



this area. The stones of the cesspool likewise radiate conjuration to a *detect magic* spell or similar effect.

Creature. A massive creature on the demiplane of filth has reached a long tentacle through the weak planar barrier here. The creature's tremorsense allows it to detect the presence of creatures in this room, at which point it attacks. Each character must succeed on a DC 10 Wisdom (Perception) check to notice ripples on the cesspool before the tentacle emerges. If the characters know the room's story or sensed the magic here, they have advantage on the check. The tentacle surprises anyone who fails the check.

The enormous tentacle uses the stat block of a **giant constrictor snake** with these changes:

- It can reach anywhere inside this room.
- It has no bite attack.

A creature grappled by the tentacle is pulled immediately into the 3-foot-deep section of the cesspool. On the next round, if the creature is still grappled, the tentacle pulls it into the 10-foot-deep section and under the sewage. There, the tentacle has three-quarters cover, and the creature can't breathe. A creature that falls unconscious while grappled beneath the sewage is pulled through the planar rupture into the filth plane, to be devoured and lost forever. Or, in grand Acquisitions Incorporated fashion, a character so destroyed might return later as a vile creature bent on revenge against its former party members.

9. DRAGON

A wyrmling brass dragon wound up in this cavern after a green dragon chased it away from its territory. (This is the green dragon mentioned in the "Life in Waterdeep" sidebar.) The wyrmling, which calls itself Dabshabah, entered a sea cave near Waterdeep that contained a passage leading to this complex of tunnels and caverns. She was hiding when the earthquake struck, and was trapped beneath fallen rubble.

When the characters enter the chamber from the south, Dabshabah is fending off a pair of darkmantles, so they can hear the fight before they see it.

A small, brass-colored dragon thrashes madly at the far end of the cavern, trapped beneath two large boulders that block a northern tunnel. Two dark creatures resembling flying squids dart just out of the little dragon's reach, harassing it. Another northern tunnel is also blocked with rubble. Only a tunnel to the east stands clear of debris.

Creatures. The two **darkmantles** understand that the dragon is doomed to eventually die of its wounds, and that they can have an easy meal in a few hours if they bide their time. They are thus staying out of the dragon's reach. Dabshabah can't use her breath weapon against the darkmantles because the weight of the boulders makes it hard for her to breathe.

When the characters engage the darkmantles, the monsters ignore the dragon to focus on the new threat. Both creatures fight to the death.

Aftermath. If the characters defeat the darkmantles, Dabshabah (a **brass dragon wyrmling**) is thankful. If they use magic to heal the wounds she suffered during the earthquake, she is even more grateful. However, she expresses that gratitude with an inflated sense of her importance in the world. Remember that dragons aren't like people. Even the good ones can be haughty, proud, entitled, demanding, self-involved, and prone to violence. (Okay, maybe they are like people.)

Dabshabah is less than a year old, and she shares the story of how a green dragon attacked her and her siblings, driving her away from her mother's territory and down the Sword Coast. She can also confirm that she saw an armed and armored female human—Sergeant Ava Teeshe—pass through this chamber and head east some hours ago. Dabshabah kept silent, fearing the human would slay her.

Ahghairon's Dragonward. Waterdeep is protected by a magical ward that keeps dragons from entering the city. The ward doesn't reach this far below ground, so Dabshabah is safe here. However, if the characters attempt to bring her out of the fissure, she can't follow them. The dragon whines and sobs when it becomes

Large capital assets such as dragons are a good investment. But you need to remember to record them on your balance sheet at the original cost minus depreciation due to the minor dismemberment or occasional consumption of staff.

—Morgæn