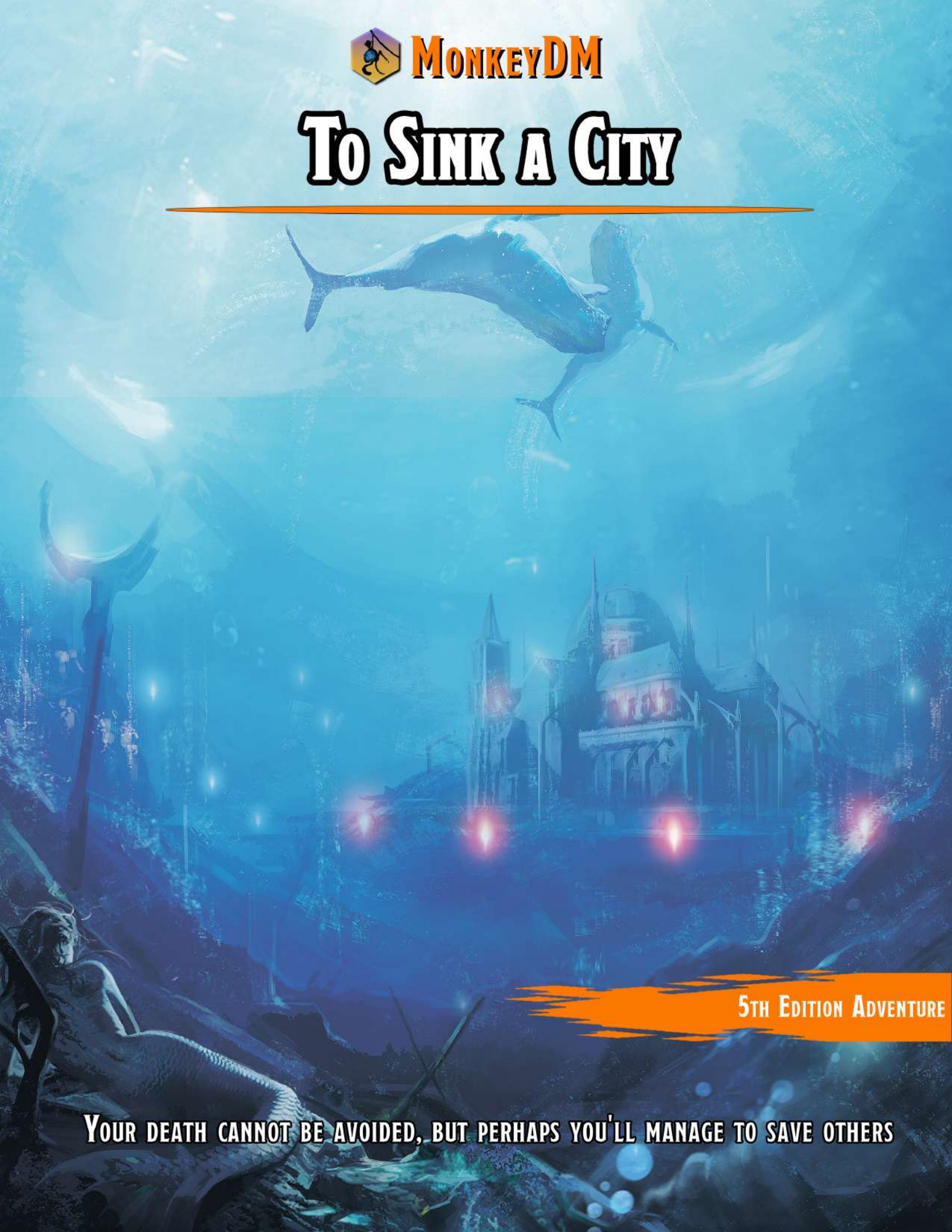




# To Sink a City

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5TH EDITION ADVENTURE

**YOUR DEATH CANNOT BE AVOIDED, BUT PERHAPS YOU'LL MANAGE TO SAVE OTHERS**

# MONKEYDM

## TO SINK A CITY

**TO SINK A CITY IS A ADVENTURE AGAINST THE CLOCK FOR 5E DESIGNED FOR 3-6 LEVEL 14 CHARACTERS,  
FOR USE WITH THE 5TH EDITION RULESET.**



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## BACKGROUND

In thousands of years, the civilization of Comboro will be seen as nothing more than a legend, a ghost story, but in current times, it's the richest in the world. Led by the Priests of the Great Tide, Comboro has grown to an extraordinary size and prospered plenty. The entire island is now richer than a large part of the mainland. This is all due to the waters of life, gifted to the islanders by The Spirit of Ebb And Flow. But something has been amiss lately. The sun has retreated and a cloud of mist has slowly risen around. With it, crime rates have increased and sickness has spread. To find the truth about this mysterious weather, the Head Priest, Syim, has asked for aid. He must preserve the waters of life at all costs, he will take no risks.

## PLOT HOOK

The adventures are trusted and respected citizens of the Comboro island civilization. Now, in a time of crisis, they've all been invited for a chat by the Head Priest of the island, Syim. All have received letters, either individually or all together, informing them they must gather at the temple posthaste and speak with Syim.

## STORY NOTE

This adventure serves as a prequel to "The Sunken City". If you intend on playing both adventures, feel free to play them in any order. If you want to, you are also encouraged to develop the stories of Comboro and turn the two one-shots into a full-fledged adventure. Just consider the fact that this one-shot ends with the adventuring party dying in a heroic effort. In case your players are particularly sensitive to losing their characters, consider informing them of the story beforehand or even changing the ending.

## CHAPTER 1. THE WATCHFUL PRIEST

In which the party aids a priest in solving a mystery.

### 1.1. RESPECTED BROTHERS AND SISTERS

**GM NOTE:** Much of this entire one-shot hangs on the concept of paranoia. Players should feel a consistent sense of distrust, ushered in by the slow arrival of the corruptive Evermist. Because of this, we encourage you to employ a few deceptive tactics to make the players doubt each other. Over the course of the one-shot, we'll make a few suggestions, but feel free to add any as you see fit. If you wish, go as far as to say that you've chosen a player in secret as a traitor and the party's ultimate goal is to find the traitor. Tell them this, but don't *actually* ask one player to betray the party. You can even weave this into the story by having Syim tell them he knows one of them is a traitor.

Read this:

'You are rarely if ever called upon by Syim, the Head Priest of the Temple of the Great Tide. While you do know he is indeed one to speak privately to his citizens, you see no particular reason he would speak to you, of all people. After all, you are not, nor have ever been problematic for Comboro. You are all respected brothers and sisters, members of Comboro's higher class, beloved by your communities because of your various deeds. But, nevertheless, here you've gathered, on the outer steps of The Temple of the Great Tide, right next to the twin statues, one dedicated to the sea, the other to mankind. With petite steps, you watch Syim emerge from inside the temple's lower tunnels, which lead right below sea level, where only trusted clergy and powerful individuals are allowed to pass. With a wave of his hand, he closes the door behind him and meets your gazes, bowing his head gently. He then moves away and a little further away from the main thoroughfare, signaling you to follow.'

The party should now follow Syim, who is waiting for them a little further away from the crowd.

### SYIM, HEAD PRIEST

**Information:** Due to his status as Head Priest, Syim is very influent, but that hasn't let his judgment be clouded. He remains as watchful as ever. He often takes private meetings and he rarely, if ever, lets anything slip. Because of his intense paranoia and need to watch over the Waters of Life, he is very suspicious of anything that might happen that is out of order. This is the reason for contacting the adventurers.

Read this:

'The hunched body of the Head Priest hides over in a corner, beginning to speak with all of you in a hushed voice. "I don't have much time to explain myself, nor do I wish to draw too many eyes on us. I've gathered all of you because of fear. I sense something is wrong with the isle. I've begun receiving visions from The Great Tide. And I fear it has something to do with the illness that has ravaged our island because of late. More and more people are dying and those who aren't... are turning violent. I've called upon you because I can trust all of you. I'll tell you the specifics of my plan in due time, but first, I think you ought to trust each other.'

**GM NOTE:** In case you are playing this adventure as a one-shot and the party doesn't already know each other, this is the perfect time for each player to introduce their character's name, appearance, a bit of their story and background, and lastly, their abilities. In case you are playing this as part of an ongoing campaign, have Syim question just how much the party trusts one another. After that, he'll proceed.

Syim will continue by telling the party his plan is the following: he, as the Head Priest, is not allowed to drink from the Waters of Life, as it would give too much temptation. Instead, he'll give each of the party members a sip, hopefully giving them clarity for the upcoming days. Then, he'll send them out on a short mission, alongside a small vial of waters, which they must use to cure a few citizens of the illness and see if they find anything that would indicate what the issue is.

During their entire discussion with Syim, the party can perform the following social actions:

- They can try to intimidate or persuade Syim for more information with a **DC 18 Charisma (Persuasion) or (Intimidation) check**. On a success, Syim will tell them that he's felt increasingly suspicious. And everywhere keeps getting sick for no reason. This will prompt him to also get a bit angry, though he'll quickly realize it and start questioning himself. On a failure, he'll dismiss the party as being "untrusting and untrustworthy". If this happens, it will have an effect on the later parts of the story.
- They can look about to see if they're being watched with a **DC 18 Wisdom (Perception) check**. On a success, they'll notice that every villager and priest walking by gives them a suspicious glare.
- They can try to peer further into Syim's behavior with a **DC 22 Wisdom (Insight) check**. On a success, they find that Syim is being truthful, though he doesn't seem entirely himself.
- They can try to look at Syim with a medical eye by making a **DC 25 Wisdom (Medicine) check**. On a success, they find that Syim's eye whites are slowly going a light shade of green. If pressed on this, Syim will deny vehemently that he's lying to them and will offer to prove this. Any *zone of truth* spell or similar effect will prove he is truthful, but he is also slowly falling prey to the Evermist's influence. If a *greater restoration* spell is cast on him, he will stop being so suspicious of the party and say that this heightened paranoia must be part of the disease. This will have later effects in the story.

Once he's told them the plan, he'll lead the party through the puzzle-gate to the lower part of the temple. Detail how he spins around the 4 marble columns, leading to two large clams opening and leading to a passage down below. As he's doing this, the party can observe the process and try to understand it with a **DC 18 Intelligence (Arcana) check**. On a success, they understand it and will be able to use this same system later in the adventure if need be.

Read this:

'You step below with clear intent, led by one who guides others to a treasure he cannot possess. The Head Priest emerges into the gigantic chamber, the interior of a cave, but entirely transfigured, carved beautifully, and surrounded by miniature waterfalls, all converging into one central pool of water. Once you all arrive in this room, Syim turns around and gazes towards you. "Only me and a few of my trusted pupils are allowed inside here, but just this once, with the god's favor, I will make an exception. Drink! And after that, you shall be sent onto your quest." And so you step forth in the room that holds the Waters of Life.'

**GM NOTE:** If you wish to sow distrust within the party, mention to one of the party members that this room feels familiar, almost like they've been here before, and yet they can't quite remember. They'll fear having been mind-controlled or the like.

Bring the party to map 1. Syim will offer up a vial to each party member. Such a vial acts as a potion of superior healing while also ending all blindness, charms, deafness, and any diseases affecting the target. If any person refuses to drink from the vial, Syim will become increasingly suspicious of them and secretly tell another party member to watch out for them.

In addition, take one player aside and whisper in their ear that the waters cleanse all their feelings of disgust, anger or fear and they feel invigorated, but something feels... Odd, different, unlike them. This will make the player feel suspect of the surroundings, as well as make the party ask themselves what you whispered, further sowing distrust.

After they've all drunk, proceed to the next chapter.

## 1.2. CLEAR AGAIN

Read this:

'Having had a drink from the Waters of Life, you now feel invigorated and empowered, and you look about the temple only to find a reticent monk watching from a distance. Syim approaches him briefly and they seem to start a conversation, before moving a little further away.'

Any member of the party can attempt to follow and listen to their conversation by making a **DC 18 Dexterity (Stealth) check** and then a **DC 16 Wisdom (Perception) check**. If they fail the **Dexterity (Stealth) check**, they will be spotted and told to move away. Based on how high their result is on the **Wisdom (Perception) check**, they will receive the following information:



- **Below 16.** They do not hear anything discernable.
- **16-19.** They hear Syim say "I want it all to be clear again." To which the other member says "Maybe you must clear your mind of all this first."
- **20-22.** In addition to this, they hear Syim say "Under no circumstance will we fall. I'll take it all to the sea before I fail my gods."
- **Above 22.** They hear the person reply "Your judgment is clouded and you are trusting elsewhere, instead of your close peers. This has been coming. We bit off too much." To this, Syim replies: "Our searches were warranted. But it was sealed. Fall in line. I hold the authority here, young one."

At the end of the discussion, the priest rushes off angrily. If the party stops him, they must persuade him to talk to them with a **DC 20 Charisma (Persuasion) check**. If they successfully do so, he will introduce himself as Tavalor.

**GM NOTE:** If you want to add further suspicion amongst party members, have Tavalor focus on one of them and maintain prolonged eye contact, staring either longingly or aggressively.

## TAVALOR

**Information:** Tavalor is a young priest of The Great Tide, who follows in the footsteps of Syim. He is also suspicious of the things happening around him. In secret, he and Syim had sunk below to an Underwater chest and opened it, unlocking a wave of mist. Upon doing this, both had their bodies infiltrated by the Evermist, which now rests dormant within them, waiting for the proper time to strike.

When speaking with Tavalor, he will begin to get increasingly conflictual and suspicious of the party's "true allegiance". He will discuss any subjects the party asks of him, even talking about his youth joining the clergy and his respect for Syim. If pressed on the disease, he'll say he doesn't know much. As the discussion goes on, he'll become more and more irritable. In order to keep him calm, they must always agree with him (or at least convince him they do by making a **DC 18 Charisma (Deception) check**. If the party manages to convince him they are on his side, he will open up about the mist having risen after he and Syim looked below the waters.

Any **Wisdom (Insight) checks above 18** will also reveal he is hiding something, with that something being the story of him and Syim opening the treasure chest. After a brief chat with the party, Tavalor will mention he has a headache and will walk away and out of the temple.

After they've interacted with him (however brief that interaction was), Syim will return to the party with a small leather waterskin filled with the Waters of Life. He will ask the party to take this water to three different addresses and cure those sickly. The three addresses are the following:

- Dasvidan, a noble with a reputation for being quick to anger.
- Elsmeth, a young lady training to be a fencer.

- Giselde, a woman running a makeshift hospital for the sickly.

Before leaving, Syim will inform the party that all three people are quite sick and in need of aid, so they should move quickly. You may move on to the next chapter.

## 1.3. WATERBEARERS

In this chapter, the party can choose to visit any of the three locations in any order. But time passes as normal in all three. Based on which locations they visit in which order, the encounters will change. The first encounter will always be a social one, the second one will always be a combat one and the third will always be an investigative one. It just depends on where and how they choose to go about it.

In between each visit, have the party roll a **DC 15 Constitution saving throw**, having no immediate effect. Mark down whoever failed a saving throw, as it will have an effect later in the adventure. For added effect, give those who fail a whisper, telling them the people around them suddenly seem to look a little more... suspicious.

**GM NOTE:** During these encounters, if you wish to create further distrust amongst the party, let a few suspicious things slip out, such as telling a party they remember Dasvidan's home form when they've been here before, or winking towards a certain player when they step within the mist, or so on and so forth.

## LOCATIONS

### 1 - DASVIDAN

If they visit Dasvidan first, they find him bedridden and severely ill. He is coughing up a storm and seems to be in a bad disposition, not trusting anybody to be around him. His wife, Marie Anne, is scared of entering his room because he feels transformed. When she meets the party, she'll guide them inside the room, saying the only person he's talked to is a strange blue man by the name of Montogiri, who lives in an observatory.

Read this:

'As you arrive at Dasvidan's estate, his wife, Marie Anne, leads you within his chambers but chooses not to enter herself. Inside, you find a sickly man, a shade of his former self, covered in blankets and yet still shivering. His pale skin complements his half-closed eyes, which have a subtle green tint to them.'

Though reluctant at first, thinking the party is trying to poison him, Dasvidan can be persuaded to drink with a **DC 16 Charisma (Deception), (Persuasion) or (Intimidation) check**. Upon drinking, he will thank the party and instantly feel better. He'll also say a weird blue man, Montogiri, came to see him a couple of times. He suggests the party look for him and gives them his address. This marks the end of the encounter.



If Dasvidan is the second person they visit, they will stumble into the home right as Dasvidan begins shouting loudly at his wife. By the time they reach his room, she is on the floor, bloodied and dead. He looks at her, his eyes now fully green, and begins to weep. Within seconds, he turns into a **evermist manipulator** and is fully corrupted. Additionally, two **evermist elementals** will sprout from the ground. The party should be able to dispose of them quickly. As this is a short encounter, it can be played through in the theater of mind. After disposing of the creatures, they can't find anything of importance within his house. This marks the end of the encounter.

If Dasvidan is the third person they visit, they stumble into his house and find the windows broken and the door ajar.

Read this:

'You walk inside the house of Dasvidan to find everything broken, vases shattered and the bodies of countless servants limp on the floor. A thin cloud of green mist hangs over the bedroom and common room, yet no one seems to be alive. Gods only know what happened here, but there's no sign of Dasvidan.'

The party can look about the place with a **DC 18 Intelligence (Investigation) check**. On a success, they find scratch marks in the bedroom, as well as an entry journal marking all people who visited Dasvidan. The only person in that journal is Montogiri. They can also make a **DC 18 Wisdom (Survival) check** to identify the order of death, discovering that the wife died first, within his room, then the rest. This marks the end of the encounter.

## 2 - ELSMETH

### ELSMETH

**Information:** Young and feisty, Elsmeth lives on her own. She is a young half-orc woman who is trying to fight her brutal instincts and find grace, thus taking up rapiers and fencing. She is however brash but somewhat trusting of those around her. This marks the end of the encounter.

If Elsmeth is the first person they visit, she'll openly and easily take up the water. After cleansing herself, she'll say she's felt a force fight inside her, almost as if her will was torn in half. She'll also say that she received a plethora of invitations to chat with a certain Montogiri, whom she is incredibly suspect of. She even threatened to stab him with her rapier, so he left her alone. Before leaving, he told her she should "Watch out for the stars".

If she is the second person they visit, the party finds her fencing against **5 evermist elementals**. After defeating them, she'll tell the party she began coughing and mist left her body, forming into these weird creations. She'll say this is most likely due to the weird illness and then fall unconscious due to exhaustion. As this is a short encounter, it can be played through in the theater of mind. This marks the end of the encounter.

If she is the third person they visit, she has already fallen and died and nothing is to be seen inside the household aside from a subtle green fog.

Read this:

'The young Esmeth lies lifeless on the ground, rapier in hand, as if fighting against creatures that you cannot see. No scratch marks are on her, no signs of struggle, no nothing. Illness twisted her mind. The only thing left of her is a disheveled bed and a desk, but nothing else.'

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### MAP 1





A quick **DC 17 Wisdom (Medicine) check** will reveal she died of internal issues, not any wounds of the sorts. She is still warm, in fact, almost as if the fever is only now fading. The party can also make a **DC 18 Intelligence (Investigation) check** to find her journal. In the journal, she writes of slowly getting suspicious and wondering where her best friend, a sailor by the name of Ripton, has gone. Her journal details him going on a voyage, but not returning yet.

### 3 - GISELDE

#### GISELDE

**Information:** Kindly and motherly, Giselde is a halfling with a heart of gold, but she is now slowly fading to the illness that she tries to protect others from. Because of this, her behavior has slightly changed, making her quicker to anger, but her strength of character keeps her from becoming corrupted.

If Giselde is the first person the party visits, she'll be speaking to a few new coming sickly, all of which are sailors. They are unconscious and she'll mention they just washed ashore this morning. She's tending to them since they arrived. When awake, they kept fighting amongst each other and coughing, but now they're stable. She'll drink happily from the waters and notice no immediate effect. She will however say that the person who brought them in was a butler working for a Montogiri. She doesn't know who this Montogiri is, but she's received his address from the butler and she hands it to the party. This marks the end of the encounter.

If she is the second person they visit, the 2 sailors have already turned into **2 evermist manipulators** and they are assaulting Giselde and the other patients. As this is a short encounter, it can be played through in the theater of mind. After defeating them, Giselde will give the party notice that they were brought from a crew of sailors who just washed ashore, then she'll get back to treating the wounded. She'll give no further information, due to distress. This marks the end of the encounter.

If they visit her third, the hospital has already been butchered.

Read this:

'You walk in expecting to open the door to a hospital, yet you find yourself in front of something far, far grimmer. The blood of 20 or so men and women forms puddles on the ground, as two abominations, tentacle-faced and feature-less, gaze towards you. They then quickly turn away and rush out the back door, leaving you with the bodies. How many are alive? Who knows?'

Of the 20 bodies, only 5 are still alive. The party can choose to mend them or go and follow the **2 evermist manipulators**. Either way, they can find Giselde's small body with a **DC 16 Intelligence (Investigation) check**. She is holding onto a small piece of paper on which she's written "Sailors." and drawn a small map of sorts. The map can be read with a **DC 16 Intelligence (Nature) check**. The party can use the map to arrive at the boat, thus bringing them to chapter 2.3. This marks the end of the encounter.

**GM NOTE:** If skipping over a full 2 chapters feels like too much for you, you can choose to not have Giselde hold the map. It's meant as a "critical success" of sorts, but as you are the DM, you make the final call on anything and everything!

Once the party has interacted with all 3 possible households (or they wish to rush and meet Montogiri), you may proceed to the next chapter.

## CHAPTER 2. THE LAST MAN

In which the party finds a possible ally.

### CHAPTER 2.1. THE OBSERVATORY

**GM NOTE:** By this point, the party should feel compelled to meet with Montogiri, but if they don't, feel free to add additional incentives, push them in that direction, or even allow them to talk back with Syim and he can guide them in that direction. But, once they go and finally reach Montogiri's Observatory, proceed normally.

Read this:

'With a cloud of unease over you, you march forth towards the outside of the isle, where, on the edges, rests a gigantic observatory. Every now and then, you've passed by this gigantic building, at times you've even wondered whose it is, but you've rarely found much interest. When it comes to Comboro, most are more interested in the sea than the sky. And such, this is precisely the best place for one to hide one's disinterest with the culture of the island. Upon arriving at the front gate, you are met with the timely arrival of what looks to be a middle-aged gentleman dressed in a butler outfit, their skin of a light blue color. Without saying a word, he greets you and welcomes you within the premises.'

The butler will not say any word, but rather guide the party with him. Bring the party to map 2. They begin in area 1. Alongside the butler, they will be moved all the way across to area 4, moving through areas 2 and 3. Whenever they arrive within one of the areas, read that area's paragraph.

## AREAS OF THE OBSERVATORY

### 1 - THE ROAD

This is where the party starts.

### 2 - MAN-MADE LAKE

Read this:

'You quickly pass by a man-made lake of sorts, in which you see a few fish moving about, some calmer than others. You see two in particular who are hiding in the distance, their eyes almost watching you, but you quickly shake off this feeling, questioning if this is not exactly the paranoia that you are falling prey to.'

The party may further examine the fish with a **DC 20 Intelligence (Nature) check**. On a success, they notice these do indeed look odd. They are 2 **evermist aberrations** waiting in the wings.

### 3 - WAITING ROOM

Read this:

'Lead on by the butler, you are lead through a small door and into a large room, filled with chairs and a central table, alongside all other types of drinks and the like. What you also notice is how different the air smells inside here. It's fresh and different. After a few moments of waiting, almost mechanically, the butler opens a door that leads into a short tunnel that seems to have another door on the other side of it. You are escorted into the tunnel, then the door behind you is closed. Then, just as mechanically, the door in front of you is opened and you step forth.'

### 4 - GRAND OBSERVATORY

Read this:

'You find yourself in a gigantic chamber, which is dominated by the presence of a gigantic brass telescope, staring into the sky, though the slit to the stars is now closed. Next to it, waiting calmly, is a finely dressed man with blue skin and white hair flowing softly in the wind. This, however, is quite odd, as there is no breeze to speak of whatsoever. The surrounding walls of the chambers are completely filled with books, all of them in pristine condition. The blue man smiles and clears his throat, preparing to speak. "Allow me to introduce myself before anything else. My name is Montogiri and I am the son of a djinn. This has given me quite the edge in this scenario. An edge which I kept, but which my beloved butler lost." He looks towards the butler, who immediately looks scared around. "Don't act surprised, Asem. I was only waiting until my saviours were here. I figured it out a while ago."

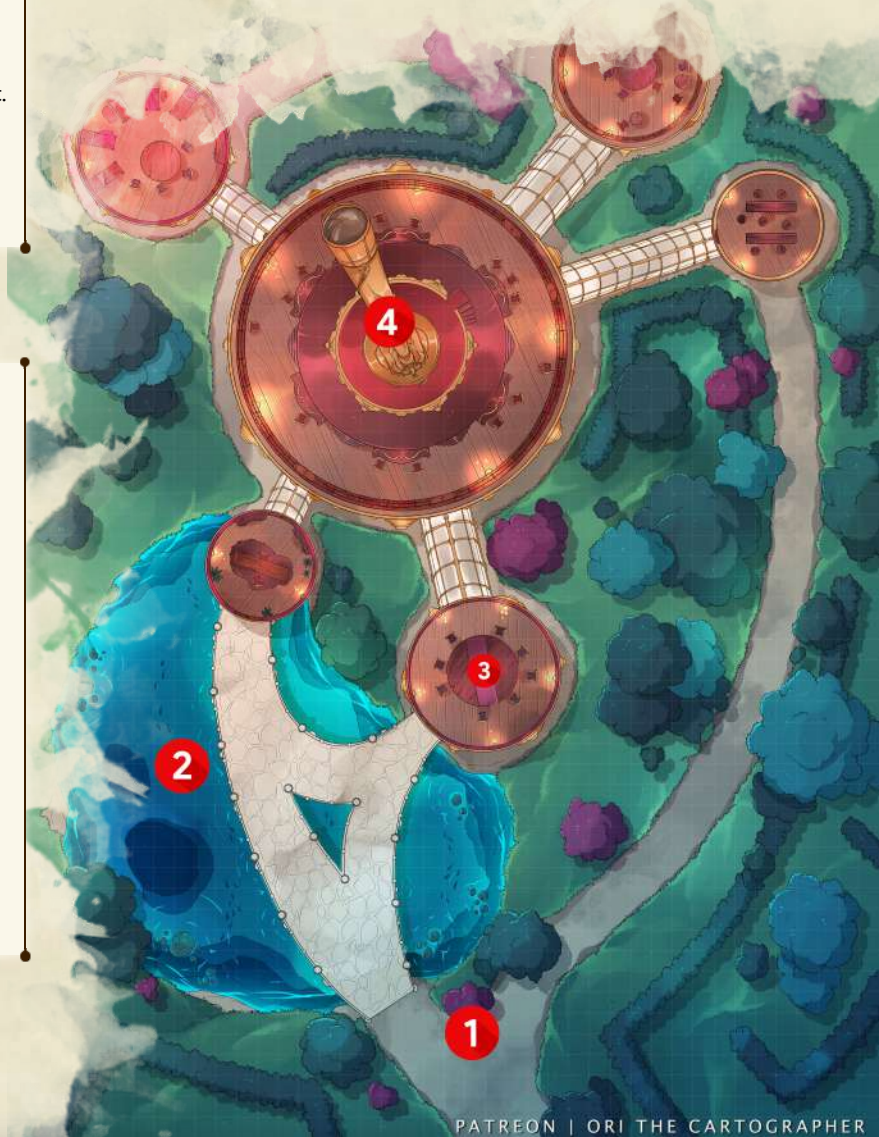
With a quick flash, the figure of the butler shifts and turns, his tentacles revealing themselves. He chuckles, looking at Montogiri. "Foolish air prince! The Evermist will take you!" Montogiri looks at you group, before stepping behind the telescope and shouting: "I was waiting for you, adventurers! Please do take care of this rascal so we can chat, will you?" Roll for initiative.'

The party must now fight an **evermist mage** and the 2 **evermist aberrations** which will emerge in the room from beyond the walls. After defeating them, proceed to the next chapter.

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### MAP 2





## CHAPTER 2.2. HOLD YOUR BREATH

With the traitor defeated, Montogiri will reveal his theories.

### MONTOGIRI

**Information:** Montogiri is an air genasi, thus does not need to breathe. He hasn't breathed the outside air ever since the mist rose. Why? Because he is also a divination expert and read in the stars that trouble is approaching. Ever since then, he's struggled to try and find the solution. A little while back, he noticed his butler was acting strange, then slowly everyone else started too.

Montogiri has spent the past weeks looking into what caused all of this and he can equate it to Syim's voyage alongside Tavalor and a ship. They left, then only Syim and Tavalor returned on a small rowboat. When asked as to why, they said the sailors kept on sailing. But, last night, he found the ship washing ashore, a shipwreck. Thus, he cast a spell to place himself inside Syim's dream and ask for aid, knowing he must set a plan in motion.

If the party wishes to make **Wisdom (Insight) checks**, all will prove to be true. Montogiri then tells the party that the only way to ensure they can fight this is to find its root. He'll give the party each a potion allowing them to not need to breathe for 1 hour and a map with the location of the ship. Then he'll tell them they are to meet with him and Syim at the temple, once the hour's finished.

After giving them this quest, you may proceed to the next chapter.

## CHAPTER 2.3. THE BOAT

The party now finds themselves arriving near the ship, which they must investigate and find the story of, before finally returning home.

As they arrive, read this:

'Arriving on the shores of the isle, you find the exact ship Montogiri described to you, but with one difference. You observe moss quickly growing on it, almost as if it's been left here way more than you expect it, years or so. But as you approach, you begin to understand why. The surrounding ground seems to move around, the moss, almost half-alive, is trying to absorb the ship, but its influence is unstoppable. You watch as with every bit of the wood that gets covered, more mist begins to rise above, more slowly engulfing the terrain and the skies, almost like a battle between earth and a deadly virus.'

## AREAS OF THE SHIP

### 1 - THE MOSS

The moss is slowly taking over the ship as a last attempt from the protective gods of Comboro. The party can examine them with a **DC 16 Intelligence (Nature) or Intelligence (Arcana) check** to discover they seem to be somewhat sentient in nature.

### 2 - THE DECK

Though the party can investigate the deck, they won't find anything. What they will find is the cabin door and nothing else.

### 3 - THE CABIN DOOR

The cabin door can only be opened with a **DC Thieves' Tools check** or a **DC 25 Strength (Athletics) check**. Once open, out of it will sprout **4 evermist manipulators**, all of which looks like half-drowned sailors and have blades and other weapons stuck in them. Once they are defeated, the ship will begin to spew out more and more mist. The party can continue to investigate the cabin.

Inside the cabin, the party will find fighting marks, as well as that the door was locked from the outside in, meaning someone locked everyone inside. On the ground is also a small journal, where one of the sailors details their journey. It reads as the following:

Day 6.

We've arrived where the priests told us to go. They've dived below and we are waiting. All seems well. Nothing too grand. But pay's good. I do miss my wife, Leila, quite a bit.

Day 7

Yesterday was odd. Priests came up confused and a cloud of mist arose, following us, like a ghost. We dodged it, but it still followed and got into our lungs. The priests look shook. But we should be alright. We're returning, I think.

Day 10

Something's not alright. Everybody's going wrong. They're turning on me. And I didn't do anything. I feel I'm left out of something. They're plotting against me. Even Max thinks they're plotting. Maybe he's playing me, the bastard. I miss... My wife.

Day 12

Max's dead. I killed him, the traitor. Ivan killed Folton as well. Bloody Ripton thinks we're being maniacs, but we know better. THEY'RE PLOTTING. THEY'RE AGAINST ME.

Day 16

DAMN THE PRIESTS! THEY MADE THE WATERS TURN AGAINST US AND LEFT. They started a storm, stole a boat, apologized and left. Said we're corrupted. BUT THEY ARE. We've done nothing wrong. NOT OUR FAULT. THEY'RE ALL PLOTTING.

Day 20

Ripton locked us all inside until we calm down. Only me and 3 other lads. We killed everyone except Ripton and a mate of his. Says we're not going back and maybe we are indeed corrupted. But we're not. He's plotting against us, thinks we don't know. We know! He's always been a devil, always been evil.'

Day 22

We're losing our mind. Ripton on the outside's coughing. We're coughing. They're plotting to kill me and eat me. It's... memories fading somehow. My wife... I... Do I even have a wife?"

This is the journal, revealing the truth. After they've received this, the party can go and confront Syim. When they do this, proceed to the next chapter.

Read this:

'As Syim finishes explaining to you the circumstances of what's around you, you hear a chuckle from behind you. Tavalor, smirking wide, is on the opposite side of the temple. He looks at you and opens his arms. "Very well then. I must complete my plan early, old man. The waters of life will bring about his revival, whether you want it or not!" Tavalor then begins his transformation, as you prepare for your final stand.'

Proceed to the next chapter.

MAP CREATED BY [ORI THE CARTOGRAPHER](#)

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MAP 3

## CHAPTER 3. REVEALED

In which the party uncovers the truth.

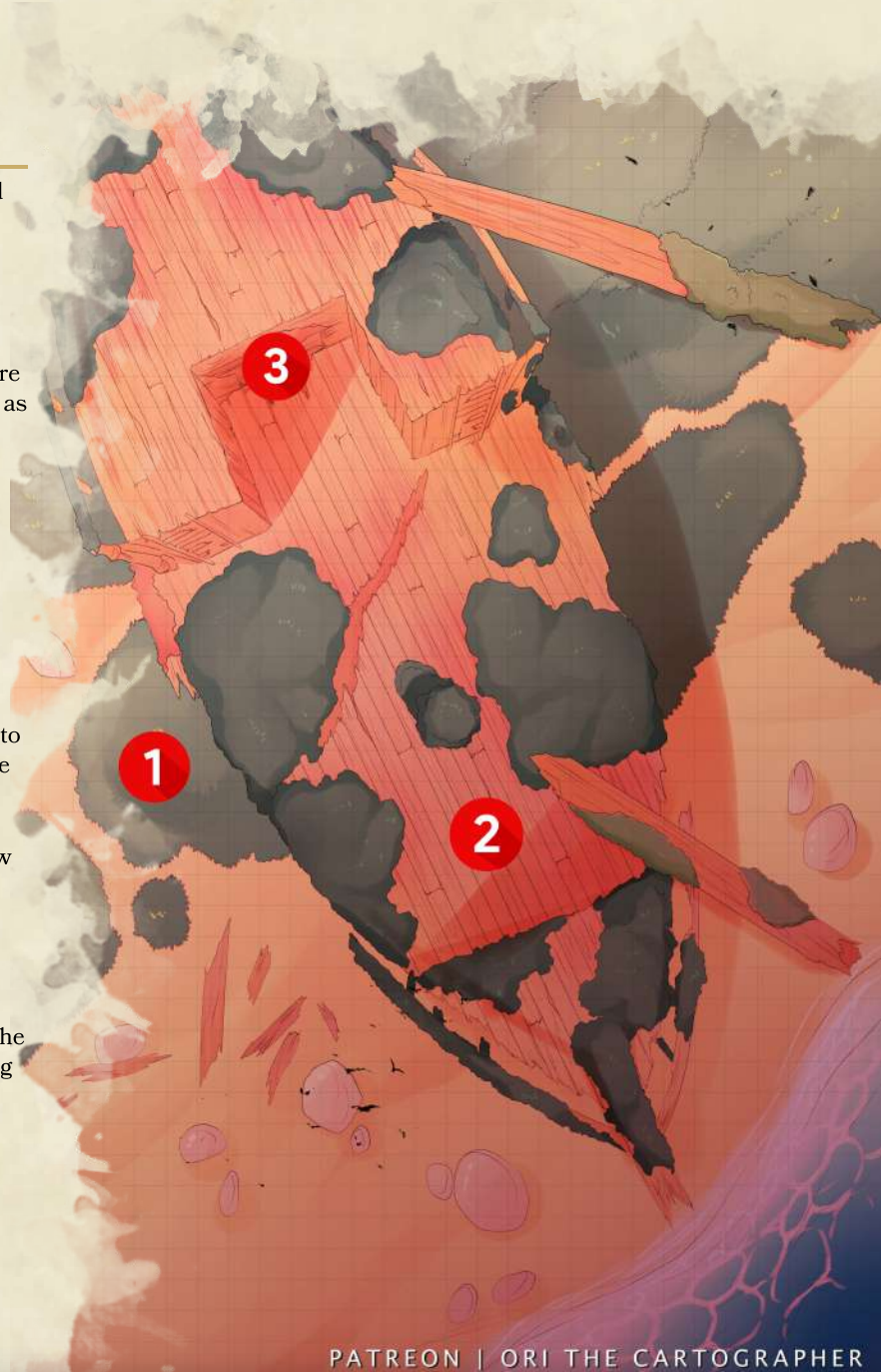
### CHAPTER 3.1. RUSH AND RETURN

Upon gathering the journal, the party should feel compelled to rush back to the city. They will slowly reach the temple, where Montogiri is waiting for them at the entrance. After meeting with them, Montogiri will send a message spell to Syim, who will exit and speak with the party.

Montogiri, Syim and the party will discuss what they've uncovered. During the discussion, Syim will start to get more and more confused, grabbing his head in his hands, as well as think about what he's done. His memories slowly begin to unlock. He'll explain to the party that ever since he went sailing, his memory has been fading. He only remembers getting on a sailboat and rowing away with Tavalor, but nothing else. This means that the mist is indeed corrupting everyone, but the source of it could be much more evil. As Syim begins to panic, he will ask Montogiri to go to the Observatory and lock himself inside, leaving him and the party to fix this. Then, he'll ask the party to come with him below "before Tavalor returns".

As Syim rushes below, he'll forget to use the mechanism to close the door back behind him. As such, the party, if they've observed him earlier, can try to do so instead. If they do, it will grant them an advantage in the final battle.

Arriving below (map 1), Syim will explain to the party how Tavalor came to him with an ancient tome that spoke of a great beast, an underwater behemoth, which lost its life to treachery and only the misty remnants of its holy breath remained. Now understands that this is that "Evermist" the tome spoke of, but it's not holy. It is the curse of an unholy creature, which seeks to live again by bathing itself within the Waters of Life. As such, the only way to stop it is by stopping it coming for them.





## CHAPTER 3.2. OUR FINAL STAND

The party must now fight an **evermist mastermind**. If the party did not close the door behind him, his *Summon Evermist* ability will summon double the creatures it normally does. Additionally, for each failed **Constitution saving throw** from the earlier travels, the party must reduce 1d6 from their saving throw against *Evermist Corruption*.

**GM NOTE:** This encounter is very possible to kill party members or at least turns them against each other (due to *Evermist Corruption's* effect), so if the encounter turns out to be a TPK, don't worry.

During this final stand, Syim will begin an incantation and ask the party to protect him as he does the only thing he has left to do. Once the party either defeats the **evermist mastermind** or is defeated, Syim will say that his incantation is finalized and the temple will slowly begin crumbling.

Read this:

'You see the tears in Syim's eyes as he turns towards his old pupil. "I swore to take this city beneath the depths if I can't save it. And as the depths locked you away before, so will they now. NOW BEGONE!" He places his hands together and a strong tidal wave pushes the Evermists' pawn away. With a final clutch at life, it lets out a guttural roar and turns to sea foam, as you feel yourself slowly sinking. Syim turns back towards the pool and from above you can hear the discordant cries of the people. The lonely priests inside his temple, knowing what he's done. "As long as I stand, the mist will not live again. Never. It's taken enough souls from this island as is, but I will not let it roam free. It's essence will be sealed to the seas forever. And I shall remain its keeper." Syim then takes a sip of the holy waters and looks around, knowing he'll never again gaze upon the sky.'

If any of the party members are alive, Syim will give them the option to either guard the temple with him forever or try and leave. Either way, their story ends here for now, just as it does for the isle of Comboro.

The end.

# APPENDIX: MONSTERS

## EVERMIST MANIPULATOR

*Medium aberration, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 82 (11d8 + 33)

**Speed** 20 ft., swim 70 ft.

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

**Saving Throws** Int +7, Cha +5

**Skills** Deception +8, Persuasion +8

**Damage Resistances** poison, psychic

**Condition Immunities** charmed, poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Common

**Challenge** 6 (2,300 XP)

**Amphibious.** The evermist manipulator can breathe air and water.

**Aura of Paranoia.** If two creatures interact while either of them is within 15 feet of the manipulator, they must make a DC 14 Wisdom saving throw. On a failure, they become paranoid of each other and start arguing, no matter their previous relationship. As long as the manipulator stays within 15 feet of them, this effect doesn't end.

**Innate Spellcasting.** The evermist manipulator spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *animal friendship*, *charm person*, *command*  
1/day each: *confusion*, *dominate person*, *suggestion*

**Limited Telepathy.** The evermist manipulator can magically transmit simple messages and images to any creature within 120 ft. of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

**Manipulative Master.** The evermist manipulator cannot lose concentration on enchantment spells by taking damage.

**Shapechanger.** The evermist manipulator can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

## Actions

**Multiattack.** The evermist manipulator makes three attacks with its extract madness.

**Extract Madness.** *Ranged Spell Attack:* +7 to hit, reach 20 ft., one target. *Hit:* 12 (2d8 + 2) psychic damage. If the creature has been charmed by a manipulator or affected by a manipulator's Read Thoughts ability within the last 24 hours, this attack deals an additional 14 (4d6) psychic damage and the manipulator is not revealed by making this attack.

**Read Thoughts.** The evermist manipulator magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the evermist manipulator can continue reading its thoughts, as long as the evermist manipulator's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the evermist manipulator has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.



# EVERMIST MASTERMIND

*Medium aberration, neutral evil*

**Armor Class** 20 (natural armor)

**Hit Points** 195 (23d8 + 92)

**Speed** 30 ft., swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	18 (+4)	23 (+6)	13 (+1)	14 (+2)

**Saving Throws** Int +11, Wis +6, Cha +7

**Skills** Deception +12, Persuasion +12

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

**Damage Immunities** psychic

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** All

**Challenge** 13 (10,000 XP)

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

**Aura of Paranoia.** If two creatures interact while either of them is within 30 feet of the mastermind, they must make a DC 19 Wisdom saving throw. On a failure, they become paranoid of each other and start arguing, no matter their previous relationship. As long as the mastermind stays within 30 feet of them, this effect doesn't end.

**Aura of Uncertainty.** All creatures within 30 feet of the mastermind have disadvantage on saving throws against spells and abilities that would charm them.

**Innate Spellcasting.** The mastermind spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *animal friendship, charm person, command*  
3/day each: *confusion, dominate person, fear, hypnotic pattern, suggestion*

1/Day each: *antipathy/sympathy, dominate monster, geas, mass suggestion, modify memory*

**Limited Telepathy.** The mastermind can magically transmit simple messages and images to any creature within 120 ft. of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

**Manipulative Master.** The mastermind cannot lose concentration on enchantment spells by taking damage.

**Shapechanger.** The mastermind can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

## Actions

**Multiattack.** The mastermind uses its evermist corruption, then makes three attacks with its extract madness.

**Extract Madness.** *Ranged Spell Attack:* +11 to hit, reach 40 ft., one target. *Hit:* 24 (4d8 + 6) psychic damage. If the creature has been charmed by a mastermind's or affected by a mastermind's Read Thoughts ability within the last 24 hours, this attack deals an additional 32 (8d6) psychic damage and the mastermind is not revealed by making this attack.

**Read Thoughts.** The mastermind magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the mastermind can continue reading its thoughts, as long as the mastermind's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the mastermind has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

**Evermist Corruption (Recharge 5-6).** The mastermind lets out a blast of pulsing corruptive mist. All creatures within a 50-foot cone must make a Constitution saving throw. On a failure, they have their mind slowly degrade and they become frightened. In addition, on their next turn, they must spend their action attacking a creature within range. After the attack is made, the frightened effect ends.

If a creature fails the saving throw a second time, they become paralyzed until the end of their next turn instead of frightened.

If they fail a third time, their mind is twisted beyond imagination and they turn into an evermist manipulator.

The process can be reverted by targeting a creature with a *greater restoration* spell. If this is done, the target will once again start from the first effect.

**Summon Evermist (1/Short Rest).** The mastermind conjures up 2d6 evermist elementals that come to its aid. They are controlled telepathically, requiring no action.

# THANK YOU !

A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

Cover art by Fer Gregory, used with permission.

Maps created by [Ori The Cartographer](#).

And now onto the next project...

Cheers !

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A MASSIVE THANK YOU TO ALL MY PATRONS !