POOL OF CROCODILE TEARS

A D&D 5TH EDITION ADVENTURE FOR 4–5 6TH LEVEL CHARACTERS

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Introduction

I saw his head turn violently. *I don't know if that was something I was supposed to see as a warning for things to come, or if that thing really hadn't noticed me yet shivering in terror in the corner.*

The rest of his body soon turned as well. He was now something between a man and a crocodile. An unholy monster. His now scaly skin reflected less of my lanterns light. After he rose up from the ground, he finally understood that there was one lantern too many in his house. The thing hastily stumbled to his writing desk, picked up his sword and knapsack, and ran into the night before I could muster up courage to face the beast. Now the hunt was on.

Nobanion protect me and guide my silver sword into the heart of that violent brute.

—Dalburn Argerich, Lycanthropes: The Monster Inside Us

A handmaiden has gone missing for a few days in the town of Tamworth. An inquisitor arrived about the same time and has been missing likewise. Someone stole a magic item from a rich merchant. Townspeople hear echoing whispers and whimpers coming from the well and disappear shortly.

Pool of Crocodile Tears is a one-shot written for the 3rd **Owlbears Ate My Jam!** – A 48-hour one-shot writing jam for D&D 5th Edition. This adventure is intended for 4-5 6th level characters.

Prompts for this Owlbears Ate My Jam! were:

Characters: **Handmaiden, Crocodile, Inquisitor**

Items: **Sack, Rope of Entanglement, Wig**

Theme: **Underground Life**

Piece of Dialogue: **"You're not supposed to be here"**

Abstract concept: **Energy**

Notes

Feel free to utilize this one-shot in your campaign and change names, locations and details if you want to, or use it as it's own contained adventure.

Creatures

Werecrocodiles (Use Werewolf (Hybrid form) stats - See Monster Manual pg. 211 or SRD)

Giant Crocodile (See Monster Manual pg. 324 or SRD)

Handmaiden Cyndi Tabarant (Use Enchanter stats – Volo's Guide to Monsters pg. 213)

Adventure Storyline

Cyndi Tabarant, a handmaiden of **Gammer Teschendorff**, has been missing for a few days. She has heard whispers of Sebek promising her great power coming out of the well, and she jumped into the well when she learned that an inquisitor has arrived to town.

Cyndi then met with the werecrocodiles living underneath Tamworth. After she told that Sebek has commanded her there, werecrocodiles lead her to an ancient altar. In time, she will become the new priestess of Sebek and her quest to conquer the town of Tamworth and other nearby villages for the glory of Sebek.

Inquisitor of Nobanion, **Dalburn Argerich** has tracked down a lycanthrope for a past few days, only to learn that the one he tracked has already died in the caves beneath Tamworth. He is trying to figure out why this half-monster was carrying a silver sword. Dalburn has conducted studies on lycanthropy in the past and is there to snuff out the root of the problem. He has heard talks about people being missing in nearby towns as well as here.

There are werecrocodiles worshipping Sebek in the caverns underneath Tamworth, who were originally the missing townsfolk lured into the well by the whispers just like Cyndi. The calling of Sebek has taken tight grip of Cyndi. Cyndi herself has taken the role of the priestess of Sebek quite seriously. She rides a giant crocodile, tying anyone who isn't a worshipper of Sebek and either feeding them to the giant crocodile or converting them into werecrocodiles.

Locations

Tamworth – A small fishing town at the edge of a large jungle and a swampy forest. A days travel from the nearest other town, and quite ways off of the larger cities.

The Well of Tamworth – An old well in the middle of Tamworth, most townsfolk regard it as the single oldest constructed building in town.

Caves under Tamworth – Damp and hot jungle caves underneath the town of Tamworth. Small insects, lizards and mushrooms are all around the cavern. A group of werecrocodiles in their hybrid form is guarding an ancient temple from outsiders.

The Temple of Sebek –A forgotten temple of Sebek. An unknown energy activated the temple and started enthralling the local people.

Notable NPCs

Gammer Teschendorff – Wealthy merchant of Tamworth. Secretly loves Cyndi and they have a complicated relationship. Gammer knows about the calling of Sebek, but he mostly dismissed the calling and tries to stay silent about this fact as long as the inquisitor is in town.

Dalburn Argerich – Inquisitor of Nobanion. He is more or less of a scaredy-cat, he has never himself killed anyone or anything and he is afraid on his performance the inquisitor duty. He believes that lycanthropes are unnatural beings that are evil in their heart, but he might not have the stomach for the job. He wears a curly wig and shiny armor to compensate and to hide his scared demeanor.

Cyndi Tabarant – Handmaiden of Gammer, who is very dear to her. She's been enthralled by the energy coming out of the temple of Sebek to become a priestess, who will turn the townsfolk into werecrocodiles. She can be lifted from the curse with the ***Remove Curse*** spell, but only after the temple has been eradicated.

Werecrocodiles of Sebek – Werecrocodiles are missing townspeople, who have been enthralled by Cyndi and the calling of Sebek. People have heard the calling in the night, and then fell down the well.

Optional Story Hooks

Adventurers might have heard about the missing villagers from other nearby towns. Tamworth isn't the only one with missing villagers, but it's the one with the most missing people.

Adventurers might also know Dalburn Argerich, who might have sent them a letter that he is going to Tamworth for "inquisitor business". If so, they might know that Dalburn writes mostly about the monsters that are disguised as humanoids.

Act I - Town of Tamworth

Tamworth is a small town in the edge of a large jungle and a swampy forest. A large river flows right next to it and the town is a known stop before any larger cities.

At the town market, a merchant called **Gammer Teschendorff** is looking for his handmaiden, **Cyndi Tabarant**.

Read the following aloud:

> In front of a small cart full of weaving and dyeing gear stands a sweaty overweight man with a bushy beard. He wears a mighty revealing clothing and seems to almost melt in the heat of the jungle. He has grappled a young local boy by his vest and almost seem to shake him in a fit of anger.
>
> "Now listen here you punk, if you don't know where Cyndi has gone, if you don't know where my magic rope is and if you don't want to buy any of our weaving and dyeing gear, you can probably find someone else to try your fat jokes on. Now scram!"
>
> The boy dashes away from the merchant, and almost hits you on his way. The merchant notices you and his anger quickly turns to a forced smile.
>
> "Ah, travelers! Welcome to Gammer's Textiles! Would you like to buy colour dyes or exotic fabrics? Sadly Cyndi isn't here so she can't show you the lovely dress she has made..."

If adventurers ask about Cyndi, Gammer tells adventurers that Cyndi must have stolen a magic item from him and ran away, as they have been both missing for the few days.

Gammer wants her back and promises a hefty 300 gold pieces per adventurer. He also tells that if the adventurers find the magic item as well, they can keep it. He suggests asking around, but tells them to be careful, as there's an inquisitor in town. He can't move away from his cart himself, because "the expensive textiles might also get stolen".

After a successful persuasion check (DC 15) Gammer reveals that he has been using a magic rope for tying up his handmaiden and sometimes even himself in the past as a form of erotic pleasure for both of them. He is quite embarrassed talking about it and is more worried about the wellbeing of Cyndi rather than getting the rope back.

Gathering information

Townsfolk has seen Cyndi usually a lot by the well before she went missing. Local people have heard whispers and whimpers coming out of the well, but no origin of the voices have been found.

Dalburn Argerich, Inquisitor of Nobanion, has been in Tamworth for a few days, arrived just a day before the handmaiden went missing. There is some rumors that the handmaiden might have been an unholy beast the inquisitor is hunting.

Several other people has also been missing lately, they have disappeared in the night and someone has been seen jumping in the well, but it's not certain if they're looking for the source of the whispers and whimpers or are trying to run away from the inquisitor.

Heading down the well

Going down the well is a challenge, the water level is 50ft. down from the well winch. Climbing down the well by its slippery walls is Athletics DC 20 and DC 10 with a rope tied to the well winch.

There lies some ripped pieces of an exotic and expensive looking dress at the bottom of the well and the cave seem to continue eastward just barely underwater.

Act II - More what they bargained for

Water flows from east to the bottom of the well. After a short swim, an edge of a rocky passage in south can be reached from the water.

Well entrance

Air feels dense with moisture, the caves echo the flow of the underwater river and some common mushrooms seem to be peppered around the riverbend. Small insects and lizards scatter around the mushrooms as the adventurer's torches light up their path.

The water seems to flow from the tiny cracks in the rocky walls to the bottom of the well. The splashing of flowing water fades as the adventurers move south. The environment opens up a bit more after walking past some big mushrooms and a flicker of light can be seen projecting a silhouette of a human to the walls.

Larger cavern

Inquisitor **Dalburn Argerich** is studying an old coprse holding a silver sword and some mushrooms.

Read the following aloud:

> A half-elf man wearing full plate armor, a cape with a lion head emblem and a white, curly and obvious wig is crouching down next to a long dead corpse. He seems to study it for a while and then turns around. He then rises his silvery sword at the party nervously.
>
> "Hey! You're not supposed to be here! Who are you? Are you working for the crocodile people?"
>
> He tries stealthily to adjust his wig and puffs his chest, as if to seem larger than he is.

After a short introduction, he still seems a bit suspicious of the adventurers. He promptly introduces himself as Dalburn Argerich, a brave Inquisitor of Nobanion who is hunting lycanthropes, evil werebeings.

Insight check (DC 10) tells that Dalburn is trembling, has his hand ready on sword at all times and seemingly tries to listen to the noises of the caves. If pressed (Persuation/Intimidation DC15), he will tell that he has severe baldness from stress, and that's why he wears the wig.

Dalburn takes his lantern from the rock and shows the corpse to the adventurers. Successful nature check (DC 15) reveals that the head has more lizard-like bone features rather than human like the rest of the corpse. A knapsack, a silver shortsword and some mushrooms lie next to the corpse. Dalburn tells the adventurers that he has not figured out why he has a silver shortsword, but welcomes adventurers to taking that with them.

Dalburn tells that he entered this cavern from the west. The entrance steeply rises to a bushy hole, with some daylight coming through the leaves into the cave.

Large chasm lies before the next area. At the other side of the chasm, the same ripped exotic fabric as before can be seen in some thorny plants. Adventurers can rty either 15 ft. long jump, they can try to climb through the spiky bushes in the eastern side of the chasm (DC 10 athletics + 1d6 piercing damage) or tip-toe on the west side (DC 15 acrobatics). There is spiky thorns at the bottom of the chasm and falling into them deals 2d6 piercing damage.

After a short walk, some flickering light can be seen reflected on some of the mushrooms and a crackle of fire can be heard.

Outpost

3 men are sitting beside a campfire. They look mostly human, but have sharp claws where their hands should be and crocodile heads instead of human heads. They are wearing clothes made of sackcloth. They speak in slithering sounds, and one of them is carving a small statue of a crocodile-headed woman from a piece of wood.

Dalburn whispers to the rest of the adventurers: "Now's our chance, we can't let them escape or they'll infect everyone in the town. Knock them down.".

Combat 1

3 Werecrocodiles – Use Werewolf (Hybrid form) stats, see Monster Manual pg. 211 – 2100 xp

Dalburn is too scared and too inexperienced to join combat himself. He will however give his silver longsword to anyone asking for it and will congratulate on adventurers making a swifter job than he ever could of the unholy beings.

Dalburn says to confiscate any religious looking symbols or medallions. The one small statue of a crocodile-headed woman one of the werecrocodiles were carving on counts as a religious symbol, and Dalburn quickly puts it into his sack as evidence of heresy.

Past the campfire, a short passage leads to east and slightly upward to an encampment.

Crocodile Camp

Two crudely made tents are lit up by a lantern left near them. A sound of someone stewing something in a kettle echoes from around the corner.

Four werecrocodiles are near some tents around the campfire and cooking something. Werecrocodiles hiss and scream when they notice the adventurers, and start making a defensive line to the passage leading to north.

Combat II

4 Werecrocodiles – Use Werewolf (Hybrid form) stats, see Monster Manual pg. 211 – 2800 xp

Dalburn once again leaves combat for the adventurers, and is more concerned about keeping his own head on his shoulders.

After the fight, Dalburn starts searching the tents for more unholy symbols and statues. There is some small statues of a crocodile-headed woman carved out of stone right next to the campfire. Dalburn quickly destroys them with a chisel and a mallet, which he steals from one of the werecrocodiles tents.

In east, there seems to be a small storage of some stolen goods. Dried fruits, potatoes, small casks of mead and 2 **potions of healing** can be found there.

In south, the ceiling of a passage has collapsed and is inaccessible, and in north a faint roaring of a running water can be heard.

If adventurers try taking a short or a long rest, two Werecrocodiles carrying small stone statues of crocodile-headed woman arrive on the scene from the temple in the north.

Optional Combat

2 Werecrocodiles – Use Werewolf (Hybrid form) stats, see Monster Manual pg. 211 – 1400 xp

Act III - Temple of Sebek

Following the sound of underground river to the north, the cavern shifts from natural rock to intentionally constructed from granite bricks and slabs. The roar of the flowing water can be heard easier from an opening, that seems to lead to a large square room with 3 layers and staircases overflowing with water

Temple steps

Some candles light up a constructed room of dark gray granite. Water is flowing downwards through destroyed staircases and most of the second level of the temple is flooded.

Half of the stairs to the temple are flooded with running water, and the remaining stairs are slippery due to high humidity. Stairs are considered difficult terrain. Adventurers can walk their normal speed, but must succeed on Acrobatics DC 10 check or risk slipping on the stairs and falling back down.

Water has flooded most of the second level of the temple, and there are some crude rickety bridges made out of old tables, chairs, planks and boxes.

Ritual Circle

A mossy granite circle is at the centre of a pool of water. There's ancient logographic runes etched around the circle, pictures instead of words.

Read the following aloud:

> A large dark green creature lies curled into a ball in the shallow water near a stone circle carved from dark grey granite. Four candles light up the four pillars in the circle, all with a statue on top portraying a man with a head of a crocodile with horns. In the center of the circle a woman stands up and turns slowly her head and her blue eyes glowing with energy towards you. She is wearing an old off-white tunic with an emblem of a horned crocodile head with plumes. Underneath the tunic you just barely notice an expensive looking dress with the hem of the dress torn a bit here and there.
>
> "Ah, new followers for Sebek, the Lord of Crocodiles. Let the nature take it's course and join his army." She says in a voice that echoes on a lower register as well as her normal voice.
>
> She taps her crocodile-headed staff on the circle two times. The giant crocodile splashes from the water and dashes to the circle, picking the woman up. She pulls a coil of rope from her waist.
>
> "Or, we could make it interesting. A frightened meal for the crocodile seem to taste better than already dead one."

Cyndi Tabarant is riding a **Giant Crocodile** and holding an ominous crocodile-headed staff in one hand and the **Rope of Entanglement** in the other.

Combat III

Handmaiden Cyndi Tabarant (Use official Enchanter stats – Volo's Guide to Monsters pg. 213 – Add the legendary action described below and immunity to bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons from werewolves) – 1800xp

Giant Crocodile (Monster Manual pg. 324) – 1800xp

Cyndi has a trick up her sleeve however, as she can use the Rope of Entanglement as a legendary action to restrain adventurers and for the giant crocodile to chew on.

Legendary Actions

Cyndi can take 1 legendary action per round, only one legendary action can be used at a time and only at the end of another creature's turn.

Rope of Entanglement. Cyndi uses the Rope of Entanglement on any creature within 20 ft. of her.

Use Official SRD stats for the Rope of Entanglement

Rope of Entanglement

adventuring gear, rare

This rope is 30 feet long and weighs 3 pounds. If you hold one end of the rope and use an action to speak its Command Word, the other end darts forward to entangle a creature you can see within 20 feet of you. The target must succeed on a DC 15 Dexterity saving throw or become restrained.

You can release the creature by using a Bonus Action to speak a second Command Word. A target Restrained by the rope can use an action to make a DC 15 Strength or Dexterity check (target's choice). On a success, the creature is no longer restrained by the rope.

The rope has AC 20 and 20 Hit Points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 Hit Points, it is destroyed.

Adventurers might want to take the Rope of Entanglement with them if they so desire and if it's not destroyed.

After the fight, if adventurers have knocked Cyndi unconscious, Dalburn casts ***Remove Curse*** on Cyndi if no-one else has that spell prepared. This also reverts previously infected lycanthropes back to their human counterparts and inadvertently cures the adventurers if they got bitten by werecrocodiles. If Cyndi is woken up, she has no memory on what happened to her or where she is.

Dalburn studies the logographics for a while and tells that the circle is also some sort of worshipping site, and should be destroyed so that this never happens again in the future. The stone circle and the four pillars with the statues have AC of 17 and HP of 50 (250 HP in total)

Returning back to the entrance to the well, it seems that the rope has been dragged back up. Climbing out through the well without the rope requires a successful Athletics Check (DC 20). Climbing through Dalburn's entrance is a bit easier, but loose rocks make the climb annoying (Athletics Check DC 15, advantage with climber's kit).

Epilogue

Award adventurers 500 XP each for destroying the tomb of Sebek and ending the werecrocodile menace.

Award adventurers 500 XP if Cyndi is returned unharmed back to Tamworth.

Award adventurers additional 100 XP each for every werecrocodile knocked unconscious and reverted back to humans.

If adventurers return to Tamworth without Cyndi: Gammer hears the story of the adventurers and is horrified when he learns the fate of Cyndi. He gives the adventurers **150 gp** per adventurer as compensation. Dalburn is glad that the lycanthrope problem is over, but realizes that they shouldn't have been so violent, and should have been more careful.

Adventurers may keep the silver swords and the Rope of Entanglement if they've acquired those in the caverns.

If adventurers return to Tamworth with Cyndi: Gammer embraces Cyndi and is relieved that she's okay. He gives adventurers the promised **300 gold pieces** per adventurer, and promises to make them any kind of fine clothes they want with Cyndi as an additional reward. Dalburn understands that adventuring might not be for him, so he gives his **+1 Plate armor** to the adventurers.

Adventurers may keep the silver swords and the Rope of Entanglement if they've acquired those in the caverns.

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Temple of Sebek

Bottom of the Well

Well Entrance

Temple stairs

Larger Cavern

Dalburn's Entrance

Chasm

Crocodile Camp

Outpost

Under Tamworth
40x40 tile map
150 ppi