



LEGENDARY
ITEMS

THE CHOKED TUNNELS

**A D&D 5e Adventure Module
for Players Level 8 to 11**
Companion Adventure for „The DM Coin“

The Choked Tunnels lead adventurers into an ancient flood-control system, where they must face the ghostly Shaper in a unique boss fight that twists the battlefield, uncover the fate of the missing Floodwardens, and restore the water's flow.

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THE CHOKED TUNNELS ^{v1}

a Legendary Items Adventure

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THANKS!

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THE CHOKED TUNNELS

Vital to the city's survival, the underworks divert the raging floodwaters that surge down from the mountains in the spring. These tunnels had served for centuries without incident, but now clogging was reported just as the first water arrived. The blockage must be found and undone, or the city risks flooding.

The Choked Tunnels is meant as a Tier 2 adventure for a party of 4 to 6 players. It takes place in a large city near a mountain range, and it can be incorporated into an existing world or used as a one-shot.

INTRODUCTION

The underworks have worked without problems for centuries, but have recently started showing issues that indicate a blockage, as the early meltwaters are pooling at its mouth. This is caused by the **Shaper**, an undead creature that moves into dark areas and makes them its home by erecting calcified barriers. While this creature looks humanoid, it has the intellect of a beast and behaves much like one when it feels threatened.

Four members of the Floodwardens have gone to inspect the tunnels and do maintenance as necessary, but none have returned so far. Another team of five mercenaries was sent shortly after them, but they have also disappeared, sparking theories about a malevolent action against the people of the city. With the wardens of the underworks getting desperate, a last-minute reward of **1,000 gp** has been posted by the underworks warden for the immediate resolution of this issue.

STARTING THE ADVENTURE

Upon accepting the quest, the characters are tasked with traveling to the underworks tunnels. If they ask for it, they are provided with a plan of the underworks (Handouts 1 & 2). Otherwise, such plans can also be discovered within the tunnels themselves at Location 7. The underworks lie a three-day march beyond the city walls, at the mouth of a newly formed lake fed by a mountain stream. Under normal circumstances, the water flows freely through the tunnels — but something is now blocking its passage.

Inspecting the underworks entrance shows that each of the six tunnels is blocked with a smooth, calcified barrier. These barriers do not look natural, but can be destroyed given enough force (**AC 15, HP 30, resistant to nonmagical damage**).

A **DC 12 Wisdom (Arcana)** check will reveal that these walls are magical. Additionally, an Investigation check of 10 or above will reveal the bodies of

five humanoids at the bottom of the water, fused to the calcified barriers. These bodies are half-eaten by small crustaceans and will be hard to identify. However, they do match the number of people sent to investigate this place before the characters were asked to do the same. An Investigation check will reveal several mundane items such as a dagger, clothes, shortswords, and some trinkets.

However, no money. Additionally, the bodies cannot be resurrected or addressed with spells like *Speak with Dead*, as their essence seems to have been corrupted. This can be revealed to any PCs proficient in Religion with a **DC 12 Intelligence (Religion)** check.

THE FLOODWARDENS

The Floodwardens are a sworn brotherhood of laborers and engineers who stand against the relentless threat of rising waters. When floods threaten the land, they rush to the rescue to divert streams, drain tunnels, and shore up weakened walls. Armed with little more than tools, grit, and long tradition, they are the city's first and last line of defense against drowning beneath the mountain torrents. The Floodwardens are known to take care of their own. Retrieving their bodies or at least their crest might be worth a bit of a reward. This can be used by the DM to steer the Adventurers towards a certain town, be used as a new adventure hook for ongoing campaigns, or even get the PCs to join the ranks of the Floodwardens

THE UNDERWORKS

The underworks consist of five-foot paths and six parallel water-carrying tunnels, each 10 feet wide and several hundred feet long. The tunnels have regular openings connecting adjacent tubes when not clogged up with barriers. These walls are made of thick granite and cannot be destroyed with regular means; damaging them might harm the efficiency of the underworks.

Once the entrance barriers are broken, water will start flooding in. If it meets no further obstacles, it will stay low enough by spreading out over the six tunnels. However, if one or more tunnels are blocked off, the water level will rise — and so will the force of the torrent. See the **Water Rules** section for details.

The Shaper will behave according to the behavioral patterns shown in the **Shaper Behavior** section. The Shaper has several Underworks Specters under its control, the souls of previous adventurers who entered the underworks. These specters have the same stats as the Shaper, except they have **30 (4d8+12) HP** and only have **Incorporeal Movement** and **Draining Touch**.

FINISHING THE ADVENTURE

Once the Shaper is slain, all of its energy barriers disappear, but calcified barriers remain until destroyed. All specters are freed from its control. Flip the DM Coin for each specter: **Heads** — the specter leaves; **Tails** — it continues fighting.

The body of the Shaper contains a single coin, which upon inspection is found to be magical.

Upon returning to the city, the characters will be paid by the warden and thanked by the people, especially if they can explain what happened to the groups sent before them. Additionally, if the players retrieve the bodies or crests of the Floodwardens slain by the Shaper and/or free their corrupted spirits from its control, the Floodwardens will grant an additional reward of 100 gp per recovered crest.

The players might also be intrigued by the nature of the Shaper, the importance of the Floodwarden Crests (see page 3), or the ancient gold found in Area 9 — all of which could serve as hooks for future adventures.

COIN OF CHANCE

Wondrous item, uncommon (requires attunement)

As a bonus action, you flip this coin and call heads or tails. If the coin lands on the called side, the next attack roll or ability check you make within 1 minute is made with advantage; otherwise, this roll is made with disadvantage instead.

For flavour, you can hand the DM Coin to the Players in person as a reward.



THE DM COIN

The rules for the Coin of Chance, referenced here make use of the DM Coin, the very first in-house product created by Legendary Items. This adventure is designed to work hand in hand with the Coin, tying it not only into the story but also into the mechanics of the dungeon and its climactic fight. If you discovered this adventure without knowing about the DM Coin, we invite you to visit our website to learn more about it and our other projects: legendaryitems.de/the-dm-coin

WATER RULES

Once the entrance barriers are broken, water from the mountain flood begins rushing into the tunnels. The water level rises or falls each round depending on how many lanes remain open.

Open Lanes	Water Rise/ Round	Notes
6	—	Level remains at 1 ft (ankle-deep) No effect
5	1 ft	Slight current Area is difficult terrain
4	2 ft	Moderate current DC 12 Athletics to keep footing
3	3 ft	Strong current DC 14 Athletics to keep footing
2	4 ft	Dangerous rapids DC 15 Athletics
1	5 ft	Torrential flood DC 16 Athletics

CURRENTS & HAZARDS

At depths of **4 ft or more**, currents are strong enough to move creatures.

Strength (Athletics) Check — Use DC from the table above each round to avoid being moved by the current.

- **Fail:** Pushed 10 ft downstream toward the nearest open barrier or hazard.
- **Fail by 5+:** Knocked prone (submerged if depth ≥ 5 ft) and begin holding breath.

Hazards:

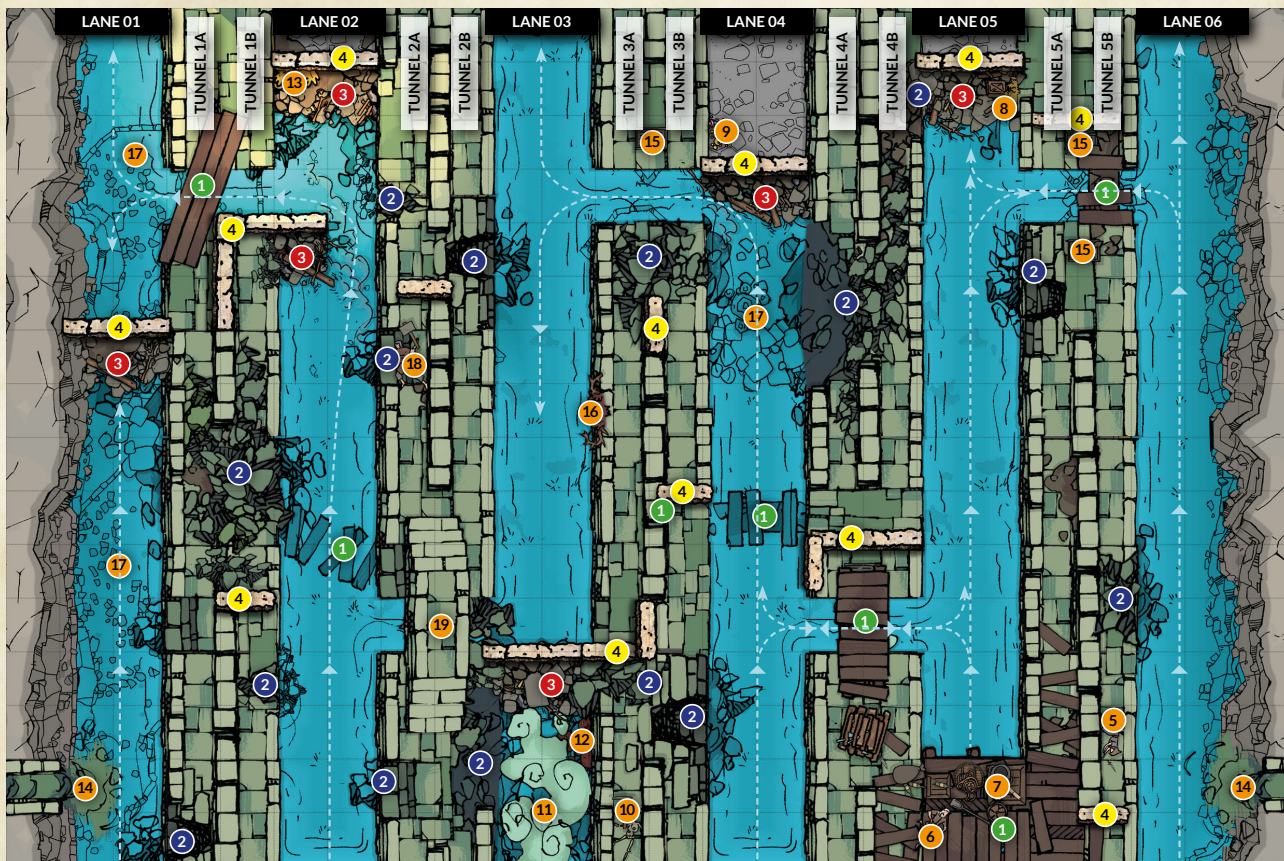
Flip the DM coin twice when a creature is moved by the current. On **Heads** for the first flip, they are pushed into a hazard. The second flip determines the type of hazard:

Coin Flip	Effect
Dungeon/Heads	DC 14 Dexterity save or take 2d6 piercing damage.
Master/Tails	DC 14 Strength save or be restrained until free (action, DC 14 Strength)



VISION & COMBAT IN WATER

- **Murky Water:** Creatures more than 10 ft away are lightly obscured; more than 30 ft away are heavily obscured.
- **Ranged Attacks:** Beyond 10 ft have disadvantage unless made with a crossbow, net, javelin, spear, trident, or dart.
- **Spellcasting:** Spells with verbal components can be cast underwater only if the caster can breathe underwater.



1. IMPROVISED BRIDGES

When Floodwarden workers first arrived to repair the underworks, they hastily assembled makeshift bridges from scrap wood and fallen trees left by the recent winter. Combined with stored planks kept under a shelter at the entrance for emergencies, they created crossings over the water lanes. These bridges are only a few weeks old, though two in Lanes 2 and 4 have already collapsed into the water during the ensuing chaos.

2. SHATTERED STRUCTURES

Sections of walls, ceilings, and floors have been shattered by immense force. Blood-stains and scattered footprints show that workers and adventurers fought here. A **DC 15 Insight or Arcana check** reveals evidence of magic at work — yet no trace of the enemy remains.

3. SEDIMENT WALLS

Branches, bark, stones, and rotting leaves have gathered into thick clusters, the mud binding them into half-solid masses. Normally, the Underworks' filtration system would catch such mountain flotsam, but the Shaper's calcified walls have disrupted the flow. Now the debris has piled up into unstable bridges across the water lanes.

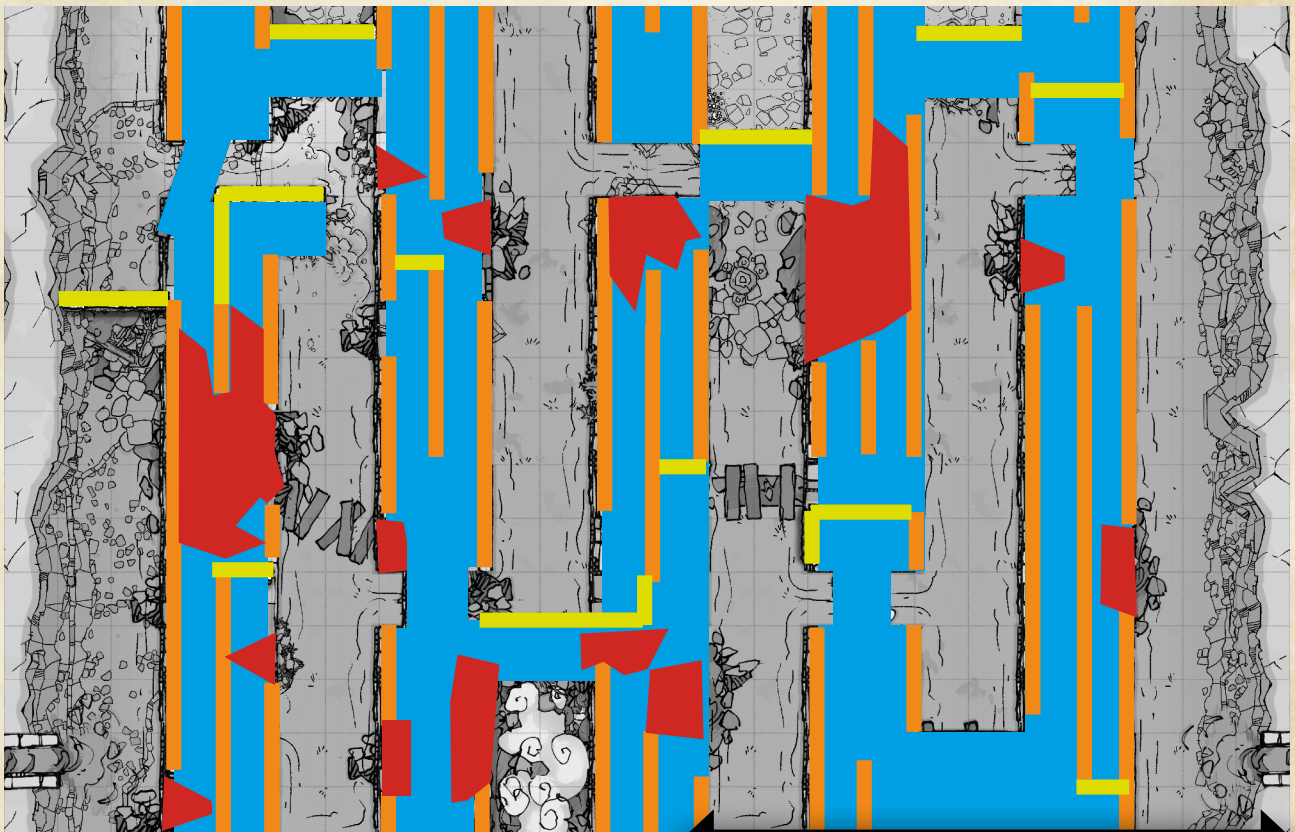
A character can cross a bridge with a successful **DC 16 Acrobatics** check. A successful **DC 12 Nature** check reveals the buildup is a result of the blocked tunnels. The bridges are fragile: they sup-

EXPLORING THE UNDERWORKS

The underworks are designed to give your players an uncommon boss fight with unique mechanics. While we've added numerous optional discoveries throughout the tunnels, none of these elements are strictly necessary for running the adventure. They are there to enrich the setting, build tension, and reward exploration. Perhaps the adventurers spend time investigating before the first specter strikes, or maybe the Shaper bursts through a wall to ambush them. You might lull the party into a false sense of security, then cut them apart with a sudden calcified barrier, forcing them to regroup and adapt while the Shaper presses the attack.

The Shaper doesn't just fight the characters, he reshapes the battlefield around them, much like the Dungeon Master reshapes the story. For the best experience, we recommend printing the battlemat and using the provided wall tokens during play. Place them as the Shaper creates new barriers, letting the players truly feel the shifting environment. We encourage you dynamically alter the battlefield and heighten the sense of danger. We've included additional printable wall tokens and more in the Print Section at the end of this document.

port one Medium creature at a time, but collapse if two attempt to cross simultaneously.



4. CALCIFIED WALLS

Thick, pale yellow calcified walls block the tunnels from floor to ceiling. Their placement seems erratic, though a few coincide with existing structural damage. These barriers match the ones sealing the Underworks' entrances.

Each barrier has **AC 15, 30 hit points, and resistance to nonmagical damage**. A successful **DC 12 Intelligence (Arcana)** check reveals the walls are magical in origin.

Breaking through one of the original stone walls hidden behind the sediment barriers is the only way to properly repair the tunnels. Once such a wall is destroyed, the sediment barriers will disperse within 5 rounds. During combat, this can further alter the battlefield layout, adding another layer of tension and unpredictability to the encounter.

5. FLOODWARDEN CORPSE #01

The corpse of a female human Floodwarden lies here, dressed in worn, mud-stained clothing. A leather toolbelt hangs at her side, marked with the **Floodwarden emblem**: *a small shield engraved with three waves, with a shovel and pickaxe crossed behind it*. Inside the belt are **5 gp, 12 sp, 3 cp, a hammer, a small saw, 5 nails, and a flask of water**. A dagger lies near her outstretched hand.

Unusually, the woman's right hand still emits a faint, orange glow, even after days of decay. A fine, dust-like substance clings to her skin.

SIMPLIFIED WALL MAP

The printable version of the underworks map can be hard to read, so this simplified wall version makes it clearer which areas remain passable.

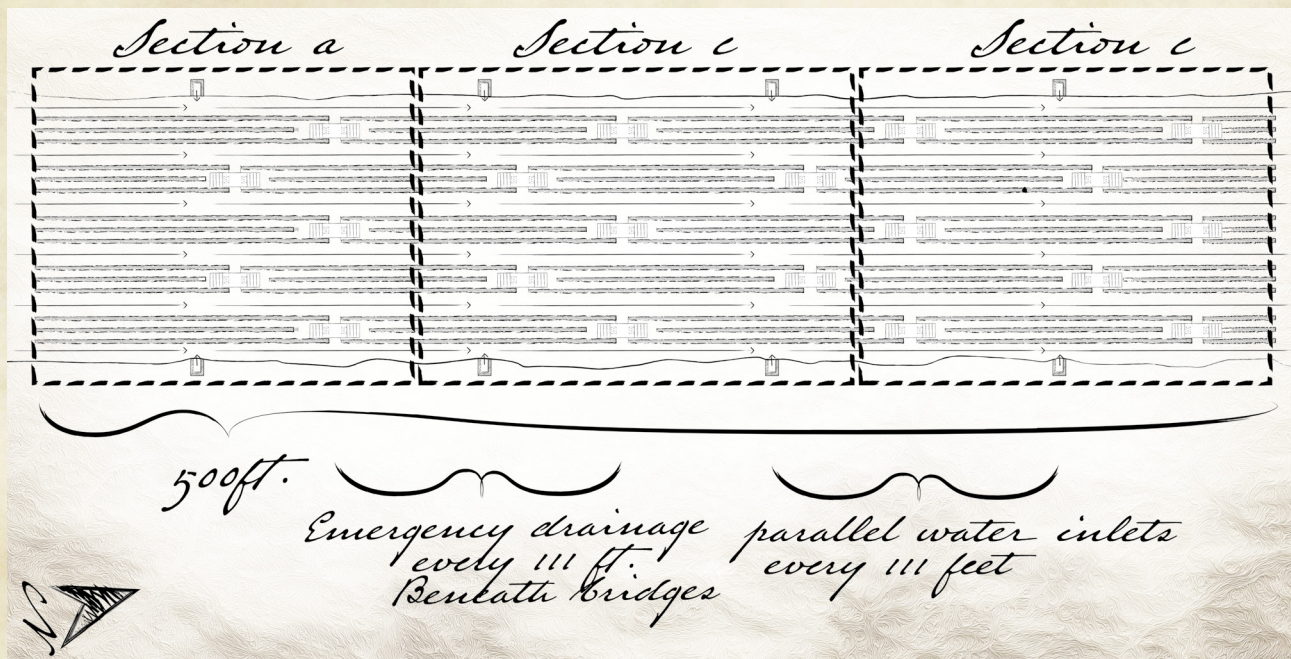
Orange: Original stone walls of the underworks still standing.

Yellow: Calcified walls created by the Shaper. Both yellow and red sections cannot be traversed unless destroyed (see wall rules on page 4).

Red: Collapsed or partially collapsed sections. These areas may range from difficult to impossible to traverse, depending on how much of a challenge you want to set for your players.

Blue: Walkable Pathways

- **Investigation DC 17.** The worker attempted to flee through Tunnel 5B but fell while running. No visible wounds are present on the body.
- **Nature DC 20.** The glowing dust may be the pollen of a rare nightshade plant that blooms early in spring and is said to emit a faint phosphorescence. Such plants are known to grow in secluded, wet places.
- **Speak with Dead:** As with the bodies at the entrance, the spell fails here.
- The glow and its source may connect to another discovery deeper within the underworks (see *Area 13*).



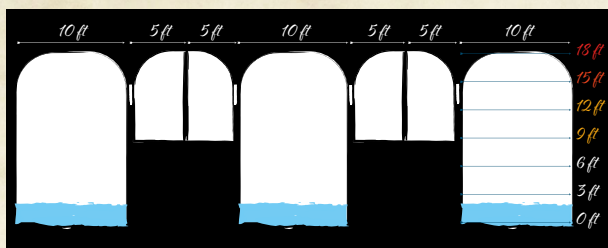
Handout 1 - see section „Handouts“

6. FLOODWARDEN CORPSE #02

- The pale-haired corpse of a male elven Floodwarden rests here, slumped against the damp stone. Like his companions, he wears the mud-stained garb of a laborer, with the Floodwarden emblem stitched to a leather strap at his chest. His belongings are modest: a few **copper coins**, **a water flask**, and **a few tools** – including a chisel, a length of twine, and a worn carpenter’s knife – all showing heavy use. A plain dagger lies nearby. No visible wounds mark the corpse.
- **Investigation DC 17.** The elf likely collapsed while either fleeing or reaching for something nearby.
- **Investigation DC 25.** His posture makes it clear he tried to reach one of the nearby storage crates but failed. Items stacked atop the crates are scattered, suggesting a hurried attempt.
- **Perception DC 20.** A similar crate can be spotted lodged in the sediment bridge at the top of Lane 4 (see marker 8). It appears to have been knocked into the water accidentally.

7. SUPPLY CRATES.

Several crates and barrels are stacked here, holding provisions and repair equipment used by the Floodwardens during the spring floods. Inside



Handout 2 - see section „Handouts“

are **dried food, spare ropes, fishing nets, long spears, buckets, oil, sandbags, and other simple tools. A sturdy shovel and a few bottles of wine** are also stored among the supplies.

- **Perception DC 15.** Characters notice a small leather pouch hidden between the provisions. It bears the Floodwardens’ crest and contains 80 gp, set aside as an emergency fund.
- **Investigation DC 20.** Faint scratch marks across the top of one barrel reveal that a wooden box once rested here before sliding off and disappearing.
- Among the crates are folded parchment maps: a side view of the tunnels and a complete **map of the underworks**. These can be given to the players as handouts.
- The nearby crates and barrels mainly hold **provisions and repair equipment**—dried food, spare ropes, fishing nets, long spears, buckets, oil, sandbags and simple tools—intended for the upkeep of the underworks during the spring floods. A sturdy shovel can be found here, as well as some wine.
- **Perception DC 15** catches a small, hidden leather pouch, stuffed between the provisions also marked with the crest of the Floodwardens, containing **80gp** meant as a backup fund to buy tools and materials if necessary.
- **Investigation check 20** catches tiny skretchmarks on top of one of the barrels, hinting at the fact that a box had slid and fallen off of it.

8. BROKEN CRATE

This calcified wall looks like the others, except that part of it has trapped a battered wooden cra-

te, similar to those stored at the Floodwardens' base camp. The wood is stained with various liquids that must have leaked out during its rough journey downstream.

Opening the crate reveals *six potion flasks*, though most have shattered from the impacts. Shards of glass and sticky residue cling to the splintered wood, but **one flask remains intact**.



POTION OF HOLY OIL

Wondrous Item, rare

This blessed oil, said to be touched by the light of Lathander, can be applied to a single weapon. For **4 hours**, that weapon is considered magical and holy. While under this effect, the weapon bypasses resistances and immunities to nonmagical attacks and damage, and it can harm incorporeal undead such as ghosts or specters.

9. TREASURE

A small scattering of coins and jewels glimmer faintly amidst the sediment and rubble here. This small treasure pile contains **78 ancient gold coins**, and a small handful of gemstones: one **bloodstone (50 gp)**, one **garnet (100 gp)**, one **moonstone (50 gp)**, and **small peridot (150 gp)**

- **Investigation DC 10.** It's clear that nobody deliberately hid or placed the treasure here. Instead, it must have been carried down from the mountains by spring torrents. It is not unusual for the underworks to collect stray gems, or even ingots of iron and gold, washed down from higher elevations. However, coins and refined gemstones are a far rarer occurrence.
- **History DC 15.** On closer study, the coins prove even more curious. Their minting does not match any coinage currently in circulation. *Their style is ancient, several centuries old.*

MYSTERIOUS TREASURE

While the party has no way of uncovering the truth at this point, these coins originate from a red dragon's hoard hidden high in the mountains upstream. Over time, floods and melting snow have carried fragments of its treasure downstream into the underworks. For now, this serves as nothing more than an atmospheric detail and a modest reward for the adventurers, though it also foreshadows a larger arc tied to the dragon's lair in one of our upcoming projects.

10. DEAD WORKER #03

At first glance, this corpse appears different from the others: only skeletal remains are left of the poor man. His bones lie half-sunken into the mud, the last shreds of his clothes still visible. The emblem of the Floodwardens can still be faintly seen on a tattered scrap of cloth near the ribcage.

- Scattered around the skeleton are the remnants of his gear: a worn leather pouch holding **3 gp, 14 sp, and 7 cp**, a set of **carpenter's tools (splintered and half rusted)**, a **water flask** with a cracked lid, and a pair of thick **work gloves** that survived better than the rest of his clothing. A **small dagger**, rusted but serviceable, lies not far from the bones.
- **Arcana DC 5.** A faint magical essence lingers both in the remains and the surrounding area, almost as if the decomposition was unnaturally accelerated.
- **Speak with Dead.** As with the other bodies, the spell fails here.
- Next to the skeleton lies a **pickaxe**, clearly the work of a skilled blacksmith. Though unremarkable as a weapon, it remains in excellent condition. When used against these walls, the tools roll with **advantage** on all damage checks. Otherwise, they function as normal implements.

11. FLESH-EATING SPORES

A thick cloud of spores hangs in the air above the southern area of *Waterlane 3*, shifting faintly with the movement of air. At its current level, the spores remain mostly contained above the water. However, once the water level rises to **5 feet or higher**, the cloud spills outward, spreading over the adjacent walkways and filling the tunnels.

The spores originate from the mushroom cluster in *area 12* and saturate this entire section of the underworks. Their faint shimmer makes them easy to notice, but much harder to avoid.

- **Hazard.** Any creature that enters or begins its turn inside the spore cloud takes **2d6 necrotic damage** per round as the spores gnaw at exposed skin and flesh. The damage is not resisted by mundane protection such as scarves or cloth wraps but is prevented by sealed full body armour including a sealed helmet.
- **Nature DC 12** reveals that the Spores themselves are common in damp, underground environments, although usually harmless in Nature.
- **Magic Interaction** Although natural in origin, the spores have absorbed a trace of arcane essence. As such, they can be neutralized by **Dispel Magic**, which renders the cloud harmless for **24 hours**.

12. THE MAGIC MUSHROOM

Clinging to the sidewall near a collapsed section of tunnel, a dense cluster of pale, swollen mushrooms has rooted itself in the cracks and damp stone. A sickly-sweet, damp odor seeps from them. With each faint pulse, the fungi release thin veils of dust—the same flesh-eating spores that drift through *Waterlane 3*.

This cluster was unknowingly infused by the Shaper's presence when it first lingered here. Its strange magical essence warped the fungi, amplifying their natural defenses into something far deadlier. Though this was no deliberate act, the mushrooms serve as a chilling glimpse of what the Shaper might achieve *if it ever turned its powers to intentional creation*

- **Investigation DC 15 / Nature DC 12.** The mushrooms are quickly identified as the origin of the spore cloud.
Weakness: Any use of fire is sufficient to destroy the cluster. However, even after the fungi are destroyed, the existing spore cloud lingers for *2 hours* before it fully disperses.
- **Harvesting** If carefully collected and sealed in an airtight container, the mushrooms retain their magical properties for 48 hours. After this time, the magic dissipate.
- **Communication** Attempts to commune with the mushrooms through nature magic seem promising at first. However, the fungi's collective „mind“ is fragmented and incoherent, babbling only about food and flesh—a *hungry echo of the Shaper's influence*.

13. GLOWING MOSS

A thin carpet of *luminescent moss* spreads across the damp stone here, casting a faint, steady orange radiance. This mysterious light first drew the Floodwardens to this area. When they finally crossed, they encountered the **Shaper**, and their attempt to flee ended in tragedy.

If approached through druidic magic, the moss responds in broken impressions and images. It „remembers“ the presence of several people, their sudden terror, and the appearance of a ghostly figure—the Shaper. It also conveys the faint impression that another spectre was drawn from a body at *area #18*.

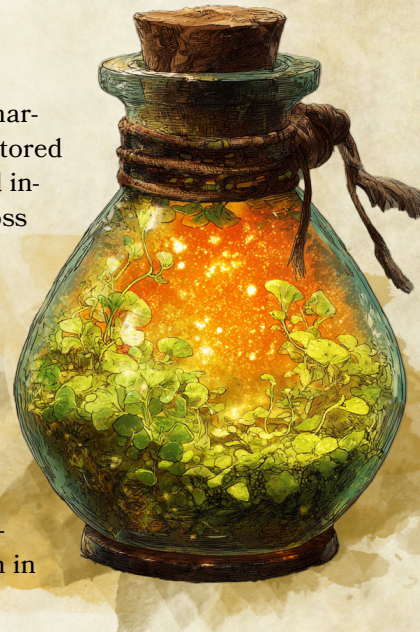
„We are sworn to guard the flow of water, for when the streams falter, so too does the city.
Never forget: the river feeds the people, and we are the Custodians of the river.“

— Delen Varros, Admiral of the Floodwardens

GLOWING MOSS

Plant, uncommon

The moss can be carefully harvested from the stone and stored in a container. When placed inside a jar or lantern, the moss glows softly, shedding dim light in a *5-foot radius for 24 hours*. The light is steady and unflickering. Concealment. Uniquely, this glow seems strangely muted: a mosslight lantern cannot be seen from more than *20 feet* away by creatures with normal vision, even in total darkness.



14. WATER INLETS

Water does not only flow down from the mountains, but also enters the underworks from local streams and collected rain. At this time of year only a trickle seeps in, though during spring and summer these inlets can swell to rushing torrents. The openings are very narrow and not intended for passage, but in a desperate situation they could serve as a possible escape route—though only with great effort and likely at the cost of leaving gear behind.

15. OVERFLOW DRAINS

The underworks are mostly artificial, designed with simple overflow drains at the end of every tunnel section. In case of flooding, these channels would normally divert excess water into the deeper groundwater system. However, most of the drainage points here have collapsed or are choked with rubble, *rendering them almost useless*. This is one of the reasons why the Floodwardens had begun probing deeper into the underworks—*erecting makeshift bridges to access blocked sections and assess the state of the emergency drainage*. As things stand, there is little hope that these channels could meaningfully slow or redirect the rising water level in the event of a major flood.

16. LADDER OF THORNES

A cluster of **thorny vines** clings to the stonework, hardy plants that have survived even in the damp darkness of the underworks. The vines seem faintly aware of the spectral presence haunting these tunnels; druidic magic reveals fragmented impressions of figures being „pulled apart“ and turned into smaller ghosts. The vines can be used to climb out of the water if a character is swept here, causing players to roll any climbing checks with advantage. But their thorns dig deep. Grabbing

on causes **1d4 piercing damage**, and holding fast requires a **Constitution saving throw (DC 12)**. Failure means the character instinctively lets go from the pain.

17. DANGEROUS CURRENTS

Here the tunnels are littered with broken stone, splintered wood, and collapsed bridgework. While the water rules from page 4 apply, the currents here are especially dangerous. Any character dragged by the flow through this area suffers an additional **2d6 slashing damage** from being scraped against the jagged debris.

18. FLOODWARDEN CORPSE #04

The first Victim of the Shaper. The remains of a broad-shouldered human lie here, larger and sturdier than the other Floodwardens encountered.

His emblem is still faintly visible on his torn, mud-stained tunic. A heavy sledgehammer rests beside him, its head still gleaming despite the damp.

Inventory. The worker carries **2 gp, 9 sp, a wedge of hardened cheese** wrapped in oilcloth, a piece of **dried fish**, a short length of **sturdy cord**, and a small **leather-bound journal**. Most of the journal has been destroyed by water, but fragments note concerns about blocked outlets and the growing instability of the tunnels.

- **Speak with Dead.** The spell fails here, as with the other bodies.
- **Arcana DC 5.** A faint magical essence lingers around the remains and in this part of the tunnel.
- **Sledgehammer.** Functions as a normal maul, but when used against the calcified walls it grants advantage on attack rolls. This tool was among those specifically crafted for breaching calcified stone.

THE SHAPER

The Shaper is a humanoid-looking undead with the instincts of a burrowing animal. It is unclear where these creatures originate. They react fiercely to intruders and corrupt the souls of those they kill.


Killing a Shaper is especially difficult within its lair. Destroying its calcified barriers enrages it, often driving the creature to fixate on whoever dared to harm its work. Shapers are intensely territorial, their behavior unpredictable and wild. In battle they move with a kind of chaotic malice — vanishing behind walls, and turning the tunnels themselves into weapons.

SHAPER BEHAVIOR

The shaper is a solitary creature that feels most comfortable in a place it fully controls. It will *avoid combat with groups*, preferring to pick off the weakest members one by one. As a result, it will tend to skulk in the back of its lair and create barriers to split up the group. Once it is successful in this it will attack who it perceives to be the weakest character, while its minions attack the rest.

ERRATIC BEHAVIOR

If seen by anyone, the shaper will be unable to focus on building its barriers. Whenever the Shaper creates a barrier, the DM should declare the location to the characters and then **flip the DM coin twice**:



First Flip	Effect
Dungeon/ Heads	The barrier is placed at the chosen location.
Master/ Tails	The barrier is placed at a different location (Flip again)
2nd Flip	Effect
Dungeon/ Heads	Place to the left of chosen location
Master/ Tails	Place to the right of chosen location

If seen, or engaged by more than one character, the Shaper will disengage and attempt to split the group again before attacking.

BEHIND THE WALLS

The Shaper is more than just a monster — it is a metaphor for the Dungeon Master. Just as the DM shapes and reshapes the world to challenge and inspire their players, the Shaper twists its lair into a living battlefield, pulling adventurers deeper into its grasp. This adventure was designed to echo that idea and to tie seamlessly into the DM Coin: a tool of chance, creativity, and immersion.

THE SHAPER

Armor Class 16 (incorporeal)

Hit Points 135 (18d8 + 54)

Speed fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	16 (+3)	4 (-3)	14 (+2)	8 (-1)

Saving Throws Dex +8, Con +7, Wis +6, Cha +8

Skills Perception +6, Stealth +8

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

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

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Incorporeal Movement The Shaper can move through creatures and objects as difficult terrain. It takes 1d10 force damage if it ends its turn inside an object.

Legendary Resistance (2/Day) If the Shaper fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack The Shaper makes two attacks in any combination of **Draining Touch** and **Chilling Bolt**.

Draining Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 18 (4d8) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by the damage taken until it finishes a long rest. A humanoid slain by this attack rises as an **Underworks Specter** under the Shaper's control at the start of its next turn. The soul and essence can only be restored by a wish spell.

Chilling Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one creature. *Hit:* 21 (6d6) necrotic damage, and the target must succeed on a DC 15 Constitution saving throw or its speed is halved until the end of its next turn.

Terrifying Visage (Recharge 5–6). Each non-undead creature within 60 ft. of the Shaper that can see it must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the save at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds is immune to this Shaper's Visage for 24 hours.

Raise Specter. The Shaper calls forth an Underworks Specter in an unoccupied space within 60 ft. The specter acts on its own initiative and obeys the Shaper. The Shaper can control no more than three specters at a time (including those created by **Draining Touch**).

LEGENDARY ACTIONS

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

Drift The Shaper moves up to its flying speed without provoking opportunity attacks.

Erect Barrier The Shaper conjures one energy wall in a 5-ft-wide space within 60 ft. An energy wall is AC 12, HP 15, resistant to nonmagical damage.

Calcify Barrier (Costs 2) The Shaper chooses one active energy wall within 60 ft. It hardens into solid limestone until destroyed. A limestone wall is AC 15, HP 30, resistant to nonmagical damage, and vulnerable to thunder damage.

Draining Touch (Costs 2). The Shaper makes one Draining Touch attack.

Raise Specter (Costs 3; Recharge 5–6). The Shaper uses its Raise Specter action.



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UNDERWORK SPECTRES

Armor Class 16 (incorporeal)

Hit Points 30 (4d8 + 12)

Speed fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	16 (+3)	4 (-3)	14 (+2)	8 (-1)

Saving Throws Dex +8, Con +7, Wis +6, Cha +8

Skills Perception +6, Stealth +8

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 16

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Incorporeal Movement The Shaper can move through creatures and objects as difficult terrain. It takes 1d10 force damage if it ends its turn inside an object.

ACTIONS

Draining Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 18 (4d8) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by the damage taken until it finishes a long rest. A humanoid slain by this attack rises as an **Underworks Specter** under the Shaper's control at the start of its next turn. The soul and essence can only be restored by a wish spell.

Chilling Bolt *Ranged Spell Attack:* +8 to hit, range 120 ft., one creature. *Hit:* 21 (6d6) necrotic damage, and the target must succeed on a DC 15 Constitution saving throw or its speed is halved until the end of its next turn.

Loyal to the End The specter is magically bound to the Shaper and cannot be turned while the Shaper remains. When the Shaper is destroyed, flip the DM Coin for each specter.

Coin Flip Effect

Dungeon/ Heads	The Spectre flees the fight and eventually whimpers away.
Master/ Tails	The Spectre lingers and continues the fight. When destroyed, its essence can depart.



TREASURE AND XP

After slaying the specter and destroying the calcified barriers, the water once more flows freely through the underworks, though the Floodwardens will face long weeks of repair before the rising floods return. The adventurers are rewarded with the magical **DM Coin carried by the Shaper**,

all the treasure they managed to recover within the tunnels, the promised **1,000 gold pieces** for completing the quest, and an additional **100 gold for every Floodwarden crest** they return. For saving the city from the impending flood, the party also gains **1,000 experience points**, along with the *gratitude and respect of its people*.

CREDITS

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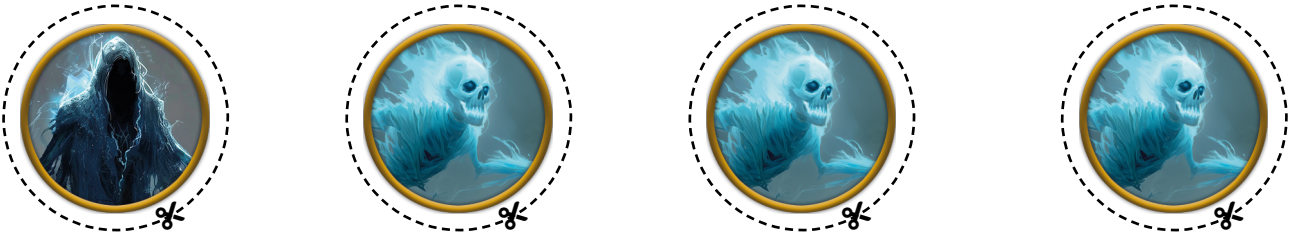
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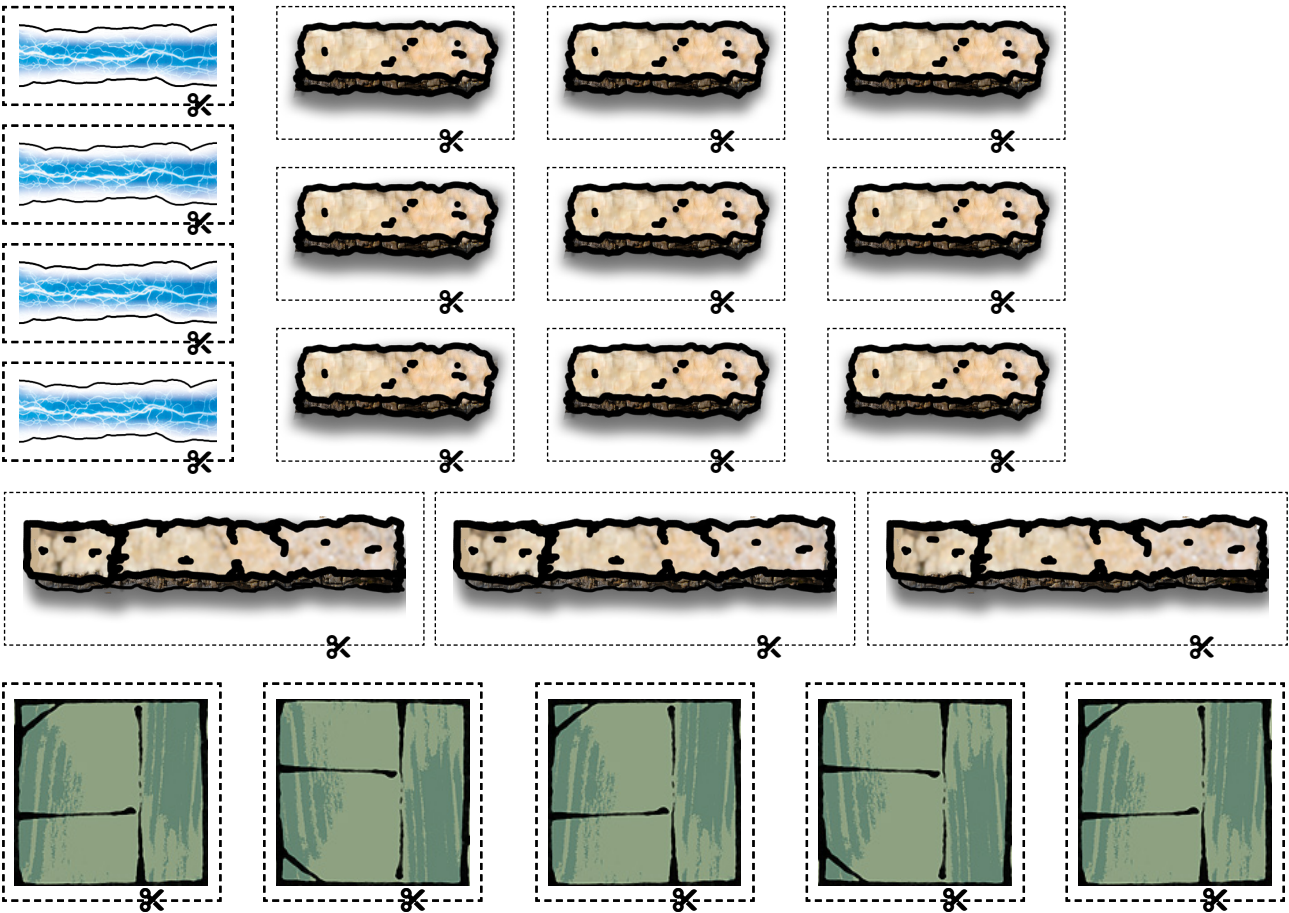
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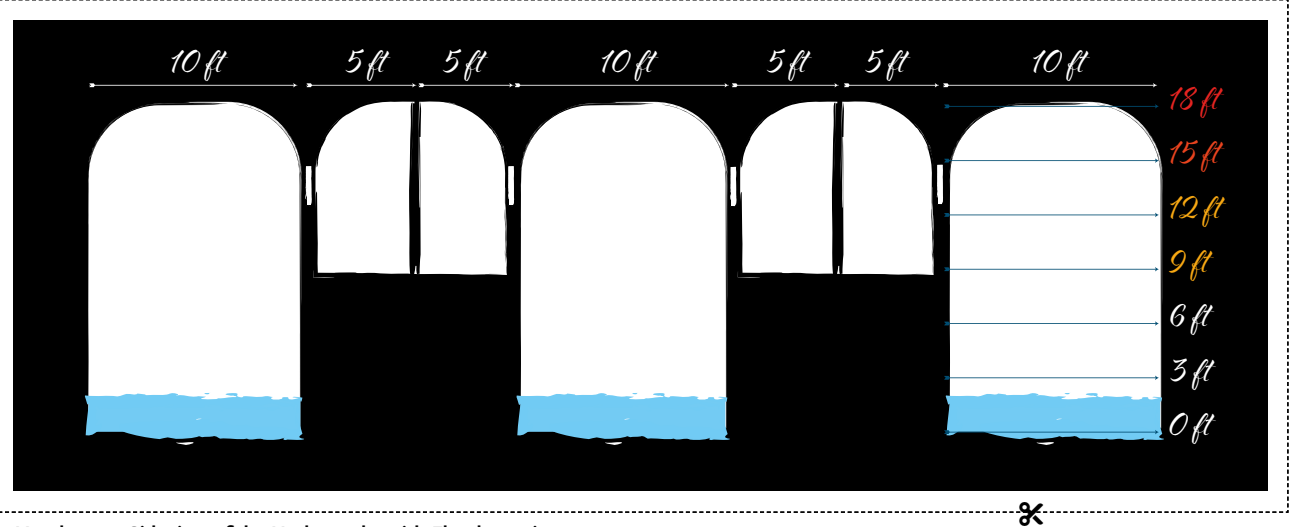
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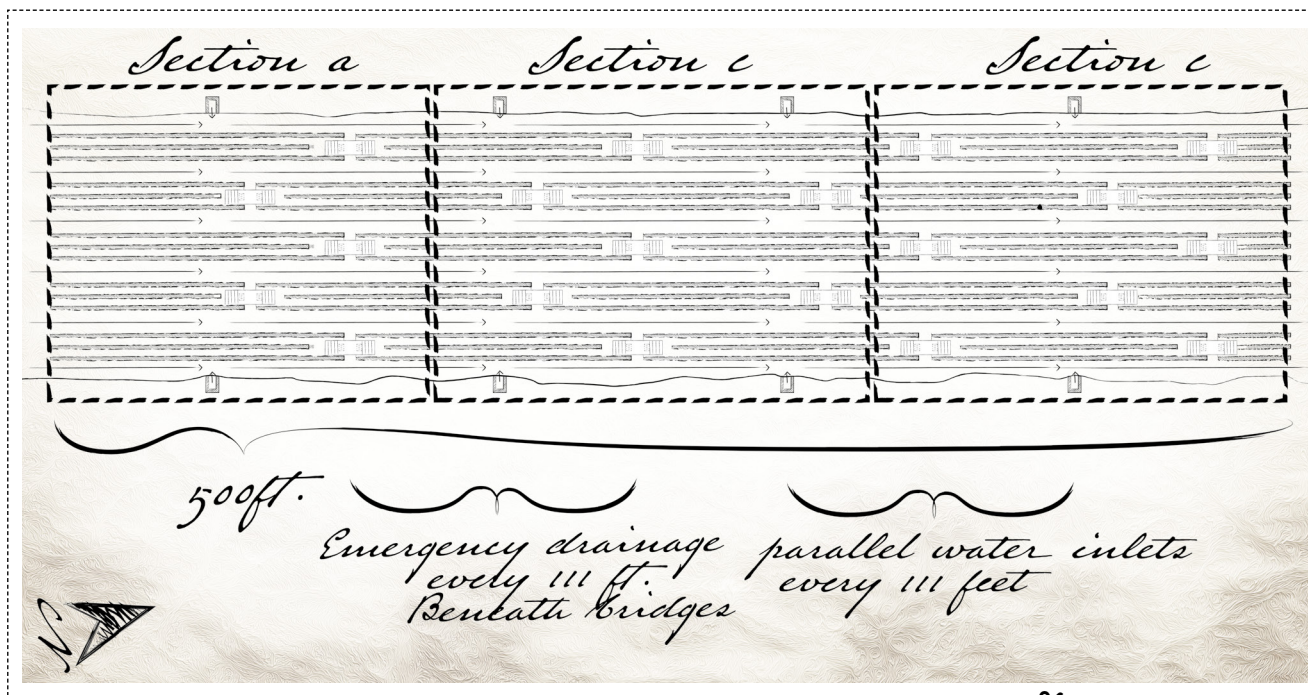
MAP TOKENS



HANDOUTS



Handout 2 - Sideview of the Underworks with Flood warning



Handout 2 - Full Map of the Underworks with notes. The Fight takes place in Section a



Handout 3 - The Shaper



Handout 4 - Underwork Spectre

