

5E COMPATIBLE

FOR
LEVELS
7-8

OFFBEAT ENCOUNTERS:

THE WELL OF SUKA DAMU



BY GM LENT

An Unusual Confrontation You Can Drop Into Any Campaign!

OFFBEAT ENCOUNTERS: THE WELL OF SUKA DAMU

An unusual confrontation and a noteworthy adversary for 7th – 8th level characters – designed for the 5th edition of the world's greatest roleplaying game.

For use with the Forgotten Realms setting and other fine game worlds

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INTRODUCTION

The Well of Suka Damu is part of a scenario series called *Offbeat Encounters*, a 5th edition compatible collection of short, tough scenarios designed to easily add an unusual wrinkle to an ongoing adventure or campaign. Each is self-contained enough to provide a simple diversion, but laden with enough hints and hooks to anchor a longer-term campaign complication.

The intent of these encounters is to add a distinctive, uncommon flair to an otherwise unremarkable session. Each scenario includes suggestions on the type of adventure environment for which they are best suited, but with a little adjustment any of the setups could fit into almost any situation.

Each scenario includes four sections: Setup, Background, Encounter, and Setting.

Impression is the encounter at face value; essentially, what the characters would see.

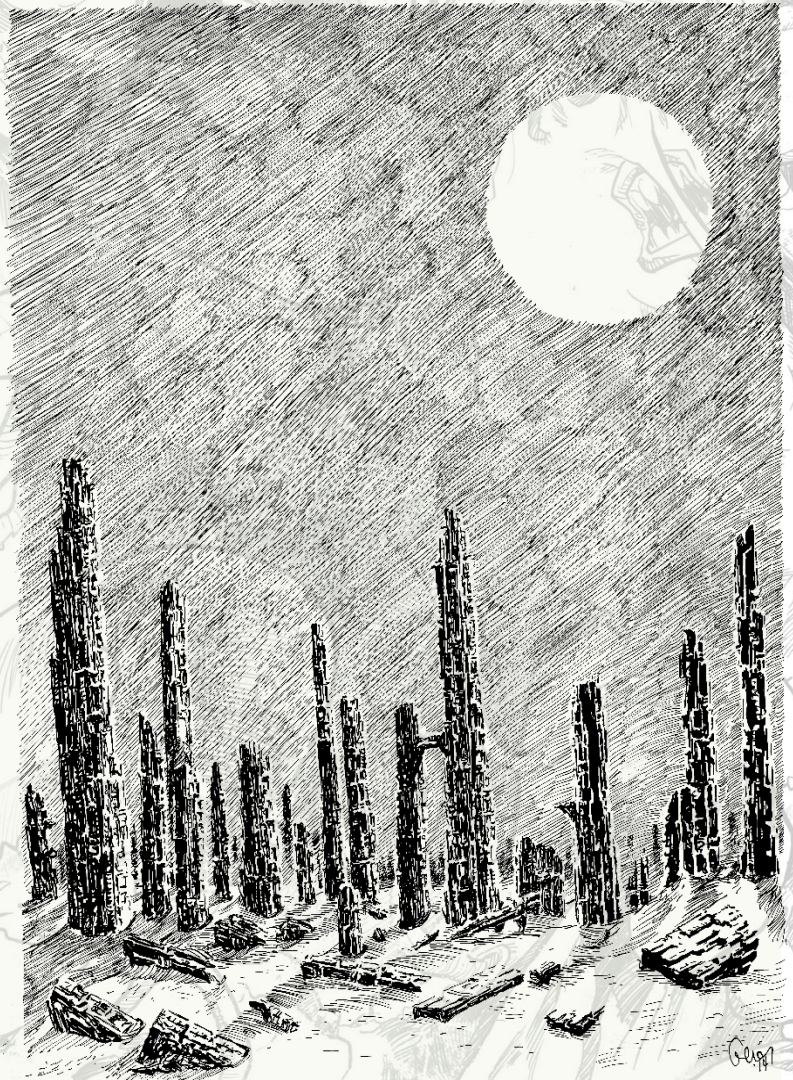
Background provides details on *why* the encounter is occurring; in most cases, these situations are not what they seem.

Encounter lays out an actual game interaction based on the Impression and taking into account the Background.

Setting suggests the most likely environment to insert the encounter or other suggestions to assist the Game Master in using it. Often the section includes situational notes and suggestions on adapting the scenario to other environments, which in some cases would make the experience quite different indeed.

SCENARIO SUMMARY

The Well of Suka Damu: Investigating an ancient crypt, the PCs are surprised to see a figure fleeing from them in terror. Giving chase, they see the figure pass right through a wall at the end of a hallway – a wall that, horrifically, seems to have a life of its own. But beyond the wall lies a deeper terror, a profane shrine, and a well that does more than collect water.



THE WELL OF SUKA DAMU

A **HARD** ENCOUNTER FOR FOUR **7TH - 8TH** LEVEL PCs.

IMPRESSION

There it is again! A flash of grey-white cloth, out of the corner of your eye, moving away down the hallway. Moving quickly, you can see it clearly now: a female figure, dressed in a pale robe and hood. The figure ducks down another hallway, out of sight.

Turning the corner through the double doors, you see a long hall way. The hall comes to a dead end after 60 feet, but the wall looks strange – you swear you see portions of it move. About 10 feet before the end of the hall, a cube of stone sits on the floor by the wall on the right hand side.

The mysterious figure hurtles down the hallway, pauses slightly when she reaches the strange wall, glances quickly back towards you, then walks right through it!

BACKGROUND

There was always something off about Suka Safi. She was born into a respectable family, but even as a young child her games were a little rougher, her humor a little darker, than that of her companions. Ever a champion of the underdog, she was never known as a conformist, but her community was still shocked one evening to find Safi carefully removing the blood from a beggar she had “befriended” and replacing it with a vile concoction whose recipe she had found in some moldering tome in a forgotten cairn.

Driven from her family’s home, she sought refuge in the hutch of the local hedge wizard. It was there that she discovered the mysteries of undeath – mysteries sure to

empower not only Suka herself, but the downtrodden under her “protection” as well.

Now known as Suka Damu (“Suka the Bloody”), her laboratory and exploits became the stuff of legends – the kinds of stories parents tell to frighten their children into obedience. Fully devoted to undead gods and indifferent to the pain she inflicted, Suka Damu slipped from history, content to immerse herself in her studies and devotions.

Tales of her feats, her evils, and a mysterious item known as the *Well of Suka Damu* are now told only in the tall tales of midwives and gullible bards.



ENCOUNTER

Suka Damu's lair and workshop are emblematic of the depravity she embodies. Constructed of carefully carved and paneled stone walls, the suite seems to wear its horrors on its sleeve.

The following sections are keyed to the map found on page 9.

① At the end of the entrance hallway stands a **living wall** (see Appendix B) – a creation so monstrous even undeath seems tame by comparison. Here the castoffs from Suka Damu's projects writhe imprisoned, bound with other victims foolish enough to come within the wall's reach. Once an open passage to the conjuration room beyond, time and unspeakable evil have wrought a barrier of torture and violent sorrow.

Damu has, on occasion, found uses for mortal servants. To accommodate those whose corporeal form cannot simply pass through the wall, she provided a hidden tunnel overhead, its trapdoor reachable by standing upon the stone block in the hall. The tunnel leads directly to an identical block and trapdoor in the conjuration room. The trapdoors are not terribly well hidden; a creature can find them simply by investigating the ceiling over the blocks or by succeeding on a **DC 15 Wisdom (Perception) check**.

② The heptagram in this room has long since been stripped of its power; before discovering the *Well*, Damu systematically removed magic from anything she found that could be used to take advantage of her undead weaknesses.

③ More than one searcher has gained access to this chamber and believed their search for the *Well* was over. Once a common well providing

water for the cavern, it is now filled with acid and used to dissolve flesh from bone.

A character who succeeds on a **DC 23 Wisdom (Perception)** or **DC 17 Intelligence (Investigation) check** can find the cleverly disguised secret door leading to the laboratory.

④ Suka Damu's laboratory also serves as a shrine, dedicated to the foul gods she serves. An operating table caked with years of gore, a desk containing heretical notes and blasphemous writings and a dark altar all pale before the grotesque statue at the room's head. Around the effigy's neck hangs a medallion carved with the foulest of runes: a ***talisman of ultimate evil*** and the true *Well of Suka Damu*.

As long as the medallion hangs upon the monstrous idol, Suka Damu is immune to the Turn Undead abilities of a cleric. As long as the *Well* exists, Suka Damu cannot be destroyed; if reduced to 0 hit points she simply reforms in the laboratory in 1d8 days.

PARTICIPANTS:

Suka Damu (See the Appendix)

Suka Damu is no genius, but she knows her weaknesses and knows how to manipulate others. She prefers to goad attackers into assaulting the living wall and letting the wall take care of them, but she is far from defenseless if forced to a confrontation.

SETTING

Suka Damu is a figure of dedicated, indifferent, unrepentant evil, but could be a valuable asset to the right kind of party or campaign. Her long life and unique outlook could provide information or even assistance to any brave and canny enough to seek her out.

APPENDIX A: NEW MONSTER

SUKA DAMU

Medium undead, neutral evil

Armor Class 16 (*mage armor*)

Hit Points 103 (23d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	10 (+0)	11 (+0)	15 (+2)	21 (+5)

Skills Deception +9, Persuasion +9

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages Common, Deep Speech, Elvish, Infernal,

Challenge 10 (5,900 XP)

Ethereal Sight. Suka Damu can see 60 feet into the Ethereal Plane when she is on the Material Plane, and vice versa.

Keeper's Eyes. Suka Damu can read all writing

Incorporeal Movement. Suka Damu can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Innate Spellcasting. Suka Damu's innate spellcasting ability is Charisma. She can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *detect magic*, *mage armor* (self only)

Spellcasting. Suka Damu is a 13th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She regains her expended spell slots daily at dawn. She knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *fire bolt*, *mage hand*, *vicious mockery*

1st-5th level (3 5th-level slots): *arcane eye*, *bestow curse*, *blight*, *burning hands*, *charm person*, *command*, *compulsion*, *dimension door*, *fear*, *fireball*, *flame strike*, *insect plague*, *misty step*, *wall of fire*

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 33 (8d6 + 5) necrotic damage.

Etherealness. Suka Damu enters the Ethereal Plane from the Material Plane, or vice versa. She is visible on the Material Plane while she is in the Border Ethereal, and vice versa, yet she can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of Suka Damu that can see her must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Suka Damu's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

APPENDIX B: LIVING WALL

A **living wall** is formed of magic so vile as to be almost inconceivable. Through foul rites, the physical bodies of three or more warriors are bound together in the shape of a wall, complete with their weapons. Now mindless but detesting all free life, the living wall seeks only to expand itself and destroy the one who created it.

A living wall looks like a normal wall in its surroundings until it begins absorbing a creature or responds to an attack (see below). A successful DC 15 Perception check will reveal that the wall is unusual, but reveals nothing else unless the wall is touched. Truesight will reveal the wall's nature, and show faint, moving images of all the creatures that have been absorbed by it. A living wall fills one five-foot square for each victim it has absorbed (minimum of three squares) and emits a low, tortured moaning that can be heard up to 15 feet away. Any creature that touches the wall must make a DC 15 Dexterity saving throw or become stuck as the living wall attempts to pull them into itself. On a successful save the creature frees itself and takes 6 (1d10) damage. On a failed save, the creature is partially pulled into the wall.

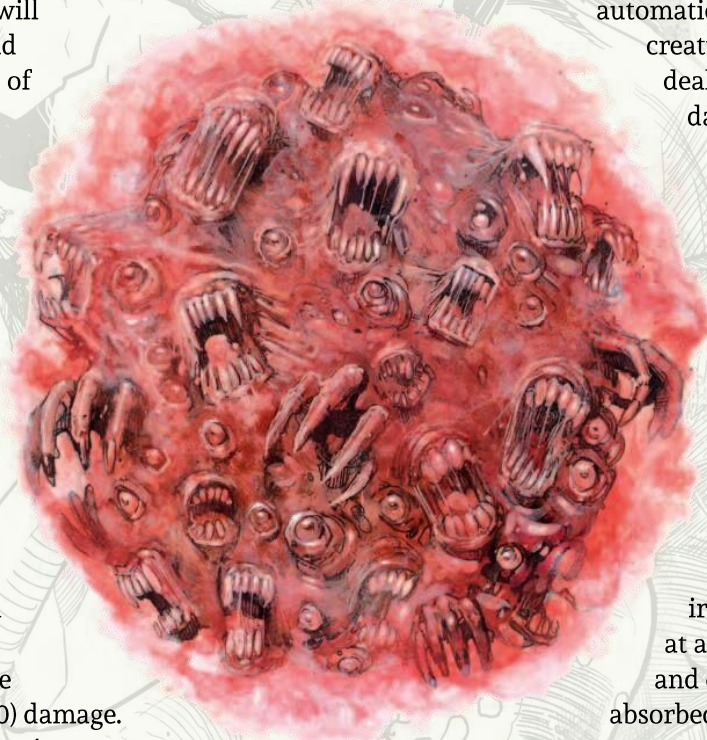
On the creature's next turn, it must make succeed on a DC 15 Strength saving throw. On a successful save, the creature suffers an additional 18 (3d10) damage and frees itself; on a failed save it is pulled further into the wall. On its next turn the creature must succeed on a DC 20 Strength saving

throw. On a successful save, the creature frees itself but takes an additional 30 (5d10) damage; on a failed save the creature is absorbed completely. Once absorbed into a living wall, no magic less than a wish can restore the creature to life. An absorbed creature increases the living wall's area by one five foot square (possibly more if the absorbed creature was of Large or greater size).

Any time an attack is made against the wall, the wall immediately responds with an attack of its own and the weapon of one of its constituent beings lashes out. These attacks automatically hit whatever creature made the attack and deal 1d6 slashing or piercing damage. A living wall does not initiate encounters with creatures except under specific circumstances (see below).

If a creature spends more than 30 minutes within 15 feet of a living wall without moving, the wall will begin pulling the creature into itself. The creature is drawn irresistibly toward the wall at a rate of 5 feet per hour, and once it touches the wall is absorbed as above. A sleeping creature can make a DC 10 Wisdom saving throw once per hour, waking up on a success. A creature automatically wakes up once it has begun to be absorbed unless a spell or other condition prevents it from doing so.

Living walls have no capacity for rational thought, and the personalities of any creatures absorbed into the wall are subsumed by the foul



magic that sustains it. A living wall hates all living creatures, and on a base level is envious of anything that can move from one spot to another.

If the person or creature responsible for creating a living wall comes within 10 feet of it, the wall will savagely attack with every capability it has. Its reach extends to 10 feet in these circumstances, and it makes one melee attack for each square of area it covers (the creator does not need to be near every square for this factor to be effective; standing adjacent to a living wall which covers a total of 10 squares will provoke 10 attacks, all at the same point). For this purpose, the wall has an attack bonus of +8 and its rage grants it advantage on all attacks. Each successful attack inflicts 4 (1d8) points of damage on the target.

An advanced living wall (see sidebar) casts one spell for every 5 squares it covers on each of its turns in addition to the physical attacks.

A living wall can be destroyed the same way as any stone structure or object. It has an Armor Class of 17 and 27 (5d10) hit points for each 5-foot section. A living wall is immune to all damage from piercing or slashing weapons that aren't magical and has resistance against damage from bludgeoning weapons that aren't magical.



ADVANCED LIVING WALL

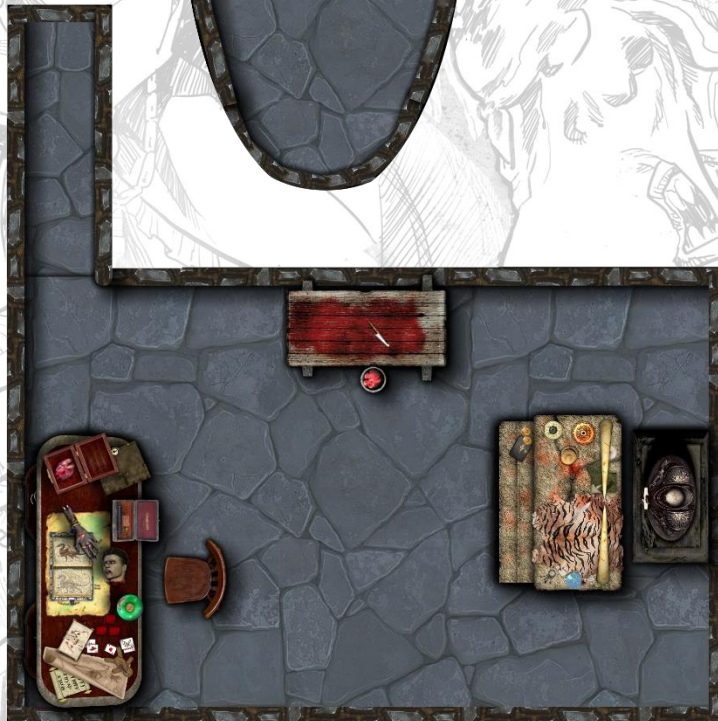
The standard living wall is a horrifying and fearsome hazard, but assumes that none of the creatures that have been absorbed were spellcasters. If spellcasting creatures have been absorbed, the living wall has the ability to cast spells. The wall is still mindless and casts the spells at random. As with physical attacks, the living wall casts spells only in response to aggression and never initiates combat (except upon encountering its creator).

A Game Master may assign spells as they see fit, or roll randomly on the table below. Any spell that requires an attack roll uses a bonus of +5, and any spell that requires a saving throw has a DC of 13. Against the living wall's creator, the attack bonus increases to +8 and the saving throw DC increases to 16.

1d10	Spell
1	<i>hideous laughter</i>
2	<i>vicious mockery</i>
3	<i>sacred flame</i>
4	<i>inflict wounds</i>
5	<i>poison spray</i>
6	<i>thunderweave</i>
7	<i>fog cloud</i>
8	<i>shocking grasp</i>
9	<i>sleep</i>
10	<i>burning hands</i>

APPENDIX C: MAPS





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