

# Refuge Bay Underwater Temple

## Old Ishau

Ishau was a sunken village located at the bottom of Refuge Bay in [Chult](#). Numerous buildings and ruins can be spotted beneath the water.

- Sunk around the time Obtao left Chult
- Explorers like to dive and explore the ruins looking for treasure and other valuable artifacts
- Dangers include sharks, eel, giant octopus, and the Sahuagin
- The rowboats steer clear of **The Grand Temple of Obtao** for fear of the Sahuagin.

## The Grand Temple of Obtao

- Built by the king of Omu.
- The temple sank with the rest of Ishau.
- During low tide the peak of the temple pokes out of the water.
- Home of a group of Sahuagin that have been enslaved by Urrock'h, eye of the deep.

## Village of New Ishau

- The beach has a few dozen huts on stilts.
- Small dock with 10 long canoes
- The party is greeted by a group of villagers (about 40 humans, tabaxi, and dwarves).

*"Welcome travelers to New Ishau! The day is growing late and the jungle is full of danger. Won't you join us for a feast before beginning your journey?"*

**Chief Eshek (Male, human)** - Happy with a broad smile. Tattoos. Dark skin, wear a dinosaur skull that is decorated with feathers and shells. Frequently says *"Obtao is smiling down on us today."*

## Village Rumors and Information

### Nangalore Information

- **Ka-Nanji**, the Hanging Garden of Dreams became **Nangalore**, the Garden of Lost Dreams after the Omuan Queen was cursed because of vanity
- **Rare Plants** - Black Orchid and Moon Flowers

### Kir Sabal Information

- An ancient monastery overlooks the jungle from its perch on the cliff of a tall plateau.
- Bunch of friendly bird folk (aarakocra) live there

### Statue of Obtao

Covered in vines and moss. Symbol is not visible.

## Visitor Huts

Located closer to the beach than the other huts. Above the door is a wooden carving of an eye. Inside: Comfortable Hammock and small table with a lantern.

**Perception check:** Walls and steps have some damage from a spear and signs of a fight.

## Tattoo Hut

Osaw (Male, human) Tattoo artist

A man is receiving a tattoo.

### **Magic Tattoos**

Requires a moon flowers found in Nangalore

Moon flower - glow in the light of the moon

## Adventuring Gear Hut

Adventuring gear left behind is sold here. Nothing looks new. Feels like a junk shop.

Bedrolls, backpacks, climbing kits, barrels of arrows & bolts, ball bearings, weapons, boots, cloaks, hats, incense, crowbar, holy symbols (Tyr, Moradin, etc).

- Insect Repellent salve - 1 GP
- Rain Catcher - 1 GP
- Tangler Grenade - 20 GP

Behind this hut is the supply hut and a second large hut is being built next to it.

## Supply Hut

Spears, fishing gear, oars, tools, food, wine and extra adventuring gear (most in backpacks ready for jungle travel). Some travel journals written by explorers can be found among the gear.

## Bonfire

The villagers have a big bonfire. They roast a boar and encourage the party to drink plenty of fruit wine and join them in dancing.

### **Drinking Contest with Gamor**

Make a CON Saving Throw. DC starts at 12 and increase by 2 each round

1st fail: -2 to saving throws

2nd fail: poisoned condition (disadvantage) for 8 hours

3rd fail: throw up and lose (maybe pass out)

**Gamor:** +7 CON Save

PCs that pass out from too much fruit wine are taken to sleep it off in one of the visitor huts.

## Sahuagin raids

About two years ago, Urrock'h, Ancient Eye of the deep made his home in the bottom of the Grand Temple of Obtao. Urrock'h quickly enslaved the Sahuagin, forcing them to go on land and capture his food. Most of the food came from the village of New Ishau. The village tried fighting back but they were no match for the Sahuagin. So they started capturing animals and leaving them on the beach. This worked for a while, but soon Urrock'h grew bored of boar and dinosaurs, and demanded more exotic prey (humanoids).

Anytime the village would have guests (mostly adventurers and treasure hunters), they would celebrate with food and lots of wine and put the guests closest to the beach where the Sahuagin were sure to capture them.

The village takes the leftover belongings and sells them in the shop.

Sahuagin are summoned once the bonfire dies down and attempt to capture the party.

## Sahuagin raid

A group of 8 Sahuagin and 1 Sahuagin Priestess all head toward a single hut. They focus on a single target until it is taken down and then move to the next. The priestess stays in the water on the beach and casts hold person

**Treasure:** Hooked scimitars, necklace of shells, bracelet of shark teeth, obsidian knife

## Aftermath

After the PCs escape capture, the Chief will act like he doesn't know why the Sahuagin attacked at first. If pushed he will confess. He will tell the party he had no choice and was only trying to protect his people. He begs them to rid their village of the Sahuagin problem. If they agree, the chief is willing to reward them with a trained triceratops and magical tattoos (if they get the moon flowers from Nangalore).

He informs them that Sahuagin live in the sunken Grand Temple of Obtao. He recommends that they seek out Korick, the gnome who has an underwater boat.

## Korick the Inventor

- Korick the inventor lives an hour north of the New Ishau in a large hut/workshop.
- Korick is an Inventor/Artificer and knows the following spells: Water Breathing, Speak with Animals,
- He has a pet giant octopus named Octavian.

Korick and his group came to explore the ruins of Ishau. They built the workshop and became friends with the village of Ishau. Then a few months ago, the Sahuagin took his group. He used "Speak to Animals" on a nearby giant octopus and talked it into helping him escape. Since then he has been planning on using the [Apparatus](#) and preparing to put a stop to whatever is driving the Sahuagin to capture people.

Korick knows the following:

- While not peaceful, Sahuagin mostly keep to themselves
- Sahuagin are serving a more powerful creature that is driving them to capture people
- Sahuagin sometimes take treasure with the people they capture
- Sahuagin are driven into a frenzy by the smell of blood

- Recommends weapons [dagger](#), [javelin](#), [shortsword](#), [spear](#), or [trident](#).

## Korick's Plan

Korick is currently looking for volunteers to enter the temple while he distracts the guarding Sahuagin and sharks. He will cast Water Breathing on the party (lasts for 24 hours)

## The Workshop

Built between multiple large trees on a rocky cliff next to the ocean, Korick's workshop is 20 feet above the ground. A large platform hangs out over the ocean, used for raising and lowering the Apparatus.

Strange things in the workshop

- Tank of blood (bait of the Sahuagin)
- Sahuagin in a water cage (Korick has been studying the creature. It is in good health)

## The Apparatus

He recently finished construction of an Apparatus of Kwalish - giant metal crab.

<https://www.aidedd.org/dnd/om.php?vo=apparatus-of-kwalish>

The Apparatus will protect them from sharks and other creatures as they make their way to the temple. It has been outfitted with a blood tank for baiting the Sahuagin.

## Underwater Combat Notes

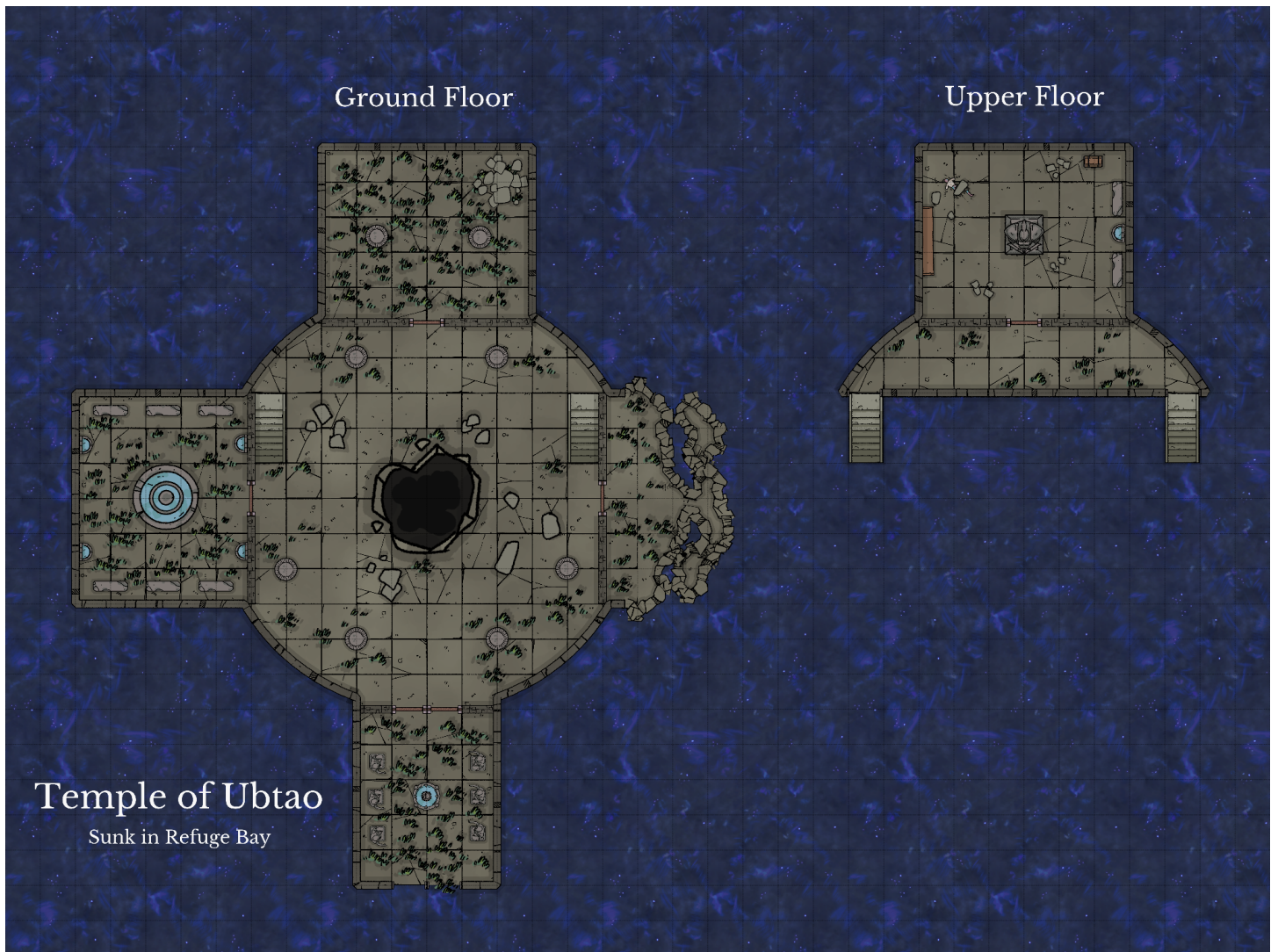
When making a **melee weapon attack**, a creature that doesn't have a swimming speed (either natural or granted by magic) has [disadvantage](#) on the attack roll unless the weapon is a [dagger](#), [javelin](#), [shortsword](#), [spear](#), or [trident](#).

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has [disadvantage](#) unless the weapon is a crossbow, a [net](#), or a weapon that is thrown like a [javelin](#) (including a [spear](#), [trident](#), or [dart](#)).

Creatures and objects that are fully immersed in water have resistance to fire damage.

<https://www.dndbeyond.com/sources/phb/combat#UnderwaterCombat>

# Grand Temple of Obtao



## Entrance Hall (Flooded)

- Hall of Champions, a long hallway decorated with glossy black stone statues and pillars on both sides.
  - Statues depicted paladins of Ubtao and guardians of Mezro
  - Woman dancing while engulfed in flames
  - Happy Boy surrounded by Raptors
  - Paladin named Ras Nsi
- Doors missing - seaweed and other plants cover most of the entrance
- Circular Fountain - few coins (18 SP & 7 GP) in the moss and seaweed
- Crabs, clams, & fish
- Maze pattern on the floor
- Black walls carved with images of people within a labyrinth of vines and plants

**Search:** rusty sword, dead clam containing a pearl

## Sanctuary (Flooded)

- Cylindrical chamber
- Broken stone stairs

- Balcony - Sealed door to upper chamber (Athletics check DC 20 to open)
- Hole in the floor where a statue of Ubtao stood, leading down to Urrock'h lair.
- Maze pattern on the floor
- Black walls carved with images of people within a labyrinth of vines and plants
- Busted Stained glass windows
- Glistening golden dome

**Search:** Necklace of prayer beads (10 GP), candle of the deep

### Upper Chamber (Mostly Dry)

This door (barred on the inside) has not been opened since the city sank. Water begins to pour into this room once the door is opened, pulling anyone nearby in and sending them crashing into a statue of Paladin of Ubtao (DEX Save DC 14 or 2d6 piercing/bludgeoning damage from statue's weapons as it falls).

The chamber served as a purification room for the priests. There are a few chairs, a small stone table with a wash basin, robes hanging on the wall and a large iron chest on the far wall. Maze pattern covers the walls and floor.

### Collapsing Room

After a minute the rushing water causes the pillars to begin to crumble, causing the roof to collapse. A rush of water and stone endanger anyone in the room.

Each round in the room - Dex save DC 14 or take 3d6 bludgeoning damage from falling rocks and water.

**Dead Priest** - Crushed by a stone pillar when the temple sank. Wearing a gold symbol of Ubtao (50 GP).

**Large Iron Chest** (Locked DC 14) - sack of coins 420 SP, 143 GP, 5 PP, Gold Chalice, obsidian dagger, bottle of wine, golden raptor skull (75 GP)

### East Chamber (Flooded)

This chamber is mostly collapsed. Nothing of interest.

### West Chamber - Temple Services (Flooded)

Originally used for healing, prayer and meditation. Sahuagin use this room as sleeping quarters

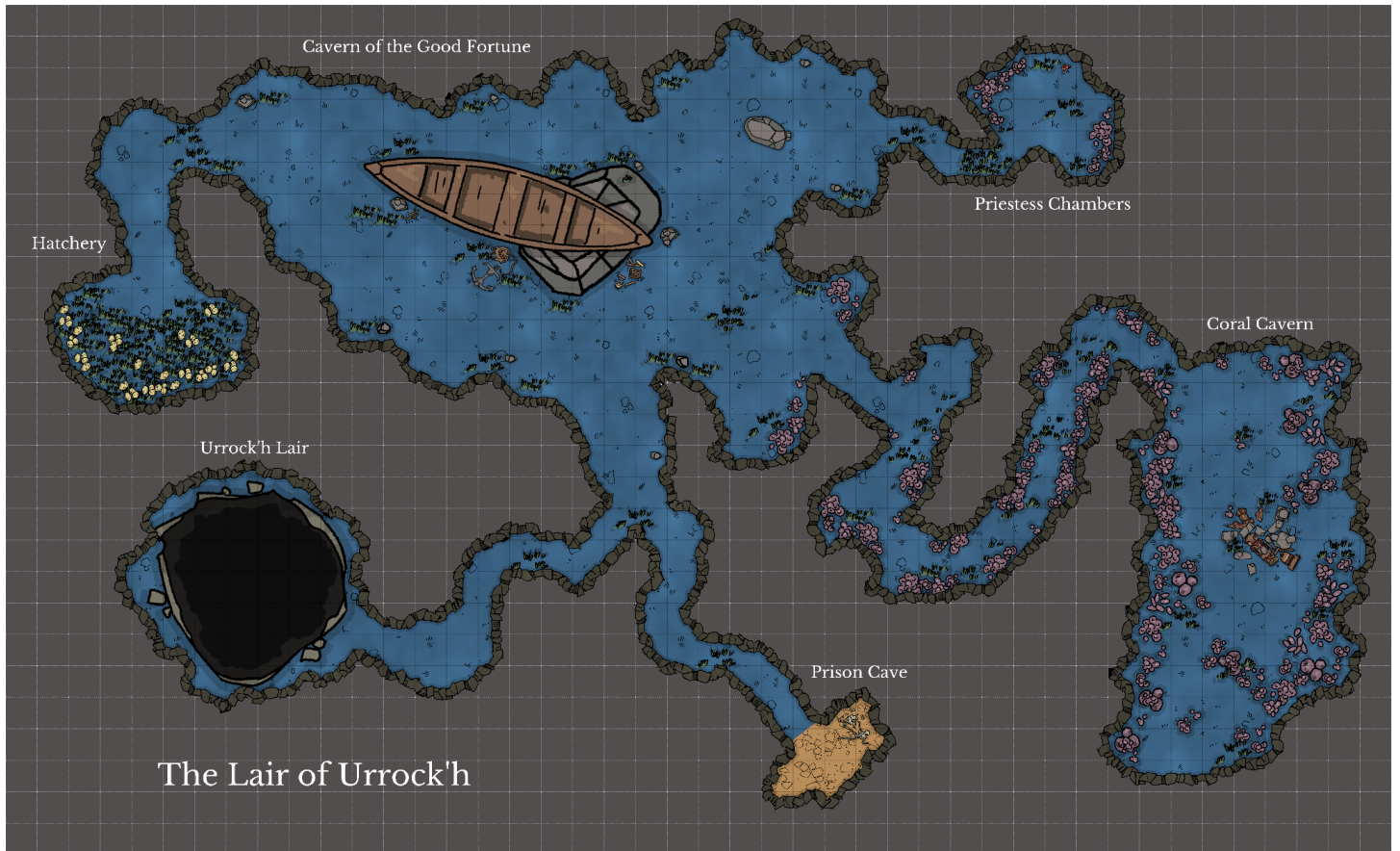
- Stone benches
- Wash basins
- Beds of kelp and seaweed
- Sahuagin Weapons stash lay on one bench - 2 Tridents, 4 spears, 3 scimitars, and an old net that needs repaired.

Searching: 2 silver goblets (10 GP each), collection of shells,

### North Chamber (Flooded)

Partly collapsed room. Floor is covered in seaweed and hundreds of clams.

# Urrock'h's Lair



## Coral Cavern

Large cavern. 40 feet below the Sanctuary lies a large broken statue of Ubtao. A large coral reef covers most of the floor in this chamber. A single tunnel leads to the northeast.

**Coral** - Hidden in the coral is a jeweled offering bowl (worth 50 GP)

### Broken Statue of Ubtao

Covered in barnacles (that resemble eyes) making it grotesque. The maze symbol seems to be protected from the barnacles (**magical - enchantment**). Touching the statue or bringing a light source close will cause the barnacles to open, revealing unnatural eyes that flash a strange purple color.

**Barnacle Effect** - CON Save DC 13 or take 2d8 + 4 necrotic damage and vulnerability to cold damage on a failure or half damage on successful save.

**Blessing of Ubtao** - Any creature tracing the maze symbol on the statue will receive a blessing of Ubtao.

## Tunnel

A maze of coral. Most of the coral is shaped into images of Sahuagin and other aquatic creatures. A giant electric eel lives in the coral and will attack any creature that is not Sahuagin.

## Cavern of the Good Fortune

- Large cavern with a ship sized crack in the ceiling
- Bioluminescent plants cover the floor and walls
- Thick slime covers the walls (caused by Urrock'h)
- Shipwreck in the middle

The Sahuagin priestesses sense the party entering the cavern and ambush them after a minute.

**Priestess Treasure:** Obsidian Blades, Obsidian Shard necklace (50 GP), Obsidian Staff (10 feet long)

## Shipwreck of the Good Fortune

A large hole in the hull of the ship indicates that it hit some rocks and sank. The name of the ship is visible in the strangely lit cavern. This is the ship that the Company of the Yellow Banner sailed on to Chult.

### Deck

Skeletons covered in slime

Old crates - home to an electric eel. Opening the crate will cause the eel to discharge, shocking all creatures within 10 feet (CON save DC 12 - fail: 3d8). Inside the crate is a Rope of Mending ([enchantment](#)).

### Captain's Cabin

Rotted door is locked (DC 12)

Old rotted chest: 55 gp, small statuette of a dragon (25 GP), Enduring Logbook ([enchantment](#))

### Enduring Logbook

This logbook, along with anything written on its pages, can't be damaged by fire or immersion in water. In addition, the logbook doesn't deteriorate with age. The first 50 pages contain logs of the Good Fortune's journey from Baldur's Gate to the Isle of Chult.

The ship arrived at Port Castigliar on Eleint, 2nd, 1489 and then sailed south towards Refuge Bay.

### Passenger list

- Lord Brixton, leader of Company of the Yellow Banner
- Devlin Basher
- Brabus Boulderborn
- Sepherius
- Seward

### Supply Cabin

*Two cabinets in this room have been knocked over, spilling their contents onto the floor alongside an overturned table and two stools. A chunk of the deck along the starboard side of the ship has been ripped away, leaving a gaping hole to the hold below.*

Search (Perception DC 14): mess kit, potion of waterbreathing, vial of antitoxin

Search (Perception DC 20): potion of healing

### Cargo hold

Poker table (busted) - deck of cards & few coins nearby (38 SP & 24 GP)



Most of the crates are broken or have been opened.

Search: 3 Bottles of rum, Forgery Kit in a waterproof bag, Obsidian idol of Moa

## Priestess Chambers

Thick seaweed covers the entrance to this room. The room is dominated by a massive clam shell bed covered in seaweed and kelp.

### **Coral Chest (Locked DC 14, Trapped - detect DC 16)**

An old chest that has been reinforced with coral and metal bands. The priestess keeps two electric eels in the chest to prevent anyone from opening it. Touching the chest will cause a painful shock (CON save DC 12 - fail: 3d8). There is a small hatch in the back of the chest that can be opened with the bone hook sitting on the floor next to the chest.

Inside are 4 small pearls (50 GP each), a large copper bracelet that is beginning to turn green due to exposure (50 GP), dagger made from a monster tooth, gold locket, a flute carved out of a shell and a potion of clairvoyance.

## Hatchery

Dozens of Sahuagin eggs are nested in a seaweed covered floor. Two Giant lightning eels hide in the silt and seaweed, guarding the eggs. They stir the silt blinding everyone in the room (CON Save DC 15 or blindness for 1 minute) and use their blindsight to attack.

## South Tunnel

- Slants downward
- Uneasy feeling
- Feeling as if you are being watched
- Eye Barnacles
- Thick slime covers the walls
- The water grows unnaturally cold

The tunnel splits. The left path leading to a small cave used as a prison. A spiked net blocks the tunnel entrance. The right path leads to Urrock'h's Chamber.

### **Unnaturally Cold Water**

CON Save DC 12 or -10 feet movement

## Prison (Dry)

Extra captives are placed here until Urrock'h is hungry again. Tunnel comes up in a pool of water. A small cave about 10 foot by 20 foot is covered in dried seaweed and fish bones. The ceiling is only 5 feet high. Above a pile of rags in the corner is a hole that a prisoner started digging.

## Urrock'h's Tunnel

The tunnel goes straight down for 30 ft, then curves but continues down. The current is strong, pulling everything downward.

## Illusion

The walls appear to be covered in shiny stones. Touching the walls will reveal they are actually eye barnacles  
Barnacle Effect - CON Save DC 13 or take 2d8 + 4 necrotic damage and vulnerability to cold damage on a failure or half damage on successful save.

## The Voice

A deep voice can be heard underwater from all around. Its words are in an ancient, unknown language.

## Urrock'h's Chamber

A cylinder shaped cavern 30' wide & 60' tall. Bones, coins and treasures are scattered all around the lower half of the cavern. Urrock'h is an [Eye of the Deep](#) (Water Beholder).

## Lair Actions

Whirlpool - All creatures in the chamber are pulled 10 toward the mouth of the whirlpool. Any creature entering the whirlpool or starting their turn in the whirlpool takes 4d6 bludgeoning damage. Strength check DC 14 to escape from the whirlpool.

Once Urrock'h dies, the whirlpool is out of control and the cave begins to collapse. The party has time to grab one item and some coins.

## Treasure

Bones, coins and items are scattered all around the lower half of the cavern. Each player has time to grab one item and 1d100 + 20 gold.

## Items (D20)

1. [Clay Chameleon](#)
2. [Dagger of Venom](#)
3. [Folding Boat](#)
4. [Ring of Resistance](#)
5. [Battering Shield](#)
6. [Boot of Elvenkind](#)
7. [Bracers of Archery](#)
8. [Cloak of Protection](#)
9. [Cloak of the Manta Ray](#)
10. [Driftglobe](#)
11. [Emerald Pen](#)
12. [Gloves of Climbing & Swimming](#)
13. [Gloves of Missile Snaring](#)
14. [Goggles of the Night](#)
15. [Night Caller](#)
16. [Ring of Jumping](#)
17. [Rod of Retribution](#)
18. [Trident of Fish Command](#)
19. [Wand of Entangle](#)
20. [Wand of Secrets](#)

## Aftermath

Once Urrock'h dies, the Sahuagin stop attacking Korick and return to the temple. The Apparatus has taken a beating. Korrick scans the water for the party and takes them back to his workshop.