

THE WRITHING OBELISK

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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No one knows why the aboleths of Xxiphu take so many prisoners. Their motives and minds are as alien and incomprehensible as the Far Realm itself. Their flying city appears seemingly at random, striking at locations all around the Sea of Fallen Stars and vanishing as quickly as it appeared. The luckier captives are simply killed outright. Those less fortunate are subjected to horrifying experiments, transforming their bodies and minds in ways that not even the Plaguescarred would recognize. But this time the Abolethic Sovereignty has gone too far. It's time to take the fight to Xxiphu. It's time to crack open the writhing obelisk.

A *Living Forgotten Realms* Special adventure set in the Sea of Fallen Stars for characters of the Paragon tier (levels 11-20). This adventure will be of particular interest to characters who played *CORE1-11 Drawing a Blank*, or who have previously encountered agents of the Abolethic Sovereignty. This adventure takes place at the same time in-game as SPEC4-1 *Cerulean Dreams*, so a character that played SPEC4-1 may not later participate in SPEC4-2.

Based on the original DUNGEONS & DRAGONS® 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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Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

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 are 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 Paragon tier of play (levels 11-20). Heroic tier and Epic tier characters may not play this adventure. Any Paragon 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 12, level 13, and four level 15 characters may not choose to play the AL 16 version of an adventure because level 16 is more than three levels above the 12th-level character. This group could choose to face the adventure at either AL 12 or AL 14, but they will probably choose AL 14 because that's the best fit for the group (the average character level is 85/6 = approximately 14).

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 says 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 his or her DM at the beginning of an adventure if the 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
12	14	20	28
14	15	21	29
16	16	22	31
18	17	23	32
20	18	25	34

ADVENTURE BACKGROUND

On the 12th of Kythorn, the stars were right. A total solar eclipse caused the reawakening of an elder aboleth, who had been asleep deep beneath the Sea of Fallen Stars for more than a century. During this time the Abolethic Sovereignty has been amassing an army and now is their time to strike. From their floating city Xxiphu, they intend to launch a major invasion into Faerûn. For details on Xxiphu and the Aboleths, see Player's Handout 1.

A small island near the Turmish city of Sapra was among the first to fall prey to the Aboleth army. With the help of a few brave souls, many were evacuated from the island. Those who stayed behind were captured by the Aboleths and now sleep in the Dreaming Vaults deep within Xxiphu, fated to be transformed into Aboleth servitors.

The movements of the Aboleths have also attracted the attention of a number of groups and individuals. One such group is the Keepers of the Cerulean Sign, an organization dedicated to fighting aberrations in general and the Abolethic Sovereignty in particular. On the Dragon Coast deep beneath the city of Westgate, a mysterious creature known only as The Plaguechanged

Thing has also taken an interest in these recent developments.

RUNNING ALONGSIDE SPEC4~1

This adventure is designed for potential interaction with a concurrently-run table of *SPEC4-1 Cerulean Dreams*. If you are doing this, make sure to coordinate with the heroic table DM or your event organizer ahead of time. We recommend pairing the lowest-level heroic table with the lowest-level paragon table, and so forth. Read the Adventure Background and DM's Intro for *SPEC4-1*, so you have an idea of what the other table are doing (the short version - while the paragon PCs are entering Xxiphu to sabotage it, the heroic PCs are staging a prison break from within). Have a means to pass info to the other table's DM over the course of the mod. The other sidebars instruct you when to do so.

Also, both tables should allocate at least 75 minutes for the final, combined encounter (Encounter 5). In that encounter half of the players from each table are sent to the other table, so each party has 2-3 heroic-tier PCs and 2-3 paragon-tier PCs.

DM's INTRODUCTION

The adventure begins with the Plaguechanged Thing beneath Westgate once again attempting to contact adventurers for aid, as it did in *CORE1-11 Drawing a Blank*. Although time has enabled it to refine its communication somewhat, it is still only able to form images and convey emotions. Nevertheless, the PCs should have little trouble discerning what the Plaguechanged Thing is asking of them - a direct assault on the Aboleth's floating city, Xxiphu. The Plaguechanged Thing has a powerful psionic link to the Abolethic Sovereignty, and as such is aware of Xxiphu's movements above the Sea of Fallen Stars. It implores the PCs that now is the time to strike against the Aboleths for the future of all Faerûn hangs in the balance.

Before play begins, make a note of which PCs (if any) have the following story awards:

- **EAST12 Enemy of the Deep** from *EAST1-6 The Fardrop Incident*.
- **CORE09 Aboleth Taint** from *CORE1-4 Crystal Clear*.
- **CORE13 Notice of the Abolethic Sovereignty** from *CORE1-7 Sovereign of the Mines*.
- **CORE32 Contact with the Plaguechanged Thing** from *CORE1-11 Drawing a Blank*.
- **SPEC47 The Awakening** from *SPEC3-3 Dance of the Sun and Moon*.

Encourage the PCs to be creative when attempting to solve problems, both in and out of combat. If you are under time constraints (such as running at a convention), don't be hesitant to end combats early in order to remain on schedule.

PLAYER'S INTRODUCTION

You drift off to sleep, but your rest is cut short as you awaken with a start. Before you is an apparition. The spirit floats just above the ground, its face featureless save for two eyes of piercing white light. It reaches towards you with one arm, its palm open. With its other arm, it points to the horizon. Then it quickly begins gliding away as if pulled by some invisible string.

Through the evening haze beyond, you can barely make out the lights of a city. There is something very familiar about this place. The city in your dreams is Westgate. The message is clear. Someone or something within the city is beckoning you closer.

PCs who played CORE1-11 recognize the apparition as the same kind of blank-faced spirit they encountered during the previous adventure. The Plaguechanged Thing uses these spirits to project its senses into Westgate, and it can also communicate with people through dreams.

Others make the same realization with a DC 25 Dungeoneering or History check - see Handout 1 for details. Any character with a passive Insight score high enough to beat the Easy DC realizes that there is clearly no malign intent behind the spirit's invitation. If the PC decides to act upon the message, and travel to Westgate, proceed with Encounter 1, otherwise the adventure is over. The visions direct the adventurers to a secluded spot within the city, where they are met by other adventurers and the Plaguechanged Thing briefs them further on the mission.

ENCOUNTER 1: A WOLF AT THE DOOR

SETUP

Important NPC:

The Plaguechanged Thing beneath Westgate, enigmatic aberration

In this encounter, the Plaguechanged Thing is telepathically communicating with the PCs. Its intention is to mobilize the adventurers to assault the floating city of Xxiphu as soon as possible. It shows them visions of increasing numbers of invaders pouring forth from the city, first kuo-toa and then aboleths, krakens, and other aberrations. Once the PCs are convinced that there is a real and immediate threat, it then tries to show them what they must do to stop it. By the end of this scene, the PCs should have a clear sense of purpose - enter the floating city, disable the central controls, and get out before being overwhelmed by the city's defenses.

You have answered the call of the strange spirit, and you are not alone. Here within Westgate, several adventurers are gathered and trading stories of similar dreams and visions. Some speak of having glimpsed an enormous creature deep beneath the city, a pulsing mass of flesh and sinew.

Any PCs that wish to introduce their characters should do so now.

As everyone continues to be barraged with phantom images, it becomes clear that the creature beneath Westgate is trying to relay a story. You are first shown images of a vast sea that you recognize as the Sea of Fallen Stars. Floating over it is a massive black obelisk. Creatures fly around and through it like bees at their hive. As you look on, swimming below the city are a number of small amphibious humanoids which you recognize as kuo-toa. Behind them, crashing through the waves first one, then three, then dozens of kraken, along with hundreds of huge eel-like creatures with tentacles and three eyes set one above the other. You watch as this army of monstrosities terrorizes city after city, dragging any survivors back to the obelisk.

Gliding above the waves, you are taken inside the obelisk yourself. You follow the prisoners through a maze of passages before finally reaching an enormous central chamber. Hundreds of humanoids comprised of every known race lie asleep in the chambers of this room. Before your eyes, they slowly begin to transform

into hideous creatures with gray skin and lifeless eyes, every bit as alien as the aboleths themselves.

The Plaguechanged Thing continues to send visions to the PCs. It can also receive their thoughts, and can even give simple responses to some questions. It wants the PCs to understand the following information... hopefully coming to the conclusion that they are the ones that can and should act to stop the Aboleths from invading Faerûn.

- The city of Xxiphu is currently floating near the Pirate Isle; the approximate location can be shown on a map.
- The Abolethic Sovereignty has a process to transform their captives into mindless servitor creatures.
- Once the population of Xxiphu reaches 'critical mass'; an army of aboleth overseers and a horde of servitors will attack coastal cities.
- They will use prisoners from the city to refill their ranks and then attack another city, continuing until they have either subjugated or wiped out all life on Faerûn.
- There is a central, living 'control room' within Xxiphu; disabling these 'controls' should cause the magic powering the city to fail.
- Near the base of the obelisk there are several air intakes large enough for a person to crawl through.
- If the PCs can obtain means to fly to Xxiphu, they should be able to enter one of these airways and from there navigate to the central control room... disabling the controls and halting the invasion. Directions are given through the visions.
- Be strong of both mind and body; the aboleths of Xxiphu will assault one's psyche at every turn in an attempt to corrupt and subjugate.
- There is also shows a group of adventurers starting a riot somewhere deep inside Xxiphu at the same time the PCs invade the city. The mercenaries fight their way up to the Dream Vault, using the chaos caused by the PCs to their advantage and freeing other prisoners on the way. Once in the Dreaming Vault, the extra group is to free more prisoners, while the PCs are asked to deal with the controls.
- Freeing the slaves is a secondary goal - the main objective is to prevent the city from reaching the mainland.

ENDING THE ENCOUNTER

Allow the PCs to make some preparations and buy needed gear while in Westgate. Once they have done so, proceed to Encounter 2.

TROUBLESHOOTING

If the PCs are hesitant to trust the Plaguechanged Thing, you can have citizens of Westgate approach the PCs and confirm or clarify any of the information above. For example, you can have a priest of the same religion as one of the PCs claim to have received similar visions, and sent agents that returned with confirmation that the Aboleth city is indeed floating above the sea.

RUNNING ALONGSIDE SPEC4~1

If you run the adventure concurrent with *SPEC4-1* the Plaguechanged Thing the description of the other adventurers match those of the heroic level table assigned to this one.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

When the PCs awake, they find that the Plaguechanged Thing has left them a parting gift: 3 *elixirs of will* (AL12/14/16: level 18, AL18/20: level 23). For each PC that has story award **CORE32 Contact with the Plaguechanged Thing** or **SPEC47 The Awakening**, one additional elixir is given, up to a maximum of 1 elixir per PC.

ENCOUNTER 2: RIPCORD

SETUP

The PCs need to find a way to reach Xxiphu. This is a free-form roleplaying encounter. The PCs probably need to roll a few skill checks, and may spend resources along the way (money, favors from friends or organizations, healing surges, powers) but this is not a formal skill challenge. Paragon-tier PCs are expected to have creative solutions to problems. The main challenge begins after they have entered Xxiphu. They have a number of obstacles in their path, detailed below. In general, if a PC comes up with a clever idea to solve one of these problems, you should allow it to succeed.

If you are in a timed environment, do not spend a lot of time on this encounter - aim for 15 minutes at most. The quickest way is to have the Plaguechanged Thing having made all preparations, quickly paraphrasing this encounter to continue with Encounter 3 - only do so when necessary.

TRANSPORT

The PCs need transport to Xxiphu. They can easily arrange for a boat or use a teleportation ritual to take them most of the distance. Once they get close they need to fly up to the city itself. The city is floating about two hundred feet above the surface of the water. Some possibilities:

- The PCs could use flying mounts, or could potentially buy or borrow them from a contact.
- Magic items such as a *ring of flight*, *flying carpet*, or similar items.
- Any ritual that allows for overland flight such as for example Eagle's Flight, or Overland Flight. Note that Phantom Steed does not get the PCs in Xxiphu since it hovers much higher than 10 squares above the ground. Remember that any character can use a ritual scroll.
- If any of the PCs have contacts among the Five Companies of Yaulazna (from for example CORE2-3 or CORE2-10), they may be able to convince a ship captain to fly them into range.

If the PCs are trying to convince a contact or acquaintance to help them, you can have them roll an appropriate social skill check, but this should not be a hard check. Any favor with the person in question should do, and explaining the gravity of the situation should make most people willing to help the cause.

INFILTRATION

Once the PCs are in view of Xxiphu, they need a means to get close enough without being destroyed by the flying krakens which patrol the area. Possible plans include:

- **Stealth.** If the PCs have the ability to camouflage or render themselves and their transport invisible, they can approach the city undetected.
- **Speed / Evasion.** If the PCs have a fast and maneuverable means of flight, they may be able to evade the patrols long enough to reach the base of the obelisk. This should be a highly cinematic flight - diving and rolling, dodging between the tentacles of a gargantuan kraken, etc.
- **Distraction.** If the PCs can come up with a clever way of distracting the patrols, they can fly unhindered. This could be through use of PC skills, flashy daily powers, or convincing contacts to provide a sufficient distraction. Whatever it is has to be seen as enough of a threat for several krakens to engage it... cantrips are not enough, but fireballs, a large skyship (real or illusionary), or an army of purple dragon knights would certainly qualify.
- **Disguise.** If the PCs can maintain an illusion to make themselves look like a kraken or a group of aboleths and/or abolethic servitors, they may be able to pass undetected.

At your option, any of these plans could warrant one or two appropriate group skill checks with failure resulting in each PC losing a healing surge.

ENTRY

After the PCs reach the base of the obelisk, they need to locate and enter an air intake shaft. Allow them to use whatever skills, items, or powers seem appropriate. Some examples:

- Tossing a rope with a grappling hook and then using Athletics or Acrobatics to swing inside.
- Using limited flight powers or magic items.
- Teleporting to the entrance, and then spider-climbing into the shaft.

Note that the air shaft is tricky to enter - medium-sized creatures need to squeeze through, and creatures of size large or larger cannot pass through.

SILENCING THE GUARDS

As you enter Xxiphu, your senses are assaulted by a wave of miasma. Your vision blurs, you fight the urge to vomit from the stench of this place, and horrid whispers

hiss in your mind. The surroundings here are utterly alien. Corridors drip with slime and twist at odd angles, and the air is humid and misty making it unpleasant to breath. As you start to get your bearings, you spot half a dozen or more faceless humanoid creatures with rubbery skin. These servitors are hardly worth your time, but you should dispatch them quickly and quietly to prevent them from raising any alarms.

The number of minions the PCs must dispatch is equal to ½ AL (so, between 6-10 minions). A moderate DC on any skill within reason will eliminate 1 minion; the PCs may also use attack powers if they wish (all of the minions' defenses are AL + 12). Be lenient with area effects: blasts should include [blast size +1] enemies and bursts should include [burst size +3] enemies. Just go around the table and allow each PC one set of actions. If the minions are not all dead, allow each PC a 'second round' with another set of actions.

ENDING THE ENCOUNTER

If any minions survive at the end of the second round, they are able to escape. Minutes later an alarm is sounded (the creatures in Encounter 4 are better prepared for the PCs if you are not running this adventure concurrently with SPEC4-1). Once all the servitors have fled or been defeated, the PCs may continue on their way. Proceed to Encounter 3.

RUNNING ALONGSIDE SPEC4~1

If you are running this adventure concurrently with SPEC4-1, inform the GM for that table as to whether the paragon tier PCs have tripped the alarms.

TROUBLESHOOTING

If the PCs insist on trying to fight the krakens outside the city, explain that there are enough (Epic tier) monsters out here that the PCs could fight all day long without ever getting any closer to achieving their goal.

MILESTONE

As this is a trivial encounter, it does not count towards a milestone. If the PCs spend considerable resources, you can decide to count it as a milestone.

TREASURE

On the body of one of the dead servitors the PCs find an amulet of the inner voice (+3 at AL 12/14; +4 at AL 16/18/20).

ENCOUNTER 3: CLIMBING UP THE WALLS

ENCOUNTER LEVEL 14/16/18/20/22

SETUP

This encounter includes these creatures at all ALs:

2 aboleth suffocators (A)

4 kuo-toa lashes (L)

SCALING THE ENCOUNTER

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

Four PCs: At AL 12/14/16, remove 1 kuo-toa lash. At AL 18/20, remove 1 aboleth slime mage.

Six PCs: At all ALs, add 1 aboleth suffocator.

As the PCs navigate the alien, maze-like corridors of Xxiphu, they enter an area where slime is flowing up the walls and along the ceiling. Here several of the Aboleth's servants are lying in wait. The PCs must fend off attacks from the creatures while trying to avoid the hazard of the large ventilation shaft that is pushing everything up towards the ceiling.

The aboleth suffocators start in 'slime-form' and the slime on the floors and walls of this room affords them +5 to their stealth checks. They are considered to be hiding until they make their first attack, although a passive Hard DC Perception check spots them. The other creatures are around corners from the PCs. Neither group of creatures start within view, so do not put creatures on the map until the PCs have line-of-sight to them (whether via the monsters moving into view or via some PC action that causes them to become visible).

Following the directions given to you by the Plaguechanged Thing, you take several turns down long, winding corridors. The walls of these corridors are smooth, save for grooves that run parallel to the ground. Everything is covered in a thin layer of oily film, and your feet slosh and echo as you move. After ascending several ramps, you reach a rectangular-shaped room about 100 feet across.

To your right, a smaller corridor exits the main room. To your left there is an enormous pit, and a narrow ledge leads beyond to a large ramp which snakes upward. You can hear the whistle of air coming from the pit. All around it slime from the walls is pushed up towards the ceiling, and from there, up the ramp. That is the direction you must go, but you can hear

footsteps from the direction of the ramp... and the footsteps are getting louder.

Roll for initiative. Remember only add monsters to the map as the PCs are able to see them, or when it is the monster's turn to act.

FEATURES OF THE AREA

Slime: The entire floor of this corridor is filled with 2 feet of slime. At the end of each combat round, each creature on the room-side of the pit without either a swim speed or a climb speed is pulled 3 squares towards the pit. As a move action, a creature may make a Moderate DC Athletics or Endurance check to negate this forced movement.

Walls: The walls here are coated with slime. Climbing up or down requires a hard DC Athletics check for anyone without a climb speed.

Ceilings: The ceilings are 6 squares high.

Air Currents: The air currents in this area are all flowing towards the pit area, and from there up along the ceiling. Any creature attempting to fly is pulled 3 squares toward the pit at the end of their movement.

Pit: Any creature that moves or is force moved into a pit square can make a saving throw. Success leaves them prone at the edge of the pit. On a failed save, the creature is immediately pushed up against the ceiling. Treat this as a 'fall' (3d10 damage, those trained in Acrobatics can make a check to reduce the damage, anyone taking damage is 'prone') with the difference being that the character is also on the ceiling, and restrained (escape ends - moderate DC Athletics or Acrobatics). As part of a successful escape, a creature may drop or climb to any space adjacent to the pit. Teleporting also ends the restrain, although a prone character is still prone at the end of the teleport. Allow the PCs to be creative in their escape attempts; for example, fellow PCs may attempt a skill check to drag a PC away from the ceiling using a rope and grappling hook, etc.

Ledge: The ledge that connects the chasm to the ramp is narrow and slippery. Creatures attempting to move across the ledge must make a moderate DC skill check to avoid sliding into the pit area. Only 1 successful check is necessary per turn. The check is made as part of the movement. Possible skills include Athletics or Dungeoneering to hold onto the wall, Acrobatics to maintain balance, or anything else you deem appropriate.

TACTICS

The suffocators lie in wait until their initiative. They open with *slime shift* to set up for their close attack and include as many PCs as possible in their *suffocating haze* aura. They then spend a minor action to revert to solid form, and a standard action to attack with *brain lash*. On subsequent rounds they use *brain lash* when able, and otherwise attack with their tentacles.

If the PCs have not already spotted them, the lashes move into view on their initiative, opening with *forked lightning* and following up on subsequent rounds with ranged attacks if possible. They try not to move too close to the pit or the PCs.

ENDING THE ENCOUNTER

Once all the lashes have been defeated, the PCs may continue on their way. The kuo-toas fight to the death. The suffocators are mindless beasts and may be killed or left in the area; they do not pursue the PCs. Continue with Encounter 4.

MILESTONE

This encounter counts towards a milestone.

TREASURE

There is a skeleton partially embedded in one of the walls; around one of its fingers is a *grace ring of salvation* and at AL 16/18/20 a *ring of agile thought* as well.

ENCOUNTER 3: CLIMBING UP THE WALLS (AL 12)

2 Aboleth Suffocator (level 14)	Level 14 Lurker
Large aberrant magical beast (aquatic)	XP 1000
HP 112; Bloodied 56	Initiative +18
AC 28, Fortitude 26, Reflex 27, Will 24	Perception +11
Speed 5, fly 8, swim 10	Darkvision
TRAITS	
O Suffocating Haze • Aura 2	
Any enemy within the aura takes a -2 penalty to defenses and saving throws.	
Aquatic	
The aboleth suffocator can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee reach 2 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage, and the target is dazed (save ends). If the target is already dazed or dominated, it also takes 2d6 extra psychic damage.	
C Brain Lash (psychic) • Recharge 4-6	
Attack: Close blast 5; +17 vs. Will	
Hit: 2d8 + 2 psychic damage, and ongoing 10 psychic damage (save ends).	
MOVE ACTIONS	
Slime Shift • At-Will	
Requirement: usable only when affected by <i>pillar of slime</i> .	
Effect: The aboleth shifts its speed.	
TRIGGERED ACTIONS	
Pillar of Slime (polymorph) • At-Will	
Trigger: An attack damages the aboleth suffocator.	
Effect (Immediate Reaction): The aboleth suffocator changes into a mass of amorphous slime. While in this form, the aboleth is insubstantial, cannot make attacks, and can use its <i>slime shift</i> power. The aboleth can resume its normal form as a minor action, ending this effect.	
Skills Arcana +16, Dungeoneering +16, Insight +16, Stealth +19	
Str 21 (+12)	Dex 25 (+14) Wis 18 (+11)
Con 22 (+13)	Int 18 (+11) Cha 11 (+7)
Alignment evil	Languages Deep Speech, telepathy 20

Note: Modified damage output.

4 Kuo-Toa Lash (level 13)	Level 13 Artillery
Medium natural humanoid (aquatic)	XP 800
HP 103; Bloodied 51	Initiative +11
AC 25, Fortitude 26, Reflex 25, Will 24	Perception +9
Speed 6, swim 6	Darkvision
TRAITS	
Aquatic	
The lash can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Trident (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d8 + 7 damage, and the target is pushed 2 squares.	
r Lightning Trident (weapon) • At-Will	
Attack: Ranged 3/6 (one creature); +20 vs. AC	
Hit: 3d8 + 8 lightning damage.	
Effect: The trident returns to the lash.	
R Fill Lungs • At-Will	
Attack: Ranged 20 (one creature); +18 vs. Fortitude	
Hit: 2d6 + 5 damage, and the target is slowed and takes ongoing 5 damage (save ends both).	
A Forked Lightning (lightning) • Recharge when the lash bloodies an enemy or reduces an enemy to 0 hit points or fewer	
Attack: Area burst 2 within 10 (one, two, or three creatures in burst); +18 vs. Fortitude	
Hit: 2d6 + 5 lightning damage, and the target is blinded until the start of the lash's next turn.	
MOVE ACTIONS	
Slick Maneuver • At-Will	
Requirement: The lash must be adjacent to an enemy.	
Effect: The lash shifts 3 squares to another square adjacent to the enemy.	
Skills Dungeoneering +14, Religion +13	
Str 23 (+12)	Dex 20 (+11) Wis 17 (+9)
Con 19 (+10)	Int 15 (+8) Cha 18 (+10)
Alignment evil	Languages Deep Speech
Equipment trident, ceremonial knife	

Note: Added push 2 for thematic purposes.

ENCOUNTER 3: CLIMBING UP THE WALLS (AL 14)

2 Aboleth Suffocator	Level 16 Lurker
Large aberrant magical beast (aquatic)	XP 1400
HP 124; Bloodied 62	Initiative +19
AC 30, Fortitude 28, Reflex 29, Will 26	Perception +12
Speed 5, fly 8, swim 10	Darkvision
TRAITS	
O Suffocating Haze • Aura 2	
Any enemy within the aura takes a -2 penalty to defenses and saving throws.	
Aquatic	
The aboleth suffocator can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee reach 2 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage, and the target is dazed (save ends). If the target is already dazed or dominated, it also takes 2d8 extra psychic damage.	
C Brain Lash (psychic) • Recharge 4-6	
Attack: Close blast 5; +19 vs. Will	
Hit: 3d6 + 3 psychic damage, and ongoing 10 psychic damage (save ends).	
MOVE ACTIONS	
Slime Shift • At-Will	
Requirement: usable only when affected by <i>pillar of slime</i> .	
Effect: The aboleth shifts its speed.	
TRIGGERED ACTIONS	
Pillar of Slime (polymorph) • At-Will	
Trigger: An attack damages the aboleth suffocator.	
Effect (Immediate Reaction): The aboleth suffocator changes into a mass of amorphous slime. While in this form, the aboleth is insubstantial, cannot make attacks, and can use its <i>slime shift</i> power. The aboleth can resume its normal form as a minor action, ending this effect.	
Skills Arcana +17, Dungeoneering +17, Insight +17, Stealth +20	
Str 21 (+13)	Dex 25 (+15) Wis 18 (+12)
Con 22 (+14)	Int 18 (+12) Cha 11 (+8)
Alignment evil	Languages Deep Speech, telepathy 20

Note: Modified damage output.

4 Kuo-Toa Lash	Level 15 Artillery
Medium natural humanoid (aquatic)	XP 1200
HP 115; Bloodied 57	Initiative +12
AC 27, Fortitude 28, Reflex 27, Will 26	Perception +10
Speed 6, swim 6	Darkvision
TRAITS	
Aquatic	
The lash can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Trident (weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 2d8 + 9 damage, and the target is pushed 2 squares.	
r Lightning Trident (weapon) • At-Will	
Attack: Ranged 3/6 (one creature); +22 vs. AC	
Hit: 3d8 + 10 lightning damage.	
Effect: The trident returns to the lash.	
R Fill Lungs • At-Will	
Attack: Ranged 20 (one creature); +20 vs. Fortitude	
Hit: 2d6 + 7 damage, and the target is slowed and takes ongoing 5 damage (save ends both).	
A Forked Lightning (lightning) • Recharge when the lash bloodies an enemy or reduces an enemy to 0 hit points or fewer	
Attack: Area burst 2 within 10 (one, two, or three creatures in burst); +20 vs. Fortitude	
Hit: 2d6 + 6 lightning damage, and the target is blinded until the start of the lash's next turn.	
MOVE ACTIONS	
Slick Maneuver • At-Will	
Requirement: The lash must be adjacent to an enemy.	
Effect: The lash shifts 3 squares to another square adjacent to the enemy.	
Skills Dungeoneering +15, Religion +14	
Str 23 (+13)	Dex 20 (+12) Wis 17 (+10)
Con 19 (+11)	Int 15 (+9) Cha 18 (+11)
Alignment evil	Languages Deep Speech
Equipment trident, ceremonial knife	

Note: Added push 2 for thematic purposes.

ENCOUNTER 3: CLIMBING UP THE WALLS (AL 16)

2 Aboleth Suffocator (level 18)	Level 18 Lurker
Large aberrant magical beast (aquatic)	XP 2000
HP 136; Bloodied 68	Initiative +20
AC 32, Fortitude 30, Reflex 31, Will 28	Perception +13
Speed 5, fly 8, swim 10	Darkvision
TRAITS	
O Suffocating Haze • Aura 2	
Any enemy within the aura takes a -2 penalty to defenses and saving throws.	
Aquatic	
The aboleth suffocator can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee reach 2 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage, and the target is dazed (save ends). If the target is already dazed or dominated, it also takes 2d8 extra psychic damage.	
C Brain Lash (psychic) • Recharge 4-6	
Attack: Close blast 5; +21 vs. Will	
Hit: 3d6 + 4 psychic damage, and ongoing 10 psychic damage (save ends).	
MOVE ACTIONS	
Slime Shift • At-Will	
Requirement: usable only when affected by <i>pillar of slime</i> .	
Effect: The aboleth shifts its speed.	
TRIGGERED ACTIONS	
Pillar of Slime (polymorph) • At-Will	
Trigger: An attack damages the aboleth suffocator.	
Effect (Immediate Reaction): The aboleth suffocator changes into a mass of amorphous slime. While in this form, the aboleth is insubstantial, cannot make attacks, and can use its <i>slime shift</i> power. The aboleth can resume its normal form as a minor action, ending this effect.	
Skills Arcana +18, Dungeoneering +18, Insight +18, Stealth +21	
Str 21 (+14)	Dex 25 (+16) Wis 18 (+13)
Con 22 (+15)	Int 18 (+13) Cha 11 (+9)
Alignment evil	Languages Deep Speech, telepathy 20

Note: Modified damage output.

4 Kuo-Toa Lash (level 17)	Level 17 Artillery
Medium natural humanoid (aquatic)	XP 1600
HP 127; Bloodied 63	Initiative +13
AC 29, Fortitude 30, Reflex 29, Will 28	Perception +11
Speed 6, swim 6	Darkvision
TRAITS	
Aquatic	
The lash can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Trident (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 2d8 + 11 damage, and the target is pushed 2 squares.	
r Lightning Trident (weapon) • At-Will	
Attack: Ranged 3/6 (one creature); +24 vs. AC	
Hit: 3d8 + 12 lightning damage.	
Effect: The trident returns to the lash.	
R Fill Lungs • At-Will	
Attack: Ranged 20 (one creature); +22 vs. Fortitude	
Hit: 2d6 + 9 damage, and the target is slowed and takes ongoing 10 damage (save ends both).	
A Forked Lightning (lightning) • Recharge when the lash bloodies an enemy or reduces an enemy to 0 hit points or fewer	
Attack: Area burst 2 within 10 (one, two, or three creatures in burst); +22 vs. Fortitude	
Hit: 2d6 + 8 lightning damage, and the target is blinded until the start of the lash's next turn.	
MOVE ACTIONS	
Slick Maneuver • At-Will	
Requirement: The lash must be adjacent to an enemy.	
Effect: The lash shifts 3 squares to another square adjacent to the enemy.	
Skills Dungeoneering +16, Religion +15	
Str 23 (+14)	Dex 20 (+13) Wis 17 (+11)
Con 19 (+12)	Int 15 (+10) Cha 18 (+12)
Alignment evil	Languages Deep Speech
Equipment trident, ceremonial knife	

Note: Added push 2 for thematic purposes.

ENCOUNTER 3: CLIMBING UP THE WALLS (AL 18)

2 Aboleth Suffocator (level 20)	Level 20 Lurker
Large aberrant magical beast (aquatic)	XP 2800
HP 148; Bloodied 74	Initiative +21
AC 34, Fortitude 32, Reflex 33, Will 30	Perception +14
Speed 5, fly 8, swim 10	Darkvision
TRAITS	
O Suffocating Haze • Aura 2	
Any enemy within the aura takes a -2 penalty to defenses and saving throws.	
Aquatic	
The aboleth suffocator can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee reach 2 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage, and the target is dazed (save ends). If the target is already dazed or dominated, it also takes 3d8 extra psychic damage.	
C Brain Lash (psychic) • Recharge 4-6	
Attack: Close blast 5; +23 vs. Will	
Hit: 3d6 + 6 psychic damage, and ongoing 10 psychic damage (save ends).	
MOVE ACTIONS	
Slime Shift • At-Will	
Requirement: usable only when affected by <i>pillar of slime</i> .	
Effect: The aboleth shifts its speed.	
TRIGGERED ACTIONS	
Pillar of Slime (polymorph) • At-Will	
Trigger: An attack damages the aboleth suffocator.	
Effect (Immediate Reaction): The aboleth suffocator changes into a mass of amorphous slime. While in this form, the aboleth is insubstantial, cannot make attacks, and can use its <i>slime shift</i> power. The aboleth can resume its normal form as a minor action, ending this effect.	
Skills Arcana +19, Dungeoneering +19, Insight +19, Stealth +22	
Str 21 (+15)	Dex 25 (+17) Wis 18 (+14)
Con 22 (+16)	Int 18 (+14) Cha 11 (+10)
Alignment evil	Languages Deep Speech, telepathy 20

Note: Modified damage output.

4 Kuo-Toa Lash (level 19)	Level 19 Artillery
Medium natural humanoid (aquatic)	XP 2400
HP 135; Bloodied 67	Initiative +14
AC 31, Fortitude 32, Reflex 31, Will 30	Perception +12
Speed 6, swim 6	Darkvision
TRAITS	
Aquatic	
The lash can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Trident (weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 2d8 + 13 damage, and the target is pushed 2 squares.	
r Lightning Trident (weapon) • At-Will	
Attack: Ranged 3/6 (one creature); +26 vs. AC	
Hit: 3d8 + 14 lightning damage.	
Effect: The trident returns to the lash.	
R Fill Lungs • At-Will	
Attack: Ranged 20 (one creature); +24 vs. Fortitude	
Hit: 2d6 + 11 damage, and the target is slowed and takes ongoing 10 damage (save ends both).	
A Forked Lightning (lightning) • Recharge when the lash bloodies an enemy or reduces an enemy to 0 hit points or fewer	
Attack: Area burst 2 within 10 (one, two, or three creatures in burst); +24 vs. Fortitude	
Hit: 2d6 + 10 lightning damage, and the target is blinded until the start of the lash's next turn.	
MOVE ACTIONS	
Slick Maneuver • At-Will	
Requirement: The lash must be adjacent to an enemy.	
Effect: The lash shifts 3 squares to another square adjacent to the enemy.	
Skills Dungeoneering +17, Religion +16	
Str 23 (+15)	Dex 20 (+14) Wis 17 (+12)
Con 19 (+13)	Int 15 (+11) Cha 18 (+13)
Alignment evil	Languages Deep Speech
Equipment trident, ceremonial knife	

Note: Added push 2 for thematic purposes.

ENCOUNTER 3: CLIMBING UP THE WALLS (AL 20)

2 Aboleth Suffocator (level 22)	Level 22 Lurker
Large aberrant magical beast (aquatic)	XP 4150
HP 160; Bloodied 80	Initiative +22
AC 36, Fortitude 34, Reflex 35, Will 32	Perception +15
Speed 5, fly 8, swim 10	Darkvision
TRAITS	
O Suffocating Haze • Aura 2	
Any enemy within the aura takes a -2 penalty to defenses and saving throws.	
Aquatic	
The aboleth suffocator can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee reach 2 (one creature); +27 vs. AC	
Hit: 4d6 + 16 damage, and the target is dazed (save ends). If the target is already dazed or dominated, it also takes 3d6 extra psychic damage.	
C Brain Lash (psychic) • Recharge 4-6	
Attack: Close blast 5; +25 vs. Will	
Hit: 3d8 + 4 psychic damage, and ongoing 10 psychic damage (save ends).	
MOVE ACTIONS	
Slime Shift • At-Will	
Requirement: usable only when affected by <i>pillar of slime</i> .	
Effect: The aboleth shifts its speed.	
TRIGGERED ACTIONS	
Pillar of Slime (polymorph) • At-Will	
Trigger: An attack damages the aboleth suffocator.	
Effect (Immediate Reaction): The aboleth suffocator changes into a mass of amorphous slime. While in this form, the aboleth is insubstantial, cannot make attacks, and can use its <i>slime shift</i> power. The aboleth can resume its normal form as a minor action, ending this effect.	
Skills Arcana +20, Dungeoneering +20, Insight +20, Stealth +23	
Str 21 (+16)	Dex 25 (+18) Wis 18 (+15)
Con 22 (+17)	Int 18 (+15) Cha 11 (+11)
Alignment evil	Languages Deep Speech, telepathy 20

Note: Modified damage output.

4 Kuo-Toa Lash (level 21)	Level 21 Artillery
Medium natural humanoid (aquatic)	XP 3200
HP 143; Bloodied 71	Initiative +15
AC 33, Fortitude 34, Reflex 33, Will 32	Perception +13
Speed 6, swim 6	Darkvision
TRAITS	
Aquatic	
The lash can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Trident (weapon) • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 2d8 + 15 damage, and the target is pushed 2 squares.	
r Lightning Trident (weapon) • At-Will	
Attack: Ranged 3/6 (one creature); +28 vs. AC	
Hit: 3d8 + 16 lightning damage.	
Effect: The trident returns to the lash.	
R Fill Lungs • At-Will	
Attack: Ranged 20 (one creature); +26 vs. Fortitude	
Hit: 2d6 + 13 damage, and the target is slowed and takes ongoing 10 damage (save ends both).	
A Forked Lightning (lightning) • Recharge when the lash bloodies an enemy or reduces an enemy to 0 hit points or fewer	
Attack: Area burst 2 within 10 (one, two, or three creatures in burst); +26 vs. Fortitude	
Hit: 2d6 + 12 lightning damage, and the target is blinded until the start of the lash's next turn.	
MOVE ACTIONS	
Slick Maneuver • At-Will	
Requirement: The lash must be adjacent to an enemy.	
Effect: The lash shifts 3 squares to another square adjacent to the enemy.	
Skills Dungeoneering +18, Religion +17	
Str 23 (+16)	Dex 20 (+15) Wis 17 (+13)
Con 19 (+14)	Int 15 (+12) Cha 18 (+14)
Alignment evil	Languages Deep Speech
Equipment trident, ceremonial knife	

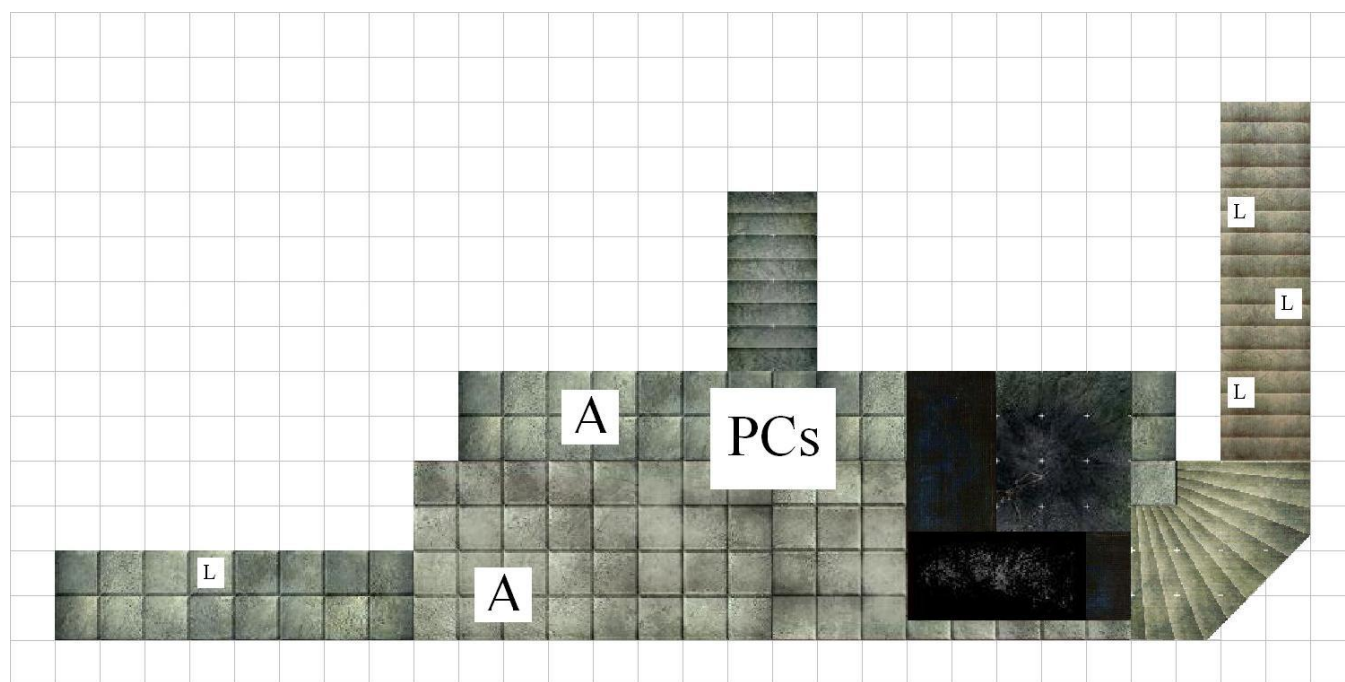
Note: Added push 2 for thematic purposes.

ENCOUNTER 3: CLIMBING UP THE WALLS (MAP)

TILE SETS NEEDED

DT6 Fane of the Forgotten Gods, DT2 Arcane Corridors

(Note: You could also make this map with Dungeon Tiles Master Set: The Dungeon)



ENCOUNTER 4: HIGH AND DRY

ENCOUNTER LEVEL 14/16/18/20/22

SETUP

This encounter includes these creatures at all ALs:

2 bruiser servitors (B)

2 scout servitors (S)

1 neo-otyugh servitor (O)

Optional, All ALs:

1 mind flayer inquisitor

SCALING THE ENCOUNTER

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

Four PCs: At all ALs remove 1 bruiser servitor.

Six PCs: At all ALs add 1 scout servitor.

As the PCs follow the route from their visions, they pass through many bizarre twisting tunnels and chambers, ascend ramps, and narrowly avoid several encounters with roving patrols. Set the scene by briefly narrating such events. Now, they are nearing the vault where the central controls are located. After being propelled upwards through a large airway, they arrive in an area which contains several impassable energy fields along with a number of enemies. The PCs will likely need to disable some of these fields in order to reach the Dreaming Vaults.

The path ahead of you abruptly ends save for a hole in the ceiling. You can hear the rush of air from the hole, so bracing yourselves you advance forward. The air current carries you swiftly upwards and deposits you in a long corridor similar to the others. This time, however, blocking your path are a number of fields that hum and crackle with energy. Some of them glow with brilliant fire, while others are waves of silver.

There is a pulse of light, and two of the fields disappear. Behind the energy fields you can see several creatures, ready to attack. They may once have been recognizable, but tampering from the aboleths has transformed them into hideous servants. You will need to find a way past this area if you hope to reach the center of the city in time to sabotage it.

The PCs roll for initiative.

RUNNING ALONGSIDE SPEC4~1

If the heroic table allowed the mind flayer to escape in their Encounter 5, that mind flayer arrives during round 3 of this combat. Note that the mind flayer is an enemy of the aboleths and wants them defeated. It values its freedom more though.

If the PCs are doing very well and if you are not pressed for time, you can have the mind flayer appear on the side of the map nearer to the PCs. In this case, the mind flayer attempts to escape off the other side of the map and attacks as many PCs as possible along the way. Assume that the mind flayer is able to auto-make skill checks to manipulate the energy fields. If any PC has the story award **EAST12**, the mind flayer goes out of its way to target that PC. See Appendix A for the mind flayer's stats.

If the PCs are struggling, and/or if you are pressed for time, don't add the mind flayer to the fight as a full-fledged combatant. Instead, the mind flayer appears briefly on the side of the map nearer to the enemy creatures and blasts as many of the enemy creatures as he can with the following attack:

Attack: Close blast 5 (creatures in blast); [AL + 3] vs. **Will Hit:** [AL] psychic damage and the target is dazed (save ends).

Miss: Half damage.

The mind flayer then flees the way he came.

If you are not running with a paired SPEC4-1 table:

If the PCs triggered the alarm in Encounter 2 (by letting any servitors escape), the enemies in this encounter had time to prepare, gaining a surprise round.

If the PCs did not trigger the alarm in Encounter 2, they catch the enemies in this encounter off-guard. The PCs gain a surprise round.

FEATURES OF THE AREA

This area has a few important features.

Slimy Floor: Although parts of the floor are slimy here, the slime is not deep enough to impact movement in any way.

Ceiling: The ceiling is 15 feet high.

Energy Fields: There are 8 energy fields on the map. (Note: a free-action, easy DC Arcana check gives the PCs the information that follows.) Due to their magic these fields block all movement and teleportation through them (including powers such as *arcane gate* and *dryad's trees*). Half of these fields (red/striped) are fire and radiant energy, and the other half (blue/checkered) are cold and psychic energy. Any creature attempting to

move or teleport through an active field (or force-moved into a field) takes [AL] damage of the appropriate energy types. A creature may only take such damage once per turn.

Typed-damage attacks passing through a field have their damage type(s) changed to the field's damage types. For example, a poison arrow or a fireball passing through a blue field would do cold and psychic damage instead of respectively poison or fire.

At the beginning of each combat round, two fields shut off. They turn on again at the beginning of the next round. The sequence is numbered beginning with the two fields marked 1, and repeats every 4 rounds.

A PC adjacent to a field can spend a minor action to attempt an Arcana, Dungeoneering, or Thievery check. Achieving a moderate DC allows the PC to turn that field on or off for the remainder of that round, or to switch the field's energy types to the opposing types for that round. Achieving a hard DC allows the PC to additionally 'lock' the field and its linked pair for one round (those two fields do not switch on/off at the beginning of the next round). If a PC attempts a check and does not get at least a moderate DC, a backlash of energy deals that PC [AL] damage of the appropriate energy types.

If a size large creature is within a field's line when the field is turned on, it takes [ALx2] damage and must slide to an open space on either side of the field.

TACTICS

The bruiser servitors move to attack nearby targets when they can, but their main role is to draw fire and protect the other creatures. They will use *tremor smash* and *evil eye* when they can, and otherwise attack with their *spiked greatclub*.

The scout servitors will use *rotting gaze* or *maddening cackle* if able to attack multiple targets. Otherwise, they will attack with *mind rot*, or *claw* if desperate. In all cases, they will try to use forced movement to push or slide PCs against energy fields.

The neo-otyugh will use *disgusting lure* until a PC gets within reach of its *tentacles* or *massive maw* of decay. Since it has threatening reach, it will attempt to grab anyone passing by it.

Note - If a PC has story award **CORE09 Aboleth Taint** or story award **CORE13 Notice of the Abolethic Sovereignty**, the creatures in this encounter preferentially target that PC.

ENDING THE ENCOUNTER

The encounter ends once the PCs have either killed all enemies or exited the map towards the Dreaming

Vaults. It takes some time, but using the Plaguechanged Thing's directions the PCs avoid any other meaningful trouble until they finally arrive at their destination. Proceed with Encounter 5.

RUNNING ALONGSIDE SPEC4~1

If you are running this mod concurrently with SPEC4-1, wait until both tables are ready for the final encounter before proceeding. When ready, run next encounter using the "Combined Missions" document instead of going to Encounter 5. If for any reason the paired heroic table is lagging too far behind, you may opt to pair with a different heroic table that is ready, or simply continue with Encounter 5 as written.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 4: HIGH AND DRY (AL 12)

2 Bruiser Servitor	Level 13 Brute
Medium aberrant humanoid	XP 800
HP 161; Bloodied 80	Initiative +11
AC 25, Fortitude 26, Reflex 25, Will 24	Perception +15
Speed 8	
Resist 15 fire, 15 radiant	
TRAITS	
Truesight	
The bruiser can see invisible creatures and objects.	
STANDARD ACTIONS	
m Spiked Greatclub (weapon) • At-Will	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 3d12 + 8 damage.	
C Tremor Smash (weapon) • Recharge 5-6	
Attack: Close blast 2 (enemies in blast); +16 vs. Fort	
Hit: 3d12 + 12 damage, and the target falls prone.	
MINOR ACTIONS	
Evil Eye • At-Will 1/round	
Effect: One enemy within the bruiser's line of sight takes a -2 penalty to attack rolls and all defenses until the end of the encounter or until the bruiser uses this power again.	
Skills Athletics +17	
Str 23 (+12) Dex 20 (+11) Wis 19 (+10)	
Con 21 (+11) Int 10 (+6) Cha 11 (+6)	
Alignment unaligned Languages Deep Speech	

Note: Cyclops crusher (*Monster Vault*). Modified damage output. Added 'Xxiphu Guardian' themed resistances.

2 Scout Servitor	Level 13 Artillery
Medium aberrant humanoid	XP 800
HP 104; Bloodied 52	Initiative +10
AC 25, Fortitude 26, Reflex 27, Will 23	Perception +8
Speed 6	Darkvision, truesight 10
Resist 15 cold, 15 psychic	
TRAITS	
Distorted Visage	
When the scout ends its movement at least 4 squares from its starting location, it gains a +2 bonus to AC and Reflex until the end of its next turn.	
Truesight	
The scout can see invisible creatures and objects within 10 squares.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage.	
R Mind Rot (charm, psychic) • At-Will	
Attack: Ranged 10 (one creature); +18 vs. Will	
Hit: 2d6 + 11 psychic damage, and the scout slides the target 6 squares. The target then makes a melee basic attack as a free action against a target of the scout's choice.	
R Rotting Gaze (necrotic) • At-Will	
Attack: Ranged 10 (one, two, or three creatures); +18 vs. Fortitude	
Hit: 2d6 + 11 necrotic damage, and the target takes a -2 penalty to all defenses (save ends).	
C Maddening Cackle (psychic) • Recharge 5-6	
Attack: Close burst 3 (enemies in the burst); +16 vs. Will	
Hit: 2d8 + 10 psychic damage, and the scout pushes the target 2 squares. At the start of the target's next turn, the scout slides the target 2 squares.	

Skills Stealth +15		
Str 19 (+10)	Dex 19 (+10)	Wis 14 (+8)
Con 20 (+11)	Int 9 (+5)	Cha 10 (+6)
Alignment unaligned	Languages Deep Speech	

Note: Nothic cackler (MM2) with updated damage expressions. Added 'Xxiphu Guardian' themed resistances.

1 Neo-Otyugh Servitor	Level 14 Elite Controller
Large aberrant magical beast	XP 2000
HP 280; Bloodied 140	Initiative +8
AC 28, Fortitude 29, Reflex 23, Will 26	Perception +16
Speed 7, swim 7	Darkvision
Resist 15 fire, 15 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
O Otyugh Stench • Aura 2	
Living enemies take a -2 penalty to attack rolls while in the aura.	
Threatening Reach	
The neo-otyugh can make opportunity attacks against enemies within 4 squares of it.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 4 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage, and neo-otyugh pulls the target up to 3 squares and grabs the target (escape DC 21).	
C Massive Maw of Decay (necrotic) • At-Will	
Attack: Close blast 2 (creatures in the burst); +19 vs. AC	
Hit: 2d8 + 7 damage, or 2d8 + 10 against a grabbed creature, and ongoing 10 necrotic damage (save ends).	
MINOR ACTIONS	
R Disgusting Lure (charm, psychic) • At-Will	
Attack: Ranged 20 (one creature); +17 vs. Will	
Hit: 3d6 psychic damage, and if the target does not end its next turn adjacent to the neo-otyugh, the target takes 15 psychic damage.	
TRIGGERED ACTIONS	
M Body Shield • At-Will	
Trigger: An enemy hits the neo-otyugh while the neo-otyugh has a creature grabbed.	
Attack (<i>Immediate Interrupt</i>): Melee 1 (one grabbed creature); +17 vs. Fortitude	
Hit: The triggering enemy's attack hits the grabbed creature instead of the neo-otyugh.	
Skills Stealth +13	
Str 23 (+13) Dex 13 (+8) Wis 18 (+11)	
Con 20 (+12) Int 7 (+5) Cha 15 (+9)	
Alignment evil Languages telepathy 10	

Note: Neo-otyugh (*Monster Vault*). Added 'Xxiphu Guardian' themed resistances. Filth fever has been removed for ease of use.

ENCOUNTER 4: HIGH AND DRY (AL 14)

2 Bruiser Servitor	Level 15 Brute
Medium aberrant humanoid	XP 1200
HP 181; Bloodied 90	Initiative +12
AC 27, Fortitude 28, Reflex 27, Will 26	Perception +16
Speed 8	
Resist 15 fire, 15 radiant	
TRAITS	
Truesight	
The bruiser can see invisible creatures and objects.	
STANDARD ACTIONS	
m Spiked Greatclub (weapon) • At-Will	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 3d12 + 10 damage.	
C Tremor Smash (weapon) • Recharge 5-6	
Attack: Close blast 2 (enemies in blast); +18 vs. Fort	
Hit: 4d12 + 6 damage, and the target falls prone.	
MINOR ACTIONS	
Evil Eye • At-Will 1/round	
Effect: One enemy within the bruiser's line of sight takes a -2 penalty to attack rolls and all defenses until the end of the encounter or until the bruiser uses this power again.	
Skills Athletics +17	
Str 23 (+13)	Dex 20 (+12)
Con 21 (+12)	Int 10 (+7)
Wis 19 (+11)	Cha 11 (+7)
Alignment unaligned	Languages Deep Speech

Note: Cyclops crusher (*Monster Vault*). Modified damage output. Added 'Xxiphu Guardian' themed resistances.

2 Scout Servitor	Level 15 Artillery
Medium aberrant humanoid	XP 1200
HP 116; Bloodied 58	Initiative +11
AC 27, Fortitude 28, Reflex 29, Will 25	Perception +9
Speed 6	Darkvision, truesight 10
Resist 15 cold, 15 psychic	
TRAITS	
Distorted Visage	
When the scout ends its movement at least 4 squares from its starting location, it gains a +2 bonus to AC and Reflex until the end of its next turn.	
Truesight	
The scout can see invisible creatures and objects within 10 squares.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d6 + 13 damage.	
R Mind Rot (charm, psychic) • At-Will	
Attack: Ranged 10 (one creature); +20 vs. Will	
Hit: 2d6 + 13 psychic damage, and the scout slides the target 6 squares. The target then makes a melee basic attack as a free action against a target of the scout's choice.	
R Rotting Gaze (necrotic) • At-Will	
Attack: Ranged 10 (one, two, or three creatures); +20 vs. Fortitude	
Hit: 2d6 + 13 necrotic damage, and the target takes a -2 penalty to all defenses (save ends).	
C Maddening Cackle (psychic) • Recharge 5-6	
Attack: Close burst 3 (enemies in the burst); +18 vs. Will	
Hit: 3d8 + 8 psychic damage, and the scout pushes the target 2 squares. At the start of the target's next turn, the scout slides the target 2 squares.	

Skills Stealth +16		
Str 19 (+11)	Dex 19 (+11)	Wis 14 (+9)
Con 20 (+12)	Int 9 (+6)	Cha 10 (+7)
Alignment unaligned	Languages Deep Speech	

Note: Nothic cackler (*MM2*) with updated damage expressions. Added 'Xxiphu Guardian' themed resistances.

1 Neo-Otyugh Servitor	Level 16 Elite Controller
Large aberrant magical beast	XP 2800
HP 312; Bloodied 156	Initiative +9
AC 30, Fortitude 31, Reflex 25, Will 28	Perception +17
Speed 7, swim 7	Darkvision
Resist 15 fire, 15 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
O Otyugh Stench • Aura 2	
Living enemies take a -2 penalty to attack rolls while in the aura.	
Threatening Reach	
The neo-otyugh can make opportunity attacks against enemies within 4 squares of it.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 4 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage, and neo-otyugh pulls the target up to 3 squares and grabs the target (escape DC 22).	
C Massive Maw of Decay (necrotic) • At-Will	
Attack: Close blast 2 (creatures in the burst); +21 vs. AC	
Hit: 3d6 + 8 damage, or 3d6 + 12 against a grabbed creature, and ongoing 10 necrotic damage (save ends).	
MINOR ACTIONS	
R Disgusting Lure (charm, psychic) • At-Will	
Attack: Ranged 20 (one creature); +19 vs. Will	
Hit: 3d8 psychic damage, and if the target does not end its next turn adjacent to the neo-otyugh, the target takes 15 psychic damage.	
TRIGGERED ACTIONS	
M Body Shield • At-Will	
Trigger: An enemy hits the neo-otyugh while the neo-otyugh has a creature grabbed.	
Attack (<i>Immediate Interrupt</i>): Melee 1 (one grabbed creature); +19 vs. Fortitude	
Hit: The triggering enemy's attack hits the grabbed creature instead of the neo-otyugh.	
Skills Stealth +14	
Str 23 (+14)	Dex 13 (+9)
Con 20 (+13)	Int 7 (+6)
Wis 18 (+12)	Cha 15 (+10)
Alignment evil	Languages telepathy 10

Note: Neo-otyugh (*Monster Vault*). Added 'Xxiphu Guardian' themed resistances. Filth fever has been removed for ease of use.

ENCOUNTER 4: HIGH AND DRY (AL 16)

2 Bruiser Servitor	Level 17 Brute
Medium aberrant humanoid	XP 1600
HP 201; Bloodied 100	Initiative +13
AC 29, Fortitude 30, Reflex 29, Will 28	Perception +17
Speed 8	
Resist 20 fire, 20 radiant	
TRAITS	
Truesight	
The bruiser can see invisible creatures and objects.	
STANDARD ACTIONS	
m Spiked Greatclub (weapon) • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 3d12 + 12 damage.	
C Tremor Smash (weapon) • Recharge 5-6	
Attack: Close blast 2 (enemies in blast); +20 vs. Fort	
Hit: 4d12 + 12 damage, and the target falls prone.	
MINOR ACTIONS	
Evil Eye • At-Will 1/round	
Effect: One enemy within the bruiser's line of sight takes a -2 penalty to attack rolls and all defenses until the end of the encounter or until the bruiser uses this power again.	
Skills Athletics +17	
Str 23 (+14)	Dex 20 (+13)
Con 21 (+13)	Int 10 (+8)
Wis 19 (+12)	Cha 11 (+8)
Alignment unaligned	Languages Deep Speech

Note: Cyclops crusher (*Monster Vault*). Modified damage output. Added 'Xxiphu Guardian' themed resistances.

2 Scout Servitor	Level 17 Artillery
Medium aberrant humanoid	XP 1600
HP 128; Bloodied 64	Initiative +12
AC 29, Fortitude 30, Reflex 31, Will 27	Perception +10
Speed 6	Darkvision, truesight 10
Resist 20 cold, 20 psychic	
TRAITS	
Distorted Visage	
When the scout ends its movement at least 4 squares from its starting location, it gains a +2 bonus to AC and Reflex until the end of its next turn.	
Truesight	
The scout can see invisible creatures and objects within 10 squares.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage.	
R Mind Rot (charm, psychic) • At-Will	
Attack: Ranged 10 (one creature); +22 vs. Will	
Hit: 2d8 + 12 psychic damage, and the scout slides the target 6 squares. The target then makes a melee basic attack as a free action against a target of the scout's choice.	
R Rotting Gaze (necrotic) • At-Will	
Attack: Ranged 10 (one, two, or three creatures); +22 vs. Fortitude	
Hit: 2d8 + 12 necrotic damage, and the target takes a -2 penalty to all defenses (save ends).	
C Maddening Cackle (psychic) • Recharge 5-6	
Attack: Close burst 3 (enemies in the burst); +20 vs. Will	
Hit: 3d8 + 10 psychic damage, and the scout pushes the target 2 squares. At the start of the target's next turn, the scout slides the target 2 squares.	

Skills Stealth +17		
Str 19 (+12)	Dex 19 (+12)	Wis 14 (+10)
Con 20 (+13)	Int 9 (+7)	Cha 10 (+8)
Alignment unaligned	Languages Deep Speech	

Note: Nothic cackler (MM2) with updated damage expressions. Added 'Xxiphu Guardian' themed resistances.

1 Neo-Otyugh Servitor	Level 18 Elite Controller
Large aberrant magical beast	XP 4000
HP 344; Bloodied 172	Initiative +10
AC 32, Fortitude 33, Reflex 27, Will 30	Perception +18
Speed 7, swim 7	Darkvision
Resist 20 fire, 20 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
O Otyugh Stench • Aura 2	
Living enemies take a -2 penalty to attack rolls while in the aura.	
Threatening Reach	
The neo-otyugh can make opportunity attacks against enemies within 4 squares of it.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 4 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage, and neo-otyugh pulls the target up to 3 squares and grabs the target (escape DC 22).	
C Massive Maw of Decay (necrotic) • At-Will	
Attack: Close blast 2 (creatures in the burst); +23 vs. AC	
Hit: 3d6 + 10 damage, or 3d6 + 15 against a grabbed creature, and ongoing 10 necrotic damage (save ends).	
MINOR ACTIONS	
R Disgusting Lure (charm, psychic) • At-Will	
Attack: Ranged 20 (one creature); +21 vs. Will	
Hit: 4d6 psychic damage, and if the target does not end its next turn adjacent to the neo-otyugh, the target takes 15 psychic damage.	
TRIGGERED ACTIONS	
M Body Shield • At-Will	
Trigger: An enemy hits the neo-otyugh while the neo-otyugh has a creature grabbed.	
Attack (<i>Immediate Interrupt</i>): Melee 1 (one grabbed creature); +21 vs. Fortitude	
Hit: The triggering enemy's attack hits the grabbed creature instead of the neo-otyugh.	
Skills Stealth +15	
Str 23 (+15)	Dex 13 (+10)
Con 20 (+14)	Int 7 (+7)
Wis 18 (+13)	Cha 15 (+11)
Alignment evil	Languages telepathy 10

Note: Neo-otyugh (*Monster Vault*). Added 'Xxiphu Guardian' themed resistances. Filth fever has been removed for ease of use.

ENCOUNTER 4: HIGH AND DRY (AL 18)

2 Bruiser Servitor		Level 19 Brute
Medium aberrant humanoid		XP 2400
HP 221; Bloodied 110		Initiative +14
AC 31, Fortitude 32, Reflex 31, Will 30		Perception +18
Speed 8		
Resist 20 fire, 20 radiant		
TRAITS		
Truesight		
The bruiser can see invisible creatures and objects.		
STANDARD ACTIONS		
m Spiked Greatclub (weapon) • At-Will		
Attack: Melee 2 (one creature); +24 vs. AC		
Hit: 4d12 + 8 damage.		
C Tremor Smash (weapon) • Recharge 5-6		
Attack: Close blast 2 (enemies in blast); +22 vs. Fort		
Hit: 5d12 + 6 damage, and the target falls prone.		
MINOR ACTIONS		
Evil Eye • At-Will 1/round		
Effect: One enemy within the bruiser's line of sight takes a -2 penalty to attack rolls and all defenses until the end of the encounter or until the bruiser uses this power again.		
Skills Athletics +17		
Str 23 (+15)	Dex 20 (+14)	Wis 19 (+13)
Con 21 (+14)	Int 10 (+9)	Cha 11 (+9)
Alignment unaligned Languages Deep Speech		

Note: Cyclops crusher (*Monster Vault*). Modified damage output. Added 'Xxiphu Guardian' themed resistances.

2 Scout Servitor		Level 19 Artillery
Medium aberrant humanoid		XP 2400
HP 140; Bloodied 70		Initiative +13
AC 31, Fortitude 32, Reflex 33, Will 29		Perception +11
Speed 6		Darkvision, truesight 10
Resist 20 cold, 20 psychic		
TRAITS		
Distorted Visage		
When the scout ends its movement at least 4 squares from its starting location, it gains a +2 bonus to AC and Reflex until the end of its next turn.		
Truesight		
The scout can see invisible creatures and objects within 10 squares.		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 3d8 + 14 damage.		
R Mind Rot (charm, psychic) • At-Will		
Attack: Ranged 10 (one creature); +24 vs. Will		
Hit: 2d8 + 14 psychic damage, and the scout slides the target 6 squares. The target then makes a melee basic attack as a free action against a target of the scout's choice.		
R Rotting Gaze (necrotic) • At-Will		
Attack: Ranged 10 (one, two, or three creatures); +24 vs. Fortitude		
Hit: 2d8 + 14 necrotic damage, and the target takes a -2 penalty to all defenses (save ends).		
C Maddening Cackle (psychic) • Recharge 5-6		
Attack: Close burst 3 (enemies in the burst); +22 vs. Will		
Hit: 4d6 + 12 psychic damage, and the scout pushes the target 2 squares. At the start of the target's next turn, the scout slides the target 2 squares.		

Skills Stealth +18		
Str 19 (+13)	Dex 19 (+13)	Wis 14 (+11)
Con 20 (+14)	Int 9 (+8)	Cha 10 (+9)
Alignment unaligned Languages Deep Speech		

Note: Nothic cackler (*MM2*) with updated damage expressions. Added 'Xxiphu Guardian' themed resistances.

1 Neo-Otyugh Servitor		Level 20 Elite Controller
Large aberrant magical beast		XP 5600
HP 376; Bloodied 188		Initiative +11
AC 34, Fortitude 35, Reflex 29, Will 32		Perception +19
Speed 7, swim 7		Darkvision
Resist 20 fire, 20 radiant		
Saving Throws +2; Action Points 1		
TRAITS		
O Otyugh Stench • Aura 2		
Living enemies take a -2 penalty to attack rolls while in the aura.		
Threatening Reach		
The neo-otyugh can make opportunity attacks against enemies within 4 squares of it.		
STANDARD ACTIONS		
m Tentacle • At-Will		
Attack: Melee 4 (one creature); +25 vs. AC		
Hit: 3d8 + 15 damage, and neo-otyugh pulls the target up to 3 squares and grabs the target (escape DC 22).		
C Massive Maw of Decay (necrotic) • At-Will		
Attack: Close blast 2 (creatures in the burst); +25 vs. AC		
Hit: 3d6 + 12 damage, or 3d6 + 16 against a grabbed creature, and ongoing 10 necrotic damage (save ends).		
MINOR ACTIONS		
R Disgusting Lure (charm, psychic) • At-Will		
Attack: Ranged 20 (one creature); +23 vs. Will		
Hit: 4d8 psychic damage, and if the target does not end its next turn adjacent to the neo-otyugh, the target takes 15 psychic damage.		
TRIGGERED ACTIONS		
M Body Shield • At-Will		
Trigger: An enemy hits the neo-otyugh while the neo-otyugh has a creature grabbed.		
Attack (<i>Immediate Interrupt</i>): Melee 1 (one grabbed creature); +23 vs. Fortitude		
Hit: The triggering enemy's attack hits the grabbed creature instead of the neo-otyugh.		
Skills Stealth +16		
Str 23 (+16)	Dex 13 (+11)	Wis 18 (+14)
Con 20 (+15)	Int 7 (+8)	Cha 15 (+12)
Alignment evil Languages telepathy 10		

Note: Neo-otyugh (*Monster Vault*). Added 'Xxiphu Guardian' themed resistances. Filth fever has been removed for ease of use.

ENCOUNTER 4: HIGH AND DRY STATS (AL 20)

2 Bruiser Servitor	Level 21 Brute
Medium aberrant humanoid	XP 3200
HP 241; Bloodied 120	Initiative +15
AC 33, Fortitude 34, Reflex 33, Will 32	Perception +19
Speed 8	
Resist 25 fire, 25 radiant	
TRAITS	
Truesight	
The bruiser can see invisible creatures and objects.	
STANDARD ACTIONS	
m Spiked Greatclub (weapon) • At-Will	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 4d12 + 10 damage.	
C Tremor Smash (weapon) • Recharge 5-6	
Attack: Close blast 2 (enemies in blast); +24 vs. Fort	
Hit: 5d12 + 10 damage, and the target falls prone.	
MINOR ACTIONS	
Evil Eye • At-Will 1/round	
Effect: One enemy within the bruiser's line of sight takes a -2 penalty to attack rolls and all defenses until the end of the encounter or until the bruiser uses this power again.	
Skills Athletics +17	
Str 23 (+15) Dex 20 (+14) Wis 19 (+13)	
Con 21 (+14) Int 10 (+9) Cha 11 (+9)	
Alignment unaligned Languages Deep Speech	

Note: Cyclops crusher (*Monster Vault*). Modified damage output. Added 'Xxiphu Guardian' themed resistances.

2 Scout Servitor	Level 21 Artillery
Medium aberrant humanoid	XP 3200
HP 152; Bloodied 76	Initiative +13
AC 33, Fortitude 34, Reflex 35, Will 31	Perception +12
Speed 6	Darkvision, truesight 10
Resist 25 cold, 25 psychic	
TRAITS	
Distorted Visage	
When the scout ends its movement at least 4 squares from its starting location, it gains a +2 bonus to AC and Reflex until the end of its next turn.	
Truesight	
The scout can see invisible creatures and objects within 10 squares.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 4d6 + 15 damage.	
R Mind Rot (charm, psychic) • At-Will	
Attack: Ranged 10 (one creature); +26 vs. Will	
Hit: 3d6 + 15 psychic damage, and the scout slides the target 6 squares. The target then makes a melee basic attack as a free action against a target of the scout's choice.	
R Rotting Gaze (necrotic) • At-Will	
Attack: Ranged 10 (one, two, or three creatures); +26 vs. Fortitude	
Hit: 3d6 + 15 necrotic damage, and the target takes a -2 penalty to all defenses (save ends).	
C Maddening Cackle (psychic) • Recharge 5-6	
Attack: Close burst 3 (enemies in the burst); +24 vs. Will	
Hit: 4d8 + 10 psychic damage, and the scout pushes the target 2 squares. At the start of the target's next turn, the scout slides the target 2 squares.	

Skills Stealth +18		
Str 19 (+13)	Dex 19 (+13)	Wis 14 (+11)
Con 20 (+14)	Int 9 (+8)	Cha 10 (+9)
Alignment unaligned	Languages Deep Speech	

Note: Nothic cackler (MM2) with updated damage expressions. Added 'Xxiphu Guardian' themed resistances.

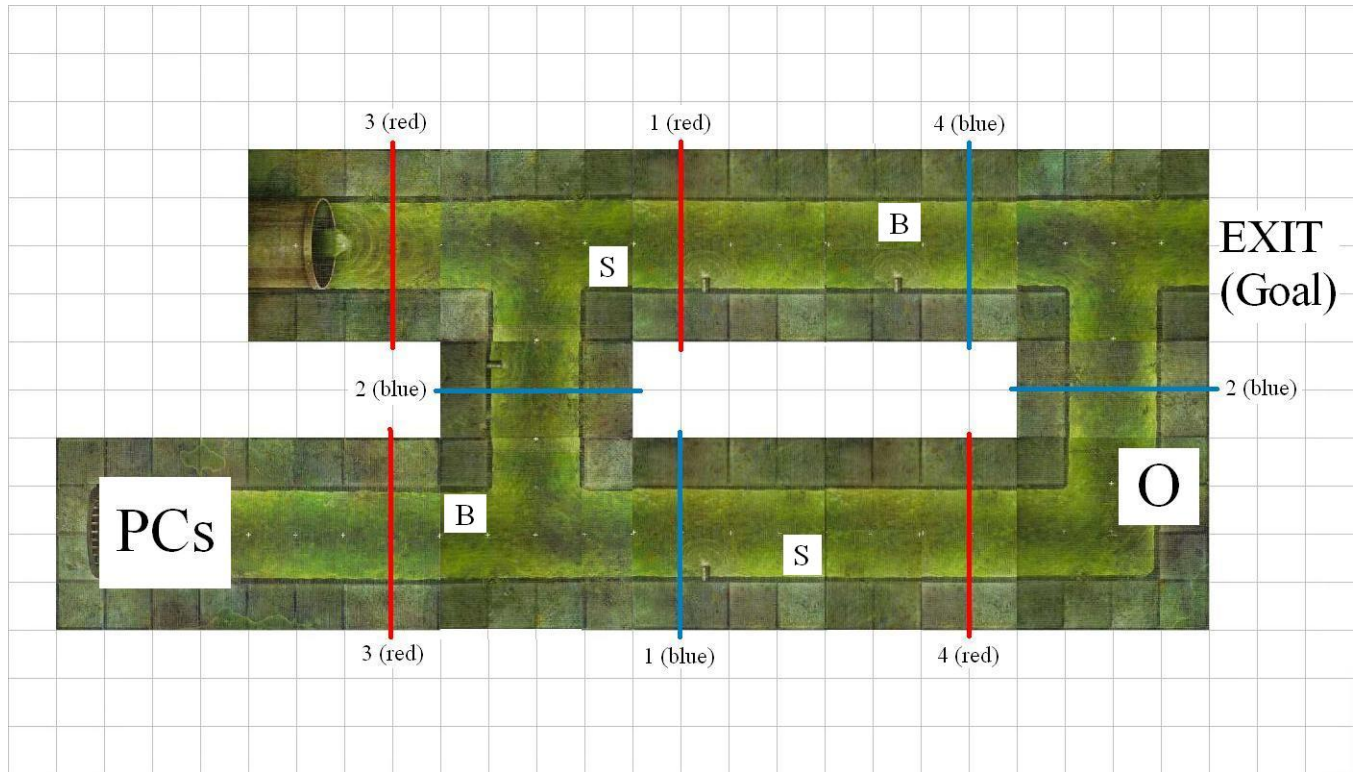
1 Neo-Otyugh Servitor	Level 22 Elite Controller
Large aberrant magical beast	XP 8300
HP 408; Bloodied 204	Initiative +12
AC 36, Fortitude 37, Reflex 31, Will 34	Perception +20
Speed 7, swim 7	Darkvision
Resist 25 fire, 25 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
O Otyugh Stench • Aura 2	
Living enemies take a -2 penalty to attack rolls while in the aura.	
Threatening Reach	
The neo-otyugh can make opportunity attacks against enemies within 4 squares of it.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 4 (one creature); +27 vs. AC	
Hit: 4d6 + 16 damage, and neo-otyugh pulls the target up to 3 squares and grabs the target (escape DC 22).	
C Massive Maw of Decay (necrotic) • At-Will	
Attack: Close blast 2 (creatures in the burst); +27 vs. AC	
Hit: 3d8 + 10 damage, or 3d8 + 15 against a grabbed creature, and ongoing 10 necrotic damage (save ends).	
MINOR ACTIONS	
R Disgusting Lure (charm, psychic) • At-Will	
Attack: Ranged 20 (one creature); +25 vs. Will	
Hit: 4d10 psychic damage, and if the target does not end its next turn adjacent to the neo-otyugh, the target takes 15 psychic damage.	
TRIGGERED ACTIONS	
M Body Shield • At-Will	
Trigger: An enemy hits the neo-otyugh while the neo-otyugh has a creature grabbed.	
Attack (<i>Immediate Interrupt</i>): Melee 1 (one grabbed creature); +25 vs. Fortitude	
Hit: The triggering enemy's attack hits the grabbed creature instead of the neo-otyugh.	
Skills Stealth +17	
Str 23 (+17) Dex 13 (+12) Wis 18 (+15)	
Con 20 (+16) Int 7 (+9) Cha 15 (+13)	
Alignment evil Languages telepathy 10	

Note: Neo-otyugh (*Monster Vault*). Added 'Xxiphu Guardian' themed resistances. Filth fever has been removed for ease of use.

ENCOUNTER 4: HIGH AND DRY (MAP)

TILE SETS NEEDED

Streets of Shadow x2 or Dungeon Tiles Master Set: The City



ENCOUNTER 5: NICE DREAM

ENCOUNTER LEVEL 15/17/19/21/23

SETUP

This encounter includes these creatures:

1 aboleth behemoth (B)

1 aboleth overseer/master (M)

2 aboleth perceptors (P)

SCALING THE ENCOUNTER

Four PCs: Remove one aboleth perceptor. Also: before the combat, the PCs may peek at two squares from each panel. The aboleth overseer/master's enslavement power does not function.

Six PCs: Add an additional aboleth perceptor.

The PCs have finally reached the Dreaming Vaults. Read or paraphrase the following:

Ahead of you is a massive chamber of black stone. Dozens, maybe hundreds of alcoves each contain a solitary humanoid wrapped neck to toe in a sickly-green pulsating pod. Some of these unfortunates you can still recognize as being humans, elves, dragonborn and so forth. Others are totally unrecognizable, having scaly fishlike skin or missing features altogether.

The control mechanisms for the city are also here. The knobs and dials are a mixture of organic and mechanical; tubes which writhe as if alive run from these mechanisms to the prisoner pods. Looming between you and the controls are some of the largest, most grotesque abolethic abominations you have ever seen. You'll need to disable the mechanisms as quickly as possible, before the rest of the Aboleths in the city realize what you came here to do.

You note another group adventures fighting their way into the vault. You realize these to be the escaped prisoners mentioned by the Plaguechanged Thing. Out of your reach, you hope they can free the prisoners while you deal with the controls of the city and its defenses.

FEATURES OF THE AREA

Control Panels: These can be disabled by solving a puzzle (see Appendix B and Handout 2).

When the PCs solve their first puzzle, the aboleth overseer/master loses its resist 10 all for the remainder of the combat. Furthermore, one enslaved PC is freed, and all PCs may spend 1 healing surge.

When the PCs solve a second puzzle, the city begins to shake and rumble. All combatants (PCs and enemies) must make a saving throw or immediately fall prone. Dazed and dominated PCs automatically end those conditions as if they made their saving throw. One enslaved PC is freed. All PCs may spend 1 healing surge.

When the PCs solve the third and final puzzle, the encounter ends immediately.

Alcoves: Half of the alcoves contain prisoners due to eventually be transformed into aboleth servitors. If PCs just start 'unplugging' prisoners, explain that the action is killing them. Freeing prisoners is the Heroic tier PCs' job (and the subject of SPEC4-1).

TACTICS

The aboleth perceptors open with *eye of madness*, and then use *tentacle* attacks or *eye of madness* again if it recharges. If they suspect an enemy is near death, they leave that target for the overseer/master.

The aboleth overseer/master targets dazed characters in an attempt to *dominate* the most dangerous character it can and use the character against the next perceived threat.

The aboleth behemoth guards the central area, lashing out at anything that comes near it with its threatening reach. It opens with *whipping tentacles* to slide targets adjacent to it, and then follow up with as many tentacle attacks as it can. If appropriate, it uses *for the sovereignty* to transfer effects from the other aboleths to itself, and *bred for battle* to remove effects from itself.

ENDING THE ENCOUNTER

Once the last control panel is disabled, massive explosions rock the area, and everyone is jostled around as the city plummets out of the sky. If the players have already devised a clever means of escape, allow them to do so. Otherwise, once the city hits the water the PCs are able to swim out through an open air intake.

TROUBLESHOOTING

If the last aboleth master/overseer on the map is killed and no puzzles have been solved, two rounds later another aboleth master/overseer enters the map.

If the PCs are having difficulty with the puzzle, give them hints. If most or all of the players hate puzzles, at your option you can award full success if at any point there are no non-minion creatures alive on the map.

TREASURE

Among the loot PCs can hastily grab while making their escape: a *feather boat* (AL12/14) or a *flying carpet* (AL16/18/20).

ENCOUNTER 5: NICE DREAM (AL 12)

Aboleth Behemoth	Level 15 Elite Soldier
Huge aberrant magical beast (aquatic)	XP 2400
HP 298; Bloodied 149	Initiative +13
AC 31, Fortitude 31, Reflex 26, Will 26	Perception +11
Speed 5, fly 7, swim 8	Darkvision
Resist 10 all	
Saving Throws +2; Action Points 1	
TRAITS	
Persistent Grab	
An aboleth behemoth can sustain a grab on all creatures it is currently grabbing with a single minor action.	
Threatening Reach	
An aboleth behemoth can make opportunity attacks against any enemy within 3 squares of it.	
Aquatic	
The behemoth can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
O Mucus Haze • Aura 5	
Any enemy treats the area within the aura as difficult terrain. While the aboleth is bloodied, enemies within the aura take a -2 penalty to saving throws against dazed and dominated effects.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee reach 3 (one creature); +20 vs. AC	
Hit: 2d8 + 4 damage, and the target is grabbed and dazed (save ends).	
M Double Attack • At-Will	
Effect: The aboleth behemoth makes two <i>tentacle</i> attacks, each against different targets.	
M Triple Attack • Recharge 5-6	
Effect: The aboleth behemoth makes three <i>tentacle</i> attacks, each against different targets.	
C Whipping Tentacles • Recharge when first bloodied	
Attack: Close burst 3 (enemies in burst); +18 vs. Reflex	
Hit: 2d8 + 4 damage, and the aboleth behemoth slides the target 3 squares.	
MINOR ACTIONS	
For the Sovereignty • At-Will	
Effect: The aboleth behemoth transfers to itself one condition or status effect from one ally within its line of sight.	
TRIGGERED ACTIONS	
Mind Bore (psychic) • At-Will	
Trigger: The aboleth behemoth damages a dazed or dominated target with a tentacle attack.	
Effect (Free Action): The triggering attack deals ongoing 10 psychic damage to the target (save ends).	
Bred for Battle • At-Will 1/round	
Trigger: The aboleth behemoth gains a condition or status effect.	
Effect (No Action): The aboleth behemoth can choose to take 10 unresistable damage and remove the triggering condition or status effect from itself.	
Skills Arcana +9, Dungeoneering +16, Insight +16	
Str 28 (+16)	Dex 18 (+11) Wis 18 (+11)
Con 21 (+12)	Int 5 (+4) Cha 8 (+6)
Alignment evil	Languages Deep Speech, telepathy 20

Note: Added 2 unique defensive abilities and resists from Xxiphu.

Aboleth Overseer (level 14)	Level 14 Elite Controller
	(Leader)
Large aberrant magical beast (aquatic)	XP 2000
HP 284; Bloodied 142	Initiative +10
AC 31, Fortitude 29, Reflex 27, Will 29	Perception +14
Speed 5, fly 8, swim 10	Darkvision
Resist 10 all	
Saving Throws +2; Action Points 1	
TRAITS	
Aquatic	
The overseer can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
O Mucus Haze • Aura 5	
Enemies treat the area within the aura as difficult terrain.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee reach 2 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage, and the target is dazed (save ends). If the target is already dazed or dominated, it also takes 2d6 extra psychic damage.	
M Double Attack • At-Will	
Effect: The overseer makes two <i>tentacle</i> attacks.	
C Psychic Slime (psychic) • Recharge when first bloodied	
Attack: Close burst 10 (enemies within burst); +17 vs. Will	
Hit: 2d8 + 7 psychic damage, and the target is dazed (save ends).	
R Dominate (charm) • At-Will	
Attack: Ranged 15 (targets a dazed humanoid); +17 vs. Will	
Hit: The target is dominated (save ends). An aboleth overseer can dominate only one creature at a time.	
R Enslave (charm, psychic) • At-Will	
Attack: Ranged 10 (targets a dominated creature); +17 vs. Will	
Hit: 5d8 + 10 psychic damage. A target reduced to 0 hit points or fewer by this attack doesn't die but becomes enslaved in preparation for the Aboleth Servitor ritual. Enslaved targets are dominated, and only the death of the overseer can end this domination. Once a creature is enslaved, an aboleth overseer is free to dominate other creatures.	
MINOR ACTIONS	
Invisibility (illusion) • Encounter	
Effect: The aboleth overseer and one ally within 10 squares of it turn invisible until the end of the aboleth overseer's next turn.	
Skills Arcana +18, Dungeoneering +19, Insight +19	
Str 26 (+15)	Dex 16 (+10) Wis 25 (+14)
Con 22 (+13)	Int 23 (+13) Cha 22 (+13)
Alignment evil	Languages Deep Speech, telepathy 20

Note: Modified damage output. Modified to include multiple attacks. Added resists from Xxiphu.

Aboleth Perceptor	Level 13 Soldier
Large aberrant magical beast (aquatic)	XP 800
HP 136; Bloodied 68	Initiative +13
AC 29, Fortitude 26, Reflex 26, Will 22	Perception +13
Speed 5, fly 8, swim 10	Truesight 10
Resist 10 all	
TRAITS	
O Mucus of Detection • Aura 5	
The aboleth ignores concealment, total concealment, and cover when attacking any creature within its aura.	
Aquatic	
The lasher can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Tentacle • At-Will	
<i>Attack:</i> Melee reach 3 (one creature); +18 vs. AC	
<i>Hit:</i> 2d8 + 3 damage, and the target is pulled 3 squares and marked by the perceptor until the end of its next turn. If the target is already dazed or dominated, it takes 2d8 extra psychic damage.	
R Eye of Madness (psychic) • Recharge 5-6	
<i>Attack:</i> Ranged 5 (one creature); +16 vs. Will	
<i>Hit:</i> 2d8 + 3 damage, and the target is dazed and marked (save ends both). Any enemy adjacent to the target takes half damage and is marked (save ends).	
MOVE ACTIONS	
Slime Path • Recharge 5-6	
<i>Effect:</i> The perceptor shifts 5 squares to a space adjacent to a creature it has marked. The target grants combat advantage to the perceptor until the end of the perceptor's turn.	
TRIGGERED ACTIONS	
R Punishing Madness (psychic) • At-Will	
<i>Requirement:</i> An enemy marked by the perceptor makes an attack that does not include the perceptor.	
<i>Attack (Immediate Interrupt):</i> Ranged 10; +16 vs. Will	
<i>Hit:</i> 2d8 + 3 psychic damage, and the target gains vulnerable 10 psychic (save ends).	
Skills Arcana +14, Dungeoneering +13, Insight +13	
Str 19 (+10)	Dex 20 (+11)
Con 24 (+13)	Int 17 (+9)
	Wis 15 (+8)
	Cha 17 (+9)
Alignment evil	Languages Deep Speech, telepathy 20

Note: Added resists from Xxiphu.

ENCOUNTER 5: NICE DREAM (AL 14)

Aboleth Behemoth	Level 17 Elite Soldier
Huge aberrant magical beast (aquatic)	XP 3200
HP 330; Bloodied 165	Initiative +14
AC 33, Fortitude 33, Reflex 28, Will 28	Perception +12
Speed 5, fly 7, swim 8	Darkvision
Resist 10 all	
Saving Throws +2; Action Points 1	
TRAITS	
Persistent Grab	
An aboleth behemoth can sustain a grab on all creatures it is currently grabbing with a single minor action.	
Threatening Reach	
An aboleth behemoth can make opportunity attacks against any enemy within 3 squares of it.	
Aquatic	
The behemoth can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
O Mucus Haze • Aura 5	
Any enemy treats the area within the aura as difficult terrain. While the aboleth is bloodied, enemies within the aura take a -2 penalty to saving throws against dazed and dominated effects.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee reach 3 (one creature); +22 vs. AC Hit: 2d10 + 4 damage, and the target is grabbed and dazed (save ends).	
M Double Attack • At-Will	
Effect: The aboleth behemoth makes two <i>tentacle</i> attacks, each against different targets.	
M Triple Attack • Recharge 5-6	
Effect: The aboleth behemoth makes three <i>tentacle</i> attacks, each against different targets.	
C Whipping Tentacles • Recharge when first bloodied	
Attack: Close burst 3 (enemies in burst); +20 vs. Reflex Hit: 2d8 + 6 damage, and the aboleth behemoth slides the target 3 squares.	
MINOR ACTIONS	
For the Sovereignty • At-Will	
Effect: The aboleth behemoth transfers to itself one condition or status effect from one ally within its line of sight.	
TRIGGERED ACTIONS	
Mind Bore (psychic) • At-Will	
Trigger: The aboleth behemoth damages a dazed or dominated target with a tentacle attack. Effect (Free Action): The triggering attack deals ongoing 10 psychic damage to the target (save ends).	
Bred for Battle • At-Will 1/round	
Trigger: The aboleth behemoth gains a condition or status effect. Effect (No Action): The aboleth behemoth can choose to take 10 unresistable damage and remove the triggering condition or status effect from itself.	
Skills Arcana +10, Dungeoneering +17, Insight +17	
Str 28 (+17) Dex 18 (+12) Wis 18 (+12)	
Con 21 (+13) Int 5 (+5) Cha 8 (+7)	
Alignment evil Languages Deep Speech, telepathy 20	

Note: Added 2 unique defensive abilities and resists from Xxiphu.

Aboleth Overseer (level 16)	Level 16 Elite Controller
Large aberrant magical beast (aquatic)	(Leader) XP 2800
HP 316; Bloodied 158	Initiative +11
AC 33, Fortitude 31, Reflex 29, Will 31	Perception +15
Speed 5, fly 8, swim 10	Darkvision
Resist 10 all	
Saving Throws +2; Action Points 1	
TRAITS	
Aquatic	
The overseer can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
O Mucus Haze • Aura 5	
Enemies treat the area within the aura as difficult terrain.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee reach 2 (one creature); +21 vs. AC Hit: 3d8 + 11 damage, and the target is dazed (save ends). If the target is already dazed or dominated, it also takes 2d8 extra psychic damage.	
M Double Attack • At-Will	
Effect: The overseer makes two <i>tentacle</i> attacks.	
C Psychic Slime (psychic) • Recharge when first bloodied	
Attack: Close burst 10 (enemies within burst); +19 vs. Will Hit: 3d6 + 8 psychic damage, and the target is dazed (save ends).	
R Dominate (charm) • At-Will	
Attack: Ranged 15 (targets a dazed humanoid); +19 vs. Will Hit: The target is dominated (save ends). An aboleth overseer can dominate only one creature at a time.	
R Enslave (charm, psychic) • At-Will	
Attack: Ranged 10 (targets a dominated creature); +19 vs. Will Hit: 6d8 + 6 psychic damage. A target reduced to 0 hit points or fewer by this attack doesn't die but becomes enslaved in preparation for the Aboleth Servitor ritual. Enslaved targets are dominated, and only the death of the overseer can end this domination. Once a creature is enslaved, an aboleth overseer is free to dominate other creatures.	
MINOR ACTIONS	
Invisibility (illusion) • Encounter	
Effect: The aboleth overseer and one ally within 10 squares of it turn invisible until the end of the aboleth overseer's next turn.	
Skills Arcana +19, Dungeoneering +20, Insight +20	
Str 26 (+16) Dex 16 (+11) Wis 25 (+15)	
Con 22 (+14) Int 23 (+14) Cha 22 (+14)	
Alignment evil Languages Deep Speech, telepathy 20	

Note: Modified damage output. Modified to include multiple attacks. Added resists from Xxiphu.

Aboleth Perceptor	Level 15 Soldier
Large aberrant magical beast (aquatic)	XP 1200
HP 152; Bloodied 76	Initiative +14
AC 31, Fortitude 28, Reflex 28, Will 24	Perception +14
Speed 5, fly 8, swim 10	Truesight 10
Resist 10 all	
TRAITS	
O Mucus of Detection • Aura 5	
The aboleth ignores concealment, total concealment, and cover when attacking any creature within its aura.	
Aquatic	
The lasher can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee reach 3 (one creature); +20 vs. AC	
Hit: 2d8 + 5 damage, and the target is pulled 3 squares and marked by the perceptor until the end of its next turn. If the target is already dazed or dominated, it takes 2d8 extra psychic damage.	
R Eye of Madness (psychic) • Recharge 5-6	
Attack: Ranged 5 (one creature); +18 vs. Will	
Hit: 2d8 + 5 damage, and the target is dazed and marked (save ends both). Any enemy adjacent to the target takes half damage and is marked (save ends).	
MOVE ACTIONS	
Slime Path • Recharge 5-6	
Effect: The perceptor shifts 5 squares to a space adjacent to a creature it has marked. The target grants combat advantage to the perceptor until the end of the perceptor's turn.	
TRIGGERED ACTIONS	
R Punishing Madness (psychic) • At-Will	
Requirement: An enemy marked by the perceptor makes an attack that does not include the perceptor.	
Attack (Immediate Interrupt): Ranged 10; +18 vs. Will	
Hit: 2d8 + 5 psychic damage, and the target gains vulnerable 10 psychic (save ends).	
Skills Arcana +15, Dungeoneering +14, Insight +14	
Str 19 (+11)	Dex 20 (+12) Wis 15 (+9)
Con 24 (+14)	Int 17 (+10) Cha 17 (+10)
Alignment evil	Languages Deep Speech, telepathy 20

Note: Added resists from Xxiphu.

ENCOUNTER 5: NICE DREAM (AL 16)

Aboleth Behemoth	Level 19 Elite Soldier
Huge aberrant magical beast (aquatic)	XP 4800
HP 362; Bloodied 181	Initiative +15
AC 35, Fortitude 35, Reflex 30, Will 30	Perception +13
Speed 5, fly 7, swim 8	Darkvision
Resist 10 all	
Saving Throws +2; Action Points 1	
TRAITS	
Persistent Grab	
An aboleth behemoth can sustain a grab on all creatures it is currently grabbing with a single minor action.	
Threatening Reach	
An aboleth behemoth can make opportunity attacks against any enemy within 3 squares of it.	
Aquatic	
The behemoth can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
O Mucus Haze • Aura 5	
Any enemy treats the area within the aura as difficult terrain. While the aboleth is bloodied, enemies within the aura take a -2 penalty to saving throws against dazed and dominated effects.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee reach 3 (one creature); +24 vs. AC Hit: 2d10 + 6 damage, and the target is grabbed and dazed (save ends).	
M Double Attack • At-Will	
Effect: The aboleth behemoth makes two <i>tentacle</i> attacks, each against different targets.	
M Triple Attack • Recharge 5-6	
Effect: The aboleth behemoth makes three <i>tentacle</i> attacks, each against different targets.	
C Whipping Tentacles • Recharge when first bloodied	
Attack: Close burst 3 (enemies in burst); +22 vs. Reflex Hit: 2d8 + 8 damage, and the aboleth behemoth slides the target 3 squares.	
MINOR ACTIONS	
For the Sovereignty • At-Will	
Effect: The aboleth behemoth transfers to itself one condition or status effect from one ally within its line of sight.	
TRIGGERED ACTIONS	
Mind Bore (psychic) • At-Will	
Trigger: The aboleth behemoth damages a dazed or dominated target with a tentacle attack. Effect (Free Action): The triggering attack deals ongoing 10 psychic damage to the target (save ends).	
Bred for Battle • At-Will (1/round)	
Trigger: The aboleth behemoth gains a condition or status effect. Effect (No Action): The aboleth behemoth can choose to take 10 unresistable damage and remove the triggering condition or status effect from itself.	
Skills Arcana +11, Dungeoneering +18, Insight +18	
Str 28 (+18) Dex 18 (+13) Wis 18 (+13)	
Con 21 (+14) Int 5 (+6) Cha 8 (+8)	
Alignment evil Languages Deep Speech, telepathy 20	

Note: Added 2 unique defensive abilities and resists from Xxiphu.

Aboleth Overseer	Level 18 Elite Controller (Leader)
Large aberrant magical beast (aquatic)	XP 4000
HP 348; Bloodied 174	Initiative +12
AC 35, Fortitude 33, Reflex 31, Will 33	Perception +16
Speed 5, fly 8, swim 10	Darkvision
Resist 10 all	
Saving Throws +2; Action Points 1	
TRAITS	
Aquatic	
The overseer can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
O Mucus Haze • Aura 5	
Enemies treat the area within the aura as difficult terrain.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee reach 2 (one creature); +23 vs. AC Hit: 3d8 + 13 damage, and the target is dazed (save ends). If the target is already dazed or dominated, it also takes 2d8 extra psychic damage.	
M Double Attack • At-Will	
Effect: The overseer makes two <i>tentacle</i> attacks.	
C Psychic Slime (psychic) • Recharge when first bloodied	
Attack: Close burst 10 (enemies within burst); +21 vs. Will Hit: 3d6 + 9 psychic damage, and the target is dazed (save ends).	
R Dominate (charm) • At-Will	
Attack: Ranged 15 (targets a dazed humanoid); +21 vs. Will Hit: The target is dominated (save ends). An aboleth overseer can dominate only one creature at a time.	
R Enslave (charm, psychic) • At-Will	
Attack: Ranged 10 (targets a dominated creature); +21 vs. Will Hit: 6d8 + 8 psychic damage. A target reduced to 0 hit points or fewer by this attack doesn't die but becomes enslaved in preparation for the Aboleth Servitor ritual. Enslaved targets are dominated, and only the death of the overseer can end this domination. Once a creature is enslaved, an aboleth overseer is free to dominate other creatures.	
MINOR ACTIONS	
Invisibility (illusion) • Encounter	
Effect: The aboleth overseer and one ally within 10 squares of it turn invisible until the end of the aboleth overseer's next turn.	
Skills Arcana +20, Dungeoneering +21, Insight +21	
Str 26 (+17) Dex 16 (+12) Wis 25 (+16)	
Con 22 (+15) Int 23 (+15) Cha 22 (+15)	
Alignment evil Languages Deep Speech, telepathy 20	

Note: Modified damage output. Modified to include multiple attacks. Added resists from Xxiphu.

Aboleth Perceptor	Level 17 Soldier
Large aberrant magical beast (aquatic)	XP 1600
HP 168; Bloodied 84	Initiative +15
AC 33, Fortitude 30, Reflex 30, Will 26	Perception +15
Speed 5, fly 8, swim 10	Truesight 10
Resist 10 all	
TRAITS	
O Mucus of Detection • Aura 5	
The aboleth ignores concealment, total concealment, and cover when attacking any creature within its aura.	
Aquatic	
The lasher can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Tentacle • At-Will	
<i>Attack:</i> Melee reach 3 (one creature); +22 vs. AC	
<i>Hit:</i> 2d8 + 7 damage, and the target is pulled 3 squares and marked by the perceptor until the end of its next turn. If the target is already dazed or dominated, it takes 2d8 extra psychic damage.	
R Eye of Madness (psychic) • Recharge 5-6	
<i>Attack:</i> Ranged 5 (one creature); +20 vs. Will	
<i>Hit:</i> 2d8 + 7 damage, and the target is dazed and marked (save ends both). Any enemy adjacent to the target takes half damage and is marked (save ends).	
MOVE ACTIONS	
Slime Path • Recharge 5-6	
<i>Effect:</i> The perceptor shifts 5 squares to a space adjacent to a creature it has marked. The target grants combat advantage to the perceptor until the end of the perceptor's turn.	
TRIGGERED ACTIONS	
R Punishing Madness (psychic) • At-Will	
<i>Requirement:</i> An enemy marked by the perceptor makes an attack that does not include the perceptor.	
<i>Attack (Immediate Interrupt):</i> Ranged 10; +20 vs. Will	
<i>Hit:</i> 2d8 + 7 psychic damage, and the target gains vulnerable 10 psychic (save ends).	
Skills Arcana +16, Dungeoneering +15, Insight +15	
Str 19 (+12)	Dex 20 (+13) Wis 15 (+10)
Con 24 (+15)	Int 17 (+11) Cha 17 (+11)
Alignment evil	Languages Deep Speech, telepathy 20

Note: Added resists from Xxiphu.

ENCOUNTER 5: NICE DREAM (AL 18)

Aboleth Behemoth	Level 21 Elite Soldier
Huge aberrant magical beast (aquatic)	XP 6400
HP 394; Bloodied 197	Initiative +16
AC 37, Fortitude 37, Reflex 32, Will 32	Perception +14
Speed 5, fly 7, swim 8	Darkvision
Resist 10 all	
Saving Throws +2; Action Points 1	
TRAITS	
Persistent Grab	
An aboleth behemoth can sustain a grab on all creatures it is currently grabbing with a single minor action.	
Threatening Reach	
An aboleth behemoth can make opportunity attacks against any enemy within 3 squares of it.	
Aquatic	
The behemoth can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
O Mucus Haze • Aura 5	
Any enemy treats the area within the aura as difficult terrain. While the aboleth is bloodied, enemies within the aura take a -2 penalty to saving throws against dazed and dominated effects.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee reach 3 (one creature); +26 vs. AC	
Hit: 2d10 + 8 damage, and the target is grabbed and dazed (save ends).	
M Double Attack • At-Will	
Effect: The aboleth behemoth makes two <i>tentacle</i> attacks, each against different targets.	
M Triple Attack • Recharge 5-6	
Effect: The aboleth behemoth makes three <i>tentacle</i> attacks, each against different targets.	
C Whipping Tentacles • Recharge when first bloodied	
Attack: Close burst 3 (enemies in burst); +24 vs. Reflex	
Hit: 2d8 + 10 damage, and the aboleth behemoth slides the target 3 squares.	
MINOR ACTIONS	
For the Sovereignty • At-Will	
Effect: The aboleth behemoth transfers to itself one condition or status effect from one ally within its line of sight.	
TRIGGERED ACTIONS	
Mind Bore (psychic) • At-Will	
Trigger: The aboleth behemoth damages a dazed or dominated target with a tentacle attack.	
Effect (Free Action): The triggering attack deals ongoing 10 psychic damage to the target (save ends).	
Bred for Battle • At-Will 1/round	
Trigger: The aboleth behemoth gains a condition or status effect.	
Effect (No Action): The aboleth behemoth can choose to take 10 unresistable damage and remove the triggering condition or status effect from itself.	
Skills Arcana +12, Dungeoneering +19, Insight +19	
Str 28 (+19)	Dex 18 (+14) Wis 18 (+14)
Con 21 (+15)	Int 5 (+7) Cha 8 (+9)
Alignment evil	Languages Deep Speech, telepathy 20

Note: Added 2 unique defensive abilities and resists from Xxiphu.

Aboleth Master (level 20)	Level 20 Elite Controller
Large aberrant magical beast (aquatic)	XP 5600
HP 394; Bloodied 197	Initiative +11
AC 36, Fortitude 37, Reflex 31, Will 34	Perception +22
Speed 5, fly 8, swim 10	Darkvision
Resist 10 all	
Saving Throws +2; Action Points 1	
TRAITS	
O Mindbending Mucus • Aura 5	
Any enemy within the aura takes a -2 penalty to Will against charm and psychic attacks.	
Aquatic	
The lasher can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee reach 2 (one creature); +25 vs. AC	
Hit: 2d8 + 8 damage, and the target is dazed (save ends). If the target is already dazed or dominated, it also takes ongoing 10 psychic damage (save ends).	
R Dominate (charm) • At-Will	
Attack: Ranged 15 (targets a dazed creature); +23 vs. Will	
Hit: The target is dominated (save ends). An aboleth master can dominate only one creature at a time.	
R Enslave (charm, psychic) • At-Will	
Attack: Ranged 15 (targets a dominated creature); +23 vs. Will	
Hit: 5d8 + 5 psychic damage. A target reduced to 0 hit points or fewer by this attack doesn't die but becomes enslaved in preparation for the Aboleth Servitor ritual. Enslaved targets are dominated, and only the death of the master can end this domination. Once a creature is enslaved, an aboleth master is free to dominate other creatures.	
MINOR ACTIONS	
R Body Puppet (psychic) • At-Will	
Attack: Ranged 15 (one creature); +23 vs. Fortitude	
Hit: 1d10 + 2 psychic damage, and the aboleth slides the target 5 squares.	
R Mind Snap (psychic) • At-Will	
Attack: Ranged 15 (one creature); +23 vs. Will	
Hit: 1d10 + 2 psychic damage, and the target is dazed (save ends).	
Command Thrall (charm) • Encounter	
The aboleth master commands a dominated target to use any power it knows on its turn, not just at-will powers.	
Skills Arcana +21, Dungeoneering +22, Insight +22	
Str 30 (+20)	Dex 13 (+11) Wis 25 (+17)
Con 25 (+17)	Int 22 (+16) Cha 26 (+18)
Alignment evil	Languages Deep Speech, telepathy 20

Note: Added resists from Xxiphu.

Aboleth Perceptor (level 19)	Level 19 Soldier
Large aberrant magical beast (aquatic)	XP 2400
HP 184; Bloodied 92	Initiative +16
AC 35, Fortitude 32, Reflex 32, Will 28	Perception +16
Speed 5, fly 8, swim 10	Truesight 10
Resist 10 all	
TRAITS	
O Mucus of Detection • Aura 5	
The aboleth ignores concealment, total concealment, and cover when attacking any creature within its aura.	
Aquatic	
The lasher can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee reach 3 (one creature); +24 vs. AC	
Hit: 2d8 + 9 damage, and the target is pulled 3 squares and marked by the perceptor until the end of its next turn. If the target is already dazed or dominated, it takes 2d8 extra psychic damage.	
R Eye of Madness (psychic) • Recharge 5-6	
Attack: Ranged 5 (one creature); +22 vs. Will	
Hit: 2d8 + 9 damage, and the target is dazed and marked (save ends both). Any enemy adjacent to the target takes half damage and is marked (save ends).	
MOVE ACTIONS	
Slime Path • Recharge 5-6	
Effect: The perceptor shifts 5 squares to a space adjacent to a creature it has marked. The target grants combat advantage to the perceptor until the end of the perceptor's turn.	
TRIGGERED ACTIONS	
R Punishing Madness (psychic) • At-Will	
Requirement: An enemy marked by the perceptor makes an attack that does not include the perceptor.	
Attack (Immediate Interrupt): Ranged 10; +22 vs. Will	
Hit: 2d8 + 9 psychic damage, and the target gains vulnerable 10 psychic (save ends).	
Skills Arcana +17, Dungeoneering +16, Insight +16	
Str 19 (+13)	Dex 20 (+14) Wis 15 (+11)
Con 24 (+16)	Int 17 (+12) Cha 17 (+12)
Alignment evil	Languages Deep Speech, telepathy 20

Note: Added resists from Xxiphu.

ENCOUNTER 5: NICE DREAM (AL 20)

Aboleth Behemoth	Level 23 Elite Soldier
Huge aberrant magical beast (aquatic)	XP 10200
HP 426; Bloodied 213	Initiative +17
AC 39, Fortitude 39, Reflex 34, Will 34	Perception +15
Speed 5, fly 7, swim 8	Darkvision
Resist 10 all	
Saving Throws +2; Action Points 1	
TRAITS	
Persistent Grab	
An aboleth behemoth can sustain a grab on all creatures it is currently grabbing with a single minor action.	
Threatening Reach	
An aboleth behemoth can make opportunity attacks against any enemy within 3 squares of it.	
Aquatic	
The behemoth can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
O Mucus Haze • Aura 5	
Any enemy treats the area within the aura as difficult terrain. While the aboleth is bloodied, enemies within the aura take a -2 penalty to saving throws against dazed and dominated effects.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee reach 3 (one creature); +28 vs. AC Hit: 2d10 + 10 damage, and the target is grabbed and dazed (save ends).	
M Double Attack • At-Will	
Effect: The aboleth behemoth makes two <i>tentacle</i> attacks, each against different targets.	
M Triple Attack • Recharge 5-6	
Effect: The aboleth behemoth makes three <i>tentacle</i> attacks, each against different targets.	
C Whipping Tentacles • Recharge when first bloodied	
Attack: Close burst 3 (enemies in burst); +26 vs. Reflex Hit: 2d8 + 12 damage, and the aboleth behemoth slides the target 3 squares.	
MINOR ACTIONS	
For the Sovereignty • At-Will	
Effect: The aboleth behemoth transfers to itself one condition or status effect from one ally within its line of sight.	
TRIGGERED ACTIONS	
Mind Bore (psychic) • At-Will	
Trigger: The aboleth behemoth damages a dazed or dominated target with a tentacle attack. Effect (Free Action): The triggering attack deals ongoing 10 psychic damage to the target (save ends).	
Bred for Battle • At-Will 1/round	
Trigger: The aboleth behemoth gains a condition or status effect. Effect (No Action): The aboleth behemoth can choose to take 10 unresistable damage and remove the triggering condition or status effect from itself.	
Skills Arcana +13, Dungeoneering +20, Insight +20	
Str 28 (+20) Dex 18 (+15) Wis 18 (+15)	
Con 21 (+16) Int 5 (+8) Cha 8 (+10)	
Alignment evil Languages Deep Speech, telepathy 20	

Note: Added 2 unique defensive abilities and resists from Xxiphu.

Aboleth Master	Level 22 Elite Controller
Large aberrant magical beast (aquatic)	XP 8300
HP 418; Bloodied 209	Initiative +12
AC 38, Fortitude 39, Reflex 33, Will 36	Perception +23
Speed 5, fly 8, swim 10	Darkvision
Resist 10 all	
Saving Throws +2; Action Points 1	
TRAITS	
O Mindbending Mucus • Aura 5	
Any enemy within the aura takes a -2 penalty to Will against charm and psychic attacks.	
Aquatic	
The lasher can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee reach 2 (one creature); +27 vs. AC Hit: 2d8 + 10 damage, and the target is dazed (save ends). If the target is already dazed or dominated, it also takes ongoing 10 psychic damage (save ends).	
R Dominate (charm) • At-Will	
Attack: Ranged 15 (targets a dazed creature); +25 vs. Will Hit: The target is dominated (save ends). An aboleth master can dominate only one creature at a time.	
R Enslave (charm, psychic) • At-Will	
Attack: Ranged 15 (targets a dominated creature); +25 vs. Will Hit: 5d8 + 7 psychic damage. A target reduced to 0 hit points or fewer by this attack doesn't die but becomes enslaved in preparation for the Aboleth Servitor ritual. Enslaved targets are dominated, and only the death of the master can end this domination. Once a creature is enslaved, an aboleth master is free to dominate other creatures.	
MINOR ACTIONS	
R Body Puppet (psychic) • At-Will	
Attack: Ranged 15 (one creature); +25 vs. Fortitude Hit: 1d10 + 4 psychic damage, and the aboleth slides the target 5 squares.	
R Mind Snap (psychic) • At-Will	
Attack: Ranged 15 (one creature); +25 vs. Will Hit: 1d10 + 4 psychic damage, and the target is dazed (save ends).	
Command Thrall (charm) • Encounter	
The aboleth master commands a dominated target to use any power it knows on its turn, not just at-will powers.	
Skills Arcana +22, Dungeoneering +23, Insight +23	
Str 30 (+21) Dex 13 (+12) Wis 25 (+18)	
Con 25 (+18) Int 22 (+17) Cha 26 (+19)	
Alignment evil Languages Deep Speech, telepathy 20	

Note: Added resists from Xxiphu.

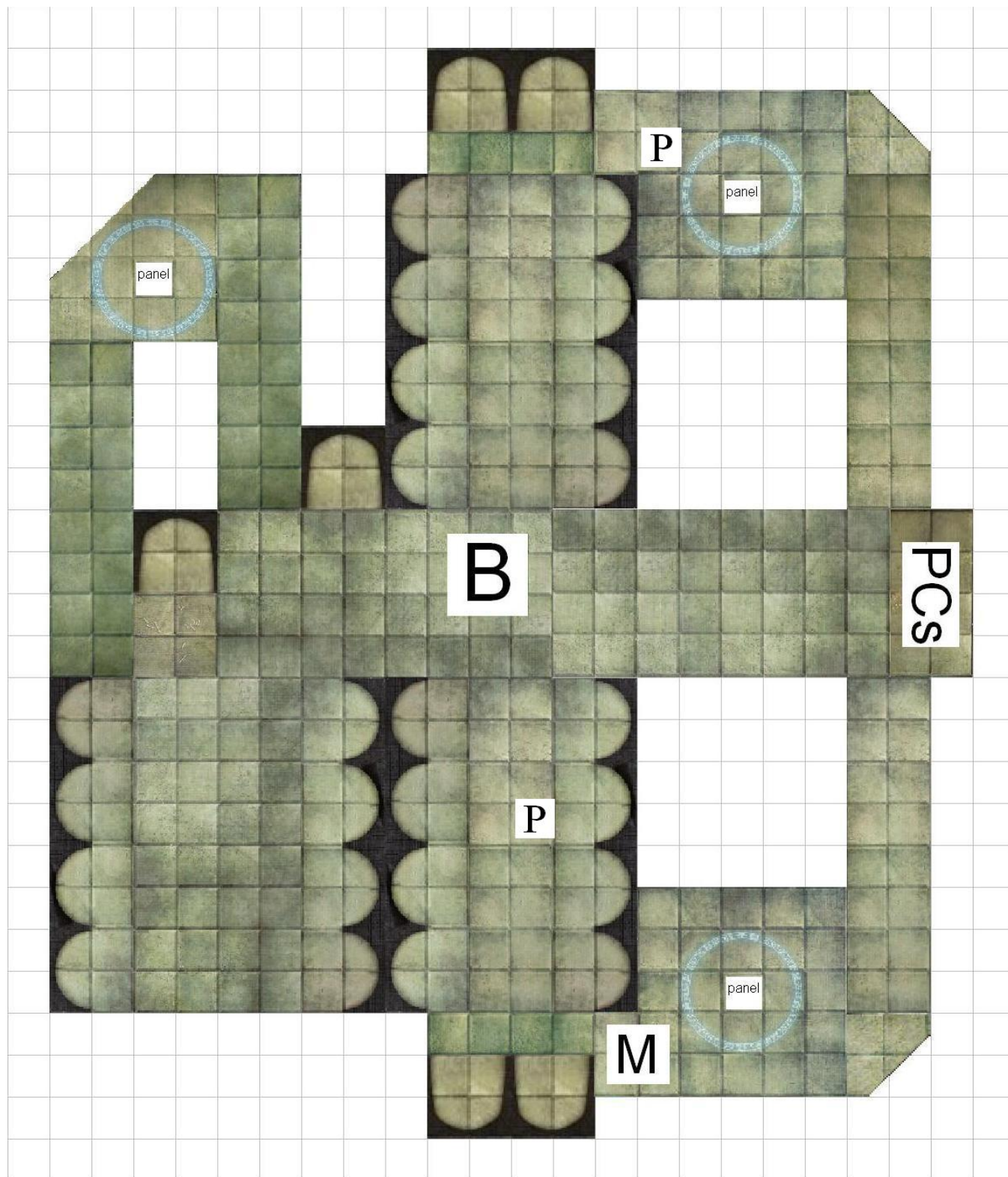
Aboleth Perceptor	Level 21 Soldier
Large aberrant magical beast (aquatic)	XP 3200
HP 200; Bloodied 100	Initiative +17
AC 37, Fortitude 34, Reflex 34, Will 30	Perception +17
Speed 5, fly 8, swim 10	Truesight 10
Resist 10 all	
TRAITS	
O Mucus of Detection • Aura 5	
The aboleth ignores concealment, total concealment, and cover when attacking any creature within its aura.	
Aquatic	
The lasher can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee reach 3 (one creature); +26 vs. AC	
Hit: 2d8 + 11 damage, and the target is pulled 3 squares and marked by the perceptor until the end of its next turn. If the target is already dazed or dominated, it takes 2d8 extra psychic damage.	
R Eye of Madness (psychic) • Recharge 5-6	
Attack: Ranged 5 (one creature); +24 vs. Will	
Hit: 2d8 + 11 damage, and the target is dazed and marked (save ends both). Any enemy adjacent to the target takes half damage and is marked (save ends).	
MOVE ACTIONS	
Slime Path • Recharge 5-6	
Effect: The perceptor shifts 5 squares to a space adjacent to a creature it has marked. The target grants combat advantage to the perceptor until the end of the perceptor's turn.	
TRIGGERED ACTIONS	
R Punishing Madness (psychic) • At-Will	
Requirement: An enemy marked by the perceptor makes an attack that does not include the perceptor.	
Attack (Immediate Interrupt): Ranged 10; +24 vs. Will	
Hit: 2d8 + 11 psychic damage, and the target gains vulnerable 10 psychic (save ends).	
Skills Arcana +18, Dungeoneering +17, Insight +17	
Str 19 (+14)	Dex 20 (+15) Wis 15 (+12)
Con 24 (+17)	Int 17 (+13) Cha 17 (+13)
Alignment evil	Languages Deep Speech, telepathy 20

Note: Added resists from Xxiphu.

ENCOUNTER 5: NICE DREAM (MAP)

TILE SETS NEEDED

DT6 Fane of the Forgotten Gods x2, Dungeon Tiles Master Set - The Dungeon



ENCOUNTER 6: EXIT MUSIC

Assuming the PCs succeeded in their mission, read or paraphrase the following:

As you draw rapidly away from Xxiphu, the wretched obelisk sinks further and further into the murky waters. Within a minute, no trace is left save a constant stream of bubbles to the surface. The Aboleths and their thralls may one day be able to raise Xxiphu from the depths, but for now you have stemmed the tide and bought a measure of peace for the innocents who live in constant fear of the Sovereignty's raids.

SPECIAL: LEADING INTO ADCP4~1

If you are running this adventure at a convention that is also running the LFR Battle Interactive ADCP4-1 City of Destinies, this adventure can serve as a lead-in to that adventure. At the very end of the adventure, while everyone is finishing up their paperwork, read the following:

Although the obelisk of Xxiphu quickly vanishes from view, it nevertheless writhes with activity in response to your incursion. The Eldest of all aboleths, ruler of the Sovereignty, cannot allow these acts to go unpunished. A powerful psychic command goes out across, above, and below the roiling waters of the Sea of Fallen Stars.

Within hours, an army begins to assemble. Sahuagin mounted on dire sharks swim toward the site, as the insane babbling of kuo-toa fills the air. Merrow and scraggs, aquatic ogres and trolls, shamble across the sea floor in response to the call of the Eldest, dragging tendrils of seaweed behind them. The slimy forms of aboleths cut dark trails through the water. Krakens shudder to life, some taking to the skies while others churn the ocean with their massive tentacles. Barnacle-encrusted eyes of the deep rouse themselves from undersea caverns. Even stranger and more terrifying creatures step ... sideways ... from the Far Realm, profaning the world with their alien presence.

Although you and the captives you rescued are long gone before this army of aberrations has fully assembled, there is one point of light shining beneath the Sea of Fallen Stars. One place that must now bear the wrath of the Eldest, one city that has long stood in defiance of the dark terrors of the depths.

Myth Nantar beckons. The Eldest's gaze turns upon the capital of the sea elves, its ancient mythal glimmering faintly, and with no more than the merest beginning of a thought, the army moves as one.

If the PCs failed to escape, read the following:

As the aboleths overtake you, you slip into a pleasant dreamlike state. You are barely aware of your surroundings as you are led into a prisoner pod. Time has no meaning to you anymore, and you can feel your body start to change as you are transformed into something... else. Perhaps the voices are correct; perhaps things are better this way. You must trust in your new masters now. They will not only keep you safe from harm, but will lead you to such glory that you have never before known. The conquest of Faerûn awaits.

If the PCs managed to escape, but failed to disable the three control panels necessary to crash Xxiphu, read the following:

By the skin of your teeth, you manage to escape the bizarre and awful confines of Xxiphu. True, you have failed in your mission, but hopefully there is still time for other brave adventurers to put a stop to the Abolethic invasion. You must warn as many as you can. Within that wretched obelisk high above the Sea of Fallen Stars, all of Faerûn hangs in the balance.

CONCLUDING THE ADVENTURE

STORY AWARDS

If the PCs successfully infiltrated and escaped from Xxiphu, regardless of whether they destroyed the control panel or not, each PC earns Story award SPEC54 **Break the Shackles of the Mind**. If the PCs successfully disabled the controls of Xxiphu, then they also earn SPEC55 **Cracked Obelisk**.

TREASURE

While exploring Xxiphu, the PCs are assumed to have obtained enough treasure to bring their total for the adventure to the amounts listed in the Rewards section.

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 AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor 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 12

Minimum Possible XP: 1640 XP

Objective: Infiltrate Xxiphu: +520 XP

Objective: Reach the Dreaming Vault: +520 XP

Objective: Shut down the control panel: +600 XP

Maximum Possible XP: 3280 XP

Base Gold per PC: 1800 gp

ADVENTURE LEVEL 14

Minimum Possible XP: 2360 XP

Objective: Infiltrate Xxiphu: +520 XP

Objective: Reach the Dreaming Vault: +520 XP

Objective: Shut down the control panel: +600 XP

Maximum Possible XP: 4720 XP

Base Gold per PC: 3100 gp

ADVENTURE LEVEL 16

Minimum Possible XP: 3280 XP

Objective: Infiltrate Xxiphu: +520 XP

Objective: Reach the Dreaming Vault: +520 XP

Objective: Shut down the control panel: +600 XP

Maximum Possible XP: 6560 XP

Base Gold per PC: 6300 gp

ADVENTURE LEVEL 18

Minimum Possible XP: 4720 XP

Objective: Infiltrate Xxiphu: +520 XP

Objective: Reach the Dreaming Vault: +520 XP

Objective: Shut down the control panel: +600 XP

Maximum Possible XP: 9440 XP

Base Gold per PC: 12500 gp

ADVENTURE LEVEL 20

Minimum Possible XP: 6710 XP

Objective: Infiltrate Xxiphu: +520 XP

Objective: Reach the Dreaming Vault: +520 XP

Objective: Shut down the control panel: +600 XP

Maximum Possible XP: 13420 XP

Base Gold per PC: 19000 gp

TREASURE

Each PC receives treasure in the form of gold pieces (the “Base Gold” listed above) as well as the option to select from a list of Treasures. 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 the 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 minimum adventure level. However, those

who played at a higher adventure level can always choose from the lower-level options.

EACH PC SELECTS ONE OF THE FOLLOWING:

Adventure Level 12 and above:

Treasure A: *amulet of the inner voice* +3 (level 14; AV)
Found in Encounter 2

Treasure B: *grace ring of salvation* (level 14; AV2)
Found in Encounter 3

Treasure C: *feather boat* (level 14; PH)
Found in Encounter 5

Adventure Level 16 and above:

Treasure D: *amulet of the inner voice* +4 (level 19; AV)
Found in Encounter 2

Treasure E: *ring of agile thought* (level 20; AV2)
Found in Encounter 3

Treasure F: *flying carpet* (level 20; PH)
Found in Encounter 5

ALL ALs:

Treasure X (Choose an Item): The character finds a Common or Uncommon permanent magic item of the player's choice. This 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): The character finds a consumable item. 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 12: *elixir of will* (level 18)

AL 14: *elixir of will* (level 18)

AL 16: *elixir of will* (level 18)

AL 18: *elixir of will* (level 23)

AL 20: *elixir of will* (level 23)

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

AL 12: 1150 gp

AL 14: 2000 gp

AL 16: 4000 gp

AL 18: 8000 gp

AL 20: 12500 gp

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their Story Awards.

SPEC54 Break the Shackles of the Mind

Your experiences within Xxiphu have taught you new techniques for bolstering your allies against the insidious power of psychic domination. You gain the following single-use consumable power, which you may activate to free one of your companions from mental enslavement. When you use the power, this Story Award is void; strike through this entire paragraph.

MINOR ACTION

Break the Shackles of the Mind • Consumable

Effect: Close burst 20 (one dominated ally within the burst who can hear you). That ally is no longer dominated, and gains a +2 power bonus to saving throws against dominating effects until the end of the encounter.

Special: A PC may not be affected by this power more than once per day.

SPEC55 Cracked Obelisk

You helped lead a daring raid into one of the most alien and dangerous places in all Faerun - Xxiphu, the floating, tentacle-wreathed obelisk that symbolizes the power of the Abolethic Sovereignty. Not only did you manage to bypass the city's defenses, you even managed to disrupt its control systems, causing it to plunge out of into the Sea of Fallen Stars and crash into the sea floor. Although Xxiphu will no doubt rise again someday, the Sovereignty's raids must surely be curtailed for the time being. You have saved countless lives of those who would otherwise be kidnapped and transformed into horrific servitors.

By your actions you have also drawn the attention of the Eldest, ruler of Xxiphu. This ancient and utterly alien intelligence must surely be counted among the most dangerous of the many enemies you have made over the course of your adventuring career. You can only hope that the Eldest was not playing some deeper game, allowing you to wreck its city simply to have the chance to study your mind more closely...

This Story Award qualifies you for membership and an officer rank in the Keepers of the Cerulean Sign meta-organization. For details, please see the *LFR Meta-Organization Guide*, which is available for download from the campaign website.

NEW RULES

Elixir of Will

Level 18/23 Uncommon

Consumable

Power (Consumable): Minor Action. Use this power after you drink the elixir. Once during this encounter, you can use an immediate interrupt action when you would be hit by an attack to gain a Will defense of 35/40 against a single attack. This replaces your normal Will defense value for that attack.

Source: *Adventurer's Vault*

Flying Carpet

Level 20 Rare

This 4-foot square of carpet is woven with intricate stitching and strange runes.

Wondrous Item 125,000 gp

Power • (Move Action): A creature on the carpet can mentally command it to fly 6 squares. The carpet has a maximum altitude of 10 squares. If no rider is upon it, it hovers in place 1 foot above the ground if it is unrolled or sits on the ground if it is rolled up.

The carpet's flight isn't entirely stable; while on the carpet, a rider takes a -2 penalty to AC and Reflex.

The carpet can carry one Medium or Small creature of no more than 300 pounds. If more than 300 pounds are placed on it, the carpet (and all it carries) falls to the ground, and the creature and all objects the carpet was holding take falling damage.

Source: *Player's Handbook, Dungeon Master's Kit*

Feather Boat

Level 14 Uncommon

The secrets of the feather boat, first created by noble eladrin explorers, have long since passed on to other races.

Wondrous Item 21,000 gp

Power • Daily (Standard Action)

By placing this feather in water, you cause the feather to become a long swan shaped boat. This boat can hold up to five Medium or Small creatures (or two Large creatures). It can be rowed by two creatures at a speed of 4. After 12 hours, or when its user wills it (a minor action), the boat returns to its feather form.

Source: *Player's Handbook*

Amulet of Inner Voice +3/+4

Level 14/19 Uncommon

Item Slot: Neck

Enhancement: +3/+4 Fortitude, Reflex, and Will

Property: Gain a +2 item bonus to saving throws against effects with the charm or fear keyword.

Power (Daily): Immediate Interrupt. Use this power when you would be dominated by an effect that a save can end. Make a saving throw against the effect. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.

Source: *Adventurer's Vault*

Grace Ring of Salvation

Level 14 Rare

Item Slot: Ring

Property: You gain a +1 item bonus to saving throws against dazing or stunning effects.

Power (Encounter): No Action. Trigger: You are conscious and end your turn without having made an attack during it. Effect: You gain a +5 power boon to your next saving throw before the end of the encounter.

Source: *Adventurer's Vault 2*

Ring of Agile Thought

Level 20 Rare

Item Slot: Ring

Property: You gain a +4 item bonus to Diplomacy checks. In addition, you gain an item bonus to Will equal to the number of milestones you've reached today.

Power (Daily): No Action. Trigger: An attack hits your Will and dazes or stuns you. Effect: You make a saving throw against the effect that dazed or stunned you, even if a save can't normally end that effect. The effect ends if you save.

Source: *Adventurer's Vault 2*

APPENDIX A: MIND FLAYER INQUISITOR

Mind Flayer Inquisitor	Level 20 Controller	
Medium aberrant humanoid	XP 2800	
HP 190; Bloodied 95	Initiative +15	
AC 34, Fortitude 31, Reflex 33, Will 33	Perception +16	
Speed 7	Darkvision	
STANDARD ACTIONS		
m Tentacles • At-Will		
<i>Requirement:</i> The inquisitor must not have a creature grabbed.		
<i>Attack:</i> Melee 1 (one creature); +23 vs. Reflex		
<i>Hit:</i> 3d6 + 13 damage, and the inquisitor grabs the target.		
M Implant Delusions (charm, psychic) • At-Will		
<i>Attack:</i> Melee 1 (one creature grabbed by the inquisitor); +23 vs. Will		
<i>Hit:</i> 3d8 + 15 psychic damage, and the target begins suffering delusions (save ends). While the target is suffering delusions, allies adjacent to it take a -2 penalty to attack rolls and a -2 penalty to all defenses.		
C Mind Blast (psychic) • Recharge 5-6		
<i>Attack:</i> Close blast 5 (enemies in blast); +23 vs. Will		
<i>Hit:</i> 2d8 + 6 psychic damage, and the target is dazed (save ends).		
<i>Miss:</i> Half damage.		
Own Worst Enemy (charm) • Recharge when first bloodied		
<i>Effect:</i> Each enemy in area burst 2 within 10 squares uses one of its ranged or melee at-will attack powers of the mind flayer's choice against itself as a free action.		
MINOR ACTIONS		
C Unwilling Confession (charm) • At-Will (1/round)		
<i>Attack:</i> Close burst 10 (one creature in burst); +23 vs. Will		
<i>Hit:</i> The target is dazed, cannot be the target of healing powers, and cannot be affected by powers that grant a saving throw (save ends all).		
TRIGGERED ACTIONS		
Forceful Submission • At-Will		
<i>Trigger:</i> An enemy the inquisitor can see succeeds on a saving throw.		
<i>Effect (Immediate Interrupt):</i> The triggering enemy makes the saving throw again with a -2 penalty.		
Skills Bluff +22, Insight +21		
Str 20 (+15)	Dex 20 (+15)	Wis 22 (+16)
Con 22 (+16)	Int 24 (+17)	Cha 25 (+17)
Alignment evil		
Languages Deep Speech, telepathy 10		

APPENDIX B: CONTROL PANEL PUZZLE INSTRUCTIONS

To unlock each control panel, the PCs must solve a puzzle. The puzzles consist of a 3-by-3 grid of symbols. Six of the nine symbols can potentially match each other, while the other three (represented by 'X') do not match anything. The PCs must determine how to match the symbols based on one of three criteria:

- **Color:** red, green, blue
- **Pattern:** open, filled, hashed
- **Shape:** circle, square, triangle

Any symbol that shares at least one criterion with another symbol is a potential match.

For example, a red open circle can match a red hashed square, or a green open triangle, or a blue filled circle. However, it cannot match a green filled triangle, because that doesn't have any criteria in common with a red open circle.

Once a match is established, then that particular control panel is locked into that matching criterion.

For example, if you match a red open circle with a green open square, then you are locked into matching based on pattern ("open" in this example), and not based on color or shape.

The following three pages include the three puzzles, one for each control panel. Print them out and cut them into nine sections.

The names of the colors are included on the puzzle pieces as an aid for those with color blindness, or to allow you to print the puzzle pieces in black and white if you don't have a color printer.

We recommend that you print out these pages on heavy paper or cardstock so the players cannot see through them. (You could also re-create the puzzle pieces using index cards and a marker. You'll need the thickness of two index cards to prevent "see through".)

One possible solution to the three puzzles is as follows. Numbering is from upper left to lower right.

Puzzle #1 - match criterion: color

- red filled circle & red hashed triangle (2 & 9)
- blue hashed square & blue open triangle (3 & 6)
- green open circle & green filled square (4 & 7)


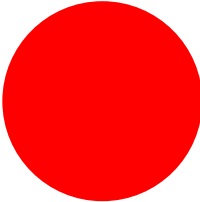

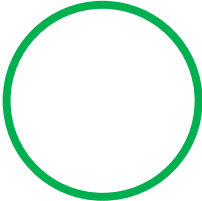

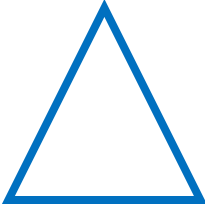


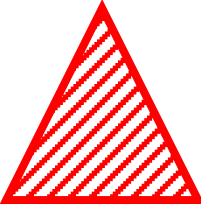
Puzzle #2 - match criterion: pattern

- green hashed square & blue hashed circle (4 & 9)
- green open triangle & red open circle (5 & 6)
- blue filled square & red filled triangle (1 & 3)



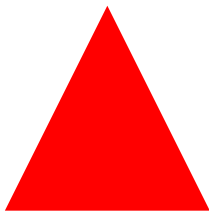
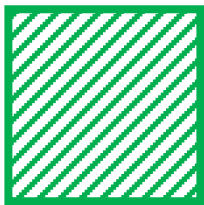
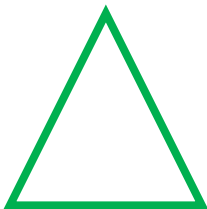
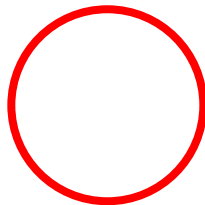


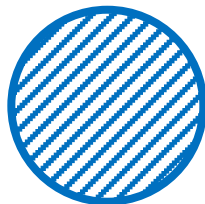
Puzzle #3 - match criterion: shape

- blue hashed triangle & red open triangle (3 & 9)
- green open circle & blue filled circle (4 & 8)
- red filled square & green hashed square (6 & 7)




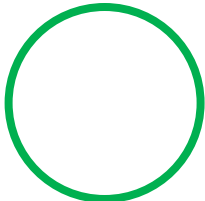


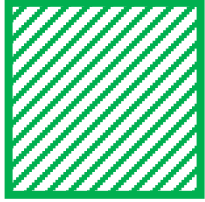
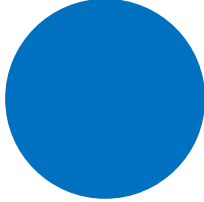
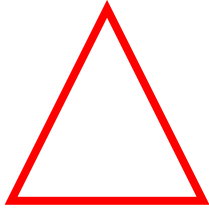
APPENDIX B: PARAGON CONTROL PANEL PUZZLE #1

	red 	blue 
green 		blue 
green 		red 

APPENDIX B: PARAGON CONTROL PANEL PUZZLE #2

blue 		red 
green 	green 	red 
		blue 

APPENDIX B: PARAGON CONTROL PANEL PUZZLE #3

		blue 
green 		red 
green 	blue 	red 

HANDOUT 1: LORE

XxIPHU

The most feared sight in the Sea of Fallen Stars is the movable citadel Xxiphu. The city was roused from the drowned depths by prophecy, perverted priests, and unwise delvings. Because Xxiphu can change its location at will, its influence could conceivably stretch anywhere. No one knows where it might appear next, though most sightings of it are over or close to the Sea of Fallen Stars.

Xxiphu is a glyph-scribed obelisk wrapped in an eternal storm that soars over the surface of the world. Tentacles slither and crawl in cold rookeries encrusting the vast object's sheer sides. A writhing frieze carved on the age-worn exterior depicts thousands of interconnected images. The inscriptions constantly shift and change, as if invisible artists swarm across the stone face, inscribing atrocities to the beat of a mad drummer. The full meaning of the evolving inscription invokes concepts too ghastly for mortal minds to comprehend and remain sane.

Aboleths freshly wakened from an age-long slumber creep within the obelisk's hollow interior along with their servitors. But many of these are as children compared to the few enormous elders that shamble within. These ancients do not think or plan as do other beings, and their altered consciousness is inimical to all creatures not part of their ancient Sovereignty. Reality bends in the city's vicinity, unfettering vast monsters of the deep to master the sky as they before hunted the sunless seas.

The aboleths of the Sovereignty are not like those previously known on Toril. The solitary aboleths of Faerûn's Underdark were startled by the appearance of this mythical city from their primeval past. In fact, a few skirmishes broke out between Faerûn's aboleths and the newcomers when Xxiphu first burst up from the Sea of Fallen Stars. Now an uneasy peace exists, in that the Underdark aboleths avoid those of the Sovereignty.

THE PLAGUECHANGED THING

A blob of rippling protoplasm fills more than a mile of caverns below the city of Westgate. The Plaguechanged Thing was once a dwarf excavator, but its extreme physical alteration has wiped away all vestiges of its former shape. The creature's mind has vastly expanded, giving it impressive psionic abilities, but its bulk is far too large for it to extricate itself or to affect things beyond its lair.

ABOLETHS

Aboleths are hulking amphibious creatures that hail from the Far Realm, a distant and unfathomable plane. They live in the Underdark, swimming through drowned crannies or creeping through lightless tunnels and leaving trails of slimy mucus in their wake. Malevolent and vile, aboleths bend humanoid creatures to their will, and more powerful aboleths can transform their minions into slimy horrors.

A fine haze of mucus suffuses the air around an aboleth's soft, gelatinous skin. Muscular tentacles sprout from this primeval slug's enourmouns, slime-sheathed body. A variable number of eyes, but always more than two, are scattered across its bulk.

Unlike aboleths of lesser lineages, those of Xxiphu can take to the air like fish swim in the sea.

KUO~TOA

In the sunless seas of the Underdark, the slime-scaled kuo-toas serve a dark madness only they can perceive. Their madness leads some kuo-toas to develop dangerous psychic abilities. These kuo-toa mumblers sow confusion and death among their enemies, and are found leading kuo-toa war bands or raiding parties.

The insanity inherent to their race inspires a mental and physical change in a few rare kuo-toas, transforming them into feral leviathans. Kuo-toa clans control and train such creatures as beast of burden and living war machines.

With Xxiphu's rise, ancient allegiances and bloodlines were reawakened. Many kuo-toas now serve the Sovereignty. Unlike other servitors, kuo-toas are able to infiltrate human society by interbreeding with humans. Some coastal and island cultures contain many such half-bloods, secret servitors of the Sovereignty who do not even know their own ancestry until blood eventually forces their allegiance.

HANDOUT 2: CONTROL PANEL PUZZLE

The control panel is a writhing clump of tentacles around a large slimy brain. To interact with the control panel, you must allow the tentacles to wrap around your arms, legs, or head. The control panel telepathically communicates with you, but you are only able to comprehend its messages as images of geometric symbols. You must find three pairs of matching symbols to deactivate each control panel. Beware! If you identify two pieces that do not match, the control panel will protect itself by attempting to destroy your mind with a powerful backlash of energy.

Goal of the Control Panel Puzzles

Find two symbols that match. You must find a total of three matching pairs of symbols to “solve” each control panel. Once you have made three matches on a given control panel, that control panel is disabled.

Your DM will tell you when you've found a match. Part of the puzzle is figuring out the criteria for making a match.

IMPORTANT! Once a control panel accepts a match, then you may be certain that the following things are true:

- only that match criterion can be used on that control panel, and
- different match criteria must be used on other control panels.

Rules of the Control Panel Puzzles

To interact with a control panel, you must be adjacent to it (including diagonally).

You can interact with a control panel as often as you like on your turn (as long as you have actions remaining).

To interact with a control panel, you may either **work the puzzle** or **make a skill check**. Different PCs can use different options on the same control panel - for example, one works the puzzle while another makes a skill check.

Work the Puzzle

Minor Action: turn over two puzzle pieces, revealing their geometric pattern.

- If one or both pieces is an 'X', you take lightning and psychic damage equal to the AL. Turn both pieces face down.
- If neither piece is an 'X', the DM tells you if there is a match.
 - If there is a match, you are one step closer to solving this panel. Leave both pieces face up.
 - If there is no match, you take lightning and psychic damage equal to the AL. Turn both pieces face down.

Make A Skill Check

Special: If you have the psionic power source, you gain a +2 bonus to your skill check.

Minor Action (Hard DC) or **Standard Action** (Moderate DC): make one of the following skill checks.

- **Arcana:** you sense the magical aura around one of the images.
- **Insight:** you intuitively grasp the bizarre logic behind one of the symbols.
- **Perception:** you notice that some of the images glow slightly brighter than the others.
- **Thievery:** you poke and prod at the abolethic panel to get a clear image of one of the symbols.

Success: You may peek at one of the puzzle pieces. Turn it face down when you are finished. If the piece has an X on it, it is not triggered and you do not take damage.

Failure: You take lightning and psychic damage equal to the AL, and you may not peek at a puzzle piece.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

TOOK THE FIGHT TO THE ABOLETHIC SOVEREIGNTY DURING:

SPEC4~2 THE WRITHING OBELISK

SPEC54 Break the Shackles of the Mind

Your experiences within Xxiphu have taught you new techniques for bolstering your allies against the insidious power of psychic domination. You gain the following single-use consumable power, which you may activate to free one of your companions from mental enslavement. When you use the power, this Story Award is void; strike through this entire paragraph.

STANDARD ACTION

Break the Shackles of the Mind • Consumable

Effect: Close burst 20 (one dominated ally within the burst who can hear you).

That ally is no longer dominated, and gains a +2 power bonus to saving throws against dominating effects until the end of the encounter.

Special: A PC may not be affected by this power more than once per day.

SPEC55 Cracked Obelisk

You helped lead a daring raid into one of the most alien and dangerous places in all Faerûn - Xxiphu, the floating, tentacle-wreathed obelisk that symbolizes the power of the Abolethic Sovereignty. Not only did you manage to bypass the city's defenses, you even managed to disrupt its control systems, causing it to plunge out of into the Sea of Fallen Stars and crash into the sea floor. Although Xxiphu will no doubt rise again someday, the Sovereignty's raids must surely be curtailed for the time being. You have saved countless lives of those who would otherwise be kidnapped and transformed into horrific servitors.

By your actions you have also drawn the attention of the Eldest, ruler of Xxiphu. This ancient and utterly alien intelligence must surely be counted among the most dangerous of the many enemies you have made over the course of your adventuring career. You can only hope that the Eldest was not playing some deeper game, allowing you to wreck its city simply to have the chance to study your mind more closely...

This Story Award qualifies you for membership and an officer rank in the Keepers of the Cerulean Sign meta-organization. For details, please see the *LFR Meta-Organization Guide*, which is available for download from the campaign website.

DUNGEONS & DRAGONS

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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.

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DUNGEONS & DRAGONS®

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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DUNGEONS & DRAGONS®

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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