

AGE 12+



# THE DEEP ESCAPE

The dungeons of Thamarya are known for being escape proof, but when faced with certain death anything is possible.

5E COMPATIBLE ADVENTURE

INTRODUCTION .....	2
Running the adventure .....	2
Story Overview .....	2
About The Jeweler's Guild .....	2
About The Dungeon .....	2
Adventure Hooks .....	2
PROLOGUE .....	3
SECTION V .....	3
Section V Areas .....	3
S1. Cell Block .....	3
Sawyer Phantom .....	4
Roleplaying Sawyer Phantom .....	4
S2. Cell Block .....	4
The Staircase .....	5
S3. Torture Chamber .....	5
The Secret Door .....	5
CATACOMBS .....	6
Catacomb Chambers .....	6
C1. First Chamber .....	6
C2. Mud Chamber .....	6
Pit .....	6
C3. The Dragon Statue .....	6
C4. Fourth Chamber .....	6
Dead End .....	6
C5. The Crypt .....	7
THE AQUEDUCT .....	7
The Spring .....	7
The Medusa's Lair .....	7
The Aqueduct and Goodbye .....	7
WHAT'S NEXT? .....	7
APPENDIX A: NPCs AND MONSTERS .....	8
APPENDIX B: MAPS .....	10

The Verdant Company has finally made its move against the party. Shortly after their arrival, Thamarya's authorities arrested the PCs and locked them in the dungeon to await trial. Although the city is renowned for its tolerance, the dungeons are said to be a cruel and disgusting place; some guards torture the prisoners before their trials, and forced confessions are an everyday occurrence. The criminal syndicate framed the players and are awaiting the opportunity to be rid of them. Knowing that the authorities would take the party to the dungeon to await trial, the Verdant Company decided to send assassins while they were imprisoned with no means of escape. Unknown to the players; however, some factions in Thamarya wish to topple the criminal syndicate.

# INTRODUCTION

Welcome to “The Deep Escape”, a 5e compatible RPG adventure by Cast n Play.

## RUNNING THE ADVENTURE

The Deep Escape is a 5e adventure meant for four to six 6th level player characters.

The adventure takes place in Section V of the dungeons of Thamarya, from where the PCs have to escape.

- 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 Deep Escape takes place inside a dungeon. The plot is as follows:

- The PCs were arrested by Thamarya’s authorities and were locked up until their trial.
- The players’ arrest was orchestrated by the Verdant Company and the Harbormaster who framed them.
- The criminal syndicate plans to stage an uprising in the dungeons to murder the PCs and make it look like they were trying to escape.
- The Jeweler’s guild has discovered the Verdant Company’s plan and decided to send aid to the PCs.

## ABOUT THE JEWELER’S GUILD

The jewelers’ guild is known as Juerii, one of the oldest of Thamarya, whose traditions date as far back as the building of the Great Port. The guild’s members are very proud of their heritage and work, which is very sought after throughout the continent.

However, the guild has been declining in the last couple of years, not for fault of their own, but because they have refused to participate in the corruption scheme plaguing the city.

One of the principal architects of this scheme is Harbormaster Njord, who’s allied with the Verdant Company, and favors the guilds that pay the bribes. Because the Juerri refuse to pay bribes, many of their shipments through the ports go missing, are delayed, or are attacked as soon as they leave Thamaryan waters.

The guild is currently gathering evidence and building their strength so that they can deal a decisive blow against the Harbormaster and the Verdant Company.

They heard about the PCs and how the Verdant Company was desperately trying to eliminate them throughout their network of informants.

Sensing a natural ally, they decided to contact the players, who by then had been arrested by the city’s authorities.

Feeling the machinations of the Harbormaster and the criminal syndicate behind it, the Juerii guild has hired some help to aid the PCs escape before they fall into the hands of the Verdant Company.

## ABOUT THE DUNGEON

Even though Thamarya is known as a beacon of tolerance and justice, the dungeon, also known as “Old Mik,” is a place known for its brutality and history of violence. The majority of the dungeon lies underground and has five sections. The PCs are locked in only one of these sections where the adventure will take place.

Section V’s cell block areas can only be exited through a set of stairs. The flight of stairs that leads up goes to the central building, while the flight that descends leads to the Torture Chamber, where a secret door leads to a secret passage that leads out of the dungeon.

## ADVENTURE HOOKS

For this adventure consider the following character hooks:

**No Choice.** The Verdant Company has staged a dungeon uprising so that they can murder the PCs. There’s no way to tell who is friend or foe, and there’s no guarantee that the authorities won’t be ruthless in quashing the revolt.

**Curiosity.** A mysterious ravager appeared from out of nowhere, helped the PCs, and is now offering them the opportunity to escape. Why? Who does the creature work for?

**Adventure.** A dark dungeon and secret passages? Danger and hidden treasures? Why are we still talking?



## PROLOGUE

Barely ten minutes have passed since you entered Thamarya when suddenly, faster than a lightning bolt, and swifter than a swooping dragon, Blue Capes appear out of nowhere, and detain you before you can unsheathe your weapons or cast a spell. Fast and deadly, the Blue Capes' live up to their reputations. If being encircled by two dozen spears was not enough, a dozen archers standing on rooftops have you on their sights. The Blue Capes' eyes show no fear or hesitation, it is clear that they are professionals. A gap opens in the ring of spears and the leader steps in front of you. Massive and built like a wall, he reads from a scroll: "You are detained by order of the assembly and accused of the following crimes: the summoning of a kraken, which destroyed numerous ships and one of the ports. Engagement in criminal conspiracies, and for the murders of Qimmi Stedfast, and Marine Cass. You will be taken to the city's dungeon where you shall await your trial". And without adding another word, the Blue Capes escort you to Thamarya's legendary dungeon.

## SECTION V

The majority of the dungeon's structure is underground, with only one building on the surface that serves as the only entrance and exit. From that building, various flights of stairs lead to different sections of the dungeon. The PCs are in Section V, a place where some of the most dangerous criminals are held until their trial.

### SECTION V AREAS

Section V has three areas: cell block 1, cell block 2, and the Torture Chamber. The whole dungeon was built to prevent escapes, so magic only works in the Torture Area but not in the cell blocks.

The players are imprisoned in cell block 1. Unless pointed otherwise, there are no windows and everything is lit by torches. See Appendix B for maps.

## SI. CELL BLOCK

The walls seem part of a damp forest because of the bright green mildew covering many parts of them. The bars shine like a star, undoubtedly thanks to that Thamaryan obsession with maintenance. The bars are thick and sturdy. The silence has become annoying. At first, there were other prisoners in the other cells, but they were moved in the last hour, leaving you the only occupants. As the boredom becomes insufferable, the only door opens. The warden enters the cell area, followed by five blue capes in their shiny armors and elegant capes. The warden stops in front of your cell, and starts rummaging through his set of keys. Out of nowhere, a loud ruckus is heard from behind the door. The warden lifts his head and says: "What's that?". One of the Blue Capes grins and drives a dagger through the warden's nape, killing him instantly. The other four figures take out their weapons; one of them takes out a glowing rock and is about to throw it at your cell when you see a furry creature throw a sack towards you while it manages to activate a smoke grenade...



Verdant Assassins  
Blue Capes

This cell block holds six cells, each large enough to hold ten creatures. The only door lies at the beginning of the block. Next to it is the table where the sack with the PC's belongings was. The walls are made from solid rock, and the cells' floor is filled with hay. The furry creature is Sawyer Phantom, a **ravager**.

The sack he threw into the cell contains the players' weapons and items. Besides having thrown the smoke grenade, Sawyer Phantom manages to open the cell door where the PCs are before combat begins. The five blue capes are assassins sent by the Verdant Company to murder the players. The criminal syndicate staged an uprising so that the killers could reach the PCs with ease, murder them, and then make their escape while the real guards and blue capes were trying to squash the revolt. The assassins are professionals and will fight to the death. See appendix A for their stats.

The smoke grenade emits a cloud of smoke that obscures the area in a 40-foot radius. Assassins and PCs become blinded.

## SAWYER PHANTOM

The ravager was sent by the Juerii guild to rescue the PCs once they discovered the Verdant Company's plan to assassinate them. Sawyer Phantom is a ravager and professional mercenary ever since he fled Pipe Town after the Rat King ordered his execution. He has been hired by the Juerii guild on numerous occasions.

He is a veritable escape artist, and has been known to enter the most guarded places without leaving a trace. Sawyer Phantom obtained Section V's buildings' old plans and discovered a secret door in the Torture Chamber that leads underground. Sawyer Phantom plans to take the PCs to this passage and from there find a way to escape. Being a ravager, Sawyer Phantom suspects that there must be many unknown tunnels or passages underneath.

## ROLEPLAYING SAWYER PHANTOM

The ravager fights with speed and ease. His movements seem almost ethereal compared to other creatures. Although usually of a loud and fun demeanor, Sawyer Phantom is aware of the dire situation they are in. He was expecting a simple break-in and escape, not such an elaborate plan.

The ravager will act rushed and try to rush the players, constantly reminding them that the more time they spend in the dungeon, the higher the chances they are killed. Being a ravager, he prefers to take his chances in the underground than in Old Mik. Sawyer Phantom is honorable, and when paid, sees the job through.

## WHAT SAWYER PHANTOM KNOWS

The ravager will not be very talkative until they escape the dungeon, revealing or sharing only the necessary information to get the characters to move.

- He was sent by the Juerri guild to rescue them as soon as they discovered the Verdant Company's plan.
- During his brief investigation, he came across a lost manuscript, the old plans for the dungeon and discovered that there was a secret door.
- He knows that the door leads out of the dungeon and into the underground, he doesn't know exactly where but it is preferable to the fate that awaited the characters.
- Being a Ravager, and due to the dungeon's location, he has a hunch that it could lead to one of Thamarya's aqueducts but he isn't sure.
- He will not talk about the ravagers, but will state that the underground of Thamarya is gargantuan, tunnels, ruins, and all kinds of creatures. The land is old and Thamarya was not the first civilization to occupy this land nor will it be the last.
- He knows that the Juerri want to strike a deal with the characters and are prepared to help them clear their names.

## S2. CELL BLOCK 2

The door opens to pandemonium: guards, blue capes, and prisoners fighting away like on a battlefield. Blood and guts fly from one place to another, screams and whimpers resound throughout this block. All the cells are open. The chaos is such that it is impossible to figure out how this began. Some blue capes are even fighting other blue capes. Sawyer Phantom points to the end of the hall where the staircase lies, and with his raspy voice, shouts: "To the stairs!"

Cellblock 2 is larger than the first one. It is 150ft. long and 50 ft. wide. Each side has five cells which are all open. Most of the fighting occurs in the spaces closer to the cells, leaving the middle of the passage freer.

Sawyer Phantom will move through the middle and avoid combat, but will assist any of the PCs. If the party decides to take the middle of the passage as well, they will avoid combat but might receive some collateral damage because of the mass fighting.



Roll the table below for each turn they spend making their way through the cell block.

### Collateral Damage.

#### D6 Damage

- |   |   |
|---|---|
| 1 | Some prisoners throw daggers at guards who manage to dodge them but they head in the PCs direction. Players take 2d4 piercing damage. |
| 2 | Arrows fly past the party but miss by some inches.  |
| 3 | Blinded by fury, some guard dogs are biting away at everything that passes by them, including the PCs. Players take 1d6+1 damage.     |
| 4 | Rocks are being thrown all over the place. Some fall down on the PCs but cause no damage.   |
| 5 | Weapons and items were smuggled in for the uprising, including some acid vials. PCs take 2d6 acid damage.                             |
| 6 | Blue capes thrust their spears hoping to stop the escapees. PCs avoid the spears by hair's breadth.                                   |

*Note for GM: Guards, prisoners and blue capes will ignore the PCs and continue fighting unless the PCs actively seek combat, if they do, see appendix A for their stats.*

## THE STAIRCASE

The cellblock ends with two flights of stairs. The one on the left leads up while the one on the right leads down. Sawyer Phantom will tell the party that they have to go down because that is where the secret door is.

Furthermore, a successful DC 15 Wisdom (Perception) check reveals the sound of dozens of rushing footsteps descending from the left flight of stairs.

## S3. TORTURE CHAMBER

The stairs descend for a while, becoming darker and quieter as the PCs go down. Eventually, the stairs stop at the entrance to the Torture chamber.

The descent has been long, so much that the uprising is hardly hearable. The stairs finally end just in front of a large iron arch. It is enormous, like a church's gate. There is something strange, however, the low sound of metallic clinging in a loop, and the sound of gnawing...

The stairs stop in front of a large iron arch that serves as the chamber's entrance. A successful DC 16 Perception (Wisdom) reveals that some parts have profound scratch marks.

The torture chamber is hexagonal, with five walls and the gate serving as the sixth one. Next to each of these are numerous instruments used by the torturers for their gruesome task: an *iron maiden*, a *rack*, the *wheel*, and several tables with different kinds of weapons and tools.

Sawyer Phantom will point out that the wall facing the arch holds the secret door according to the information. Magic does work in this chamber.

The center of the chamber is made up of four columns with numerous chains tied to them. The chains extend to the square area between the columns from where they hang from the ceiling. The chains have hooks with remains of some creatures and prisoners. Underneath this area is a **troll**, who is devouring the torturer.

The metallic clinging is the sound of the swinging chains above, many still covered in blood and some with bodily remains still hanging from them. Underneath is a large green shape. Its body slimy, and filled with blisters, wounds, and pus sobered warts. It is bent over, munching away at something.

The **troll** is already aware of the party's presence, and it is only waiting for them to get closer to it.

Hidden behind one of the columns is another **troll**, also waiting to ambush any unlucky wanderer. A successful DC 17 Wisdom (Perception) reveals the hidden creature.

**Treasure.** One of the tables has 1d8 *potions of superior healing*, as well as a pouch containing the torturer's collection of ripped golden teeth worth 25gp.

## THE SECRET DOOR

The wall seems perfectly normal; solid stone and covered with bloodstains. A successful DC 17 Wisdom (Perception) check reveals the area where the door is located. The door is also made of stone and is heavy to move. A successful DC 18 group Strength is needed to open the door.

The door opens to a dirt tunnel that goes down.

The smell of deep earth becomes more robust with each step. The dirt becomes damper, and it gives the sensation that everything is older. The tunnel comes to an end in a large passage. The floor is made of old cobbled triangle stones. Both sides of the passage are covered with rows of skulls and skeletons neatly placed together. The place is some catacombs... you wonder how old they might be.

# CATACOMBS

The city of Thamarya was built over some ruins, which in turn were built over others, thus making the underground an unexplored region of great complexity and vastness. It would take more than a lifetime to explore everything that lies underground. These catacombs were built many centuries ago and are now forgotten.

## CATACOMB CHAMBERS

The catacombs consist of one long passage and five connecting chambers. The end of the passage is collapsed and has been for a while. There is no source of light, although there are some old torches. See Appendix B for map.

### C1. FIRST CHAMBER

The small passage opens into an oval chamber. The rock was polished and worked into shelves where hundreds of skulls were stacked. The chamber smells old.

The chamber holds the skulls of hundreds of creatures: humans, elves, dwarves, gnomes, etc. A successful DC 16 Intelligence (History) reveals that the place is more than a thousand years old. The remains are so ancient that spells like *Speak with Dead* have no effect since the soul has been separated for too long.

**Collapsing Skulls.** If any of the skulls is touched or moved, the rest in the area will collapse. Creatures under the collapse must make a DC 15 Dexterity saving throw, taking 4d10 bludgeoning damage on a failed save, or half as much damage on a successful one.

### C2. MUD CHAMBER

The cobbled stone ends, and in its place is mud. The walls have also been worked on and contain hundreds of skulls.

Time has worn out the ground, and mud and dirt have taken its place. Difficult terrain applies.

**Creature.** Six **gray ooze** are hidden in the mud and will attack creatures that enter the chamber.

### PIT

Halfway across the passage lies a pit. To continue, the PCs must find a way to cross the pit. It is 150 ft. deep and 50ft. long. Unlike in other parts of the passage, there are no skulls on the walls. A successful DC 18 Strength (Athletics) check is needed to climb across.

If Sawyer Phantom is still with the PCs, he will take out a rope and a hook, and help them cross.

The players roll the check with +2. Any creature that falls receives 10d6 damage.

### C3. THE DRAGON STATUE

The chamber's walls are also shelves with skulls. However, there is an altar beside the left wall.

There's a large marble altar beside one of the walls. There are some items on it.

**Dragonborn skull trap.** Among the skulls located on the left wall, there's one belonging to a dragonborn, a trap. Any creature that comes within 20ft. of the altar is blasted by a fireball spell (save DC 18) coming from the skull. The trap can be deactivated by destroying the skull, which has 5hp.

**Treasure.** One cloth of gold vestments, one small mirror set in a painted wooden frame, one silver ewer, one gold locket with a painted portrait, one chime of opening, one potion of clairvoyance, and one potion of invulnerability.

### C4. FOURTH CHAMBER

Another chamber filled with skulls. If any player decides to investigate the chamber, a successful DC 17 Intelligence (Investigation) roll reveals a book underneath some skulls. If they discover the book read the following box out loud:

The tome is covered in dust, but the leather it is bound in is in excellent condition. At first glance, it seems a work of supreme craftsmanship. Written on the cover with big gothic letters are the words: *The Confession of Venerus Bollun.*

**Book.** The book speaks of the city of Lureaux and its founding. It mainly tells of a great drought caused by a curse and how the inhabitants asked a medusa called Tesiil to help them defeat the underground creatures who were unwilling to share their precious water source. She kept her end of the bargain, but the leaders of Lureaux trapped her in the spring, knowing that she would keep those underground creatures away forever.

A successful DC 18 Intelligence (History) check reveals that Thamarya was probably built over Lureaux.

### DEAD END

The main passage is collapsed after this chamber, and there's only one remaining chamber left.



## C5. THE CRYPT

The chamber is devoid of skulls. However, there is a large sarcophagus in the center of it.

The sarcophagus is made from the same rock as the walls, and it is almost bare except for a carving of a warrior putting a cage on a woman's head and chaining her. Inside the sarcophagus is a hole that leads out of the catacombs.

## THE AQUEDUCT

The hole leads to a passage that ends in an underground spring, the source of one of Thamarya's underground aqueducts. The city has numerous aqueducts, some of which have even been forgotten by the authorities. See Appendix B for map.

## THE SPRING

The underground's oppressive silence is interrupted by the sound of running water in the distance. The dryness has disappeared from the air, and the atmosphere feels lighter. Hardly discernible, there's a green-blue glow further up ahead.

As the glow becomes brighter, the sound of something else becomes manifest but it is drowned out by that of the water.

The water sound belongs to an underground spring inside a cave. While the green and blue lights are created by the natural fungus that grows in the cave. The other sound belongs to a group of ravagers.

## THE MEDUSA'S LAIR

The place was home to a medusa, a creature that was captured and imprisoned to protect this source of water many centuries ago but is no longer here. Scattered around the area are the petrified remains of creatures who wandered into this part of the underground throughout the ages and their treasures.

The creature was kept trapped by a set of magical wards but somehow she managed to escape. Inside the lair is a scouting party of three **ravagers** and an enslaved **Nashahata**. They were sent to explore this unknown region of the underground after it was rumored that a spring holding a great treasure existed but that it was guarded by a terrible monster. They have recently arrived but have found no monster and have begun to look for the hidden treasure.

After the explosion, the ravagers will attack the characters. If Sawyer Phantom is still with the PCs, the ravagers will go mad with rage and fight to the death. See appendix A for their stats.

**Treasure.** The medusa left a chest where she placed the items of the creatures she petrified. Being magical, the items were not petrified. They are: one *cloak of the elvenkind*, one *deck of illusions* with 28 cards, one *gloves of thievery*, one *Fochlucan mandore*, one *wand of the war mage* +1, and one *Greataxe* +2.

## THE AQUEDUCT AND GOODBYE

The water flows past the cave's mouth and reaches an underground aqueduct, which is familiar to Sawyer Phantom.

On reaching the aqueduct, the ravager will tell the players that they must follow the flow until they reach a mouth that will lead them to the river Tyr outside the city. There they will be met by Danaria, a genasi of the Juerii clan. After saying this, the creature will take its leave; he's worried after running into his former "brothers" and needs to investigate something.

**Milestone.** All surviving players reach 7th level after reaching the aqueduct.

## WHAT'S NEXT?

After Sawyer Phantom says goodbye, the players will be left alone in the aqueduct

- Who are Sawyer Phantom's employers?
- How vast is Thamarya's underground?
- What will the Verdant Company do next?
- What happened to the medusa?





# APPENDIX A: NPCS AND MONSTERS

## ASSASSINS

*Medium humanoid, chaotic evil*

**Armor Class** 17  
**Hit Points** 58 (9d8+)  
**Speed** 30 ft.

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

**Skills** Athletics +5, Perception +2, Survival +3  
**Senses** Passive Perception 12  
**Languages** Common  
**Challenge** 3 (700 XP)

### ACTIONS

**Multiattack.** The assassin 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.

## GRAY OOZE

*Large construct, neutral*

**Armor Class** 10  
**Hit Points** 22 (3d8+9)  
**Speed** 10 ft., climb 10ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

**Skills** Stealth +3  
**Damage Resistances** Acid, cold, fire  
**Condition Immunities** Blinded, charmed, deafened, exhaustion, frightened, prone  
**Senses** Blindsight 60 ft. (blind beyond this radius), Passive Perception 10  
**Languages** -  
**Challenge** 1/2 (100 XP)

**Amorphous.** The ooze can move through a space as narrow as 1 inch wide without squeezing.

**Corrode Metal.** Any non magical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

**False Appearance.** While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

### ACTIONS

**Pseudopod.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.



Gray Ooze



# TROLL

Large giant, chaotic evil

**Armor Class** 15  
**Hit Points** 80 (8d10+40)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-2)	7 (-2)

**Skills** Perception +3  
**Senses** Darkvision 60ft., Passive Perception 14  
**Languages** Giant  
**Challenge 5** (1800 XP)

**Keen Smell.** The troll has advantage on Wisdom (Perception) checks that rely on smell.

**Regeneration.** The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

## ACTIONS

**Multiattack.** The troll makes three attacks: one with its bite and two with its claws.

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

**Claw.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

# SAWYER PHANTOM

Medium humanoid, chaotic neutral

**Armor Class** 16 (Leather armor)  
**Hit Points** 68 (9d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	15 (+2)	10 (+0)	15 (+2)	12 (+1)

**Skills** Deception +9, Insight +6, Perception +6, Persuasion +5 Stealth +12, Sleight of Hand +12  
**Senses** Darkvision 60ft., Passive Perception 16  
**Languages** Common, Ravager

**Sneak Attack (1/Turn).** The ravager 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 feet of an ally of the assassin that is n't incapacitated and the assassin doesn't have disadvantage on the attack roll.

**Special Equipment.** Sawyer's shortsword is magical. One *potion of climbing*, three *potions of healing*, one *oil of sharpness*, one *potion of longevity*, and one *driftglobe*.

## ACTIONS

**Multiattack.** Sawyer Phantom makes either two shortsword attacks- or two ranged attacks with its light crossbows.

**Shortsword.** Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 1d8 + 4 piercing damage plus 6 poison damage.

**Special Light Crossbow.** Ranged Weapon Attack: +8 to hit, range 80/320 ft., one target. Hit: 9 (1d8 + 7) piercing damage.

# RAVAGER

Medium humanoid, chaotic neutral

**Armor Class** 13  
**Hit Points** 30 (6d8+6)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	8 (-1)

**Skills** Stealth+4, Perception +2  
**Damage Immunities** Bludgeoning, piercing, and slashing damage from non magical weapons that aren't silvered  
**Languages** Common, Ravager  
**Challenge 2** (450 XP)

**Keen Smell.** The ravager has advantage on Wisdom (Perception) checks that rely on smell.

## ACTIONS

**Multiattack.** The ravager makes two attacks, only one of which can be a bite

**Bite.** Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 1d8 + 4 piercing damage plus 4 poison damage.

**Shortsword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

**Hand Crossbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 3) piercing damage.

# NASHAHATA

Large monstrosity, chaotic evil

**Armor Class** 14 (Natural Armor)  
**Hit Points** 85 (10d12+15)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
121 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

**Skills** Perception +2  
**Senses** Passive Perception 12  
**Languages** Ravager  
**Challenge 5** (1800 XP)

## ACTIONS

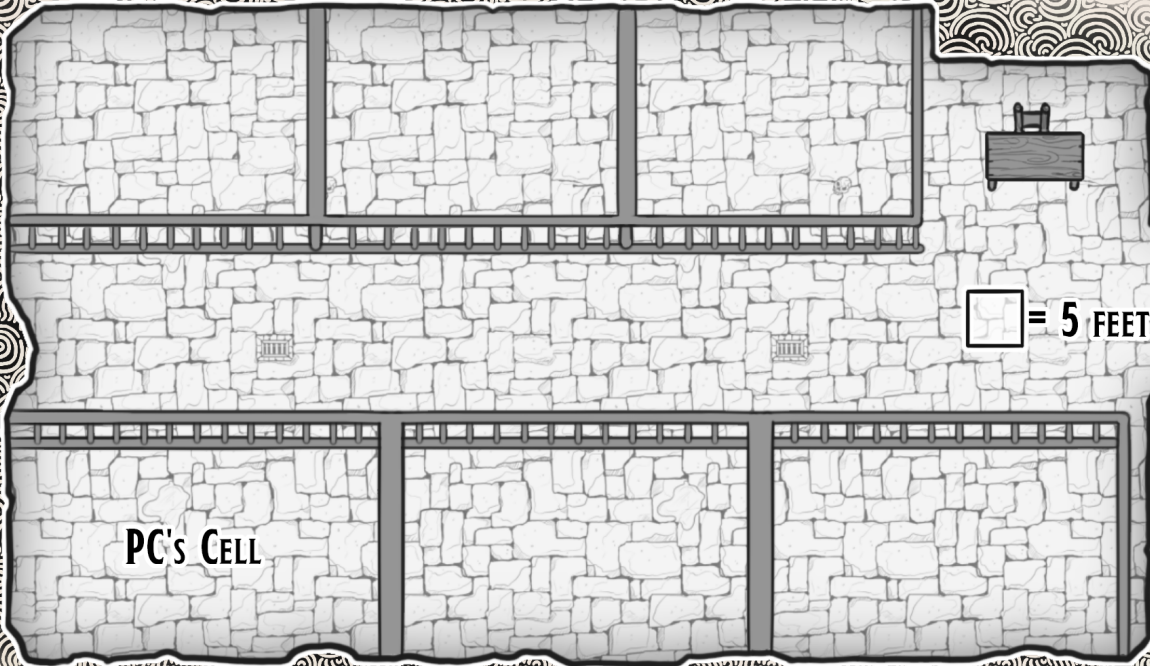
**Multiattack.** The nashahata makes two greatclub attacks.

**Greatclub.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

APPENDIX B:  
MAPS  
SI CELL BLOCK

SECTION V:

S1: CELL BLOCK ONE





# S<sub>2</sub> CELL BLOCK

## SECTION V:

### S<sub>2</sub>: CELL BLOCK TWO



Up



Down

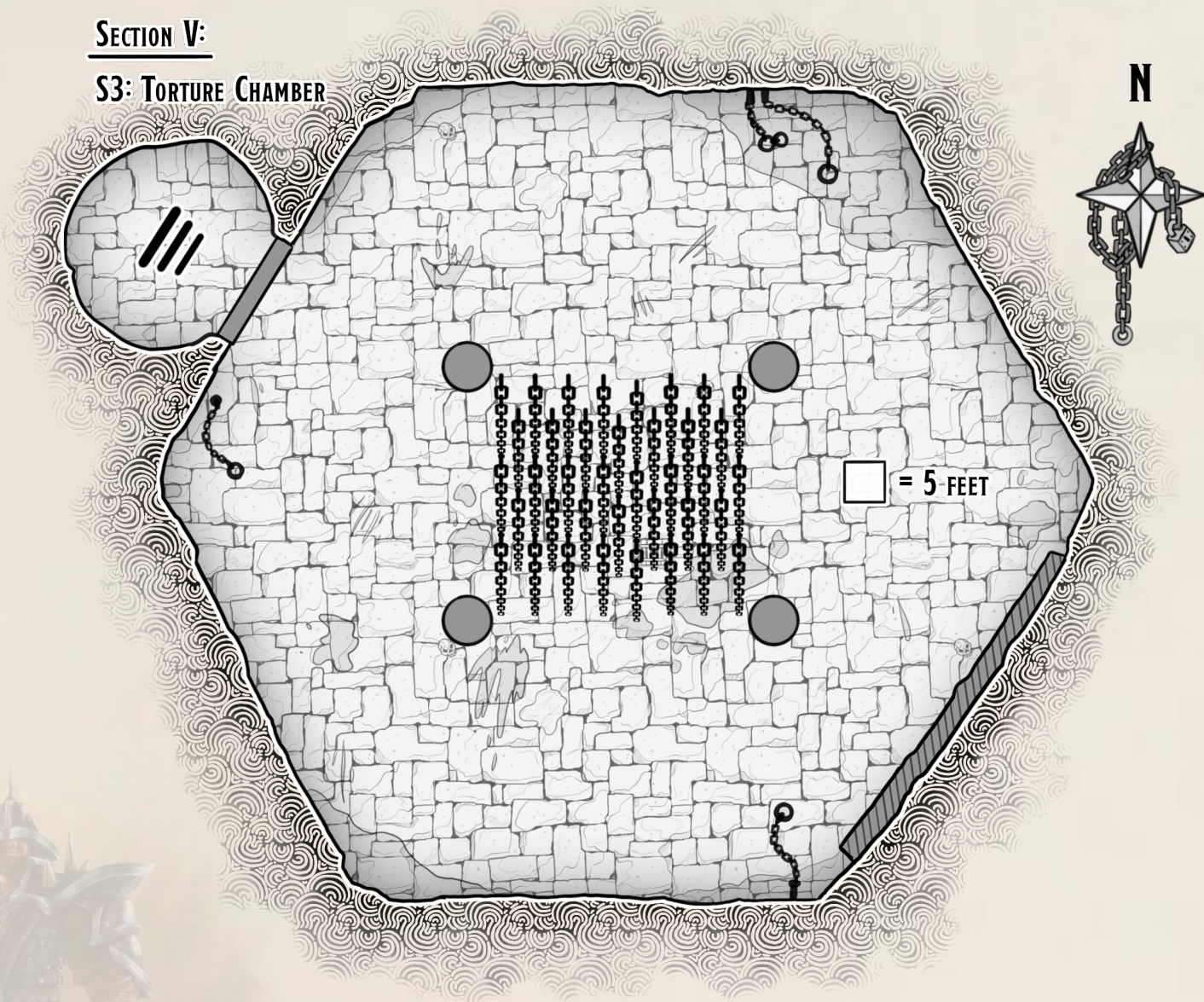


□ = 5 FEET

# S3 TORTURE CHAMBER

## SECTION V:

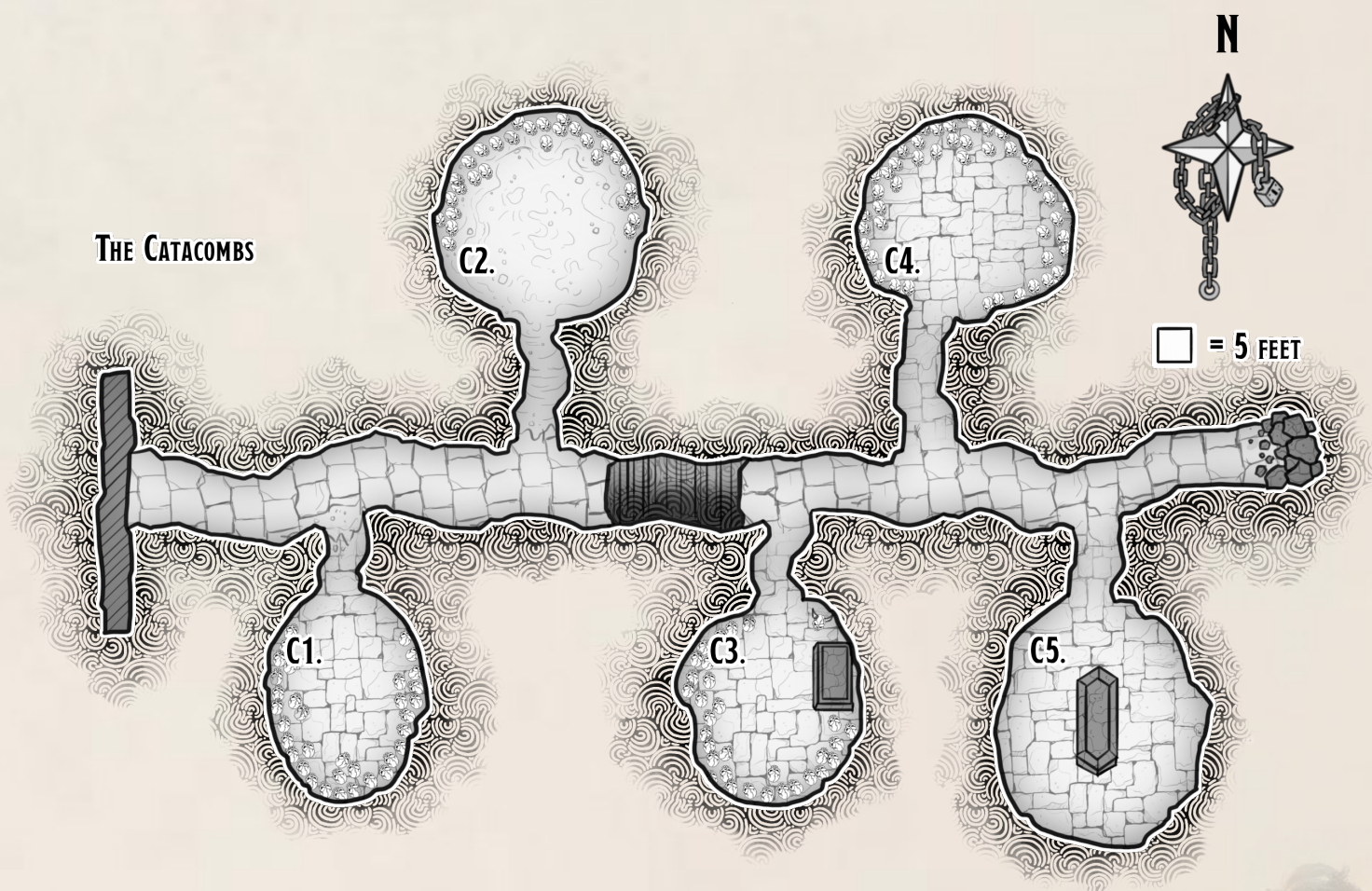
### S3: TORTURE CHAMBER





# CATACOMBS

THE CATACOMBS



# SPRING







**Adventure Designers**

M. Jerome, Rojo Villegas, Isabella Del Castillo, Alex Zaragoza, Daniel Tonalli, Alastor Guzmán, 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 Deep Escape, 2021, AZN Cast n Play, S.A. DE C.V. All right reserved.