



THE MISSING SCION

Solve the case of the missing scion. A mystery adventure in Thamarya, one of the biggest cities in all of Eluan.

5E COMPATIBLE ADVENTURE

INTRODUCTION	2
Running The Adventure	2
Story Overview	2
About The New Sewers.....	2
About The Burroughs	2
Adventure Hooks	3
PROLOGUE	3
KHAMEN'S EMPORIUM	3
THE NEW SEWERS	3
S1. The Mouth of the Sewers	4
S2. Tadpole Headquarters	4
About The Tadpoles	4
S3. The Sirim Aqueduct	5
THE VADAR (OLD) SEWERS	5
V1. Tunnel	5
V2. The Vadar Source	5
V3. The Descending Sewer	6
THE NOISES	6
The Hidden Compartments	6
H1. The Empty Chamber	6
H2. Abandoned Archives	7
H3. Quarters	7
THE VALVE PLANT	7
About The Yuddrakh	8
No Survivors!	8
EPILOGUE	8
WHAT'S NEXT	8
APPENDIX A: NPCs AND MONSTERS	9
APPENDIX B: MAPS	11

There's a treasure hoard in the sewers of Thamarya. Authorities acted quickly and banned all access. Amongst the interested parties is the eccentric bookseller Mansol, who has been investigating the Belowground. He sent his scion Burroughs to find an artifact, but she never returned nor sent word.

INTRODUCTION

Welcome to “The Missing Scion”, a 5e compatible RPG adventure by Cast n Play. Although it is a one-shot, it belongs to a saga by Cast n Play.

RUNNING THE ADVENTURE

The Missing Scion is a 5e adventure meant for four to six 11th level player characters. The adventure mostly takes place in the sewers of Thamarya, which are full of danger, including creatures that prefer to remain unseen and unmolested.

- As a Game Master, you know your players better than anyone. Make your decisions accordingly.
- You have the last word. This adventure is a guide, but you can improvise as you see fit.
- Fun is the ultimate goal. Never forget that.

STORY OVERVIEW

The Missing Scion takes place in Thamarya and its sewers, a small fraction of what is known as the Belowground, the gargantuan unexplored quagmire of areas underneath the city. The plot is as follows:

- Convinced that something terrible happened to his loyal servant, Mansol decides to hire the PCs to find Burroughs and discover if the artifact was found.
- Mansol the bookseller is actually a silver dragon that has been looking for an artifact for a very long time. Having discovered some information, he sent Burroughs to find the artifact.
- Burroughs met Khamen, a merchant who runs a shady antique’s business and sells in the black market. He buys and sells to everyone and has valuable information on how to bypass Thamarya’s security measures. Mansol is aware of this and advises the PCs to meet the merchant first.
- The merchant leads reveal that he sold the servant a map that lead to the Valve Plant, which is where Burroughs said she was heading.
- The entrance to the system is through the New System’s mouth located in the center of Thamarya, but it is guarded by Blue Capes and has other security measures.
- The journey to the plant is hazardous, and implies going through sewers, turbulent waters, complicated mechanisms, and other unexpected dangers.
- The valve plant is located in the Old Sewers, which must be reached through an old tunnel packed with booby traps.
- The Ratfolk, a race of humanoid-rat creatures, are operating in the sewers of Thamarya, scavenging items and food from the surface and kidnapping people for unknown purposes, taking them back to their lair.

• A group of Ratfolk has set up camp in the plant, unaware that other creatures have been drawn to the place.

• The Yuddrakh, a race of humanoid-serpents who inhabit much deeper levels of the Belowground, have been sending expeditions to higher levels for purposes that still remain unknown. They are fierce warriors and have entered into conflict with the Ratfolk.

ABOUT THE NEW SEWERS

As they are known in Thamarya, the New Sewers form the highest layer of what is known as the Belowground, the great area underneath the city, which is said to be a sprawling maze of tunnels, sewers, ruins, caves, and more. The sewers connect with the Sirim Aqueduct, the city’s primary source of clean water. It is a sophisticated network that is maintained by the Tadpoles, a team of diver engineers who fix all the apparatus required for the sewer’s functioning. Even though they are familiar with many parts of the sewers, they tend to remain in the most circulated areas, knowing that there are too many dangers lurking in the darkness.

ABOUT BURROUGHS

Loyal and faithful scion of Mansol, she was blessed with his master’s breath, gaining some powers to serve her master better. Just after the time when the treasure horde was found, Burroughs, an elf **bard**, was already on the trail of the *Aludel of Tesebus*, and had discovered that the lost artifact was located somewhere in the Belowground of Thamarya. Because the city closed the sewers, the scion met with Khamen, who sold her information on entering the sewer system. Once inside the system, Burroughs was captured by a group of Ratfolk and was taken to their lair. Locating the bard would prove an impossible feat; however, she is linked to Mansol, who gives the PCs the *master’s beacon*. This item is a seemingly empty crystal vial that will glow green when it is in a place where Burroughs has been. The vial is filled with Mansol’s breath, which is what glows.



Master’s Beacon

It must be mentioned that although the bookseller will reveal that Burroughs is his scion and linked to him, he will never tell that he is a dragon nor what artifact they are looking for.

ADVENTURE HOOKS

For this adventure consider the following character hooks:

Generous Reward. Mansol might be a bookseller, but he has plenty of gold and has offered a hefty reward to find his scion.

Adventure. The Belowground is uncharted territory, and can prove the making of a legend for anyone brave enough to venture into the darkness.

Lost Treasure. Rumors speak of hundreds of lost treasures waiting to be claimed by anyone who finds them.

PROLOGUE

The smell of mold mixes with spices as a servant guides you past hundreds of shelves with items that make up the inside of the shady store. Most of them are common, used for everyday affairs by anyone that can pay the price.

As with all things in life, the front is a facade; it offers an appearance, the essence is usually found in the entrails, and Khamen's store is no different.

Mansol told you that the merchant would be expecting you, and you shouldn't keep him waiting, for people in his line of work tend to have a low life expectancy.

KHAMEN'S EMPORIUM

Khamen's emporium is located close to Thamaraya's Main Plaza. The merchant mostly buys and sells artifacts. However, his true source of income is the traffic of found or stolen goods, most of which come from the Belowground. The items are challenging to come by, but he makes a generous profit once he gets his hands on them. The merchant will have set aside time for the PCs, but will be pushing for the meeting to end so that he can get back to business. The players can purchase items, or banter.

Regardless of what the PCs decide, the meeting must end with them paying the merchant with the gold given to them by Mansol. Once he receives his payment, Khamen will tell the PCs that the best method to enter the sewers is at midnight through the Sewer's Mouth right during the changing of the guards.

The following table shows the information that the merchant will be willing to share with the players.

Khamen Information

D6 Events

The missing scion. The bard was very well equipped and looked like she could handle herself. She inquired about ways to enter the sewers and

- 1 how large they could be, which is impossible to know because the maps and information about the Belowground have changed continuously throughout the ages.

New Queen. Queen Laira is young, and there are many who would love to curtail her power, including the new President, Orteg Rivjertes. The Queen ordered restriction to the sewers as a show of strength and to tell the Rivjertes that she will not be pushed around.

- 2

Missing parts. Word around the campfire is that body parts have been surfacing in numerous locations around the sewers. Hands, legs, feet, and most of them with clean and surgical cuts. This is being kept secret by some of the authorities responsible for the sewers. Some say that even the President doesn't know.

- 3

The rats. Ratfolk have been spotted in the last couple of years, venturing further into the surface each time. The merchant believes that the creatures' power is growing, and that they have even built a city in the Belowground. Some of the merchant's minions have faced the creatures in combat, they are fast and dangerous.

- 4

The others. The merchant warns about other dangers, especially the Yuddrakh, snake people who also inhabit the depth who had not been seen in years, but rumors of sightings have been reported.

- 5

The system. Parts of the sewers connect to the Vadar System (Old Sewer) which still functions, and some sections lead to even older locations: ruins, catacombs, and forgotten caves. The Belowground is vast and extremely dangerous.

- 6

Note for GM. The Emporium is the last place in a while where the party can purchase equipment.

THE NEW SEWERS

The mighty river Vyr divides the city in two. However, its waters have never been the city's leading source of drinking water. That honor has long fallen to the river Sirim, a modest body that flows through the city's Right Bank and feeds the sewers.

The sewers are a dark place, although there are sparsely placed torches in the area of the new sewers unless pointed otherwise. The average height the water reaches is two feet, although there are some places where it is much deeper.

SI. THE MOUTH OF THE SEWERS

The modest waters flow tranquil under the night's silence. The area, usually a hotspot of noise and traffic, is as dead as a cemetery. Khamen told you that the best method for entering the sewers was in plain sight, no matter how dumb that might sound.

The polished rock shows the beautiful craftsmanship that made the mouth of the sewers centuries ago: no adornments, no sculptures, just plain surfaces reflecting the style that dominated Thamarya during those days. The only aesthetic detail is the fangs hanging from the arch's intrados.

Happy to be paid, Khamen grinned as he informed the PCs that the best way to enter was via the mouth of the sewer, and at midnight, the moment the changing of the guard occurs. After the treasure hoard was found, the authorities closed the sewers off in order to avoid more adventurers or thieves exploring the Below-ground.

The truth is that the Queen is weak, she is besieged by the Assembly's President, who favors strengthening the nobles over the commoners and guilds. Knowing that any treasure found could be used to further his cause, Queen Laira decided to forbid any exploration of the sewers, and sent special squadrons (answering to her) to the sewers in the hope of finding more treasure, which she would use to solve some of the city's problems.

Note for GM. Khamen also warns that from the time they pass the guards, they must hurry because numerous sewer gates close at around the same time as the changing of the guard.

Nine **Blue Capes** guard the sewer's mouth. When the city's bells chime and signal midnight, the soldiers will start to leave their positions as fresh troops replace them.

However, after a month of no issues, tedium, and boredom, the discipline amongst the guards has slackened. There will be a window of ten minutes in which it will be easier to cross the mouth. However, a successful DC 13 Dexterity (Stealth) is needed to pass undetected. Failure will result in the Blue Capes detaining the characters, a warning about the danger of disregarding the law, and be sent away.

A full thirty minutes must pass before another attempt is made, and the Blue Capes will be on edge since an effort to get past them was made, and a fight is the most likely outcome.

S2. TADPOLE HEADQUARTERS ABOUT THE TADPOLES

The Tadpoles are a force of guards trained for underwater combat and the maintenance of the New Sewer. For many decades they kept the system running but have suffered cuts to their budget and numbers, something which permitted the Ratfolk and other creatures to spread undetected in the sewers.

How much time has passed since you crossed the sewer's mouth? The answer is uncertain as the silence, and the darkness of the sewers distort the senses. Were it not for the sound of running water; one could swear this was a dream. As disorientation starts to kick in, a bright ray of red light is seen on the horizon. The light moves in a strange manner, it is definitely not a natural phenomena, and it must be moving because of someone or something.

After passing the sewer's mouth, the first structure one comes across is the Tadpoles' Headquarters, the base from which the engineers who fix and maintain Thamarya's complicated sewer system operate and live. Considering the size of the sewer system, the tadpoles are few in number and thinly spread out. They have the same status as the Blue Capes, and they are under the jurisdiction of Overseer Muskeita, a hypochondriac who is mostly unaware of the happenings inside the sewer.

The sewer opens into a dome-like area whose highest point is 170 ft. Situated on the dome's right side are the Tadpoles' headquarters, a rectangular building made of wood—strange considering that everything else is made of stone—with red searchlights on its roof. Just in front of the base is a pier with numerous small boats.

There are ten **tadpoles** inside the base. Most of them are resting or eating, but all will come out if the alarm sounds. See appendix A for their stats.

Searchlight. Operated by two **tadpoles**, the rays move across the dome. The operators aren't paying too much attention, laughing and making jokes from the roof as they work. A successful DC 14 Intelligence check reveals the lights' movement pattern. If the PCs decide to cross without discovering the pattern, a successful DC 19 Dexterity check is needed, or the Tadpoles spot them, and sound the alarm, and then run to fight them.

Exit. The dome's exit is a vast portcullis that is being closed and won't open again for another couple of hours because of maintenance. To get past it, a successful DC 12 Dexterity check is needed. Any creature that fails takes 2d6 piercing damage and becomes incapacitated until the portcullis is lifted or they are removed.

S3. THE SIRIM AQUEDUCT

After getting past the dome, the torches became scarcer and the water deeper, almost reaching the torso. The sewer had been a single path until you came across a fork a while back. Fortunately, there was a grand silver plaque that pointed towards the aqueduct.

The rock here is different, more worn out as the amount of water passing is more significant, and the sewer becomes the aqueduct, a wonder of ancient engineering.

The sewer becomes wider as it turns into the aqueduct that crosses from one bank to another. According to the map given to the PCs by Khamen, midway in the aqueduct lies a hidden entrance to a tunnel that leads to the plant, and it is the way the scion took.

The hidden door lies on the right wall just after a curve and where the current becomes stronger. In order to find it, a successful DC 20 Dexterity group check is needed because while some search, the others have to hold them so that they are not dragged away by the currents.

Development. The water reaches as high as the torso, and the current is more potent. Any creature that is dragged by the current must roll a successful DC 12 Strength (Athletics) check each round or go underwater and lose one item each time. Any creature that fails twice starts to drown and can only hold its breath for a number of minutes equal to half its Constitution Modifier (minimum 30 seconds).

Mildew and moisture are what kept the door hidden all these years. The door had no complicated mechanism, a little bit of applied pressure on the right brick opened a gap on the wall that allowed one creature at the time to cross.

THE VADAR (OLD) SEWERS

VI. TUNNEL

Dirty and damp is what best describes the old tunnel. The aqueduct's raging waters are now behind, and only its diminishing echoes keep you company as they bounce off the walls.

The place is held by wooden beams that seem to belong more in a mine; maybe it was one a long time ago. Be that as it may, according to the map, the tunnel leads to the Vadar (old) sewers and the valve plant. There is one feeling that has been gnawing at you in the last hour:

The tunnel looks like it has been unused for a while, yet Burroughs was supposed to have come this way...

The tunnel is old, the ground is made of dirt, and it is sustained by an ancient system of beams that look like they could collapse at any second. The tunnel is 100 ft. long, and ends just where the Vadar sewers begin.

V2. THE VADAR SOURCE

Without any indication, the beams and dirt come to an end, and ground and walls made of black brick begin. The tunnel becomes a sewer that continues straight. However, situated to the right is a short corridor that leads to a single chamber which functions as one of the system's sources.

The water that flows through the sewer seems to originate from the short corridor on the right. You can investigate or continue straight down the sewer.

The short corridor opens into a spherical chamber with a diameter of 60 ft. The floor is covered in water which springs from a series of small openings in the back wall - the source of this part of the system - but where the water comes from is a mystery. There's a floating platform on which stands an 11 ft. statue. There's nothing more in the chamber.

Statue. The statue is that of a fat bearded man dressed in old sailor attire. Hanging from his neck is the sigil of Thamarya. Located on the plinth is a silver plaque that reads: "King Vadar." A successful DC 19 Wisdom (Perception) reveals that one of the rings on the left hand is genuine and not a part of the statue. The item is a ring of water breathing with 1d8 charges.



V3. THE DESCENDING SEWER

The single sewer is long and, although not evident at first, slanted as it goes deeper underground.

Hardly half an hour has passed by, at least that's what it feels like, and the surroundings are the same: the black bricks that make up the sewer, and the water underneath your feet.

Nothing is a worse companion than tedium.

The sewer is 1.5 miles long and used by the Ratfolk, although they excel at hiding their tracks. If any of the PCs is actively looking for clues, have them do a DC 17 Wisdom (Perception) check. If it's a success, roll the table below three times; only once if it's a failure.

Clues in the Sewer

D4 Events

- 1 **Markings.** On closer inspection, sections of the wall have markings made by a blade. They are spread out. It could be some kind of code.
- 2 **Mutilated hand.** The water's depth varies in some spots, and one of your feet touches something solid. At first you think it is a rock but then you realize, much to your dismay, it is a mutilated hand. The cut is at the wrist and it was done with an extremely sharp blade. So the rumors are true but what could be the cause?
- 3 **Glowing stuff.** At first glance you thought it could be liquid gold but it is not. It's something you have never come across, a dense and sticky golden green liquid
- 4 **Fallen fang.** Floating in the water you come across a 5 inch reptile fang. Poison can be harvested from it.

Sludge. If a three was rolled, then the substance is known as sludge. Any creature that physically touches it has its skin become infected and grows a hard layer of smelly skin. They receive a +4 in Con but -2 in Cha, and their speed halves for two hours. A successful DC 20 Intelligence (History) discloses the substance's name, whispered to be found in the Belowground and with the capacity of altering the flesh of creatures.

Fang's poison. It functions the same as Drow poison and works for IDIO attacks or ammunition.

THE NOISES

Just where the sewer is ending, the valve plant's sounds become louder but they are mixed with something else.

A successful DC 16 Wisdom (Perception) check reveals at least two other sounds. One of them is metallic but unclear; the second one is definitely a series of muffled sounds behind a section of the left wall. Any creature that places pressure on the spot where the sounds come from will reveal that the area in question is a secret door. A successful DC 15 Strength (Athletics) is needed to budge it open. If the PCs open it, read the following text box out loud:

A draft of malodorous air hits you as the secret door proves easy to open. Had it not been for the muffled sounds, it would have passed as another standard wall section and could have been missed.

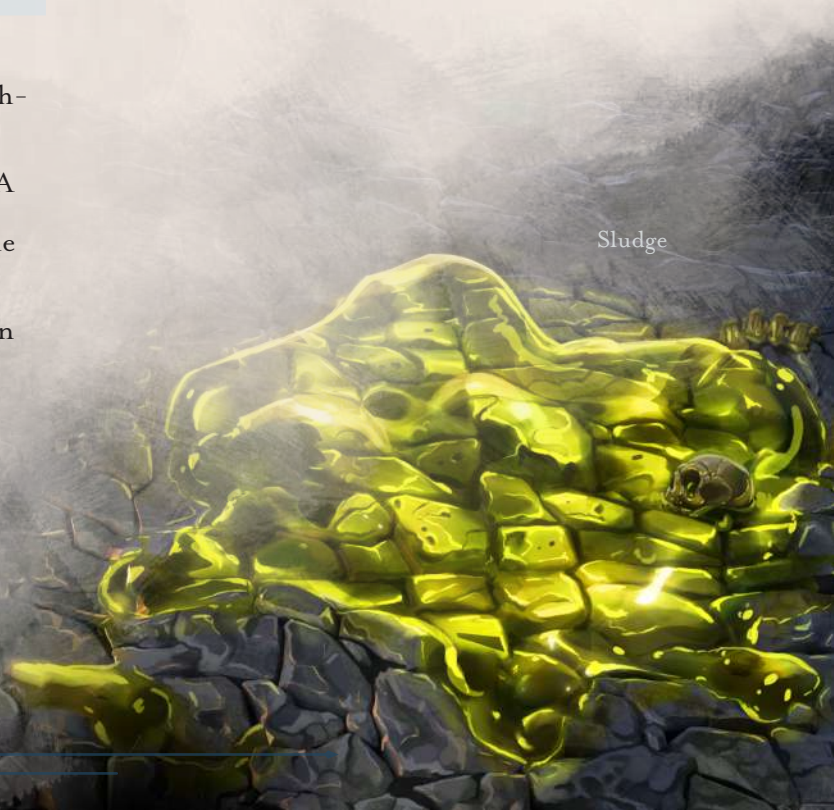
THE HIDDEN COMPARTMENTS

Used by the workers of the old sewer in ancient times, the compartments are made up of three chambers that the Ratfolk now use as an outpost where they can stash items and some of their prisoners.

HI. THE EMPTY CHAMBER

A barren chamber with nothing except an eroded tapestry showing the sigil of Thamarya underneath a deep layer of dust and mold. It must have been beautiful during its prime.

Sludge



If any of the PCs decide to look behind the tapestry, they find a message written in red ink.

“I don’t want to be part of it anymore. No more humanoids for Herberwer. He says that it is an order from the Rat King, but I don’t believe it. That poor elf was the last straw.”

H2. ABANDONED ARCHIVES

The second chamber was an archive and is now used by the Ratfolk to stash merchandise or items they steal from the surface and their equipment. The shelves on the walls are packed with old documents about sewer maintenance and purchase orders.

Treasure. The ratfolk have left a chest with the following items inside: two *goggles of darkvision*, four *healing glues* (which work like a *Superior healing potion*) two 4th level *spell scrolls* and two *fragmentation grenades*.

H3. QUARTERS

The muffled sounds originate from this chamber. The first thing that catches the eye is a swinging sack on top of a pile of hay. It seems someone is inside.

The Ratfolk use the third chamber to keep the prisoners before they take them away or for some of the Ratfolk to rest before continuing on their missions. Inside the moving sack is Chuckus, a human cheesemaker kidnapped two days ago by the Ratfolk. Chuckus will be happy to have been freed and will share the following information with the PCs:

- It was early morning when he was kidnapped.
- The Ratfolk are real, part human and part rat.
- As he was being moved he noticed that the creatures carried a lot of sacks with all kinds of items they had stolen or scavenged.
- He was not the only prisoner, there were four others.
- He was thrown in this room but he overheard the Ratfolk deciding to take the other prisoners towards the Plant.

- At one point the Ratfolk became nervous when they found scales, something about **Yuddrakhs**. After sharing the information, the cheesemaker will immediately insist on returning to Thamarya on his own. He is too afraid and cannot be convinced of staying or going with the party.

Cheese. Next to where Chuckus was found is a bag with some of his special cheeses, which the Ratfolk now find a delicacy. The cheese’s excellent dairy quality gives a +1 to Strength for two hours after it is eaten.

THE VALVE PLANT

The sewer continues for another 150 ft. after the hidden compartment and ends in a tremendous round opening where the Valve Plant is located.

The plant comprises a series of dozens of tubes and valves in the center of the area. The ground is covered in water which is absorbed by a series of drains spread out on the surface. The water enters these drains and passes into the tubes, which go to numerous places in the Belowground and the surface.

Located just behind the valve area is a hole that the Ratfolk were using for leaving and entering the plant. The group that kidnapped Chuckus was moving the other prisoners when, from the hole, a group of yuddrakhs emerged and attacked them.

The other unclear noise was the sound of weapons clashing but distorted by the sound of the valves and tubes. The ground is now littered with the dead bodies of ratfolk, prisoners and yuddrakhs.



ABOUT THE YUDDRAKH

The Yuddrakh are a people whose upper torso is that of a humanoid, and the lower of a serpent.

The majority have the face of a snake, although the most evolved have humanoid faces. They are a fierce culture that has recently expanded into ratfolk territory for unknown reasons.

The unclear sound becomes louder as you approach the end of the sewer. It's the sound of metal, weapons clashing, no doubt. A round opening with a series of valves and tubes in the middle lies beyond the sewer; the valves and tubes vibrate as the pressure pushes the water through them. The sight of this wonder of engineering would be hypnotic were it not shadowed by the group of rat-like creatures fighting a group of serpent-like creatures behind it.

Unknown to the PCs, creeping up behind them is Mede, a **yuddrakh skin-shedder**, who throws a *blast grenade* that explodes on contact with the ground.

You hear a low thump next to your feet, and see a stitched-up egg that glows for a second, followed by a deafening explosion.

Each PC in a 60 ft. area must make a DC 20 Constitution saving throw. On a failed throw, they take 2d8 damage and are pushed towards the plant.

Development. After Mede's surprise attack, the six remaining **yuddrakh venom warriors** will attack the PCs since the Ratfolk are already dead. Mede will attack from a distance and focus on the spellcasters first.

NO SURVIVORS!

When Mede is close to being defeated or dying, she will detonate all the remaining grenades she has, collapsing the opening's ceiling, and creating a great hole in the ground through which the PCs fall. A successful DC 24 Dexterity (Acrobatics) check is needed to avoid taking debris damage from the collapsing roof. Any creature that fails takes 4d8 bludgeoning damage.

EPILOGUE

The PCs find themselves in darkness, and further inside the Belowground. Although it is unclear where they have fallen into, the smell and their guts indicate that it is definitely not the sewers.

Your head is spinning from the fall. Luckily, much of the water that covered the plant's ground fell with you after the explosion, and you landed on a puddle that broke the fall. After some moments, you realize that it is pitch black, the darkness is unnatural, and ... rot, something smells rotten.

From out of nowhere, you feel an arctic cold run through your bones followed by a sinister chuckle...

Milestone. All surviving players get an automatic long rest for the next adventure.

WHAT'S NEXT?

How long was the fall and where did the PCs land?

- Is the party still in the Belowground?
- Did Burroughs come this way?
- The graffiti mentioned an elf, could it be the scion?
- What are the Ratfolk up to?
- The Yuddrakhs, where do they come from?



Ratfolk

APPENDIX A: NPCs AND MONSTERS

YUDDRAKH SKIN-SHEDDER

Large monstrosity (shapechanger), lawful evil

Armor Class 15 (Natural Armor)
Hit Points 119 (14d10+37)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	17 (+3)	17 (+3)	15 (+2)	18 (+4)

Skills Deception +5, Stealth +6
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 16
Languages Yuddrakh, Common and Draconic
Challenge 7 (2,900 XP)

Shapechanger. The skin-shedder can use its action to polymorph into a Large snake, or back into its true form. Its statistics are the same in each form.

Innate Spellcasting (Yuddrakh form only). The skin-shedder's innate spellcasting ability is Charisma (spell save DC 15). The skin-shedder can innately cast the following spells, requiring no material components:

At will: animal friendship
3/day each: suggestion
1/day each: fear

Magic Resistance. The yuddrakh has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiaction. The skin-shedder makes two ranged attacks or three melee attacks, but can use its bite and constrict attacks only once each.

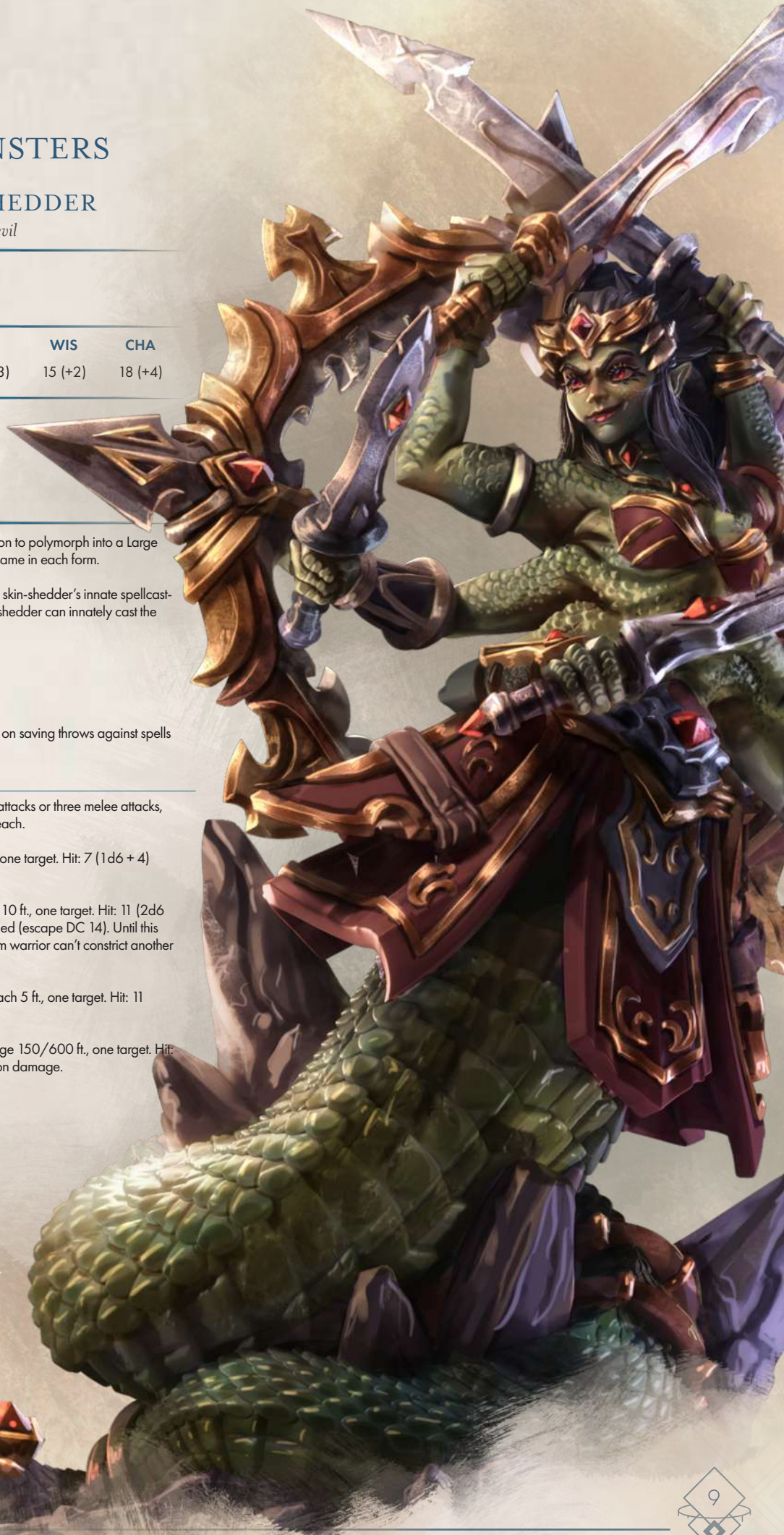
Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Constrict. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the venom warrior can't constrict another target.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 2) piercing damage.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 12 (2d8 + 3) piercing damage plus 10 (3d6) poison damage.

Yuddrakh
Skin-shedder



TADPOLE

Medium humanoid (any race), lawful good

Armor Class 17 (Underwater - Splint)
Hit Points 50 (9d8+18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	11 (+0)	11 (+0)	11 (+0)

Skills Athletics +5, Perception +2, Survival +5
Senses Passive Perception 13
Languages Common
Challenge 3 (700 XP)

Underwater Combat The tadpole has advantage in underwater combat.

ACTIONS

Multiattack. The tadpole makes two longsword attacks and one shortsword attack.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 3) piercing damage.

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

YUDDRAKH VENOM WARRIOR

Medium monstrosity (shapechanger), lawful evil

Armor Class 12 (Natural Armor)
Hit Points 56 (12d8+12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

Skills Deception +5, Stealth +4
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 11
Languages Yuddrakh, Common and Draconic
Challenge 3 (700 XP)

Shapechanger. The venom warrior can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form.

Innate Spellcasting (Yuddrakh form only). The venom warrior's innate spellcasting ability is Charisma (spell save DC 14). The venom warrior can innately cast the following spells, requiring no material components:

At will: animal friendship
3/day each: suggestion

Magic Resistance. The yuddrakh has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The venom warrior makes two ranged attacks or two melee attacks, but can constrict only once.

Constrict. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 2) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the venom warrior can't constrict another target.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 2) piercing damage.

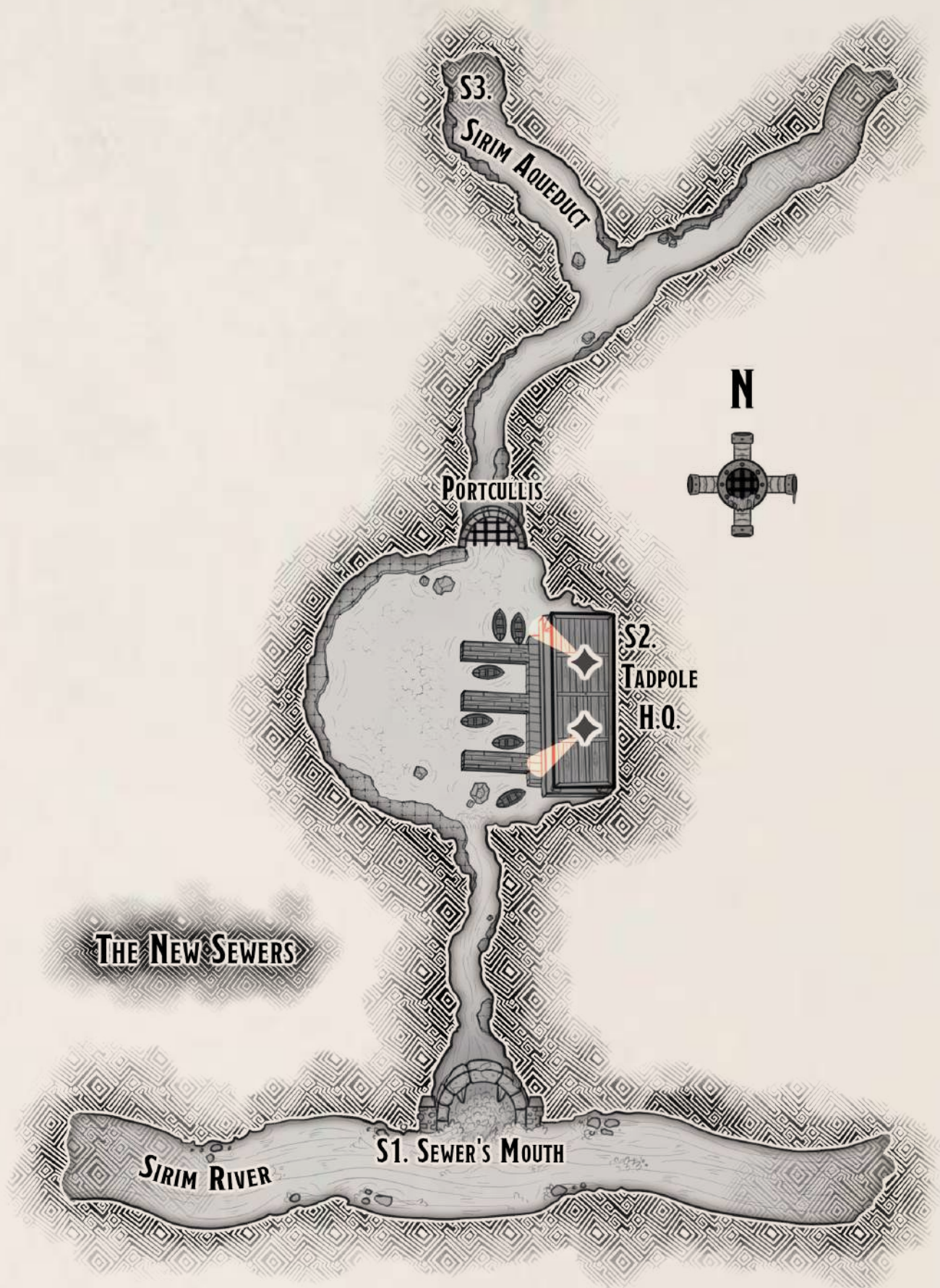
Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 4 (2d4) poison damage.



Yuddrakh
Warrior

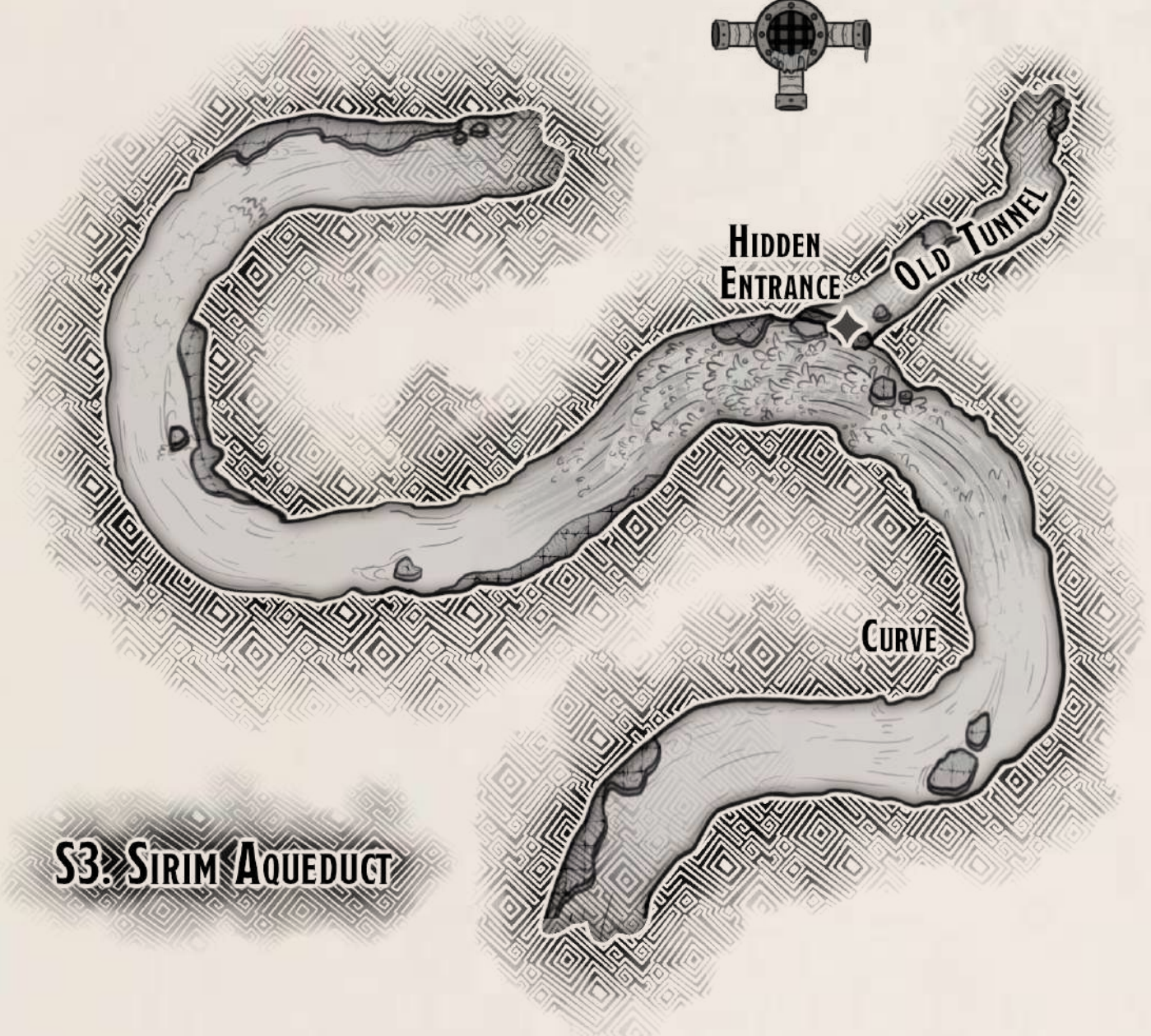
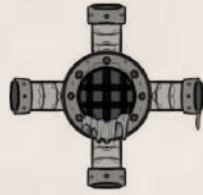
APPENDIX B:
MAPS

THE NEW SEWERS



THE SIRIM AQUEDUCT

N



S3: SIRIM AQUEDUCT

THE VADAR (OLD) SEWERS & VALVE PLANT



THE VADAR (OLD) SEWERS
&
VALVE PLANT



Adventure Designers

M. Jerome, Isabella Del Castillo, Alex Zaragoza, Adrián Rodríguez, Emilio Bravo, Daniel Tonalli, Jos González, Carlos Calleja

Adventure Playtesters

Estéban Lelo de Larrea Andrade, Paloma González, Ricardo Lameiras García, Colin Zaragoza, Ludwig Neumann



LEGAL INFORMATION

This product is compliant with the Open Game License and is suitable for use with the 5th Edition Rules System.

Cast n Play and their associated logos are trademarks of AZN CAST N PLAY, S.A. DE C.V.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialogue, plots, story elements, locations, characters, artwork, graphics, sidebars, and trade dress. (Elements that have previously been designated as Open Game Content is not included in this declaration.)

Open Game Content: The Open content in this product includes all the rules, spells, and abilities.

OGL License

Permission to copy, modify and distribute the files collectively known as the System Reference Document 5.1 ("SRD5") is granted solely through the use of the Open Gaming License, Version 1.0a. This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that License before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself. The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the Conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of Spells or items), places, Underdark, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, EverChanging Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tartarian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, Beholder, gauth, Carrion Crawler, tanar'ri, baatezu, Displacer Beast, Githyanki, Githzerai, Mind Flayer, illithid, UMBER HULK, Yuan-ti.

All of the rest of the SRD5 is Open Game Content as described in Section 1(d) of the License. The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME License Version 1.0a The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, License, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, Spells, enchantments, personalities, teams, personas, likenesses and Special abilities; places, locations, environments, creatures, Equipment, magical or supernatural Abilities or Effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the OPEN Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to Identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or Conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive License with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a Challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC. System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

The Missing Scion, 2022, AZN Cast n Play, S.A. DE C.V. All right reserved.