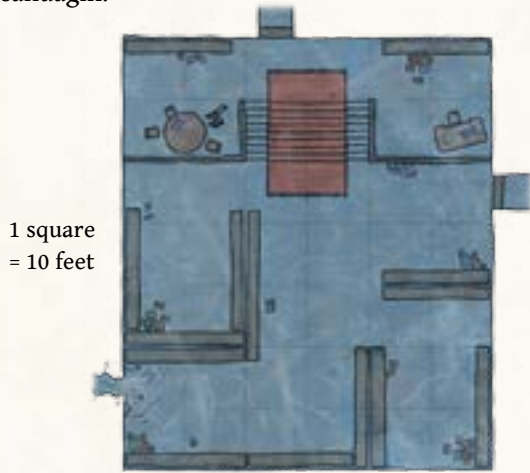


The Sodden Library

Situation

A large crack in the exterior wall of the ziggurat allowed the sea to flood this large, bilevel room. Once a library of the original occupants, it is now claimed by sahuagin.



The 15-foot-wide aperture in the thick, slimy, stone wall leads into the sunken ruin. The murky water turns dark, and the features of this large, split-level room are mostly obscured: empty shelves line the walls and the rotted, waterlogged books and scrolls that once rested neatly on them have sunken haphazardly in piles all over the floor. To the east is a thickly framed set of double doors made of opaque green glass. A recessed stone door interrupts the shelves on the upper level's north wall.

There is normally a sahuagin here, a sentry that keeps watch while its priestess makes preparations in other chambers. In most circumstances, a battle is likely.

Combat

When Nilbool spots the PCs, it shouts "Get out!" in Sahuagin and makes an awful racket with its high-pitch keening to drive off the PCs. The **sahuagin**, Nilbool, will let the PCs flee but it will fight to the death if it must. Its three **reef shark** pets are under the influence of *shark telepathy*. Injured reef sharks retreat once Nilbool is dead; uninjured sharks try to eat the floating corpses.

From the darkness of the upper level glides a toothy shark hewing down on a freshly severed humanoid arm, a cloud of blood blooming in its wake. Above, the sleek white bodies of two more sharks circle floating corpses. A humanoid form with crested fins and darkly scaled skin swims effortlessly into view. It clutches a barnacle-encrusted spear.

Exploration

Floating in the upper level are the corpses of two Wild Hammer divers. A search of their remains turns up four daggers, two *potions of water breathing*, and a small book undamaged by water or time. The book is written in Celestial and good-aligned characters can see it's the ancient journal of "Tonauac of Many Lives." Those who read Celestial learn Tonauac was one of an ancient race called the deva and that he was building a seat from which to watch the heavens. Fully translating and learning the journal's secrets would take months of study. It counts as lore. The loot on the corpses is at risk if the sharks eat them. Returning the corpses to the Wild Hammers improves PCs relationship with them.

The piles of books and scrolls are rotted and waterlogged, falling apart with any handling. However, a thorough search and some time mean the PCs recover a relic - a small stone model of a ziggurat. It counts as *lore*.

The door on the north wall is stuck and has a hole where a doorknob should be. A DC 20 Strength check will open it. Otherwise it just takes *time*. It leads to the sea hag.

The green glass door to the east opens silently and effortlessly, leading into a long-overgrown garden.

Social Interaction

Characters outside the library can try to communicate with Nilbool if they speak Sahuagin. It claims the ruins for its leader, Baron Urlurg the Many-Armed and warns the PCs not to enter. It is *hostile* throughout this interaction.

Nilbool is greedy and might be persuaded to allow the PCs to investigate the sodden library and take a few things by offering it at least 10 gp or an interesting trinket and making a DC 15 Charisma check. Elves make this check at disadvantage. It will not make a deal to allow the PCs deeper into the ziggurat.

If a character somehow speaks to the sharks, they are only interested in eating the floating bodies. They can tell the PCs about the sea hag, but have not been further in the ruins.

"No adventurer can hold their breath forever. Where do you go?"

Return to the Base Camp via the Aperture | Enter the Door to the North | Enter the Door to the East