

A 5E ADVENTURE

# MIND PRISON

A PRISONER LIKE NO OTHER TESTS  
THE MINDS OF ITS OWN SAVIORS...



# MIND PRISON

BY



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*BASED ON THE OLD GRAYSPIRE ISLE CONTENT MADE BY VENATUS.*

## A PRISONER LIKE NO OTHER

Grayspire Isle has been abandoned for at least a couple of centuries now but before the wild ocean tide and the strong winds of Latakar brought it to ruin, it was home to one of the most revered collections of knowledge on the seas of Latakar.

Anyone who would like to know about a sea creature or an old underwater ruin would most certainly find their answer in the books stored in the Drowned Archives. They were called the Drowned Archives because the building would be submerged for most of the year. This made access to the books of the library difficult and very sparse.

It was not long before a strong tide broke through the walls of the library and for the first time in history, literally drowned the building.

Thought to be abandoned, few have visited Grayspire Isle since the catastrophe just because many thought that all was lost. To the creatures that live underwater though, the drowning of the library was only the beginning of their own story, with vast knowledge now available in their hands.

The library now serves as a prison for the Nalar, a vicious race of amphibious creatures that seek to find glory by empowering themselves with the magicks of nature. The prison however, is host to a very special creature.

A creature that could send mere mortals in never-ending dreamscapes...

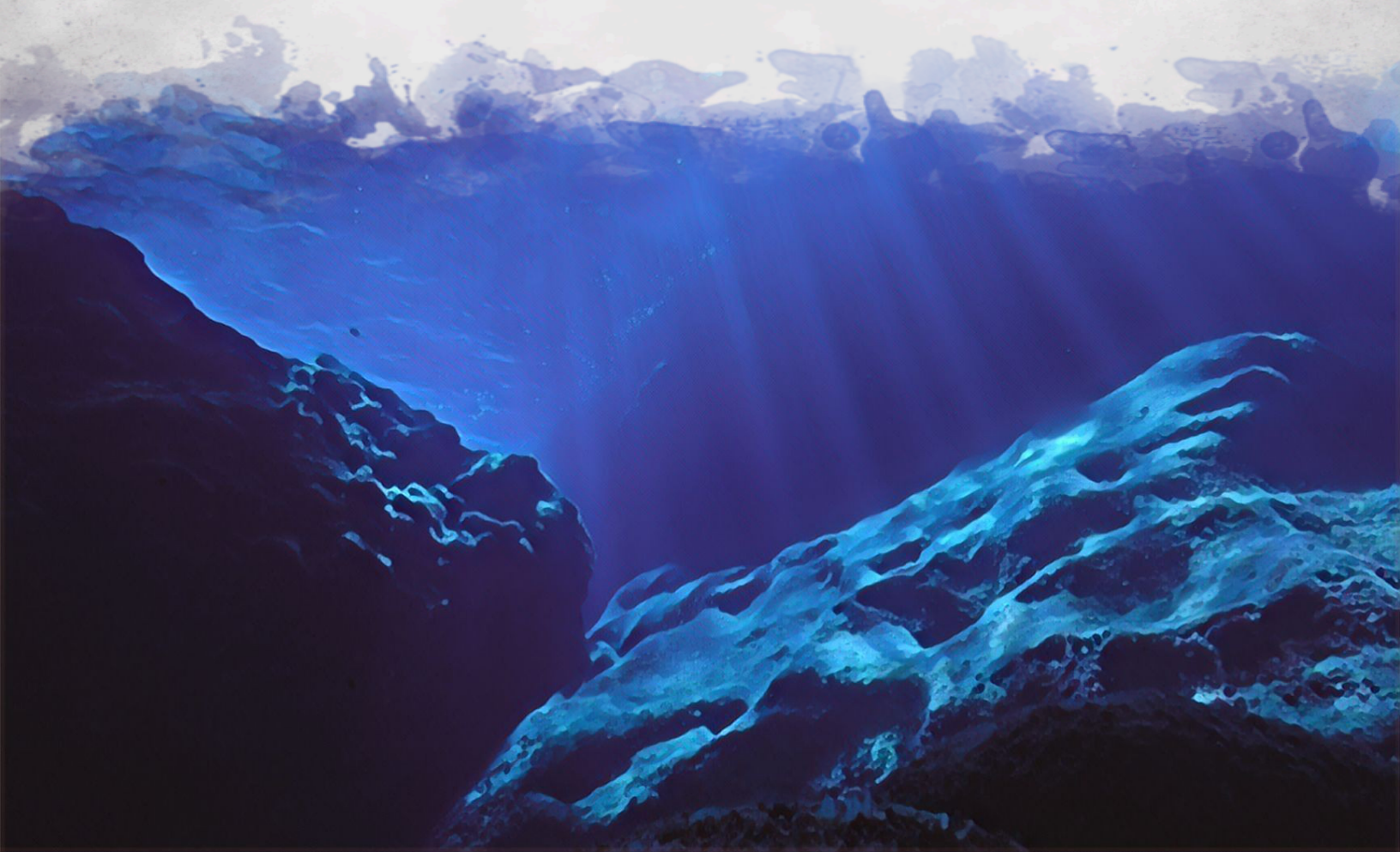


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## INTRODUCTION

Kelfecil's Tales is all about strong and deep narratives. We create stories and adventures inspired by art. We believe that well-designed narratives in TTRPGs can be extremely important if we want to create memorable and meaningful stories. For that reason, we put a lot of effort into designing our adventures, so that you and your players can later leave the table with something that will you find difficult to forget.

## QUICK ADVENTURE INFO

This adventure is one of the many short adventures we release every week for free. Some quick information about it:

- **Recommended Average Party Level (APL):** 10
- **Experience from Completion:** ~25,000
- **General Theme:** Puzzle Solving, Dungeon Crawl
- **Setting:** Any, Starlight Chronicles
- **Time - Sessions to Finish:** x2 session (6-hours)

## ADVENTURE SUMMARY

The players go out exploring Grayspire Isle, home to a once legendary library, filled with knowledge about the vast oceans of Latakar. Soon enough, they realize that the Drowned Archives are no longer abandoned and there's a strange prisoner here begging to be saved.

## RUNNING THE ADVENTURE

This adventure is easily adaptable and can easily be run as a One-Shot, as an added adventure in your campaign or as part of the Starlight Chronicles setting created by Kelfecil's Tales.

This adventure takes place during the "Rise of Astromancy" era in the Astral Chronicles timeline and setting.



More information on the custom Kelfecil's Tales campaign setting can be found in the available for free [Of Starlight and Void supplement](#).

## SPECIAL THANKS

Kelfeci's Tales would like to extend their gratitude to a few people that really helped this module come to life.

- **All of our Patreon supporters** who continue to give us feedback and all their love and support.

## MAPS USED

You can find the maps used in this adventure without the GM notes at the following links:

- [Region Map: Isle Grayspire](#)
- [Map 1: Drowned Archives Upper](#)
- [Map 2: Drowned Archives Lower](#)
- [Map 3: The Mindscape](#)

For more variants and gridless versions of the maps go to [Venatus' Patreon Page](#).

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## BACKGROUND

The Nalar have ascended from the depths of the ocean and seek to uncover all of Latakar's buried secrets. They are searching for all sorts of ways to empower themselves so that they may overpower all other creatures in the realm.

Unlike other races in Latakar, the Nalar do not follow Ukko or Umi as they see them as foolish beings that mishandled their own creations. The Nalar are intelligent enough to know that Ukko and Umi would never interfere with the actions of mortals and therefore seek to wage war until all of the lands belongs to them. Even worse so, until everything is drowned.

One of the first places that the Nalar raided was the Drowned Archives since a lot of the books that were lost after the high tide ended up in the hands of the Nalar sirens. After studying them, they were able to understand the underwater world much better and now they seek to tame it to their will.

The once-great library has been transformed into a prison, holding an Aboleth. The Nalar are holding the creature there against its will so that they can study its telepathic powers. They have discovered that Aboleths can force the minds of weaker creatures to visit dreamscape-like places. Being telepathic beings themselves, the Nalar want to find a way to harness this power and be able to do what Aboleths can do.

The adventurers arrive at Grayspire Isle at what seems the perfect moment to free this creature as the Nalar are somewhat scattered and not ready for a prison break.

## ADVENTURE HOOKS

These are a few ways to introduce the adventure into your campaign or to get a one-shot started:

- **Hear the call.** One or more of the adventurers hear the telepathic call of a creature trapped somewhere underground. They can follow the call towards Grayspire Isle.
- **Sea Voyage.** The party comes upon Grayspire Isle during one of their trips on a ship. Could be that they were traveling somewhere else and the Aboleth pulled the captain's mind towards the Isle.
- **Ancient Knowledge.** Someone in the party knows about the Drowned Archives and is therefore interested in exploring Grayspire Isle just in case they are able to find something that was previously hidden or lost.

## THE ABOLETH

The aboleth is the prisoner that the Nalar are holding in the lowest level of the Drowned Archives. Important information to know about the aboleth:

- The aboleth will be friendly at all times while guiding the adventurers. It will, however, tell them lies about what happened to it and how it got imprisoned.
- When confronted up close, the aboleth could decide not to harm the adventurers and just try to escape in order to survive, but ultimately, it does not care for the lives of its Nalar capturers or the adventurers and their selfish (as the aboleth sees them) motives.

## THE MINDSCAPE

As soon as the adventurers step on Grayspire Isle, the aboleth will sense them and will want to start guiding them towards its prison so that they may free it. It will transport the adventurers into its own mindscape in order to give them guidance as to what they should do next.

- The aboleth presents itself as a woman in a white dress. It will not reveal its true identity and the adventurers will not be able to tell what kind of creature it is, even if they guess that the creature is presenting itself differently than what it really looks like.
- The aboleth will not pull the adventurers into the mindscape if they are in danger such as for example while in combat or running away from the oncoming flood in the last part of the scenario.
- While in the mindscape, nobody can be harmed and even if someone comes into contact with another being, then nothing will happen and one will pass through the other.
- There is no damage caused for entering or exiting the mindscape.
- In order to depict the mindscape scene, there is a mindscape map provided at the start of this PDF.

## ACT I: THE DROWNED ARCHIVES

Should the players approach the entrance to the Drowned Archives, read the following:

AS YOU COME CLOSER TO THE STRUCTURE AT THE NORTHERN SIDE OF THE ISLAND, YOU CAN FEEL THE DAMPNES OF THE AIR COMING FROM INSIDE THE STRUCTURE. AS YOU STAND AT ITS DOORWAY, YOU CAN CLEARLY TELL THAT THIS MUST BE THE ENTRANCE TO SOMETHING MUCH LARGER.

THE OUTSIDE LIGHT ILLUMINATES JUST ENOUGH FOR YOU TO BE ABLE TO SEE A STAIRCASE THAT GOES DOWNWARDS. THE STAIRCASE HOWEVER, IS HALF-DAMAGED AND BELOW IT IS A LARGE DROP.

The staircase has been destroyed and it leads only halfway down into the upper level of the Drowned Archives (room D1). The drop from where the stone staircase stops all the way down to the ground of the upper level is 45 feet. The adventurers will have to find a way to lower themselves down as there is no other way down into the Drowned Archives.

### FROM UPPER TO LOWER LEVEL

In order to reach the lower level, the players will have to solve a puzzle so that they may access the secret staircase that is behind the statue in rooms D6 and D10. Important things to know about the archives and how the puzzle works:

- Each section of the archives corresponds to a different kind of sea creature.
- There are 5 statues scattered around the archives. Once a book corresponding to the right section is placed in the hands of each one, then the secret staircase will be revealed.
- If the puzzle is too hard for the players to figure out, you could allow any book to be placed on any statue for them to proceed forward.
- Once the players have visited at least 3 out of the 5 rooms that have a statue, have them witness the 1st Mindscape Sequence.
- If the players are having issues with figuring out the puzzle, then have them witness more than one mindscape scene so that you can give them more hints.

### SECTION AND BOOK COMBINATIONS

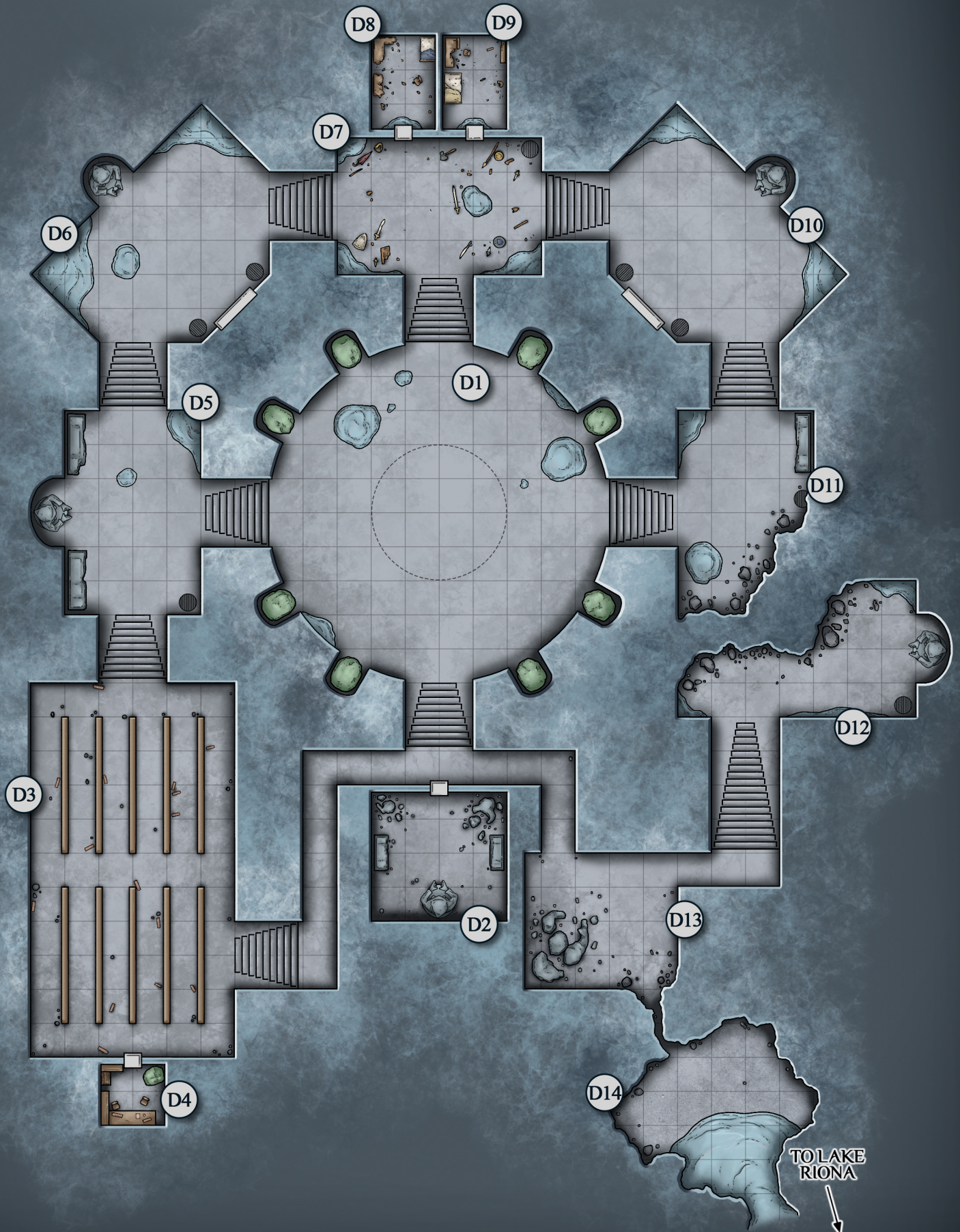
| Section            | Room | Book Name                                |
|--------------------|------|--|
| Reptiles           | D5   | The Lizard's Tale                        |
| Sharks & Rays      | D6   | The Dangerous Fin                        |
| Squids & Octopuses | D10  | The Ink and the Tentacle                 |
| General Fish       | D12  | A Fish A Day                             |
| Extra Statue       | D2   | Hitchhiker's Guide to Underwater Domains |



□ = TEN FEET

# DROWNED ARCHIVES

## UPPER LEVEL





## Upholding the Silence

The players must maintain certain low levels of noise while in the Drowned Archives. Although the archives are now ruined to a great extent, the magic that once protected this place from being too loud is still in place. A security system will activate should the players make too much noise.

This for example includes things like:

- Talking loudly
- Making too much noise while looking through things
- Opening doors loudly
- Using spells that have a speaking requirement

If the adventurers are loud then a warning will be given telepathically to the person that made the noise. After two warnings, x1 **Sea Couatl** will come out to escort the player outside the Archives. The Sea Couatl will telepathically ask the player to politely exit the archives and will also inform them that they are not allowed in the archives for a full day. If someone resists the Sea Couatl then they will have to fight against it in combat. The combat will trigger more warnings though and it is up to the GM's discretion as to how many more Sea Couatls will appear after that.

### ROOM D1

This is the main hall and the place which anyone who entered the Drowned Archives would first see. Around the room are x8 green pillars that all seem to have some sort of writing on them. Due to the damage that the pillars have sustained, most of the writing is illegible.

One of the pillars, the southernmost one on the left (as seen on the map) has a bit of text written in common that is somewhat readable. It says "*UPHOLD THE SILENCE*" in all capital letters.

It becomes quickly apparent to the adventurers that sea water has found a way inside the archives and has destroyed or damaged most of the building and its assets.

Anyone who takes a closer look at the columns will notice a book left upright next to one of the columns at the northern side of the room. The book seems to be in good condition and is titled "Hitchhiker's Guide to Underwater Domains".

### ROOM D2

The room at the very south has a stone statue of a robed human with its hands forward and open as if they were holding something. It is not someone famous and seems to have been placed there for safekeeping. Around the room are several pieces that seemingly belonged to other statues that were either broken or dismantled. The statue of the robed human seems intriguingly well-kept in comparison to everything else in the rest of the Drowned Archives.

⦿ "**History.**" Anyone who takes a closer look at the statue and knows a good amount of history can make a **DC 16 History Check** to see if they recognize the statue. If

successful, they would recall knowing this to be a statue of Amior Ferbrynn, one of the most prominent researchers of the times before the Astral Conflict. If the roll result was higher than **18** then the person will also recall that Amior was an expert on sea creatures with psychic capabilities.

There's nothing else of interest in the room.

### ROOM D3

This room is filled with bookcases that are mostly empty. There are a couple of books on the ground, all completely wet from the water that seems to have found a way inside most of the parts of the archives.

⦿ "**Investigation.**" With a successful roll of **DC 15 Investigation Check** someone looking at the books left around the room would be able to tell that they all share a somewhat similar theme, which is that of sea plants. There's no mention of sea creatures anywhere which is quite peculiar for a building that is known for its vast amount of information on sea creatures.

There is nothing else of interest in the room.

### ROOM D4

This is a small room that the library curator would use in order to do bookkeeping and other management-related work. It seems just as damaged as all the other rooms in the archives with most of the books from the side shelves missing or on the floor completely wet and damaged beyond repair.

⦿ "**Investigation.**" With a successful roll of **DC 17 Investigation Check** someone looking more carefully at the curator's desk will find a handprint left on it. It does not seem like a human hand left that there, but rather something that has connected fingers via a membrane of some sort like a sea animal's foot would.

There is nothing else of interest in the room.

### ROOM D5

There is a big plaque above a half-destroyed statue on the western side of the room that reads "REPTILES SECTION".

This used to be a section where a lot of information on reptiles of the sea was kept.

There is nothing else of interest in the room.

### ROOM D6

Just like in **Room D5**, there is a plaque above a half-destroyed statue on the northwestern side of the room that reads "SHARKS & RAYS SECTION".

This used to be a section where a lot of information on sharks and rays was kept.

Behind the statue is a secret staircase that leads to the lower level of the archives but the players will have to solve the upper floor puzzle in order to reveal the staircase.

### ROOM D7

This room is basically just a hallway and it is filled with a lot of trash and sea water. Most of the items in here are ones that were brought in by the flood and are of no value.

There is nothing else of interest in the room.

### ROOM D8 AND D9

These two rooms were used by people that worked at the Drowned Archives. Both of the rooms contain a half-destroyed, and now very wet from the seawater, bed as well as some tossed clothing such as robes.

In **Room D9** below the bed frame is a book that is titled "The Lizard's Tale".

There is nothing else of interest in the room.

### ROOM D10

Just like in **Room D5 and D10**, there is a plaque above a half-destroyed statue at the northeastern side of the room that reads "SQUID & OCTOPUSES SECTION". This particular statue seems to be holding a book that is titled "The Ink and the Tentacle".

This used to be a section where a lot of information on squids and octopuses was kept.

Behind the statue is a secret staircase that leads to the lower level of the archives but the players will have to solve the upper floor puzzle in order to reveal the staircase.

### ROOM D11

This room used to be an extra section of the archives but is now half destroyed and there is no statue or plaque. If someone looks through the rubble at the southern side of the room, they will see a book on the ground titled "The Dangerous Fin".

There is nothing else of interest in the room.

### ROOM D12

This room used to be connected to **Room D11** before the northern side collapsed. There is a statue at the eastern side of it with a plaque above it that reads "GENERAL FISH SECTION".

There is nothing else of interest in the room.

### Room D13 and D14

This room used to serve as an exit hall for those that wanted to exit the archives through its back door (**noted as number 5 on the Grayspire Isle map**).

There is a crushed statue at the southwestern corner of the room. Amidst the rubble is a book titled "A Fish A Day"

There is nothing else of interest in the room.

### 1ST MINDSCAPE SEQUENCE

If the players are not in combat or generally in any danger, they will be transported into the mindscape by the imprisoned aboleth which is communicating with them. For more general explanations on the aboleth and the mindscape please refer to the paragraphs in the previous pages.

Since this is the first time that the players enter the mindscape, read the following when that happens:

YOU SUDDENLY SEE A FLASH OF WHITE AND BEFORE YOU KNOW IT, YOU FIND YOURSELF TRANSPORTED TO A NEW PLACE. YOU SEE AN ENDLESS PLAIN WHITENESS AROUND YOU AND YOUR BODY FEELS LIGHT. YOU LOOK AT YOUR LIMBS AND NOTICE THAT THEY ARE TRANSPARENT.

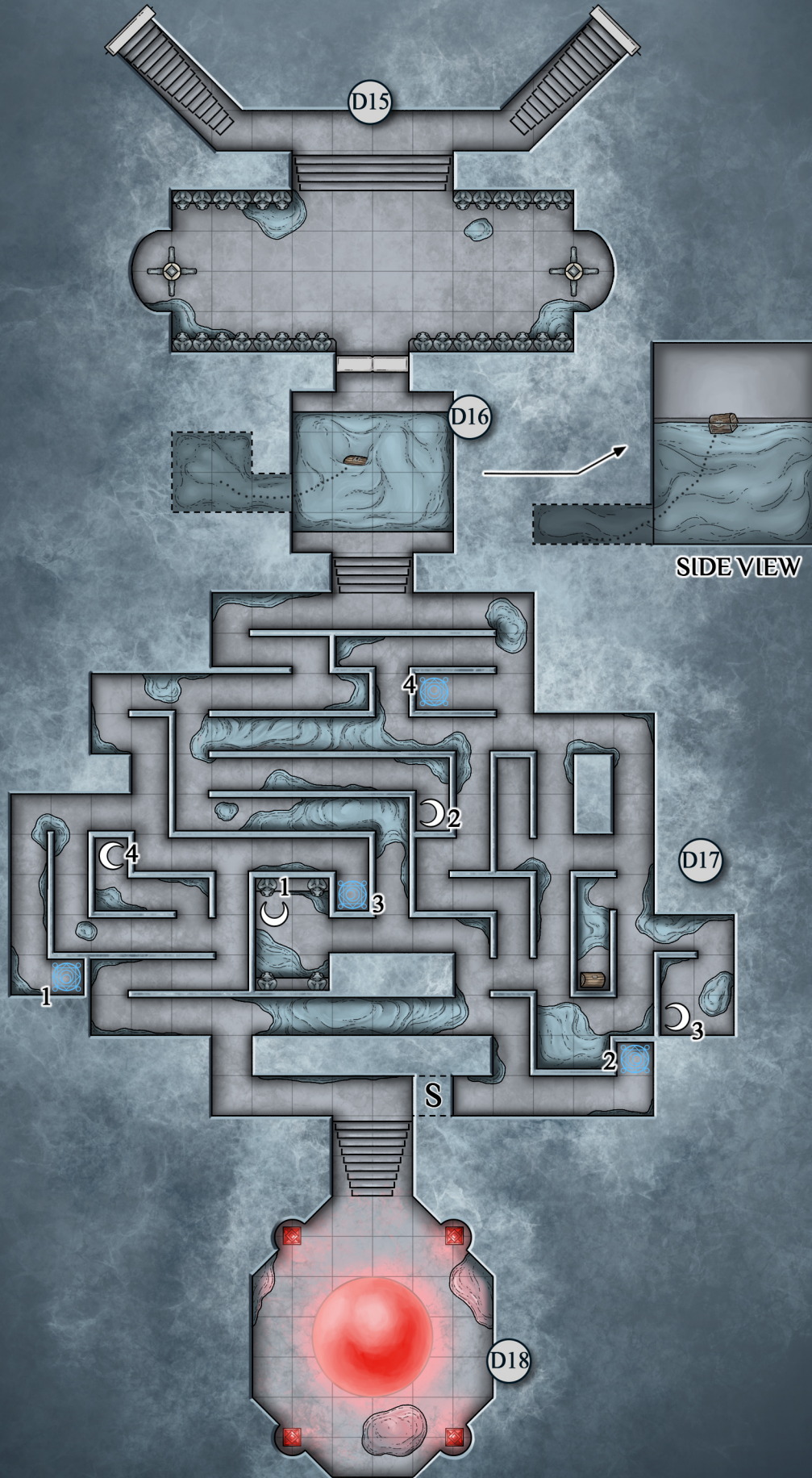
IN FRONT OF YOU, IS A BEAUTIFUL GHOST-LIKE BLUE AND WHITE WOMAN. SHE IS WAVING AT YOU AND SOON ENOUGH GREETES YOU SAYING IN A VERY RELAXING TONE "WELCOME WEARY TRAVELER... I SEE YOU HAVE FOUND MY PRISON. MAYBE YOU WILL BE ABLE TO FREE ME..."

Through this first mindscape, the GM will have to play the aboleth's projection as a desperate woman and explain how she wants the adventurers to try and free her from this prison she is in. She will not know exactly how the puzzles work (unless you want to use this as an opportunity to give hints) nor will she explain more until later. Things like who her captors are and where she is exactly are things she does not know and she will put the pieces of the puzzle all together down the line, allowing her to give more hints later on.

□ = TEN FEET

# DROWNED ARCHIVES

## LOWER LEVEL



## ACT 2: A LABYRINTHINE PRISON

### ROOM D15

This room is where the players arrive to if they take either of the two staircases behind the statues after the puzzle is solved.

➤ **"Encounter!"** There are some Nalar guards in this room guarding the main hallway, preventing anyone from going further into the lower part of the archives. There are x3 **Nalar Berserkers** and x1 **Sea Couatl**. The Sea Couatl is tamed by the Nalar and therefore obeys them.

On the western and eastern side of the room are two levers. Those two levers, when used at the same time, allow the pumps to open up and let water flow inside once again. This will be important later on when the players are trying to escape the archives.

Once defeated, the players will be transported once again by the aboleth for the 2nd Mindscape Sequence.

### 2ND MINDSCAPE SEQUENCE

The aboleth (in the form of the woman once again) will explain to the players that she is now sure who her captors are. She will refer to the Nalar as a savage and vile race of monsters who respect nothing and destroy all they see. She will say that they are the ones responsible for the destruction of the once great Drowned Archives building.

Those are of course all lies since the Nalar respect knowledge and would have never caused such destruction to a place like the Drowned Archives.

### ROOM D16

Once the players have progressed, they will come across a room with a pit full of water in the middle. This used to be a room that had an ascending platform but the mechanism has broken and the place is now filled with water. In the past, those that worked in the archives would use the platform to access the bottom section of the room which would hold all sorts of various tools.

➤ **"Encounter!"** In the water are x2 **Nalar Berserkers** and on the other side of the pit x1 **Nalar Siren**.

Once defeated, the adventurers can move onwards to the next room. There is nothing else of interest in the room.

### ROOM D17

This room is basically a maze and the players will have to activate x4 moon symbols in order to unlock the magical barrier that is blocking access to the final **Room D18**.

The only way to activate the moon symbols is by standing on the moon sign while standing at the corresponding activation circle at the same time. The numbers on the map showcase how each moon symbol pairs with an activation circle.

**Hint:** In order to make this easier for the players, you could have them transported to the mindscape one more time in order to have the aboleth explain what they need to happen. You could disguise this hint as the aboleth remembering what the prison is on the outside.

You may place the following monsters as separate patrolling guards around the labyrinth:

- x3 **Nalar Berserker**
- x1 **Nalar Siren**

## ACT 3: THE VOICE IS IN MY HEAD

### ROOM D18

Read the following when the players enter the room:

➤ **"Encounter!"** Combat immediately starts. The players

AS YOU ENTER, YOU IMMEDIATELY NOTICE A HUGE MONSTER IN THE MIDDLE OF THE ROOM. AN ABOLETH FROM THE LOOKS OF IT AND IT LOOKS LIKE IT IS TRAPPED INSIDE A BIG RED MAGICAL BUBBLE. THERE ARE FOUR GEMSTONES IN THE FOUR CORNERS OF THE ROOM GLOWING BRIGHTLY AND SHOOTING A TRANSPARENT BEAM TOWARDS THE BUBBLE.

AS SOON AS YOU LAY YOUR EYES ON THE LARGE MONSTER, YOU HEAR THE FAMILIAR VOICE OF THE WOMAN SAYING "FREE THE ABOLETH HEROES... IT MUST BE FREE FROM ITS CAPTORS... TRUST ME... IT HAS SUFFERED ENOUGH..."

IN THE SAME MOMENT, YOU NOTICE TWO CREATURES WITH MANY ARMS APPEAR FROM BEHIND THE RED BUBBLE. ONE TURNS TO YOU, RAISES ITS FOUR ARMS WITH A BLADE IN EACH AND THEN POINTS WITH ONE OF THEM TOWARDS YOU, SAYING:

"I DO NOT KNOW HOW YOU REACHED THIS FAR, BUT THIS IS WHERE YOUR ADVENTURE ENDS... PREPARE TO DIE BY THE BLADES OF THE NALAR!"

will have to face the x2 **Nalar Blade Dancers**. This is a very difficult encounter for a party of x4 level 10 adventurers. One way that the players can make this easier for themselves is by smashing the x4 crystals around the room while fighting the Blade Dancers so that the aboleth can aid them in combat.

It is up to the GM's discretion if the aboleth will stay and fight its captors alongside the adventurers or if it will flee right away.

## EPILOGUE

As soon as combat in the final room ends, the players will notice that the room is being flooded with with sea water that is coming from the walls. As they try to escape the lower level, they will notice that the entire place is flooding. This is because the Nalar have activated the pumps in an attempt to drown the adventurers.

The players have **20 rounds of combat / 2 minutes** before the lower level of the archives is completely flooded.

They have another **20 rounds of combat / 2 minutes** before the upper level of the archives is completely flooded too.

It is up to the GM's discretion to add Nalar guards to slow down the players' escape. You could place the following in the areas listed below:

x2 **Nalar Berserkers** at **Room D16**

x1 **Nalar Siren** and x1 **Nalar Berserker** at **Room D15**

x2 **Nalar Berserkers** and x1 **Sea Couatl** at **Room D6**

x2 **Nalar Berserkers** and x1 **Sea Couatl** at **Room D10**

x1 **Nalar Blade Dancer** at **Room D1**

The "UPHOLD THE SILENCE" alert system will be deactivated during the adventurers' escape.

When the adventurers make it outside of the Drowned Archives, they will face against one final **Nalar Siren** who will try to flee if she drops below half her HP.

Once all threats are defeated, the players experience the **3rd and Final Dreamscape Sequence**.

### 3RD DREAMSCAPE SEQUENCE

The players will be transported one more time and now instead of the woman, they will see the aboleth in front of them. The aboleth will thank them for saving it from its cruel captors and will say that although it does not promise anything, it may be able to help the adventurers some time in the future should their paths align once more.



## APPENDIX: STAT BLOCKS

Here you will find all of the stat blocks for all the NPCs and monsters involved in the adventure.

### NALAR BERSERKER

Medium humanoid (Nalar), lawful evil

**Armor Class** 17 (splint)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft., swim 45 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 13 (+1) | 15 (+2) | 10 (+0) | 11 (+0) | 10 (+0) |

**Skills** Athletics +5, Intimidation +2, Perception +2

**Damage Resistances** psychic

**Senses** darkvision 30 ft., passive Perception 12

**Languages** Abyssal, Aquan, Common

**Challenge** 3 (700 XP)

**Reckless.** At the start of its turn, the Berserker can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

**Limited Amphibiousness.** The Berserker can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

**Oceanic Telepathy.** The Berserker can magically communicate with any creature of the ocean within 120 feet of it, using a limited telepathy.

### ACTIONS

**Multiattack.** The Berserker makes two axe attacks.

**Hand Axe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.



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## NALAR SIREN

Medium humanoid (Nalar), lawful evil

**Armor Class** 14 (natural armor)

**Hit Points** 82 (15d8 + 15)

**Speed** 30 ft., swim 45 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 15 (+2) | 13 (+1) | 18 (+4) | 16 (+3) | 17 (+3) |

**Skills** Deception +6, Insight +6, Perception +6

**Damage Resistances** psychic

**Condition Immunities** charmed, grappled

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Abyssal, Aquan, Common

**Challenge** 5 (1,800 XP)

**Fury of the Seas.** The Siren is magically attuned to the ocean and any spells she casts while at least half her body is submerged in seawater are empowered. All DC checks are raised by 2 and all damage spells deal an additional 1d8 cold damage.

**Limited amphibiousness.** The Siren can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

**Oceanic Telepathy.** The Siren can magically communicate with any creature of the ocean within 120 feet of it, using a limited telepathy.

**Spellcasting.** The Siren's spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect magic*, *magic missile*, *chill touch*  
2/day each: *command*, *screaming*, *sleep*

The Siren may cast the following spells by consuming Spell Slots:

1st level (4 slots): *healing word*, *ray of sickness*  
2nd level (3 slots): *hold person*, *acid arrow*  
3rd level (3 slots): *bestow curse*, *counterspell*, *lightning bolt*  
4th level (3 slots): *conjure minor elementals*, *polymorph*  
5th level (2 slots): *contact other plane*, *cone of cold*  
6th level (1 slot): *chain lightning*

## ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

**Siren's Song (Recharge 4).** The Siren starts singing a beautiful song. One creature of the Siren's choice that can hear her within 80 ft. of it must succeed on a DC 14 Wisdom saving throw or be charmed by the Siren. The target becomes incapacitated and loses control of its body. The Siren now controls the body but doesn't deprive the target of awareness.

The possession lasts until the body drops to 0 hit points or until the Siren stops singing. Any target possessed through this ability is immune to it for 24 hours after succeeding on the saving throw or after the possession ends.



# NALAR BLADE DANCER

Medium humanoid (Nalar), lawful evil

**Armor Class** 16 (studded leather)

**Hit Points** 66 (12d8 + 12)

**Speed** 30 ft., swim 45 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 18 (+4) | 12 (+1) | 14 (+2) | 11 (+0) | 14 (+2) |

**Saving Throws** Dex +7

**Skills** Acrobatics +10, Athletics +8, Deception +5, Perception +3, Stealth +7

**Damage Resistances** poison

**Condition Immunities** grappled

**Senses** darkvision 30 ft., passive Perception 13

**Languages** Abyssal, Aquan, Common

**Challenge** 8 (3,900 XP)

**Amphibious.** The Blade Dancer can breathe air and water.

**Oceanic Telepathy.** The Blade Dancer can magically communicate with any creature of the ocean within 120 feet of it, using a limited telepathy.

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

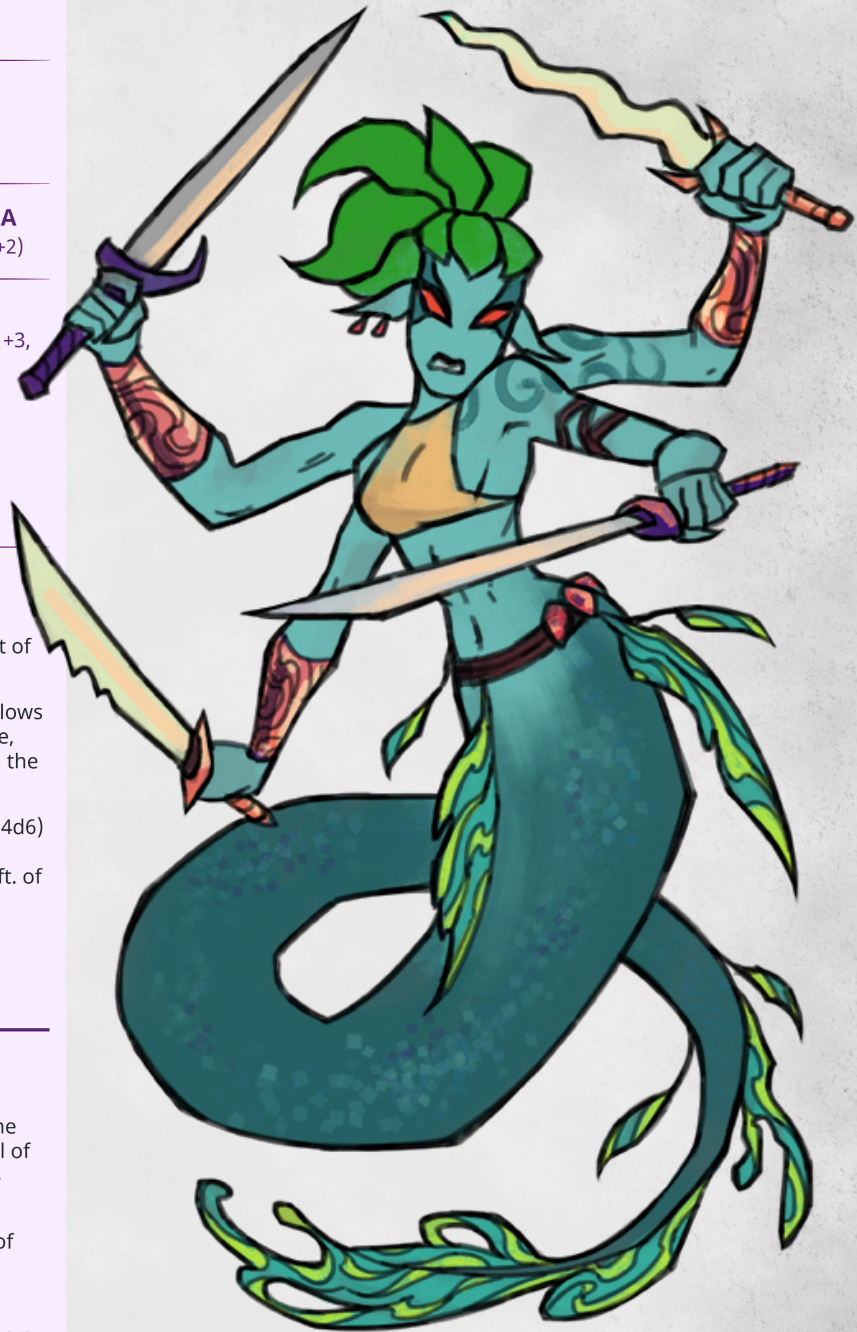
**Sneak Attack (1/Turn).** The Blade Dancer deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the Blade Dancer that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

## ACTIONS

**Multiattack.** The Blade Dancer makes four dancing blade attacks.

**Dancing Blade.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If this attack hits, all of the Blade Dancer's Dancing Blade attacks deal an extra 1d4 piercing damage. This effect can stack multiple times.

**Dancing Whirlwind.** The Blade Dancer may replace all four of her dancing blade attacks with this action. Make a normal Dancing Blade attack. If it hits, all creatures within 5 ft. take damage. The Blade Dancer can move up to 10 ft. while performing this action damaging all creatures around her while moving.





## SEA COUATL

*Medium celestial, lawful good*

**Armor Class** 19 (natural armor)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft., swim 45 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 20 (+5) | 17 (+3) | 18 (+4) | 20 (+5) | 18 (+4) |

**Saving Throws** Con +5, Wis +7, Cha +6

**Damage Immunities** psychic; bludgeoning, piercing, and slashing from nonmagical weapons

**Senses** darkvision 120 ft., truesight 120 ft., passive Perception 15

**Languages** Abyssal, Aquan, Common, Deep Speech, telepathy 120 ft.

**Challenge** 4 (1,100 XP)

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

**Innate Spellcasting.** The couatl's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*, *detect magic*, *detect thoughts*  
3/day each: *bless*, *create food and water*, *cure wounds*, *lesser restoration*, *protection from poison*, *sanctuary*, *shield*  
1/day each: *dream*, *greater restoration*, *scrying*

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

**Shielded Mind.** The couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

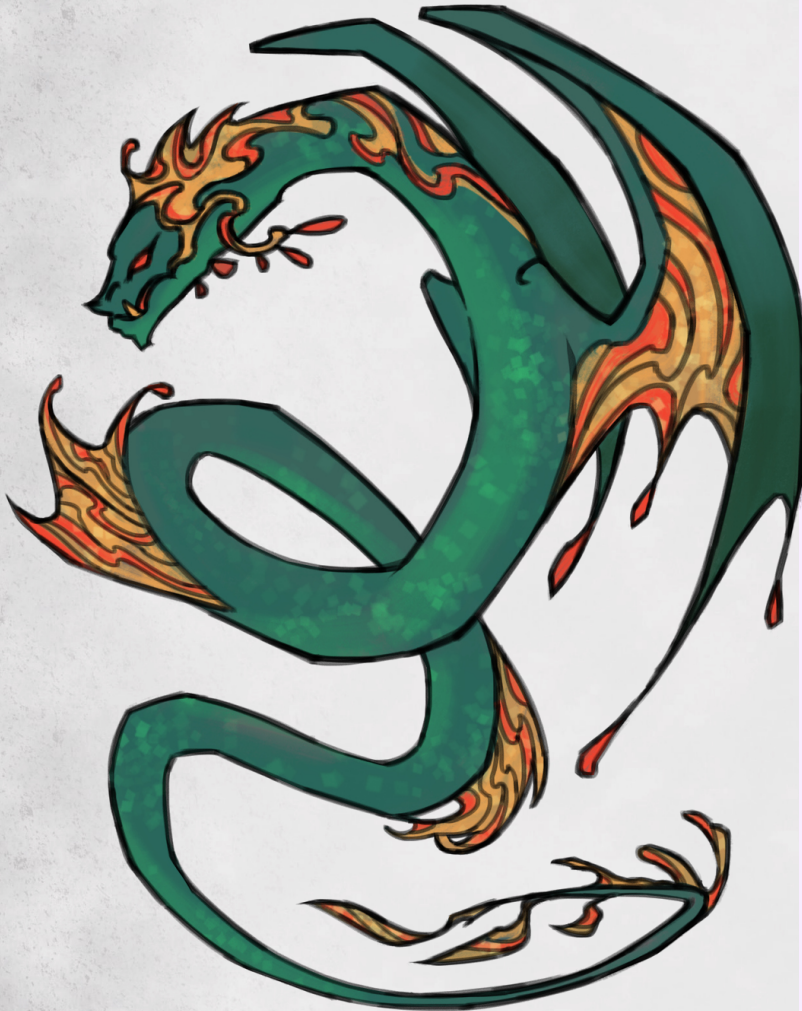
### ACTIONS

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

**Constrict.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one Medium or smaller creature. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the couatl can't constrict another target.

**Change Shape.** The couatl magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the couatl's choice).

In a new form, the couatl retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks. If the new form has a bite attack, the couatl can use its bite in that form.



# ABOLETH

Large aberration, lawful evil

**Armor Class** 17 (natural armor)

**Hit Points** 135 (18d10 + 36)

**Speed** 10 ft., swim 40 ft.

| STR     | DEX    | CON     | INT     | WIS     | CHA     |
|---------|--------|---------|---------|---------|---------|
| 21 (+5) | 9 (-1) | 15 (+2) | 18 (+4) | 15 (+2) | 18 (+4) |

**Saving Throws** Con +6, Int +8, Wis +6

**Skills** History +12, Perception +10

**Senses** darkvision 120 ft., passive Perception 20

**Languages** Deep Speech, telepathy 120 ft.

**Challenge** 10 (5,900 XP)

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

**Mucous Cloud.** While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 ft. of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

**Probing Telepathy.** If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

## ACTIONS

**Multiattack.** The aboleth makes three tentacle attacks.

**Tentacle.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

**Tail.** *Melee Weapon Attack:* +9 to hit, reach 10 ft. one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

**Enslave (3/day).** The aboleth targets one creature it can see within 30 ft. of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

## LEGENDARY ACTIONS

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

**Detect.** The aboleth makes a Wisdom (Perception) check.

**Tail Swipe.** The aboleth makes one tail attack.

**Psychic Drain (Costs 2 Actions).** One creature charmed by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.



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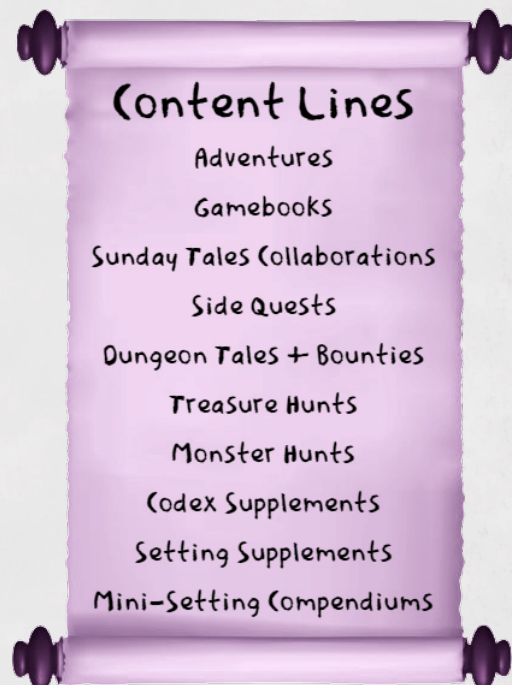
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