

QUACKING UNDER PRESSURE: THE WHIMSICAL WATERWAY ADVENTURE!



EEP WITHIN AN OTHERWORLDLY FOREST, THE "Rubber Duck Rapids" awaits adventurers brave enough to navigate its glistening waterslides, elude the mischievous Giggling Goblins, and harmonize with the Singing Snails. With challenges filled with humor, slapstick, and giggles, the mission is to retrieve the legendary Golden Rubber Duck and restore balance to the forest. But in this whimsical world, nothing is quite as straightforward as it seems!

MOTIVATION

There are many reasons why the PCs might embark on this quest. Some examples are given.

1. The party's bard believes that a wish granted by the Golden Rubber Duck could give them the ultimate material for the world's funniest and catchiest song, ensuring their name lives on in bardic history.
2. The party's rogue has a personal vendetta against a Giggling Goblin who once pranked them by filling their boots with custard. Retrieving the Golden Rubber Duck is a matter of rogue pride.
3. The party's wizard is fascinated by the Singing Snails' magical abilities and believes that studying them could unlock new, wacky spells. They're motivated to complete the mission for academic purposes.
4. One of the party members accidentally slipped into a giggly trance during a previous visit to Rubber Duck Rapids and lost their most prized possession: a lucky sock. They're determined to retrieve it from the lost-and-found pool at any cost.

BACKGROUND

Nestled deep within a whimsical forest lies the Rubber Duck Rapids, a subterranean waterpark formed by the enigmatic Waterweaver Clan. Crafted as a sanctuary for the mirthful Duke Quackington III, it has since become a domain of mischievous fun and mystery. As the DM, remember the essence of this place: a combination of wacky challenges, rich lore, and ethereal beauty.

Floral Deity: Overarching the entirety of the forest is the colossal petal of a Floral Deity. Every few centuries, it awakens to shower the forest with its essence, ensuring balance and vibrancy. The deity's next awakening is imminent, and the Rubber Duck Rapids plays a crucial role in maintaining the harmony between the forest and its godly protector.

Giggling Goblins: These playful creatures have become the unofficial guardians of the Rapids. They delight in rerouting waterslides, teasing adventurers, and generally causing benign chaos. Though mischievous, they're not inherently malevolent and can be persuaded, tricked, or befriended. Their primary motivation is ensuring the Rapids remain a place of joy.

Singing Snails: Ethereal creatures whose songs hold the power to manipulate water and emotions. They once faced extinction but were given sanctuary by Duke Quackington III. In return, their songs aided in constructing the maze-like structure of the Rapids. Adventurers can harness their music to aid in their quest, but they must be wary of being lulled into trances.

Golden Rubber Duck: A relic of immense power, said to grant a single wish to those who retrieve it. However, its true purpose is to act as a conduit between the Rapids and the Floral Deity, ensuring the forest's balance. If misused or removed without care, it can upset the harmony, causing the Floral Deity to awaken in distress.

Duke Quackington III: A legendary figure who once roamed the forest, seeking mirth and mischief. His partnership with the Giggling Goblins and protection of the Singing Snails earned him their eternal respect. Though long gone, his spirit is said to still dwell in the Rapids, ensuring his sanctuary remains intact. Adventurers might find clues, journals, or even ethereal echoes of his jovial laughter throughout their journey.

Tips for the DM:

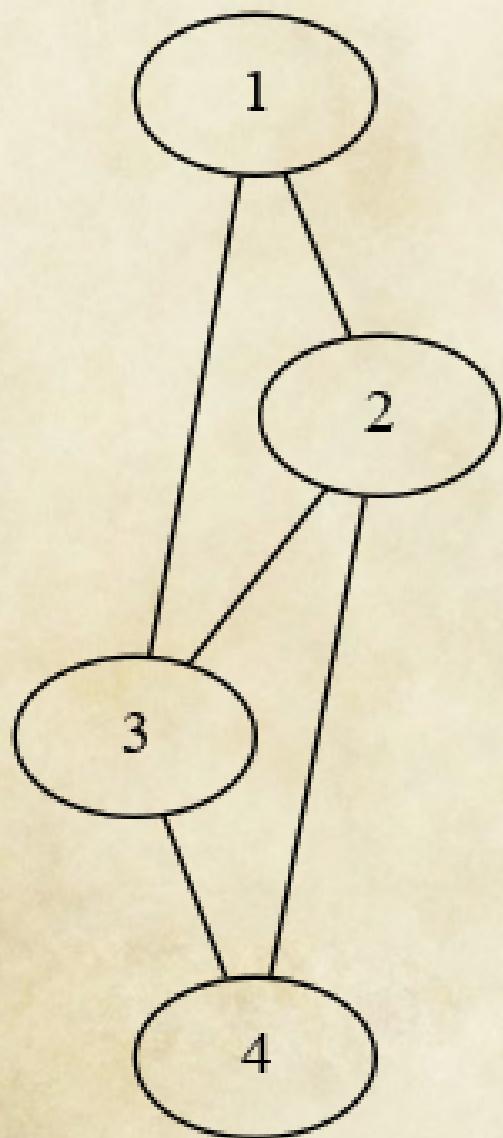
- Ensure challenges focus on humor and whimsy rather than lethal threats.
- Encourage role-play opportunities with the Giggling Goblins, perhaps allowing characters to trade jokes or perform antics for safe passage.
- Emphasize the auditory experience, using sound effects of trickling water, snail songs, and echoing laughter.
- Gradually reveal the importance of the Floral Deity's balance, hinting at the possible consequences of its awakening.
- Though the quest centers on the Golden Duck, encourage players to appreciate the journey's joy and the bonds they forge along the way.

ARRIVAL

As the adventurers approach the entrance, they find themselves amidst a lush canopy of trees with leaves shimmering in iridescent hues. A gentle mist floats in the air, carrying with it a soft, distant melody. Before them lies the colossal petal of a gargantuan, slumbering floral deity. It slightly shudders with the deity's rhythmic breathing. The entrance, nestled within this petal, resembles the beak of a duck, slightly ajar and inviting. An almost palpable sense of mirth permeates the air as they step closer, beckoning them to begin their quacking quest.

DUNGEON LAYOUT

The dungeon's rooms are laid out as follows.



ROOM 1: THE GIGGLING GROTTO

As you enter Room 1, you find yourself in a vast, underground grotto filled with whimsical wonders. Stalactites hang from the ceiling, producing laughter when touched. Pockets of water glisten with a shimmering light, casting playful shadow illusions. The ambient sound of distant laughter echoes throughout the room. A mural on one wall depicts Duke Quackington III laughing with Giggling Goblins, with inscriptions hinting at the goblin's love for laughter. Giggling Goblin Leader and six minions occupy the room, initially non-hostile but ready to defend.

DESCRIPTION

The Giggling Grotto is a cavernous chamber, its uneven floor dotted with pockets of water, some concealing hidden tunnels below. Stalactites dangle from the ceiling, producing laughter sounds when touched. A mural on the eastern wall features Duke Quackington III and Giggling Goblins, with inscriptions that read, "The key to goblin's heart is a hearty laugh, make them giggle, and they'll show the path." A playful waterfall cascades down one corner, while a wobbly wooden bridge crosses a shallow pond. A giant mushroom emits sporadic chuckles, and rubber ducks of various shapes and sizes are scattered about.

NOTABLE FEATURES

- **Stalactites:** When touched, produce various laughter sounds. Incorrect stalactites release **Giggle Gas**.
- **Pockets of Water:** Shimmering reflections create moving, giggling shadow illusions. Some are illusionary, covering deep water-filled tunnels. Hidden tunnel entrance influenced by the **Whispering Willow Wand** near the western wall.
- **Mural:** Depicts Duke Quackington III laughing with Giggling Goblins. Inscription reads: "The key to goblin's heart is a hearty laugh, make them giggle, and they'll show the path."
- **Goblin Giggly Gold Pouch:** Contains coins that induce laughter if forged or used.
- **Rubber Ducks:** Total of 15. Some resemble **Waterweaver Clan** members and Duke Quackington III. Certain ducks emit giggling when buttons pressed.
- **Waterfall:** Appears to laugh as water cascades.
- **Wooden Bridge:** Wobbles and creaks with giggling noises.
- **Giant Mushroom:** Emits chuckles; releasing harmless colorful spores when touched.
- **Lost Adventurer's Diary:** Located between giggling mushrooms near the waterfall in the southwest. Contains various entries, including: "Day 7: Made a goblin laugh today, highlight of my week!"

- **Rubber Ducky Raft:** Can carry 2 people; squeaks comically when ridden.
- **Jester's Hat:** Amplifies wearer's laughter tenfold.
- **Giggling Plant:** Giggles and curls up when touched.
- **Hidden Stash:** Located under a rock, contains a **Ring of Chuckles**.
- **Mischievous Mirthful Mimics:** Four in total, disguised as laughing treasure chests.
- **Giggling Goldfish Pond:** Fish laugh when out of water.
- **Stand-up Stage:** Features rotten tomatoes.
- **Playful Traps:** Disguised as hanging vines with feather ends; cause uncontrollable laughter for 1 minute when triggered.
- **Water Spirits:** Small sprites. Mimic Giggling Goblins' laughter and hint at **Whispering Willow Wand**.
- **Translucent Water Walkways:** Below the surface. Revealed by the **Luminous Lagoon Lantern**.
- **Eastern Wall Inscription:** "Seek the Goblet of Giggles in mirth's reflection."
- **Goblin Dialogue:** One of the Giggling Goblins may jest: "Wands in the water, they say. Makes the rapids obey!" Another may jest, "Why walk when you can float? If only I had some of that gum!"

PUZZLES AND MECHANISMS

- **Stalactite Puzzle:** Choosing the correct stalactite grants passage; others release **Giggle Gas** causing uncontrollable laughter for 1 minute (DC 14 Wisdom save).
- **Goblin Laughter Mechanism:** Making a Giggling Goblin laugh provides the hint: "Seek the tune of water's flow, where singing snails gather and glow."
- **Whispering Willow Wand Mechanics:** The wand reveals a hidden tunnel entrance near the western wall. It manipulates water within a 30-foot range. Activation requires a DC 15 Arcana check.
- **Bubbly Bubblegum Mechanics:** Each piece lasts 10 minutes. Allows for 10-foot gap or ledge crossings (DC 10 Dexterity check for gaps).
- **Luminous Lagoon Lantern Mechanics:** When shaken, it reveals translucent water walkways. Speaking "Greetings, water spirits" initiates interaction with **Water Spirits**. Overfilling results in 5 minutes of darkness.
- **Ring of Chuckles and Potion of Temporary Levity:** The ring grants advantage on Charisma (Performance) checks. The potion causes the drinker to float a few inches off the ground for 1 hour.
- **Playful Trap Mechanics:** DC 14 Dexterity save to avoid. Failed saves result in disadvantage on Dexterity checks/attacks. Spells with verbal components can't be cast for 1 minute.

WHISPERING WILLOW WAND

- **Weight:** 0.5 lbs
- **Value:** 500 gp

This slender wand, adorned with intricate carvings, allows its wielder to manipulate water within a 30-foot range. It can reveal hidden tunnel entrances via water control with a successful DC 15 Arcana check.

BUBBLY BUBBLEGUM

- **Weight:** Negligible
- **Value:** 25 gp per piece

This colorful, chewy gum comes in packs of 5 pieces, with each piece lasting 10 minutes. When chewed and blown into bubbles, these bubbles can carry the user across 10-foot gaps or ledges. A DC 10 Dexterity check is required to avoid falling when crossing gaps using the bubbles.

LUMINOUS LAGOON LANTERN

- **Weight:** 2 lbs
- **Value:** 1,000 gp

This exquisite lantern, when filled with "Rubber Duck Rapids water" and activated by speaking "Rise, radiant ripples," illuminates a 30-foot radius. It can reveal translucent water walkways, communicate with water entities, and reveal hidden compartments or activate water mechanisms when shaken. Overfilling the lantern causes 5 minutes of darkness.

RING OF CHUCKLES

- **Weight:** Negligible
- **Value:** 750 gp

This ornate ring bestows the wearer with advantage on Charisma (Performance) checks, making their comedic and entertaining abilities more effective.

POTION OF TEMPORARY LEVITY

- **Weight:** 0.5 lbs
- **Value:** 100 gp

This potion, when consumed, causes the character to float a few inches off the ground for 1 hour, making walking a comical and amusing sight.

WATERWEAVER CLAN RUBBER DUCK

- **Weight:** 0.5 lbs each
- **Value:** 50 gp each

These whimsical rubber ducks, resembling members of the Waterweaver Clan and Duke Quackington III, emit giggling sounds when buttons on their bottoms are pressed. When activated, they cause uncontrollable laughter in anyone within 10 feet for 1 minute. A DC 14 Wisdom saving throw can resist the effects, but failing the save results in disadvantage on Dexterity checks/attacks and prevents the casting of spells with verbal components during that time.

MISCHIEVOUS MIRTHFUL MIMIC

Medium aberration (*shapechanger*), neutral

Armor Class 13 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 15 ft.

Skills Deception +4, Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages Common

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Large or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Giggle Grin (Recharge 5-6). When a creature hits the mimic with a melee attack while within 5 feet of it, the mimic can use its reaction to cause the attacker to make a DC 13 Wisdom saving throw. On a failed save, the attacker is incapacitated with laughter for 1 minute.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

GIGGLING GOBLIN MINION

Small humanoid (*goblinoid*), chaotic neutral

Armor Class 13 (leather armor)

Hit Points 28 (6d6 + 6)

Speed 30 ft.

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Nimble Escape. The goblin minion can take the Disengage or Hide action as a bonus action on each of its turns.

Prankster's Trick. As an action, the goblin minion can attempt a DC 12 Sleight of Hand check to disarm or distract a creature within 5 feet. On a success, the target has disadvantage on its next attack roll.

Tickling Stick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be incapacitated with uncontrollable laughter for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Tactics. Goblins prefer to gang up on a single target to overwhelm them. When seriously wounded, they attempt to flee combat.

WANDERING GHOST OF A COMEDIAN

Medium undead, chaotic neutral

Armor Class 12

Hit Points 58 (9d8 + 18)

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

Skills Deception +5, Persuasion +5

Senses darkvision 60 ft., passive Perception 10

Languages Common

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane and vice versa.

Ghostly Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 2) necrotic damage.

ACTIONS

Tasha's Hideous Laughter (Recharge 5-6). The ghost targets one creature it can see within 60 feet of it. The target must succeed on a DC 13 Wisdom saving throw at the end of each of its turns or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

Jester's Trick (Recharge 5-6). The ghost selects one creature it can see within 60 feet of it. The target must succeed on a DC 13 Wisdom saving throw or become confused for 1 minute. The confused target can repeat the saving throw at the end of each of its turns, ending the confusion on a success.

Invisibility (Recharge 5-6). The ghost becomes invisible until it attacks or casts a spell, up to a maximum of 1 minute. It can use this ability once, and it recharges after a short or long rest.

PLAYFUL TRAP

Object, neutral

Armor Class 12

Hit Points 20 (4d6 + 6)

Speed 0 ft.

Vulnerabilities thunder

Immunities poison, bludgeoning, piercing, slashing

Saving Throw DC 13

False Appearance. While the trap remains motionless, it is indistinguishable from an ordinary hanging vine.

Tickle Feather Trap. When a creature touches the trap, it triggers and releases a cloud of tickling feathers. Each creature within a 10-foot radius of the trap must succeed on a DC 13 Dexterity saving throw or be incapacitated with uncontrollable laughter for 1 minute. The creatures can repeat the saving throw at the end of each of their turns, ending the effect on a success.

GIGGLING GOBLIN LEADER

Small humanoid (goblinoid), chaotic neutral

Armor Class 16 (chain shirt)

Hit Points 80 (15d6 + 30) **Speed** 30 ft.

Skills Deception +4, Sleight of Hand +4, Stealth +8

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Nimble Escape. The goblin leader can take the Disengage or Hide action as a bonus action on each of its turns.

Tickling Stick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be incapacitated with uncontrollable laughter for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

ACTIONS

Multiattack. The goblin leader makes two melee attacks with its tickling stick.

Laughing Toss (Recharge 5-6). The goblin leader throws a tickling stick at a point it can see within 30 feet of it. Each creature within 10 feet of that point must succeed on a DC 15 Constitution saving throw or be incapacitated with uncontrollable laughter for 1 minute. The creatures can repeat the saving throw at the end of each of their turns, ending the effect on a success.

Giggle Call (1/long rest). The goblin leader can use its action to emit a loud, echoing laugh that can be heard up to 60 feet away. This laugh summons 1d4 nearby Giggling Goblin Minions to aid in the fight.

ROOM 2: THE ECHOING ELYSIUM

As you step into Room 2, The Echoing Elysium, you find yourself in an underground amphitheater bathed in a soft, mystical light. The stone seating surrounds a luminous pool at the center, where small, luminescent fish swim lazily. The air is filled with melodic echoes that bounce off the natural stone walls, creating a tranquil yet mysterious ambiance. You notice reflections of the Singing Snails shimmering on the pool's surface.

DESCRIPTION

The Echoing Elysium is a natural amphitheater with stone seating that descends towards the central pool. One wall of the chamber displays an engraved musical scale, with certain notes glowing brighter than others, corresponding to the melodies of specific Singing Snails. Moss-covered sculptures of snails decorate the seating.

NOTABLE FEATURES:

- Underground amphitheater with **natural stone seating**.
- Central **luminous pool** reflects the **Singing Snails**.
- Wall with an **engraved musical scale**; certain notes glow.
- Whimsical Strings harp** located nearby, can replicate **Singing Snails** melodies.
- Ornate **snail shell** with Waterweaver Clan runes amplifies voices.
- Snail Sorcerer** and **Luminous Guardian Snails (x4)** defend the area.
- Echoing Banshee** occasionally drifts in; becomes hostile to intruders.
- Moss-covered sculptures of snails** placed on the amphitheater seating.
- Shimmering waterfall hiding a secret alcove with a **treasure chest**.
- Pearl of Echoing Whispers** located inside the chest.
- Crystalline stalactites** suspended from the ceiling chime when touched.
- Luminescent fish in the pool provide charisma boost when caught and released.
- Hidden **Elder's Breath flute** beneath a stone seat.
- Vials of **Luminous Elixir** in various nooks.
- Diary** on raised platform with tale of a past adventurer.
- Scroll beside the musical scale instructs players on the song challenge.
- Water channel leading to **The Giggling Grotto (Room 1)**.
- Direct path to **Hall of Hysteria (Room 3)** guarded by **Singing Snails**.
- Secret passage to **Chamber of the Quack Door (Room 4)** hidden behind a snail shell.
- Mural depicting a figure drinking from a goblet in mist.
- Whispering Willow Wand** submerged in the pool.
- Bubbly Bubblegum** stored in a gnome's purse.
- Discarded **Bubbly Bubblegum wrapper** with floating ability description.
- Echoing sounds of bubbles popping occasionally fill the room.
- Luminous Lagoon Lantern** reacts with the musical stones and pool.
- Laughing gnome statue engraved with clue about the **Ticklish Feather**.
- Duke Quackington's journal** with entries about various objects and challenges.

MUSIC PUZZLE:

- Players must match glowing notes on the musical scale using **Whimsical Strings harp** or their voices.
- Successful replication causes the **Singing Snails** to guide players further.
- Discordant noises are amplified, disorienting players.
- Once appeased, the **Snail Sorcerer** shares a song segment necessary for a later chamber.

WATERFALL SECRET:

- Passing through the waterfall reveals an alcove.
- A **treasure chest** within contains the **Pearl of Echoing Whispers**.

BUBBLEGUM MECHANIC:

- Consuming **Bubbly Bubblegum** allows players to blow bubbles.
- Bubbles float, aiding in crossing gaps.

WHISPERING WILLOW WAND INTERACTION:

- Wand inscription: "To weave the water's way, seek the willow's whisper."
- Use of the wand manipulates water currents in **The Giggling Grotto (Room 1)**.

ECHOING BANSHEE ENCOUNTER:

- A successful musical tune subdues the banshee.
- Once subdued, she drops the **Crystal of Silenced Echoes**.

LUMINOUS LAGOON LANTERN INTERACTIONS:

- Lantern reveals the correct order on the musical stones when filled with water and activated.
- Splashing the lantern's light on the pool uncovers hidden treasures.
- Water spirits join the **Singing Snails**, creating a unique challenge.

TICKLISH FEATHER CLUE:

- Gnome statue inscription: "Laughter, the best distraction."
- Journal entry snippet: "Was cornered once. A feather saved me, making foes fall with laughter."

DUKE QUACKINGTON'S JOURNAL ENTRIES:

- "I often sip from the Goblet before entering the Hall; the giggle essence steadies one's resolve against the giggly gas."

- "The wand in the water was a gift, allowing me to dance with the rapids and make them my own."
- "I strummed the harp, the notes did fly, and thus the snail did not let me die."

WHIMSICAL STRINGS HARP

Wondrous Item (harp), rare

- **Weight:** 5 pounds
- **Value:** 750 gold pieces

This beautifully crafted harp allows the player to replicate the haunting melodies of the Singing Snails with a successful DC 15 Performance check, charming aquatic beings in a 30-ft radius for 1 hour.

CRYSTAL OF SILENCED ECHOES

Wondrous Item (crystal), uncommon

- **Weight:** 0.1 pounds
- **Value:** 150 gold pieces

This small, translucent crystal, when held, grants the user the ability to move in complete silence for 5 minutes.

TICKLISH FEATHER

Wondrous Item (feather), uncommon

- **Weight:** 0.01 pounds
- **Value:** 50 gold pieces

When used, a successful DC 15 Dexterity (Sleight of Hand) check can induce 1 minute of uncontrollable laughter in enemies, leaving them vulnerable to attacks.

BUBBLY BUBBLEGUM

Wondrous Item (consumable), uncommon

- **Weight:** Negligible
- **Value:** 25 gold pieces per packet

This magical bubblegum, when chewed and blown, produces floating bubbles that can be used to cross gaps or reach otherwise unreachable ledges. Each packet contains 5 uses.

LUMINOUS LAGOON LANTERN

Wondrous Item (lantern), rare

- **Weight:** 2 pounds
- **Value:** 500 gold pieces

This magical lantern, when filled with water from the Rubber Duck Rapids and activated with a specific phrase, emits a unique light source that reveals hidden paths and interacts with elements in The Echoing Elysium, Hall of Hysteria, and Chamber of the Quack Door throughout the dungeon.

PEARL OF ECHOING WHISPERS

Wondrous Item (pearl), uncommon

- **Weight:** 0.1 pounds
- **Value:** 150 gold pieces

When held, this pearl allows the user to hear distant conversations or noises as if they were close, enhancing their perception and awareness.

ELDER'S BREATH FLUTE

Wondrous Item (flute), uncommon

- **Weight:** 0.5 pounds
- **Value:** 100 gold pieces

This ancient, rusted flute, known as the “Elder’s Breath,” when played, releases an ancient spirit that shares cryptic wisdom or prophecies with the user, offering insights and guidance.

GOBLET OF GIGGLES

Wondrous Item (goblet), uncommon

- **Weight:** 0.5 pounds
- **Value:** 100 gold pieces

This enchanted goblet, when consumed in The Echoing Elysium, grants immunity to laughter-induced effects in the Hall of Hysteria, steadyng one’s resolve against the giggly gas.

LUMINOUS ELIXIR

Potion, uncommon

- **Weight:** 0.5 pounds
- **Value:** 50 gold pieces

Drinking this elixir grants the person the ability to glow softly for a few hours, providing a useful source of light in dark places.

SNAIL SORCERER

Medium humanoid (snailkin), neutral

- **Armor Class:** 12
- **Hit Points:** 70 (10d8 + 20)
- **Speed:** 20 ft., swim 40 ft.

- **STR:** 8 (-1)
- **DEX:** 12 (+1)
- **CON:** 14 (+2)
- **INT:** 16 (+3)
- **WIS:** 12 (+1)
- **CHA:** 15 (+2)

- **Skills:** Arcana +5, Perception +3
- **Senses:** darkvision 60 ft., passive Perception 13
- **Languages:** Aquan, Common, Primordial
- **Challenge:** 5 (1,800 XP)

- **Legendary Resistance (2/Day).** If the snail sorcerer fails a saving throw, it can choose to succeed instead.
- **Amphibious.** The snail sorcerer can breathe air and water.
- **Innate Spellcasting.** The snail sorcerer’s innate spellcasting ability is Intelligence (spell save DC 13). The snail sorcerer can innately cast the following spells, requiring no material components:

At will: *mage hand, shape water*

3/day each: *water walk, water breathing*

- **Spellcasting.** The snail sorcerer is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The snail sorcerer has the following wizard spells prepared:

Cantrips (at will): *prestidigitation, ray of frost, shocking grasp*

1st level (4 slots): *mage armor, magic missile, shield*

2nd level (3 slots): *mirror image, misty step*

3rd level (2 slots): *counterspell, water breathing*

ACTIONS

- **Staff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 3 (1d6) bludgeoning damage.

REACTIONS

- **Uncanny Dodge.** When an attacker the snail sorcerer can see hits it with an attack, it can use its reaction to halve the attack’s damage against it.

LEGENDARY ACTIONS

- **Cantrip (Costs 2 Actions).** The snail sorcerer casts a cantrip.
- **Teleport (Costs 3 Actions).** The snail sorcerer magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see.
- **Water Blast (Costs 3 Actions).** The snail sorcerer unleashes a blast of water in a 30-foot cone. Each creature in that area must make a DC 13 Strength saving throw, taking 21 (6d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

LUMINOUS GUARDIAN SNAIL

Small beast, neutral

- **Armor Class** 14 (natural armor)
- **Hit Points** 23 (4d6 + 8)
- **Speed** 20 ft., climb 20 ft.

- **STR** 8 (-1)
- **DEX** 12 (+1)
- **CON** 12 (+1)
- **INT** 2 (-4)
- **WIS** 11 (+0)
- **CHA** 4 (-3)

- **Skills** Perception +2
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** understands Aquan but can't speak
- **Challenge** 1/2 (100 XP)

- **Bioluminescence.** The snail sheds dim light in a 10-foot radius.
- **Water Jet (Recharge 5-6).** The snail exhales a blast of water in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Strength saving throw, taking 5 (1d10) bludgeoning damage on a failed save, or half as much damage on a successful one. The water then spreads out across a 20-foot radius circle centered on the line, extinguishing unprotected flames in that area.
- **Bioluminescent Glare (Recharge 4-6).** When a player character starts its turn within 10 feet of the snail, the snail can use its Bioluminescent Glare. Each affected creature must make a DC 11 Constitution saving throw or be blinded until the start of its next turn.

ECHOING BANSHEE

Medium undead, chaotic evil

- **Armor Class** 12
- **Hit Points** 70 (10d8 + 20)
- **Speed** 0 ft., fly 30 ft. (hover)

- **STR** 1 (-5)
- **DEX** 14 (+2)
- **CON** 16 (+3)
- **INT** 6 (-2)
- **WIS** 12 (+1)
- **CHA** 18 (+4)

- **Skills** Stealth +4
- **Damage Vulnerabilities** thunder
- **Damage Resistances** acid, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Common

- **Ethereal Sight.** The banshee can see 60 feet into the Ethereal Plane when it is on the Material Plane and vice versa.
- **Incorporeal Movement.** The banshee can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
- **Wail (Recharge 6).** The banshee releases a mournful wail, provided that she isn't in sunlight. This wail affects all other creatures within 30 feet of her that can hear her. Each affected creature must make a DC 14 Constitution saving throw. On a failed save, a creature takes 14 (4d6) psychic damage and is frightened for 1 minute. On a successful save, a creature takes half damage and isn't frightened. An affected creature can repeat the saving throw at the end of each of its turns, ending the frightened condition on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the banshee's Wail for the next 24 hours.

ACTIONS

- **Corrupting Touch.** *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (4d6) necrotic damage.

ROOM 3: HALL OF HYSTERIA

As you enter the Hall of Hysteria, you're met with an elongated chamber bathed in an ethereal blue glow. Oddly angled mirrors line the walls, reflecting distorted funhouse images. The air is thick with the smell of fresh rain, and a thin layer of water covers the ground, producing squelchy sounds with every step. In the center of the room, a grand portrait of Duke Quackington III hangs, and his eyes seem to follow your every move.

DESCRIPTION

The Hall of Hysteria is a whimsical and disorienting chamber. The distorted mirrors create a dizzying effect, and the constant giggly gas bursts from the floor release periodic uncontrollable laughter. A shimmering crystal chandelier hangs from the ceiling, casting dynamic light patterns across the room. In one corner, you spot a forgotten umbrella stand with oversized and colorful umbrellas.

NOTABLE FEATURES

- Chamber bathed in an **ethereal blue glow**.
 - Multiple mirrors angled oddly to reflect distorted images; a few display the viewer in comedic outfits.
 - Ground covered in a **thin layer of water**; stepping causes squelchy sounds. Some puddles giggle when stepped on.
 - Grand portrait of Duke Quackington III** hangs prominently; his eyes seem to follow viewers. A switch located behind the portrait.
 - Shimmering crystal chandelier** hangs above, creating dynamic light patterns.
 - A **neon sign** points to an exit but changes to "Just Kidding!" upon approach.
 - Umbrella stand** filled with oversized, colorful umbrellas in one corner.
 - Pile of **juggling balls** in another corner; act as distractions when thrown.
 - Enchanted **toy chest** produces random comedic props.
 - Pedestal** in the room's center holds a jar labeled "**Last Laughs**".
 - Bright red rubber nose** next to a mirror; honks when squeezed.
 - Gnome painting** depicts a gnome floating on a bubble, captioned: "Rise above the Hysteria!"
- Connections to other rooms:
- Water channel from The Giggling Grotto (Room 1)**; contains playful antics and **Giggling Goblins**.
 - Direct path from The Echoing Elysium (Room 2)**; heavily guarded by **Singing Snails**.
 - Grand archway to Chamber of the Quack Door (Room 4)**.

GIGGLY GAS TRAPS

- Periodic **giggly gas** bursts from the floor in a 10-ft radius. Requires a DC 15 Wisdom save; failure results in 1-minute incapacitation.
- Plaque near one vent reads: "To avoid laughter's snare, find jest or quip."
- Activating the switch behind the Duke's portrait (by saying "Jovial Jester") temporarily halts gas release.

LAST LAUGHS JAR

- When opened, the jar emits echoing laughter, producing no mechanical effects.
- Plaque on the pedestal reads: "Laughter's treasure, just be who you are."

LUMINOUS LAGOON LANTERN INTERACTION

- When activated, the lantern solidifies giggly gas into temporary platforms, aiding navigation.

ENEMY PRESENCE AND BEHAVIOR

- Hysterical Harlequin** and five **Laughing Lurkers** guard the portrait and treasures, responding to tampering.
- Jocular Juggernaut** patrols the room, wielding a **giant rubber chicken**.
- Three **Chuckling Chainmasters** roam, their chains producing chuckling sounds with movement.
- An ethereal **Giggling Ghost** attempts to possess players, making them dance for a turn.

THE ULTIMATE KEY CLUE

- One of the journals from the **Waterweaver Clan** displays a drawing of a **rubber duck** with the caption: "The ultimate key!"

BOOTS OF BOUNCE

- Weight:** 2 lbs
- Value:** 500 gp

The Boots of Bounce grant the wearer the ability to jump with heightened agility, doubling their Jump distance and allowing them to dodge attacks more effectively, providing a +2 bonus to their AC against melee attacks for 1 minute after each jump.

AMULET OF CHUCKLES

- Weight:** 0.1 lbs
- Value:** 300 gp

The Amulet of Chuckles allows the wearer to emit a contagious laugh once per short rest, causing a target within 30 feet to make a DC 14 Wisdom saving throw or be incapacitated due to uncontrollable laughter for 1 round.

RING OF RIDDLES

- *Weight:* 0.1 lbs
- *Value:* 400 gp

The Ring of Riddles allows the wearer to ask a riddle to an enemy once per day. If the enemy fails to answer correctly, it becomes confused for 1 round, suffering disadvantage on attacks and ability checks.

TICKLISH FEATHER

- *Weight:* Negligible
- *Value:* 50 gp

The Ticklish Feather, when used in combat with a successful Sleight of Hand check (DC 15), can tickle an enemy, causing them to become incapacitated due to uncontrollable laughter for 1 round.

HYSTERIC HARLEQUIN

Medium humanoid (jester), chaotic neutral

- **Armor Class** 13
- **Hit Points** 42 (7d8 + 14)
- **Speed** 30 ft.

- **STR** 10 (+0)
- **DEX** 16 (+3)
- **CON** 14 (+2)
- **INT** 12 (+1)
- **WIS** 8 (-1)
- **CHA** 16 (+3)

- **Skills** Acrobatics +5, Performance +5
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** Common, Jester's Cant
- **Challenge** 3 (700 XP)

- **Evasion.** When the Hysterical Harlequin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage on a success and half damage on a failure.

Actions

- **Jester's Baton.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 7 (2d6) psychic damage.
- **Confetti Bomb (Recharge 5-6).** The Hysterical Harlequin throws a confetti bomb at a point it can see within 30 feet of it. The bomb explodes, and each creature in a 10-foot radius must make a DC 13 Dexterity saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one. Additionally, affected creatures are blinded until the end of their next turn.
- **Disorienting Laughter (Recharge 6).** The Hysterical Harlequin targets one creature it can see within 60 feet of it. The target must succeed on a DC 13 Wisdom saving throw or fall into uncontrollable laughter for 1 minute. While laughing, the target is incapacitated and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Hysterical Harlequin's Disorienting Laughter for the next 24 hours.

Legendary Actions

- **Prankster's Dash (Costs 1 Action Point).** The Hysterical Harlequin moves up to its speed without provoking opportunity attacks. If it moves through a creature's space, that creature must make a DC 13 Dexterity saving throw or take 6 (1d6 + 3) bludgeoning damage and fall prone.

LAUGHING LURKER

Medium humanoid (lurker), chaotic neutral

- **Armor Class** 12 (natural armor)
- **Hit Points** 36 (4d8 + 16)
- **Speed** 30 ft., climb 20 ft.

- **STR** 14 (+2)
- **DEX** 12 (+1)
- **CON** 16 (+3)
- **INT** 5 (-3)
- **WIS** 9 (-1)
- **CHA** 6 (-2)

- **Skills** Stealth +3
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands Common but can't speak
- **Challenge** 1 (200 XP)

- **Spider Climb.** The Laughing Lurker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

- **Chain. Melee Weapon Attack:** +4 to hit, reach 10 ft., one target. **Hit:** 8 (1d8 + 2) bludgeoning damage.
- **Grapple and Giggles.** When the Laughing Lurker hits a creature with a chain attack, the target must succeed on a DC 13 Strength saving throw or be grappled (escape DC 13). While grappled, the target is exposed to the nearby giggly gas and must succeed on a DC 12 Wisdom saving throw at the start of each of its turns or be incapacitated by uncontrollable laughter for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this Laughing Lurker's Grapple and Giggles for the next 24 hours.
- **Recharge (4-6).** After using the Grapple and Giggles ability, roll a d6. On a result of 4-6, the ability recharges.
- **Gas Immunity.** The Laughing Lurker is immune to the effects of giggly gas.

JOCULAR JUGGERNAUT

Large construct (animated armor), neutral

- **Armor Class** 15 (natural armor)
- **Hit Points** 70 (8d10 + 32)
- **Speed** 30 ft.

- **STR** 19 (+4)
- **DEX** 10 (+0)
- **CON** 18 (+4)
- **INT** 3 (-4)
- **WIS** 8 (-1)
- **CHA** 1 (-5)

- **Damage Vulnerabilities** thunder
- **Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 3 (700 XP)

- **Squeaky Swing.** When the Jocular Juggernaut hits with a melee weapon attack using its giant rubber chicken, it emits a loud squeaky sound. Any creature that can hear this sound within 30 feet of the Juggernaut must succeed on a DC 15 Wisdom saving throw or be incapacitated by uncontrollable laughter for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Jocular Juggernaut's Squeaky Swing for the next 24 hours.
- **Squeaky Chuckle (Recharge 6).** The Jocular Juggernaut emits a loud, piercing chuckle. Each creature within 30 feet of the Juggernaut must succeed on a DC 15 Wisdom saving throw or be incapacitated by uncontrollable laughter for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Jocular Juggernaut's Squeaky Chuckle for the next 24 hours.

CHUCKLING CHAINMASTER

Medium humanoid, chaotic neutral

- **Armor Class** 13 (leather armor)
- **Hit Points** 30 (4d8 + 12)
- **Speed** 30 ft.

- **STR** 14 (+2)
- **DEX** 12 (+1)
- **CON** 16 (+3)
- **INT** 7 (-2)
- **WIS** 9 (-1)
- **CHA** 6 (-2)

- **Skills** Athletics +4
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands Common but can't speak
- **Challenge** 1 (200 XP)

- **Chain Grapple.** When the Chuckling Chainmaster hits a creature with a chain attack, the target must succeed on a DC 14 Strength saving throw or be grappled (escape DC 14). While grappled, the target is exposed to the nearby giggly gas.
- **Giggly Gas Exposure.** A creature grappled by the Chuckling Chainmaster is exposed to the nearby giggly gas. At the start of each of its turns, the grappled creature must succeed on a DC 12 Wisdom saving throw or be incapacitated by uncontrollable laughter for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this Chuckling Chainmaster's Giggly Gas Exposure for the next 24 hours.

Actions

- **Chain. Melee Weapon Attack:** +4 to hit, reach 10 ft., one target. **Hit:** 6 (1d6 + 2) bludgeoning damage.
- **Expose to Giggles.** The Chuckling Chainmaster can use its action to expose a grappled creature to nearby giggly gas, causing it to make a DC 12 Wisdom saving throw or be incapacitated by uncontrollable laughter for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this Chuckling Chainmaster's Expose to Giggles for the next 24 hours.

GIGGLING GHOST

Medium undead, chaotic neutral

- **Armor Class** 13
- **Hit Points** 45 (6d8 + 18)
- **Speed** 0 ft., fly 30 ft. (hover)

- **STR** 7 (-2)
- **DEX** 14 (+2)
- **CON** 16 (+3)
- **INT** 6 (-2)
- **WIS** 10 (+0)
- **CHA** 12 (+1)

- **Damage Resistances** acid, fire, lightning, thunder; bldg., piercing, and slashing from nonmagical attacks
- **Damage Vulnerabilities** radiant
- **Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** understands Common but can't speak
- **Challenge** 5 (1,800 XP)

- **Incorporeal Movement.** The Giggling Ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
- **Ethereal Sight.** The Giggling Ghost can see 60 feet into the Ethereal Plane when on the Material Plane and vice versa.

Actions

- **Possess. Melee Attack:** +4 to hit, reach 5 ft., one humanoid. **Hit:** The target must succeed on a DC 14 Charisma saving throw or be possessed by the Giggling Ghost. The Giggling Ghost then disappears, and the target is incapacitated and loses control of its body. The Giggling Ghost now controls the body but doesn't deprive the target of awareness. The possession lasts until the body drops to 0 hit points, the Giggling Ghost ends it as a bonus action, or the Giggling Ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the Giggling Ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this Giggling Ghost's Possession for the next 24 hours.
- **Comical Dance (Recharge 5-6).** The Giggling Ghost performs a comical dance, forcing each creature within 30 feet of it to succeed on a DC 15 Wisdom saving throw or fall into uncontrollable laughter for 1 minute. While laughing, a creature is incapacitated and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this Giggling Ghost's Comical Dance for the next 24 hours.
- **Ectoplasmic Burst.** The Giggling Ghost expels a burst of ectoplasmic energy in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one. Additionally, a creature that fails its saving throw is subjected to the uncontrollable laughter effect for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the laughter effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Giggling Ghost's Ectoplasmic Burst for 24 hours.

ROOM 4: CHAMBER OF THE QUACK DOOR

As you step into the heart of the dungeon, you find yourself in the Chamber of the Quack Door. The room is circular, and its ornate grand door stands in the center with a peculiar rubber duck-shaped lock. Golden feathers gently float from the ceiling, creating an ethereal ambiance. In the center of the room, a raised platform holds an ancient, waterlogged book titled "Quackington's Quandaries." The room resonates with the humming of the Singing Snails from throughout the dungeon.

DESCRIPTION

The Chamber of the Quack Door is a circular room with a diameter of 40 feet. The grand door is a prominent feature, with intricate carvings and a large rubber duck-shaped lock. The ceiling is adorned with golden feathers that softly drift down, and the room has a raised platform in the center, on which the waterlogged book "Quackington's Quandaries" is placed. A carved story on the wall illustrates three snails humming in harmony to unlock a grand door.

Throughout the room, you'll find comically posed ornate rubber duck figurines, each depicting past heroes who attempted the quest. Puddles with floating lily pads are scattered around the room, and if stepped on, they playfully squirt water at adventurers. A hanging chandelier made entirely of dripping water provides a soft, ethereal glow. A small pond with koi fish is nestled in one corner, offering a potential source of income if you can catch and sell them.

In a corner, there's a "Duck's Nest" containing golden coins and shiny trinkets. Among the loot, there's a "Golden Egg," said to bring good luck. Hidden behind one of the humorous duck statues is a stash of "Duck-Billed Coins," which have a slight magical aura and can be used as currency with certain magical creatures. Crystal drops suspended from the ceiling produce a gentle, harmonic hum when touched. An ornate mirror with a flowing river frame briefly reflects the viewer as a duck. The room also contains alcoves with humorous duck statues in various poses, such as reading a book or lifting weights.

NOTABLE FEATURES

- A circular chamber containing a **Grand Quack Door** with a rubber duck-shaped lock. Tampering without the correct melody floods the room.
- Golden feathers** float from the ceiling. Some are pluckable and known as **Golden Duck Feathers**.

- Central raised platform holds **Quackington's Quandaries**, an ancient waterlogged book. Its text: "To unlock the grand Quack Door, merge the melodies of the snails with the echoing tales within these pages. Only in harmony shall the way forward reveal itself."
- The room hums due to the **Singing Snails**.
- Ornate rubber duck figurines depicting past questing heroes are scattered about. Some are humorously posed.
- A **Disgruntled Duck Guardian** stands ready to defend the **Quack Door**.
- Four **Quacking Crusaders** guard the door, springing to life if approached incorrectly.
- A soft lullaby plays upon the guardian's defeat: "When the petals fall and the bloom does fade, arise the deity from the floral shade."
- Carved story on the wall depicts three snails humming to unlock a grand door.
- Musical notes faintly emanate from the **Quack Door**.
- Puddles with floating lily pads squirt water if stepped upon.
- Dripping water chandelier gives soft illumination.
- Duck's Nest** corner pile of golden coins and trinkets holds a **Golden Egg**.
- Water Elemental** shaped like a waterfowl roams, leaving wet footprints.
- Duck-themed fountain has an inscription: "He who quacks the loudest gets the worm... or maybe just wet!"
- Alcoves in the walls display statues of ducks in various humorous poses.
- Duck-Billed Coins** are hidden behind one statue with a hint: "Strength of a duck leads to riches."
- Ceiling-suspended crystal drops produce harmonic hums when touched.
- Ornate mirror framed like a flowing river temporarily reflects viewers as ducks.
- Small pond containing valuable koi fish.
- Luminous Lagoon Lantern** reveals a snail-related inscription and handprints on the **Quack Door**.
- Water spirits offer riddles that help bypass the **Disgruntled Duck Guardian**.

THE QUACK DOOR MECHANISM

- To unlock: Merge the **Singing Snails'** melodies with **Quackington's Quandaries**.
- Incorrect tampering results in a flood. Text emanates: "The water stirs, beware the flood."
- Luminous Lagoon Lantern** light reveals an inscription hinting at three **Singing Snails** with water-tuned notes.
- Luminous Lagoon Lantern** also reveals handprints on the **Quack Door** in a triangular pattern, lower half, chest height.

SINGING SNAILS

- **Snail 1:** Located on a rock ledge on the eastern wall, produces high-pitched tinkling notes.
- **Snail 2:** On a lily pad in the southern corner, gives a smooth, calming melody.
- **Snail 3:** Near the entrance, on a protruding root, emits a rapid staccato rhythm.

WATER SPIRITS' RIDDLES

- **Spirit 1:** Located at the fountain, riddle: “I flow without end, never move.”
- **Spirit 2:** By the chandelier, riddle: “Take more, leave more behind.”
- **Spirit 3:** In an alcove by a duck-reading statue, riddle: “Fly without wings, cry without eyes, darkness dies wherever I go.”

COMBAT MECHANICS

- **Disgruntled Duck Guardian:** Uses “Water Blast” (Melee: 30-ft range, Dex save DC 15, 2d8+4 damage) and “Aqua Cyclone” (Area: 10-ft radius, Str save DC 16, 4d6 damage, 10-ft push).
- **Quacking Crusaders:** Activate when the **Quack Door** is approached without the melody, exclaiming, “Halt! Harmonize or face defense.”
- **Water Elemental:** Uses “Water Jet” (Ranged: 30-ft range, Dex save DC 17, 3d10 cold damage). Engages if the door is tampered with or if the guardian is attacked.

AMULET OF AQUATIC ARIA

Wondrous Item (necklace), rare

This shimmering blue gem-set silver pendant allows the wearer to communicate with and influence aquatic creatures within 60 feet, using Charisma (Persuasion) checks.

GOLDEN EGG

Wondrous Item (trinket), uncommon

This intricately crafted golden egg is a valuable trinket, worth 100 gold pieces.

GOLDEN DUCK FEATHER

Wondrous Item (component), uncommon

These shimmering golden feathers are prized by wizards and alchemists for use in magical rituals, worth 25 gold pieces each.

DUCK-BILLED COIN

Currency (coin), minor

These magical coins carry a slight aura and can be used as currency with certain magical creatures. Each coin is worth 10 gold pieces.

DISGRUNTLED DUCK GUARDIAN

Large beast (duck), neutral

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft., swim 60 ft.

STR 18 (+4)

DEX 14 (+2)

CON 16 (+3)

INT 2 (-4)

WIS 12 (+1)

CHA 6 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages understands Aquan but can't speak

Challenge 7 (2,900 XP)

Aquatic. The duck can breathe underwater and move through water without impediment.

Water Jet. The duck exhales a blast of water in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Strength saving throw, taking 3d10 cold damage on a failed save, or half as much damage on a successful one. The water then spreads out across the ground in a 20-foot radius circle centered on the line, extinguishing unprotected flames in that area. **Recharge** 5-6.

Multiattack. The duck makes three attacks: one with its beak and two with its talons.

Beak. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 4) piercing damage.

Talons. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Water Spout (Recharge 5-6). The duck creates a whirlpool in a 20-foot radius centered on a point it can see within 60 feet of it. The whirlpool lasts until the duck uses this ability again or dies. Any creature that starts its turn within 20 feet of the whirlpool must make a DC 15 Strength saving throw, taking 21 (6d6) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails the save by 5 or more is pulled 10 feet toward the whirlpool.

Duck and Cover. When the duck is submerged in water, it gains partial cover, granting it a +2 bonus to AC.

Legendary Resistance (3/Day). If the duck fails a saving throw, it can choose to succeed instead.

WATER ELEMENTAL

Large elemental, neutral

Armor Class 14

Hit Points 112 (15d10 + 30)

Speed 30 ft., swim 90 ft.

STR 18 (+4)

DEX 14 (+2)

CON 15 (+2)

INT 5 (-3)

WIS 10 (+0)

CHA 8 (-1)

Skills Perception +2

Damage Vulnerabilities lightning

Damage Immunities poison, poison damage

Condition Immunities exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages understands Aquan but can't speak

Challenge 8 (3,900 XP)

Aqua Blast. The elemental exhales a blast of water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Strength saving throw, taking 3d10 bludgeoning damage on a failed save, or half as much damage on a successful one. The water then spreads out across the ground in a 20-foot radius circle centered on the line, extinguishing unprotected flames in that area. (Recharge 5-6)

Multiaction. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.
Hit: 13 (2d8 + 4) bludgeoning damage.

Hydrophase. The elemental can move through a space as narrow as 1 inch wide without squeezing.

Lightning Vulnerability. The elemental is vulnerable to lightning damage.

Legendary Actions (3/round). The elemental can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The elemental regains spent legendary actions at the start of its turn.

- **Aquatic Slam.** The elemental makes a slam attack.
- **Tidal Wave (Costs 2 Actions).** The elemental uses its Aqua Blast.
- **Whirlpool (Costs 3 Actions).** The elemental creates a 10-foot radius whirlpool in a location it can see within 60 feet of it. Each creature within 10 feet of the whirlpool must succeed on a DC 16 Strength saving throw or be pulled 10 feet toward it.

CONCLUSION

With the retrieval of the Golden Rubber Duck, a harmonious laughter echoes through the Rubber Duck Rapids. The Floral Deity, rejuvenated by the restored balance, blooms in gratitude, revealing stunning multicolored petals, which cast a mesmerizing glow over the forest. The Giggling Goblins, seeing the positive effect of the adventurers' actions, offer them free passes to visit any time, and the Singing Snails serenade them with a special song of victory. The Golden Rubber Duck, infused with the mirthful energy of the dungeon, can be used to bring about a single lighthearted wish or serve as a beacon of joy, radiating happiness to those around it. The forest rejoices, and the once-hidden Rubber Duck Rapids becomes a place of celebration, drawing creatures from all around to revel in its joyous waters.

This module was generated using a script based on artificial intelligence, with the following parameters.

keywords: Giggling Goblins, Rubber Duck Rapids, Singing Snails

numRooms: 4

combatDifficulty: high

lootValue: high

wackiness: high.