

# VAEDRA'S LAIR

FREE ADVENTURE FOR 5E D&D



MODULAR DUNGEON CRAWLING TERRAIN  
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At the top of a cliff stands a keep. It is a dark, lonely place that the sun shines weakly upon and whose stones seem to swallow up the moonlight when night falls. And as the sun sets, from the castle's empty halls echoes forth a terrible and irresistible song, the song of the siren Vaedra, hunting for more prey to feed her voracious appetite for minds.

*Vaedra's Lair* is a dungeon dive and boss battle designed to test the wits and wills of players and their characters. Characters must run a gauntlet of terrifying undead, unravel the mysteries of the Watch and take a side against an ancient evil in order to survive.

This is a setting-agnostic adventure written for 5th edition of the world's most popular roleplaying game and can be easily fitted into any campaign settings with a coastal element. This document contains everything needed to run this adventure, including rules for Vaedra and the Watch's inhabitants, a detailed breakdown of the layout of her lair, her background and also some plot hooks which can be used to bring players into conflict with her; anything not in here can be found for free under the Open Gaming License.

This adventure is designed for a group of 4-6 Player Characters at level 4, and should take one or two sessions of play to complete.

A detailed illustration of a wooden table with a miniature dungeon layout, lit candles, books, and an hourglass. The scene is dimly lit, with the primary light source being several lit candles. The miniature dungeon is constructed from grey stone blocks and features various rooms, corridors, and a circular area with a red patterned floor. Books and an hourglass are scattered on the table, adding to the atmospheric setting.

# TENFOLD DUNGEON



## ADVENTURE BACKGROUND

The keep of Kaserand's Watch was once a proud fort, holding vigil over the coast and keeping a constant watch for the kingdom's enemies. Pirates and freebooters learned to keep out of its sight, and any who trespassed were met with a barrage of ballista bolts. Watched over by Sir Mathias Kaserand, it was a vital strongpoint for the security of the realm.

One night, the fortress fell silent. A group of soldiers were dispatched to investigate what had happened but only one returned, so mad with terror that he was only able to talk of a song, a song so beautiful and terrible that it bored right through their minds, of the slain falling only to rise again at the behest of some unnatural music.

The keep was abandoned, and soon the stretch of coastline that it lay upon was regarded as cursed. Word spread that a monster had taken up residence within, the siren Vaedra. A dark magic, a power from the blackest depths of the ocean, had taken hold of Kaserand's Watch.

## OVERVIEW

In *Vaedra's Lair*, the PCs are commissioned by Lucius Kaserand to retrieve an arcane goblet from the siren-haunted ruins of Kaserand's Watch. Lucius, the scion of the now-struggling Kaserand line, believes that retrieving the goblet and retaking the Watch will help reverse his family's fortunes. He warns the players that Vaedra, the siren who took the keep, is a monstrous creature whose

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sadism is matched only by her arcane power, and that she must be killed.

As the PCs reach the Watch, they discover that it has been partially transported to the Plane of Water. As they make their way through the keep's guardians and traps, they come to realise that Vaedra isn't the dangerous abomination they were told she was. Rather, she prevented a ritual that the former masters of the keep had attempted, a ritual to summon forth a Kraken. Halfway-successful, she uses the powerful bardic magic of her song to lull the Kraken into slumber.

Lucius plans to use the players to kill Vaedra and awaken the Kraken. Depending on their actions, he will confront them at the Watch in the hopes of summoning it and the Kraken onto the Material Plane; players can side with Vaedra and attempt to stop him before he can unleash it upon the world.

## ADVENTURE HOOKS

The adventure begins when the players sent a letter by one **Lucius Kaserand**, asking for them to meet him at the tavern *The Three Gauntlets*. Respectable enough to provide clean lodgings and wholesome meals for its customers, but not so upper-class that clandestine dealings can't take place, *The Three Gauntlets* has a few private meeting rooms where less savoury business can be conducted. Lucius has invited the characters to meet him in one of these rooms at midday, his note promising a handsome reward for some work he needs doing.

Lucius is a human male in his early forties, well dressed in a crisp linen shirt and a well-kept woolen cloak. His features are regal and hawkish, and the hair at his temples is beginning to grey. The small number of rings on his fingers suggest he is modestly wealthy, and his composure and accent suggest that he has been well-educated and hails from a well-off background.

When characters first meet him, it is unlikely that they'll immediately know of Kaserand's Watch. The place is something of a taboo subject for locals, mentioned only in hushed whispers and muttered warnings. Those who try to pry into the subject are either warded off, or left to indulge their curiosity and never seen again. A DC17 Intelligence (History) Check will jog a successful character's memory, and they will know that the name Kaserand is associated with an abandoned keep that local legend purports to be cursed.

After Lucius has introduced himself as the head of the Kaserand Household, he will explain that he wishes to hire the players to investigate Kaserand's Watch. Lucius explains that he has a link to the place; its commander, **Sir Mathias Kaserand** was his uncle, but his family's fortunes fell into disarray when the keep was lost. This misfortune, he believes, was not directly linked to the loss of the Watch, but served as the catalyst for a cascade of ill luck that has reduced the family fortune and standing.

He will explain that his uncle had an heirloom, a silver goblet that was thought to be magical. Any who drank from it, he said, would be granted good fortune and long life from a revivifying enchantment placed upon it. While Lucius says he's personally skeptical about that claim (a statement accompanied by a chortle of rationalist bemusement), it represents an impressive piece of collateral. Combined with retaking the keep, he believes that he can use these to engineer the Kaserand family's return to prominence.

He warns them that the keep fell thanks to the actions of a siren named **Vaedra**, who inhabits it still. Vaedra, he says, has access to powerful mind control magic and her songs can drive men to madness. Before the keep can be retaken, she must be slain. The characters are advised to prepare against mental manipulation and be ready to hunt down a dangerous arcane spellcaster. If the party contains characters of a more pious bent, such as clerics or paladins, he will emphasise her unholy nature, while if he judges characters to be more mercenary he will mention that rumour has it she has vast stores of treasure taken from the depths.

If characters suspect anything about him, a successful DC15 Wisdom (Insight) check suggests to them that he's holding some piece of information back, but they can't tell what it might be.

In return for slaying Vaedra, retrieving the goblet and retaking the keep, characters will be rewarded 120gp each, and Lucius says that anything they take from the keep, aside from the goblet, is fair game. If a character succeeds on a DC13 Charisma (Persuasion) roll, he can be persuaded to pay them an advance of 30gp each, though he won't go a copper over that.





## APPROACHING THE LAIR

Lucius gives the players the precise location of Kaserand's Watch, providing them with a map of the coastline. The nearest town is several miles away, a small fishing village named Matherall, but aside from that the area is uninhabited; fear of the siren has driven people away. As the characters approach, read the following:

The area approaching Kaserand's Watch is empty, devoid of life. The old road you follow is ill-kept and overgrown and the few farmsteads and cottages you pass have been abandoned long ago, rotting and falling apart, empty windows staring into nothing. As you reach the cliffs, walking through scrubby grass you see Kaserand's Watch in the distance, sticking up from the cliff edge like a broken tooth through a gum. Above, you see heavy grey cloud circling in a spiral that centers on the Watch, as if the keep is in the eye of a silent hurricane.

As players approach the keep, following an ill-kept path through cliffside scrub, a DC11 Wisdom (Perception) check shows a curious silence over the area; waves can be heard crashing and the wind blowing, but no seabirds can be heard and the area is curiously empty of animal life. Use of a Ranger's *primordial sense* ability, or a similar spell or class ability, indicates that while no unnatural creatures are in the immediate area, there is a sense of severe wrongness rising from the keep itself.

Upon reaching Kaserand's Watch, the players will notice a few more curious things; for a start, the walls of the keep, while still intact, are slick with water, as if they have been soaked by a ferocious downpour. However the weather today has been relatively dry; any character who decides to investigate closer will also find that it is saltwater. They can also hear the distant sound of pouring rain, one that gets louder as they approach the old gatehouse.

## KASERAND'S WATCH

Kaserand's Watch is under a unique curse, one that fell upon it decades ago on the night that Vaedra arrived. It has been dragged into the Plane of Water, leaving an empty mirror of itself back in the

## ANOTHER WAY IN

One of your players will probably have the idea of trying to get into the keep by means other than the front door. The walls of Kaserand's Watch are solid and in good repair, rising at least 15 feet up at their lowest point, and are slick with saltwater; a character can only get up there by passing a DC 20 Dexterity (Acrobatics) check.

If they do so, they find an abandoned, derelict keep lying utterly silent. There is no evidence of habitation, by a siren or otherwise, and searching through the corridors reveals no signs of disturbance. Aside from rotting furniture, a few loose coppers found in the guardroom and tools and weapons rusted to the point of uselessness, nothing of interest is found.

If the character leaves via the gatehouse, they will notice that, while walking through it, they hear the sounds of dripping water, roaring waves and pounding rain, even though there is nothing of the sort that they can see. It is only as they step back out of the entrance to the keep, and if they turn around back the way they came, that they catch a glimpse of the true nature of Kaserand's Watch...

Material Plane, but with the true Watch carried across realities. The entrance to the keep provides an entrance to the watch that exists in the Plane of Water, acting as a doorway across the planes.

The Watch in the Plane of Water sits upon a storm-lashed outcrop that is battered by immense waves. Rain lashes down upon it and wind rages across the ramparts. Anyone who would look out from the the battlements would see only an endless expanse of raging waves; a character who would be foolhardy enough to swim out from the outcrop would be dashed against the rocks in moments.

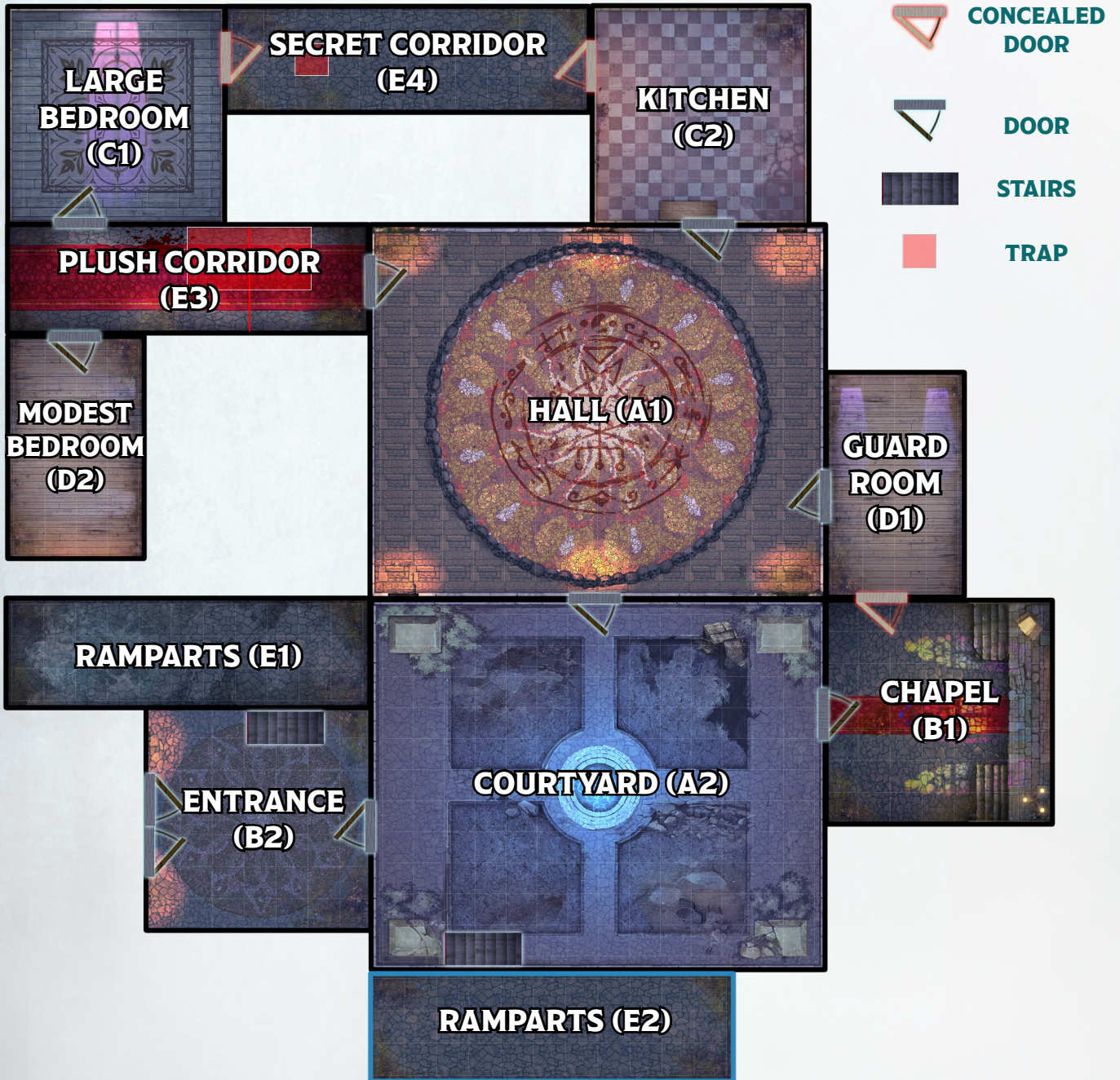
In terms of layout, the Watch is provided into two primary areas. The outer courtyard, with defensive walls, a chapel and a gatehouse, and the inner keep, designed to act as the main bastion of the Watch.

The constant driving rain has had a deleterious effect on the Watch. Wooden furnishing and structural timbers have rotted away and hinges and locks have rusted shut, making progress difficult. Barnacles, seaweed and coral outgrowths spring from the floor and walls, giving the feeling that the keep has been submerged underwater, and the place stinks of sea-salt. The wind and incessant rainfall will soak characters to the bone, leaving them freezing cold in a matter of minutes.





# KASERAND'S WATCH





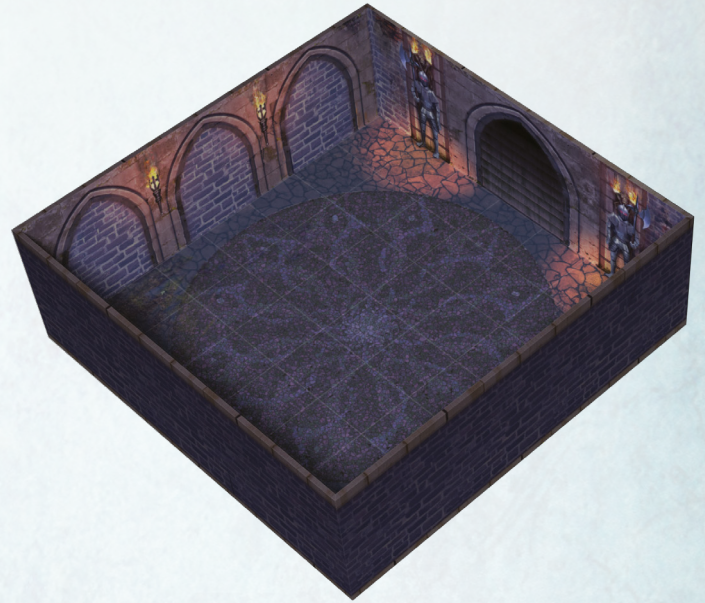


## ENTRANCE (B2)

The old gatehouse is damp and derelict, an archway running as the entrance into the castle. At the far end, you can see rain pouring down into a courtyard, but behind you the sky is clear. Barnacles are clinging to the walls, growing out of the stone like tumours, and you can smell salt in the air.

The entrance to the keep is the point where players transition between the planes. The portcullis is raised and is now rusted into place. Hidden amongst the barnacles are three **giant crabs**, waiting in ambush. They will start combat with a surprise round after making a Dexterity (Stealth) roll (roll for all 3 at once); characters whose passive perception is below the crabs' Stealth check roll cannot act in that round.

The Entrance has a stairwell on its north side that rises up to Rampart E1.



### AWARDING EXPERIENCE POINTS

For defeating the giant crabs, evenly split 75xp across the characters.

## COURTYARD (A2)

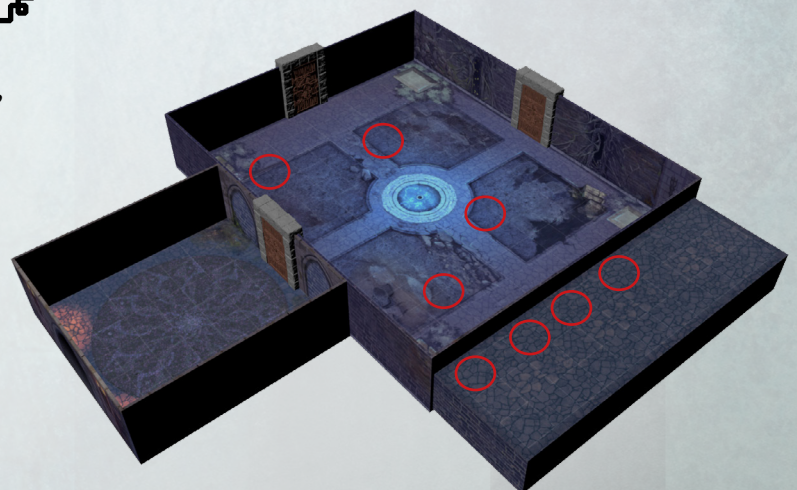
You step out into the middle of a storm. Rain lashes down, soaking your clothes and sending a chill stabbing down into your bones. The sky above you is wracked by a storm, but as you look back you see that the view from the gatehouse door shows the calm weather you had approached through.

The courtyard is scattered by wind-tossed debris, with tipped-over carts and collapsed wooden outbuildings rotting in the courtyard. Like the gatehouse, strange growths of barnacles and seaweed lie on the floor and wall, and coral growths crop up at random from the ground.

As the PCs enter the courtyard, 8 **skeletons** will rise up – 4 on the courtyard and 4 on the ramparts – and attack the characters relentlessly, not stopping until they are all destroyed. As well as wearing rusted armour and wielding ancient weapons, emblazoned with tattered red

sigils showing a tower and griffon, many of them have strange growths across their forms; crab-like shells that protect them, writhing tentacles that move fitfully in ribcages or fish scales that shimmer across their bones.

Once the players have defeated the skeletons, read the following:



○ SKELETONS





High on the rooftop of the hall, a figure stands above the battlement, glaring down at you. The storm-wracked sky reduces them to a silhouette, but you gain an impression of a crown of fins. A woman's imperious voice calls down; 'You have trespassed into a place best left undisturbed. If you know what's good for you, you will leave now. If you take a step further I will not hesitate to kill you. Begone, and leave this place be.'

This is **Vaedra**, and upon making this statement she will not wait for a response before disappearing from view. If a character decides to make an attack against her (as the hall is about 40ft in height they would easily be in range), she will retaliate by casting *crown of madness* on one of the characters and then disappearing from view in the confusion.

The courtyard provide access to the Hall (A1), Chapel (B1), Entrance (B2) and Ramparts (E2).

## RAMPARTS (E1 & E2)

Heavy gusts of wind greet you as you climb the ramparts, and as you look beyond them you see an endless expanse of heaving ocean where the land once was.

The ramparts that surround Kaserand's Watch are slick with rain and buffeted by the wind, and there is little of value here. Rampart E1, accessible from the Entrance (B2) adjoins the solid wall of the



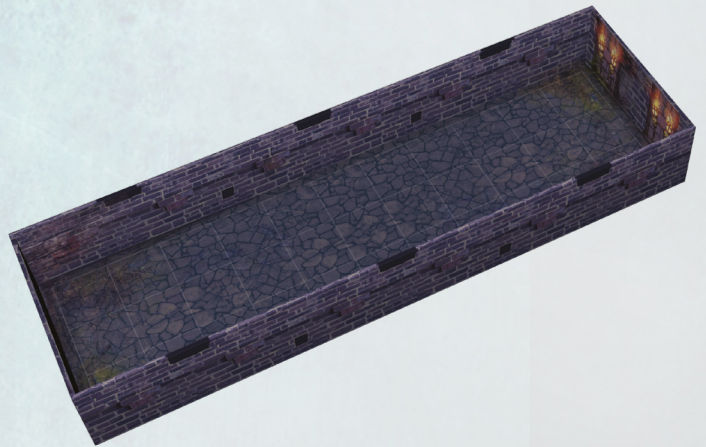
The door to the Hall is in good repair and is locked, and cannot be accessed unless a character succeeds on a DC20 Dexterity roll, adding their proficiency with Thieves' tools if they have it, or a DC23 Strength roll. Designed as it was for defensive purposes, the only windows that lead onto the courtyard are small arrow slits, that prove impossible for a character to climb through.

## AWARDING EXPERIENCE POINTS

For defeating the skeletons, evenly split 200xp across the characters.

## TREASURE

One of the carts contains an upturned strongbox. The elements have made a ruin of its lock and a good hard kick will have it swing open, reveal 18 silver pieces, 4 gold pieces and an engraved silver ring, worth 12gp.



keep, but the roof can only be climbed up to on a successful DC22 Dexterity (Acrobatics) check, thanks to the vertical side and the pouring rain. A character who accesses the roof this way can find a stairway leading down to the northern side of the Hall (A1). Good luck to them.

On Rampart E2, players who climb up it can find, hidden under a tarpaulin, a heavy siege crossbow designed to launch bolts at passing pirates. The tarpaulin has kept it relatively safe, meaning that it can be turned around on its axle and used to fire a bolt through the keep door. However, the massive crossbow will break apart upon this use, the years of neglect and poor weather finally destroying it.



## CHAPEL (B1)

This mildewing chapel lies silent, the only sound that of the wind blowing through a broken stained-glass window and the drumming of rain on the panes. A few pews line the room, and a book rests open on a pulpit at the back, its gilded pages ruined by the damp. At the base of the pulpit is a skeleton in tattered robes, bony arm reaching up for the book.

The chapel is derelict, and haunted by the ghost of **Sister Aurea**. Her role was to try and protect the souls of those at the Watch, but she was betrayed on the night that it fell and murdered. Her soul, shocked by the treachery and ensnared by the arcane power that lashed across the Watch, was tethered into the chapel which she haunts to this day.

Sister Aurea is a Lawful Good-aligned **ghost**, but her *etherealness* and *ethereal sight* abilities are altered; replace all instances of 'Material Plane' in these rules with 'Plane of Water' in the case of Sister Aurea.

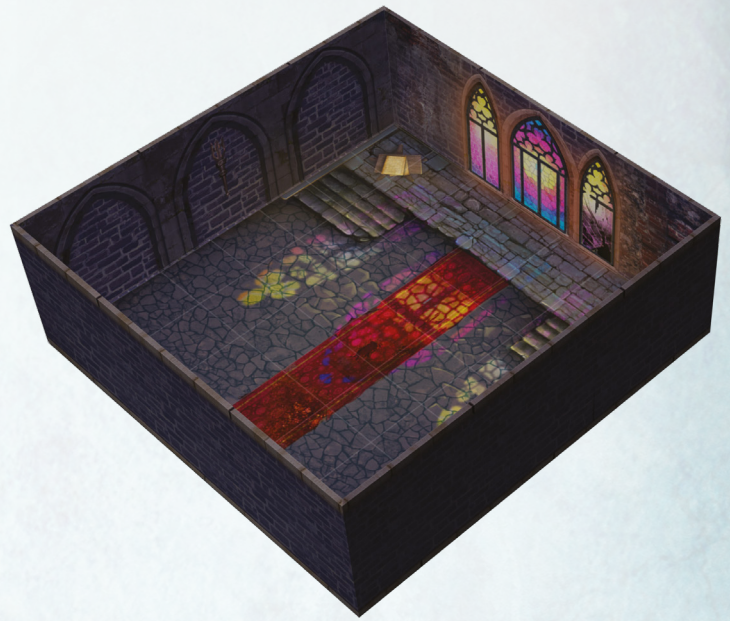
She will burst forth from the ethereal plane if a character does one of the following:

- Touch the book on the pulpit
- Disturbs the skeleton (her body)
- Attempt to root through for valuables
- Cast a spell or use some magic
- Do anything else that would disturb the peace of the chapel

When she does so, before she takes an action she will let loose a dire warning, telling the characters to flee or face her wrath. Notably, she will invoke the name of a Lawful Good deity when doing so, giving a hint of her nature.

Aurea can be reasoned with, but as a ghost she is disorientated by the trauma that killed her. A DC14 Charisma (Persuasion) check can be made to reason with her; this check can have advantage if the character making it is obviously spiritual themselves or appeals to her faith; it has disadvantage if they appear outwardly wicked, or if a character attacks her.

If she refuses to listen to the characters, she will attack them, retreating to the ethereal plane with



passing threats of damnation if reduced to a quarter or less of her hit points. Otherwise, she can be talked to, and will be a valuable source of information.

If she talks to the characters, she can tell them the following:

- She doesn't know exactly what caused the Watch to be moved to the Plane of Water, but knows that on the night that it happened one of the soldiers burst into the chapel and stabbed her before she really knew what was going on.
- While she is bound to the chapel and cannot leave, she can sense the presence of something powerful and malevolent in the waters beyond the Watch, and has heard it move and churn up the ocean at times.
- There is a secret door that links the chapel and the guardroom, allowing a quieter entrance to the inner keep.
- She has had next to no interaction with Vaedra, who hasn't visited the chapel.

If a character decides to look for a concealed door or anything hidden, they can find the hidden door independently by succeeding on a DC17 Intelligence (Investigate) roll.

### AWARDING EXPERIENCE POINTS

If the characters manage to defeat or befriend Aurea, they get 1,100xp divided evenly between them.



## HALL (A1)

The wind blows through the shattered windows of the hall, bringing the rain with it to patter against the flagstone floor. The dining tables now lie in a mouldering piles of rotted wood and a chandelier is crashed against the floor. In a circle that spans the breadth of this hall is a magnificent mosaic depicting the sun, but a later hand has defaced it with dark symbols and blasphemous runes, circling it with skulls. At the heart of this circle sits an altar, decorated with extinguished candles and decaying drapes of cloth.

A hulking armored figure stands before it, bluish metal plate swollen by the growth of muscle and tendrils that erupt from beneath. A rusted sword seems to grow from a swathing tentacle that was once a hand, and a black smog washes out from its visor with each heavy breath.

In here is the site of the ritual, as well as **Mathias Kaserand** himself, now corrupted by his worship of the Kraken. Mathias is stood before the altar; if the players announce their presence by coming in through the keep's front door, or by smashing it down with the ballista, combat will begin as soon as he sees them; Mathias is innately hostile to any living things. If characters entered through the guard room, however, they get a surprise round in which to act.

Along with Mathias are more **skeletons**, fallen soldiers rallying to the side of their commander once more. If the party has only four characters, there is just one skeleton with Mathias. If there are more than four, add one extra skeleton for each extra member of the party. Like the skeletons in the courtyard, their bones are

covered in aquatic growth; crab carapace, barnacles, scales and other watery growths bedeck them.

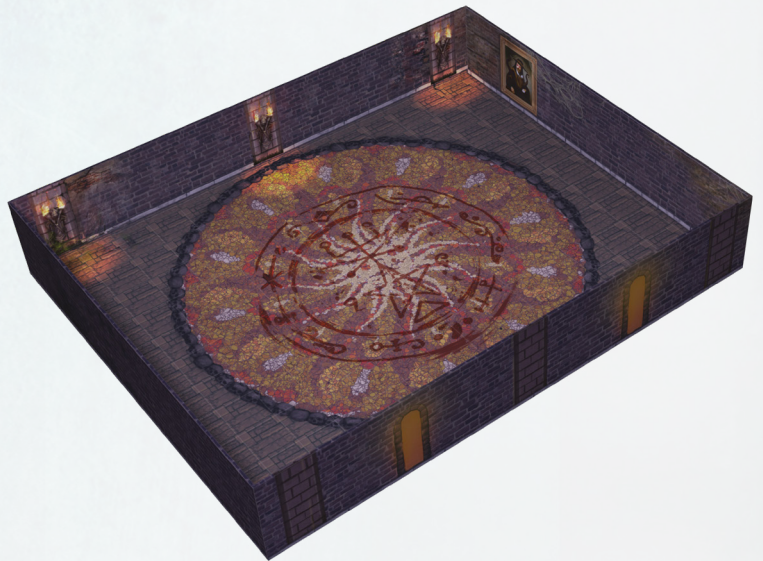
If the characters managed to enter the Hall using the concealed doorway in the Guardroom (D1), then characters are able to make a Dexterity (Stealth) check against the passive perception of Mathias and his lieutenants. A successful stealth check allows the characters a surprise round in combat. If they enter through the main door, however, they will be ready for the characters, so roll for initiative as normal.

### AWARDING EXPERIENCE POINTS

If the characters defeat Mathias and his soldiers, they get 1,100xp, along with 50xp for each skeleton present for the fight.

### TREASURE

The altar has four gold candlesticks on it that are relatively untarnished, and each one will fetch a handsome sum of 75gp. A character can also spend 5 minutes to remove Mathias' armour, the *plate of the deeplords*. The magical plate will reform into its normal shape as soon as it is removed from his body.



## PLATE OF THE DEEPLORDS

*Armor (plate), unique (requires attunement)*

For his loyalty to the Kraken, Mathias was gifted with a suit of relic armour. While wearing and attuned this blue-black plate armour, you get a +1 bonus to AC, and can understand and speak aquan. You can breathe underwater, and gain a swim speed equal to your move speed if you don't have one already.

**Curse.** Once you don this cursed armour, you cannot remove it unless you are targeted by the remove curse spell or similar magic. While wearing the armour, unless this has been willingly given to you by a Kraken you have disadvantage on all Wisdom and Intelligence saving throws. As well as this, if a Kraken gives you any order, you are immediately Charmed by it, and will continue to be Charmed by it until you are able to remove the armour or move to a plane that the kraken is not on.



## MATHIAS KASERAND

Medium undead, neutral evil

**Armor Class** 19 (plate of the deeplords)

**Hit Points** 54 (6d8+24)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	18 (+4)	7 (-2)	8 (-1)	9 (-1)

**Skills** Athletics +5, disadvantage on any Dexterity (Stealth) checks

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60ft., passive perception 9

**Languages** can understand common and aquan, but cannot speak them

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

**Ink Burst (Recharge 5-6).** As a bonus action, Mathias exhales a cloud of black inky smoke in a 30ft radius. This cloud spreads around corners and all creatures within the cloud except for Mathias are considered to be blinded. This cloud disperses at the end of his next turn, or can be dispersed by a strong wind or an effect such as gust. Creatures with the blindsense and truesight abilities ignore this effect.

### ACTIONS

**Multiattack.** Mathias makes two sword-tendrils attacks.

**Sword-tendrils.** *Melee weapon attack:* +5 to hit, reach 10ft., one target. *Hit:* 8 (1d8+3) slashing damage.

## LOYAL LIEUTENANTS

The skeletons in this room were Mathias' most loyal supporters, who died defending him from Vaedra when the keep fell. As such, a small modicum of the Kraken's blessing has been passed onto them. They use the same stats for normal skeleton stat block, but add the following trait:

**Deep sight.** If the skeleton is caught within the ink cloud produced by Mathias Kaserand's *ink burst* ability, it is not blinded by this ability but can instead see normally.

In life, Mathias Kaserand was a knight swayed from his duties by the temptations of a Kraken that sought to use him as the means to traverse between the Plane of Water and the Material Plane. In death, Mathias has been corrupted by its power, rising as a malevolent undead that has been remade in its image. His rotting body brims with a forest of writhing tentacles, and the hand that holds his rusted blade can extend out without warning to surprise opponents.

With the Kraken slumbering, Mathias is now stupefied, in an eternal state of awaiting instruction from his absent master. However, he is still hostile to the living, and will attack enemies relentlessly, using his superior reach to lash out at foes. He will blind them with his ink burst ability and use the opening to move past frontline fighters to strike out against more fragile characters who might be trying to keep their distance.



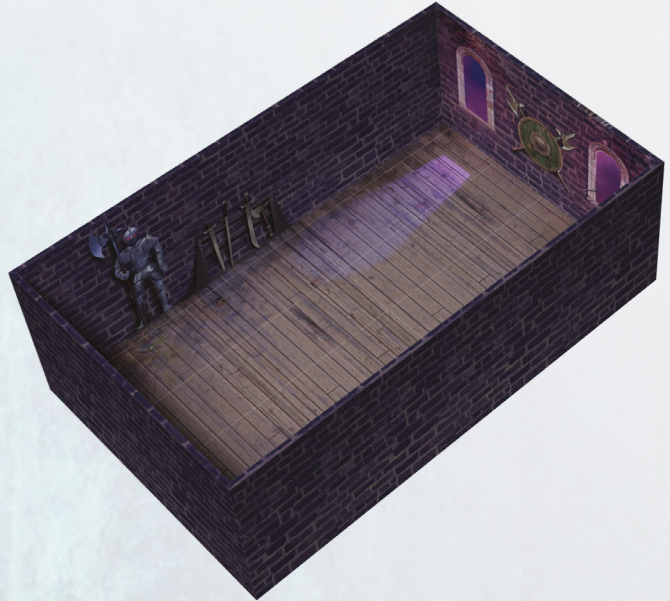


## GUARD ROOM (D1)

Old bunk beds line this room, neatly made with military discipline and with a small chest tucked away at the foot of each one. Aside from the whistling of the wind through slit windows, this room is silent.

This room has lain undisturbed since the events of the terrible night that plunged the Watch into the Plane of Water. Its contents were neatly packed away and never reopened, and its relatively closed-off state means that it has been largely undisturbed.

The beds are relatively dry but can't stand up to much strain and the blankets are moth-eaten, but the chests at the foot of each bed is intact. The locks are simple and rusted apart, and characters can recover 30gp in assorted coppers, silvers and gold pieces, as well as two *potions of healing*.



A character who might be looking can also find the concealed door between here and the Chapel (B1) with a DC 17 Intelligence (Investigate) roll.

## KITCHEN (C2)

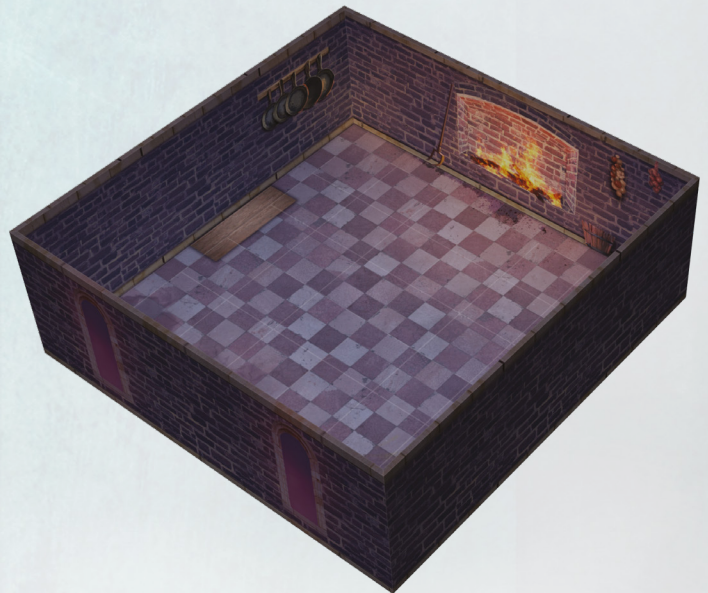
A stink hits your nostrils as you enter the room, and you recoil as the scent of rot, woodsmoke and brine washes over you like a tide. A fireplace crackles under an iron pot, stood over by a hulking figure.

The kitchen is still tended to by the Watch's **chef**, an undead half-orc who is cooking up a noxious brew. Like the rest of the Watch's unliving residents, it will be hostile towards the characters, advancing on them with a massive cleaver and dragging its pot of stinking stew behind it. It will chase the characters through the kitchen, but will not pursue them if they leave.

A character with a passive perception of 14 or higher will notice a small latch in the west wall that leads to the Secret Corridor (E4).

### AWARDING EXPERIENCE POINTS

The characters gain 700xp divided evenly among them for defeating the undead chef.



### TREASURE

Searching through the cupboards and drawers of the kitchen reveals rotted food, rusted cutlery and utensils on the verge of falling apart. However, a wax-sealed package can be found that contains 15gp worth of paprika that has been preserved against the elements.



## UNDEAD CHEF

Medium undead, chaotic evil

Armor Class 9

Hit Points 102 (12d8+48)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	14 (+2)	8 (-1)	12 (+1)	9 (-1)

Damage Immunities poison

Condition Immunities poisoned

Senses passive perception 9

Languages knows Common and Orc, but cannot speak them

Challenge 3 (700xp)



**Noxious Brew.** As an action, the Undead Chef pulls the ladle out from its stew pot and sprays the brew in an arc that creates a 30ft. cone. Creatures in this cone take 16 (3d10) poison damage, or half this on a successful DC11 Dexterity saving throw.

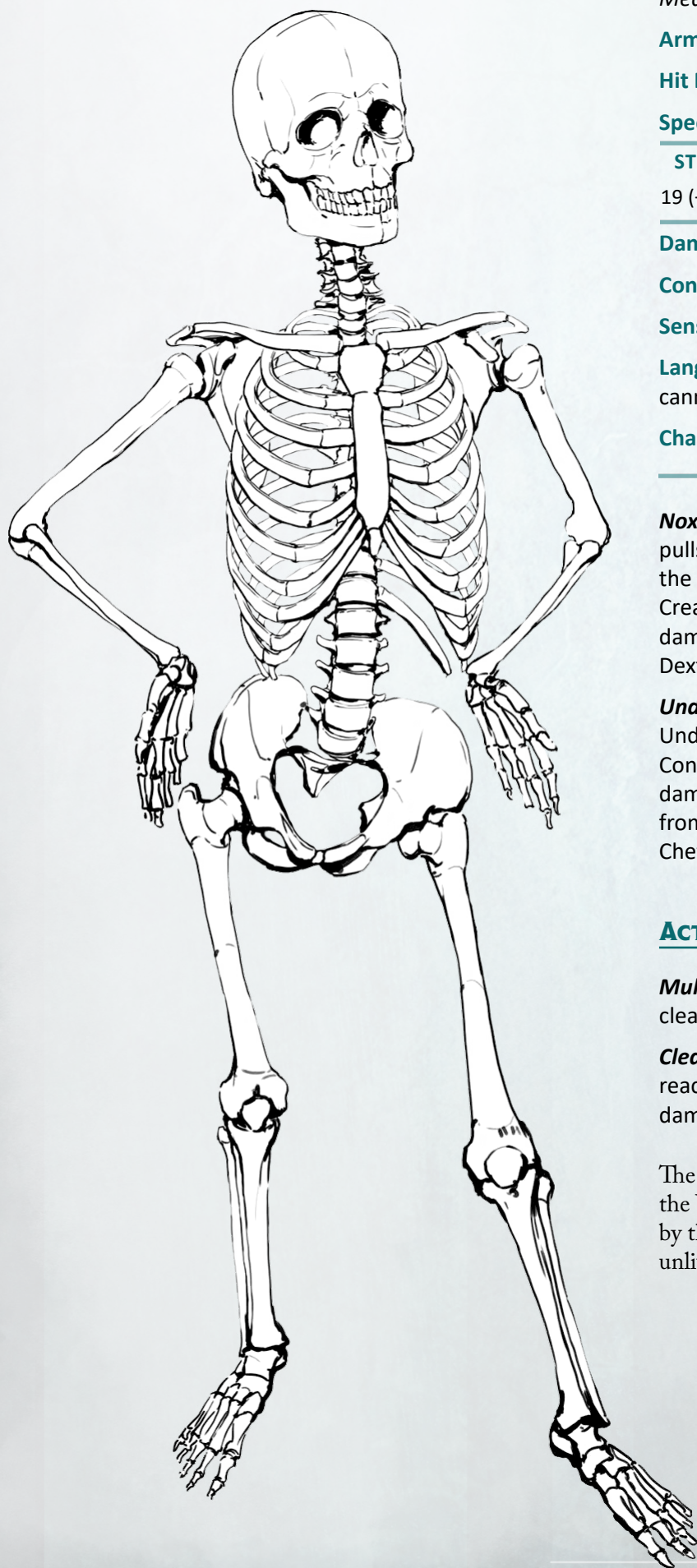
**Undead Fortitude.** If damage reduces the Undead Chef to 0 hit points, it must take a Constitution saving throw with a DC of 5+ the damage taken, unless the damage is radiant or from a critical hit. On a success, the Undead Chef drops to 1 hit point instead.

### ACTIONS

**Multiattack.** The Undead Chef makes two cleaver attacks.

**Cleaver.** *Melee weapon attack:* +6 to hit, reach 5ft., one target. *Hit:* 13 (2d8+4) slashing damage.

The Undead Chef once acted as the cook for the Watch. When it fell, he was corrupted by the Kraken's dark power and became an unliving monster.





# VAEDRA

Medium humanoid (merfolk)

**Armor Class** 14 (studded leather armor)

**Hit Points** 39 (7d8+7)

**Speed** 30ft., swim speed 40ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	13 (+1)	14 (+2)	16 (+3)

**Saving Throws** Dex +5, Wis +5, Cha +6

**Skills** Arcana +4, Insight +5, Religion +6

**Senses** passive Perception +12

**Languages** common, aquan

**Challenge** 4

**Aquatic.** Vaedra can breathe air and water.

**Enthrall the Undead.** Vaedra has spent decades keeping the undead of the keep docile, having them act as protectors on her behalf. She can use her bonus action and reaction to charm any of the undead in Kaserand's watch; they do not get any save against this ability.

**Elemental Gem.** Vaedra carries an emerald elemental gem on her person. As an action, she can break the gem to cast summon elemental, summoning a water elemental to fight by her side. She will typically only use this as a last resort.

**Spellcasting.** Vaedra is a 7th-level spellcaster. Her spellcasting ability is Charisma (spell save DC14, +6 to hit with spell attacks).

She has the following bard spells prepared:

Cantrips (at will): *blade ward*, *minor illusion*, *true strike*

1st level (4 slots): *charm person*, *cure wounds*, *dissonant whispers*, *sleep*

2nd level (3 slots): *crown of madness*, *enthrall*, *shatter*

3rd level (3 slots): *glyph of warding*, *hypnotic pattern*

4th level (1 slot): *polymorph*

## ACTIONS

**Rapier.** *Melee weapon attack:* +5 to hit, 5 ft. reach, 1 target. *Hit:* 7 (1d8+8) piercing damage.

Vaedra was once the spiritual leader of a merfolk clan in the Material Plane. Dedicated to protecting her people, when she got wind of Mathias Kaserand's plans to summon the Kraken and use the Watch as the gateway she struck out. She battled the Watch's soldiers, killing Mathias but failing to halt the ritual proper; she used the power of her song to lull the stirring kraken into a deep sleep, and was forced to abandon her people to keep a vigil over the Watch.

Since then she has remained a prisoner of her own sense of duty, keeping the Kraken asleep and protecting this breakpoint in interplanar integrity. The undead of the Watch arose as part of the arcane backlash of the ritual attempt, but Vaedra kept them around to act as guardians. She deliberately cultivated a reputation as a monster and source of terror to keep people away, protecting the watch from interlopers.

Vaedra has enough magical know-how to have figured out that the chalice she keeps is an essential component in a spell to summon or banish the Kraken, but doesn't know the precise ritual she needs to carry out. Despite considerable efforts to try and reverse-engineer it, she has had no luck in unravelling the spell's secrets and so is forced to simply contain the kraken.





## PLUSH CORRIDOR (E3)

Unlike the rest of the castle, this room is in relatively good repair. Someone has taken the time to keep this area maintained and dry, and the lanterns hanging from the wall are glowing with soft light. The wooden floorboards are covered with a soft carpet, but nonetheless creak heavily under every tread. At the far end of the wall is an old banner depicting a tower and a rearing griffon.

Entering this corridor is a challenge in and of itself, with the door from the Hall (A1) locked and barred against entry, primarily to keep the Watch's other residents away. Characters must succeed on a DC 16 Dexterity roll, adding their proficiency with Thieves' tools if they have it, or a DC 19 Strength roll to break the door down. This door also has a slat to allow someone in the corridor to look in on the hall, meaning characters who have no luck can potentially call through to Vaedra.

Even after the sealed entry, this corridor is trapped, used as a defensive chokepoint by Vaedra. It's the only part of the castle that's in good repair, used by Vaedra to act as her living quarters in her vigil to protect the Plane of Water.

The corridor is trapped by a rigged lantern. A character looking for traps can find a tripwire stretching across the floor with a DC14 Wisdom (Perception) check, and can try disarming it using thieves' tools with a DC 15 Dexterity check (using a weapon or another improvised tool grants disadvantage to this roll). If they fail, or if they trigger the trap, the lantern explodes in blast with a 10 ft. radius. All characters within it must succeed on a DC12 Dexterity saving throw or take 10 (3d6) fire damage, or half of that on a successful save.

Vaedra is expecting the characters; if one of them tries to sneak up on her, she will be listening out for them; the character must take a Dexterity (Stealth) check against her Wisdom (Perception) roll, but due to the creaky floorboards (Vaedra made them that way to act as a warning system) the character must roll with disadvantage against Vaedra.

If she hears their approach, she will step out of the Large Bedroom (C1) with her sword drawn, and call out to the characters; "I told you to leave. What is it that you want here?" As she appears, read the following:

## TRAP



Vaedra is a merfolk woman with blue scales and a crown of fins where most people would have hair. She wears armour made from some kind of tanned fish-scale, further decorated by patterns of waves and woven shells, and carries a thin, straight blade. There is a look of outrage upon her regal features, anger at the audacity of your intrusion.

Vaedra is a powerful bard, and a driven spiritual leader for her people who has spent decades keeping a vigil over Kaserand's Watch. She is not one to be easily intimidated and will not back down from her cause, and has an air of natural authority about her, acting as one who is used to being obeyed. Characters will also notice that she holds a silver chalice, matching the description Lucius gave, at her belt.

Though she is determined not to let the characters advance further, she will interrogate them on why they are here and what they want. Ultimately, she doesn't wish to fight them, and hopes that they can be persuaded to leave, telling them of the Kraken and what she is doing here.

If the characters attack Vaedra, she will retreat into the Large Bedroom (C1) and will use a free action to prime the *explosive runes glyph of warding* that she has prepared at the doorway leading into the bedroom. She will prepare an ambush for the characters, readying dissonant whispers for the first character to step through the door.

## AWARDING EXPERIENCE POINTS

If the characters manage to disarm the lantern trap, divide 200xp evenly between them.





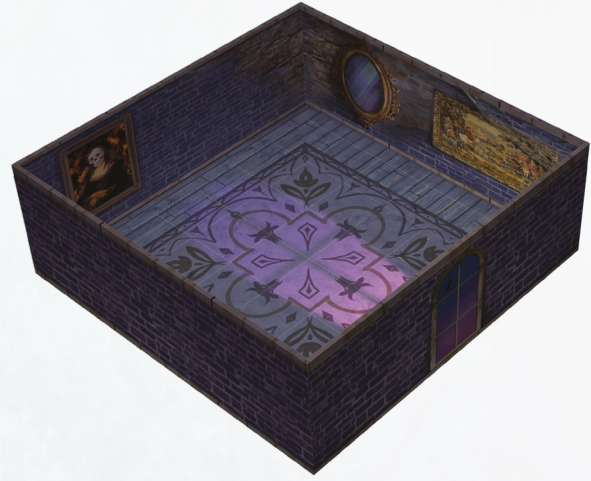
## LARGE BEDROOM (C1)

This room is modest and Spartan, a once-grand bedroom that has been stripped of many of its ostentatious decorations. The four-poster bed has had its silks removed and holds simple cotton sheets, and the furniture here has been kept in careful repair by a diligent hand.

This room acts as Vaedra's sleeping quarters. While here, she has spent the time maintaining the room and keeping it in good repair, meaning it is relatively intact.

Depending on the players' actions, Vaedra will either fight or parley with them in here. If she fights them here then, as outlined above, she will prime the explosive runes trap and prepare *dissonant whispers*. Should the fight go against her, she will flee through the Secret Corridor (E4) in the hopes that the Undead Chef will act as reinforcement.

If she is friendly to the players, then the window at the north of the room can be opened to show the characters the bulk of the Kraken slumbering in



the waves by the Watch. Even beneath the storm-wracked waves it can be seen as an enormous black shadow, looming with dark power.

A character with a passive perception of 14 or higher will notice a small latch in the east wall that leads to the Secret Corridor (E4).

### TREASURE

If an opening comes up for the players to search through Vaedra's belongings in here, characters can find a chest holding 2,500cp, 900sp and 100gp, as well as a pouch containing *dust of dryness*, a *potion of greater healing* and a spell scroll of *scorching ray*.



## MODEST BEDROOM (D2)

This small bedroom has been converted into storage, littered with chests and salt-packed barrels. Fish are being smoked in the fireplace, and you can see that a few fishing rods are trailing lines out of the windows.

This was a smaller guest room, but is now where Vaedra stores most of her supplies. There are many useful items here; dried food, needles and thread, a few construction supplies and other items of a practical nature. The only things worth taking are a small collection of heavily annotated books on the subject of magic and arcane lore, with the chapters on summoning and banishing particularly well-leafed. The collection



includes an unexpurgated copy of *Theories on the Planes* and a *Magnus Liber de Magia*, and the collection can be sold to a specialist merchant for 50gp.

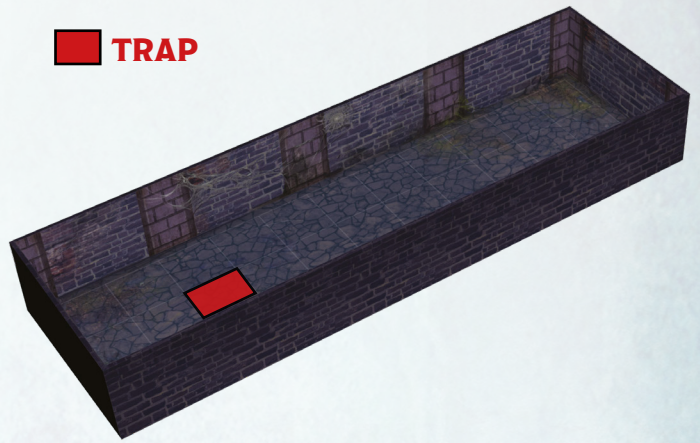


## SECRET CORRIDOR (E4)

This dark stone corridor is silent aside from the sound of faint drumming rain on the north wall. No decorations mark it, and the sconces here are unlit.

Vaedra will flee down here if she is in combat with the characters and the fight is going against here. Another booby trap is primed here, a crossbow concealed in the south wall that will launch a bolt at anyone who steps on a pressure plate in the floor. A character can notice this plate with a DC15 Wisdom (Perception) check if they are looking for traps, or if their Passive Perception is 15 or greater. If triggered, the crossbow trap has a +5 attack bonus and deals 1d10 piercing damage.

■ TRAP



### AWARDING EXPERIENCE POINTS

If characters notice and disarm the crossbow trap, divide 50xp evenly between them.

## THE SHOWDOWN

The finale begins with Lucius arriving at the Watch after the players have dealt with Vaedra, hoping that, now it has cleared, he can complete his uncle's work. He will arrive in the Hall (A1), calling out to the players; "I see you've been hard at work, my friends. If you have the inclination, I have one more task for you."

Bear in mind that as this is possibly the final encounter for the adventure, so the characters may need a chance to take a rest. If they do, give them enough time for a short rest, but not enough for a long rest.

Depending on how the characters dealt with Vaedra, there are two main routes that the adventure can take from here.

If the characters have decided to assist Vaedra, they must first deal with Lucius. As he arrives, Vaedra will question the characters on why he is here, if she hasn't already been told and will implore them to help her defeat him.

As character enter the hall, Lucius will appeal to the them to help him one last time, promising them immortality and godhood, on the condition that; "You only need help rid me of this self-righteous savage!". If the characters agree, run the combat below with Vaedra as the main antagonist and with Lucius as an ally.

Lucius will have already begun the ritual, sending the hall abuzz with arcane power. Any spell attack rolls made by a character in this scene will have advantage, but the magic has side effects that Lucius is exploiting, granting him lair actions. At each Initiative Count of 20 (losing initiative ties), he takes a lair action to have one of the following happen:

- A **spectre** is summoned within the circle. It follows Lucius' commands and acts on his initiative. Lucius cannot take this lair action if he already has two spectres present.
- A character within the 120 feet of him is struck by a bolt of arcane lightning. They must succeed on a DC15 Dexterity saving throw, taking 10 (3d6) lightning damage on a failed save, and half that on a successful save.
- A character within 60 feet of him must succeed on a DC15 Strength saving throw or become grappled by ethereal tendrils. Until this grapple ends, the target is restrained.

Lucius and Vaedra both have something the other needs; Vaedra has the chalice and Lucius the book. Each of them will be trying to take their component off the other. Lucius will primarily be trying to stay within the ritual circle, trying to hold



## LUCIUS KASERAND

Medium humanoid (human)

Armor Class 12 (15 with *mage armor*)

Hit Points 39 (7d8+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	14 (+2)	18 (+4)	15 (+2)	11 (+0)

Proficiency +3

Saving Throws Str +0, Dex +2, Con +3, Int +8, Wis +6, Cha +1

Skills Arcana +7, Religion +5

Senses passive Perception 12

Languages Common, Elven, Aquan

Challenge 5

**Spellcasting.** Lucius Kaserand is a 7th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *fire bolt*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *expeditious retreat*, *mage armor*, *thunderwave*

2nd level (3 slots): *alter self*, *hold person*, *ray of enfeeblement*

3rd level (3 slots): *bestow curse*, *lightning bolt*

4th level (1 slot): *evard's black tentacles*

**Ring of Protection.** Lucius is attuned to a ring of protection. The bonus it gives to his AC and saving throws is already factored into his profile.

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6-1) bludgeoning damage, or 4 (1d8-1) bludgeoning damage if used with two hands.

The scion of the Kaserand family, Lucius is determined to not only restore his family's fortunes but to finish his uncle's work. He intends to use the characters to kill Vaedra and wipe out the Watch, giving him the chance to finish the ritual and bring the Kraken to the Material Plane.

Lucius owns a tome of dark magic that he secreted from his uncle's estate. This book has the incantations needed to complete the summoning of the Kraken, but he lacks the chalice, an essential component. He hopes that by retrieving it he can complete the ritual to awaken and summon the Kraken, gaining its blessing as he does so.





together the ritual he started, while Vaedra will attack with her magic and assist the characters if they have taken her side.

If a character attempts to break Lucius' ritual circle, then the ritual will hold together, its momentum keeping it going. However, arcane backlash will ricochet around that area, forming a 10 foot cube of the break that coruscates with arcane energy; any character who moves through or ends their turn in this cube must succeed on a DC14 Intelligence saving throw or take 2d10 psychic damage, halving this on a successful save. If a character breaks the circle, he loses one of his lair actions; successive breaks means he loses one more each time.

### SIDING WITH VAEDRA

If the character choose to help Vaedra, when Lucius dies, and if Vaedra is still conscious, read the following:

Vaedra grabs the tome that Lucius was carrying, flicking through the pages in hurried contemplation and steps into the centre of the circle. Finding her place, she calls out words of power and raising the chalice up high. The swirling magical energies in the room begin to converge on the cup, filling its bowl in a roiling, concentrated storm. The room falls still and she lowers the goblet, and you see the cup is now filled to the brim with magical energy.

The ground shakes lurching beneath your feet, and Vaedra turns to you.

'One of you grab the chest from my quarters,' she says. 'Then we run for our lives.'

The Kraken has been awakened; the characters have a few minutes to escape the Watch and close the planar breach before it forces its way through. Give them a chance to grab their things and run, giving a sense of urgency as the Kraken begins a heavy climb up the cliff face, crushing the stone of the Watch under its grip as it approaches.

If a character has donned the *plate of the deeplords*, they will receive the psychic command 'stop them!'. The character will be immediately charmed and will work to try and prevent the other characters to flee, forcing the group to either restrain or abandon them.

As the characters flee through the Entrance (B1) and escape into the Material Plane, read the following:

You step into the dry air of the Material Plane, and as you glance behind you see the courtyard of the Watch filled by the immense, scaled mass of the Kraken. As tendrils begin snaking towards the doorway, Vaedra steps forwards. She speaks a word that is a thunderclap of power and the energy stored in the chalice dissipates, exploding out into the entrance. A single tendril reaches through as the portal between planes slams shut, cutting through it and leaving it to flop uselessly on the dry ground before it. The last thing you hear is the Kraken's roar of impotent rage before it is cut off entirely.

The characters will be left to catch their breath and recover from the aftermath of the adventure. Vaedra plans to find her way back to the Plane of Water and reunite with her people. In thanks for their help, Vaedra will give them the contents of the chest (see the **Treasure** entry for Large Bedroom (C1)) and a small coral token marked with an engraving of a trident. Presenting this to any merfolk the characters encounter will grant them the friendship and hospitality of that group, acting as a vouchsafe from Vaedra herself.

The physical shell of the Watch also remains. Characters could petition the local nobility to take it over, granting them a fortified base; ultimately, however, this decision rests with your decision as Dungeon Master on what they'll be able to do with the semi-derelict keep.

### AWARDING EXPERIENCE POINTS

For completing the adventure, defeating Lucius, stopping the Kraken and aiding Vaedra, divide 1,800xp between the characters.



## SIDING WITH LUCIUS

Lucius will use the goblet to conduct the ritual, using it to channel the magical energies in the hall as he chants the words of the ritual. As the magical energies gather, the Watch begins to shake and the Kraken awakens. Read the following:

A shadow passes over the hall's windows, and the ceiling begins to crack and fall as something vast pulls itself across the ceiling and into the courtyard. Through the door you see rubble and tiles clatter onto the yard before an immense bulk of contorting tentacles and fangs pulls itself down.

The Kraken lingers only a moment, slithering through the gatehouse into the material plane, its body compressing and flattening as it pushes through the boundary between worlds. You hear an echoing bellow of titanic triumph as it breaches between realities.

As the Kraken leaves, Lucius rushes to follow, sprinting out of the hall without regard for the characters. As they exit, they see the portal between planes beginning to fray and collapse, their window for escape closing, and as they emerge onto the Material plane, read the following:

The great bulk of the Kraken has left a trail of destruction as it has pulled its way to the bay below the Watch. The gatehouse been all but torn down, broken teeth of rubble sticking up from the foundations, and half of the watch's hall and wall have collapsed under the force of its entry. The waves below the Watch churn as if in a hurricane as the great mass of the beast pulls itself under the waves, and Lucius lets loose a bellowing laugh of maniacal joy.

'We've done it, my friends! The time of the deeplord is at hand!'

If, however, you don't wish to completely derail your campaign by having your characters unleash a vengeful elder god of the depths, instead have the ritual go awry, forcing the characters to escape. The Kraken will awaken but the portal will close before it can escape into the Prime Material Plane.

## AWARDING EXPERIENCE POINTS

The characters get 1,200xp divided between them for helping Lucius defeat Vaedra and unleash the Kraken. Lucius will also pay them the fee of 120gp he promised.

### VAEDRA'S LAIR

*Adventure Written By:* Ben Warren

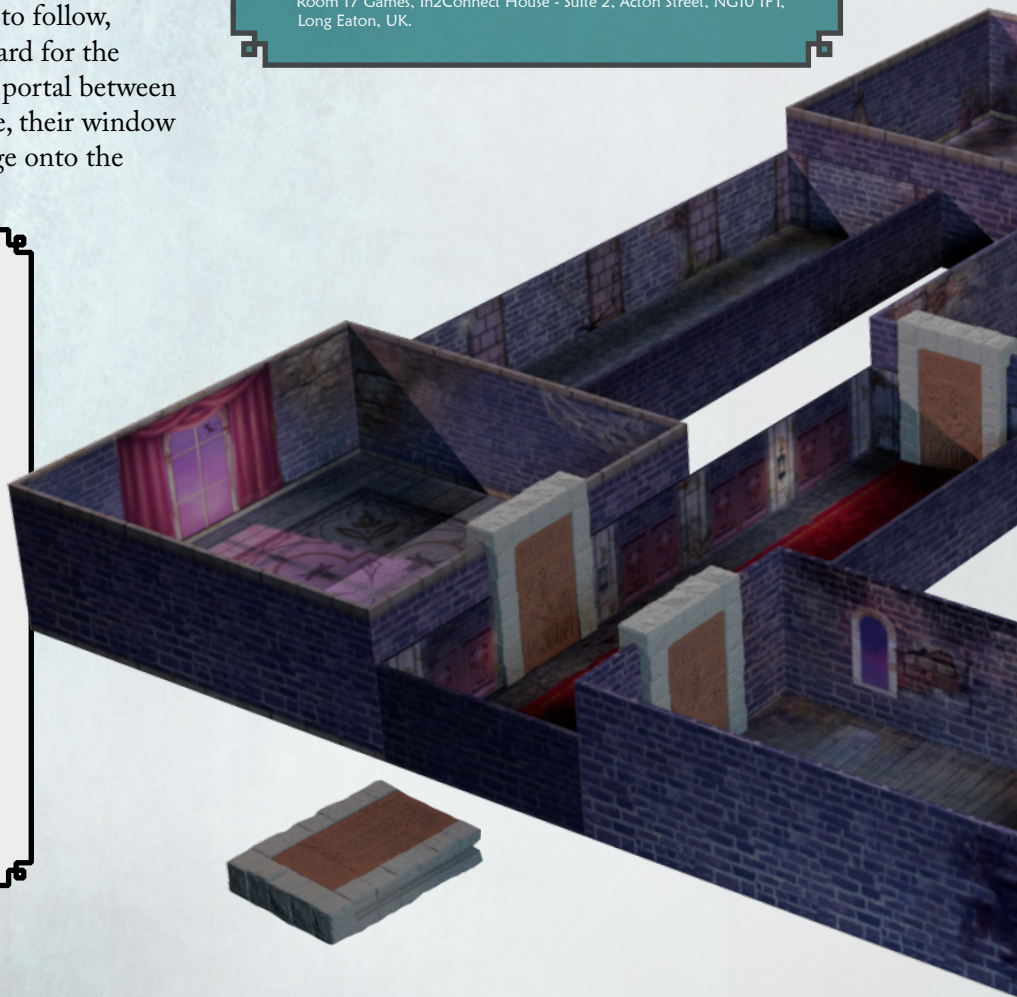
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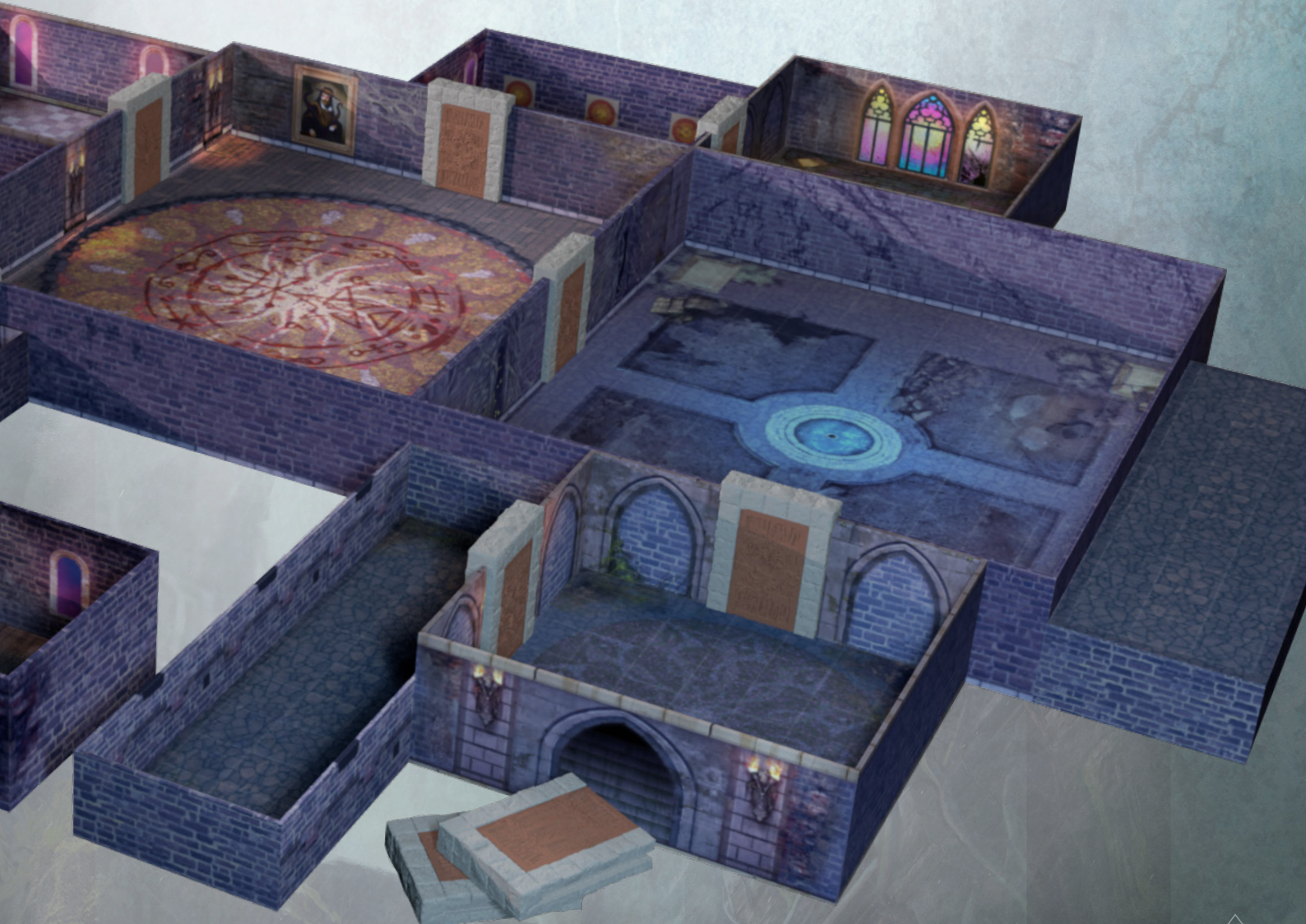
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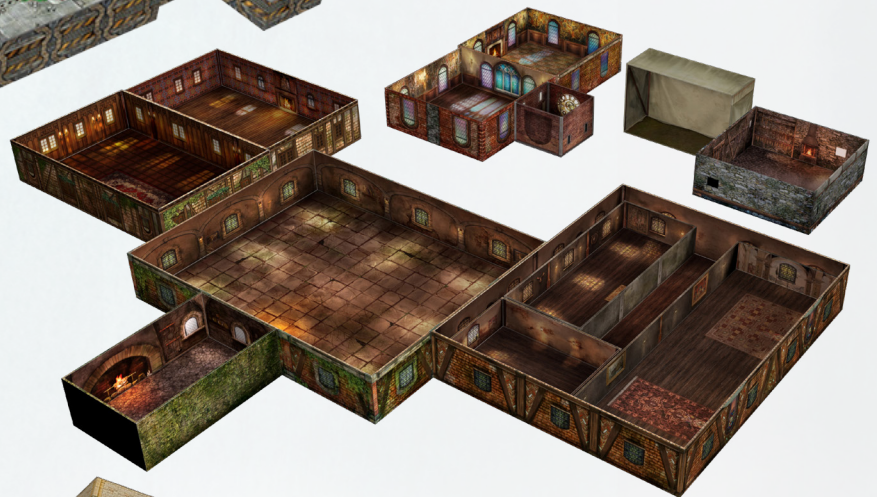
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