

ENTER THE HYDRODOME

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THE ARENA: The party has been asked by a frantic messenger to be the third and final team competing in the annual Ydorpali Tournament. (Apparently, the team representing the sea hags dropped out quite last-minute. Unpredictable fey, ya'know?) After agreeing to compete, they are informed that the tournament takes place out at sea, off of the nearby coast, in a magical underwater dome. While the historical tournament used to be to the death, the past several decades have favored a less-lethal form of combat. The dome itself allows competitors to breathe underwater regardless of species, as well as protecting them from lethal blows. It is about the height of a football field (100 yards) from the seafloor to the surface, and about double that distance in circumference. As soon as a killing blow lands, the receiving contestant is eliminated from competition and magically transported back to safety outside of the arena. Water-dwellers are sent back to the rings of spectators that have gathered outside of the dome, while land-dwellers find themselves magicked back to the surface and into the boat which brought them.

THE COMPETITORS

The number of competitors in each group should mirror the number in your party.

TEAM 1: Your party, joining at the last minute to replace the sea hag team. If your party will struggle with moving underwater, consider gifting them with rings of swimming from the original competitors, who probably pity them.

TEAM 2: The Enédra - A race of seahorse-like merfolk, and the hosts of this year's tournament. (Stat block on Patreon.) Known for being masters of ambush, these are a people who can camouflage with their surroundings using their natural armor. They are easily disguised among coral reefs, seagrass plains, rocky outcroppings, etc. The Enédra historically hunt in packs and are highly proficient with hydrodynamic weapons, especially their traditional **Loutsos Spear**, which is the competition's chosen weapon this year. (Special item on Patreon.)

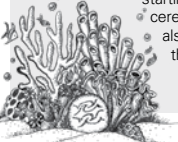
TEAM 3: Choose a water-dwelling or other aquatically-gifted race, such as **Sahuagin** or **Marrow**.

OTHER ENCOUNTERS

The arena is located in the open ocean, extending from the seafloor nearly to the surface, so any myriad of water-dwelling creatures could lurk

THE RULES

Three teams compete to eliminate all foes and aggressive creatures until the last team standing, OR infiltrate both of the other teams' territories and steal their **Ydorlith stone**, returning to their own team's base with both in hand. The stones are smooth and rounded, with a simple wave design carved deeply into one side; each weigh about fifteen pounds. Both of the opposing teams' Ydorlith stones must be in possession by a team back in their own territory in order to be considered a win. The stones must be hidden within the defending team's territory and cannot be carried or moved from the starting location during gameplay. Every contestant is given the ceremonial **loutsos spear** as this year's weapon of choice, but they are also allowed to use any weapons or magic available to them. Think of the Ydorpali Tournament as a violent, underwater capture-the-flag game played by teams of gladiators who can't die.



in its depths. A few possibilities include: **reef sharks**, a swarm of **giant crabs**, **shambling mounds** (of seaweed), **chuul**, or any other underwater creatures.

TEAM BASES

At the start of the competition, each team is allowed to roll for the territory they wish to defend. The three territories they can choose are the reef, the shipwreck, and the trench. **The reef** is a colorful coral reef teeming with fish and other creatures; full of caves and crevices ideal for hiding a Ydorlith stone. Watch out for unfriendly creatures and poisonous anemones. **The shipwreck** can be a familiar structure in an unfamiliar world - but decaying wood and the danger of collapse make it a

treacherous base. The stern is nearly completely buried in the middle of the open ocean plain, surrounded only by seagrass, so the ship provides an excellent option for a defensive-minded team. **The trench** is the biggest gamble - it's about 30 yards wide, and the steep rock walls descend roughly another football field down to a sandy floor. The dim lighting creates its own problems, getting darker the further you descend, and it is difficult to see teammates, other competitors, and anything else that might dwell below.

THE TOURNAMENT BEGINS...

A boisterous audience lines the outside of the dome, floating in large groups from the seafloor to nearly the surface, cheering their teams and peering through the magical barrier. An Enédra referee thanks the competitors and explains the rules. After rolling for their base selections, the teams have half an hour to explore their territory and hide their flag before the trumpets sound to mark the beginning of the game.

SUGGESTIONS FOR GAME PLAY

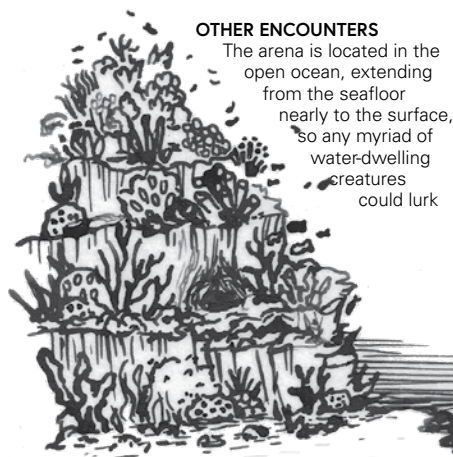
Use standard or preferred rules for underwater movement and combat. Keep in mind that while underwater, the party's combat will be in a 3D space where players can move in all directions.

If the party is waiting for everyone to come to them in order to engage, make sure that there are enough competitors from the other two teams who remain guarding their own base, so that the party will have to venture out eventually, either to eliminate the competition completely or to steal their Ydorlith stones.

The party will need to remain within eyesight of their base and roll perception frequently in order to make sure no one is actively going after their stone.

The Enédra have a strong defense, lying quietly in wait to ambush any intruders, or pick them off one-by-one. One or two of their number may rely on stealth to quietly seek out the other teams' stones. Use encounters with the third team where appropriately calamitous, either offensively or defensively.

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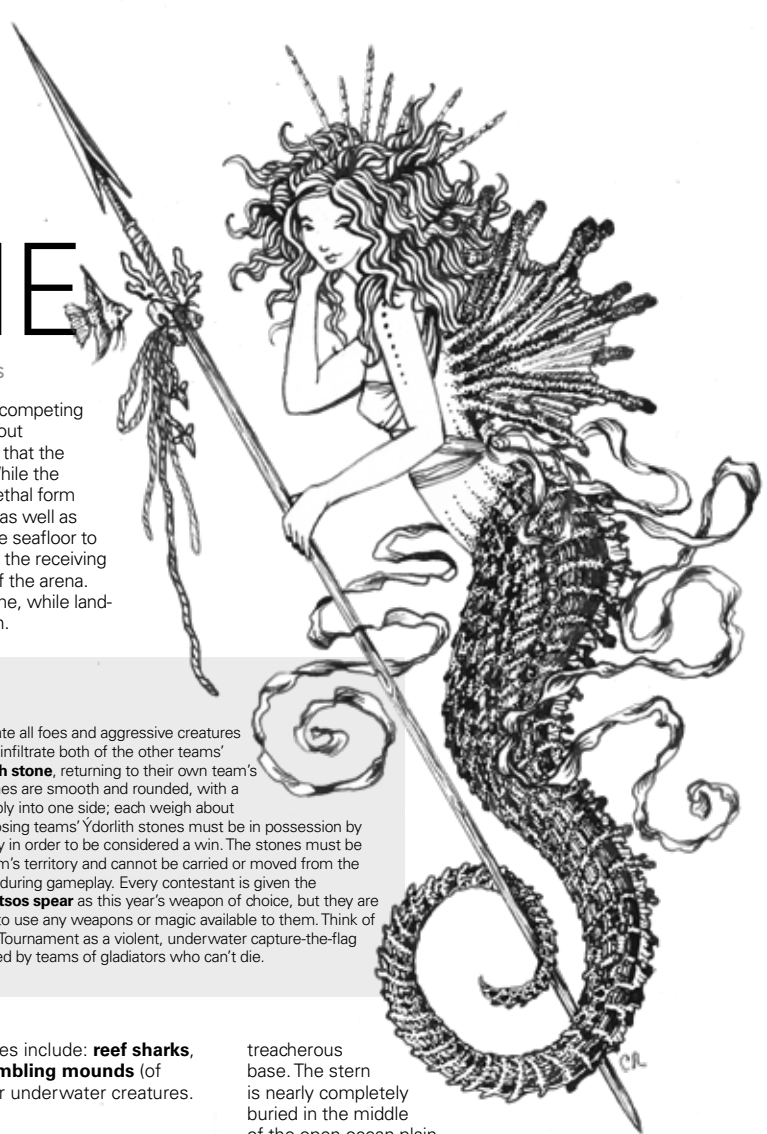
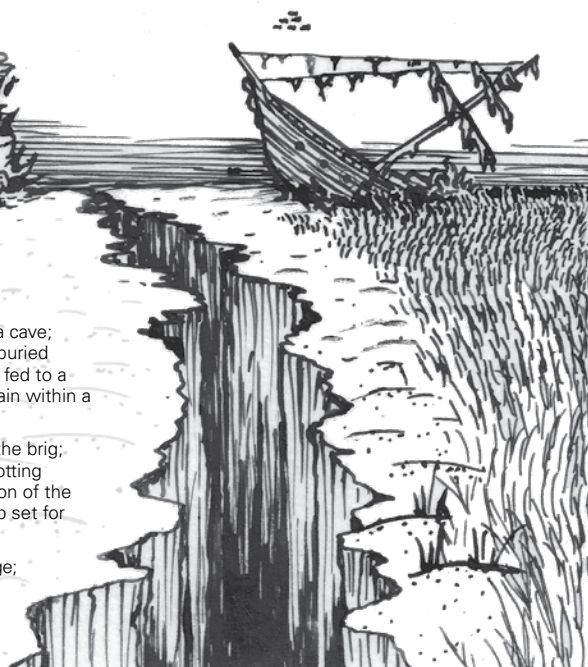


SUGGESTED YDORLITH STONE HIDING LOCATIONS

THE REEF: Magically disguised within a cave; inside of a large poisonous anemone; buried below an unassuming growth of coral; fed to a shark that has been enchanted to remain within a certain area of play...

THE SHIPWRECK: In a trunk locked in the brig; hidden at the top of the crooked and rotting mast; tucked away in an obscure section of the captain's or crew's quarters, with a trap set for anyone who discovers it...

THE TRENCH: Hidden on an obscure ledge; buried in the seafloor at the very bottom of the trench; magically encased inside of one of the sheer rock walls...



ENTER THE HYDRODOME

Enédra

Medium Humanoid, True Neutral

With the upper-body of a humanoid and the lower-half of a seahorse, the Enédra are not quick swimmers, but are capable hunters and fighters. Known for being masters of ambush, Enédra can camouflage themselves using their natural armor. The Enédra historically hunt in packs and are highly proficient with hydrodynamic weapons.

Armor Class 16 (Natural Armor)

Hit Points 52 (5d8+10)

Speed 20ft. Swim

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

Saving Throws STR +5, WIS +4

Skills Persuasion +5, Survival +4

Condition Immunities Prone (Underwater)

Senses Darkvision 60ft., Passive Perception 11

Languages Aquan, Common

Challenge 2 (450XP)

TRAITS

Amphibious Enédra can breathe both air and water.

Natural Camouflage While still, Enédra blend in with their surroundings using natural camouflage. While in their preferred habitat (Reefs, ocean floor, kelp), Enédra have Advantage on Stealth checks.

Natural Swimmer Enédra are natural-born swimmers, and cannot be knocked Prone while free-floating in water.

Prehensile Tail Enédra's tail functions as an additional limb, and may be used to hold and use objects (that do not require fingers), or hold onto narrow objects such as poles.

Ambush Strike Enédra are natural ambushers. When making an attack against a surprised foe, or from Stealth, Enédra deal an additional 7 (2d6) damage, matching the damage type of the attack.

ACTIONS

Tail Grapple Melee Weapon Attack, as an Action, the Enédra wraps its tail around its foe, Restraining them. Target must succeed on an Opposed Strength check against the Enédra, if they fail, target is Grappled, and may attempt another Opposed Strength as an Action.

Crushing Grasp Melee Weapon Attack, as a Bonus Action, the Enédra may crush a target it currently has Grappled, dealing 7 (1d10+2) Bludgeoning damage.

Loutsos Spear Strike Melee Weapon Attack, as an Action, the Enédra strikes out with their spear. +7 to hit, reach 10ft., one target. Hit: 8 (1d8+4) Piercing damage. Additionally, target must succeed on a DC14 CON Save, or take 4 (2d4) Poison damage, and be Poisoned until the end of their next turn.

Harpoon Throw Ranged Weapon Attack, as an Action, the Enédra hurls a harpoon from the quiver on their back. +7 to hit, reach 30/60ft., one target. Hit: 7 (1d6+4) Piercing damage.

Loutsos Spear

Melee Weapon (simple, spear)

The traditional hunting and ceremonial weapon of the Enédra. Constructed out of bone, tusk, shell, and coral, and tipped with bone or metal, every Enédra builds their own loutsos spear. Each spear often is personalized to the user and they frequently are decorated with designs and accoutrements which add to the overall aesthetics and/or deadliness.

Category: Items

Damage: 1d6 or 1d8 (two-handed).

Special Properties: The traditional Loutsos Spear has coral near its tip that will graze a victim along the piercing wound when they are struck. The coral is highly toxic.

When hit, a target must succeed on a DC14 Constitution Save or take 4 (2d4) Poison damage and be poisoned until the end of their next turn.

Damage Type: Piercing

Item Rarity: Uncommon

Properties: Ranged, Thrown, Versatile

Range: 20/60

Weight: 3

