

# DANCE OF THE SUN AND MOON

A DUNGEONS & DRAGONS<sup>®</sup> *LIVING  
FORGOTTEN REALMS* ADVENTURE

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The orbit of Toril's moon often brings it across the sun's path, but astrological predictions of an upcoming total eclipse have sparked great interest. Many followers of Amaunator and Selûne have gathered at the small city of Sapra in the land of Turmish, the best place from which to view the eclipse. The worshippers of the Moonmaiden see this as a time of celebration, with their Lady ascendant, while those who revere the Sunlord are less enthusiastic about the celestial conjunction. But it is the followers of a different entity, guided by maddening whispers, who prepare to enact a far different ritual when the earth darkens and stars shine at midday. A *Living Forgotten Realms* adventure set in Westgate and Turmish for characters of the Heroic tier (levels 1-10).

Based on the original DUNGEONS & DRAGONS<sup>®</sup> rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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## PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in **bold italics** provides player information for you to paraphrase or read aloud when appropriate. Information about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), complete and turn in this sheet to your organizer directly after play.

## READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain melee and ranged attacks) denotes that the attack can be used as a basic attack.

## IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule:

**Make decisions and adjudications that enhance the fun of the adventure whenever possible.**

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text

word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

## APPROPRIATE CHARACTER LEVELS

This adventure supports the entire Heroic tier of play (levels 1-10). Paragon-tier and Epic-tier characters may not play this adventure. Any Heroic-tier character can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

*Living Forgotten Realms* defines five Adventure Levels (ALs) within each tier. The choice of AL affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles. The players must decide as a group which AL they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

The group may not choose an Adventure Level that is more than three levels above the lowest-level character in the party. For example, a group with a level 2, level 3, and four level 5 characters may not choose to play the AL 6 version of an adventure because level 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either AL 2 or AL 4, but they will probably choose AL 4 because that's the best fit for the group (the average character level is  $25/6 =$  approximately 4).

If (and only if) the group can't agree on an Adventure Level, the DM may cast a tiebreaking vote.

## FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific

objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

## CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the resurrection daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, resurrection may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

**Regardless of which option is chosen**, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

## MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest.

Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters.

After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

## LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

**Death Penalty:** When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

**Diseases:** A disease lasts until it is cured or it reaches its final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

**Other Lasting Effects:** Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform the DM at the beginning of an adventure if his or her character is suffering from a lasting effect.

## DCs BY ADVENTURE LEVEL

This adventure uses the terms Easy, Moderate, and Hard to refer to the Difficulty Class (DC) of most checks. If a DC is given as a static number (such as DC 15 or DC 25 instead of Easy DC, Moderate DC, or Hard DC) then that number is the same regardless of Adventure Level (this applies to certain skill checks whose difficulty is specifically set by the core rules, such as monster knowledge checks, jumping and swimming checks, etc.)

Should you need to improvise a DC during the adventure, use the following table.

Adventure Level	Easy DC	Moderate DC	Hard DC
2	9	13	20
4	10	14	21
6	11	15	23
8	12	16	24
10	13	18	26

## ADVENTURE BACKGROUND

Countless eons before the rise of the Sarrukh and the subsequent reigns of Dragons, Elves, and Men, an empire of aboleths ruled the dark places of Toril. As the ages turned and the light-loving races rose to ascendance, most of these ancient horrors retreated deep into the Underdark, but some of the most vile and powerful bound themselves into deathlike slumber beneath the waves, waiting for a time when the sun burns out and the stars are right for their return.

When the Spellplague wracked Faerun, the Sea of Fallen Stars drained into the Underdark, bringing the sunken citadel of one of these aboleth lords close to the surface. The abominations within have restlessly writhed and dreamed away the last century, their sleep disturbed by the sun's rays and the buzzing minds of a human city that had grown nearby.

The citadel awakens fully when a solar eclipse blots out the sky above it, revealing maddening constellations usually hidden by the purifying light of the sun and the protective shroud of the moon. As the elder aboleth shrugs off millennia of somnolence, it emits a psychic shriek that alerts the masters of Xxiphu, the flying citadel of the Abolethic Sovereignty. While the fortress' lord squirms its way to wakefulness and its foul minions boil forth, Xxiphu rushes to welcome a powerful new ally to the Sovereignty.

## DM'S INTRODUCTION

The adventure begins with the PCs being recruited by either the Three Sisters of Selûne in Westgate, or the Order of Torm in Elturgard, and joining them in a celebration of an impending total solar eclipse on the 12<sup>th</sup> of Kythorn. After making their way to a small island near the Turmish city of Sapra, the PCs and other celebrants are caught up in the horrific awakening of an ancient aboleth fortress, and must fend off attacks from vile abominations while attempting to find a way to get off the island. After discovering that using ritual magic to create a portal provokes an overwhelming response from the creatures, the Sisters offer to use a powerful relic in their possession to create a passage to the mainland. Unfortunately, the relic can only be used after sunset. As the flying citadel of Xxiphu draws near, the PCs must fend off a final wave of flying monstrosities while the priestesses of Selûne and the knights of Elturgard remain behind to maintain the bridge carrying the innocent to safety.

Before play begins, gather some information from the players. You need to know if any PC has the story award **CORE09 Aboleth Taint** from *CORE 1-4 Crystal Clear*, or **CORE13 Notice of the Abolethic Sovereignty** from *CORE 1-7 Sovereign of the Mines*, or any other Story Awards that represent a past run-in with the Abolethic Sovereignty, as these awards will have an effect in the combat encounters.

It will also be necessary to determine which group of pilgrims has invited each PC to the celebration. You can simply ask each player whether their PC would prefer to join a group of Selûnites, or a priest of Amaunator and some knights from Elturgard (each PC can be affiliated with a different faction). The island where the group is going to observe the eclipse is remote, and travel spaces are limited, so the PCs need to attend in the company of one of the two groups. Some of the PCs can travel with each group; they don't all have to choose the same group. An "unaffiliated" hook is also provided for those characters who do not feel particularly sympathetic toward either the Selûnites or the Amaunatori.

Note that in all of the following hooks, the Story Awards listed are just examples. If PCs have Story Awards that are similar in description, refer to the same groups or NPCs, or that you otherwise think would qualify the character for preferential treatment, feel free to use those awards as hooks in addition to the listed awards.

## HOOK 1: THE SISTERS OF SELÛNE

Midnight, Twilight, and Sunrise, the Sisters of Selûne, wish to include their friends, fellow worshippers, and famous local heroes in one of their faith's most exciting events. They extend invitations to join their celebration to PCs who:

- Have the story award **DRAG01 Sisters' Gratitude** from *DRAG1-1 Many Hands Make Light Work*, or Westgate reputation awards such as **DRAG03 Docks District Enforcer/Liberator** from *DRAG1-2 The Thin Gray Line* or the similarly-worded **DRAG21** from *DRAG2-2 This Gathering Storm*; **DRAG05 Westgate Reputation** from *DRAG1-3 A Stab in the Dark*; **DRAG17 Defeating Agony** from *DRAG1-7 Crafts*; or **DRAG25 Hero of the Docks District** from *DRAG2-3 Of Wild and Darkened Waters*.
- Worship Selûne, Sune, Tymora, or one of their Exarchs.
- Have a reputation as a good-hearted, fun-loving individual.

Provide these players with Handout 1: An Invitation from the Sisters of Selûne.

## HOOK 2: THE ORDER OF TORM

Sir Cadwy, a knight from Elturgard (whom the PCs may have met in *SPEC2-1 H1 The Scourge of Scornubel*, or various Elturgard Story Area adventures), requires assistance for a mission to recover a sacred relic from the pirate-infested city of Westgate. He hires or requests assistance from PCs who:

- Have the story award **ELTU02 Reputation: Order of Torm** from *ELTU3-1 Good Intentions*; **ELTU03 Hero to the People** from *ELTU3-2 Blue Wounds*; **SPEC17 Justice of Torm** from *SPEC2-1 H1 The Scourge of Scornubel*; **SPEC21 Impressed Ignatius von Droom** from *SPEC2-1 H2 Dogs of War*; **SPEC24 A Spy for the Paladins** from *SPEC2-1 H3 The Morninglord's Laughter*; or **ADCP03 Defender of Elturel** from *ADCP2-1 The Paladin's Plague*.
- Worship Amaunator, Ilmater, Torm, or one of their Exarchs.
- Are members of the Order of Torm meta-organization.
- Have a reputation as an upright, honorable citizen.
- Have a reputation as a low-life who can be bought (the knights recognize the need for someone familiar with the underworld, but treat such dishonorable scum with the barest civility.)

Provide these players with Handout 2: A Righteous Quest.

## HOOK 3: UNAFFILIATED TRAVELERS

Some players may insist that their characters would have no interest in traveling with either the Sisters of Selûne or the followers of Amaunator. This does not have to become a game-breaking decision. Such characters have come to Westgate on errands of their own devising when they learn that a group of religious pilgrims is planning to make a journey to view the upcoming solar eclipse.

Due to the remoteness and small size of the island where the best viewing will occur, the PCs need to take ship with one of the groups who are already planning to attend. (The pilgrims actually plan to travel via Linked Portal from Westgate to Sapra, and from thence take ship to the island.) There is no time (and the PCs likely do not have sufficient funds) to charter a vessel of their own, even if they have a way to get to Sapra in time.

These characters arrive at the Temple of Selûne just in time to view the confrontation. Assuming they help defuse the situation as described in the Player's Introduction, these PCs might be invited along by either or both groups to serve as mediators in case of any future "disagreements" among the pilgrims.

## PLAYER'S INTRODUCTION

The adventure begins on the day before the eclipse, at the Temple of Selûne in Westgate. Read or paraphrase the following:

*The sky is crimson, and a few early stars already show in the east when a strident shout shatters the hubbub in the courtyard of the temple of the Moonmaiden. Dozens of eyes turn toward a golden-eyed man, resplendent in the full regalia of a Sunmaster of Amaunator, as he stalks angrily toward the three young women attempting to bring some order to the mass of pilgrims excitedly chattering with each other.*

*"This mockery shall not stand! Who are you to celebrate the blotting out of the sacred sun?! The arrogance! The sheer, unmitigated gall!" The man sputters with barely-controlled rage as the Sisters hurry towards him. A small child starts crying.*

Sunmaster Obryn, a priest of Amaunator, has heard that the church of Selûne is planning to celebrate a solar eclipse tomorrow, and has taken it upon himself to see that such disrespect does not go unanswered. The Sisters of Selûne, on the other hand, are obviously baffled by the sudden appearance of such a hostile person; Midnight and Sunrise are momentarily taken

aback, while Twilight seems ready to meet anger with anger.

The PCs may intervene if they wish; encourage them to actually engage in conversation rather than immediately resorting to a die roll. A Moderate DC Diplomacy check (apply a bonus for players who make good points in conversation) is sufficient to calm down Sunmaster Obryn enough to rationally discuss his concerns. If the PCs choose not to intervene, Sunrise eventually calms everyone down, but only after a heated shouting match between Obryn and Twilight.

A PC may make a Religion check to know more about what, exactly, the Selunites are up to. Worshippers of Selûne gain a +5 bonus to their check; worshippers of Amaunator suffer a -5 penalty.

- Easy DC: Followers of Selûne are often interested in astronomical events, such as conjunctions and eclipses.
- Moderate DC: Selunites refer to solar eclipses as the Dance of the Sun and Moon, and consider these rare events to be particularly portentous. They often celebrate them with feasts, songs, and dancing. Selunites consider it lucky to bless a child during a solar eclipse.
- Hard DC: The Dance of the Sun and Moon is an affirmation of the relationship between Lady Moon and Lord Sun. The sun and the moon are rarely in the sky together, and even more rarely are they close enough to touch. Because eclipses only occur during a new moon, Selunites believe that the lady hides herself as she prepares to meet her lord; when they meet, the sun directs all his attention to the moon, ceding a portion of his domain to her by briefly shrouding the world in night during the day as they complete their assignation. Children blessed during a solar eclipse are said to never again be afraid of the dark, so parents who value their sleep often bring their families to the ceremony.

A PC who examines the crowd, or asks a few questions, can determine that the pilgrims seem to be ready to embark on a short trip of a few days' duration. It is unusual to set out so late in the day, and the children seem particularly excited about "walking in the sky."

After Sunmaster Obryn calms down, he has a hushed conversation with Sunrise, during which the PCs from each faction can interact with each other, as well as Midnight, Twilight, Sir Rowan, and Sir Cadwy. After a few moments, Sunrise calls for attention.

***"Friends, if I may have a word? This is Sunmaster Obryn, a devoted servant of Amaunator. He has expressed an interest in the Dance of the Sun and Moon,***

***so I have invited him and his friends to join us in Sapra. Please welcome them as we celebrate this great event." Sunrise smiles and takes a step back, leaving the Sunmaster the focus of everyone's attention.***

***"Harrumph... I apologize for my rudeness earlier. My comrades and I will observe your... festivities, and we shall see if my concerns are justified. Now, carry on about your... business. Hmm, isn't Sapra in Turmish?"***

As the Sunmaster tapers off in confusion, the sun sets and the Sisters of Selûne spring into activity, chanting and sprinkling mystic reagents around a deeply-incised runic circle, slowly calling down the brightening stars to form a sparkling portal. The pilgrims form into three lines, the children jostling a bit.

***"Quickly, now! The portal won't stay open long! No second chances, dawdlers get left behind!" Twilight briskly ushers a line of pilgrims through the portal, while Midnight and Sunrise do the same with the other lines. "Sunmaster, just step through, please. You [the PCs] had better get a move on as well. The portal closes in a few seconds."***

Upon entering the portal, the PCs find themselves pleasantly weightless as they zoom through a starry void. After an indeterminate period of time, they find themselves on a star-lit hilltop; a young man with a square-cut beard welcomes them to Turmish.

## SAPRA

The Sisters of Selûne have used a Linked Portal ritual to transport the group from Westgate to Sapra, a port town in Turmish roughly 600 miles to the east. Local followers of Selûne have set up pavilions and arranged a feast for the travelers, as well as securing a ship to take the pilgrims, joined by local worshippers, to a small island nearby that will provide the best view of tomorrow's eclipse.

The night passes uneventfully, other than some trouble getting the children to sleep after the excitement of magical travel. Sunmaster Obryn retires early, but Sir Rowan and Sir Cadwy enjoy the feast, and the gathered Selunites are gregarious and happy to spend time with new friends. There is a lot of chatter as Westhavians get to know their Turmish fellows, and vice versa, as well as singing, dancing, and story telling. Feel free to improvise some interactions between the PCs and the pilgrims, as forming attachments now will lend a sense of urgency to the upcoming troubles.

PCs who wish to know more about Sapra may make a History check, or, after asking around a bit, a Streetwise check.

- **Easy DC:** Sapra is a small town, home to roughly 8,500 people. After the Spellplague caused the sea to withdraw, it is Turmish's only active port. Turmish is known as the "heartland of the Vilhon Reach," as it is peaceful, prosperous, and orderly.
- **Moderate DC:** The Turmish believe in "seeding the earth," burying gold and jewels in hopes that the wealth will return to them tenfold. Random digging is looked upon with suspicion in Turmish, and can lead to prosecution. Turmish people mark their foreheads with chalk dots to indicate their mastery of certain abilities: one mark means the wearer can read, two marks means the wearer can write eloquently, and three mean the wearer can perform magic. Outlanders who don't wear such marks are sometimes taken as illiterate, and being unable to justify a mark when challenged can result in a death sentence.
- **Hard DC:** The coast of Turmish is subject to occasional attacks from *ixtixachitls* (demon rays) and *koalinths* (aquatic hobgoblins).

## ENCOUNTER 1: THE DANCE OF THE SUN AND MOON

*You are roused at dawn by a voice softly singing a hymn praising the dawn. Sir Rowan, the knight with the rose-colored surcoat, kneels at the edge of camp facing the eastern horizon as the morning light grows from pink, to orange, to the bright yellow of day.*

*Elsewhere in the camp, a few children are already up, exploring the new scenery and making friends with the locals. An impromptu game of Goblin Chucker has already begun, a loaf of the local flat bread standing in for the traditional goblin skull. Twilight pokes her head out of the tent the Sisters shared, her bleary expression and haystack hair a testament to the fact that priestesses of Selûne are definitely not morning people.*

Before too long, the camp is up and moving. A simple breakfast of yogurt, fruit, and bread is passed around, and the pilgrims, now 60 strong, with far more women and children than men, soon make their way down to the docks. The Selûnites have chartered a ship, the *Worthy Pupil*, to carry them to Octopus Rock, a small island a few miles from Sapra that will offer the best view of the eclipse.

Captain Hamza is a professional sailor, and with his crew of four gets the ship underway quickly. A good supply of food, drink, and other supplies has been laid in

during the night, the weather is warm, clear and bright, and all signs point to a fine day ahead. The voyage to Octopus Rock takes less than an hour, and after setting up awnings to ward off the heat, the pilgrims set out to enjoy the day to the fullest.

Octopus Rock is a tiny island, perhaps an acre in size, composed of tumbled basalt blocks. A single spire of twisted black rock, roughly 80' high, thrusts up from the center. The island is surrounded by treacherous reefs, but buoys mark a safe channel to a rough dock on the eastern side of the island, and a lighthouse has been affixed to the spire's top. Tidal pools around the island are home to a variety of crustaceans and molluscs, particularly the octopods that give the island its name.

The children have a grand time splashing around, examining the sea life, and gathering the bounty of the sea. The PCs are free to relax, socialize, and enjoy grilled conch, skewered octopus, steamed clams, good wine, and delicate pastries. Early during the feasting, one of the PCs (choose randomly, or pick an appropriate PC) nearly cracks a tooth on something hard in the oyster they were eating; it turns out to be a large and exquisite pearl. The Selunites take this as an exceedingly good omen, and throughout the day, a number of lucky pilgrims discover similar treasures in their meals.

Be sure to ascertain whether the PCs are wearing armor during a peaceful festival. Both Sir Rowan and Sir Cadwy have left their plate in their bags, although they do wear their swords. Neither Sunmaster Obryn nor the Sisters of Selûne wear armor of any sort.

During this time, Sir Cadwy takes charge of the grilling, demonstrating a talent for judging the doneness of even the strangest crustaceans, while Sir Rowan helps keep an eye on the children. Sunmaster Obryn keeps largely to himself, but seems surprised when a goodly number of pilgrims join him for noontime prayers.

Midnight spends the day under a parasol, enjoying a book and nibbling on tidbits while cheerfully dealing with frequent demands from the children to identify a strange sea creature. Twilight flits around the island, occasionally organizing a game, or a song, or supervising the cooking, or overseeing preparations for the eclipse itself. Sunrise wades in the surf and engages in long conversations with the leaders of the Turmish Selunites.

There is not much to explore on the island. There are many crevices and cracks among the tumbled blocks of stone that comprise the island, but none large enough for even a halfling to fit into. A crude dock and rough path lead to the spire, where wooden scaffolding supports a staircase spiraling around the outside. At the top, an arrangement of large mirrors and powerful *everburning torches* warns ships of the dangerous shoals surrounding the island. The view from the spire's peak

is spectacular, but the perpetually slimy stone is treacherous and emits an unpleasant odor.

*As the time for the eclipse approaches, Twilight rings a bell to summon the pilgrims from around the island. As they gather, the men begin to sing an ancient hymn of praise and thanks to the sun, causing Obryn to start in surprise. After a nudge from Sir Rowan, the Sunmaster joins in as well, displaying an unexpectedly fine tenor voice. A few moments later, the women start a song of their own, celebrating the beauty and mystery of moonlit nights, and as the two songs flow together, Sunmaster Obryn sheds tears of wonder at the combined sound.*

*Once the last strains fade into the hush of the waves, Sunrise steps forward. "Sunmaster Obryn, Sir Rowan, you honor us with your presence. The Dance of the Sun and Moon will begin soon, and we have a few preparations still. Children, you may don your raiment."*

The children disappear into the tents; they soon return, the boys wearing golden tunics, the girls in silvery silken shawls. Meanwhile, the Sisters gather together to perform a brief magical ritual. If asked, Midnight explains:

*"Oh, the ritual? It is a variant of the Darklight spell; it is meant to protect our eyes from harm when we watch the eclipse. Even when the sun is hidden, his power is far too great for mortal eyes to apprehend unaided." Sunmaster Obryn nods sagely as she speaks.*

Once the ritual is complete, the pilgrims form into a wide circle, parents standing behind their children, who fidget excitedly as they await their blessing. The Sisters of Selûne stand in the center of the ring, each holding a silver chalice filled with holy water.

The PCs are welcome to participate in the ceremony, or join Obryn and the knights as they observe; worshippers of Selûne who have access to the divine power source are also asked to help lead the blessing.

The assembled pilgrims grow silent. Even the sound of the waves recedes as all present direct their attention to the heavens. The crowd lets out a collective gasp as the first shadow falls across the face of the sun.

The Sisters make their way around the circle as the eclipse progresses, saying a brief prayer over each child and anointing their eyes with sacred water. When the disk of the moon has completely occluded the sun, stars shine in a darkened sky as the pilgrims give out a great cheer, but it quickly tapers off in confusion.

PCs who study the sky can make an Easy DC Arcana, History, Insight, Nature, or Religion check to realize that the constellations revealed by the eclipse are not the normal constellations that appear in the night sky of Faerûn. Midnight quickly comes to the same realization. Read the following:

*"Something is wrong! Those constellations, they aren't right! How can the stars just--!"*

*Midnight's shouts are cut off as the island spasms like a wounded beast. With a chorus of cracks from shattering timber, the lighthouse spire flails and writhes like the colossal tentacle of one of the octopods the children had gathered. Another massive tremor rocks the island as great cracks open in the earth, the dock collapses, and the Worthy Pupil runs aground.*

*When the earth grows still once more, the pilgrims start to pick themselves up. Children wail, and sobs of fear come from more than one adult. Even though the maddening constellations still whirl overhead, it seems the worst is over...*

*Until a horrid, slimy tentacle whips out of a chasm, wraps around the neck of one of Captain Hamza's sailors, and drags him screaming into the depths.*

## ENDING THE ENCOUNTER

This is a simple role-playing encounter to allow the PCs to interact with the pilgrims, the Sisters, and the knights from Elturgard. Again, try to get across how kind and friendly the pilgrims are, and demonstrate Obryn's shift from his curmudgeonly way to actually enjoying himself. Making these people matter to the PCs is key to creating tension during the rest of the adventure.

If time is an issue, as at a convention, this encounter can be abbreviated, but do try to get across the main points outlined above.

Proceed directly to Encounter 3.

## MILESTONE

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

## TREASURE

Throughout the day, PCs who partake in the seafood occasionally find pearls of varying values. By the time of the eclipse, they have amassed pearls worth 75 / 125 / 225 / 450 / 675 gold pieces per PC.

## ENCOUNTER 2: TERROR FROM THE DEPTHS

ENCOUNTER LEVEL 2/4/6/8/10  
(625/875/1250/1750/2500 XP)

### SETUP

This encounter includes the following creatures at AL 2:

- 1 Carrion Crawler Scuttler (level 2) (CC)
- 1 Chuul Fledgling (level 2) (CH)
- 1 Cnidarian Strangler (level 2) (CS)
- 10+ Ctenaphor Flingers (level 1) (CF)

This encounter includes the following creatures at AL 4:

- 1 Carrion Crawler Scuttler (level 4) (CC)
- 1 Chuul Fledgling (level 4) (CH)
- 1 Cnidarian Strangler (level 4) (CS)
- 10+ Ctenaphor Flingers (level 3) (CF)

This encounter includes the following creatures at AL 6:

- 1 Carrion Crawler Scuttler (level 6) (CC)
- 1 Chuul (level 6) (CH)
- 1 Cnidarian Strangler (level 6) (CS)
- 10+ Ctenaphor Flingers (level 5) (CF)

This encounter includes the following creatures at AL 8:

- 1 Carrion Crawler Scuttler (level 8) (CC)
- 1 Chuul (level 8) (CH)
- 1 Cnidarian Strangler (level 8) (CS)
- 10+ Ctenaphor Flingers (level 7) (CF)

This encounter includes the following creatures at AL 10:

- 1 Carrion Crawler Scuttler (level 10) (CC)
- 1 Chuul (level 10) (CH)
- 1 Cnidarian Strangler (level 10) (CS)
- 10+ Ctenaphor Flingers (level 9) (CF)

Hordes of aberrant monsters are spewing out of gaping holes in the earth, attempting to carry off as many victims as possible. Roughly 60 pilgrims are in a circular area roughly 30' across; fortunately no chasms have opened inside this area. All of the pilgrims are non-combatants, so it is up to the PCs, the knights, and the Sisters to hold the line.

The PCs may start anywhere along the edge of the circle; PC followers of Selûne who had helped to perform the blessing instead start in the center of the circle.

As the encounter begins, read:

*The chasms vomit forth hordes of skittering horrors, seemingly intent on dragging the lot of you into the dark abysses from whence they come. The pilgrims scream in terror, mothers crushing their children to their breasts as they cower.*

*“Stand strong! We hold the north! Hold the line!” Sir Cadwy’s sword blazes with light as he calls upon his god. “Torm! Give us the strength to defend these innocents! Shield us in your hand! A golden nimbus surrounds him and Sir Rowan (and any PCs who had removed their armor for the festival) coalescing into suits of shining mail.*

*At the same time, Sunrise’s voice rings out. “Lady of Changes, protect us from this evil! Fear nothing that dwells in darkness! We hold the west, and nothing shall pass while we live!” The Sisters of Selûne raise their voices in a strident chant, and a silvery wall springs up. Abominations that try to pass stagger blindly, lashing out at their comrades, or simply shatter from the unearthly cold.*

*“Creatures of darkness, quail and flee before the wrath of Amaunator! Your corrupted flesh shall be purified in the cleansing radiance of the unconquered sun light! Face my power, if you dare! I hold the sacred east, and with the power of my lord shall scour this island clean of evil!” Sunmaster Obryn glows with a golden light, hurling bolts of flame and explosions of pure radiance among the swarms of misshapen creatures.*

*The south, it seems, is yours.*

The creatures are most interested in dragging as many prisoners as possible into the depths; the creatures listed as combatants are those that engage the PCs directly. In addition to these monsters, each round a number of tentacles (treated as minions) lash out of the chasms and try to drag pilgrims below ground. Once the PCs have defeated the listed creatures, the eclipse ends and the monsters flee the sun’s burning rays.

### FEATURES OF THE AREA

**Illumination:** The eclipse has shrouded the island in dim light, but Sunmaster Obryn is invoked *Night Into Day*, creating a zone of bright light in a burst 5 from the center of the circle. His allies in the zone receive a +1 power bonus to saving throws. It is pitch black down in the chasms and crevices, if a PC ends up being dragged into them.

**Selûne’s Blessing:** Midnight, Sunrise and Twilight have erected a *ward against night’s terror*, a wall 7 along

the western edge of the circle (shown on the map). Enemies entering the wall, or starting their turn in or adjacent to the wall, suffer (2d6 + AL) cold damage.

**The Stars Are Right:** In this time that is neither night nor day, corrupt and evil stars normally hidden from the eyes of mortals pulsate and gyre overhead. Warlocks and hexblades of the Star Pact can hear the maddening songs of this twisted firmament more clearly than ever, gaining power but suffering constant distraction. Such characters deal an extra 1d10 psychic and radiant damage with all their arcane attack powers, but grant combat advantage to all enemies until the end of the encounter.

**Armor of Valor:** Sir Cadwy has called upon the *Sacred Lion Panoply*, a powerful prayer that girds defenders of the weak in spiritual armor. This takes the appears as golden, glowing mail with a lion motif, in the form of the wearer's preferred armor type (leather, hide, chain, scale, or plate) as well as a light or heavy shield, if desired. The *panoply* has the same armor bonus, armor check and speed penalty, and non-proficiency penalty as normal armor of its type, as well as an enhancement bonus determined by AL:

- AL 2 or 4: +2 enhancement bonus to AC
- AL 6 or 8: +3 enhancement bonus to AC
- AL 10: +3 enhancement bonus to AC, +1 bonus to Fortitude

The *panoply* fades away at the end of the encounter.

**The Voice of the Masters:** PCs with the story award **CORE09 Aboleth Taint** (from *CORE1-4 Crystal Clear*) start the encounter dazed (save ends), as their vulnerable minds are suddenly assaulted by commands from an ancient and terrible intelligence.

**Chasms:** The chasms provide superior cover to creatures within them. If a PC starts his turn inside one of the chasms, he takes damage equal to the AL (2 points at AL 2, etc.) as the creatures within try to pull him deeper, and has line of sight and line of effect only to squares adjacent to the chasm (and only creatures adjacent to the chasm have line of sight of line or effect to PCs trapped inside) until he escapes with a Moderate Acrobatics or Athletics check as a move action, or successfully uses a power that would be effective at escaping a grab. Success places the PC in the last square he occupied before entering the chasm. Up to four PCs adjacent to the chasm may attempt to Aid a trapped ally.

**Noncombatants:** There are roughly 60 noncombatants occupying a circle 30' across. PCs may move freely through this space, and have cover against ranged attacks while at least 2 squares into the circle, but should take care to avoid using indiscriminate blasts and bursts in this area. Any such effect that targets all creatures that includes a square of this area kills 2

noncombatants for each square included in the effect (if a player claims they "knocked out" a noncombatant with such an indiscriminate power, the unresisting pilgrims are dragged into the chasms by additional grasping tendrils).

## TACTICS

The creatures are controlled by a central mind of super-genius intelligence, so they use good tactics and work together well. Their primary goal is to drag as many prisoners as possible into the chasms so their master can rip knowledge of this new world from their quivering brains. As mindless puppets, the creatures in this encounter cannot be Intimidated into flight or surrender.

The carrion crawler scuttler attempts to knock as many PCs prone as possible with *unsettling scuttle*; if it successfully uses *tentacles* on a PC, it drags its victim to the nearest chasm, drops it in, and returns for another.

The chuul attempts to tie up a tough-looking defender, trying to keep that PC from protecting her allies.

The cnidarian strangler stays near the chasm; once it hits with *filament strangle*, it backs into the chasm, pulling its victim with it, then returns to try to collect another. It resembles a large sea anemone with a few very long tendrils.

The ctenaphor flingers try to skirt around the front lines and swarm lightly-armored characters who seem to use predominantly ranged attacks, taking turns hurling them towards a chasm. They start the encounter inside the pits; 5 enter combat on the first round, and 5 more on each subsequent round. Ctenaphor flingers look like oblong sacks of jelly covered with rows of flailing cilia.

On their initiative count each round, 1d4 (1d4-1 if 4 PCs, 1d6 if 6 PCs) tendrils (representing additional cnidarian stranglers staying hidden in the chasms) lash out of the depths and attempt to drag pilgrims into the pits. They automatically hit a noncombatant, and if not destroyed drag their victim 3 squares toward the nearest chasm each subsequent round. When a new tendril appears, place a token at the edge of the circle of pilgrims, and simply move it 3 squares on each subsequent turn until it is destroyed or it enters the chasm. These tendrils can be targeted in any square along a straight line from the token to the closest chasm space marked "T". They have the same defenses as the cnidarian strangler.

## SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

**Four PCs:** Remove the chuul.

**Six PCs:** Add a cnidarian strangler.

## ENDING THE ENCOUNTER

As the eclipse winds down, the growing light drives the abominations back to their holes. When the last non-minion enemy is dispatched, full daylight returns, driving the remaining monsters back underground. The insane stars once again fade away, and the PCs can take a breather and try to figure out what, exactly, is going on.

## MILESTONE

The PCs complete an objective worth 75 / 100 / 125 / 200 / 300 XP for defeating the monsters. However, to consider this encounter a complete success, the PCs must also defend the noncombatants. Specifically, they must keep at least 45 out of the 60 pilgrims alive.

The PCs suffer a penalty equal to the value of a Minor Objective (-25 / -35 / -50 / -70 / -100 XP) if more than 15 of the original 60 pilgrims are killed or dragged away by the monsters.

If there are only 4 PCs in the party, then the threshold for determining a full success is no more than 20 pilgrims killed or dragged away (instead of 15). If there are 6 PCs in the party then the threshold is 10 pilgrims.

This encounter counts toward a milestone.

## TREASURE

There is no treasure in this encounter.

## ENCOUNTER 2: "TERROR FROM THE DEPTHS" (AL 2)

Carrion Crawler Scuttler	Level 2 Skirmisher
Large aberrant beast	XP 125
<b>HP 38; Bloodied 19</b>	<b>Initiative +4</b>
<b>AC 16, Fortitude 15, Reflex 14, Will 14</b>	<b>Perception +1</b>
<b>Speed 8, climb 8 (spider climb)</b>	Darkvision
<b>STANDARD ACTIONS</b>	
<b>m Bite • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +7 vs. AC	
<i>Hit:</i> 1d6 + 5 damage, or 2d6 + 5 against a dazed target.	
<b>M Tentacles • At-Will</b>	
<i>Attack:</i> Melee 2 (one creature); +11 vs. Fortitude	
<i>Hit:</i> The target is dazed (save ends). The carrion crawler shifts up to its speed, pulling the target with it.	
<b>MOVE ACTIONS</b>	
<b>M Unsettling Scuttle • At-Will</b>	
<i>Effect:</i> The carrion crawler shifts up to its speed. It can move through enemy spaces and climb during the shift. Each time the carrion crawler enters an enemy space for the first time during this movement, it makes the following attack against that enemy.	
<i>Attack:</i> Melee 0 (creature in space); +5 vs. Reflex	
<i>Hit:</i> The target falls prone.	
<b>Str 17 (+4)</b>	<b>Dex 12 (+2)</b>
<b>Con 14 (+3)</b>	<b>Int 1 (-4)</b>
	<b>Wis 11 (+1)</b>
	<b>Cha 13 (+2)</b>
<b>Alignment</b> unaligned	
<b>Languages</b> --	

Chuul Fledgling	Level 2 Soldier
Medium aberrant magical beast (aquatic)	XP 125
<b>HP 41; Bloodied 20</b>	<b>Initiative +4</b>
<b>AC 18, Fortitude 17, Reflex 12, Will 13</b>	<b>Perception +3</b>
<b>Speed 6, swim 6</b>	Darkvision
<b>TRAITS</b>	
<b>Tentacle Net (poison)</b>	
A creature hit by a chuul's opportunity attack is immobilized until the end of the chuul fledgling's next turn.	
<b>STANDARD ACTIONS</b>	
<b>m Claw • At-Will</b>	
<i>Attack:</i> Melee 2 (1 creature); +7 vs. AC	
<i>Hit:</i> 1d6 + 5 damage, or 2d6 + 5 damage against an immobilized creature.	
<b>M Double Attack (poison) • At-Will</b>	
<i>Effect:</i> The chuul makes two claw attacks. If both claw attacks hit a single target, the chuul makes a secondary attack against the same target with its tentacles.	
<i>Secondary Attack:</i> +5 vs. Fortitude	
<i>Hit:</i> The target is immobilized (save ends).	
<b>Str 18 (+5)</b>	<b>Dex 12 (+2)</b>
<b>Con 17 (+4)</b>	<b>Int 1 (-4)</b>
	<b>Wis 14 (+3)</b>
	<b>Cha 10 (+1)</b>
<b>Alignment</b> evil	
<b>Languages</b> Deep Speech	

Cnidarian Strangler	Level 2 Lurker
medium aberrant beast (aquatic)	XP 125
<b>HP 31; Bloodied 16</b>	<b>Initiative +7</b>
<b>AC 17, Fortitude 15, Reflex 14, Will 13</b>	<b>Perception +7</b>
<b>Speed 6, climb 5 (spider climb)</b>	Darkvision
<b>TRAITS</b>	
<b>Sniper</b>	
Whenever the strangler is hidden and misses with a ranged attack, it remains hidden.	
<b>STANDARD ACTIONS</b>	
<b>m Lash • At-Will</b>	
<i>Attack:</i> Melee 1 (1 creature); +7 vs. AC	
<i>Hit:</i> 1d8 + 5 damage.	
<b>R Filament Strangle • At-Will</b>	
<i>Attack:</i> Ranged 5 (1 creature); +6 vs. Reflex	
<i>Hit:</i> 1d6 + 5 damage, and the strangler pulls the target 3 squares. The target is restrained (save ends). The effect also ends if the target teleports or if the target or another creature hits the filament in the target's square. The filament uses the strangler's defenses. An attack against the filament deals no damage or effects to the strangler. Only one creature can be restrained by this attack at a time. The strangler can pull the target vertically, and the target can end the pull suspended in air.	
<i>Sustain Standard:</i> The target takes 1d6+5 damage, and the strangler pulls the target 3 squares.	
<b>Skills</b> Stealth +8	
<b>Str 16 (+4)</b>	<b>Dex 15 (+3)</b>
<b>Con 13 (+2)</b>	<b>Int 2 (-3)</b>
	<b>Wis 12 (+2)</b>
	<b>Cha 5 (-2)</b>
<b>Alignment</b> unaligned	
<b>Languages</b> --	

Ctenaphor Flinger	Level 1 Minion Brute
Medium aberrant beast	XP 25
<b>HP 1; a missed attack never damages a minion.</b>	<b>Initiative +1</b>
<b>AC 13, Fortitude 15, Reflex 13, Will 12</b>	<b>Perception -4</b>
<b>Speed 8</b>	Darkvision
<b>STANDARD ACTIONS</b>	
<b>m Tentacle Knot (acid) • At-Will</b>	
<i>Attack:</i> Melee 2 (one creature); +6 vs. AC	
<i>Hit:</i> 3 acid damage, and the target is grabbed. A grabbed creature takes 3 acid damage at the start of each of the flinger's turns.	
<b>M Fling • At-Will</b>	
<i>Attack:</i> Targets a creature the aberrant flinger is grabbing; +4 vs. Fortitude	
<i>Hit:</i> 3 damage, and the target slides 3 squares and is knocked prone. The target is no longer grabbed.	
<i>Miss:</i> The target is no longer grabbed.	
<b>Str 16 (+3)</b>	<b>Dex 13 (+1)</b>
<b>Con 12 (+1)</b>	<b>Int 1 (-5)</b>
	<b>Wis 2 (-4)</b>
	<b>Cha 10 (+0)</b>
<b>Alignment</b> unaligned	
<b>Languages</b> --	

## ENCOUNTER 2: "TERROR FROM THE DEPTHS" (AL 4)

Carrion Crawler Scuttler	Level 4 Skirmisher
Large aberrant beast	XP 175
<b>HP 55; Bloodied 28</b>	<b>Initiative +5</b>
<b>AC 18, Fortitude 17, Reflex 15, Will 16</b>	<b>Perception +3</b>
<b>Speed 8, climb 8 (spider climb)</b>	Darkvision
<b>STANDARD ACTIONS</b>	
<b>m Bite • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC	
<i>Hit:</i> 1d8 + 6 damage, or 2d8 + 6 against a dazed target.	
<b>M Tentacles • At-Will</b>	
<i>Attack:</i> Melee 2 (one creature); +11 vs. Fortitude	
<i>Hit:</i> The target is dazed (save ends). The carrion crawler shifts up to its speed, pulling the target with it.	
<b>MOVE ACTIONS</b>	
<b>M Unsettling Scuttle • At-Will</b>	
<i>Effect:</i> The carrion crawler shifts up to its speed. It can move through enemy spaces and climb during the shift. Each time the carrion crawler enters an enemy space for the first time during this movement, it makes the following attack against that enemy.	
<i>Attack:</i> Melee 0 (creature in space); +7 vs. Reflex	
<i>Hit:</i> The target falls prone.	
<b>Str 18 (+6)</b>	<b>Dex 13 (+3)</b>
<b>Con 15 (+4)</b>	<b>Int 1 (-3)</b>
	<b>Wis 12 (+3)</b>
	<b>Cha 14 (+4)</b>
<b>Alignment</b> unaligned	
<b>Languages</b> --	

Chuul Fledgling	Level 4 Soldier
Medium aberrant magical beast (aquatic)	XP 175
<b>HP 58; Bloodied 29</b>	<b>Initiative +5</b>
<b>AC 20, Fortitude 19, Reflex 14, Will 15</b>	<b>Perception +4</b>
<b>Speed 6, swim 6</b>	Darkvision
<b>TRAITS</b>	
<b>Tentacle Net (poison)</b>	
A creature hit by a chuul fledgling's opportunity attack is immobilized until the end of the chuul fledgling's next turn.	
<b>STANDARD ACTIONS</b>	
<b>m Claw • At-Will</b>	
<i>Attack:</i> Melee 1 (1 creature); +9 vs. AC	
<i>Hit:</i> 1d8 + 4 damage, or 2d8 + 4 damage against an immobilized creature.	
<b>M Double Attack (poison) • At-Will</b>	
<i>Effect:</i> The chuul fledgling makes two claw attacks. If both claw attacks hit a single target, the chuul makes a secondary attack against the same target with its tentacles.	
<i>Secondary Attack:</i> +7 vs. Fortitude	
<i>Hit:</i> The target is immobilized (save ends).	
<b>Str 19 (+6)</b>	<b>Dex 13 (+3)</b>
<b>Con 18 (+6)</b>	<b>Int 1 (-3)</b>
	<b>Wis 15 (+4)</b>
	<b>Cha 11 (+2)</b>
<b>Alignment</b> evil	
<b>Languages</b> Deep Speech	

Cnidarian Strangler	Level 4 Lurker
medium aberrant beast (aquatic)	XP 175
<b>HP 44; Bloodied 22</b>	<b>Initiative +9</b>
<b>AC 19, Fortitude 16, Reflex 16, Will 15</b>	<b>Perception +8</b>
<b>Speed 6, climb 5 (spider climb)</b>	Darkvision
<b>TRAITS</b>	
<b>Sniper</b>	
Whenever the strangler is hidden and misses with a ranged attack, it remains hidden.	
<b>STANDARD ACTIONS</b>	
<b>m Tendril Lash • At-Will</b>	
<i>Attack:</i> Melee 1 (1 creature); +9 vs. AC	
<i>Hit:</i> 1d10 + 5 damage.	
<b>R Filament Strangle • At-Will</b>	
<i>Attack:</i> Ranged 5 (1 creature); +8 vs. Reflex	
<i>Hit:</i> 1d8 + 5 damage, and the strangler pulls the target 3 squares. The target is restrained (save ends). The effect also ends if the target teleports or if the target or another creature hits the filament in the target's square. The filament uses the strangler's defenses. An attack against the filament deals no damage or effects to the strangler. Only one creature can be restrained by this attack at a time. The strangler can pull the target vertically, and the target can end the pull suspended in air.	
<i>Sustain Standard:</i> The target takes 1d8+5 damage, and the strangler pulls the target 3 squares.	
<b>Skills</b> Stealth +10	
<b>Str 17 (+5)</b>	<b>Dex 16 (+5)</b>
<b>Con 14 (+4)</b>	<b>Int 2 (-2)</b>
	<b>Wis 13 (+3)</b>
	<b>Cha 6 (+0)</b>
<b>Alignment</b> unaligned	
<b>Languages</b> --	

Ctenaphor Flinger	Level 3 Minion Brute
Medium aberrant beast	XP 38
<b>HP 1; a missed attack never damages a minion.</b>	<b>Initiative +3</b>
<b>AC 15, Fortitude 17, Reflex 15, Will 14</b>	<b>Perception -3</b>
<b>Speed 8</b>	Darkvision
<b>STANDARD ACTIONS</b>	
<b>m Tentacle Knot (acid) • At-Will</b>	
<i>Attack:</i> Melee 2 (one creature); +8 vs. AC	
<i>Hit:</i> 5 acid damage, and the target is grabbed. A grabbed creature takes 5 acid damage at the start of each of the flinger's turns.	
<b>M Fling • At-Will</b>	
<i>Attack:</i> Targets a creature the aberrant flinger is grabbing; +6 vs. Fortitude	
<i>Hit:</i> 5 damage, and the target slides 3 squares and is knocked prone. The target is no longer grabbed.	
<i>Miss:</i> The target is no longer grabbed.	
<b>Str 17 (+4)</b>	<b>Dex 14 (+3)</b>
<b>Con 13 (+2)</b>	<b>Int 1 (-4)</b>
	<b>Wis 3 (-3)</b>
	<b>Cha 11 (+1)</b>
<b>Alignment</b> unaligned	
<b>Languages</b> --	

## ENCOUNTER 2: "TERROR FROM THE DEPTHS" (AL 6)

Carrion Crawler Scuttler	Level 6 Skirmisher
Large aberrant beast	XP 250
<b>HP 72; Bloodied 36</b>	<b>Initiative +7</b>
<b>AC 20, Fortitude 19, Reflex 18, Will 18</b>	<b>Perception +4</b>
<b>Speed 8, climb 8 (spider climb)</b>	<b>Darkvision</b>
<b>STANDARD ACTIONS</b>	
<b>m Bite • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 2d6 + 4 damage, or 3d6 + 4 against a dazed target.	
<b>M Tentacles • At-Will</b>	
<i>Attack:</i> Melee 2 (one creature); +9 vs. Fortitude	
<i>Hit:</i> The target is dazed (save ends). The carrion crawler shifts up to its speed, pulling the target with it.	
<b>MOVE ACTIONS</b>	
<b>M Unsettling Scuttle • At-Will</b>	
<i>Effect:</i> The carrion crawler shifts up to its speed. It can move through enemy spaces and climb during the shift. Each time the carrion crawler enters an enemy space for the first time during this movement, it makes the following attack against that enemy.	
<i>Attack:</i> Melee 0 (creature in space); +9 vs Reflex	
<i>Hit:</i> The target falls prone.	
<b>Str 19 (+7)</b>	<b>Dex 14 (+5)</b>
<b>Con 16 (+6)</b>	<b>Int 1 (-2)</b>
	<b>Wis 13 (+4)</b>
	<b>Cha 15 (+5)</b>
<b>Alignment unaligned</b>	
<b>Languages --</b>	

Chuul	Level 6 Soldier
Large aberrant magical beast (aquatic)	XP 250
<b>HP 75; Bloodied 38</b>	<b>Initiative +7</b>
<b>AC 23, Fortitude 22, Reflex 16, Will 17</b>	<b>Perception +6</b>
<b>Speed 6, swim 6</b>	<b>Darkvision</b>
<b>TRAITS</b>	
<b>Tentacle Net (poison)</b>	
A creature hit by a chuul's opportunity attack is immobilized until the end of the chuul's next turn.	
<b>STANDARD ACTIONS</b>	
<b>m Claw • At-Will</b>	
<i>Attack:</i> Melee 2 (1 creature); +11 vs. AC	
<i>Hit:</i> 2d6 + 4 damage, or 3d6 + 4 damage against an immobilized creature.	
<b>M Double Attack (poison) • At-Will</b>	
<i>Effect:</i> The chuul makes two claw attacks. If both claw attacks hit a single target, the chuul makes a secondary attack against the same target with its tentacles.	
<i>Secondary Attack:</i> +9 vs. Fortitude	
<i>Hit:</i> The target is immobilized (save ends).	
<b>Str 20 (+8)</b>	<b>Dex 14 (+5)</b>
<b>Con 19 (+7)</b>	<b>Int 2 (-1)</b>
	<b>Wis 16 (+6)</b>
	<b>Cha 12 (+4)</b>
<b>Alignment evil</b>	
<b>Languages Deep Speech</b>	

Cnidarian Strangler	Level 6 Lurker
medium aberrant beast (aquatic)	XP 250
<b>HP 57; Bloodied 28</b>	<b>Initiative +10</b>
<b>AC 21, Fortitude 19, Reflex 18, Will 17</b>	<b>Perception +10</b>
<b>Speed 6, climb 5 (spider climb)</b>	<b>Darkvision</b>
<b>TRAITS</b>	
<b>Sniper</b>	
Whenever the strangler is hidden and misses with a ranged attack, it remains hidden.	
<b>STANDARD ACTIONS</b>	
<b>m Tendril Lash • At-Will</b>	
<i>Attack:</i> Melee 1 (1 creature); +11 vs. AC	
<i>Hit:</i> 1d12 + 5 damage.	
<b>R Filament Strangle • At-Will</b>	
<i>Attack:</i> Ranged 5 (1 creature); +10 vs. Reflex	
<i>Hit:</i> 1d10 + 5 damage, and the strangler pulls the target 3 squares. The target is restrained (save ends). The effect also ends if the target teleports or if the target or another creature hits the filament in the target's square. The filament uses the strangler's defenses. An attack against the filament deals no damage or effects to the strangler. Only one creature can be restrained by this attack at a time. The strangler can pull the target vertically, and the target can end the pull suspended in air.	
<i>Sustain Standard:</i> The target takes 1d10+5 damage, and the strangler pulls the target 3 squares.	
<b>Skills Stealth +11</b>	
<b>Str 18 (+7)</b>	<b>Dex 17 (+6)</b>
<b>Con 15 (+5)</b>	<b>Int 2 (-1)</b>
	<b>Wis 14 (+5)</b>
	<b>Cha 7 (+1)</b>
<b>Alignment unaligned</b>	
<b>Languages --</b>	

Ctenaphor Flinger	Level 5 Minion Brute
Medium aberrant beast	XP 50
<b>HP 1; a missed attack never damages a minion.</b>	<b>Initiative +4</b>
<b>AC 17, Fortitude 19, Reflex 17, Will 16</b>	<b>Perception -1</b>
<b>Speed 8</b>	<b>Darkvision</b>
<b>STANDARD ACTIONS</b>	
<b>m Tentacle Knot (acid) • At-Will</b>	
<i>Attack:</i> Melee 2 (one creature); +10 vs. AC	
<i>Hit:</i> 8 acid damage, and the target is grabbed. A grabbed creature takes 8 acid damage at the start of each of the flinger's turns.	
<b>M Fling • At-Will</b>	
<i>Attack:</i> Targets a creature the aberrant flinger is grabbing; +7 vs. Fortitude	
<i>Hit:</i> 8 damage, and the target slides 3 squares and is knocked prone. The target is no longer grabbed.	
<i>Miss:</i> The target is no longer grabbed.	
<b>Str 18 (+6)</b>	<b>Dex 15 (+4)</b>
<b>Con 14 (+4)</b>	<b>Int 1 (-3)</b>
	<b>Wis 4 (-1)</b>
	<b>Cha 12 (+3)</b>
<b>Alignment unaligned</b>	
<b>Languages --</b>	

## ENCOUNTER 2: "TERROR FROM THE DEPTHS" (AL 8)

Carrion Crawler Scuttler	Level 8 Skirmisher
Large aberrant beast	XP 350
<b>HP 89; Bloodied 44</b>	<b>Initiative +8</b>
<b>AC 22, Fortitude 21, Reflex 19, Will 20</b>	<b>Perception +6</b>
<b>Speed 8, climb 8 (spider climb)</b>	<b>Darkvision</b>
STANDARD ACTIONS	
<b>m Bite • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC	
<i>Hit:</i> 2d8 + 7 damage, or 3d8 + 7 against a dazed target.	
<b>M Tentacles • At-Will</b>	
<i>Attack:</i> Melee 2 (one creature); +11 vs. Fortitude	
<i>Hit:</i> The target is dazed (save ends). The carrion crawler shifts up to its speed, pulling the target with it.	
MOVE ACTIONS	
<b>M Unsettling Scuttle • At-Will</b>	
<i>Effect:</i> The carrion crawler shifts up to its speed. It can move through enemy spaces and climb during the shift. Each time the carrion crawler enters an enemy space for the first time during this movement, it makes the following attack against that enemy.	
<i>Attack:</i> Melee 0 (creature in space); +11 vs. Reflex	
<i>Hit:</i> The target falls prone.	
<b>Str 20 (+9)</b>	<b>Dex 15 (+6)</b>
<b>Con 17 (+7)</b>	<b>Int 1 (-1)</b>
	<b>Wis 14 (+6)</b>
	<b>Cha 16 (+7)</b>
<b>Alignment unaligned</b>	<b>Languages --</b>

Chuul	Level 8 Soldier
Large aberrant magical beast (aquatic)	XP 350
<b>HP 92; Bloodied 46</b>	<b>Initiative +8</b>
<b>AC 25, Fortitude 24, Reflex 18, Will 19</b>	<b>Perception +7</b>
<b>Speed 6, swim 6</b>	<b>Darkvision</b>
TRAITS	
<b>Tentacle Net (poison)</b>	
A creature hit by a chuul's opportunity attack is immobilized until the end of the chuul's next turn.	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
<i>Attack:</i> Melee 2 (1 creature); +13 vs. AC	
<i>Hit:</i> 2d8 + 5 damage, or 3d8 + 5 damage against an immobilized creature.	
<b>M Double Attack (poison) • At-Will</b>	
<i>Effect:</i> The chuul makes two claw attacks. If both claw attacks hit a single target, the chuul makes a secondary attack against the same target with its tentacles.	
<i>Secondary Attack:</i> +11 vs. Fortitude	
<i>Hit:</i> The target is immobilized (save ends).	
<b>Str 21 (+9)</b>	<b>Dex 15 (+6)</b>
<b>Con 20 (+9)</b>	<b>Int 2 (+0)</b>
	<b>Wis 17 (+7)</b>
	<b>Cha 13 (+5)</b>
<b>Alignment evil</b>	<b>Languages Deep Speech</b>

Cnidarian Strangler	Level 8 Lurker
medium aberrant beast (aquatic)	XP 350
<b>HP 70; Bloodied 35</b>	<b>Initiative +12</b>
<b>AC 23, Fortitude 20, Reflex 20, Will 19</b>	<b>Perception +11</b>
<b>Speed 6, climb 5 (spider climb)</b>	<b>Darkvision</b>
TRAITS	
<b>Sniper</b>	
Whenever the strangler is hidden and misses with a ranged attack, it remains hidden.	
STANDARD ACTIONS	
<b>m Tendril Lash • At-Will</b>	
<i>Attack:</i> Melee 1 (1 creature); +13 vs. AC	
<i>Hit:</i> 2d8 + 7 damage.	
<b>R Filament Strangle • At-Will</b>	
<i>Attack:</i> Ranged 5 (1 creature); +12 vs. Reflex	
<i>Hit:</i> 2d6 + 7 damage, and the strangler pulls the target 3 squares. The target is restrained (save ends). The effect also ends if the target teleports or if the target or another creature hits the filament in the target's square. The filament uses the strangler's defenses. An attack against the filament deals no damage or effects to the strangler. Only one creature can be restrained by this attack at a time. The strangler can pull the target vertically, and the target can end the pull suspended in air.	
<i>Sustain Standard:</i> The target takes 2d6+7 damage, and the strangler pulls the target 3 squares.	
<b>Skills Stealth +13</b>	
<b>Str 19 (+8)</b>	<b>Dex 18 (+8)</b>
<b>Con 16 (+7)</b>	<b>Int 2 (+0)</b>
	<b>Wis 15 (+6)</b>
	<b>Cha 8 (+3)</b>
<b>Alignment unaligned</b>	<b>Languages --</b>

Ctenaphor Flinger	Level 7 Minion Brute
Medium aberrant beast	XP 75
<b>HP 1; a missed attack never damages a minion.</b>	<b>Initiative +6</b>
<b>AC 19, Fortitude 21, Reflex 19, Will 18</b>	<b>Perception +0</b>
<b>Speed 8</b>	<b>Darkvision</b>
STANDARD ACTIONS	
<b>m Tentacle Knot (acid) • At-Will</b>	
<i>Attack:</i> Melee 2 (one creature); +12 vs. AC	
<i>Hit:</i> 10 acid damage, and the target is grabbed. A grabbed creature takes 10 acid damage at the start of each of the flinger's turns.	
<b>M Fling • At-Will</b>	
<i>Attack:</i> Targets a creature the aberrant flinger is grabbing; +10 vs. Fortitude	
<i>Hit:</i> 10 damage, and the target slides 3 squares and is knocked prone. The target is no longer grabbed.	
<i>Miss:</i> The target is no longer grabbed.	
<b>Str 19 (+7)</b>	<b>Dex 16 (+6)</b>
<b>Con 15 (+5)</b>	<b>Int 1 (-2)</b>
	<b>Wis 5 (+0)</b>
	<b>Cha 13 (+4)</b>
<b>Alignment unaligned</b>	<b>Languages --</b>

## ENCOUNTER 2: "TERROR FROM THE DEPTHS" (AL 10)

Carrion Crawler Scuttler		Level 10 Skirmisher
Large aberrant beast		XP 500
HP 106; Bloodied 53		Initiative +10
AC 24, Fortitude 23, Reflex 22, Will 22		Perception +7
Speed 8, climb 8 (spider climb)		Darkvision
STANDARD ACTIONS		
m <b>Bite • At-Will</b>		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d10 + 7 damage, or 3d10 + 7 against a dazed target.		
M <b>Tentacles • At-Will</b>		
Attack: Melee 2 (one creature); +13 vs. Fortitude		
Hit: The target is dazed (save ends). The carrion crawler shifts up to its speed, pulling the target with it.		
MOVE ACTIONS		
M <b>Unsettling Scuttle • At-Will</b>		
Effect: The carrion crawler shifts up to its speed. It can move through enemy spaces and climb during the shift. Each time the carrion crawler enters an enemy space for the first time during this movement, it makes the following attack against that enemy.		
Attack: Melee 0 (creature in space); +11 vs. Reflex		
Hit: The target falls prone.		
Str 21 (+10)	Dex 16 (+8)	Wis 15 (+7)
Con 18 (+9)	Int 1 (+0)	Cha 17 (+8)
Alignment unaligned		Languages --

Chuul		Level 10 Soldier
Large aberrant magical beast (aquatic)		XP 500
HP 109; Bloodied 54		Initiative +10
AC 27, Fortitude 26, Reflex 20, Will 21		Perception +9
Speed 6, swim 6		Darkvision
TRAITS		
<b>Tentacle Net</b> (poison)		
A creature hit by a chuul's opportunity attack is immobilized until the end of the chuul's next turn.		
STANDARD ACTIONS		
m <b>Claw • At-Will</b>		
Attack: Melee 2 (1 creature); +15 vs. AC		
Hit: 2d8 + 6 damage, or 3d8 + 6 damage against an immobilized creature.		
M <b>Double Attack</b> (poison) • <b>At-Will</b>		
Effect: The chuul makes two claw attacks. If both claw attacks hit a single target, the chuul makes a secondary attack against the same target with its tentacles.		
Secondary Attack: +13 vs. Fortitude		
Hit: The target is immobilized (save ends).		
Str 22 (+11)	Dex 16 (+8)	Wis 18 (+9)
Con 21 (+10)	Int 2 (+1)	Cha 14 (+7)
Alignment evil		Languages Deep Speech

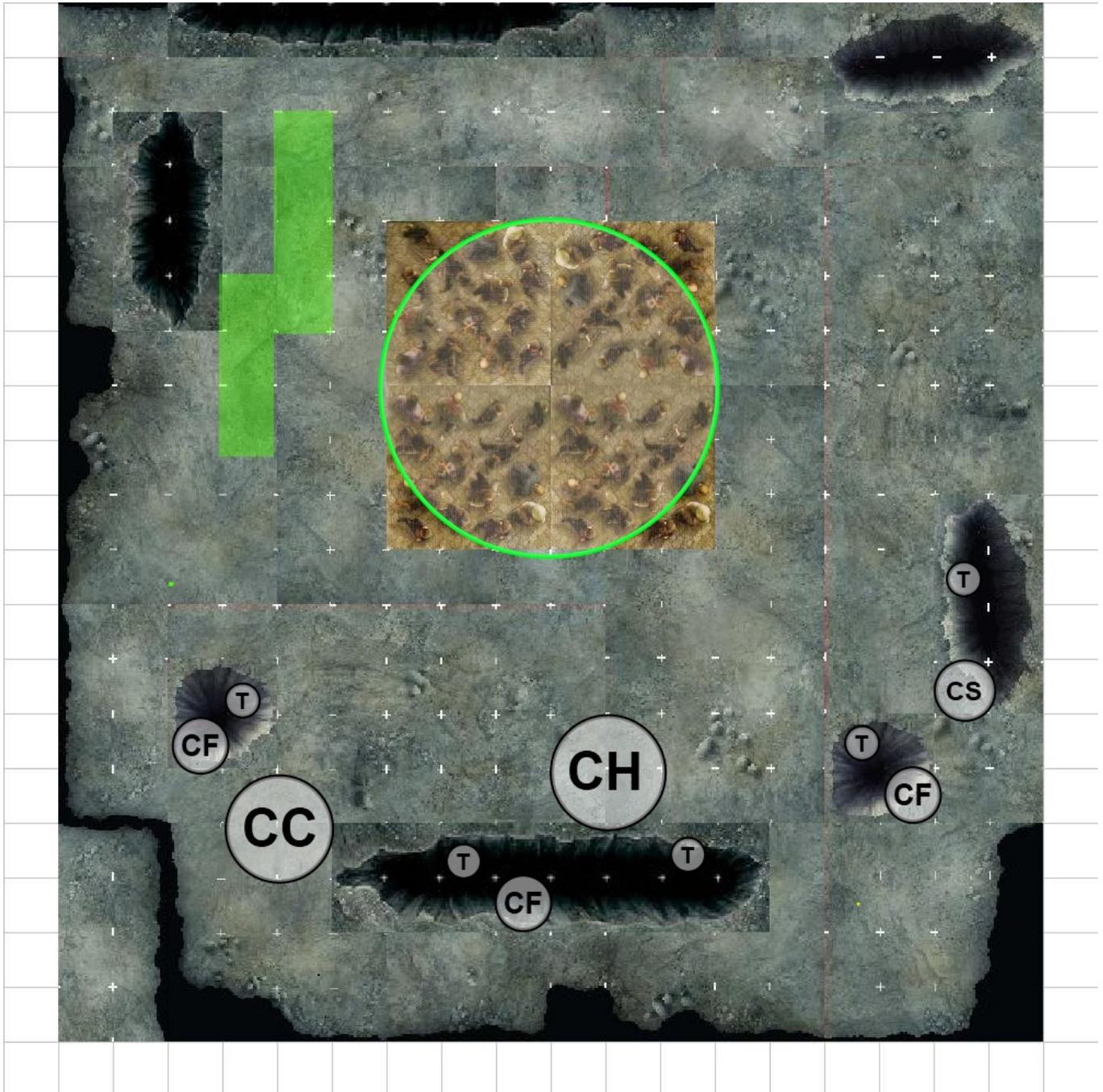
Cnidarian Strangler		Level 10 Lurker
medium aberrant beast (aquatic)		XP 500
HP 83; Bloodied 41		Initiative +13
AC 25, Fortitude 23, Reflex 22, Will 21		Perception +13
Speed 6, climb 5 (spider climb)		Darkvision
TRAITS		
<b>Sniper</b>		
Whenever the strangler is hidden and misses with a ranged attack, it remains hidden.		
STANDARD ACTIONS		
m <b>Tendrils Lash • At-Will</b>		
Attack: Melee 1 (1 creature); +15 vs. AC		
Hit: 2d10 + 7 damage.		
R <b>Filament Strangle • At-Will</b>		
Attack: Ranged 5 (1 creature); +14 vs. Reflex		
Hit: 2d8 + 7 damage, and the strangler pulls the target 3 squares. The target is restrained (save ends). The effect also ends if the target teleports or if the target or another creature hits the filament in the target's square. The filament uses the strangler's defenses. An attack against the filament deals no damage or effects to the strangler. Only one creature can be restrained by this attack at a time. The strangler can pull the target vertically, and the target can end the pull suspended in air.		
Sustain Standard: The target takes 2d8+7 damage, and the strangler pulls the target 3 squares.		
Skills Stealth +14		
Str 20 (+10)	Dex 19 (+9)	Wis 16 (+8)
Con 17 (+8)	Int 2 (+1)	Cha 9 (+4)
Alignment unaligned		Languages --

Ctenaphor Flinger		Level 9 Minion Brute
Medium aberrant beast		XP 100
HP 1; a missed attack never damages a minion.		Initiative +7
AC 21, Fortitude 23, Reflex 21, Will 20		Perception +2
Speed 8		Darkvision
STANDARD ACTIONS		
m <b>Tentacle Knot</b> (acid) • <b>At-Will</b>		
Attack: Melee 2 (one creature); +14 vs. AC		
Hit: 12 acid damage, and the target is grabbed. A grabbed creature takes 12 acid damage at the start of each of the flinger's turns.		
M <b>Fling • At-Will</b>		
Attack: Targets a creature the aberrant flinger is grabbing; +12 vs. Fortitude		
Hit: 12 damage, and the target slides 3 squares and is knocked prone. The target is no longer grabbed.		
Miss: The target is no longer grabbed.		
Str 20 (+9)	Dex 17 (+7)	Wis 6 (+2)
Con 16 (+7)	Int 1 (-1)	Cha 14 (+6)
Alignment unaligned		Languages --

## ENCOUNTER 2: "TERROR FROM THE DEPTHS" (MAP)

### TILE SETS NEEDED

Dungeon Tiles Master Set: *The Dungeon* (x2), *Lost Caverns of the Underdark* (x2)



The green circle is the mob of noncombatant pilgrims; the green shaded squares are the ward against night's terror.

CC: Carriion Crawler Scuttler; CH; Chuul Fledgling / Chuul (based on AL)

CF: Ctenaphor Flinger; CS; Cridarian Strangler; T: Tenrils

## ENCOUNTER 3: TRIAGE

### SKILL CHALLENGE LEVEL 2/4/6/8/10, COMPLEXITY 3 (375/525/750/1050/1500 XP)

After catching their collective breath, the PCs have a chance to assess the situation and organize the survivors before figuring out what to do next.

*It seems that the sun's return has driven the last of the creatures back below ground. As you catch your breath, terrified whimpers and the groans of the wounded remind you that there is still much to be done.*

*Looking around, the island seems to be a different place than where you spent such a pleasant day eating and basking in the sun. Great holes lead down into lightless depths, the lighthouse spire occasionally twitches and wriggles, and the Worthy Pupil has been run around, laying on her side with the mast splintered.*

*A sudden shout from Captain Hamza draws your attention to the water. "Craven dogs! May your beards turn to snakes and sink their poison fangs in your forsworn tongues!" His two remaining crewmen have run out the ship's boat, and are rowing madly toward the mainland. "Send back help, yellow curs, or by the Bitch Queen's barnacled bosom I'll...!"*

*Hamza's curses are choked off in horror as a mass of writhing tentacles erupts from the water, capsizing the boat. The sailors have time for only bubbling screams before they are snatched beneath the surface.*

The pilgrims are scattered, injured, and terrified. The Sisters and Elturgardans are doing what they can, but it will take the heroes to rally them and formulate a plan of action. This is the first portion of a Difficulty 3 (8 successes before 3 failures) Skill Challenge to get the survivors to safety. This skill challenge concludes in Encounter 6.

### SKILL CHALLENGE PART 1: TRIAGE

**Goal:** The PCs must organize the survivors and prepare to escape the island.

**Complexity:** 3 (8 successes before 3 failures; when the party has accumulated 4 successes or 2 failures, continue to Encounter 4)

**Primary Skills:** Acrobatics (only after a successful Perception check), Bluff, Diplomacy, Intimidate, Religion

**Other Skills:** Dungeoneering, Heal, Insight, Perception

**Victory:** The PCs convince the pilgrims that escape is possible, and to work together to survive.

**Defeat:** The noncombatants remain demoralized, and are able to contribute little to their own escape. This makes the skill challenge in Encounter 6 more difficult.

**Acrobatics [Hard DC]** (1 success, 1 maximum)

Acrobatics only becomes available after a successful Perception check locates the pilgrim trapped in a crevice. The PC wriggles into the crack, kills the creature grabbing the pilgrim, and helps the victim escape.

**Bluff [Moderate DC]** (1 success, 1 maximum)

The PC puts on a convincing front of false confidence, assuaging the fears of the panicked pilgrims. If this check is failed, any PC's future uses of Bluff or Diplomacy are at a Hard DC instead of Moderate.

**Diplomacy [Moderate DC]** (1 success, 1 maximum)

The PC displays an aura of genuine confidence and leadership, inspiring the pilgrims to work together to protect each other.

**Dungeoneering [Moderate DC]** (no successes)

The PC recalls bits of monster lore and pointers for defending against aberrations that can provide verisimilitude to speeches about battling such creatures. One ally gains a +2 bonus to their next Bluff or Diplomacy check. A success also reveals that these creatures seem to fear sunlight, so it should be safe enough on the island... at least until sundown.

Alternatively, a successful Dungeoneering check provides one ally with a +2 bonus to their next Acrobatics check, as the PC is able to offer cogent advice about navigating tight spaces.

**Heal [Moderate DC]** (no successes)

It is difficult for people who are in pain to feel hope. The PC treats the bruises, scrapes, and other injuries incurred during the earthquake and subsequent attack, using physical comfort to aid attempts at spiritual solace. One ally gains a +2 bonus to their next Diplomacy or Religion check.

**Insight [Moderate DC]** (no successes)

The PC gauges the temper of the crowd, and is able to offer advice about rhetorical strategies that may be more effective. The PC can discover the difficulty of the next Bluff, Diplomacy, or Intimidate check, and provide one ally with a +2 bonus to their next check of that type.

**Intimidate [Hard DC]** (1 success, 1 maximum)

The PC bullies and browbeats the pilgrims into working together, and convinces them that he is more to be feared than horrible tentacle monsters. If a PC fails this check, that PC may not attempt to use Diplomacy or Intimidate again during this encounter.

**Perception [Moderate DC]** (no successes)

The PC hears a muffled cry for help coming from a crevice in the rocks. A young woman has gotten trapped, and it appears some nasty thing has latched onto her leg. Once a successful Perception check has been made, any PC may attempt an Acrobatics check to wriggle into the hole, slay the beast, and help the young woman get out. A success on this check also reveals that there is movement in the shadowy recesses of the chasms; it seems the creatures are just biding their time.

**Religion [Easy DC]** (1 success, 1 maximum)

The PC cites parables and religious dogma, or leads an inspiring hymn, to fill the pilgrims with faith and courage. Worshippers of Selûne gain a +2 bonus to this check, due to their familiarity with the church's teachings.

## ENDING THE ENCOUNTER

**Success:** The PCs accumulate 4 successes. Along with the Sisters and the knights, they manage to get the survivors working together to formulate a plan of escape.

**Failure:** The PCs accumulate 2 failures and are unable to overcome the terror of the situation. The noncombatants are not able to contribute meaningfully to any escape plan. This has consequences in Encounter 6.

### MILESTONE

The PCs do not earn any XP for this encounter, as the skill challenge concludes in Encounter 6, nor does this portion of the skill challenge count towards a milestone.

### TREASURE

There is no treasure to be found in this encounter.

## ENCOUNTER 4: THE EASY WAY OUT

### Important NPCs:

The Sisters of Selûne (Midnight, Sunrise, and Twilight; see Appendix 1)

Sunmaster Obryn (see Appendix 1)

Sir Rowan (see Appendix 1)

Sir Cadwy (see Appendix 1)

Once the noncombatants have been either pacified or left to marinate in terror, the PCs, the Sisters of Selûne, Sunmaster Obryn, and the knights can put their heads together and come up with an escape plan. Ideally, one of the PCs should suggest using the Linked Portal ritual, as they have seen the Sisters perform it once already; an Easy Arcana check is sufficient to recall the specifics of the spell. If a few minutes go by without the PCs suggesting it, Sunrise offers the notion herself.

If the PCs seem interested in using the *Worthy Pupil* to escape, she has been run far aground and tipped on her side. Without blocks, pulleys, rollers, and other equipment, it would likely take days to get her upright and afloat; as it is already high tide, there is no hope that she will be righted on her own. However, the ship is still the most defensible area on the island, a potential shelter against the lurking horrors.

Examining the stone spire is difficult. Any PC who gets within 30 feet or so feels a growing pressure on their minds as the master of the fortress tries to invade their consciousness. PCs who persist find that the spire is seamless, solid stone that still somehow ripples and flexes. There is no entrance to be found, and digging down to its root would take weeks.

*With the noncombatants squared away, you take council with the Sisters of Selûne, Sunmaster Obryn, and the knights, who help each other into their armor as you talk.*

*It is obvious that you must get back to the mainland to have any hope of safety. Unfortunately, the Worthy Pupil is beached, and it would take many hours to get her righted and back in the water, even with proper equipment. From the tragic example of Hamza's sailors, swimming is obviously out, and even making rafts, if possible, seems equally doomed to failure.*

*As the sun inevitably sinks toward the western horizon, one question is on everyone's lips: What do we do?*

Before formulating a plan, the PCs may want to gather some information about their foes and the surrounding area.

- **Arcana (Hard):** the spire that once served as a lighthouse emanates a powerful aura of divination magic.
- **Dungeoneering (Moderate):** The creatures seem to be ancient variations of modern aberrations. There seems to be some sort of nest or spawning ground beneath the island.
- **Dungeoneering (Hard):** All information from a Moderate check, plus the creatures seem to have acted with a unified will. This suggests that there is a powerful intelligence directing them, such as an illithid elder brain or an aboleth thrallmaster.
- **History (Moderate):** Before the Spellplague, this island would have been under hundreds of feet of water, and there would have been little sea traffic nearby. It is likely that whatever this place is, it had lain undisturbed for millennia until the last century's turmoil thrust it to the surface.
- **Insight (Moderate; PCs with telepathy or the story award CORE09 Aboleth Taint from CORE1-4 Crystal Clear gain a +5 bonus to this check):** The creatures seemed to be working together with a great degree of coordination, suggesting they were controlled by some central intelligence. The fact that they were trying to bring live captives below ground suggests a master who wants something more than food or privacy; slaves or information, perhaps.
- **Insight (Hard; PCs with telepathy or the story award CORE09 Aboleth Taint from CORE1-4 Crystal Clear gain a +5 bonus to this check):** All information from a Moderate check, plus something seems to be listening to the PCs' thoughts, plucking stray bits of information from their minds. It also seems to be growing in strength, and may be able to issue commands to vulnerable minds before too much longer. It is definitely alien and hostile, and had issued the psychic equivalent of a scream when the island first quivered.
- **Perception (Moderate):** This area seems to be the most secure on the island. The chasms and crevices are much more dense everywhere else. The lighthouse spire twitches and writhes occasionally.

If a PC offers to use the Linked Portal ritual, or encourages Sunrise to do so, this plan immediately receives the assent of all the NPCs. Once the group has settled on a destination (Sunrise has the coordinates for the teleportation circle outside Sapra and the one at her temple in Westgate), it only takes a few minutes to get everyone organized to leave. If a PC has mastered the

Linked Portal ritual, and is taking the lead, amend the following text appropriately.

***“It will take roughly ten minutes to complete the ritual. We need to hold the portal open for as long as possible, as we don’t have the materials to attempt a second casting. If any of you is skilled in the arcane arts, we would welcome the help.” Sunrise looks around expectantly.***

Up to 4 characters can assist in casting the ritual; thus, in addition to Twilight and Midnight, up to 2 PCs can also assist. If no PCs volunteer, or only 1, Sunmaster Obryn offers his services (if a discussion about who is more skilled comes up, feel free to share that Obryn is trained in Arcana, and seems quite intelligent.)

***As the ritualists start chanting and tracing the circle, you feel a sudden psychic intrusion, followed by a spike of alarm. The lighthouse spire begins flailing and flexing, causing the entire island to buck spasmodically. Simultaneously, those performing the ritual grunt in pain, blood running from their ears and noses as they struggle to keep their footing on earth that thrashes as if alive.***

## TROUBLESHOOTING

This encounter can feel like it is heavily railroading the players, especially if none of them think of the idea of using Linked Portal and you’re forced to have the NPCs suggest the idea. Try to drop a few hints through the way you describe their skill checks results in hopes of getting the players to come up with this idea on their own; the adventure is more satisfying if the Linked Portal idea comes from the players and not from you (via the NPCs).

There are all sorts of other plans that the players might come up with. If the players are dead-set on trying one of their own plans, see if the NPCs can persuade them to try the Linked Portal ritual first (after all, teleporting everyone home is probably faster and easier than whatever plan the PCs have come up with). If it’s framed by an NPC as “let’s try our idea first” that sounds a lot better than “I’m telling you as the DM that your idea is never going to work because the adventure won’t allow it.”

Your task is to steer the players in the direction of using the ritual without actually coming out and making it obvious that the next phase of the story is contingent on the group trying to open a portal and that no other plan will advance the plot. During playtesting we tried to come up with various ways to make this work while allowing a much greater degree of freedom in how the

PCs choose to try and escape the island, but the adventure already has a tendency to run long, and the desire to get through a complicated story in a time-limited convention setting sometimes demands that we make concessions for the sake of expediency. This is one of those times.

If you are running this adventure at home, and the players come up with a different plan that you can make work with the rest of this adventure by adjusting the later encounters, by all means feel free to do so as long as the essential elements of the combat and story are preserved (in particular, the forced choice of whether one of the PCs will make the sacrifice to save Midnight in Encounter 7 requires that the situation be dire enough that someone has to stay behind to hold the aberrations at bay while everyone else escapes).

## ENDING THE ENCOUNTER

Proceed to Encounter 5.

### MILESTONE

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

### TREASURE

There is no treasure in this encounter.

## ENCOUNTER 5: ONSLAUGHT

ENCOUNTER LEVEL 3/5/7/9/11  
(750/1000/1500/2000/3000 XP)

### SETUP

This encounter includes the following creatures at AL 2:

- 1 Colossal Amoeba (level 2) (C)
- 2 Giant Amoebas (level 2) (G)
- 1 Amoeba Spewer (level 1) (S)

This encounter includes the following creatures at AL 4:

- 1 Colossal Amoeba (level 5) (C)
- 2 Giant Amoebas (level 5) (G)
- 1 Amoeba Spewer (level 4) (S)

This encounter includes the following creatures at AL 6:

- 1 Colossal Amoeba (level 7) (C)
- 2 Giant Amoebas (level 7) (G)
- 1 Amoeba Spewer (level 6) (S)

This encounter includes the following creatures at AL 8:

- 1 Colossal Amoeba (level 9) (C)
- 2 Giant Amoebas (level 9) (G)
- 1 Amoeba Spewer (level 8) (S)

This encounter includes the following creatures at AL 10:

- 1 Colossal Amoeba (level 11) (C)
- 2 Giant Amoebas (level 11) (G)
- 1 Amoeba Spewer (level 10) (S)

PCs who were assisting with the ritual must start inside the ritual circle; other PCs may place themselves wherever they like.

*The tortured ground starts to subside, but the screams of the panicked pilgrims reach a new pitch as undulating behemoths ooze from the ebon depths and charge the ritual circle.*

During this encounter, the Sisters of Selûne (and Sunmaster Obryn, if he was participating in the ritual) have been stunned by a psychic assault and do not participate. Sir Cadwy and Sir Rowan (with Obryn, if not stunned) are occupied battling a mass of fanged tentacles squirming out of a crevice to the south. It is up to the PCs to deal with the remaining threats.

If the PCs succeeded in the skill challenge in Encounter 4, the pilgrims withdraw in good order;

otherwise, they scatter in panic, making the skill challenge in Encounter 6 more difficult.

Before initiative is rolled, each PC is subject to an attack from the tumultuous ground.

### Writhing Ground

Attack: AL +3 vs. Fortitude

Hit: the target is knocked prone

If a PC has the story award **CORE09 Aboleth Taint** from *CORE1-4 Crystal Clear*, they are not subject to the Writhing Ground attack; instead, they must fight off a mental onslaught from the master of the fortress.

### Momentary Servant

Attack: AL +3 vs. Will

Hit: the target is dominated until the end of its first turn

Miss: the target is dazed (save ends)

PCs who were participating in the ritual are also subject to a blast of disruptive psychic energy in addition to Writhing Ground or Momentary Servant.

### Phrenic Disruption

Attack: AL +5 vs. Will

Hit: 1d10 +AL psychic damage, and the target is dazed (save ends)

Miss: Half damage, and the target is dazed until the start of its first turn.

## FEATURES OF THE AREA

**Illumination:** Bright light. Full daylight reigns (for now). Chasms are in dim light for the first square down, then pitch black beyond.

**Stunned Ritualists (R):** NPCs who participated in the ritual attempt are unable to act, but still occupy space on the battlefield. While the creatures focus on active opponents, if they can get in position to include a stunned ritualist in their attacks, they do so. The NPCs cannot be killed with these attacks, but try to keep the tension high by making attack and damage rolls against them (assume a 9 or higher on the d20 is a hit), and pretending to track their damage.

**Chasms:** The chasms provide superior cover to creatures within them. If a PC starts his turn inside one of the chasms, he takes damage equal to the AL (2 points at AL 2, etc.), and only has line of sight or line of effect to squares adjacent the chasm (and only creatures adjacent to the chasm have line of sight or line of effect to PCs trapped inside) until he escapes with a Moderate Acrobatics or Athletics check as a move action, or

successfully uses a power that can end a grab. Success places the PC in the last square he occupied before entering the chasm. Up to four PCs adjacent to the chasm may attempt to Aid a trapped ally.

## TACTICS

The creatures seek to deal as much damage as possible to disrupt the ritual. If they can include a stunned ritualist in an attack, they do so. They are controlled by a super-genius intelligence, so they use good tactics and work well together. As mindless puppets, the amoebas cannot be Intimidated into flight or surrender.

The master of the tower closely observed the first combat, noting the tactics and powers the PCs displayed. If the PCs used acid, cold, fire, lightning, or thunder attacks, the amoebas start the encounter having already set their variable resistance to the type the PCs used most.

The amoebas use *squamous onslaught* early, focusing their charge attacks on lightly-armored PCs. Thereafter, the colossal amoeba engages as many PCs as possible with *mass pin* and *thrash*, while the giant amoebas attempt to digest PCs who are using ranged attacks. The amoeba spewer uses *slime spray* to immobilize melee combatants away from their allies, otherwise piling damage onto the most vulnerable target available.

## SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

**Four PCs:** Remove a giant amoeba.

**Six PCs:** Add a giant amoeba.

## ENDING THE ENCOUNTER

The encounter ends when the PCs defeat their foes, after which they can help the paladins mop up their own battle. The ritualists snap back to themselves after a few moments, but the Linked Portal attempt was ruined (although no components were expended.) There is no further hostility unless the PCs decide to attempt the ritual again, at which point the ritualists suffer another Phrenic Disruption, the spire starts flailing again, and more huge monsters start squirming out of the earth. Offer the PCs a chance to abandon the ritual at each warning sign (the rumbling, the Phrenic Assault, the flailing tower); if they don't take the hint and cease casting, run this encounter again to discourage them (or have each PC lose 1d4 healing surges to simulate another battle, if time is an issue).

## MILESTONE

The PCs complete an objective worth 75 / 100 / 125 / 200 / 300 XP each for fending off the attack.

This encounter counts toward a milestone.

## TREASURE

There is no treasure in this encounter.

## ENCOUNTER 5: "ONSLAUGHT" (AL 2)

Colossal Amoeba	Level 3 Elite Brute	
Huge Aberrant Ooze	XP 300	
HP 116; Bloodied 58	Initiative +3	
AC 17, Fortitude 19, Reflex 17, Will 14	Perception +0	
Speed 8	Darkvision	
Immune poison, cannot be knocked prone		
Resist 5 variable. Each time an amoeba resists damage, its resistance to that damage type increases by 5 until the end of the encounter.		
Saving Throws +2; Action Points 1		
TRAITS		
Ooze		
While squeezing, the ooze moves at full speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
m Crush • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d10 + 3 damage.		
C Mass Pin (acid) • Encounter		
Attack: Close burst 1 (enemies in burst); +6 vs. Fortitude		
Hit: 2d6 + 3 damage, and the target is grabbed and knocked prone. A grabbed target takes 5 acid damage at the start of its turn.		
Squamous Onslaught • Encounter		
Effect: The colossal amoeba makes a charge attack. As an immediate reaction, another amoeba within 5 squares can charge the same target.		
TRIGGERED ACTIONS		
M Thrash • Recharge 5-6		
Trigger: the colossal amoeba takes damage from an attack by a creature within 2 squares of it.		
Attack (Immediate Reaction): Melee 2 (triggering creature) +6 vs. Fortitude		
Hit: 2d6 + 3 damage, and the target is pulled adjacent to the colossal amoeba and is grabbed.		
Str 14 (+3)	Dex 14 (+3)	Wis 8 (+0)
Con 18 (+5)	Int 1 (-4)	Cha 5 (-2)
Alignment unaligned		Languages --

Giant Amoeba	Level 3 Brute	
Large Aberrant Ooze	XP 150	
HP 58; Bloodied 29	Initiative +0	
AC 15, Fortitude 18, Reflex 13, Will 15	Perception +2	
Speed 6	Darkvision	
Immune poison, cannot be knocked prone		
Resist 5 variable. Each time an amoeba resists damage, its resistance to that damage type increases by 5 until the end of the encounter.		
TRAITS		
Ooze		
While squeezing, the ooze moves at full speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
m Crush • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d8 + 3 damage.		
M Digest (acid) • Recharge 4-6		
Attack: Melee 1 (one creature); +6 vs. Fortitude		
Hit: 2d6 + 3 damage, and the target is grabbed and knocked prone. A grabbed target takes 5 acid damage at the start of its turn.		
Squamous Onslaught • Encounter		
Effect: The giant amoeba makes a charge attack. As an immediate reaction, another amoeba within 5 squares can charge the same target.		
Str 16 (+4)	Dex 8 (+0)	Wis 13 (+2)
Con 18 (+5)	Int 1 (-4)	Cha 5 (-2)
Alignment unaligned		Languages --

Amoeba Spewer	Level 2 Controller (Leader)	
Large Aberrant Ooze	XP 125	
HP 41; Bloodied 20	Initiative +0	
AC 16, Fortitude 16, Reflex 11, Will 13	Perception +2	
Speed 6	Darkvision	
Immune poison, cannot be knocked prone		
Resist 5 variable. Each an amoeba resists damage, its resistance to that damage type increases by 5 until he end of the encounter.		
TRAITS		
Ooze		
While squeezing, the ooze moves at full speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
m Crush • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 2d8 + 1 damage.		
r Spit Slime (acid) • At-Will		
Attack: Ranged 10 (one creature); +5 vs. Reflex		
Hit: 2d4 + 3 acid damage		
C Slime Spray (acid) • Recharge 4-6		
Attack: Close blast 4 (creatures in burst); +5 vs. Reflex		
Hit: 2d4 + 3 acid damage, and the target is immobilized until the end of the amoeba spewer's next turn.		
Squamous Onslaught • Encounter		
Effect: The amoeba spewer makes a charge attack. As an immediate reaction, another amoeba within 5 squares can charge the same target.		
Str 11 (+1)	Dex 8 (+0)	Wis 13 (+2)
Con 18 (+5)	Int 1 (-4)	Cha 5 (-2)
Alignment unaligned		Languages --

## ENCOUNTER 5: "ONSLAUGHT" (AL 4)

Colossal Amoeba	Level 5 Elite Brute
Huge Aberrant Ooze	XP 400
<b>HP 158; Bloodied 79</b>	<b>Initiative +4</b>
<b>AC 19, Fortitude 21, Reflex 19, Will 16</b>	<b>Perception +1</b>
<b>Speed 8</b>	<b>Darkvision</b>
Immune poison, cannot be knocked prone	
Resist 5 variable. Each time an amoeba resists damage, its resistance to that damage type increases by 5 until the end of the encounter.	
Saving Throws +2; Action Points 1	
TRAITS	
Ooze	
While squeezing, the ooze moves at full speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m Crush • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d10 + 5 damage.	
C Mass Pin (acid) • Encounter	
Attack: Close burst 1 (enemies in burst); +8 vs. Fortitude	
Hit: 2d8 + 5 damage, and the target is grabbed and knocked prone. A grabbed target takes 5 acid damage at the start of its turn.	
Squamous Onslaught • Encounter	
Effect: The colossal amoeba makes a charge attack. As an immediate reaction, one other amoeba within 5 squares can charge the same target.	
TRIGGERED ACTIONS	
M Thrash • Recharge 5-6	
Trigger: the colossal amoeba takes damage from an attack by a creature within 2 squares of it.	
Attack (Immediate Reaction): Melee 2 (triggering creature) +8 vs. Fortitude	
Hit: 2d8 + 5 damage, and the target is pulled adjacent to the colossal amoeba and is grabbed.	
<b>Str 15 (+4)</b>	<b>Dex 15 (+4)</b>
<b>Con 19 (+6)</b>	<b>Int 1 (-3)</b>
	<b>Wis 9 (+1)</b>
	<b>Cha 6 (+0)</b>
Alignment unaligned	
Languages --	

Giant Amoeba	Level 5 Brute
Large Aberrant Ooze	XP 200
<b>HP 79; Bloodied 40</b>	<b>Initiative +1</b>
<b>AC 17, Fortitude 20, Reflex 15, Will 17</b>	<b>Perception +4</b>
<b>Speed 6</b>	<b>Darkvision</b>
Immune poison, cannot be knocked prone	
Resist 5 variable. Each time an amoeba resists damage, its resistance to that damage type increases by 5 until the end of the encounter.	
TRAITS	
Ooze	
While squeezing, the ooze moves at full speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m Crush • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d8 + 5 damage.	
M Digest (acid) • Recharge 4-6	
Attack: Melee 1 (one creature); +8 vs. Fortitude	
Hit: 2d6 + 5 damage, and the target is grabbed and knocked prone. A grabbed target takes 5 acid damage at the start of its turn.	
Squamous Onslaught • Encounter	
Effect: The giant amoeba makes a charge attack. As an immediate reaction, another amoeba within 5 squares can charge the same target.	
<b>Str 17 (+5)</b>	<b>Dex 9 (+1)</b>
<b>Con 19 (+6)</b>	<b>Int 1 (-3)</b>
	<b>Wis 14 (+4)</b>
	<b>Cha 6 (+0)</b>
Alignment unaligned	
Languages --	

Amoeba Spewer	Level 4 Controller (Leader)
Large Aberrant Ooze	XP 175
<b>HP 58; Bloodied 29</b>	<b>Initiative +1</b>
<b>AC 18, Fortitude 18, Reflex 13, Will 15</b>	<b>Perception +4</b>
<b>Speed 6</b>	<b>Darkvision</b>
Immune poison, cannot be knocked prone	
Resist 5 variable. Each time an amoeba resists damage, its resistance to that damage type increases by 5 until the end of the encounter.	
TRAITS	
Ooze	
While squeezing, the ooze moves at full speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m Crush • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d8 + 2 damage.	
r Spit Slime (acid) • At-Will	
Attack: Ranged 10 (one creature); +7 vs. Reflex	
Hit: 2d6 + 3 acid damage	
C Slime Spray (acid) • Recharge 4-6	
Attack: Close blast 4 (creatures in burst); +7 vs. Reflex	
Hit: 2d6 + 3 acid damage, and the target is immobilized until the end of the amoeba spewer's next turn.	
Squamous Onslaught • Encounter	
Effect: The amoeba spewer makes a charge attack. As an immediate reaction, another amoeba within 5 squares can charge the same target.	
<b>Str 12 (+3)</b>	<b>Dex 9 (+1)</b>
<b>Con 19 (+6)</b>	<b>Int 1 (-3)</b>
	<b>Wis 14 (+4)</b>
	<b>Cha 6 (+0)</b>
Alignment unaligned	
Languages --	

## ENCOUNTER 5: "ONSLAUGHT" (AL 6)

Colossal Amoeba	Level 7 Elite Brute	
Huge Aberrant Ooze	XP 600	
<b>HP 200; Bloodied 100</b>	<b>Initiative +6</b>	
<b>AC 21, Fortitude 23, Reflex 21, Will 18</b>	<b>Perception +3</b>	
<b>Speed 8</b>	<b>Darkvision</b>	
Immune poison,, prone		
Resist 5 variable. Each time an amoeba resists damage, its resistance to that damage type increases by 5 until the end of the encounter.		
Saving Throws +2; Action Points 1		
TRAITS		
Ooze		
While squeezing, the ooze moves at full speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
m Crush • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 3d8 + 4 damage.		
C Mass Pin (acid) • Encounter		
Attack: Close burst 1 (enemies in burst); +10 vs. Fortitude		
Hit: 3d6 + 4 damage, and the target is grabbed and knocked prone. A grabbed target takes 5 acid damage at the start of its turn.		
Squamous Onslaught • Encounter		
Effect: The colossal amoeba makes a charge attack. As an immediate reaction, another amoeba within 5 squares can charge the same target.		
TRIGGERED ACTIONS		
M Thrash • Recharge 5-6		
Trigger: the colossal amoeba takes damage from an attack by a creature within 2 squares of it.		
Attack (Immediate Reaction): Melee 2 (triggering creature) +10 vs. Fortitude		
Hit: 3d6 + 4 damage, and the target is pulled adjacent to the colossal amoeba and is grabbed.		
<b>Str 16 (+6)</b>	<b>Dex 16 (+6)</b>	<b>Wis 10 (+3)</b>
<b>Con 20 (+8)</b>	<b>Int 1 (-2)</b>	<b>Cha 7 (+1)</b>
Alignment unaligned		Languages --

Giant Amoeba	Level 7 Brute	
Large Aberrant Ooze	XP 300	
<b>HP 100; Bloodied 50</b>	<b>Initiative +3</b>	
<b>AC 19, Fortitude 22, Reflex 17, Will 19</b>	<b>Perception +5</b>	
<b>Speed 6</b>	<b>Darkvision</b>	
Immune poison,, prone		
Resist 5 variable. Each time an amoeba resists damage, its resistance to that damage type increases by 5 until the end of the encounter.		
TRAITS		
Ooze		
While squeezing, the ooze moves at full speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
m Crush • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 3d6 + 4 damage.		
M Digest (acid) • Recharge 4-6		
Attack: Melee 1 (one creature); +10 vs. Fortitude		
Hit: 3d4 + 4 damage, and the target is grabbed and knocked prone. A grabbed target takes 5 acid damage at the start of its turn.		
Squamous Onslaught • Encounter		
Effect: The giant amoeba makes a charge attack. As an immediate reaction, another amoeba within 5 squares can charge the same target.		
<b>Str 18 (+7)</b>	<b>Dex 10 (+3)</b>	<b>Wis 15 (+5)</b>
<b>Con 20 (+8)</b>	<b>Int 1 (-2)</b>	<b>Cha 7 (+1)</b>
Alignment unaligned		Languages --

Amoeba Spewer	Level 6 Controller (Leader)	
Large Aberrant Ooze	XP 250	
<b>HP 75; Bloodied 38</b>	<b>Initiative +3</b>	
<b>AC 20, Fortitude 20, Reflex 15, Will 17</b>	<b>Perception +5</b>	
<b>Speed 6</b>	<b>Darkvision</b>	
Immune poison,, prone		
Resist 5 variable. Each time an amoeba resists damage, its resistance to that damage type increases by 5 until the end of the encounter.		
TRAITS		
Ooze		
While squeezing, the ooze moves at full speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
m Crush • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d8 + 5 damage.		
r Spit Slime (acid) • At-Will		
Attack: Ranged 10 (one creature); +9 vs. Reflex		
Hit: 2d6 + 5 acid damage		
C Slime Spray (acid) • Recharge 4-6		
Attack: Close blast 4 (creatures in burst); +9 vs. Reflex		
Hit: 2d6 + 5 acid damage, and the target is immobilized until the end of the amoeba spewer's next turn.		
Squamous Onslaught • Encounter		
Effect: The amoeba spewer makes a charge attack. As an immediate reaction, another amoeba within 5 squares can charge the same target.		
<b>Str 13 (+4)</b>	<b>Dex 10 (+3)</b>	<b>Wis 15 (+5)</b>
<b>Con 20 (+8)</b>	<b>Int 1 (-2)</b>	<b>Cha 7 (+1)</b>
Alignment unaligned		Languages --

## ENCOUNTER 5: "ONSLAUGHT" (AL 8)

Colossal Amoeba	Level 9 Elite Brute	
Huge Aberrant Ooze	XP 800	
<b>HP 242; Bloodied 121</b>	<b>Initiative +7</b>	
<b>AC 23, Fortitude 25, Reflex 23, Will 20</b>	<b>Perception +4</b>	
<b>Speed 8</b>	Darkvision	
Immune poison,, prone		
Resist 5 variable. Each time an amoeba resists damage, its resistance to that damage type increases by 5 until the end of the encounter.		
Saving Throws +2; Action Points 1		
TRAITS		
Ooze		
While squeezing, the ooze moves at full speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
m Crush • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 3d10 + 5 damage.		
C Mass Pin (acid) • Encounter		
Attack: Close burst 1 (enemies in burst); +12 vs. Fortitude		
Hit: 3d8 + 5 damage, and the target is grabbed and knocked prone. A grabbed target takes 5 acid damage at the start of its turn.		
Squamous Onslaught • Encounter		
Effect: The colossal amoeba makes a charge attack. As an immediate reaction, another amoeba within 5 squares can charge the same target.		
TRIGGERED ACTIONS		
M Thrash • Recharge 5-6		
Trigger: the colossal amoeba takes damage from an attack by a creature within 2 squares of it.		
Attack (Immediate Reaction): Melee 2 (triggering creature) +12 vs. Fortitude		
Hit: 3d8 + 5 damage, and the target is pulled adjacent to the colossal amoeba and is grabbed.		
<b>Str 17 (+7)</b>	<b>Dex 17 (+7)</b>	<b>Wis 11 (+4)</b>
<b>Con 21 (+9)</b>	<b>Int 1 (-1)</b>	<b>Cha 8 (+3)</b>
Alignment unaligned		Languages --

Giant Amoeba	Level 9 Brute	
Large Aberrant Ooze	XP 400	
<b>HP 121; Bloodied 60</b>	<b>Initiative +4</b>	
<b>AC 21, Fortitude 24, Reflex 19, Will 21</b>	<b>Perception +7</b>	
<b>Speed 6</b>	Darkvision	
Immune poison,, prone		
Resist 5 variable. Each time an amoeba resists damage, its resistance to that damage type increases by 5 until the end of the encounter.		
TRAITS		
Ooze		
While squeezing, the ooze moves at full speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
m Crush • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 3d8 + 5 damage.		
M Digest (acid) • Recharge 4-6		
Attack: Melee 1 (one creature); +10 vs. Fortitude		
Hit: 3d6 + 5 damage, and the target is grabbed and knocked prone. A grabbed target takes 5 acid damage at the start of its turn.		
Squamous Onslaught • Encounter		
Effect: The giant amoeba makes a charge attack. As an immediate reaction, another amoeba within 5 squares can charge the same target.		
<b>Str 19 (+8)</b>	<b>Dex 11 (+4)</b>	<b>Wis 16 (+7)</b>
<b>Con 21 (+9)</b>	<b>Int 1 (-1)</b>	<b>Cha 8 (+3)</b>
Alignment unaligned		Languages --

Amoeba Spewer	Level 8 Controller (Leader)	
Large Aberrant Ooze	XP 350	
<b>HP 92; Bloodied 46</b>	<b>Initiative +4</b>	
<b>AC 22, Fortitude 22, Reflex 17, Will 19</b>	<b>Perception +7</b>	
<b>Speed 6</b>	Darkvision	
Immune poison,, prone		
Resist 5 variable. Each time an amoeba resists damage, its resistance to that damage type increases by 5 until the end of the encounter.		
TRAITS		
Ooze		
While squeezing, the ooze moves at full speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
m Crush • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 2d10 + 5 damage.		
r Spit Slime (acid) • At-Will		
Attack: Ranged 10 (one creature); +11 vs. Reflex		
Hit: 2d8 + 5 acid damage		
C Slime Spray (acid) • Recharge 4-6		
Attack: Close blast 4 (creatures in burst); +11 vs. Reflex		
Hit: 2d8 + 5 acid damage, and the target is immobilized until the end of the amoeba spewer's next turn.		
Squamous Onslaught • Encounter		
Effect: The amoeba spewer makes a charge attack. As an immediate reaction, another amoeba within 5 squares can charge the same target.		
<b>Str 14 (+6)</b>	<b>Dex 11 (+4)</b>	<b>Wis 16 (+7)</b>
<b>Con 21 (+9)</b>	<b>Int 1 (-1)</b>	<b>Cha 8 (+3)</b>
Alignment unaligned		Languages --

## ENCOUNTER 5: "ONSLAUGHT" (AL 10)

Colossal Amoeba		Level 11 Elite Brute
Huge Aberrant Beast		XP 1,200
HP 284; Bloodied 142		Initiative +9
AC 25, Fortitude 27, Reflex 25, Will 22		Perception +6
Speed 8		Darkvision
Immune poison,, prone		
Resist 5 variable. Each time an amoeba resists damage, its resistance to that damage type increases by 5 until the end of the encounter.		
Saving Throws +2; Action Points 1		
TRAITS		
Ooze		
While squeezing, the ooze moves at full speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
m Crush • At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 4d8 + 6 damage.		
C Mass Pin (acid) • Encounter		
Attack: Close burst 1 (enemies in burst); +14 vs. Fortitude		
Hit: 3d10 + 6 damage, and the target is grabbed and knocked prone. A grabbed target takes 5 acid damage at the start of its turn.		
Squamous Onslaught • Encounter		
Effect: The colossal amoeba makes a charge attack. As an immediate reaction, another amoeba within 5 squares can charge the same target.		
TRIGGERED ACTIONS		
M Thrash • Recharge 5-6		
Trigger: the colossal amoeba takes damage from an attack by a creature within 2 squares of it.		
Attack (Immediate Reaction): Melee 2 (triggering creature) +14 vs. Fortitude		
Hit: 4d6 + 6 damage, and the target is pulled adjacent to the colossal amoeba and is grabbed.		
Str 18 (+9)	Dex 18 (+9)	Wis 12 (+6)
Con 22 (+11)	Int 1 (+0)	Cha 9 (+4)
Alignment unaligned		Languages --

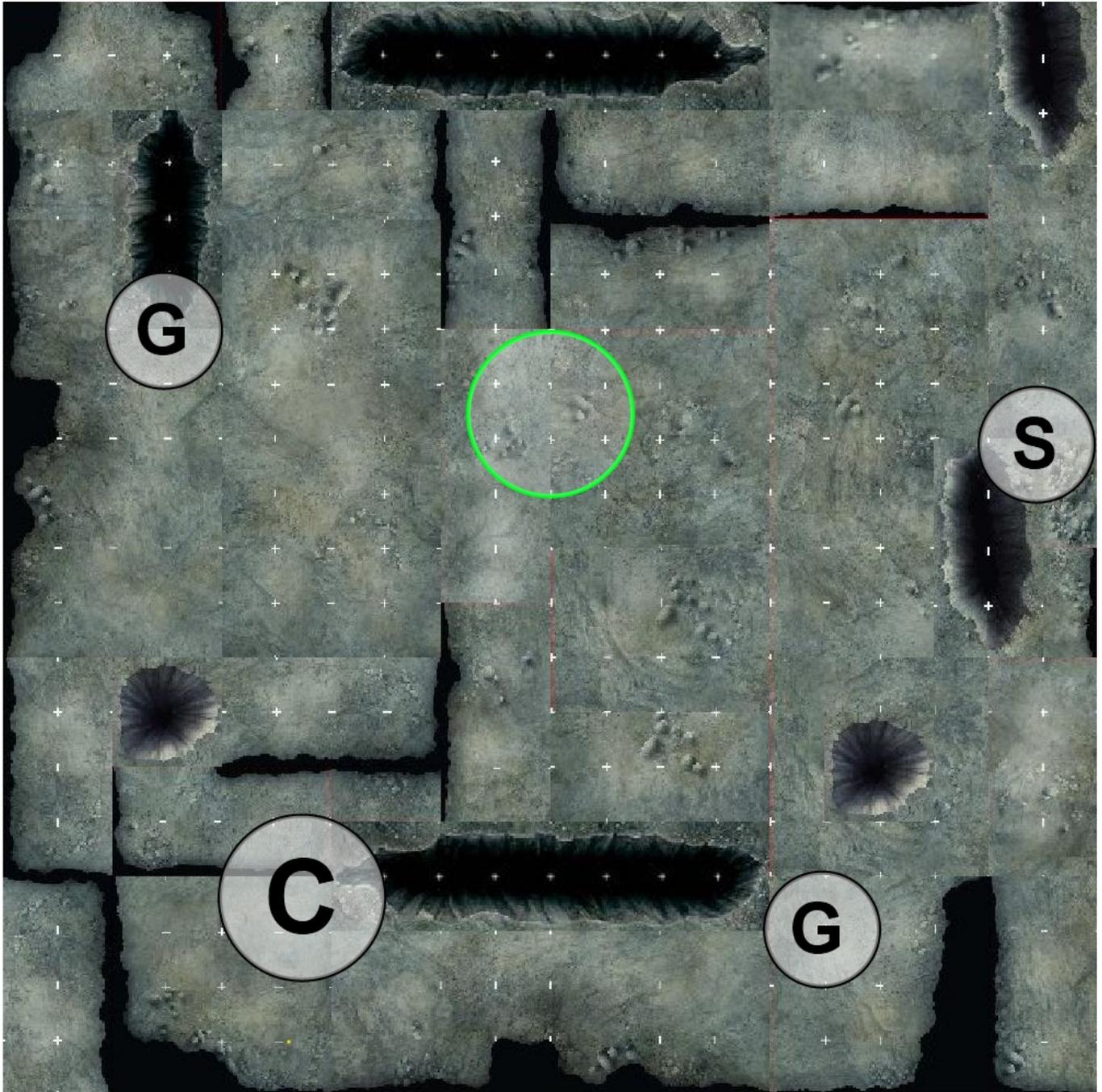
Giant Amoeba		Level 11 Brute
Large Aberrant Ooze		XP 600
HP 142; Bloodied 71		Initiative +6
AC 23, Fortitude 26, Reflex 21, Will 23		Perception +8
Speed 6		Darkvision
Immune poison,, prone		
Resist 5 variable. Each time an amoeba resists damage, its resistance to that damage type increases by 5 until the end of the encounter.		
TRAITS		
Ooze		
While squeezing, the ooze moves at full speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
m Crush • At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 3d10 + 6 damage.		
M Digest (acid) • Recharge 4-6		
Attack: Melee 1 (one creature); +14 vs. Fortitude		
Hit: 3d8 + 6 damage, and the target is grabbed and knocked prone. A grabbed target takes 5 acid damage at the start of its turn.		
Squamous Onslaught • Encounter		
Effect: The giant amoeba makes a charge attack. As an immediate reaction, another amoeba within 5 squares can charge the same target.		
Str 20 (+10)	Dex 12 (+6)	Wis 17 (+8)
Con 22 (+11)	Int 1 (+0)	Cha 9 (+4)
Alignment unaligned		Languages --

Amoeba Spewer		Level 10 Controller (Leader)
Large Aberrant Ooze		XP 500
HP 109; Bloodied 54		Initiative +6
AC 24, Fortitude 24, Reflex 19, Will 21		Perception +8
Speed 6		Darkvision
Immune poison,, prone		
Resist 5 variable. Each time an amoeba resists damage, its resistance to that damage type increases by 5 until the end of the encounter.		
TRAITS		
Ooze		
While squeezing, the ooze moves at full speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
m Crush • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 3d8 + 6 damage.		
r Spit Slime (acid) • At-Will		
Attack: Ranged 10 (one creature); +13 vs. Reflex		
Hit: 2d10 + 6 acid damage		
C Slime Spray (acid) • Recharge 4-6		
Attack: Close blast 4 (creatures in burst); +13 vs. Reflex		
Hit: 2d10 + 6 acid damage, and the target is immobilized until the end of the amoeba spewer's next turn.		
Squamous Onslaught • Encounter		
Effect: The amoeba spewer makes a charge attack. As an immediate reaction, another amoeba within 5 squares can charge the same target.		
Str 15 (+7)	Dex 12 (+6)	Wis 17 (+8)
Con 22 (+11)	Int 1 (+0)	Cha 9 (+4)
Alignment unaligned		Languages --

## ENCOUNTER 5: “ONSLAUGHT” (MAP)

### TILE SETS NEEDED

*Dungeon Tiles Master Set: The Dungeon (x2), Lost Caverns of the Underdark (x2)*



G: Giant Amoeba; C: Colossal Amoeba; S: Amoeba Spewer

The green circle in the center of the map is the ritual circle (see the encounter setup for details).

## ENCOUNTER 6: DESPERATE MEASURES

### SKILL CHALLENGE, CONTINUED

With the massive response to the Linked Portal attempt, it is apparent that using ritual magic to escape is not viable. The Sisters have another plan for escape, but it cannot be implemented until after dark. The PCs must lead an effort to fortify their position so they can survive long enough for the Sisters to enact their plan. Unfortunately, the rapid approach of the flying citadel Xxiphu makes escape even more vital.

*After patching up the wounded and gathering the pilgrims back together, you find yourselves in another war council. The sun is close to the horizon, and it seems that your best hope for escape has been crushed.*

*The knights seem resigned to a desperate last stand. Sunmaster Obryn debates with himself whether slaying the innocent to spare them the horror of capture is a greater sin than leaving them to a fate worse than death. Midnight cradles her belly protectively, and Twilight simply glares at Sunrise, who has an expression of quiet serenity.*

*“What are you so blissful about?”*

*Sunrise smiles beatifically. “Sister, the goddess is with us. I have the Moonmote.”*

From their expressions of shocked delight, it appears that Midnight and Twilight find this announcement quite reassuring. Sunrise explains that their temple is the repository of a mighty relic, a droplet of crystallized moonlight called a Moonmote that holds great power. She had brought it to show to the priestess of Selûne in Sapra, but now they can use it to escape.

*“It can only be used once, but I can see no greater need than carrying us all to safety. I will use its power to call a Shard, a mighty servant of the goddess, to our aid.*

*“Unfortunately, I can only invoke the Moonmote’s power in the full dark of night. We must do what we can to withstand the creatures’ onslaught until I can summon the Shard. Once she arrives, all will be well.”*

*Sunrise’s confident declaration is swallowed by an ominous rumble of thunder from the north. A column of storm clouds roils on the horizon, lightning leaping from thunderhead to thunderhead, the afterimages leaving black squiggles darting about the storm.*

*“By Valkur’s veiny...” Captain Hamza barely breathes the oath, but what he says next rings out clear.*

*“That’s the storm around Xxiphu! This Moonmote had better work, because the Abolethic Sovereignty will be here by nightfall!”*

This announcement is met with a combination of shock, terror, and blank looks. PCs who wish to know more about the Sovereignty may make Dungeoneering or History checks.

- **Easy DC:** The Abolethic Sovereignty is a legendary collection of powerful aboleths said to haunt the Sea of Fallen Stars.
- **Moderate DC:** The Sovereignty is centered on a flying citadel called Xxiphu that is surrounded by a perpetual storm. The laws of nature do not seem to apply in the citadel’s vicinity, and it is said that elder krakens and gargantuan abominations ride the stormwinds around Xxiphu.
- **Hard DC:** The Sovereignty has infiltrated servants and spies into many nations, from Amn to the Dragon Coast, and typically acts with subtlety and discretion. The fact that they have brought Xxiphu so close to land betrays an intense interest in what is going on here, and spells trouble for the people of Sapra.

### SKILL CHALLENGE: DESPERATE MEASURES

**Goal:** The PCs must do what they can to fortify their position and hold out until Sunrise can summon a Shard to carry everyone to safety. The *Worthy Pupil* is the most defensible area, but there is a great deal the PCs can do for more protection. Failing that, they can slug it out with the hordes of monstrosities that emerge after the sun sets, but before it is dark enough to activate the Moonmote.

**Complexity:** 3 (8 successes before 3 failures)

**Primary Skills:** Athletics, Dungeoneering, Endurance, Perception, Thievery

**Other Skills:** Arcana, Diplomacy, History, Intimidate, Nature, Religion

**Victory:** The PCs are able to hold back the monstrous hordes long enough to summon the Shard.

**Defeat:** The abominations break through, and the PCs are injured before the Shard is summoned.

**Arcana [Hard DC]** (no successes)

The PC incorporates some magical effects into a trap, such as igniting a barrel of pitch or creating a proximity trigger. Success grants an ally a +2 bonus to their next Thievery check.

**Athletics [Moderate DC]** (1 success, 1 maximum)

The PC leads work crews in gathering supplies, such as timber from the collapsed stairway to the lighthouse, spars from the *Worthy Pupil*, etc., and builds barricades to

block the crevices that will soon erupt with monsters. This also unlocks the Thievery skill.

Special: if the party accumulated 2 failures in the first part of the skill challenge in Encounter 3, the first attempt with Athletics is at a Hard DC rather than Moderate, as the noncombatants are no help whatsoever. Once a character has attempted an Endurance check (signifying the start of the onslaught), no further Athletics checks may be made.

#### **Diplomacy [Moderate DC]** (no successes)

The PC coordinates efforts to retrieve supplies and build barricades. This grants an ally a +2 bonus to their next Athletics check.

#### **Dungeoneering [Moderate DC]** (1 success, 1 maximum)

The PC makes some educated guesses about likely attack routes and tricks to divert and fool aberrations, and puts together an overall plan of defense. After achieving a success, Dungeoneering checks may still be made to provide an ally with a +2 bonus to their next Endurance or Thievery check.

Special: It is not possible to gain a success from a Dungeoneering check after an Endurance check (signifying the start of the onslaught) has been made, but it is still possible to use Dungeoneering to provide a +2 bonus to an ally's Endurance check.

#### **Endurance [Moderate DC]** (1 success, 4 maximum)

If all else fails, a PC can attempt to hold back the tide of abominations by main force. Attempting an Endurance check signifies that the attack has begun; no successes can be garnered with any skill but Endurance from that point on.

A PC must lose a healing surge (or, if out of surges, take damage equal to half their bloodied value; this damage cannot be resisted) before rolling this check.

Special: a PC who is trained in Endurance may lose an additional healing surge after the die roll to gain a +2 bonus to the roll.

#### **History [Moderate DC]** (no successes)

The PC recalls other successful defensive actions, helping to refine plans and defenses. Success grants an ally a +2 bonus to their next Athletics, Dungeoneering, or Thievery check.

#### **Intimidate [Moderate]** (no successes)

The PC bullies people into working harder. Success grants an ally a +2 bonus to their next Athletics check.

#### **Intimidate [Hard DC]** (no successes)

The PC attempts to overawe the swarming hordes of abominations. Success allows an ally to attempt their next Endurance check without losing a healing surge first.

#### **Nature [Moderate DC]** (no successes)

By drawing upon experience with hunting and snares, the PC is able to offer advice about trap building and placement. Success grants an ally a +2 bonus to their next Thievery check.

#### **Perception [Moderate DC]** (1 success, 1 maximum)

The PC surveys the area, identifying possible areas of attack and the best places to create chokepoints. After achieving a success, Perception checks may still be made to grant an ally a +2 bonus to their next Athletics or Thievery check. Once an Endurance check has been attempted (signifying the start of the onslaught), no further successes can be gained with Perception.

#### **Religion [Moderate]** (no successes)

The PC attempts to rally the survivors by calling upon their faith; worshippers of Selûne gain a +2 bonus to this check due to their familiarity with the dogma. Success grants an ally a +2 bonus to their next Athletics check.

#### **Thievery [Hard]** (1 success, 1 maximum)

The PC creates traps from available materials, such as barrels of pitch, rigging, spars, and pulleys. Once any PC has attempted an Endurance check (signifying the start of the onslaught), Thievery can no longer be used.

Special: PCs cannot use Thievery until some materials have been gathered using the Athletics skill.

## ENDING THE ENCOUNTER

**Success:** The party is able to hold off the horde of monsters long enough for Sunrise to activate the Moonmote and summon the Shard.

**Failure:** The barricades fail, forcing the PCs into a desperate melee. The party suffers (AL x 10) points of damage, distributed among the PCs as the players choose; this damage cannot be resisted, or healed before the start of the next encounter. A party of 4 suffers (AL x 8) points of damage, while a party of 6 suffers (AL x 12) points of damage.

#### MILESTONE

The PCs complete an objective worth 50 / 75 / 100 / 150 / 200 XP each upon finishing the skill challenge. This encounter counts toward a milestone.

#### TREASURE

There is no treasure in this encounter.

## ENCOUNTER 7: NECESSARY SACRIFICES

ENCOUNTER LEVEL 4/6/8/10/12  
(875/1250/1750/2500/3500 XP)

### SETUP

This encounter includes the following creatures at AL 2:

**1 Humboldt kraken (level 2) (H)**  
**10+ Suckerlings (level 2) (S)**

This encounter includes the following creatures at AL 4:

**1 Humboldt kraken (level 4) (H)**  
**10+ Suckerlings (level 4) (S)**

This encounter includes the following creatures at AL 6:

**1 Humboldt kraken (level 6) (H)**  
**10+ Suckerlings (level 6) (S)**

This encounter includes the following creatures at AL 8:

**1 Humboldt kraken (level 8) (H)**  
**10+ Suckerlings (level 8) (S)**

This encounter includes the following creatures at AL 10:

**1 Humboldt kraken (level 10) (H)**  
**10+ Suckerlings (level 10) (S)**

Sunrise activates the Moonmote and summons the Shard. By speaking mind-to-mind, the Shard is able to have brief discussion with the PCs and major NPCs in a moment's time, and reveals the danger and the limits of her own strength.

*Full dark has fallen, illuminated only by flashes of lightning from the rapidly approaching citadel of Xxiphu. Rain lashes the island, and your defenses are on the verge of collapsing completely when Sunrise judges the time right to activate the Moonmote.*

*With a simple cry of "Goddess! Aid these innocents!" the Silverstar crushes the Mote between her palms. Time suddenly stands still, each drop of rain clearly visible, hanging in the air.*

*A slender young girl stands among you, with dusky skin and long, silver hair, wearing a simple grey shift. A small, but strong voice whispers in your ears.*

*"You have called, Sister, and so have I come. Ask, and I shall do what I can to aid you. I have taken this moment between moments that we can determine what should be done, what can be done, and what must be done."*

With the intervention of the Abolethic Sovereignty, the situation is more dangerous than even a being of the Shard's power can handle. She is willing to do what she can to help save the innocent pilgrims, but knows the limits of her own strength. She acts as a hub so the PCs and major NPCs can converse, but try to keep the deliberations short. The Shard refers to people by their religious affiliations (Sir Cadwy is "Son of the Lion," Sir Rowan is the "Singer of the Dawn," Obryn is "Servant of the Reborn Sun") so if there is time, try to come up with some similar epithets for the PCs.

- The Shard is capable of creating a river of moonlight that can carry everyone in the Worthy Pupil to safety, but she doesn't have the power to both maintain the stream and hold off the flying krakens approaching from Xxiphu.
- Despite offers from Obryn and the knights (and heroic PCs) only the Sisters have the knowledge and spiritual compatibility to maintain the river once the Shard creates it, but they would have to remain at the source, and devote all their power to keeping the channel in existence, with none left to defend themselves.
- Sunmaster Obryn, Sir Cadwy, and Sir Rowan insist on remaining with Sisters to protect them while they maintain the river, claiming that their skills and powers are uniquely suited for defense.
- The Shard will do her best to hold off the krakens, but she cannot be sure that her strength is enough to prevail. Without protection on the miles-long river, the pilgrims will be easy prey for the swarms of abominations if the Shard is defeated.

*"My three Sisters will hold the way, warded by the Lion, the Dawn, and the Noonday Sun. Know you that death is all but assured for those left behind? All seven of you."*

A PC may take Midnight's place, so she can escape with her unborn child. She does not ask for this, so please allow a player to make the offer on their own. If a PC does take her place, that character takes no further part in the adventure. Instead, provide the player with Midnight's companion character sheet (for the appropriate Adventure Level) to use for the rest of the adventure. That PC earns story award **SPEC50 In the Clutches of the Sovereignty**. The PC still receives full XP and treasure for the encounters "played" by Midnight.

Once the PCs have had a chance to offer a substitution, and have agreed to escort the pilgrims on the bridge, time resumes its flow.

*Time rushes forward once more. The Shard and her Sisters raise their voices in a pure note, and a*

*shimmering flood of moonlight well up beneath the Worthy Pupil, quickly righting the ship and lifting it skyward. The silvery flow arcs across the teeming waves toward the mainland, as a protective barrier of woven light and shadow coalesces around it.*

*Sunmaster Obryn declaims in a powerful voice, calling up a great ring of golden fire as Sir Cadwy and Sir Rowan lower their visors and step forward to face the endless tide of slithering madness.*

*The Shard takes to the air, a great curved blade of pure moonlight forming in her hands as she charges a pack of colossal krakens, her shining form a tiny spark in comparison to their fetid, writhing bulk.*

*“Fly, and do not look back!”*

The Shard weaves a web of shadow and moonlight that seems to hold back the great leviathans, but after sailing for a minute or two, one of the largest manages to wedge its tentacles into a gap and rip open a breach. The *Worthy Pupil* grinds to a halt as tentacles squirm through the breach. A smaller kraken wriggles through the gap, accompanied by a swarm of lesser aberrations. The PCs must fight their way clear.

## **SKILL CHALLENGE: LEVEL 2/4/6/8/10, COMPLEXITY 1**

An elder kraken has thrust its tentacles into a gap in the protective ward, and strains to rip it asunder. Already, a smaller kraken and hordes of tiny suckerlings have wriggled through the gap, and more will come unless the breach is closed.

**Goal:** The PCs must force the tentacle out of the gap and seal the breach.

**Complexity:** 1 (4 successes before 3 failures)

**Primary Skills:** Arcana, Athletics, Dungeoneering, Intimidate, Religion

**Other Skills:** Bluff, Insight

**Victory:** The PCs drive the elder kraken away and seal the breach. No additional suckerlings join the combat.

**Defeat:** The elder kraken shatters the protective barrier, then the channel itself. The *Worthy Pupil* crashes into the water below and is quickly swarmed by the aquatic horrors below the waves. While the PCs can eventually battle their way ashore, the noncombatants are not so lucky, and the encounter ends in failure.

**Special:** If no PC has attempted at least one of the below actions by the end of a round, the party accrues 1 failure for the skill challenge, as the elder kraken's efforts go uncontested. However, the PCs can also make progress. Each successful primary skill check reduces the number of suckerlings that enter the battle each round by 1.

**Arcana [Moderate DC]** (1 success, 1 max per round)

The PC bends his or will to bolstering and repairing the barrier. The PC must be within 5 squares of the Kraken Hazard to attempt this check.

**Special:** A PC may attempt this check as a Minor Action at a Hard DC rather than Moderate.

**Attack [varies by AL]** (special; see below)

Any damage dealt to the Kraken Hazard grants a +2 bonus to the next Arcana, Athletics, Dungeoneering, Intimidate, or Religion check made by an ally. The Kraken Hazard's AC and Fortitude are equal to the AL +14; its Reflex and Will are equal to the AL +12.

**Special:** any single attack that hits and would cause the dazed, dominated, or stunned condition, or any critical hit on the Kraken Hazard, instead counts as one success for the skill challenge.

**Athletics [Moderate DC]** (1 success, 1 max per PC per round)

The PC wrestles a tentacle out of the breach by main force. The PC must be adjacent to the Kraken Hazard to attempt this check.

**Special:** A PC may attempt this check as a Minor Action at a Hard DC rather than Moderate.

**Bluff [Moderate DC]** (not a success or failure)

The PC attempts a feint to aid an ally's efforts. Success grants an ally a +2 bonus to their next Arcana, Athletics, Dungeoneering, Intimidate, or Religion check. The PC must be within 5 squares of the Kraken Hazard to attempt this check.

**Special:** A PC may attempt this check as a Minor Action at a Hard DC rather than Moderate.

**Dungeoneering [Moderate DC]** (1 success, 1 max per round)

The PC uses knowledge of the kraken's anatomy to make a precise strike, causing a tentacle to flinch out of the gap. The PC must be adjacent to the Kraken Hazard to attempt this check.

**Special:** A PC may attempt this check as a Minor Action at a Hard DC rather than Moderate.

**Insight [Moderate DC]** (not a success or failure)

The PC spots an opening and guides an ally's strike. Success grants an ally a +2 bonus to their next Arcana, Athletics, Dungeoneering, Intimidate, or Religion check. The PC must be within 5 squares of the Kraken Hazard to attempt this check.

**Special:** A PC may attempt this check as a Minor Action at a Hard DC rather than Moderate.

**Intimidate [Moderate DC]** (1 success, 1 max per round)

The PC prepares to deliver an overwhelming attack to one of the tentacles, causing the kraken to preemptively withdraw the threatened limb. The PC must be adjacent to the Kraken Hazard to attempt this check.

Special: A PC may attempt this check as a Minor Action at a Hard DC rather than Moderate.

**Religion [Easy DC]** (1 success, 2 successes maximum)

With the first success, the PC empowers the protective ward to cause the kraken excruciating pain; with the second, the PC closes the breach. The PC must be within 5 squares of the Kraken Hazard to attempt this check..

Special: Worshippers of Selûne gain a +5 bonus to this check. A PC may attempt this check as a Minor Action at a Moderate DC rather than Easy.

## FEATURES OF THE AREA

**Illumination:** Dim light. It is night in the middle of a raging storm, but the moonbridge provides a faint glow and somehow the stars shine through. Any PC standing on the boat or on the moonbridge gains low-light vision, if they do not already have it.

**The River of Moonlight:** The channel is a 40-foot wide span of solid moonlight, surrounded by a web of shadow and radiance 40 feet above sea level. This web prevents passage of Small or larger aberrations, and prevents authorized travelers from falling off. An aberration that would be pushed or slid through the web stops moving and takes 1d6 points of cold and radiant damage. PCs can walk on the river of moonlight as if it were solid ground (normal terrain). If the Shard is destroyed, then the river disappears and these squares become water squares instead.

**Water Squares:** The sea is choppy and cold (Athletics DC 15 to swim).

**Kraken Hazard:** The area marked “Kraken Hazard” is a breach in the channel, where an elder kraken has managed to get a few arms into a gap and is trying to rip the barrier asunder. Enemies continue to enter the combat until it the breach has been closed with a successful skill challenge. Until then, any PC who ends their turn adjacent to the Kraken Hazard takes damage equal to the AL.

**The Shard:** Selûne’s servant is severely overmatched by the swarm of krakens. The PCs can sacrifice their own life force to bolster the Shard’s flagging strength, and should be made aware of this ability, as well as the potential consequences if the Shard is destroyed.

**Pilgrims:** You do not need to place the remaining pilgrims on the battle map. They are in the hold.

## PRESERVING THE SHARD

The mechanics for how the PCs keep the Shard alive (apart from destroying the monsters and completing the skill challenge) are critically important to the overall success or failure of this encounter. Make sure the players understand their options and how each works in terms of the game mechanics.

As a free action on his or her turn, a PC may lose a healing surge (or take damage equal to his or her surge value, if the character is out of surges) to aid the Shard. As a minor action, a PC may attempt a Hard DC Religion check to provide a more efficient transfer of spiritual energy; if successful, the next surge that character donates before the end of his or her turn counts as two surges. Selûne’s faithful gain a +5 bonus to this check.

A PC can also give the Shard the equivalent of a surge by using any power that allows a character to spend a healing surge (such as *healing word*), or that grants the effect of a healing surge (such as *cure light wounds*), on the Shard. This succeeds automatically but only works twice during the battle (i.e. using such powers on the Shard can replace up to two of the surges that the PCs would otherwise need to spend). The Shard cannot benefit from temporary hit points, regeneration, or other non-surge healing effects, nor can the PCs grant her damage resistance, teleport her, or remove her from play.

If, at the end of a combat round, the Shard has not received at least one healing surge (or been targeted by a power that allows her to spend a surge), she is forced to draw back some of her power from the bridge. This reduces its width by 1 square (determine randomly which side of the bridge disappears); PCs in an affected square are slid 1 square laterally and knocked prone. If the bridge is reduced to 0 squares, the PCs and pilgrims fall into the sea. Once the shard has received the requisite number of surges (**2x the number of PCs**), this effect no longer occurs.

If the Shard does not receive a number of healing surges equal to (**2x the number of PCs**) after 5 rounds, she is destroyed by the krakens, who go on to tear the Sisters to pieces, causing the bridge to collapse and dump the PCs and pilgrims into the water. While the heroes eventually manage to fight their way to the mainland, none of the non-combatants survive.

**You must warn the players about this and explain the mechanics for giving healing surges to the Shard very clearly so that they understand what they need to do.** Otherwise it will seem like an unfair random penalty if they fail. (To be clear, if the PCs are able to complete both the combat and the skill challenge within 5 combat rounds total, then the Shard cannot be destroyed regardless of whether the PCs gave enough healing surges.)

## WRATH OF THE SOVEREIGNTY

The masters of Xxiphu are surprised and delighted to find an old enemy at Octopus Rock, and dispatch additional forces to deal with them. Luckily for the PCs, only the smallest and weakest are able to breach the Shard's warding.

For each PC who has previously earned the enmity of the Abolethic Sovereignty (indicated by Story Awards such as CORE13 from CORE1-7 *Sovereign of the Mines*) add two additional suckerlings to the first wave. These extra creatures were sent specifically to kill such characters and thus they only attack PCs who have an appropriate Story Award.

## THE BRIDGE AND THE BOAT

The boat stops moving while this battle plays out, so you don't need to track relative movement. (Describe this to the players as the elder kraken disrupting the flow of the moonbridge through the breach, giving them a further incentive to complete the skill challenge.)

The moonlight river is capable of supporting PCs who want to walk on it (they find it as solid as normal terrain). PCs can also enter the water and swim if they so choose (or if they are forced over the edge). The bridge is about two feet above the surface of the river, so if a PC leaves the bridge, he or she can climb back up onto the moonlight river with an Easy DC Athletics check.

The main deck of the boat is five feet above the surface of the moonlight river (so characters knocked off the boat from here do not suffer falling damage). The raised section at the stern (where the steering wheel is located) is 10 feet above the surface, so characters falling from here take 1d10 points of falling damage.

## TACTICS

This group of foes is controlled by the aboleths of Xxiphu, who have not established communications with the master of the sunken fortress. While the kraken and the minions work well together, they do not have specific knowledge of the PCs' abilities or tactics. However, any PCs who have previously earned the enmity of the Abolethic Sovereignty (such as via Story Award CORE13) are known to these creatures.

The kraken tries to destroy the PCs as quickly as possible, focusing its attacks on any PCs who have previously incurred the enmity of the Abolethic Sovereignty. A Humboldt kraken resembles a normal kraken, except for the jagged claw protruding from each of the suckers on its tentacles (plus the fact that it can breathe air as well as water... and oh yeah, it can fly).

When flying, the kraken has an altitude limit of 2 squares above the deck of the ship (in other words, do not have it hover high out of reach of the PCs). It thirsts

for blood and uses *coils of doom* to grab as many PCs as it can so that it can take advantage of its various special attacks (*fling* is great for sending a melee PC crashing into a support character; *fatal plunge* might be useful to slide a grabbed character into the water, if the kraken is attacking from the edge of the ship/moonbridge). The kraken places its *wavewrack* zone on top of ranged attackers or healers so that they must come closer to it. If the PCs are having an easy time, give the kraken an extra minor action at an initiative count of 10 below its normal initiative count (it can only make saves on its "primary" turn, though).

Each round, a number of suckerlings (equal to the number of PCs) enter combat through the area marked Kraken Hazard. They concentrate their attacks on any bloodied PCs, trying to polish off the weak before moving on to different targets. The suckerlings resemble flying hagfish or lampreys.

## SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

**Four PCs:** Decrease the kraken's hit points by 36 / 48 / 60 / 72 / 84, and reduce the number of suckerlings that enter combat each round from 5 to 4.

**Six PCs:** Increase the kraken's hit points by 36 / 48 / 60 / 72 / 84, and increase the number of suckerlings that enter combat each round from 5 to 6.

## ENDING THE ENCOUNTER

Once the kraken and minions have been defeated, the PCs can lead the pilgrims as they hurry along the bridge.

## MILESTONE

The PCs complete their Major Objective, worth 125 / 175 / 200 / 350 / 500 XP each, for surviving the attack and leading the survivors out of the nightmare.

However, they suffer a penalty equal to the value of two Minor Objectives if they failed to preserve the Shard (since that also results in the death of all the remaining noncombatants). The PCs lose 50 / 70 / 100 / 140 / 200 XP each if this happens.

## CONCLUDING THE ADVENTURE

**Success:** If the Shard survived, the PCs are able to escort the pilgrims to the mainland, and eventually to the relative safety of Sagra.

*As you shepherd the last of the exhausted pilgrims onto the bluff at the end of the moonbridge, you glance back toward Octopus Rock. All that is visible through the*

*storm is a faint golden and silvery glow. As you watch, the golden light dims, then flickers, then fades away entirely. Moments later, the silvery gleam is lost as well, and the beautiful, pale arch of the moonbridge evaporates into mist.*

*A soft voice whispers in your minds. “You have done well, heroes. Much has been lost, but much has been saved. The Lady gives you her thanks, and her blessing.”*

*After a bone-numbing slog through the driving rain, you eventually guide the rag-tag band of survivors back to Sapra and safety. You still do not know what to make of that strange spire, the horrible monsters, or the Abolethic Sovereignty’s interest, but have no doubts that it bodes ill for the Realms.*

**Failure:** If the Shard perished, or the PCs failed the Skill Challenge to close the breach, the PCs and pilgrims are dumped into the sea as the moonbridge collapses, and are immediately set upon by aquatic horrors. The PCs are able to barely escape with their lives, but all the noncombatants are lost.

*A scream of anguish echoes across the water. A great kraken seizes the Shard in its tentacles, and with a wrenching twitch tears Selûne’s servant limb from limb. The web of moonlight and shadow that had held the krakens at bay unravels, and the writhing horde swarms toward Octopus Rock. After mere moments, the golden aura that had surrounded the Sisters blinks out, followed soon thereafter by the fading of their silvery glow. The bridge beneath your feet evaporates into mist, and with a chorus of despairing shrieks, you and all the pilgrims plummet to the teeming waters below.*

*After hours of fighting and swimming, you find yourself clawing your way up a sandy shore. A bone-numbing hike through storm-lashed wilderness eventually ends at the gates of Sapra. Can its walls provide respite from the horrors you’ve experienced? You still do not know what to make of the strange spire, the horrible monsters, or the Abolethic Sovereignty’s interest, but have no doubt that this all bodes ill for the Realms.*

In either case, if one of the PCs took Midnight’s place, add the following:

*Midnight stands in the rain at the gates of the city, hands cradling her belly as she stares toward Octopus Rock. “They aren’t dead. I can hear them...”*

#### STORY AWARDS

All the PCs (including the PC who sacrificed himself or herself to allow Midnight to escape, if any) receive Story Award SPEC47 **The Awakening** regardless of success

or failure. These characters may look forward to rescuing their lost companion, as well as any other pilgrims who were captured. There are two one-round Core Special adventures that follow this adventure: SPEC4-1 *Cerulean Dreams* is for characters of the Heroic tier, while SPEC4-2 *The Writhing Obelisk* is for the Paragon tier. Captured PCs may be played in SPEC4-1, but not in SPEC4-2. These adventures premiere at D&D Experience 2012.

If a PC took Midnight’s place and stayed behind on Octopus Rock, that PC (only) gains **SPEC50 In the Clutches of the Sovereignty**. The player is still eligible to play SPEC3-5, but cannot play it with the character who stayed behind (that character is a prisoner of the aboleths during the events of SPEC3-5).

#### TREASURE

A few days after the harrowing events of this adventure have concluded, the temples of Selune and Amauntaor take up a collection to reward the PCs for their heroic efforts in saving as many of the pilgrims as possible. This amounts to 25 / 40 / 75 / 150 / 200 gold pieces per PC.

The characters also gain access to a variety of magic items from different sources. Some of the pilgrims have wealthy family members, while other items come from the temples of Selune, Amauntaor, and other good-aligned deities. Others bear the mark of the mysterious Order of the Cerulean Sign, a group that is evidently determined to thwart the plans of the Abolethic Sovereignty, and about whom more will be revealed in future adventures. See the Rewards Summary for the items available at each Adventure Level.

If the PCs achieved a successful Conclusion (by saving the Shard during Encounter 7) then they have access to a special version of the “choose an item” Treasure (Treasure A) for this adventure. Each character may choose an Uncommon item of character level +1 or less, or a Common item of character level +3 or less. The PCs also gain access to Treasures I and J, which represent a divine boon and some grandmaster training that is made available to them by the grateful churches who sponsored the pilgrimage. A PC who chooses Treasure I also gains Story Award SPEC48 **Selûne’s Mark of Revealing**, while a PC who chooses Treasure J gains Story Award SPEC49 **Secret of the Closed Mind**. It is not possible for a character to gain both of these rewards since each PC only gets to choose one Treasure.

If the PCs failed to preserve the Shard’s life in Encounter 7, then they only have access to the normal “choose an item” (Treasure X) which allows for an Uncommon of character level or less or a Common of character level + 2 or less. They also do NOT gain access to the divine boon (Treasure I) or the grandmaster training (Treasure J).

## ENCOUNTER 7: "NECESSARY SACRIFICES" (AL 2)

<b>Humboldt Kraken (Level 2)</b>	<b>Level 2 Solo Soldier</b>	
Large aberrant magical beast (aquatic)	XP 625	
<b>HP</b> 176; <b>Bloodied</b> 88	<b>Initiative</b> +9	
<b>AC</b> 16, <b>Fortitude</b> 18, <b>Reflex</b> 14, <b>Will</b> 14	<b>Perception</b> +11	
<b>Speed</b> 6, fly 6 (hover), swim 10	Darkvision	
<b>Saving Throws</b> +5; <b>Action Points</b> 2		
<b>TRAITS</b>		
<b>Aquatic</b>		
The kraken can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.		
<b>Armored Mind</b>		
The kraken makes saving throws against effects that daze, dominate, or stun, including effects that don't normally end on a save, at both the start and end of its turn.		
<b>Threatening Reach</b>		
The kraken can make opportunity attacks against all enemies within 2 squares of it.		
<b>STANDARD ACTIONS</b>		
<b>m Clawed Tentacle • At-Will</b>		
<i>Attack:</i> Melee 2 (one creature); +7 vs. AC		
<i>Hit:</i> 1d8 + 1 damage, and the kraken grabs the target. The kraken can grab up to eight creatures at one time.		
<i>Sustain Minor:</i> The kraken sustains all its grabs, and each creature grabbed by the kraken takes 5 damage.		
<b>M Coils of Doom • At-Will</b>		
<i>Effect:</i> The kraken makes three clawed tentacle attacks.		
<b>C Psychic Scream (psychic) • Recharge</b> when first bloodied		
<i>Attack:</i> Close burst 3 (enemies in the burst); +5 vs. Will		
<i>Hit:</i> 1d6 + 4 psychic damage, and the target is dazed (save ends).		
<i>Miss:</i> Half damage.		
<b>C Wavewrack (Zone) • Encounter</b>		
<i>Effect:</i> The kraken creates a zone in a close burst 3 that lasts until the end of the encounter. The zone is difficult terrain. Any creature that starts its turn within the zone takes 5 damage and is slid 2 squares. Once per round as a minor action, the kraken can move the zone up to 3 squares.		
<b>MINOR ACTIONS</b>		
<b>M Fatal Plunge • At-Will</b>		
<i>Attack:</i> Melee 1 (one creature grabbed by the kraken); +5 vs. Fortitude		
<i>Hit:</i> 1d8 + 1 damage, and the kraken slides the target 3 squares.		
<b>M Fling • At-Will</b>		
<i>Effect:</i> The kraken slides a creature grabbed by it 5 squares to a square adjacent to a creature. The grab ends, and the kraken makes the following melee attack against both creatures.		
<i>Attack:</i> Melee 6 (two creatures); +5 vs. Fortitude		
<i>Hit:</i> 1d8 + 1 damage, and the target falls prone.		
<b>R Venom Bolt (poison) • At-Will</b> 1/round		
<i>Attack:</i> Ranged 10 (one creature); +5 vs. Fortitude		
<i>Hit:</i> 1d8 poison damage, and the target is blinded (save ends).		
<b>TRIGGERED ACTIONS</b>		
<b>Vengeful Constriction • At-Will</b>		
<i>Trigger:</i> A creature grabbed by the kraken deals damage to it		
<i>Effect (Immediate Reaction):</i> Each creature grabbed by the kraken takes 5 damage.		
<b>Str</b> 23 (+7)	<b>Dex</b> 22 (+7)	<b>Wis</b> 20 (+6)
<b>Con</b> 20 (+6)	<b>Int</b> 18 (+5)	<b>Cha</b> 19 (+5)
<b>Alignment</b> chaotic evil		<b>Languages</b> telepathy 20

<b>Suckerling</b>	<b>Level 2 Minion Lurker</b>	
Small aberrant magical beast	XP 31	
<b>HP</b> 1; a missed attack never damages a minion.	<b>Initiative</b> +7	
<b>AC</b> 16, <b>Fortitude</b> 13, <b>Reflex</b> 15, <b>Will</b> 12	<b>Perception</b> +5	
<b>Speed</b> 2, fly 6	Darkvision	
<b>TRAITS</b>		
<b>Nimble Bloodsucker</b>		
While the suckerling has a creature grabbed, it gains a +2 bonus to AC and Reflex.		
<b>STANDARD ACTIONS</b>		
<b>m Bite • At-Will</b>		
<i>Attack:</i> Melee 1 (one creature); +7 vs. AC		
<i>Hit:</i> 5 damage, and the suckerling grabs the target (until escape). Until the target is no longer grabbed by any suckerlings, it takes damage at the start of its turn equal to 3 plus the number of suckerlings grabbing it. The target takes this damage only once each turn, regardless of how many suckerlings are grabbing it.		
<b>Str</b> 5 (-2)	<b>Dex</b> 14 (+3)	<b>Wis</b> 8 (+0)
<b>Con</b> 10 (+1)	<b>Int</b> 1 (-4)	<b>Cha</b> 2 (-3)
<b>Alignment</b> unaligned		<b>Languages</b> --

## ENCOUNTER 7: "NECESSARY SACRIFICES" (AL 4)

<b>Humboldt Kraken (Level 4)</b>	<b>Level 4 Solo Soldier</b>	
Large aberrant magical beast (aquatic)	XP 875	
<b>HP</b> 240; <b>Bloodied</b> 120	<b>Initiative</b> +10	
<b>AC</b> 18, <b>Fortitude</b> 20, <b>Reflex</b> 16, <b>Will</b> 16	<b>Perception</b> +12	
<b>Speed</b> 6, fly 6 (hover), swim 10	Darkvision	
<b>Saving Throws</b> +5; <b>Action Points</b> 2		
<b>TRAITS</b>		
<b>Aquatic</b>		
The kraken can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.		
<b>Armored Mind</b>		
The kraken makes saving throws against effects that daze, dominate, or stun, including effects that don't normally end on a save, at both the start and end of its turn.		
<b>Threatening Reach</b>		
The kraken can make opportunity attacks against all enemies within 2 squares of it.		
<b>STANDARD ACTIONS</b>		
<b>m Clawed Tentacle • At-Will</b>		
<i>Attack:</i> Melee 2 (one creature); +9 vs. AC		
<i>Hit:</i> 2d6 + 1 damage, and the kraken grabs the target. The kraken can grab up to eight creatures at one time.		
<i>Sustain Minor:</i> The kraken sustains all its grabs, and each creature grabbed by the kraken takes 5 damage.		
<b>M Coils of Doom • At-Will</b>		
<i>Effect:</i> The kraken makes three clawed tentacle attacks.		
<b>C Psychic Scream (psychic) • Recharge</b> when first bloodied		
<i>Attack:</i> Close burst 3 (enemies in the burst); +7 vs. Will		
<i>Hit:</i> 1d8 + 5 psychic damage, and the target is dazed (save ends).		
<i>Miss:</i> Half damage.		
<b>C Wavewrack (Zone) • Encounter</b>		
<i>Effect:</i> The kraken creates a zone in a close burst 3 that lasts until the end of the encounter. The zone is difficult terrain. Any creature that starts its turn within the zone takes 5 damage and is slid 2 squares. Once per round as a minor action, the kraken can move the zone up to 3 squares.		
<b>MINOR ACTIONS</b>		
<b>M Fatal Plunge • At-Will</b>		
<i>Attack:</i> Melee 1 (one creature grabbed by the kraken); +7 vs. Fortitude		
<i>Hit:</i> 1d8 + 2 damage, and the kraken slides the target 3 squares.		
<b>M Fling • At-Will</b>		
<i>Effect:</i> The kraken slides a creature grabbed by it 5 squares to a square adjacent to a creature. The grab ends, and the kraken makes the following melee attack against both creatures.		
<i>Attack:</i> Melee 6 (two creatures); +7 vs. Fortitude		
<i>Hit:</i> 1d8 + 2 damage, and the target falls prone.		
<b>R Venom Bolt (poison) • At-Will</b> 1/round		
<i>Attack:</i> Ranged 10 (one creature); +7 vs. Fortitude		
<i>Hit:</i> 2d6 poison damage, and the target is blinded (save ends).		
<b>TRIGGERED ACTIONS</b>		
<b>Vengeful Constriction • At-Will</b>		
<i>Trigger:</i> A creature grabbed by the kraken deals damage to it		
<i>Effect (Immediate Reaction):</i> Each creature grabbed by the kraken takes 5 damage.		
<b>Str</b> 23 (+8)	<b>Dex</b> 22 (+8)	<b>Wis</b> 20 (+7)
<b>Con</b> 20 (+7)	<b>Int</b> 18 (+6)	<b>Cha</b> 19 (+6)
<b>Alignment</b> chaotic evil		<b>Languages</b> telepathy 20

<b>Suckerling</b>	<b>Level 4 Minion Lurker</b>	
Small aberrant magical beast	XP 44	
<b>HP</b> 1; a missed attack never damages a minion.	<b>Initiative</b> +8	
<b>AC</b> 18, <b>Fortitude</b> 15, <b>Reflex</b> 17, <b>Will</b> 14	<b>Perception</b> +6	
<b>Speed</b> 2, fly 6	Darkvision	
<b>TRAITS</b>		
<b>Nimble Bloodsucker</b>		
While the suckerling has a creature grabbed, it gains a +2 bonus to AC and Reflex.		
<b>STANDARD ACTIONS</b>		
<b>m Bite • At-Will</b>		
<i>Attack:</i> Melee 1 (one creature); +9 vs. AC		
<i>Hit:</i> 6 damage, and the suckerling grabs the target (until escape). Until the target is no longer grabbed by any suckerlings, it takes damage at the start of its turn equal to 4 plus the number of suckerlings grabbing it. The target takes this damage only once each turn, regardless of how many suckerlings are grabbing it.		
<b>Str</b> 6 (+0)	<b>Dex</b> 15 (+4)	<b>Wis</b> 9 (+1)
<b>Con</b> 11 (+2)	<b>Int</b> 1 (-3)	<b>Cha</b> 3 (-2)
<b>Alignment</b> unaligned		<b>Languages</b> --

## ENCOUNTER 7: "NECESSARY SACRIFICES" (AL 6)

<b>Humboldt Kraken (Level 6)</b>	<b>Level 6 Solo Soldier</b>	
Large aberrant magical beast (aquatic)	XP 1,250	
<b>HP</b> 304; <b>Bloodied</b> 152	<b>Initiative</b> +11	
<b>AC</b> 20, <b>Fortitude</b> 22, <b>Reflex</b> 18, <b>Will</b> 18	<b>Perception</b> +13	
<b>Speed</b> 6, fly 6 (hover), swim 10	Darkvision	
<b>Saving Throws</b> +5; <b>Action Points</b> 2		
<b>TRAITS</b>		
<b>Aquatic</b>		
The kraken can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.		
<b>Armored Mind</b>		
The kraken makes saving throws against effects that daze, dominate, or stun, including effects that don't normally end on a save, at both the start and end of its turn.		
<b>Threatening Reach</b>		
The kraken can make opportunity attacks against all enemies within 2 squares of it.		
<b>STANDARD ACTIONS</b>		
<b>m Clawed Tentacle • At-Will</b>		
<i>Attack:</i> Melee 2 (one creature); +11 vs. AC		
<i>Hit:</i> 2d6 + 3 damage, and the kraken grabs the target. The kraken can grab up to eight creatures at one time.		
<i>Sustain Minor:</i> The kraken sustains all its grabs, and each creature grabbed by the kraken takes 5 damage.		
<b>M Coils of Doom • At-Will</b>		
<i>Effect:</i> The kraken makes three clawed tentacle attacks.		
<b>C Psychic Scream (psychic) • Recharge</b> when first bloodied		
<i>Attack:</i> Close burst 3 (enemies in the burst); +9 vs. Will		
<i>Hit:</i> 1d8 + 6 psychic damage, and the target is dazed (save ends).		
<i>Miss:</i> Half damage.		
<b>C Wavewrack (Zone) • Encounter</b>		
<i>Effect:</i> The kraken creates a zone in a close burst 3 that lasts until the end of the encounter. The zone is difficult terrain. Any creature that starts its turn within the zone takes 5 damage and is slid 2 squares. Once per round as a minor action, the kraken can move the zone up to 3 squares.		
<b>MINOR ACTIONS</b>		
<b>M Fatal Plunge • At-Will</b>		
<i>Attack:</i> Melee 1 (one creature grabbed by the kraken); +9 vs. Fortitude		
<i>Hit:</i> 1d8 + 3 damage, and the kraken slides the target 3 squares.		
<b>M Fling • At-Will</b>		
<i>Effect:</i> The kraken slides a creature grabbed by it 5 squares to a square adjacent to a creature. The grab ends, and the kraken makes the following melee attack against both creatures.		
<i>Attack:</i> Melee 6 (two creatures); +9 vs. Fortitude		
<i>Hit:</i> 1d8 + 3 damage, and the target falls prone.		
<b>R Venom Bolt (poison) • At-Will</b> 1/round		
<i>Attack:</i> Ranged 10 (one creature); +9 vs. Fortitude		
<i>Hit:</i> 2d6 + 2 poison damage, and the target is blinded (save ends).		
<b>TRIGGERED ACTIONS</b>		
<b>Vengeful Constriction • At-Will</b>		
<i>Trigger:</i> A creature grabbed by the kraken deals damage to it		
<i>Effect (Immediate Reaction):</i> Each creature grabbed by the kraken takes 5 damage.		
<b>Str</b> 23 (+9)	<b>Dex</b> 22 (+9)	<b>Wis</b> 20 (+8)
<b>Con</b> 20 (+8)	<b>Int</b> 18 (+7)	<b>Cha</b> 19 (+7)
<b>Alignment</b> chaotic evil		<b>Languages</b> telepathy 20

<b>Suckerling</b>	<b>Level 6 Minion Lurker</b>	
Small aberrant magical beast	XP 63	
<b>HP</b> 1; a missed attack never damages a minion.	<b>Initiative</b> +10	
<b>AC</b> 20, <b>Fortitude</b> 17, <b>Reflex</b> 19, <b>Will</b> 16	<b>Perception</b> +8	
<b>Speed</b> 2, fly 6	Darkvision	
<b>TRAITS</b>		
<b>Nimble Bloodsucker</b>		
While the suckerling has a creature grabbed, it gains a +2 bonus to AC and Reflex.		
<b>STANDARD ACTIONS</b>		
<b>m Bite • At-Will</b>		
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC		
<i>Hit:</i> 7 damage, and the suckerling grabs the target (until escape). Until the target is no longer grabbed by any suckerlings, it takes damage at the start of its turn equal to 5 plus the number of suckerlings grabbing it. The target takes this damage only once each turn, regardless of how many suckerlings are grabbing it.		
<b>Str</b> 7 (+1)	<b>Dex</b> 16 (+6)	<b>Wis</b> 10 (+3)
<b>Con</b> 12 (+4)	<b>Int</b> 1 (-2)	<b>Cha</b> 4 (+0)
<b>Alignment</b> unaligned		<b>Languages</b> --

## ENCOUNTER 7: "NECESSARY SACRIFICES" (AL 8)

<b>Humboldt Kraken (Level 8)</b>	<b>Level 8 Solo Soldier</b>	
Large aberrant magical beast (aquatic)	XP 1,750	
<b>HP</b> 368; <b>Bloodied</b> 184	<b>Initiative</b> +12	
<b>AC</b> 22, <b>Fortitude</b> 24, <b>Reflex</b> 20, <b>Will</b> 20	<b>Perception</b> +14	
<b>Speed</b> 6, fly 6 (hover), swim 10	Darkvision	
<b>Saving Throws</b> +5; <b>Action Points</b> 2		
<b>TRAITS</b>		
<b>Aquatic</b>		
The kraken can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.		
<b>Armored Mind</b>		
The kraken makes saving throws against effects that daze, dominate, or stun, including effects that don't normally end on a save, at both the start and end of its turn.		
<b>Threatening Reach</b>		
The kraken can make opportunity attacks against all enemies within 2 squares of it.		
<b>STANDARD ACTIONS</b>		
<b>m Clawed Tentacle • At-Will</b>		
<i>Attack:</i> Melee 2 (one creature); +13 vs. AC		
<i>Hit:</i> 2d8 + 3 damage, and the kraken grabs the target. The kraken can grab up to eight creatures at one time.		
<i>Sustain Minor:</i> The kraken sustains all its grabs, and each creature grabbed by the kraken takes 5 damage.		
<b>M Coils of Doom • At-Will</b>		
<i>Effect:</i> The kraken makes three clawed tentacle attacks.		
<b>C Psychic Scream (psychic) • Recharge</b> when first bloodied		
<i>Attack:</i> Close burst 3 (enemies in the burst); +11 vs. Will		
<i>Hit:</i> 2d6 + 5 psychic damage, and the target is dazed (save ends).		
<i>Miss:</i> Half damage.		
<b>C Wavewrack (Zone) • Encounter</b>		
<i>Effect:</i> The kraken creates a zone in a close burst 3 that lasts until the end of the encounter. The zone is difficult terrain. Any creature that starts its turn within the zone takes 5 damage and is slid 2 squares. Once per round as a minor action, the kraken can move the zone up to 3 squares.		
<b>MINOR ACTIONS</b>		
<b>M Fatal Plunge • At-Will</b>		
<i>Attack:</i> Melee 1 (one creature grabbed by the kraken); +11 vs. Fortitude		
<i>Hit:</i> 1d8 + 4 damage, and the kraken slides the target 3 squares.		
<b>M Fling • At-Will</b>		
<i>Effect:</i> The kraken slides a creature grabbed by it 5 squares to a square adjacent to a creature. The grab ends, and the kraken makes the following melee attack against both creatures.		
<i>Attack:</i> Melee 6 (two creatures); +11 vs. Fortitude		
<i>Hit:</i> 1d8 + 4 damage, and the target falls prone.		
<b>R Venom Bolt (poison) • At-Will</b> 1/round		
<i>Attack:</i> Ranged 10 (one creature); +11 vs. Fortitude		
<i>Hit:</i> 2d8 + 2 poison damage, and the target is blinded (save ends).		
<b>TRIGGERED ACTIONS</b>		
<b>Vengeful Constriction • At-Will</b>		
<i>Trigger:</i> A creature grabbed by the kraken deals damage to it		
<i>Effect (Immediate Reaction):</i> Each creature grabbed by the kraken takes 5 damage.		
<b>Str</b> 23 (+10)	<b>Dex</b> 22 (+10)	<b>Wis</b> 20 (+9)
<b>Con</b> 20 (+9)	<b>Int</b> 18 (+8)	<b>Cha</b> 19 (+8)
<b>Alignment</b> chaotic evil		<b>Languages</b> telepathy 20

<b>Suckerling</b>	<b>Level 8 Minion Lurker</b>	
Small aberrant magical beast	XP 88	
<b>HP</b> 1; a missed attack never damages a minion.	<b>Initiative</b> +11	
<b>AC</b> 22, <b>Fortitude</b> 19, <b>Reflex</b> 21, <b>Will</b> 18	<b>Perception</b> +9	
<b>Speed</b> 2, fly 6	Darkvision	
<b>TRAITS</b>		
<b>Nimble Bloodsucker</b>		
While the suckerling has a creature grabbed, it gains a +2 bonus to AC and Reflex.		
<b>STANDARD ACTIONS</b>		
<b>m Bite • At-Will</b>		
<i>Attack:</i> Melee 1 (one creature); +13 vs. AC		
<i>Hit:</i> 8 damage, and the suckerling grabs the target (until escape). Until the target is no longer grabbed by any suckerlings, it takes damage at the start of its turn equal to 6 plus the number of suckerlings grabbing it. The target takes this damage only once each turn, regardless of how many suckerlings are grabbing it.		
<b>Str</b> 8 (+3)	<b>Dex</b> 17 (+7)	<b>Wis</b> 11 (+4)
<b>Con</b> 13 (+5)	<b>Int</b> 2 (+0)	<b>Cha</b> 5 (+1)
<b>Alignment</b> unaligned		<b>Languages</b> --

## ENCOUNTER 7: "NECESSARY SACRIFICES" (AL 10)

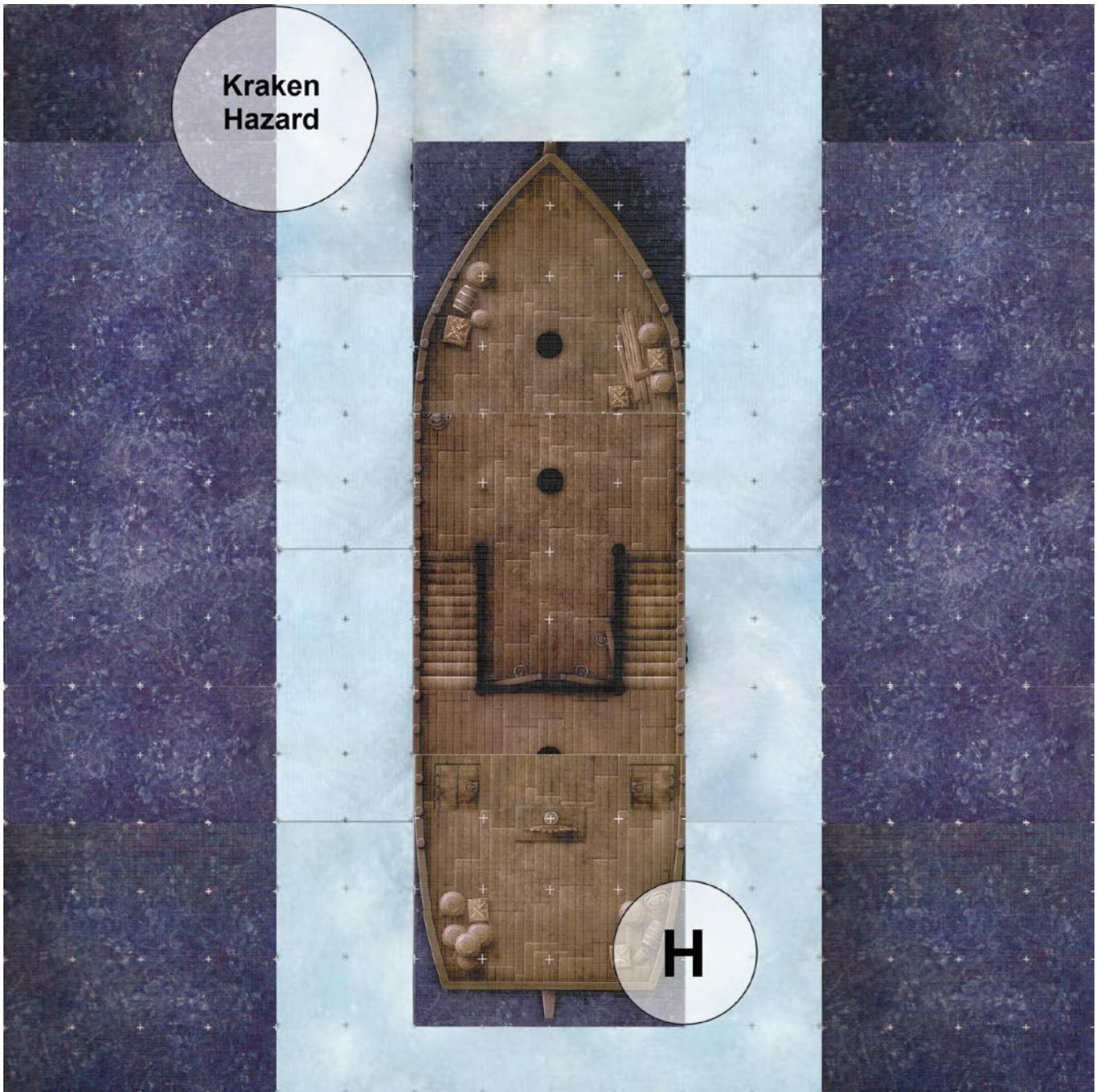
<b>Humboldt Kraken</b>	<b>Level 10 Solo Soldier</b>	
Large aberrant magical beast (aquatic)	XP 2,500	
<b>HP</b> 432; <b>Bloodied</b> 216	<b>Initiative</b> +13	
<b>AC</b> 24, <b>Fortitude</b> 26, <b>Reflex</b> 22, <b>Will</b> 22	<b>Perception</b> +15	
<b>Speed</b> 6, fly 6 (hover), swim 10	Darkvision	
<b>Saving Throws</b> +5; <b>Action Points</b> 2		
<b>TRAITS</b>		
<b>Aquatic</b>		
The kraken can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.		
<b>Armored Mind</b>		
The kraken makes saving throws against effects that daze, dominate, or stun, including effects that don't normally end on a save, at both the start and end of its turn.		
<b>Threatening Reach</b>		
The kraken can make opportunity attacks against all enemies within 2 squares of it.		
<b>STANDARD ACTIONS</b>		
<b>m Clawed Tentacle • At-Will</b>		
<i>Attack:</i> Melee 2 (one creature); +15 vs. AC		
<i>Hit:</i> 2d8 + 5 damage, and the kraken grabs the target. The kraken can grab up to eight creatures at one time.		
<i>Sustain Minor:</i> The kraken sustains all its grabs, and each creature grabbed by the kraken takes 5 damage.		
<b>M Coils of Doom • At-Will</b>		
<i>Effect:</i> The kraken makes three clawed tentacle attacks.		
<b>C Psychic Scream (psychic) • Recharge</b> when first bloodied		
<i>Attack:</i> Close burst 3 (enemies in the burst); +13 vs. Will		
<i>Hit:</i> 2d6 + 6 psychic damage, and the target is dazed (save ends).		
<i>Miss:</i> Half damage.		
<b>C Wavewrack (Zone) • Encounter</b>		
<i>Effect:</i> The kraken creates a zone in a close burst 3 that lasts until the end of the encounter. The zone is difficult terrain. Any creature that starts its turn within the zone takes 5 damage and is slid 2 squares. Once per round as a minor action, the kraken can move the zone up to 3 squares.		
<b>MINOR ACTIONS</b>		
<b>M Fatal Plunge • At-Will</b>		
<i>Attack:</i> Melee 1 (one creature grabbed by the kraken); +13 vs. Fortitude		
<i>Hit:</i> 1d8 + 5 damage, and the kraken slides the target 3 squares.		
<b>M Fling • At-Will</b>		
<i>Effect:</i> The kraken slides a creature grabbed by it 5 squares to a square adjacent to a creature. The grab ends, and the kraken makes the following melee attack against both creatures.		
<i>Attack:</i> Melee 6 (two creatures); +13 vs. Fortitude		
<i>Hit:</i> 1d8 + 5 damage, and the target falls prone.		
<b>R Venom Bolt (poison) • At-Will</b> 1/round		
<i>Attack:</i> Ranged 10 (one creature); +13 vs. Fortitude		
<i>Hit:</i> 2d8 + 4 poison damage, and the target is blinded (save ends).		
<b>TRIGGERED ACTIONS</b>		
<b>Vengeful Constriction • At-Will</b>		
<i>Trigger:</i> A creature grabbed by the kraken deals damage to it		
<i>Effect (Immediate Reaction):</i> Each creature grabbed by the kraken takes 5 damage.		
<b>Str</b> 23 (+11)	<b>Dex</b> 22 (+11)	<b>Wis</b> 20 (+10)
<b>Con</b> 20 (+10)	<b>Int</b> 18 (+9)	<b>Cha</b> 19 (+9)
<b>Alignment</b> chaotic evil		<b>Languages</b> telepathy 20

<b>Suckerling</b>	<b>Level 10 Minion Lurker</b>	
Small aberrant magical beast	XP 100	
<b>HP</b> 1; a missed attack never damages a minion.	<b>Initiative</b> +13	
<b>AC</b> 24, <b>Fortitude</b> 21, <b>Reflex</b> 23, <b>Will</b> 20	<b>Perception</b> +11	
<b>Speed</b> 2, fly 6	Darkvision	
<b>TRAITS</b>		
<b>Nimble Bloodsucker</b>		
While the suckerling has a creature grabbed, it gains a +2 bonus to AC and Reflex.		
<b>STANDARD ACTIONS</b>		
<b>m Bite • At-Will</b>		
<i>Attack:</i> Melee 1 (one creature); +15 vs. AC		
<i>Hit:</i> 10 damage, and the suckerling grabs the target (until escape). Until the target is no longer grabbed by any suckerlings, it takes damage at the start of its turn equal to 8 plus the number of suckerlings grabbing it. The target takes this damage only once each turn, regardless of how many suckerlings are grabbing it.		
<b>Str</b> 9 (+4)	<b>Dex</b> 18 (+9)	<b>Wis</b> 12 (+6)
<b>Con</b> 14 (+7)	<b>Int</b> 3 (+1)	<b>Cha</b> 6 (+3)
<b>Alignment</b> unaligned		<b>Languages</b>

## ENCOUNTER 7: “NECESSARY SACRIFICES” (MAP)

### TILE SETS NEEDED

RPGA Rewards (Ship) x1, Deserts of Athas x2 (water tiles), Caverns of Icewind Dale x2 (Moonbridge; snow tiles)



Dark blue squares are open water; light blue squares are the Moonbridge.

H = Humboldt Kraken (the actual monster); for details of the “Kraken Hazard” see the in-combat skill challenge.

## REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

## EXPERIENCE POINTS

All PCs earn at least the Minimum XP for playing the adventure. In addition, individual objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

### ADVENTURE LEVEL 2

**Minimum Possible XP: 225 XP per PC**

**Encounter 2: Defend the pilgrims (+75 XP)**

**Penalty: Lost too many pilgrims (-25 XP)**

**Encounter 5: Fend off the attack (+75 XP)**

**Encounter 6: Fortify the defenses (+50 XP)**

**Encounter 7: Escape to safety (+125 XP)**

**Penalty: The Shard was destroyed (-50 XP)**

**Maximum Possible XP: 550 XP per PC**

**Base Gold: 100 gp per PC**

(Encounter 1: 75 gp; Conclusion: 25 gp)

### ADVENTURE LEVEL 4

**Minimum Possible XP: 325 XP per PC**

**Encounter 2: Defend the pilgrims (+100 XP)**

**Penalty: Lost too many pilgrims (-35 XP)**

**Encounter 5: Fend off the attack (+100 XP)**

**Encounter 6: Fortify the defenses (+75 XP)**

**Encounter 7: Escape to safety (+175 XP)**

**Penalty: The Shard was destroyed (-70 XP)**

**Maximum Possible XP: 775 XP per PC**

**Base Gold: 165 gp per PC**

(Encounter 1: 125 gp; Conclusion: 40 gp)

### ADVENTURE LEVEL 6

**Minimum Possible XP: 450 XP per PC**

**Encounter 2: Defend the pilgrims (+125 XP)**

**Penalty: Lost too many pilgrims (-50 XP)**

**Encounter 5: Fend off the attack (+125 XP)**

**Encounter 6: Fortify the defenses (+100 XP)**

**Encounter 7: Escape to safety (+200 XP)**

**Penalty: The Shard was destroyed (-100 XP)**

**Maximum Possible XP: 1,000 XP per PC**

**Base Gold: 300 gp per PC**

(Encounter 1: 225 gp; Conclusion: 75 gp)

### ADVENTURE LEVEL 8

**Minimum Possible XP: 640 XP per PC**

**Encounter 2: Defend the pilgrims (+200 XP)**

**Penalty: Lost too many pilgrims (-70 XP)**

**Encounter 5: Fend off the attack (+200 XP)**

**Encounter 6: Fortify the defenses (+150 XP)**

**Encounter 7: Escape to safety (+350 XP)**

**Penalty: The Shard was destroyed (-140 XP)**

**Maximum Possible XP: 1,550 XP per PC**

**Base Gold: 600 gp per PC**

(Encounter 1: 450 gp; Conclusion: 150 gp)

### ADVENTURE LEVEL 10

**Minimum Possible XP: 900 XP per PC**

**Encounter 2: Defend the pilgrims (+300 XP)**

**Penalty: Lost too many pilgrims (-100 XP)**

**Encounter 5: Fend off the attack (+300 XP)**

**Encounter 6: Fortify the defenses (+200 XP)**

**Encounter 7: Escape to safety (+500 XP)**

**Penalty: The Shard was destroyed (-200 XP)**

**Maximum Possible XP: 2,200 XP per PC**

**Base Gold: 875 gp per PC**

(Encounter 1: 675 gp; Conclusion: 200 gp)

## TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and other monetary awards are included in the Base Gold. At the conclusion of the adventure, each character receives the listed amount of gold for the Adventure Level played, less any amounts that they did not find or earn, and may additionally select one Treasure.

A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract that amount from the base gold.

If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a Treasure, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

Certain Treasures have a minimum Adventure Level listed. That Treasure is not available if the group played below the listed AL. However, those who played at a higher AL can always choose from the lower-level options. (Treasures X, Y, and Z are always available at every Adventure Level.)

### EACH PC MAY CHOOSE ONE OF THE FOLLOWING:

**Treasure A (Choose an Item - Special):** As Treasure X, but the player may choose a Common magic item of the character's level + 3 or less, or an Uncommon magic item of the character's level + 1 or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

Only available if the Shard survived (successful conclusion). If a character sacrificed him/herself, that character DOES get access to Treasure A.

**Treasure B:** *whiteflame armor +1 / +2* (level 3/8; AV)  
+1 at AL 2 and AL 4; +2 at AL 6, 8, and 10

**Treasure C:** *moon armor +1 / +2* (level 3/8; AV2)  
+1 at AL 2 and AL 4; +2 at AL 6, 8, and 10

**Treasure D:** *thought-eater armor +1 / +2* (level 3/8; PH3)  
+1 at AL 2 and AL 4; +2 at AL 6, 8, and 10

**Treasure E:** *anakore +1 / +2* (level 4/9; *Dragon* 391)  
+1 at AL 2 and AL 4; +2 at AL 6, 8, and 10

**Treasure F:** *ectoplasmic armor +1 / +2* (level 4/9; PH3)  
+1 at AL 2 and AL 4; +2 at AL 6, 8, and 10

**Treasure G:** *surfsurge shoes* (level 8; *Dragon* 381)  
Only available at AL 6, AL 8, and AL 10

**Treasure H:** *gauntlets of brilliance* (level 10; AV)  
Only available at AL 8 and AL 10

Note: A character who sacrificed him/herself DOES NOT get access to Treasure I or Treasure J in this adventure.

**Treasure I:** *Selûne's Mark of Revealing* (divine boon; based on a feat from an article in *Dragon* 401)  
Available at all ALs, only if the Shard survived.

**Treasure J:** *Secret of the Closed Mind* (grandmaster training; *Dark Sun Campaign Guide*)  
Available at all ALs, only if the Shard survived

**Treasure X (Choose an Item):** The character finds a Common or Uncommon permanent magic item of the player's choice. The item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character's level + 2 or less, or an Uncommon magic item of the character's level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

**Treasure Y (Consumable plus Gold):** The character finds a consumable item plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 2: *primal element* (level 2) plus 25 gp

AL 4: *primal element* (level 2) plus 50 gp

AL 6: *primal element* (level 7) plus 50 gp

AL 8: *primal element* (level 7) plus 200 gp

AL 10: *primal element* (level 7) plus 350 gp

**Treasure Z (More Gold):** The character finds or is given coin, gems, jewelry, art objects, ritual components, or other non-magical valuables (in addition to his or her Base Gold).

AL 2: 50 gp

AL 4: 75 gp

AL 6: 150 gp

AL 8: 300 gp

AL 10: 450 gp

## STORY AWARDS

Award these if the PC completes the condition for the award specified in the adventure.

The PCs all receive SPEC47 as long as they make it through Encounter 7, regardless of success or failure.

### SPEC47 The Awakening

You were present when an evil from before the dawn of time returned to the world. These events do not bode well for the lands surrounding the Sea of Fallen Stars.

Because of the particular nature of your ordeal, you have come to the notice of an organization known as the Order of the Cerulean Sign. According to the agent you met, this group is dedicated to battling the influence of aboleths, mind flayers, and other aberrant threats. They were very interested in your tales of what happened on Octopus Rock, and suggested that they may contact you again in the future.

SPEC48 and SPEC49 are only available if the PCs succeeded (preserved the Shard) and only to those characters who choose the corresponding Treasures (to be clear, no single character can choose both of these awards, since each requires a Treasure selection).

### SPEC48 Selûne's Mark of Revealing

You worked alongside a powerful servant of the Moonmaiden to rescue a group of innocent pilgrims. As a mark of your service, the faithful of Selûne have taught you this prayer. This counts as your Treasure selection for the adventure, requires a found-item slot, and is considered a divine boon.

(See the New Rules section for rules text of the divine boon, which is also reprinted on the Story Award.)

### SPEC49 Secret of the Closed Mind

You were assailed by unspeakable horrors sent directly from the floating city of Xxiphu. These events have drawn the attention of the Order of the Cerulean Sign, a group dedicated to the destruction of all aberrations. The

members of the Order cannot be sure if the aboleths of Xxiphu will try to claim you a second time, so they have taught you one of their secret methods for protecting the mind from outside influence. This counts as your Treasure selection for the adventure, requires a found-item slot, and is considered the equivalent of a divine boon.

(See the New Rules section for rules text of the grandmaster training, which is also reprinted on the Story Award.)

SPEC50 goes to the one PC (if any) who stayed behind on Octopus Rock, taking Midnight's place. This character only gets SPEC47 and SPEC50; the character does not get both certificates (and therefore cannot choose SPEC48 or SPEC49 as Treasures from this adventure). The character is not killed and does not suffer the death penalty. He or she is enslaved in the floating city of Xxiphu and eventually rescued in the paired Core Special adventures SPEC4-1 and SPEC4-2.

### SPEC50 In the Clutches of the Sovereignty

You bravely sacrificed yourself so that Silverstar Midnight and her unborn child could escape. Your last memory is of striving to hold the moonbridge together as a wave of tentacled abominations overwhelmed Sir Rowan and the others who stayed behind with you.

You may continue to play this character in other adventures; the character is not removed from play. Treat this as though you have already been rescued but you have no memory of how it happened. The details of your rescue are explained in the paired Core Special adventures SPEC4-1 *Cerulean Dreams* (Heroic tier) and SPEC4-2 *The Writhing Obelisk* (Paragon tier). You may never play SPEC4-2 with this character (because this character is imprisoned during SPEC4-2). You as a player can still play SPEC4-2, but you may not use this character. However, you may play SPEC4-1 with this character (and you are very strongly encouraged to do so). If and when you do play SPEC4-2, the character you play it with can be the character who rescues this character, or you may ask another player who has played SPEC4-2 to rescue your character.

Although the details are hazy, you were physically and mentally changed during your time as a prisoner of the aboleths. You still retain some of the sense of devotion that you felt to your slimy masters, but it is coupled with a keen hatred for the torment you have undergone. You suffer a -2 penalty on saving throws against effects created by aboleths, aboleth servitors, kuo-toa, and any creature with both the aberrant origin and the aquatic keyword. You also gain a +2 bonus to attack rolls against these creatures within 10 squares.

## EVENT SUMMARY (SPEC3~ 3)

Your table's outcome may influence the future direction of this storyline. If you are running the adventure at a convention or other large event, please fill out this form and turn it in to the Senior DM for the event. If you are running the adventure at a smaller gathering or at home, please fill out the online survey at the following link.

<https://www.surveymonkey.com/s/SPEC0303LFR>

The deadline to report critical events for this adventure is 01 November 2011. The adventure remains playable after that date, but reported results might not be counted if they are submitted past the deadline.

Table Number:

DM's Name:

**1. How many of the pilgrims survived the adventure? (Choose the nearest answer, rounding down.)**

- a. all or nearly all of them (55 or more out of 60)
- b. about two-thirds of them (40 or more)
- c. about one-third of them (20 or more)
- d. less than one-third but more than zero
- e. zero; the pilgrims were completely wiped out

**2. Did a PC take Midnight's place, staying on Octopus Rock?**

- a. Yes.
- b. No.

**3. Did the PCs report the events at Octopus Rock to anyone (circle all that apply)?**

- a. Yes, Turmish authorities (Sapra guards, etc.)
- b. Yes, the Order of Torm or other meta-organizations based in Elturgard.
- c. Yes, the Harpers, Stellar Fellowship of Adventurers, or other non-Elturgard campaign organization.
- d. Yes, the PCs told other notable organizations or NPCs (please list briefly below who they told).
- e. No, the PCs told nobody.

Briefly list any other organizations/NPCs that were told:

**4. How do the players rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?**

- a. one star (worst possible rating)
- b. two stars (below expectations)
- c. three stars (average / met expectations)
- d. four stars (above expectations)
- e. five stars (best possible rating)

**5. How do you, the DM, rate the adventure, using the same scale?**

- a. one star (worst possible rating)
- b. two stars (below expectations)
- c. three stars (average / met expectations)
- d. four stars (above expectations)
- e. five stars (best possible rating)

# NEW RULES

All magic items have a rarity of Uncommon unless otherwise specified.

## Anakore +1 / +2

Level 4/9 Common

*The hide of burrowing aberrants helps you resist being held in one place and avoid the risks that come with lack of mobility.*

Lvl 4 (840 gp) Lvl 9 (4,200 gp)

**Armor:** Leather, Hide, Scale

**Enhancement:** AC

**Property:** You gain a +2 item bonus to saving throws against restraining and immobilizing effects. In addition, you gain an item bonus to skill checks on attempts to escape. The bonus equals the armor's enhancement bonus.

**Reference:** *Dragon Magazine* 391

## Ectoplasmic Armor +1 / +2

Level 4/9 Uncommon

*This armor, covered in mottled patterns that shift with your mood, lets you take on the form of a spirit.*

Lvl 4 (840 gp) Lvl 9 (4,200 gp)

**Armor:** Leather, Hide

**Enhancement:** AC

**Property:** You gain resist 5 psychic.

**Power (Daily • Augmentable):** Immediate Interrupt. *Trigger:* An enemy hits you. *Effect:* You are insubstantial until the end of your next turn.

*Augment 1:* You are also phasing until the end of your next turn.

**Reference:** *Player's Handbook* 3, page 198

## Gauntlets of Brilliance

Level 10 Uncommon

*With a thought, you cause these gold-burnished gauntlets to illuminate.*

Lvl 10 (5,000 gp)

**Item Slot:** Hands

**Power (At-Will):** As the wizard's *light* power, but cast on the gauntlets.

**Power (Daily • Radiant):** Free Action. Use this power after you hit with a weapon attack. The attack deals an extra 10 radiant damage.

**Reference:** *Adventurer's Vault*, page 133.

## Moon Armor +1 / +2

Level 3/8 Uncommon

*This armor is made from deposits of a strange ore that some believe came from the moon.*

Lvl 3 (680 gp) Lvl 8 (3,400 gp)

**Armor:** Chain

**Enhancement:** AC

**Property:** While you're in darkness or dim light (including starlight) you gain a +1 bonus to AC.

**Reference:** *Adventurer's Vault* 2, page 10

## Primal Element

Level 2/7 Uncommon

*Creatures not of this world suffer the sting of this primal element.*

Lvl 2 (25 gp) Lvl 7 (100 gp)

**Alchemical Item**

**Power (Consumable):** Standard Action. Make the following attack against an aberrant, an elemental, a fey, an immortal, or an undead creature. Ranged 3/6; +5 vs. Reflex; 1d8 damage, and the target doesn't benefit from resistances until the end of your next turn.

*Level 7:* +10 vs. Reflex

**Reference:** *Dark Sun Campaign Setting*, page 117

## Surfsurge Shoes

Level 8 Uncommon

*These supple shoes can send their wearer soaring above foes on a surge of water.*

Lvl 8 (3,400 gp)

**Item Slot:** Feet

**Power (Encounter):** Immediate Reaction. *Trigger:* You are subject to a push, pull, or slide effect. *Effect:* You slide 1 square.

**Power (Daily):** Move Action. *Effect:* A wave of rushing water rises beneath your feet and carries you where you want. You move your speed, moving vertically if you wish. This movement does not provoke opportunity attacks. If you do not end your move on a solid surface, you fall.

**Reference:** *Dragon Magazine* 381, page 90.

## Thought-Eater Armor +1 / +2

Level 3/8 Uncommon

*The gaze of your enemies slides off this nondescript armor, almost as if you weren't there.*

Lvl 3 (680 gp) Lvl 8 (3,400 gp)

**Armor:** Leather, Hide

**Enhancement:** AC

**Property:** You gain a +2 item bonus to Stealth checks.

**Power (Daily • Augmentable, Illusion):** Minor Action. Until the end of your next turn, you have concealment against enemies that are more than 2 squares away from you.

*Augment 1:* You have total concealment instead of concealment.

**Reference:** *Player's Handbook* 3, page 199

## Whiteflame Armor +1 / +2

Level 3/8 Uncommon

*This armor absorbs light and can be converted to protect against other effects.*

Lvl 3 (680 gp) Lvl 8 (3,400 gp)

**Armor:** Chain, Scale, Plate

**Enhancement:** AC

**Property:** You gain resist 5 radiant.

**Power (Daily):** Minor Action. Change the type of resist this armor grants to resist fire, resist lightning, or resist thunder until the end of the encounter.

**Reference:** *Adventurer's Vault*, page 55

### Selûne's Mark of Revealing

Divine Boon

*As the sound of your prayer spreads around you, your foes are revealed.*

**Divine Boon** (the boon's level is always equal to your level)

**Power (Daily):** Minor Action. *Area:* Close burst 5. *Target:* Each hidden or invisible enemy within the burst whose Will is equal to or lower than 12 + your level. *Effect:* Each target becomes visible to you, and grants combat advantage to you until the end of your next turn.

**Special:** You must spend a found-item slot to acquire this divine boon, and it counts as your Treasure selection for the adventure. Once acquired, the boon never expires.

**Reference:** Reflavored version of the Nowhere to Hide feat from *Channel Divinity: Melora* in *Dragon* 401.

### Secret of the Closed Mind

Level 3/13/23 Uncommon

*By erecting mental bulwarks, you ward yourself against hostile psychic attacks.*

Lvl 3 (680 gp) Lvl 13 (17,000 gp) Lvl 23 (425,000 gp)

#### Grandmaster Training

**Property:** You gain resist 5 psychic.

Level 13: Resist 10 psychic

Level 23: Resist 15 psychic.

**Power (Daily):** Immediate Interrupt. *Trigger:* An attack targets your Will. *Effect:* You gain a +2 power bonus to Will until the start of your next turn.

**Special:** You must spend a found-item slot to acquire this grandmaster training, and it counts as your Treasure selection for the adventure. You gain the level 3 version initially. When you reach character level 11, you may spend another found-item slot or pay 16,320 gp to upgrade this boon to the level 13 version. When you reach character level 21, you may spend another found-item slot or pay 408,000 gp to upgrade this boon to the level 23 version. (You must upgrade the boon to level 13 before you can upgrade it to level 23.)

**Reference:** *Closed Mind Secret of the Way*, *Dark Sun Campaign Setting*, page 215.

## APPENDIX I: NOTABLE NPCs

### THE SISTERS OF SELÛNE

The Sisters are all attractive, kind-hearted young human women. They came to Westgate two years ago to open a temple for the followers of Selûne in the City, and have built up a respectable congregation in a short time. They have also become activists working to heal the many ills plaguing the city. In addition to sponsoring soup kitchens and schools for the poor, they run a charity hospital and try to mediate disputes between the gangs, guilds, and government officials in their neighborhoods.

- Sister Midnight has long, red hair and freckles, revealing her Chondathan heritage. She is obviously pregnant (6 months or so along), and seems to be a bit absent-minded. Midnight is well-read and quite bookish, but is warm-hearted and particularly friendly to those who share her love of the written word. Of late, she has also developed a tendency to chatter on about whatever happens to cross her mind. If asked about her upcoming child, she is happy to talk about her joy and hopes for her daughter (she seems confident it will be a girl), but responds to questions about the father with nothing but a little smile.
- Sister Sunrise has the fair skin, wide blue eyes, and golden hair of the far North. She is quiet and shy, but possesses an inner strength and authority that cloak her in an aura of calm. Sunrise is very insightful and a good listener, and is often sought out for advice.
- Sister Twilight has short, black hair and an olive complexion, revealing her roots in the South. She is very assertive and business-like, and has a tendency to boss people around. Despite that, she has a warm laugh, and when she is not distracted by all the things that need her oversight, is quite pleasant to be around. Twilight's aloof demeanor seems to be irresistible to young men, and she spends a fair amount of time fending off their advances.

### THE KNIGHTS OF ELTURGARD

Most paladins from Elturgard serve Torm, the Loyal Fury, but a good number also revere the sacred light of Amaunator. The priests and paladins of the Theocracy hold themselves to the highest moral standard, and hold their oaths of duty and service above their own lives. While they strive to defend the weak and uphold justice, there many, particularly those of a more free-wheeling bent, who find the paladins to be harsh, dull, or obnoxiously self-righteous.

- Sunmaster Obryn is a tall, thin deva, with golden eyes and symmetrical bronze markings on his chalky skin. He has vague recollections of serving Amaunator as far back as the Netherese Empire, and is a religious conservative in all senses of the word. Obryn is a firm believer in hierarchy, structure, and proper behavior at all times. While he can be proud, stiff-necked, and demanding, Obryn firmly embraces all of Amaunator's tenets, holding mercy and justice as his highest values.
- Sir Rowan is a handsome half-elf with brown hair and green eyes. Although a paladin of Amaunator, he seems to hold to a number of antiquated beliefs and practices from the days when Amaunator was known as Lathander the Morninglord. He wears a rose-colored tabard, and greets the sun each dawn with sung prayers. This occasionally leads to lectures on proper dogma from Obryn, but since Rowan never seems to get angry about anything, they never rise to the level of arguments. He goes out of his way to seek out people in despair, and has a knack for reigniting hope with only a few words.
- Sir Cadwy is a middle-aged human paladin of Torm, with receding blond hair and a great, bushy mustache. Cadwy is a family man, and takes a shine to earnest young warriors, who remind him of the son he lost in battle during the assault on Elturel by plague-changed things. He enjoys a good pipe at the end of a day's labors, and is handy with all manner of minor tasks, from repairing a saddle-girth to darning a sock. Cadwy also has a particular knack for cooking outdoors; while standing over a grill roasting meat, Cadwy is second to none.

### CAPTAIN HAMZA

Captain Hamza is a Turmish ship-captain, master of the *Worthy Pupil*. He has sailed around the Sea of Fallen Stars for decades, and has seen things that would cause even veteran adventurers to turn white. Hamza is a bluff, business-like fellow who works his crew hard, but he seems to have a soft spot for the young priestesses of Selûne. He seems to hold the gods of the sea and sailors in high regard, offering a sacrifice to Umberlee before setting out, calling out a greeting to some dolphins as "Valkur's steeds" and taking part in the ceremony of praise to Selûne.

# PLAYER HANDOUT 1

## An Invitation from the Sisters of Selûne

The life of an itinerant adventurer is often fraught with surprises, and it is rare indeed when one is pleasant. Your travels have taken you to the bustling city of Westgate, the hub of trade on the Dragon Coast. In the common room of the Gentle Moon Inn, you had just washed the dust of the road out of your throat when your attention was drawn to a commotion near the door.

A mob of perhaps two dozen young children, ranging from bare toddlers to a few adolescents, bursts in from the street, flowing under tables, over benches, and between the legs of a startled server, all crying out “Sun and Moons, Sun and Moons!” A harried young woman, wearing the ropes of a Silverstar priestess of Selûne, and obviously pregnant, hurries in after the horde and tries to restore some order. In answer to her beseeching glance from behind her long, red hair, you gallantly come to her aid, and soon enough the children are settled onto benches, enjoying odd-looking golden cookies partially covered by a disk of chocolate frosting. Madam Maritza hands out the cookies and glasses of milk with many a smile and pinched cheek.

After the catching her breath, the young woman thanks you. “I don’t know what I was thinking, volunteering to get these young dervishes out of the way for the afternoon. I can’t thank you enough... Oh, where is my head? I’ve been so absent-minded of late. I am Midnight, from the Temple of the Lady just across the street. You look so familiar to me...”

After giving your name, and setting Midnight straight on why she thought she recognized you, she makes a surprising offer. “It is the eve of a sacred time for our faith: a total solar eclipse will occur tomorrow afternoon. My sisters and I are leading a small pilgrimage to celebrate this blessed event, and I would be honored if you would join us as an honored guest. There will be singing, and dancing, and a great feast, and you will be able to witness a celestial event that occurs perhaps once in a lifetime. Oh, please do say you will join us!”

## PLAYER HANDOUT 2

### A Righteous Quest

It isn't often that a job goes off without a hitch, but that is just what happened with this latest venture on behalf of the Knights of Elturgard. A relic from the ancient Netherese church of Amaunator had come up for auction in Westgate, the City of Coins, and the priest leading the mission had requested your services as extra protection against the thieves and pirates populating the most corrupt city on the Sea of Fallen Stars.

The journey east with a mixed party of straight-laced knights and free-wheeling sell-swords was dull and uneventful, and despite running off a pick-pocket or two, the stay in Westgate has been quite peaceful. At the auction last night, Sunmaster Obryn decided that the item of interest was a forgery, and plans were made to return to Elturel the next day.

These plans changed at breakfast, however, when Obryn apparently overheard a conversation in the common room.

"What mockery is this?! A gaggle of lunatics plans to make a celebration out of the dimming of the sacred sun? Even in this benighted city of greed and sin, that is too much! We shall see who mocks whom!" Twitching with rage, Obryn stormed out into the bustling streets.

Unfortunately, the Sunmaster's ill temper made gathering any further information about the "blasphemous festival" impossible, and it is nearly sundown when you finally track him to a temple of the moon-goddess Selûne. A large crowd has gathered in the courtyard, and a trio of young priestesses stare in shock as Obryn advances toward them, wrath apparent in every aspect of his quivering form.

# PLAYER HANDOUT 3: MIDNIGHT, SILVERSTAR OF SELÛNE

## ADVENTURE LEVEL 2

Midnight, Silverstar		Level 2 Controller
Medium natural humanoid, human		
HP 26; Bloodied 13	Initiative +1	
Healing Surges 3; Surge Value 6	Perception +5	
AC 15, Fortitude 13, Reflex 15, Will 17		
Speed 6		
Action Points 1		
STANDARD ACTIONS		
m <b>Selûne's Sickie</b> (divine, weapon) • At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d6 + 5 damage, and the next attack the target makes before the end of Midnight's next turn takes -2 penalty to the damage roll		
R <b>Hand of Radiance</b> (divine, implement, radiant) • At-Will		
Attack: Ranged 10 (1, 2 or 3 creatures); +6 vs. Reflex		
Hit: 1d4 + 5 radiant damage.		
R <b>Thunder of Judgment</b> (divine, implement, thunder) • Encounter		
Attack: Ranged 10 (1, 2 or 3 creatures); +6 vs. Reflex		
Hit: 1d6 + 5 thunder damage, or 2d6 + 5 thunder damage if only 1 creature targeted, and the target is dazed until the end of Midnight's next turn.		
MINOR ACTIONS		
Lunar Delirium • Encounter		
Any creatures that are currently dazed by <i>Thunder of Judgment</i> are dazed until the end of Midnight's next turn.		
R <b>Divine Call</b> (divine) • Encounter		
Ranged: 10 (1 or 2 allies)		
Effect: Pull each target squares.		
C <b>Healing Word</b> (healing) • 2/Encounter		
Close burst 5 (self or one ally in burst)		
Effect: The target spends a healing surge and regains an additional 1d6 hit points.		
Skills Arcana +9, Heal +10, Religion +9		
Str 8 (+0)	Dex 10 (+1)	Wis 18 (+5)
Con 12 (+2)	Int 16 (+4)	Cha 12 (+2)
Alignment good		Languages Common, Shou
Equipment robes, sickle		

## ADVENTURE LEVEL 4

Midnight, Silverstar		Level 4 Controller
Medium natural humanoid, human		
HP 34; Bloodied 17	Initiative +2	
Healing Surges 3; Surge Value 8	Perception +6	
AC 17, Fortitude 15, Reflex 17, Will 19		
Speed 6		
Action Points 1		
STANDARD ACTIONS		
m <b>Selûne's Sickie</b> (divine, weapon) • At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 1d6 + 6 damage, and the next attack the target makes before the end of Midnight's next turn takes -2 penalty to the damage roll		
R <b>Hand of Radiance</b> (divine, implement, radiant) • At-Will		
Attack: Ranged 10 (1, 2, or 3 creatures); +8 vs. Reflex		
Hit: 1d4 + 6 radiant damage.		
R <b>Thunder of Judgment</b> (divine, implement, thunder) • Encounter		
Attack: Ranged 10 (1, 2 or 3 creatures); +8 vs. Reflex		
Hit: 1d6 + 6 thunder damage, or 2d6 + 6 thunder damage if only 1 creature targeted, and the target is dazed until the end of Midnight's next turn.		
MINOR ACTIONS		
Lunar Delirium • Encounter		
Any creatures that are currently dazed by <i>Thunder of Judgment</i> are dazed until the end of Midnight's next turn.		
R <b>Divine Call</b> (divine) • Encounter		
Ranged: 10 (1 or 2 allies)		
Effect: Pull each target 3 squares.		
C <b>Healing Word</b> (healing) • 2/Encounter		
Close burst 5 (self or one ally in burst)		
Effect: The target spends a healing surge and regains an additional 1d6 hit points.		
Skills Arcana +10, Heal +11, Religion +10		
Str 8 (+1)	Dex 10 (+2)	Wis 18 (+6)
Con 12 (+3)	Int 16 (+5)	Cha 12 (+3)
Alignment good		Languages Common, Shou
Equipment robes, sickle		

## ADVENTURE LEVEL 6

Midnight, Silverstar	Level 6 Controller
Medium natural humanoid, human	
HP 42; Bloodied 21	Initiative +3
Healing Surges 3; Surge Value 10	Perception +7
AC 21, Fortitude 17, Reflex 19, Will 21	
Speed 6	
Action Points 1	
STANDARD ACTIONS	
m <b>Selûne's Sickle</b> (divine, weapon) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +12 vs. AC	
<i>Hit:</i> 1d6 + 7 damage, and the next attack the target makes before the end of Midnight's next turn takes -2 penalty to the damage roll	
R <b>Hand of Radiance</b> (divine, implement, radiant) • <b>At-Will</b>	
<i>Attack:</i> Ranged 10 (1, 2, or 3 creatures); +10 vs. Reflex	
<i>Hit:</i> 1d4 + 7 radiant damage.	
R <b>Thunder of Judgment</b> (divine, implement, thunder) • <b>Encounter</b>	
<i>Attack:</i> Ranged 10 (1, 2 or 3 creatures); +10 vs. Reflex	
<i>Hit:</i> 1d6 + 7 thunder damage, or 2d6 + 7 thunder damage if only 1 creature targeted, and the target is dazed until the end of Midnight's next turn.	
MINOR ACTIONS	
<b>Lunar Delirium</b> • <b>Encounter</b>	
Any creatures that are currently dazed by <i>Thunder of Judgment</i> are dazed until the end of Midnight's next turn.	
R <b>Divine Call</b> (divine) • <b>Encounter</b>	
Ranged: 10 (1 or 2 allies)	
<i>Effect:</i> Pull each target 3 squares.	
C <b>Healing Word</b> (healing) • <b>2/Encounter</b>	
Close burst 5 (self or one ally in burst)	
<i>Effect:</i> The target spends a healing surge and regains an additional 2d6 hit points.	
<b>Skills</b> Arcana +11, Heal +12, Religion +11	
<b>Str</b> 8 (+2)	<b>Dex</b> 10 (+3)
<b>Con</b> 12 (+4)	<b>Int</b> 16 (+6)
	<b>Wis</b> 18 (+7)
	<b>Cha</b> 12 (+4)
<b>Alignment</b> good	
<b>Languages</b> Common, Shou	
<b>Equipment</b> robes, sickle	

## ADVENTURE LEVEL 8

Midnight, Silverstar	Level 8 Controller
Medium natural humanoid, human	
HP 50; Bloodied 25	Initiative +4
Healing Surges 3; Surge Value 12	Perception +8
AC 23, Fortitude 19, Reflex 21, Will 23	
Speed 6	
Action Points 1	
STANDARD ACTIONS	
m <b>Selûne's Sickle</b> (divine, weapon) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +14 vs. AC	
<i>Hit:</i> 1d6 + 8 damage, and the next attack the target makes before the end of Midnight's next turn takes -2 penalty to the damage roll	
R <b>Hand of Radiance</b> (divine, implement, radiant) • <b>At-Will</b>	
<i>Attack:</i> Ranged 10 (1, 2 or 3 creatures); +12 vs. Reflex	
<i>Hit:</i> 1d4 + 8 radiant damage.	
R <b>Thunder of Judgment</b> (divine, implement, thunder) • <b>Encounter</b>	
<i>Attack:</i> Ranged 10 (1, 2 or 3 creatures); +12 vs. Reflex	
<i>Hit:</i> 1d6 + 8 thunder damage, or 2d6 + 8 thunder damage if only 1 creature targeted, and the target is dazed until the end of Midnight's next turn.	
MINOR ACTIONS	
<b>Lunar Delirium</b> • <b>Encounter</b>	
Any creatures that are currently dazed by <i>Thunder of Judgment</i> are dazed until the end of Midnight's next turn.	
R <b>Divine Call</b> (divine) • <b>Encounter</b>	
Ranged: 10 (1 or 2 allies)	
<i>Effect:</i> Pull each target 3 squares.	
C <b>Healing Word</b> (healing) • <b>2/Encounter</b>	
Close burst 5 (self or one ally in burst)	
<i>Effect:</i> The target spends a healing surge and regains an additional 2d6 hit points.	
<b>Skills</b> Arcana +12, Heal +13, Religion +12	
<b>Str</b> 8 (+3)	<b>Dex</b> 10 (+4)
<b>Con</b> 12 (+5)	<b>Int</b> 16 (+7)
	<b>Wis</b> 18 (+8)
	<b>Cha</b> 12 (+5)
<b>Alignment</b> good	
<b>Languages</b> Common, Shou	
<b>Equipment</b> robes, sickle	

## ADVENTURE LEVEL 10

<b>Midnight, Silverstar</b>		<b>Level 10 Controller</b>
Medium natural humanoid, human		
<b>HP</b> 58; <b>Bloodied</b> 29	<b>Initiative</b> +5	
<b>Healing Surges</b> 3; <b>Surge Value</b> 14	<b>Perception</b> +9	
<b>AC</b> 25, <b>Fortitude</b> 21, <b>Reflex</b> 23, <b>Will</b> 25		
<b>Speed</b> 6		
<b>Action Points</b> 1		
STANDARD ACTIONS		
<b>m Selûne's Sickle</b> (divine, weapon) • <b>At-Will</b>		
<i>Attack:</i> Melee 1 (one creature); +16 vs. AC		
<i>Hit:</i> 1d6 + 9 damage, and the next attack the target makes before the end of Midnight's next turn takes -2 penalty to the damage roll		
<b>R Hand of Radiance</b> (divine, implement, radiant) • <b>At-Will</b>		
<i>Attack:</i> Ranged 10 (1, 2, or 3 creatures); +14 vs. Reflex		
<i>Hit:</i> 1d4 + 9 radiant damage.		
<b>R Thunder of Judgment</b> (divine, implement, thunder) • <b>Encounter</b>		
<i>Attack:</i> Ranged 10 (1, 2 or 3 creatures); +14 vs. Reflex		
<i>Hit:</i> 1d6 + 9 thunder damage, or 2d6 + 9 thunder damage if only 1 creature targeted, and the target is dazed until the end of Midnight's next turn.		
MINOR ACTIONS		
<b>Lunar Delirium</b> • <b>Encounter</b>		
Any creatures that are currently dazed by <i>Thunder of Judgment</i> are dazed until the end of Midnight's next turn.		
<b>R Divine Call</b> (divine) • <b>Encounter</b>		
<i>Ranged:</i> 10 (1 or 2 allies)		
<i>Effect:</i> Pull each target 3 squares.		
<b>C Healing Word</b> (healing) • <b>2/Encounter</b>		
<i>Close burst</i> 5 (self or one ally in burst)		
<i>Effect:</i> The target spends a healing surge and regains an additional 2d6 hit points.		
<b>Skills</b> Arcana +13, Heal +14, Religion +13		
<b>Str</b> 8 (+4)	<b>Dex</b> 10 (+5)	<b>Wis</b> 18 (+9)
<b>Con</b> 12 (+6)	<b>Int</b> 16 (+8)	<b>Cha</b> 12 (+6)
<b>Alignment</b> good		<b>Languages</b> Common, Shou
<b>Equipment</b> robes, sickle		

# DUNGEONS & DRAGONS

## LIVING FORGOTTEN REALMS

(character name)

WAS ASSAILED BY HORRORS FROM BEYOND SPACE AND TIME DURING:

### *SPEC3~3 DANCE OF THE SUN AND MOON*

#### **SPEC47 The Awakening**

You were present when an evil from before the dawn of time returned to the world. These events do not bode well for the lands surrounding the Sea of Fallen Stars.

Because of the particular nature of your ordeal, you have come to the notice of an organization known as the Order of the Cerulean Sign. According to the agent you met, this group is dedicated to battling the influence of aboleths, mind flayers, and other aberrant threats. They were very interested in your tales of what happened on Octopus Rock, and suggested that they may contact you again in the future.

#### **SPEC48 Selûne's Mark of Revealing**

You worked alongside a powerful servant of the Moonmaiden to rescue a group of innocent pilgrims. As a mark of your service, the faithful of Selûne have taught you this prayer. As your Treasure for this adventure, you may select the following divine boon. You must spend a found-item slot to gain the boon, and it counts toward the limit of Uncommon items you are allowed to possess. This boon never expires.

#### **Selûne's Mark of Revealing**

**Uncommon**

*As the sound of your prayer spreads around you, your foes are revealed.*

#### **Divine Boon**

**Power (Daily):** Minor Action. **Area:** Close burst 5. **Target:** Each hidden or invisible enemy within the burst whose Will is equal to or lower than your level + 12. **Effect:** Each target becomes visible to you, and grants combat advantage to you, until the end of your next turn. (The effect does not apply to anyone but you.)

#### **SPEC49 Secret of the Closed Mind**

You were assailed by unspeakable horrors sent directly from the floating city of Xxiphu. These events have drawn the attention of the Order of the Cerulean Sign, a group dedicated to the destruction of all aberrations. The members of the Order have taught you one of their secret methods for protecting the mind from outside influence. As your Treasure for this adventure, you may select the following grandmaster training. You must spend a found-item slot, and it counts toward the limit of Uncommon items you are allowed to possess. This is considered the equivalent of a divine boon, but it never expires. You initially receive the level 3 version. However, it can be upgraded when you reach the appropriate character level, either by spending another found-item slot or by paying the difference in gold cost.

- Character level 11 or higher: Spend 16,320 gp to upgrade the boon from level 3 to level 13.
- Character level 21 or higher: Spend 408,000 gp to upgrade the boon from level 13 to level 23.

#### **Secret of the Closed Mind**

**Level 3 / 13 / 23 Uncommon**

*By erecting mental bulwarks, you ward yourself against hostile psychic attacks.*

#### **Grandmaster Training**

**Property:** You gain resist 5 psychic.

Level 13: Resist 10 psychic.

Level 23: Resist 15 psychic.

**Power (Daily):** Immediate Interrupt. **Trigger:** An attack targets your Will. **Effect:** You gain a +2 power bonus to Will until the start of your next turn.

## DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

STAYED BEHIND TO FACE THE HORRORS OF XXIPHU DURING:

### *SPEC3~ 3 DANCE OF THE SUN AND MOON*

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#### **SPEC50 In the Clutches of the Sovereignty**

You bravely sacrificed yourself so that Silverstar Midnight and her unborn child could escape. Your last memory is of striving to hold the moonbridge together as a wave of tentacled abominations overwhelmed Sir Rowan and the others who stayed behind with you.

You may continue to play this character in other adventures; the character is not removed from play. Treat this as though you have already been rescued but you have no memory of how it happened. The details of your rescue are explained in the paired Core Special adventures SPEC4-1 *Cerulean Dreams* (Heroic tier) and SPEC4-2 *The Writhing Obelisk* (Paragon tier). You may never play SPEC4-2 with this character (because this character is imprisoned during SPEC4-2). You as a player can still play SPEC4-2, but you may not use this character. However, you may play SPEC4-1 with this character (and you are very strongly encouraged to do so). If and when you do play SPEC4-2, the character you play it with can be the character who rescues this character, or you may ask another player who has played SPEC4-2 to rescue your character.

Although the details are hazy, you were physically and mentally changed during your time as a prisoner of the aboleths. You still retain some of the sense of devotion that you felt to your slimy masters, but it is coupled with a keen hatred for the torment you have undergone. You suffer a -2 penalty on saving throws against effects created by aboleths, aboleth servitors, kuo-toa, and any creature with both the aberrant origin and the aquatic keyword. You also gain a +2 bonus to attack rolls against these creatures within 10 squares.

## DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

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Although the details are hazy, you were physically and mentally changed during your time as a prisoner of the aboleths. You still retain some of the sense of devotion that you felt to your slimy masters, but it is coupled with a keen hatred for the torment you have undergone. You suffer a -2 penalty on saving throws against effects created by aboleths, aboleth servitors, kuo-toa, and any creature with both the aberrant origin and the aquatic keyword. You also gain a +2 bonus to attack rolls against these creatures within 10 squares.

Event Name: \_\_\_\_\_ Event Code: \_\_\_\_\_  
(This number was given to the organizer when the event was scheduled)

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	WIN/DCI Number
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2	<input type="text"/>
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## DUNGEON MASTER

DM Name: \_\_\_\_\_

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Event Name: \_\_\_\_\_ Event Code: \_\_\_\_\_  
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## DUNGEON MASTER

DM Name: \_\_\_\_\_

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