

TERROR IN THE SMUGGLERS TUNNELS

Draft 1

TERROR IN THE SMUGGLERS TUNNELS

Adventure Background

Years ago, the construction of the Otari mill's secondary flume rendered the flood control tunnel under the city obsolete. For a while smugglers repurposed the tunnels to move illicit goods through town, but after **Yinyasmera** founded the Osprey Club, the tunnels have once again fallen out of use. Of the people in town, only Yinyasmera herself remembers the tunnels and she uses them for a sinister purpose: whenever one of Osprey Club gets too bloodthirsty or really pisses her off, she pretends to be pleased by their ambition and sends them on a special mission through the tunnels. None have returned because a dangerous aquatic monster known as **Green Eyes** makes her home in the tunnel, a fact of which Yinyasmera is well aware.

Adventure Summary

Characters can find the tunnels by either talking to Yinyasmera (an influence challenge), investigating the crooks nook and finding the secret door in the wine cellar (an infiltration challenge), or by searching the city for an exit to the tunnels (a custom victory point challenge). Once in the tunnels, they are confronted by Green Eyes who will helpfully warn them of hazards of the tunnel as they navigate the tunnel. However, if they attack her or fall into the water then Green Eyes will devour them.

Adventure Hooks

The following hooks can lead the players into the tunnels:

- A series of murders are being committed in the city and the perpetrators seem to have come from (or fled to) under the city. Rumors suggest Yinyasmera might know of hidden smuggling tunnels under the city.
- The players have angered Yinyasmera enough that she wants to kill them. In this case, Yinyasmera will happily show them the entrance, pretending it is part of an initiative into the inner secrets of the Osprey Club.

Part 1: Tunnels Access

Talking to Yinyasmera

Through rumors about town, the characters might learn that Yinyasmera knows something about the tunnels under the city. Getting her to talk about it is an influence challenge.

TALKING TO YINYASMERA **INFLUENCE 6**

CN **MEDIUM** **HUMAN** **HUMANOID**

Industrious Tavern Owner/Ruthless Thief's Guildmaster

Perception +14

Will +14

Discovery DC 17 Alcohol Lore, DC 15 Underworld Lore, DC 20 Perception, DC 18 Society

Influence Skills DC 20 Diplomacy, DC 26 Deception, DC 22 Performance (bring in customers with a performance)

Influence 2: Yinyasmera shows them the door to the tunnels.

Influence 4: Yinyasmera also warns them of Green Eyes.

Resistances Members of the watch will have a hard time convincing Yinyasmera (+5 DC). Threatening Yinyasmera, either directly or by threatening to expose her operations, will result in one of two things happening: a tavern full of bar-patrons mobbing the PCs and throwing them into the river through one of the fishing holes or Yinyasmera sighing and showing the characters the door, barring it behind them, and then preparing her revenge if they manage to survive. Either way their reputation with the Osprey Club will drop (to disliked or hunted respectively).

Weaknesses Members of the osprey club reduce the DCs by 2. Offering more than 20 gp gives an automatic success.

Background An orphan from Bloodcove, Yinyasmera raised her fortunes through cunning and ruthlessness. Several years ago she came to Otari and she soon raised the funds to purchase the toll bridge which became the Crook's Nook. Of course this made her enemies, especially members of the previous criminal organization in Otari. Those who were not arrested by Trusk Hanely were never found. Since then Yinyasmera has run her legitimate business from behind the bar while masterminding her tiny criminal empire.

Appearance Yinyasmera is a mixed heritage Mwangi woman.

Personality Yinyasmera doesn't speak that much, but keeps her ears open and commands respect.

Penalty Yinsmara isn't in this for her health, each turn talking to her requires a bribe in the form of 5 sp.

Infiltrating the Crook's Nook

Characters unwilling or unable to influence Yinyasmera can instead attempt to infiltrate the Crook's Nook. In this infiltration challenge the characters must get through the obstacles before they gain 12 awareness points. Though not listed characters may prepare as described in the GMG to increase their odds of success.

GET IN THROUGH A WINDOW OBSTACLE 5

Infiltration Points 2 (individual); Overcome DC 18 Athletics

Instead of going through the common room, they can climb around the outside of the building to try and get in through the windows on the side of the bridge.

ESCAPE DRUNKEN LUMBERJACKS OBSTACLE 5

Infiltration Points 1 (individual); Overcome DC 20 Diplomacy (politely disengage), DC 18 Deception (come up with a plausible excuse), DC 22 Stealth (don't let them see you)

The common room is full of drunken lumberjacks who will try to get you to drink with them and will raise the alert with the bartender if they see you sneaking into the back rooms.

CREATE A DISTRACTION OPPORTUNITY 5

Requirements A character is in the common room while the tavern is busy.

The characters have an opportunity to create a distraction for the staff by staging an epic performance (DC 22 Performance), starting a barfight (DC 18 Intimidation), or similar shenanigans. On a success for the next two turns or until the character leaves the scene, Awareness Points don't increase with time. With critical success increase it to a max of three turns and on a critical failure the staff becomes alert for trouble and one Awareness Point is gained immediately instead.

OBSERVANT STAFF OBSTACLE 5

Infiltration Points 1 (individual); Overcome DC 25 Deception (come up with a plausible excuse), DC 20 Stealth (don't let them see you)

The staff, from the bartender to the kitchen staff, are certainly going to notice someone moving through areas they aren't supposed to be.

LOCKED DOOR OBSTACLE 5

Infiltration Points 1 (Group); Overcome DC 22 Athletics, DC 18 Thievery

The door downstairs to the wine cellar is locked.

FIND THE HIDDEN ENTRANCE OBSTACLE 5

Infiltration Points 2 (Group); Overcome DC 20 Crafts, DC 20 Perception, DC 18 Thievery

Once in the wine cellar they need to find the hidden entrance to the smugglers tunnels.

GET THROUGH THE LAST LOCKS OBSTACLE 5

Infiltration Points 2 (Group); Overcome DC 22 Crafts, DC 22 Thievery

The door is triple barred, chained shut, and sealed with a good quality lock.

INTERROGATED BY STAFF COMPLICATION 5

Trigger The PCs reach 4 Awareness Points for the first time.

Overcome DC 25 Deception (fast talk), DC 22 Diplomacy (bribe with 10 gp), DC 30 Stealth (ninja vanish before they see you)

One of the tavern staff comes up to the characters and demands to know what they are doing.

Failure The staff member appears to accept or not notice the characters (Have them roll vs 18 Deception DC) but reports suspicious activity at her first opportunity, increase Awareness Points by 2 at the end of the turn instead of 1.

Critical Failure The staff member screams loudly and attempts to run away. Increase Awareness points by 4.

THUGS COMPLICATION 5

Trigger The PCs reach 8 Awareness Points for the first time.

Overcome DC 22 Diplomacy (bribe with 40 gp), DC 30 Stealth (ninja vanish before they see you)

Four thugs search the building and find the characters. They attempt to escort the characters out, violently if necessary. They only use non-lethal attacks; if lethal attacks are used against them, they will yell for help, getting patrons and staff to aid them. Additionally, even if they escape PCs will be wanted for assault (or murder if they kill anyone).

Searching Otari

Finally the characters can brute for a search of the city as a downtime activity. To find the smuggling tunnels north entrance requires four search points.

SEARCH OTARI

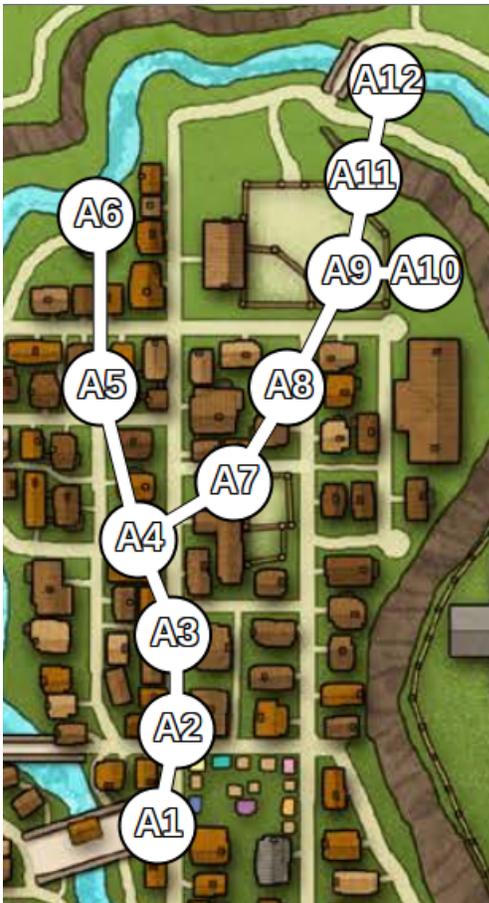
CONCENTRATE **DOWNTIME** **SECRET**

The characters spend a day searching the city for a secret entrance. Each character searching makes a DC 25 Perception Check.

Critical Success: The characters gain two search points

Success The characters gain one search point

Critical Failure The characters think they have searched somewhere they haven't and they lose one search point.



Part 2: The Tunnel

The smugglers tunnel has low ceiling (about five and a half feet high above the ledge) but is fairly wide, easily fifteen feet in most places. It is not lit. Though the tunnel lies fully above sea-level, water from the Osprey river fills it, so all but a five-foot wide ledge on the west side is submerged.

Flash Floods

Because the tunnels were originally designed to prevent flash floods, they are dangerous to be in if it is raining. At the GMs discretion this event can trigger any time. The water moves from A6 to A1 and any character in those areas is in danger (though characters in rooms are safe if the doors are closed).

FLOODING TUNNEL

HAZARD 7

COMPLEX **ENVIRONMENTAL**

Stealth DC 21 (trained; ears pop as pressure increases, sound of rushing water)

Description Flood waters are rushing down the tunnel starting at area A6.

Disable Athletics DC 21 run to safety! Each successful check moves one area (or two on a critical). You must still deal with any hazards or obstacles in the area.

Onrush **Trigger** Enough water accumulates from the river swelling with rain. **Effect** Every creature in area A6 must make a basic reflex save (DC 25) or take 2d8+10 damage. On a failure they are also knocked prone.

Routine (1 action) The flood advances to the next area (A6 → A5 → A4 → A3 → A2 → A1). Any creature already in a flooded area must make a DC 30 swim check or be pulled along to the next area. Any creature in the new flooded area then must make a basic reflex save (DC 25) or take 2d8+10 damage. On a failure they are also knocked prone.

Reset Three rounds after the water hits A1 the water levels stabilize and the ledge is no longer submerged. It will then take several hours to build up enough water to flood again.

Green Eyes

In the tunnel lurks a horrible monster known only as **Green Eyes**. Green Eyes resembles a mermaid with horrific features, similar to a hag, and piercing, highly reflective, green eyes.

Even she isn't sure what she is, all she only knows that she swam in here one day and liked it. Green Eyes operates by an unstated code: Outside of the water you are safe unless you attack her, but once you enter the water of the tunnel you are hers.

Green Eyes is aware of most of the hazards in the tunnel and will helpfully point them out to the PCs. Except the last one.

GREEN EYES

CREATURE 10

UNIQUE N MEDIUM AMPHIBIOUS HUMANOID

Perception +22; darkvision, tunnel sense

Languages Aquan, Common

Skills Acrobatics +20, Athletics +22, Deception +16, Diplomacy +16, Stealth +20, Survival +20

Str +6, **Dex** +4, **Con** +4, **Int** +0, **Wis** +4, **Cha** +0

Tunnel Sense Green Eyes can sense any creatures in her tunnel

AC 30; **Fort** +20, **Ref** +22, **Will** +16

HP 180; Regeneration 10 (Cold Iron or Fire)

Leave a Chunk Behind ↻ **Trigger** A creature escapes her grab **Effect** She immediately makes a bite attempt against that creature (but cannot use improved grab if she hits).

Speed 25 feet, swim 40 feet

Jaws ✦ jaws +21, **Damage** 2d6+10 piercing plus improved grab

Drag Down ✦ **Requirement** Green Eyes must have a creature grabbed. **Effect** Green Eyes pulls the creature to or beneath the water. She makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone and she may Stride or Swim up to 10 feet pulling the grabbed creature with her. If it fails, she releases the creature.

Overpowering Jaws Green Eyes deals 7 damage if her jaw strike against a creature she is grabbing or restraining is a failure (but not a critical failure).

Pounce ✦ Green Eyes Strides or Swims and then makes an attack at the end of that movement. If Green Eyes began this action hidden, she remains hidden until after this abilities Strike.

Surface Skimmer While the Green Eyes is submerged just below the water's surface, she has cover from attacks made by creatures out of the water.

Tactics Green Eyes pounces on any character that enters the water, uses her death roll ability on them (at which point they have to hold their breath, and then uses the drag away ability to reposition deeper into the water. The next turn, unless the characters move to engage her, she tears the target apart with jaw strikes, using an action to maintain the grab if necessary. If she is badly injured she retreats to regenerate and then will attempt to sneak up on the characters and repeat the process.

Tunnel Locations

A1 Entrance

A dark passage, with a five-foot wide stone ledge running to the north along a ten foot wide channel of slow moving water. To the south the stone ledge dead ends in solid stone, though it is clear that the water continues to flow through an underground passage, presumably to the sea. A brass banded wooden door is set into wall on the west of the tunnel. Next to the door is a barely legible copper plaque, heavy with patina.

The door leads to a storeroom in the Crook's Nook and is usually triple barred, chained shut, and locked (and thus almost impossible to get through from this side).

The plaque (DC 10 Decipher Writing) reads "Otari Flood Control Tunnel". An Engineering Lore check will reveal that this tunnel is probably long out of use since the flume at the mill now provides flood control functions.

A2 Crumbling Pathway

The pathway here is crumbling from beneath and if walked on will collapse. If the characters haven't yet met **Green Eyes** she will give them fair warning about the hazard. Otherwise she will not mention this.

CRUMBLING PATHWAY

HAZARD 6

ENVIRONMENTAL TRAP

Stealth DC 27 (trained; signs of structural damage)

Description The path has been eroded from below and will collapse, dumping a creature into the water.

Disable Crafts DC 20 (expert) to shore up the pathway (requires tools and at least several hours).

Crumble ↻ **Trigger** A creature moves onto the crumbling pathway. **Effect** The pathway breaks out from under the creature. They can make a DC 27 Reflex Save to tumble backwards. If they fail they fall into the water.

A2 Narrow Squeeze

The pathway here has collapsed leaving a one foot wide ledge running about 40 feet.

Characters need to make Balance (DC 15) checks to move on the ledge. Failure results in the character falling into the water. **Green Eyes** will lash her tail in anticipation and ask them to be careful, as it's deceptively difficult.

A3 Yellow Bypass

The pathway here ends in a stone wall, though there is clearly a channel under it. On the wall to the west a door. **Green Eyes** states that the last two people that went in, didn't come out again.

This long room reeks of damp wood and is lined with rotting barrels and shelves empty save for dust and mold. Two doors on the east wall lead out. Two dead men in dark clothes and leather armor lie in the middle of the room.

There is yellow mold in this room.

Treasure: The two bodies have two sets of osprey marked leather armor, two daggers, a short sword, two sets of thieves' tools, and coins worth 18 gp.

YELLOW MOLD ROOM

HAZARD 8

ENVIRONMENTAL | FUNGUS

Stealth DC 26 (trained; notice the distinct yellow-tinged mold)

Description Poisonous mold coats the room, anyone entering or disturbing it causes it to release poison spores.

Disable Survival DC 26 (expert) to clear a path through the mold without triggering the spores

AC 27; Fort +17, Ref +13

HP 70; Immunities critical hits, object immunities, precision damage

Spore Explosion **Trigger** A creature moves into the room or damages the mold (unless the mold is in direct sunlight or the damage was fire damage). **Effect** All creatures in the room and within five feet of an open door are exposed to yellow mold spores.

Yellow Mold Spores (inhaled, poison) Any drained condition from the spores persists after the poison's duration ends; **Saving Throw** DC 27 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d8 poison damage and drained 1 (1 round); **Stage 2** 2d8 poison damage and drained 2 (1 round); **Stage 3** 3d8 poison damage and drained 3 (1 round)

A4 Rotten Planks

The ledge is interrupted here as another tunnel intersects the main one at a 45 degree angle. A pair of old wooden planks provide access to the new tunnels ledge (about 10 feet away) and to the continuation of the original tunnels ledge.

The planks require a DC 15 balance check to cross and if a medium or particularly heavy smaller character tries to cross, they will break unless weight is distributed across both (requiring planks to be repositioned). However, the real danger here is Luring Betrayal haunt formed from the coalesced spirits of those who Yinyasmera tricked into this tunnel.

Green Eyes will note that people seem to turn on each other here, and point out that the planks probably can't support a heavy persons weight.

A5 Forgotten Basement

A brass bound door is set into the ledge here. A badly corroded copper plate set by the door is nigh unreadable (DC 20 Decipher Writing to reveal "Otari Flood Control Tunnel, West Branch").

Green Eyes will remark that a bunch of little lizards with spears come out sometimes to get water with pots on long poles. They are very skittish and run away whenever she tries to talk to them.

Opening the door you find what looks like a long forgotten basement, collapsed wooden stairs used to lead to a trapdoor in the ceiling. Newish barrels, empty, sit here as do a collection of poles and iron pots. A couple of pickaxes are discarded as well. In one corner of the room, it looks like someone has mined a tunnel.

The trapdoor is blocked by a very nice stone floor the homeowner put over a hidden trapdoor they didn't know about. The tunnel leads to the Otari Kobold Warrens.

A6 Water Intake 1

The tunnel ends in a waterfall coming from what looks like a complex network of large pipes in the ceiling.

The water is coming from the Osprey river. Tiny characters can get out through here.

LURING BETRAYAL

HAZARD 7

COMPLEX HAUNT

Stealth DC +20 (expert)

Description Allies appear to shed their disguises and reveal themselves to be malevolent monsters.

Disable DC 27 Deception (expert) twice to confound the haunt with your own deceptions, or DC 27 Occultism (trained) twice to create a ward against the haunt's mental influence

Sudden but Inevitable ↻ (enchantment, fear, occult) **Trigger**

One creature has crossed one of the planks; **Effect** The haunt plants the notion in each creature in the area that their friends took/spent them into this tunnel to kill them. Each creature in the haunts area and not in the water must attempt a DC 29 Will save.

Critical Success The creature realizes these thoughts are external and is temporarily immune to the haunt's routine for 1 minute.

Success The creature doesn't act on the thoughts.

Failure The creature believes the thoughts to be true; if they become confused by the haunt's routine, they can't attempt flat checks to end the confused condition when they take damage.

Critical Failure As failure, but the creature is left with a lingering suspicion of others and can't benefit from Aid reactions for 24 hours.

Routine (1 action; enchantment, fear, occult) The haunt continues to pour intrusive thoughts of betray into the victims and inspire them to commit violence against each other. Each creature in the haunt's area must attempt a DC 25 Will save.

Critical Success The creature is unaffected and temporarily immune for 1 minute.

Success The creature is unaffected.

Failure The creature is confused for 1 round. Characters confused by the haunt may use actions to disrupt movement by manipulating planks or attempt to get opponents into the water.

Critical Failure The creature is confused for 1 minute.

Reset The haunt deactivates 1 minute after all creatures leave the area but resets immediately thereafter.

Init	Character	Damage	Conditions
35			
34			
33			
32			
31			
30			
29			
28			
27			
26			
25			
24			
23			
22			
21			
20			
19			
18			
17			
16			
15			
14			
13			
12			
11			
10			
9			
8			
7			
6			
5			
4			
3			
2			
1			

A7 Startling Shriekers

A pair of large, dog sized purple mushrooms are growing here. One right in the middle of the ledge and the other from a crack in the wall across the water.

These mushrooms are shriekers. **Green Eyes** will point this out to the characters.

STARTLING SHRIEKER **HAZARD -1**

ENVIRONMENTAL FUNGUS

Stealth DC 12

Description These two halfling sized purple mushroom emits piercing, disorienting shrieks when disturbed.

Disable DC 18 Survival to carefully approach and cut the mushroom's air sac without triggering the shrieker. Disabling one mushroom is enough to remove the destabilizing effect.

AC 12; Fort +8, Ref +2

HP 9; Immunities critical hits, object immunities, precision damage

Shriek ↻ **Trigger** A creature or light source approaches within 10 feet of the shriekers or a shrieker takes damage; **Effect** The shriekers both emit a deafening screech that deals 1d6 sonic damage per shrieker to creatures within 30 feet (DC 16 basic Fortitude save; creatures that critically fail this saving throw are deafened for 1 minute). If both shriekers went off they characters who take damage must make a DC 16 Acrobatics Check to balance or fall into the water.

Reset 1 minute

A8 Slippery Spot

The ledge here is slightly inclined towards the water and covered with a slippery slime.

If characters haven't met **Green Eyes** she will meet them here and warn them about the slippery spot. Otherwise she won't.

SLIPPERY SPOT **HAZARD 6**

ENVIRONMENTAL TRAP

Stealth DC 27 (trained; see sheen of slime)

Description The path is slightly inclined and covered with slippery, transparent slime.

Disable Crafts DC 15 scrape off the slime and throw some sand or something to provide traction.

Bad Step ↻ **Trigger** A creature moves onto the slippery pathway. **Effect** The creature must make a DC 27 Reflex Save or fall into the water.

A9 Smuggler's Rest

An archway on the side of the tunnel leads to an L shaped room littered with large, empty crates. A stone door sits directly across from the archway. An elaborate mechanism runs from the door to a device with two many right angles nestled into the base of the L, and attached to a ballista.

The device is the mechanism that opens the secret door in room A11. The door can be opened easily from this side.

A10 Marauder Room

This natural seeming cave has a crack in the ceiling about fifteen-feet up, through which light enters. It is lined with overlapping graffitied words in common. Trash lays on the floor.

The words are: "I hate Orcs", "Goblins Rule", "Goblins Suck Pickles", "Beer Surprise Ha Ha We go Magiloy's Beer!", "Albatross Got My Dad", "Shelly is Easy", "Not Funny", "Ludicrous", "Give Yinyasmera the Thief Sign", "I Totally Will", "Longsaddle is a Lard-Ass", "For a Good Time see Tammy at the Fishery", "She gave me the Clap!", "I were here", "Ride the Flume", "That's what she said." Only the word 'ludicrous' is important. Immediately below it is a hidden hatch that lifts up to expose a hole in the rock wall. The hole is about seven inches in diameter and a runs a foot before splitting to go left, up, and down at near right angles. Reaching in or using a light source and a mirror reveals handles a foot down each of the three branches. The handles can be turned clockwise and reset when released. By turning the left, up, and down handles in that order, a secret door on the wall will open. Any other order activates a horrific trap.

The crack leads to behind Gallantine Deliveries.

Creatures: A fleshwarp marauder may be in this room.

A11 Dry Tunnel

The water level gradually drops here, until it is gone completely.

Green Eyes will not travel here or to A13.

A12 Clogged Intake

The dry tunnel ends in a rock wall. Above a series of pipes in the ceiling, completely clogged with debris.

IMPALING SPEAR

HAZARD 5

MECHANICAL TRAP

Stealth DC 26

Description To open the door a person must reach their arms through a tube and rotate a series of handles, however if the levers are manipulated in the wrong order a spear punctures through the tube impaling and into the characters arm, pinning it in place. At the same time a bottled-ooze drops from a hidden hatch in the ceiling bursting and engulfing the pinned creature.

Disable DC 25 Thievery

Impale **Trigger** The wrong lever is turned. **Effect** The trap makes an attack with +19 to impale the arm. On a hit the creature takes 2d8+10 piercing damage and is grabbed (Escape DC 22) and cannot use that arm. All attempts to escape inflict 1d6 additional piercing damage. Then a bottled Ochre jelly bursts on the pinned victims head. The ooze immediately makes a pseudopod strike attack attack versus the character (and may grab on a hit) and enters initiative.

OCHER JELLY

CREATURE 5

N LARGE MINDLESS OOZE

Perception +7; motion sense 60 feet; no vision

Skills Athletics +13

Str +4, Dex -5, Con +6, Int -5, Wis +0, Cha -5

Motion Sense An ochre jelly can sense nearby motion through vibration and air movement.

AC 12; Fort +15, Ref +4, Will +7

HP 150; Immunities acid, critical hits, electricity, mental, piercing, precision, slashing, unconscious, visual

Split Whenever an ochre jelly is hit by an attack or effect that would deal slashing, piercing, or electricity damage and the ochre jelly has at least 10 HP, the jelly splits into two identical jellies with half the original's HP. One jelly is in the same space as the original, and the other appears in an adjacent unoccupied space. If no adjacent space is unoccupied, it automatically pushes creatures and objects out of the way to fill a space (the GM decides if an object or creature is too big or sturdy to push).

Speed 15 feet, climb 10 feet

Melee **◆** pseudopod +15, **Damage** 1d8+7 bludgeoning plus 2d4 acid and Grab

Constrict **◆** 1d8+3 bludgeoning plus 1d4 acid, DC 23

Ochre Acid An ochre jelly's acid damages only flesh—not bone, stone, wood, or other materials.

Init	Character	Damage	Conditions
35			
34			
33			
32			
31			
30			
29			
28			
27			
26			
25			
24			
23			
22			
21			
20			
19			
18			
17			
16			
15			
14			
13			
12			
11			
10			
9			
8			
7			
6			
5			
4			
3			
2			
1			

ELITE FLESHWARPED MARAUDER CREATURE 7

CE MEDIUM ABERRATION

Perception +14; darkvision

Languages Common

Skills Athletics +18, Stealth +18

Str +6, **Dex** +1, **Con** +5, **Int** -2, **Wis** +2, **Cha** -1

AC 24; **Fort** +19, **Ref** +13, **Will** +16

HP 140

Body Shield ➤ **Requirements** the fleshwarped marauder has a creature grabbed or restrained and is targeted by an attack. **Effect** The fleshwarped marauder gains a +4 circumstance bonus to AC against the triggering attack. If the triggering attack critically misses, then the grabbed creature suffers the effects of a hit with the attack.

Speed 25 feet

Melee ➤ tentacle +19, **Damage** 2d8+7 bludgeoning plus Improved Grab

Melee ➤ bite +19, **Damage** 2d8+10 piercing plus necrotic poison.

Grappling Bite ➤ The fleshwarped marauder makes a bite Strike against a target it is grappling with a +2 circumstance bonus. If it hits it also maintains the grapple.

Multigrab The fleshwarped marauder can grab up to three targets with its tentacles.

Tentacle Throw ➤ **Requirement** The fleshwarped marauder has a creature grabbed or restrained with a tentacle **Effect** The fleshwarped marauder makes an Athletics check against the creature's Fortitude DC. On a success it throws the creature 15 feet, the creature takes 1d6+7 bludgeoning damage from the impact, and is knocked prone (unless it would normally land on its feet from a 15 foot fall). If the thrown creature enters the space of another creature that creature also takes the same damage and must make a reflex save (DC 15) or be knocked prone.

Necrotic Poison (poison); **Saving Throw** Fortitude DC 24; **Maximum Duration** 6 rounds; **Stage 1** 4d6 poison damage (1 round); **Stage 2** 5d6 poison damage (1 round); **Stage 3** 7d6 poison damage (1 round)

Init	Character	Damage	Conditions
35			
34			
33			
32			
31			
30			
29			
28			
27			
26			
25			
24			
23			
22			
21			
20			
19			
18			
17			
16			
15			
14			
13			
12			
11			
10			
9			
8			
7			
6			
5			
4			
3			
2			
1			

