

CERULEAN DREAMS

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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I awaken slowly, my head throbbing with pain. The first thing I notice is the overpowering smell of brine. The light hurts my eyes as I peer around the room. I am still groggy from ... from ... well, I can't quite remember exactly what happened. Where is this place, anyway? When did I get here? Why does it look like a cross between a torture chamber and a prison cell? Who are all these green-skinned, bug-eyed creatures shambling around? I rub my eyes and that's when I notice the webbed flesh growing between my fingers... *A Living Forgotten Realms* adventure set in the Sea of Fallen Stars for characters of the Heroic tier (levels 1-10).

This adventure will be of particular interest to characters who played *SPEC3-3 Dance of the Sun and Moon*, or who have previously encountered agents of the Abolethic Sovereignty. This adventure takes place at the same time in-game as *SPEC4-2 The Writhing Obelisk*, so a character that plays *SPEC4-1* may not subsequently play *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 Heroic tier of play (levels 1-10). Paragon-tier and Epic-tier characters may not play this adventure. Any Heroic-tier character can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

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

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

cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

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

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

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

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

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it 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
2	9	13	20
4	10	14	21
6	11	15	23
8	12	16	24
10	13	18	26

ADVENTURE BACKGROUND

In *SPEC3-3 Dance of the Sun and Moon*, a group of clergy members and followers of the gods Selûne, Torm, and Amaunator gathered together to observe a solar eclipse. They travelled to Octopus Rock, an island off the coast of Turmish, where they were attacked by monsters from within an ancient aboleth fortress. Fortunately, the adventurers (other PCs) accompanying the group defeated the aboleths with the help of a divine servant of Selûne herself. Unfortunately, most of the clergy members were captured, along with any PC who stayed behind in the place of Sister Midnight, one of the priestesses.

Since those events, the aboleths of Octopus Rock joined forces with the Abolethic Sovereignty. The prisoners were taken to Xxiphu, the Sovereignty's flying citadel. Within the horrific confines of Xxiphu, the prisoners are subjected to bizarre experiments, tortured, and forced into an endless dream-state that powers the citadel.

The Keepers of the Cerulean Sign, an organization opposed to the Abolethic Sovereignty, has developed a ritual to harm the aboleths. In order to complete the ritual process, they need to infuse adventurers with their ritual and mentally transfer psychic energy to the aboleths via a psychic backlash. They have put out a call

for adventurers to rescue prisoners from Xxiphu, and plan to use them to complete their goals.

DM's INTRODUCTION

This adventure features three unusual elements. First, it allows for an initial separation between PCs who are already captive within Xxiphu (because they stayed behind in Sister Midnight's place at the end of *SPEC3-3*) and those who don't enter Xxiphu until later. Second, this adventure can be played in combination with *SPEC4-2* as described in the box below. Third, the majority of this adventure takes place within the flooded confines of Xxiphu (only Encounter 6 is dry), so the PCs are given the means to survive and function underwater (as described in Player's Handouts 1 and 2).

The adventure begins with the PCs being recruited by the Keepers of the Cerulean Sign, an organization that opposes aberrations in general and the Abolethic Sovereignty in particular. Ostensibly, the Keepers want the PCs to rescue the prisoners taken in *SPEC3-3*, but the Keepers have ulterior motives as well.

After being briefed on their mission, the PCs awaken within Xxiphu, without their equipment, physically changed to a form suitable for underwater life, and with no memory of what happened since their briefing. The PCs must recover their gear, then journey through the bizarre interior of Xxiphu, fighting various servant-monsters of the Abolethic Sovereignty. Along the way, they experience flashbacks that fill in some of the missing pieces of their memories.

Eventually the PCs reach the Dreaming Vaults, where they rescue some of the prisoners while holding off lesser aboleths. During the confrontation, Xxiphu loses its ability to fly and plummets towards the Sea of Fallen Stars, so the PCs (and anyone they rescued) must effect a daring, last minute escape.

Before play begins, determine which PCs have the following Story Awards:

- **CORE09 Aboleth Taint** from *CORE 1-4 Crystal Clear*.
- **CORE13 Notice of the Abolethic Sovereignty** from *CORE 1-7 Sovereign of the Mines*.
- **SPEC47 The Awakening** from *SPEC3-3 Dance of the Sun and Moon*.
- **SPEC50 In the Clutches of the Sovereignty** from *SPEC3-3 Dance of the Sun and Moon*.

PCs with either CORE09 or CORE13 have tangled with the aboleths before. Monsters in this adventure preferentially target such PCs, if they can do so without undue risks to themselves.

PCs with SPEC47 came to the attention of the Keepers of the Cerulean Sign during SPEC3-3, which affects the Player's Introduction.

PCs with SPEC50 are already in Xxiphu's prison when this adventure begins. Give Player's Handout 1 to the players of those PCs, and tell them that their PC will be introduced soon. SPEC4-1 refers to such PCs as "captives".

The remaining PCs end up inside Xxiphu, but they initially don't remember how they got there. SPEC4-1 refers to those PCs as "newly arrived" in Xxiphu.

Text surrounded by a box like this one contains instructions on how to run SPEC4-1 *Cerulean Dreams* in combination with SPEC4-2 *The Writhing Obelisk*. To do so, you'll need two DMs and two groups of 4-6 players - one Heroic and one Paragon tier table.

Some of the actions taken by the Heroic tier PCs in SPEC4-1 affect the situation of the Paragon tier PCs in SPEC4-2, and vice versa. In addition, the final combat encounter of both adventures plays out differently if they are being run in combination than if they are being run individually. Most of the details are found in the SPEC4-2 adventure download file.

Note: Encounters 1 through 8 are underwater, but all PCs are given the means to breathe and swim, so the tactical impact is minimal. Encounter 9 (The Dreaming Vaults) is not underwater.

SPEC4~1 PACING

In a time-sensitive environment such as a convention, you can use this schedule as a model.

Introduction and Encounter 1 (15 minutes): If you are running behind schedule, provide the information without requiring skill checks.

Encounter 2: Skip Encounter 2 and give the PCs their gear. Run a modification of this skill challenge after Encounter 8 as the PCs avoid guards and otherwise travel through Xxiphu to the Dreaming Vaults.

Encounter 3 (60 minutes): When you are 75 minutes into the slot, if the PCs are still in combat finish the current round. The aboleths flood the room with psychic energy. The closest PC to each remaining monster loses 1 healing surge if the monster was bloodied, plus 1 additional healing surge if the monster was not bloodied. All monsters are stunned and unresponsive, and the combat ends.

Encounters 4-5 (10 minutes): If you are ahead of schedule, extend the roleplaying in Encounter 5. Otherwise, the threat of approaching guards presses the issue and the PCs must decide and move on.

Encounter 6 (60 minutes): If you are running behind schedule, a swarm of sharks enters the area, attacking everything in sight. The remaining monsters flee, and the PCs lose a total of 2 healing surges for each unbloodied enemy remaining and 1 surge for each bloodied enemy remaining. Distribute the surge loss as evenly as possible.

Encounters 7-8 (10 minutes): If you are running behind schedule, skip encounter 8. If you are ahead of schedule at the end of encounter 8, run a modification of the Encounter 2 skill challenge as the PCs navigate the Warp Web, avoid kua-toa guards, and bypass coral doors. Increase the complexity (number of successes) to fill the time. If the PCs fail the skill challenge, they each lose a healing surge.

Encounter 9 (75 minutes): If you run out of time, make a judgment call as to whether the PCs succeed or fail.

Conclusion (10 minutes): Remember to leave 10 minutes at the end for the conclusion and rewards section.

PLAYER'S INTRODUCTION

Note: PCs with story award SPEC50 are not present until Encounter 1. In the unlikely event that you have an entire table of PCs who all have SPEC50, skip the Player's Introduction and proceed to Encounter 1, modifying the read aloud text as appropriate.

When the call went out for volunteers for a mission against the Abolethic Sovereignty, only the bravest or most foolhardy adventurers answered. You have come to Brassune, a fortified earthmote on the coast of Akanûl, where you are quickly escorted to the headquarters of a group known as the Keepers of the Cerulean Sign.

Allow the PCs to introduce themselves to each other. (Remember that PCs with story award SPEC50 are not present in Brassune.)

PCs who want to know more about the Keepers of the Cerulean Sign can make History or Streetwise check to learn the following. PCs with story award SPEC47 automatically know the first two pieces of information.

- **DC 10:** The Keepers of the Cerulean Sign (also known as the Order of the Cerulean Sign) fight against aberrations wherever those monstrosities can be found. They particularly oppose the Abolethic Sovereignty.
- **DC 15:** The Keepers are loosely organized. Each member conducts his or her own operations.

However, all Keepers revere an ancient rune, the Cerulean Sign, which is said to predate the Dawn War.

- **DC 20:** The Keepers of the Cerulean Sign have a reputation for doing whatever it takes to oppose the aboleths. Their ruthlessness makes them unpopular, but none can gainsay their successes.

After you wait for a few minutes, a tall eladrin woman enters the room. She is dressed in various shades of blue, and upon her tunic is a symbol vaguely resembling a willow tree. “Thank you for coming. I am Selsharra Derissor, a Keeper of the Cerulean Sign.

“A few months ago, another group of adventurers accompanied some clergy and pilgrims of Selûne, Torm, and Amaunator to witness an eclipse. Unfortunately, the group was attacked by aboleths - may their tentacles shrivel to nothing - and some were taken captive.

“Recently, we learned that those captives are being held in Xxiphu, the flying obelisk that the Abolethic Sovereignty uses to terrorize the Sea of Fallen Stars.”

Selsharra pauses and gazes intently at you for a long moment. Finally, she says, “Go to Xxiphu. Rescue those prisoners. And kill anything that gets in your way.”

Use the following bullet points to answer any questions the PCs have.

The Mission

- Selsharra claims that the Keepers want the PCs to rescue as many important captives as possible. The aboleths took those captives for a reason, so rescuing them must disrupt whatever plans the aboleths have. Those to be rescued include the NPCs listed below. See Appendix A for more information on each NPC.
- **Sister Sunrise** and **Sister Twilight**, Selunite priestesses. Both are young human women.
- **Sunmaster Obryn**, an elderly deva who worships Amaunator.
- **Sir Rowan**, a half-elf paladin of Amaunator.
- **Sir Cadwy**, a human paladin of Torm. (Some PCs may already know Sir Cadwy from *SPEC3-3 Dance of the Sun and Moon*, various Elturgard Story Area adventures, or *SPEC2-1 H1 The Scourge of Scornubel*.)
- **Sister Midnight** was not captured, thanks to the heroic sacrifice of one (or more) adventurer(s) who stayed behind in her place to fend off the aboleth attack. If any PCs have story award **SPEC50 In the Clutches of the Sovereignty** from *SPEC3-3 Dance of the Sun and Moon*, then

Selsharra describes those PCs in general terms, and asks that they also be rescued.

- Despite the fact that aboleths normally turn their prisoners into servitors, Selsharra assures the PCs that it is not too late for those who were taken to be rescued. She states that the Keepers have the means to undo whatever the aboleths have done to the prisoners.

Xxiphu

- Xxiphu is a giant, flying obelisk that serves as a city and fortress for the Abolethic Sovereignty. See Player's Handout 3 for more information.
- Selsharra provides the means by which the PCs can infiltrate Xxiphu and survive once inside. If pressed for specifics, Selsharra only says, **“Our resources are vast, and we have spent a long time planning this mission. I assure you: we will get you inside Xxiphu, and we will make it possible for you to survive within. The rest is up to you.”** An Easy DC Insight check proves that Selsharra is telling the truth. (Clarify to the players that their PCs do not need to make any special preparations before entering Xxiphu.) A Hard DC Insight check reveals that Selsharra is withholding information, but nothing can convince her to reveal more of her plans or who she means by “we”.

Rewards

- The PCs can keep anything they find within Xxiphu. Given the number of captives the aboleths have taken over the years, it must be brimming with treasure. In addition, Selsharra offers 20/30/40/100/150 gp up front, and promises an additional reward (a magic item) if the PCs succeed in their mission.

If you are DMing *SPEC4-1* paired with a *SPEC4-2* table, Selsharra tells the PCs that shortly after they enter Xxiphu, another group of Paragon tier adventurers will attack it from the outside. The Keepers of the Cerulean Sign hope that the simultaneous assault confuses the aboleths, but the PCs shouldn't wait for each other.

The Heroic tier PCs meet the Paragon tier PCs in Encounter 9. However, don't tell the players this; let them discover it for themselves.

After the PCs have asked their questions, Selsharra gathers them together.

“Now that you are ready, let us prepare you for your mission to the writhing obelisk.”

Proceed with Encounter 1.

TROUBLESHOOTING

The ritual that the Keepers of the Cerulean Sign use to enable the PCs to survive inside Xxiphu is expensive. Mounts, animal companions, familiars, and other creatures are not part of the ritual and cannot be brought into Xxiphu. (The aboleths have no use for such creatures.) If a PC insists upon bringing an additional creature the cost to include that creature in the ritual is 200/400/600/800/1000 gp per creature.

If a PC has a class feature that is absolutely needed for that PC to function (such as a beast master ranger's animal companion) you can allow the Keepers to cover the cost of including the other creature in the ritual. This option should only be used if the PC would be completely unplayable without the companion creature.

ENCOUNTER 1: WHERE ARE WE?

Important NPC:

Cadwy, male human

Note: All PCs have been temporarily relieved of their equipment. However, discourage the players from modifying their character sheets, because the PCs reclaim their equipment in Encounter 2.

Glistening walls of irregular stone surround you. In the dimness are many humanoid creatures, some moving slowly, others lying still upon the floor. Sounds are distorted, both muffled and echoing. A liquid fills the space around you, seeping into your mouth and nose - yet your breathing is unaffected.

A haggard man moves into your field of view. He is gaunt, with receding hair that may once have been blond, though now it is prematurely grey, as is his scraggly beard and mustache. As he draws closer, you notice his skin is clear and slimy.

"It's good to see you awake," the man says. "I'm Cadwy, from Elturel, although Torm only knows how long it's been since I was there."

As a scream echoes in the distance, Cadwy grimaces and states flatly, "Welcome to Xxiphu."

PCs with story award **SPEC50 In the Clutches of the Sovereignty** from SPEC3-3 *Dance of the Sun and Moon* were already present in Xxiphu's prison. Allow such PCs to introduce themselves to the rest of the group at this time. Give the players of those PCs (and only those PCs) Handout 1.

The newly arrived PCs (and their players) likely have many questions about how they got to Xxiphu and what happened to them. Give players of the newly arrived PCs Handout 2, which explains the physical changes to their PCs.

Use the following sections to answer any questions the PCs have about their situation.

ARRIVAL

- About an hour ago, some kuo-toa (fish people) guards dragged in the unconscious PCs from elsewhere in Xxiphu.
- The newly arrived PCs have remarkably few injuries, aside from some bruising around their eyes and splitting headaches.

CADWY AND THE OTHER CAPTIVES

- Cadwy and the other NPCs from SPEC3-3 (including any PCs who stayed behind in Sister

Midnight's place) were taken before an aboleth. That monster transformed Cadwy using the Aboleth Servitor ritual, a process Cadwy says is "too horrible to contemplate" and about which he refuses to speak. After a few weeks of intermittent torture, the aboleth lost interest in Cadwy, who has been left to rot in the general prison.

- When the name of Sunmaster Obryn is mentioned, Cadwy looks into the distance, and tears appear in his eyes. He tells the PCs that Obryn was an old man, and the stress of torture was too much for him. (To be clear, Obryn is dead.)
- Sir Rowan was also present at the initial torture sessions. One day, a sahuagin (shark-person) priestess escorted him out of the torture chamber. Cadwy has not seen Rowan since.
- Cadwy overheard some of the kuo-toa guards say that Sisters Sunrise and Twilight were taken to the Dreaming Vaults. He whispers that no one ever returns from there. The aboleths keep people in the Dreaming Vaults unconscious but alive, forever. Cadwy shudders. (If the PCs wonder how Cadwy could understand what the kuo-toa were saying, see the Dungeoneering skill check below.)
- Cadwy wants to accompany the PCs as they make their escape from Xxiphu. Despite his transformation into an Aboleth Servitor, Cadwy's mind remains his own, and he assures the PCs he can be trusted. The PCs can confirm that Cadwy is telling the truth with an Easy DC Insight check. (To be clear, Cadwy really is on the PC's side. This is not an attempt to deceive the players nor the PCs.)

MEMORIES AND TRANSFORMATIONS

Try as they might, the newly arrived PCs cannot remember anything between their last conversation with Selsharra and their awakening in Xxiphu. However, they might use the following skills:

- **Heal DC 15:** There are substantial differences in the physical transformation to Cadwy compared to the newly arrived PCs. Cadwy's skin has become a clear, slimy membrane. The newly arrived PCs only have a light coating of scales on their skin.
- **Arcana, Nature, or Religion DC 20:** Certain powerful rituals can suppress a creature's memory. This is sometimes used to prevent mental trauma from painful or unpleasant

transformations or to prevent discovery through hostile rituals.

- **Dungeoneering DC 20:** Kuo-toas speak Deep Speech, a language Cadwy would not normally understand, yet he knew what the guards he overheard were discussing. If the PCs ask him about it, Cadwy speculates that his ability to speak Deep Speech is a result of the Aboleth Servitor ritual.
 - **Insight DC 15:** Despite their underwater adaptation, none of the newly arrived PCs were granted the ability to speak or understand Deep Speech. (This is a clue that whatever happened to the PCs, it was not done by aboleths.)
- **Arcana, Dungeoneering, or Nature DC 25:** Cadwy, any captive PCs, and the other prisoners already inside Xxiphu bear the unmistakable taint of aboleth magic. (PCs who played *CORE1-4 Crystal Clear* or *CORE1-7 Sovereign of the Mines* are familiar with such taint.) However, the newly arrived PCs do not have the same arcane signature. Instead, they bear an unnatural magical aura that doesn't match anything the PCs have encountered before.

OTHER PRISONERS

- Aside from Cadwy and any PC captives from *SPEC3-3*, the other prisoners are an unremarkable lot.
- There are prisoners of many different humanoid races. All of them have been transformed by the Aboleth Servitor ritual. Most of them are insane or catatonic. None of them has any useful information.

See Player's Handout 3 for more information on Xxiphu if the PCs have additional questions.

ENDING THE ENCOUNTER

Once the PCs are ready, continue with Encounter 2.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 2: WHERE'S OUR STUFF?

SKILL CHALLENGE, COMPLEXITY 1

SETUP

Before the PCs dare escape Xxiphu, they need to reclaim their equipment.

Cadwy motions towards one end of the prison. "When the kuo-toas brought you in, I saw a few of them carrying armloads of gear in that direction. You'll just have to get past the guards."

SKILL CHALLENGE: RECLAIM YOUR GEAR

Goal: Reclaim your equipment without attracting attention from Xxiphu's defenses.

Complexity: 1 (4 successes)

Victory: The PCs obtain their equipment with the prison guards none the wiser.

Defeat: The PCs obtain their equipment, but the prison goes on alert. Encounter 3 becomes more difficult.

Equipment for four to six PCs is too much for a single PC to carry, so the entire group must undertake the skill challenge.

If the players come up with a reasonable use for a skill not listed below, use the Moderate DC for something that would have a high probability of success and the Hard DC for something that would have a low probability of success. Use the Easy DC for group checks only.

Each failure during the skill challenge causes the sentient psychic energy in the area to become suspicious. If Xxiphu's senses are triggered 3 times (via failures), a general alarm is raised.

SCENE 1: GET PAST THE GUARDS (2 SUCCESSES REQUIRED)

Several kuo-toas guard the area immediately outside the storeroom where the PCs' equipment is stored. It's up to the PCs to determine how to get past the guards; possible methods include distracting them, sneaking past, or watching for an opening in the patrol pattern. Each failure results in an alert of suspicious activity sent to Xxiphu's defenses, and the PCs must try again.

Sample skills that the PCs might use in Scene 1:

- **Bluff, Moderate DC** (individual check), to distract the kuo-toas. Unless the PC making the check speaks Deep Speech, he or she takes a -5 penalty. If the PC asks Cadwy for a few key phrases before making the skill check, reduce the penalty to -2.
- **Stealth, Easy DC** (group check), to sneak past the guards.
- **Insight, Moderate DC** (individual check), to figure out the patrol pattern.

The PCs can instead subdue the kuo-toa guards by force, but the scuffle costs each PC one healing surge.

SCENE 2: OPEN THE DOOR (1 SUCCESS REQUIRED)

The storeroom is blocked off by a door made of living coral. The coral is resilient, but it responds to mental commands or can be forced open. Each failure results in a signal from the door, alerting Xxiphu to suspicious activity in the area.

Sample skills that the PCs might use in Scene 2:

- **Arcana, Moderate DC** (individual check), to get the coral door to retract using mental commands. A PC with the psionic power source gains a +2 bonus on this skill check.
- **Thievery, Moderate DC** (individual check), to jostle the coral just enough to allow entrance.
- **Athletics, Moderate DC** (individual check), to muscle the coral door open.

SCENE 3: LULL XXIPHU'S DEFENSES (1 GROUP SUCCESS REQUIRED)

Xxiphu instinctively knows that the PCs do not belong here, so it sends a mental query as to what they're doing.

Each PC must respond, though their responses can be different (i.e., each PC may use a different skill). PCs who were already captive within Xxiphu gain a +2 bonus on this skill check.

Sample skills that the PCs might use in Scene 3:

- **Bluff / Diplomacy / Intimidate, Easy DC**, to give an explanation (false, true, or aggressive) that satisfies Xxiphu.
- **Dungeoneering, History, or Insight, Moderate DC** (not a success or failure), grants a +2 bonus to that PC's check through superior understanding of what Xxiphu wants.

If the group fails this check, Xxiphu is alerted to suspicious activity in the area. They must try again until they manage to succeed.

ENDING THE ENCOUNTER

At the end of the skill challenge, the PCs have obtained their equipment and may take a short rest to gear up.

If the PCs failed the skill challenge by demonstrating suspicious activity three times, the polyp trap in Encounter 3 is ready for them.

Once the PCs have re-equipped, proceed to Encounter 3.

MILESTONE

This encounter counts towards a milestone.

TREASURE

In addition to their own gear, the PCs find some items belonging to a less fortunate group of adventurers:

- *dwarven armor* (+1 at ALs 2/4, +2 at ALs 6/8/10),
- a *luckblade* (+1 at ALs 2/4, +2 at ALs 6/8/10),
- and *boots of free movement*.

ENCOUNTER 3: PRISON RIOT

Note: Remember that this encounter takes place underwater, but all combatants have a swim speed, including the PCs.

ENCOUNTER LEVEL 2/5/7/9/11

CREATURES

This encounter includes these creatures at all ALs:

- 1 kuo-toa leviathan (L)
- 2 kuo-toa monitor (M)
- 4 servitor slave guards (G)
- 1 polyp trap (10 polyps) (P)

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 servitor slave guard, and the polyp trap starts with only 8 polyps.

Six PCs: Add 2 servitor slave guards, and the polyp trap starts with 12 polyps.

SETUP

The PCs still have to complete their mission for the Keepers of the Cerulean Sign.

Just as you finish equipping your gear, Sir Cadwy hisses a warning. "Kuo-toa patrol. Now's our chance to get out of here."

Down a bend in the tunnel, several human-sized kuo-toas lead a much larger specimen whose protruding fangs look sharp enough to puncture steel.

Allow the players to place their PCs' miniatures on the map anywhere within the shaded area.

If the PCs failed the skill challenge in Encounter 2, also read or paraphrase the following:

Before you can move against your enemies, there's a 'plop' and numerous fist-sized polyps emerge from holes in the floor and ceiling. They glow brightly in a sickly yellow color and float towards you menacingly.

Place the polyps in the squares marked P.

If the PCs succeeded at the skill challenge in Encounter 2, then at the beginning of the round 2 of the combat, read or paraphrase the following:

As the battle against the kuo-toa heats up, you hear a 'plop' and numerous fist-sized polyps emerge from holes in the floor and ceiling. They glow brightly in a sickly yellow color and float towards you menacingly.

Place the polyps in the squares marked P.

FEATURES OF THE AREA

Ceiling: The ceiling is 2 squares tall. Because of the height limit, three-dimensional movement is irrelevant, even though all creatures in this combat have a swim speed (including the PCs).

Prisoners: Inspired by the PCs' example, the other prisoners begin rioting. Kuo-toas who start their turns in a square occupied by rioting prisoners take 1d8 + AL damage. (The prisoners do not deal damage to the servitor slave guards because some of those guards were formerly prisoners.)

In addition, a PC can command a group of prisoners to move up to 2 squares by using a Standard action, or by making a DC Moderate Diplomacy or Intimidate check as a minor action.

For game mechanical purposes, the prisoners are not creatures. Thus, they cannot be harmed by area attacks, and the polyp trap does not target them.

Walls: Over the eons of Xxiphu's existence, the terrified dreams of those held captive within it have infused themselves into the stone and coral. Any creature that starts its turn adjacent to a wall takes AL psychic damage.

TACTICS

The kuo-toa leviathan attacks the nearest targets with single-minded fury, regardless of marks and conditions. It uses *snapping bites* to slide enemies into squares containing polyps. Once a PC becomes bloodied, the leviathan moves to within reach of that creature and uses *bloodlust bite*. When the leviathan's *mind-rending roar* is triggered, it tries to catch as many PCs as possible in the blast, heedless of its allies.

The kuo-toa monitors rely on mobility to get at soft targets, such as lightly armored controllers or leaders. The monitors reserve *lightning fist* for a PC with polyp(s) latched onto it, hoping to set that PC up for the polyp trap's *acidic burst*.

The servitor slave guards work in pairs to flank targets and *spear* them. They use *slick maneuver* to re-establish flanks and to avoid the polyp trap.

The polyps are treated as minions, but they have resist all (5, 10, or 15 depending on the AL). On its turn, a polyp can move a total of 4 squares (using two Float actions), so they should be able to reach the PCs.

Remember that if the PCs failed the skill challenge in Encounter 2, then the polyp trap is already active on Round 1 of the combat.

Important Note: The modifiers to attack and damage have already been added to the aquatic monsters. Captive PCs with Xxiphu Transformation have the aquatic keyword and as such should increase their defenses by 2 and reduce damage by 2 against attacks from the leviathan, monitors, and guards (but not the polyps).

TROUBLESHOOTING

If this encounter is too difficult for the PCs, you can make it easier:

- Reduce the number of polyps on the map. (Perhaps the rioting prisoners destroy some, or perhaps the trap has not been activated for so long that some of the polyps are defective.)
- Eliminate the damage that the polyps do with their *latch on* attack.
- Do not use the monitors' *lightning fist* attack.
- Do not use the leviathan's *mind-rending roar* when it becomes bloodied.

ENDING THE ENCOUNTER

The encounter ends when the PCs defeat the leviathan and both monitors. Any remaining servitor slave guards flee or surrender, and the polyps unlatch and die.

Captured kuo-toas or servitor slave guards are unhelpful – either completely insane or unwilling to reveal anything useful.

Inspired by the PCs' example, the rioting prisoners disperse throughout Xxiphu to seek their own way out. Most of them are insane and beyond reasoning, so the PCs shouldn't feel obligated to help them.

Proceed to Encounter 4.

EXPERIENCE

This encounter counts towards a milestone.

TREASURE

There is no treasure in this encounter. (The kuo-toas have only basic weapons.)

ENCOUNTER 3: PRISON RIOT (ADVENTURE LEVEL 2)

Kuo-Toa Leviathan (level 2)	Level 2 Elite Brute
Large natural humanoid (aquatic)	XP 250
HP 98; Bloodied 49	Initiative +3
AC 14, Fortitude 17, Reflex 14, Will 13	Perception +2
Speed 8, swim 8	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
Aquatic	
The leviathan can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +9 vs. AC	
Hit: 1d8 + 7 damage, and the target is knocked prone.	
M Snapping Bites • At-Will	
Attack: Melee 2 (two attacks, one or two creatures); +9 vs. AC	
Hit: 1d8 + 5 damage, and slide the target up to 3 squares.	
M Bloodlust Bite • At-Will	
Attack: Melee 2 (one bloodied creature); +9 vs. AC	
Hit: 1d8 + 7 damage, ongoing 5 damage (save ends), and slide the target up to 3 squares.	
TRIGGERED ACTIONS	
C Mind-Rending Roar (psychic, thunder) • Encounter	
Trigger: The leviathan is first bloodied.	
Attack (No Action): Close blast 5 (creatures in blast); +7 vs. Will	
Hit: 1d8 + 9 psychic and thunder damage, and the target is dazed (save ends).	
Skills Athletics +9	
Str 17 (+4)	Dex 15 (+3) Wis 12 (+2)
Con 13 (+2)	Int 5 (-2) Cha 7 (-1)
Alignment evil	Languages Deep Speech

Note: Kuo-toa leviathan leveled down, resized to Large, and with updated damage expressions. The stats include the modifiers for fighting non-aquatic opponents.

2 Kuo-Toa Monitor (level 2)	Level 2 Skirmisher
Medium natural humanoid (aquatic)	XP 125
HP 41; Bloodied 20	Initiative +8
AC 16, Fortitude 13, Reflex 14, Will 12	Perception +3
Speed 6, swim 6	Darkvision
TRAITS	
Aquatic	
The monitor can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
Sneak Attack	
The monitor deals an extra 1d6 damage against creatures granting it combat advantage.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8 + 5 damage.	
M Leap Kick • At-Will	
Effect: The monitor shifts up to 2 squares and uses <i>slam</i> .	
M Lightning Fist (lightning) • Recharge 4-6	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 2d6 + 2 lightning damage, and the target is immobilized (save ends).	
Miss: Half damage, and the target is slowed (save ends).	
MOVE ACTIONS	
Slick Maneuver • At-Will	
Requirement: The monitor must be adjacent to an enemy.	
Effect: The monitor shifts up to 3 squares to another square adjacent to the enemy.	
Skills Acrobatics +11, Dungeoneering +8	
Str 19 (+5)	Dex 20 (+6) Wis 15 (+3)
Con 17 (+4)	Int 15 (+3) Cha 16 (+4)
Alignment evil	Languages Deep Speech

Note: Kuo-toa monitor leveled down and with updated damage expressions. Removed *crossbow* attack, added sneak attack trait, and changed *lightning fist* to immobilize/slow instead of stun/daze. The stats include the modifiers for fighting non-aquatic opponents.

ENCOUNTER 3: PRISON RIOT (ADVENTURE LEVEL 2)

4 Servitor Slave Guard	Level 2 Minion Skirmisher
Medium natural humanoid (aquatic, human)	XP 38
HP 1; a missed attack never damages a minion	Initiative +6
AC 16, Fortitude 14, Reflex 15, Will 13	Perception +0
Speed 6, swim 6	Darkvision
TRAITS	
Aquatic	
The guard can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
STANDARD ACTIONS	
m/r Spear (weapon) • At-Will	
Attack: Melee 1 or Ranged 10 (one creature); +9 vs. AC	
Hit: 7 damage.	
MOVE ACTIONS	
Slick Maneuver • At-Will	
Requirement: The guard must be adjacent to an enemy.	
Effect: The guard shifts up to 3 squares to another square adjacent to the enemy.	
Str 15 (+3)	Dex 16 (+4)
Con 15 (+3)	Int 11 (+1)
	Wis 9 (+0)
	Cha 13 (+2)
Alignment evil	Languages Deep Speech
Equipment leather armor, 4 spears	
Note: Kuo-toa guard leveled down and with updated damage expressions. The stats <u>include</u> the modifiers for fighting non-aquatic opponents.	

Polyp Trap	Level 2 Blaster
Trap	XP 125
HP 1 per polyp; a missed attack never damages a polyp	Initiative +5
AC 18, Fortitude 14, Reflex 18, Will –	
Resist 5 all; Immune acid, all conditions	
DETECT	
<ul style="list-style-type: none"> • Perception: automatic • Dungeoneering, Insight, Nature, or Thievery: DC Easy to identify the trap and to realize the polyps will explode when three latch onto the same creature 	
MOVE ACTIONS	
Float	
Polyps that are not latched onto a creature move up to 2 squares towards the nearest creature (entering its square if possible), choosing those with the most polyps latched on first. This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
m Latch On • At-Will	
Trigger: A creature enters or starts its turn in a square containing a polyp.	
Attack (Opportunity Action): Melee 0 (triggering creature); +5 vs. Reflex	
Hit: The polyp latches onto the target. While latched onto a creature, the polyp moves with that creature; this movement does not provoke opportunity attacks. While a creature has polyps latched onto it, it suffers the following effects.	
1 polyp: The creature is slowed.	
2 polyps: The creature is immobilized instead of slowed.	
3 polyps: The creature triggers <i>acidic burst</i> .	
C Acidic Burst (acid) • At-Will	
Trigger: A creature has three polyps latched onto it.	
Attack (No Action): Close burst 2 (creatures in burst); +5 vs. Reflex	
Hit: 2d6 + 4 acid damage, and the target is knocked prone.	
Miss: Half damage.	
Effect: All polyps latched onto the triggering creature are destroyed.	
COUNTERMEASURES	
<ul style="list-style-type: none"> • Delay: Nature DC Hard (minor action) or DC Moderate (standard action): a creature adjacent to or sharing the same space with a polyp that is latched onto a creature can calm it. Success: the polyp unlatches. • Rip Free: Strength DC Moderate (minor action) or DC Easy (standard action): a creature adjacent to or sharing the same space with a polyp that is latched onto a creature can rip it free. Success: the polyp unlatches. The creature that ripped it free can choose to slide that polyp 1 square for every 5 points by which his or her Strength check exceeded the target DC. 	

Note: Custom trap based on the Far Realm Star Trap. As an object it does NOT have the aquatic subtype.

ENCOUNTER 3: PRISON RIOT (ADVENTURE LEVEL 4)

Kuo-Toa Leviathan (level 4)	Level 4 Elite Brute
Large natural humanoid (aquatic)	XP 350
HP 138; Bloodied 69	Initiative +3
AC 16, Fortitude 19, Reflex 16, Will 15	Perception +3
Speed 8, swim 8	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
Aquatic	
The leviathan can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +11 vs. AC	
Hit: 2d8 + 6 damage, and the target is knocked prone.	
M Snapping Bites • At-Will	
Attack: Melee 2 (two attacks, one or two creatures); +11 vs. AC	
Hit: 2d8 + 4 damage, and slide the target up to 3 squares.	
M Bloodlust Bite • At-Will	
Attack: Melee 2 (one bloodied creature); +11 vs. AC	
Hit: 2d8 + 6 damage, ongoing 5 damage (save ends), and slide the target up to 3 squares.	
TRIGGERED ACTIONS	
C Mind-Rending Roar (psychic, thunder) • Encounter	
Trigger: The leviathan is first bloodied.	
Attack (No Action): Close blast 5 (creatures in blast); +9 vs. Will	
Hit: 2d8 + 7 psychic and thunder damage, and the target is dazed (save ends).	
Skills Athletics +10	
Str 17 (+5)	Dex 15 (+4) Wis 12 (+3)
Con 13 (+3)	Int 5 (-1) Cha 7 (+0)
Alignment evil	Languages Deep Speech

Note: Kuo-toa leviathan leveled down, resized to Large, and with updated damage expressions. The stats include the modifiers for fighting non-aquatic opponents.

2 Kuo-Toa Monitor (level 5)	Level 5 Skirmisher
Medium natural humanoid (aquatic)	XP 200
HP 65; Bloodied 32	Initiative +9
AC 19, Fortitude 16, Reflex 17, Will 15	Perception +4
Speed 6, swim 6	Darkvision
TRAITS	
Aquatic	
The monitor can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
Sneak Attack	
The monitor deals an extra 1d6 damage against creatures granting it combat advantage.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 4 damage.	
M Leap Kick • At-Will	
Effect: The monitor shifts up to 2 squares and uses <i>slam</i> .	
M Lightning Fist (lightning) • Recharge 4-6	
Attack: Melee 1 (one creature); +10 vs. Reflex	
Hit: 2d6 + 7 lightning damage, and the target is immobilized (save ends).	
Miss: Half damage, and the target is slowed (save ends).	
MOVE ACTIONS	
Slick Maneuver • At-Will	
Requirement: The monitor must be adjacent to an enemy.	
Effect: The monitor shifts up to 3 squares to another square adjacent to the enemy.	
Skills Acrobatics +12, Dungeoneering +9	
Str 19 (+6)	Dex 20 (+7) Wis 15 (+4)
Con 17 (+5)	Int 15 (+4) Cha 16 (+5)
Alignment evil	Languages Deep Speech

Note: Kuo-toa monitor leveled down and with updated damage expressions. Removed *crossbow* attack and changed *lightning fist* to immobilize/slow instead of stun/daze. The stats include the modifiers for fighting non-aquatic opponents.

ENCOUNTER 3: PRISON RIOT (ADVENTURE LEVEL 4)

4 Servitor Slave Guard	Level 5 Minion Skirmisher
Medium natural humanoid (aquatic, human)	XP 50
HP 1; a missed attack never damages a minion	Initiative +7
AC 19, Fortitude 17, Reflex 18, Will 16	Perception +1
Speed 6, swim 6	Darkvision
TRAITS	
Aquatic	
The guard can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
STANDARD ACTIONS	
m/r Spear (weapon) • At-Will	
Attack: Melee 1 or Ranged 10 (one creature); +12 vs. AC	
Hit: 8 damage.	
MOVE ACTIONS	
Slick Maneuver • At-Will	
Requirement: The guard must be adjacent to an enemy.	
Effect: The guard shifts up to 3 squares to another square adjacent to the enemy.	
Str 15 (+4)	Dex 16 (+5)
Con 15 (+4)	Int 11 (+2)
	Wis 9 (+1)
	Cha 13 (+3)
Alignment evil	
Languages Deep Speech	
Equipment leather armor, 4 spears	

Note: Kuo-toa guard leveled down and with updated damage expressions. The stats include the modifiers for fighting non-aquatic opponents.

Polyp Trap	Level 4 Blaster
Trap	XP 175
HP 1 per polyp; a missed attack never damages a polyp	Initiative +6
AC 20, Fortitude 16, Reflex 20, Will –	
Resist 10 all; Immune acid, all conditions	
DETECT	
<ul style="list-style-type: none"> Perception: automatic Dungeoneering, Insight, Nature, or Thievery: DC Easy to identify the trap and to realize the polyps will explode when three latch onto the same creature 	
MOVE ACTIONS	
Float	
Polyps that are not latched onto a creature move up to 2 squares towards the nearest creature (entering its square if possible), choosing those with the most polyps latched on first. This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
m Latch On • At-Will	
Trigger: A creature enters or starts its turn in a square containing a polyp.	
Attack (Opportunity Action): Melee 0 (triggering creature); +7 vs. Reflex	
Hit: The polyp latches onto the target. While latched onto a creature, the polyp moves with that creature; this movement does not provoke opportunity attacks. While a creature has polyps latched onto it, it suffers the following effects.	
1 polyp: The creature is slowed.	
2 polyps: The creature is immobilized instead of slowed.	
3 polyps: The creature triggers <i>acidic burst</i> .	
C Acidic Burst (acid) • At-Will	
Trigger: A creature has three polyps latched onto it.	
Attack (No Action): Close burst 2 (creatures in burst); +7 vs. Reflex	
Hit: 2d8 + 5 acid damage, and the target is knocked prone.	
Miss: Half damage.	
Effect: All polyps latched onto the triggering creature are destroyed.	
COUNTERMEASURES	
<ul style="list-style-type: none"> Delay: Nature DC Hard (minor action) or DC Moderate (standard action): a creature adjacent to or sharing the same space with a polyp that is latched onto a creature can calm it. Success: the polyp unlatches. Rip Free: Strength DC Moderate (minor action) or DC Easy (standard action): a creature adjacent to or sharing the same space with a polyp that is latched onto a creature can rip it free. Success: the polyp unlatches. The creature that ripped it free can choose to slide that polyp 1 square for every 5 points by which his or her Strength check exceeded the target DC. 	

Note: Custom trap based on the Far Realm Star Trap. As an object it does NOT have the aquatic subtype.

ENCOUNTER 3: PRISON RIOT (ADVENTURE LEVEL 6)

Kuo-Toa Leviathan (level 6)	Level 6 Elite Brute
Large natural humanoid (aquatic)	XP 500
HP 178; Bloodied 89	Initiative +5
AC 18, Fortitude 21, Reflex 18, Will 17	Perception +4
Speed 8, swim 8	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
Aquatic	
The leviathan can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d8 + 9 damage, and the target is knocked prone.	
M Snapping Bites • At-Will	
Attack: Melee 2 (two attacks, one or two creatures); +13 vs. AC	
Hit: 2d8 + 7 damage, and slide the target up to 3 squares.	
M Bloodlust Bite • At-Will	
Attack: Melee 2 (one bloodied creature); +13 vs. AC	
Hit: 2d8 + 9 damage, ongoing 5 damage (save ends), and slide the target up to 3 squares.	
TRIGGERED ACTIONS	
C Mind-Rending Roar (psychic, thunder) • Encounter	
Trigger: The leviathan is first bloodied.	
Attack (No Action): Close blast 5 (creatures in blast); +11 vs. Will	
Hit: 2d8 + 9 psychic and thunder damage, and the target is dazed (save ends).	
Skills Athletics +11	
Str 17 (+6)	Dex 15 (+5) Wis 12 (+4)
Con 13 (+4)	Int 5 (+0) Cha 7 (+1)
Alignment evil	Languages Deep Speech

Note: Kuo-toa leviathan leveled down, resized to Large, and with updated damage expressions. The stats include the modifiers for fighting non-aquatic opponents.

2 Kuo-Toa Monitor (level 7)	Level 7 Skirmisher
Medium natural humanoid (aquatic)	XP 300
HP 81; Bloodied 40	Initiative +10
AC 21, Fortitude 18, Reflex 19, Will 17	Perception +5
Speed 6, swim 6	Darkvision
TRAITS	
Aquatic	
The monitor can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
Sneak Attack	
The monitor deals an extra 1d6 damage against creatures granting it combat advantage.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 6 damage.	
M Leap Kick • At-Will	
Effect: The monitor shifts up to 2 squares and uses <i>slam</i> .	
M Lightning Fist (lightning) • Recharge 4-6	
Attack: Melee 1 (one creature); +12 vs. Reflex	
Hit: 3d6 + 3 lightning damage, and the target is immobilized (save ends).	
Miss: Half damage, and the target is slowed (save ends).	
MOVE ACTIONS	
Slick Maneuver • At-Will	
Requirement: The monitor must be adjacent to an enemy.	
Effect: The monitor shifts up to 3 squares to another square adjacent to the enemy.	
Skills Acrobatics +13, Dungeoneering +10	
Str 19 (+7)	Dex 20 (+8) Wis 15 (+5)
Con 17 (+6)	Int 15 (+5) Cha 16 (+6)
Alignment evil	Languages Deep Speech

Note: Kuo-toa monitor leveled down and with updated damage expressions. Removed *crossbow* attack and changed *lightning fist* to immobilize/slow instead of stun/daze. The stats include the modifiers for fighting non-aquatic opponents.

ENCOUNTER 3: PRISON RIOT (ADVENTURE LEVEL 6)

4 Servitor Slave Guard	Level 7 Minion Skirmisher
Medium natural humanoid (aquatic, human)	XP 75
HP 1; a missed attack never damages a minion	Initiative +8
AC 21, Fortitude 19, Reflex 20, Will 18	Perception +2
Speed 6, swim 6	Darkvision
TRAITS	
Aquatic	
The guard can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
STANDARD ACTIONS	
m/r Spear (weapon) • At-Will	
Attack: Melee 1 or Ranged 10 (one creature); +14 vs. AC	
Hit: 9 damage.	
MOVE ACTIONS	
Slick Maneuver • At-Will	
Requirement: The guard must be adjacent to an enemy.	
Effect: The guard shifts up to 3 squares to another square adjacent to the enemy.	
Str 15 (+5)	Dex 16 (+6)
Con 15 (+5)	Int 11 (+3)
	Wis 9 (+2)
	Cha 13 (+4)
Alignment evil	
Languages Deep Speech	
Equipment leather armor, 4 spears	

Note: Kuo-toa guard leveled down and with updated damage expressions. The stats include the modifiers for fighting non-aquatic opponents.

Polyp Trap	Level 6 Blaster
Trap	XP 250
HP 1 per polyp; a missed attack never damages a polyp	Initiative +7
AC 22, Fortitude 18, Reflex 22, Will –	
Resist 10 all; Immune acid, all conditions	
DETECT	
<ul style="list-style-type: none"> Perception: automatic Dungeoneering, Insight, Nature, or Thievery: DC Easy to identify the trap and to realize the polyps will explode when three latch onto the same creature 	
MOVE ACTIONS	
Float	
Polyps that are not latched onto a creature move up to 2 squares towards the nearest creature (entering its square if possible), choosing those with the most polyps latched on first. This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
m Latch On • At-Will	
Trigger: A creature enters or starts its turn in a square containing a polyp.	
Attack (Opportunity Action): Melee 0 (triggering creature); +9 vs. Reflex	
Hit: The polyp latches onto the target. While latched onto a creature, the polyp moves with that creature; this movement does not provoke opportunity attacks. While a creature has polyps latched onto it, it suffers the following effects.	
1 polyp: The creature is slowed.	
2 polyps: The creature is immobilized instead of slowed.	
3 polyps: The creature triggers <i>acidic burst</i> .	
C Acidic Burst (acid) • At-Will	
Trigger: A creature has three polyps latched onto it.	
Attack (No Action): Close burst 2 (creatures in burst); +9 vs. Reflex	
Hit: 2d8 + 6 acid damage, and the target is knocked prone.	
Miss: Half damage.	
Effect: All polyps latched onto the triggering creature are destroyed.	
COUNTERMEASURES	
<ul style="list-style-type: none"> Delay: Nature DC Hard (minor action) or DC Moderate (standard action): a creature adjacent to or sharing the same space with a polyp that is latched onto a creature can calm it. <i>Success:</i> the polyp unlatches. Rip Free: Strength DC Moderate (minor action) or DC Easy (standard action): a creature adjacent to or sharing the same space with a polyp that is latched onto a creature can rip it free. <i>Success:</i> the polyp unlatches. The creature that ripped it free can choose to slide that polyp 1 square for every 5 points by which his or her Strength check exceeded the target DC. 	

Note: Custom trap based on the Far Realm Star Trap. As an object it does NOT have the aquatic subtype.

ENCOUNTER 3: PRISON RIOT (ADVENTURE LEVEL 8)

Kuo-Toa Leviathan (level 8)	Level 8 Elite Brute
Large natural humanoid (aquatic)	XP 700
HP 218; Bloodied 109	Initiative +6
AC 20, Fortitude 22, Reflex 20, Will 19	Perception +5
Speed 8, swim 8	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
Aquatic	
The leviathan can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 3d8 + 7 damage, and the target is knocked prone.	
M Snapping Bites • At-Will	
Attack: Melee 2 (two attacks, one or two creatures); +15 vs. AC	
Hit: 3d8 + 5 damage, and slide the target up to 3 squares.	
M Bloodlust Bite • At-Will	
Attack: Melee 2 (one bloodied creature); +15 vs. AC	
Hit: 3d8 + 7 damage, ongoing 10 damage (save ends), and slide the target up to 3 squares.	
TRIGGERED ACTIONS	
C Mind-Rending Roar (psychic, thunder) • Encounter	
Trigger: The leviathan is first bloodied.	
Attack (No Action): Close blast 5 (creatures in blast); +13 vs. Will	
Hit: 2d8 + 11 psychic and thunder damage, and the target is dazed (save ends).	
Skills Athletics +11	
Str 17 (+6)	Dex 15 (+5) Wis 12 (+4)
Con 13 (+4)	Int 5 (+1) Cha 7 (+2)
Alignment evil	Languages Deep Speech

Note: Kuo-toa leviathan leveled down, resized to Large, and with updated damage expressions. The stats include the modifiers for fighting non-aquatic opponents.

2 Kuo-Toa Monitor (level 9)	Level 9 Skirmisher
Medium natural humanoid (aquatic)	XP 400
HP 81; Bloodied 48	Initiative +11
AC 23, Fortitude 20, Reflex 21, Will 19	Perception +6
Speed 6, swim 6	Darkvision
TRAITS	
Aquatic	
The monitor can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
Sneak Attack	
The monitor deals an extra 2d6 damage against creatures granting it combat advantage.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d8 + 8 damage.	
M Leap Kick • At-Will	
Effect: The monitor shifts up to 2 squares and uses <i>slam</i> .	
M Lightning Fist (lightning) • Recharge 4-6	
Attack: Melee 1 (one creature); +14 vs. Reflex	
Hit: 3d6 + 5 lightning damage, and the target is immobilized (save ends).	
Miss: Half damage, and the target is slowed (save ends).	
MOVE ACTIONS	
Slick Maneuver • At-Will	
Requirement: The monitor must be adjacent to an enemy.	
Effect: The monitor shifts up to 3 squares to another square adjacent to the enemy.	
Skills Acrobatics +14, Dungeoneering +11	
Str 19 (+8)	Dex 20 (+9) Wis 15 (+6)
Con 17 (+7)	Int 15 (+6) Cha 16 (+7)
Alignment evil	Languages Deep Speech

Note: Kuo-toa monitor leveled down and with updated damage expressions. Removed *crossbow* attack and changed *lightning fist* to immobilize/slow instead of stun/daze. The stats include the modifiers for fighting non-aquatic opponents.

ENCOUNTER 3: PRISON RIOT (ADVENTURE LEVEL 8)

4 Servitor Slave Guard	Level 9 Minion Skirmisher
Medium natural humanoid (aquatic, human)	XP 100
HP 1; a missed attack never damages a minion	Initiative +9
AC 23, Fortitude 21, Reflex 22, Will 20	Perception +3
Speed 6, swim 6	Darkvision
TRAITS	
Aquatic	
The guard can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
STANDARD ACTIONS	
m/r Spear (weapon) • At-Will	
Attack: Melee 1 or Ranged 10 (one creature); +16 vs. AC	
Hit: 10 damage.	
MOVE ACTIONS	
Slick Maneuver • At-Will	
Requirement: The guard must be adjacent to an enemy.	
Effect: The guard shifts up to 3 squares to another square adjacent to the enemy.	
Str 15 (+6)	Dex 16 (+7)
Con 15 (+6)	Int 11 (+4)
	Wis 9 (+3)
	Cha 13 (+5)
Alignment evil	
Languages Deep Speech	
Equipment leather armor, 4 spears	

Note: Kuo-toa guard leveled down and with updated damage expressions. The stats include the modifiers for fighting non-aquatic opponents.

Polyp Trap	Level 8 Blaster
Trap	XP 350
HP 1 per polyp; a missed attack never damages a polyp	Initiative +7
AC 24, Fortitude 20, Reflex 24, Will –	
Resist 15 all; Immune acid, all conditions	
DETECT	
<ul style="list-style-type: none"> Perception: automatic Dungeoneering, Insight, Nature, or Thievery: DC Easy to identify the trap and to realize the polyps will explode when three latch onto the same creature 	
MOVE ACTIONS	
Float	
Polyps that are not latched onto a creature move up to 2 squares towards the nearest creature (entering its square if possible), choosing those with the most polyps latched on first. This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
m Latch On • At-Will	
Trigger: A creature enters or starts its turn in a square containing a polyp.	
Attack (Opportunity Action): Melee 0 (triggering creature); +11 vs. Reflex	
Hit: The polyp latches onto the target. While latched onto a creature, the polyp moves with that creature; this movement does not provoke opportunity attacks. While a creature has polyps latched onto it, it suffers the following effects.	
1 polyp: The creature is slowed.	
2 polyps: The creature is immobilized instead of slowed.	
3 polyps: The creature triggers <i>acidic burst</i> .	
C Acidic Burst (acid) • At-Will	
Trigger: A creature has three polyps latched onto it.	
Attack (No Action): Close burst 2 (creatures in burst); +11 vs. Reflex	
Hit: 3d6 + 5 acid damage, and the target is knocked prone.	
Miss: Half damage.	
Effect: All polyps latched onto the triggering creature are destroyed.	
COUNTERMEASURES	
<ul style="list-style-type: none"> Delay: Nature DC Hard (minor action) or DC Moderate (standard action): a creature adjacent to or sharing the same space with a polyp that is latched onto a creature can calm it. <i>Success:</i> the polyp unlatches. Rip Free: Strength DC Moderate (minor action) or DC Easy (standard action): a creature adjacent to or sharing the same space with a polyp that is latched onto a creature can rip it free. <i>Success:</i> the polyp unlatches. The creature that ripped it free can choose to slide that polyp 1 square for every 5 points by which his or her Strength check exceeded the target DC. 	

Note: Custom trap based on the Far Realm Star Trap. As an object it does NOT have the aquatic subtype.

ENCOUNTER 3: PRISON RIOT (ADVENTURE LEVEL 10)

Kuo-Toa Leviathan (level 10)	Level 10 Elite Brute
Large natural humanoid (aquatic)	XP 700
HP 258; Bloodied 129	Initiative +7
AC 22, Fortitude 24, Reflex 22, Will 21	Perception +6
Speed 8, swim 8	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
Aquatic	
The leviathan can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d8 + 10 damage, and the target is knocked prone.	
M Snapping Bites • At-Will	
Attack: Melee 2 (two attacks, one or two creatures); +17 vs. AC	
Hit: 3d8 + 7 damage, and slide the target up to 3 squares.	
M Bloodlust Bite • At-Will	
Attack: Melee 2 (one bloodied creature); +17 vs. AC	
Hit: 3d8 + 10 damage, ongoing 10 damage (save ends), and slide the target up to 3 squares.	
TRIGGERED ACTIONS	
C Mind-Rending Roar (psychic, thunder) • Encounter	
Trigger: The leviathan is first bloodied.	
Attack (No Action): Close blast 5 (creatures in blast); +15 vs. Will	
Hit: 3d6 + 12 psychic and thunder damage, and the target is dazed (save ends).	
Skills Athletics +11	
Str 17 (+6)	Dex 15 (+5) Wis 12 (+4)
Con 13 (+4)	Int 5 (+2) Cha 7 (+3)
Alignment evil	Languages Deep Speech

Note: Kuo-toa leviathan leveled down, resized to Large, and with updated damage expressions. The stats include the modifiers for fighting non-aquatic opponents.

2 Kuo-Toa Monitor (level 11)	Level 11 Skirmisher
Medium natural humanoid (aquatic)	XP 600
HP 113; Bloodied 56	Initiative +12
AC 25, Fortitude 22, Reflex 23, Will 21	Perception +7
Speed 6, swim 6	Darkvision
TRAITS	
Aquatic	
The monitor can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
Sneak Attack	
The monitor deals an extra 2d6 damage against creatures granting it combat advantage.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d8 + 6 damage.	
M Leap Kick • At-Will	
Effect: The monitor shifts up to 2 squares and uses <i>slam</i> .	
M Lightning Fist (lightning) • Recharge 4-6	
Attack: Melee 1 (one creature); +16 vs. Reflex	
Hit: 3d6 + 8 lightning damage, and the target is immobilized (save ends).	
Miss: Half damage, and the target is slowed (save ends).	
MOVE ACTIONS	
Slick Maneuver • At-Will	
Requirement: The monitor must be adjacent to an enemy.	
Effect: The monitor shifts up to 3 squares to another square adjacent to the enemy.	
Skills Acrobatics +15, Dungeoneering +12	
Str 19 (+9)	Dex 20 (+10) Wis 15 (+7)
Con 17 (+8)	Int 15 (+7) Cha 16 (+8)
Alignment evil	Languages Deep Speech

Note: Kuo-toa monitor leveled down and with updated damage expressions. Removed *crossbow* attack and changed *lightning fist* to immobilize/slow instead of stun/daze. The stats include the modifiers for fighting non-aquatic opponents.

ENCOUNTER 3: PRISON RIOT (ADVENTURE LEVEL 10)

4 Servitor Slave Guard	Level 11 Minion Skirmisher
Medium natural humanoid (aquatic, human)	XP 150
HP 1; a missed attack never damages a minion	Initiative +10
AC 25, Fortitude 23, Reflex 24, Will 22	Perception +4
Speed 6, swim 6	Darkvision
TRAITS	
Aquatic	
The guard can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
STANDARD ACTIONS	
m/r Spear (weapon) • At-Will	
Attack: Melee 1 or Ranged 10 (one creature); +18 vs. AC	
Hit: 11 damage.	
MOVE ACTIONS	
Slick Maneuver • At-Will	
Requirement: The guard must be adjacent to an enemy.	
Effect: The guard shifts up to 3 squares to another square adjacent to the enemy.	
Str 15 (+7)	Dex 16 (+8)
Con 15 (+7)	Int 11 (+5)
	Wis 9 (+4)
	Cha 13 (+6)
Alignment evil	Languages Deep Speech
Equipment leather armor, 4 spears	
Note: Kuo-toa guard leveled down and with updated damage expressions. The stats <u>include</u> the modifiers for fighting non-aquatic opponents.	

Polyp Trap	Level 10 Blaster
Trap	XP 500
HP 1 per polyp; a missed attack never damages a polyp	Initiative +7
AC 26, Fortitude 22, Reflex 26, Will –	
Resist 15 all; Immune acid, all conditions	
DETECT	
<ul style="list-style-type: none"> • Perception: automatic • Dungeoneering, Insight, Nature, or Thievery: DC Easy to identify the trap and to realize the polyps will explode when three latch onto the same creature 	
MOVE ACTIONS	
Float	
Polyps that are not latched onto a creature move up to 2 squares towards the nearest creature (entering its square if possible), choosing those with the most polyps latched on first. This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
m Latch On • At-Will	
Trigger: A creature enters or starts its turn in a square containing a polyp.	
Attack (Opportunity Action): Melee 0 (triggering creature); +13 vs. Reflex	
Hit: The polyp latches onto the target. While latched onto a creature, the polyp moves with that creature; this movement does not provoke opportunity attacks. While a creature has polyps latched onto it, it suffers the following effects.	
1 polyp: The creature is slowed.	
2 polyps: The creature is immobilized instead of slowed.	
3 polyps: The creature triggers <i>acidic burst</i> .	
C Acidic Burst (acid) • At-Will	
Trigger: A creature has three polyps latched onto it.	
Attack (No Action): Close burst 2 (creatures in burst); +13 vs. Reflex	
Hit: 3d6 + 6 acid damage, and the target is knocked prone.	
Miss: Half damage.	
Effect: All polyps latched onto the triggering creature are destroyed.	
COUNTERMEASURES	
<ul style="list-style-type: none"> • Delay: Nature DC Hard (minor action) or DC Moderate (standard action): a creature adjacent to or sharing the same space with a polyp that is latched onto a creature can calm it. <i>Success:</i> the polyp unlatches. • Rip Free: Strength DC Moderate (minor action) or DC Easy (standard action): a creature adjacent to or sharing the same space with a polyp that is latched onto a creature can rip it free. <i>Success:</i> the polyp unlatches. The creature that ripped it free can choose to slide that polyp 1 square for every 5 points by which his or her Strength check exceeded the target DC. 	

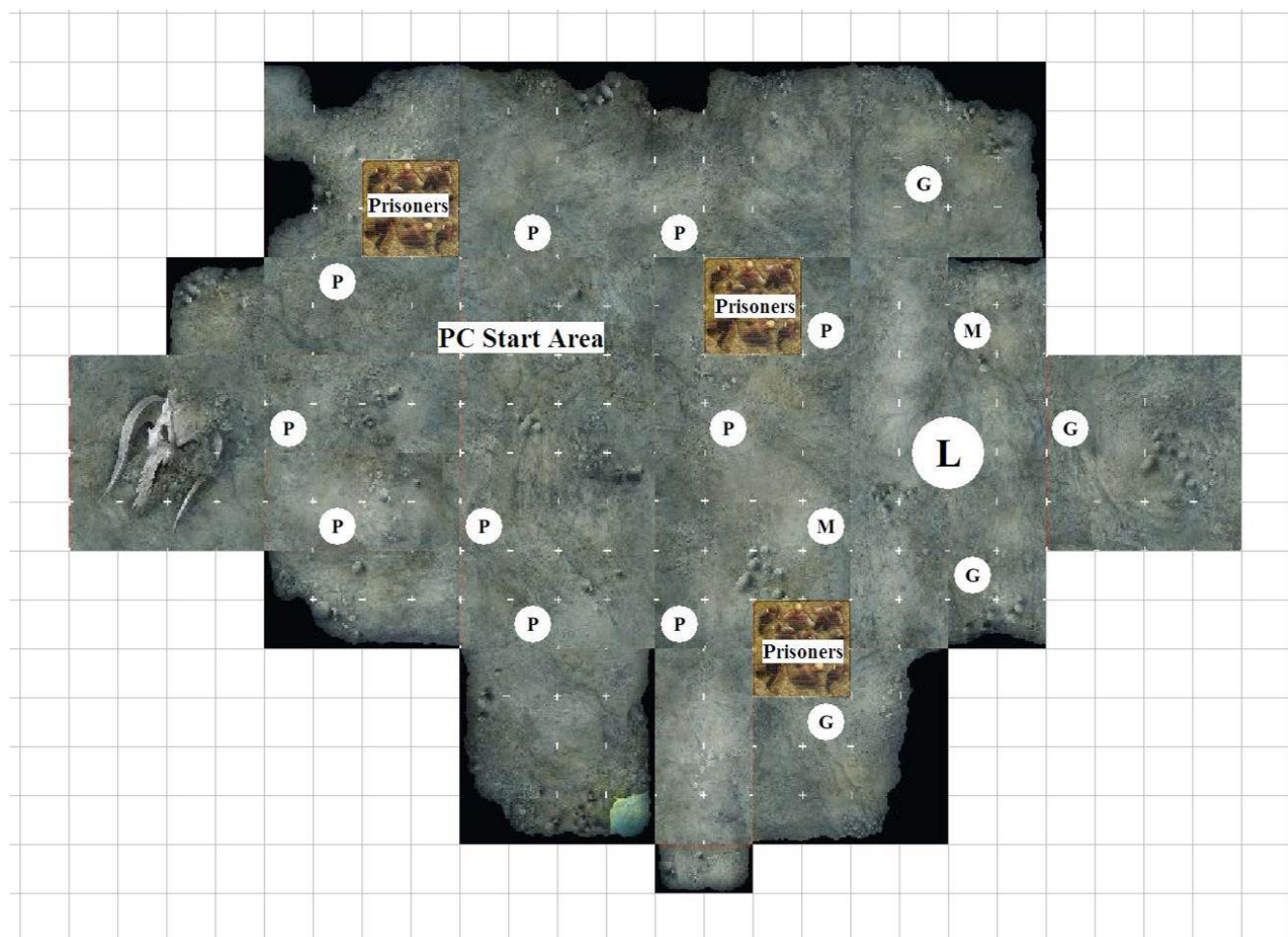
Note: Custom trap based on the Far Realm Star Trap. As an object it does NOT have the aquatic subtype.

ENCOUNTER 3: PRISON RIOT

TILE SETS NEEDED

DT5: *Lost Caverns of the Underdark* x1

L = kuo-toa leviathan, M = kuo-toa monitor, G = kuo-toa guard, P = polyp (trap)



ENCOUNTER 4: FIRST FLASHBACK

SETUP

When the PCs complete their short rest after their fight against the kuo-toa, the stress of the combat catches up to them.

For the newly arrived PCs, this triggers a flashback to their time with Selsharra, the Keeper of the Cerulean Sign. Give players of the newly arrived PCs Player's Handout 4A, or read it aloud.

The already captive PCs experience a fragment of the aboleths' shared memories of conflicts with mind flayers. Give players of the already captive PCs Player's Handout 4B, or read it aloud.

Cadwy (if he is present) notices the PCs get a far-off look in their eyes for several seconds, but he's seen a lot of that sort of thing over the past few months, so he doesn't think much of it.

ENDING THE ENCOUNTER

After their flashback, the newly arrived PCs also get a mental imprint of how to reach the Dreaming Vaults. They find themselves able to navigate the otherwise confusing twists and turns of Xxiphu's passages with ease.

Proceed with Encounter 5.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 5: MIND FLAYER

If you are running SPEC4-1 in combination with SPEC4-2, let the DM of SPEC4-2 know the outcome of this encounter.

Around the bend of one of the endlessly twisting passages of Xxiphu, you come across a humanoid creature with mottled purple skin and four tentacles where its mouth should be. The creature stands completely rigid, and as its deep black eyes bore into you, words form in your mind.

****Thought cattle, assist me, and I shall grant a boon unto thee.****

The creature is a mind flayer named Glorghakt, captured and placed in a modified version of the Magic Circle ritual from which Glorghakt, despite its power, cannot escape. (Unlike a typical Magic Circle, the mind flayer can still affect creatures outside the circle.) Glorghakt's only goal is to get out of the circle and flee Xxiphu, and it is ready to bargain to make that happen.

Glorghakt is haughty, rude, and utterly merciless. Its telepathic communication uses archaic speech patterns; the flayer hasn't stooped to working with humanoids (as opposed to eating their brains) in many decades.

PCs can find out more about the situation with the following skills. As always, improvise appropriate responses for clever and appropriate skill use.

- **Dungeoneering, DC 15:** This creature is a mind flayer, also known as an illithid. Mind flayers possess potent mental powers that they use to knock creatures senseless before devouring their brains.
- **Arcana, DC 22:** The mind flayer is trapped in a Magic Circle ritual. Breaking the circle in any way (by defacing part of it or dropping something on it) frees the creature trapped within.
 - **Arcana, DC 27:** Typically, a Magic Circle prevents a creature trapped within it from affecting anyone outside the circle. In this case, you get the sense that the mind flayer is strong enough to project some of its mental powers beyond the confines of the circle, even if it cannot leave.
- **History, DC 20:** Aboleths and mind flayers hate each other, despite their superficial similarities as entities of the Far Realm that enslave lesser creatures. Each species wants to rule the world, and neither sees a place for the other in its ultimate plans.
 - **History, DC 25:** If aboleths can feel fear, then they fear mind flayers. Although the

aboleths' shared consciousness remembers everything that has happened since the beginning of time, including the birth of lesser races, the aboleths have no knowledge of where the mind flayers came from.

Glorghakt offers the following inducements to the PCs. It initially offers only one, but a successful Diplomacy check (Hard DC) convinces the creature to offer both.

- Glorghakt fortifies the PCs' minds. Each PC gains the one time ability to re-roll a failed saving throw, as a No Action. This ability fades when the PC takes an extended rest.
- Once freed, Glorghakt reaches into an extradimensional space (a Demicache ritual) and produces a pair of *gloves of grace*, which it gives to the PCs.

If the PCs refuse all of its offers, or haggle for too long, Glorghakt grows enraged. With a wave of its clawed hand, the mind flayer unleashes a barrage of cacophonous thought static: each PC gains vulnerable 2 psychic until the end of the adventure.

If the PCs release Glorghakt from the Magic Circle and then try to attack, it imposes psychic vulnerability on them as described above, then teleports away. (The creature can read the PCs' thoughts, so it knows they are about to attack and reacts before the PCs can even roll for initiative.)

ENDING THE ENCOUNTER

Proceed with Encounter 6.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

Glorghakt might give the PCs some *gloves of grace*.

TROUBLESHOOTING

If the players come up with some foolproof method to ambush Glorghakt before it can teleport away, and they're itching for a fight, then improvise an encounter using the statistics for the mind flayer mastermind (level 18 elite controller, *Monster Manual*). Glorghakt might also be able to bring forth some thralls (such as grimlock followers from MM) using an instantaneous custom summoning ritual. This should be a difficult combat, but if the PCs demand it, then don't hold back. (The PCs still don't earn any XP nor credit towards a milestone.)

ENCOUNTER 6: RITUAL CHAMBER

Note: Remember that this encounter takes place underwater, but all combatants have a swim speed, including the PCs.

ENCOUNTER LEVEL 3/5/7/9/11

CREATURES

This encounter includes the following creatures:

- 1 sahuagin priestess (P)
- 2 sahuagin raiders (R)
- 3 fleshripper sharks (K)

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 fleshripper shark.

Six PCs: Add 1 fleshripper shark.

SETUP

The PCs come upon a ritual chamber where a sahuagin priestess is about to sacrifice Sir Rowan to Holashner, one of the mad beings of the Far Realm.

When the PCs arrive, read or paraphrase:

Abstract carvings on the floor of this room lead up to an imposing altar at the far end. Although your vision is partially obscured by floor-to-ceiling patches of kelp, you can see a female sahuagin clad in ritual garb standing behind the altar. Trussed up before her lies a humanoid figure, though something appears to be wrong with its legs.

A pair of sahuagin watch the priestess with interest, while in the gloom near the ceiling, several sharks circle endlessly.

The sahuagin priestess raises her ceremonial trident and positions it above the altar, tines pointing down. In a few seconds, she will effortlessly kill the sacrifice.

If you are running SPEC4-1 in combination with SPEC4-2, ask the DM for the SPEC4-2 table if the Paragon tier PCs tripped Xxiphu's alarms.

If the alarms were not tripped, then the Heroic tier PCs in SPEC4-1 gain a surprise round at the start of this combat (assuming they act immediately rather than observing the ritual).

If the alarms were tripped, then instead of watching the priestess, the sahuagin raiders and sharks are alertly watching the doors. They gain a +5 bonus to their Initiative checks when combat begins.

Stealthy PCs who beat the sharks' passive Perception (18/19/20/21/22) can observe the ritual without being noticed. However, if the PCs wait longer than one round to engage the sahuagin, the priestess kills the sacrificial victim.

Allow each PC to make no more than one skill check to determine more information about ritual chamber and its occupants.

- **Passive Insight, Easy DC:** The sahuagin priestess is about to skewer the sacrificial victim.
- **Passive Insight, Hard DC:** The priestess will complete the ritual chant and kill the victim effortlessly at the end of the first full round of combat, as long as she can reach him.
- **Perception, Hard DC:** The sacrificial victim is a half-elf male who wears tattered, rose-colored clothes. Where his legs would normally be, he instead has a mass of octopus tentacles that curl and uncurl in agitation. (PCs who participated in SPEC3-3 *Dance of the Sun and Moon* recognize the half-elf as Sir Rowan, a paladin of Amaunator.)
- **Religion, DC 20:** From what you can see of the ritual, it is dedicated to Holashner, The Hunger Below, one of the hideous Far Realms entities that aboleths treat almost like gods. Holashner is a massive part squid and part centipede monstrosity that burrows through the foundations of the world, leaving behind a greasy, obsidian-like residue known as bilestone.
 - **Dungeoneering, DC 20:** Bilestone has a debilitating effect on nearby creatures, causing them to grant combat advantage.
- **Religion, DC 20:** The vortex patterns inlaid into the floor are in honor of Shothotugg, also known as the Eater of Worlds. Shothotugg appears as a mountain-sized mass of churning fluid, and it roves the Astral Sea, poisoning anything it touches.
 - **Dungeoneering, DC 20:** The spiral patterns of Shothotugg confuse those who are unfamiliar with them; such creatures find themselves somewhere other than where they thought they were.

FEATURES OF THE AREA

Ceiling: The ceiling is 4 squares high.

Altar: This immense stone altar, stained with blood, is one square tall and is blocking terrain. The altar has hard corners for the purposes of movement. The altar is made out of bilestone, a greasy, obsidian-like residue. All

creatures within 2 squares of the altar grant combat advantage.

Dimensional Warp: Patterns in the floor throughout the ritual chamber exert a warping effect on the movement of newly arrived PCs. (Captive PCs spent enough time among the aboleths to grow familiar with the blasphemous geometries of Shothotugg.) At the end of each round, slide each newly arrived PC up to 2 squares towards the altar or the tentacle kelp, whichever is closer. This effect extends everywhere on the map.

Kelp: Patches of thin purple kelp grows from the floor to the ceiling. While odd-looking, these patches are harmless. Squares of kelp are difficult terrain for non-aquatic creatures and are lightly obscured.

Tentacle Kelp: Thick slimy tentacle-like kelp grows from the floor to the ceiling. Squares of tentacle kelp are difficult terrain and are lightly obscured.

Newly arrived PCs who enter or end their turn in a square containing tentacle kelp are subject to the following attack: (AL + 3) vs. Fort; (AL + 2) damage and grabbed until escape (Moderate DC). The kelp does not attack captive PCs because it considers them aboleth servitors.

TACTICS

If the sahuagin priestess is adjacent to the altar at the end of any round, she uses a free action to kill the sacrificial victim (Sir Rowan). Thereafter, the priestess remains at range, moving into a kelp or tentacle kelp square to gain concealment. She opens with *spectral jaws* against a striker PC, triggering *staff of withering* if she hits. She then uses *water bolt* while waiting for *spectral jaws* to recharge.

The raiders flank PCs, attack with their *tridents*, then punish anyone who violates their mark with *opportunistic strike*. When the raiders become bloodied, tentacles erupt from their bodies (*far realm manifestation*) which they use to slow and mark anyone nearby.

The raiders and priestess target bloodied PCs to take advantage of their *blood frenzy*.

The sharks follows the priestess' training. They use *lockjaw rush* against frail looking PCs, then *shredding teeth* until the PC escapes. However, a shark that is grabbing a non-bloodied PC releases that PC to attack any bloodied enemy it can get to.

Important Note: The modifiers to attack and damage have already been added to the aquatic monsters. Captive PCs with Xxiphu Transformation have the aquatic keyword and as such should increase their defenses by 2 and reduce damage by 2.

ENDING THE ENCOUNTER

The encounter ends when the PCs defeat the priestess and the sharks. Any surviving sahuagin raiders throw themselves at the PCs' feet and beg for mercy (in Abyssal and Deep Speech). The raiders point out the altar key attached to one of the sharks if doing so will guarantee their survival.

If Sir Rowan survives the combat, the PCs discover that in addition to his partial transformation into an octopus, Rowan's vocal chords have been severed - the ultimate cruelty inflicted upon a man once renowned for his singing voice.

If the PCs establish communication with Rowan (for example, through pantomime or by using a psion's *send thoughts* class feature), he indicates that he will follow along and join the PCs in their escape. Despite his partial transformation, Rowan is able to keep up with the PCs.

The PCs can take a short rest in the ritual chamber.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The sahuagin priestess wields a *staff of withering* (+1 at ALs 2/4, +2 at ALs 6/8/10). Note that she likely uses its daily power during the combat.

In addition, the priestess wears coral armbands, and the raiders wear harnesses with gold buckles. These accoutrements are worth a total of 25/45/100/150/225 gp per PC.

One of the sharks has a small hole in its dorsal fin, which the PCs notice with a DC Moderate Perception check. Threaded through the hole is a metal chain holding the key to the altar, which contains jewelry (taken from previous sacrificial victims) worth a total of 25/45/100/150/225 gp. If the PCs don't notice the key, they can open the altar lock with a DC Moderate Thievery check or break it open with a DC Moderate Strength check.

ENCOUNTER 6: RITUAL CHAMBER (ADVENTURE LEVEL 2)

Sahuagin Priestess (level 4)	Level 4 Artillery
Medium natural humanoid (aquatic)	XP 175
HP 46; Bloodied 23	Initiative +6
AC 18, Fortitude 15, Reflex 16, Will 17	Perception +7
Speed 6, swim 8	Low-light vision
TRAITS	
Aquatic	
The priestess can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
Blood Frenzy	
Against bloodied enemies, the priestess gains a +1 bonus to attack rolls and a +2 bonus to damage rolls.	
STANDARD ACTIONS	
m Trident (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 5 damage.	
R Water Bolt (implement) • At-Will	
Attack: Ranged 20 (one creature); +9 vs. Reflex	
Hit: 3d6 + 5 damage.	
R Spectral Jaws (implement) • Recharge when a creature saves against this power	
Attack: Ranged 20 (one creature); +9 vs. Will	
Hit: 3d6 + 5 damage, and the target takes ongoing 5 damage and a -2 penalty to all defenses (save ends both).	
Miss: Half damage, and ongoing 5 damage (save ends).	
TRIGGERED ACTIONS	
Staff of Withering • Daily	
Trigger: The priestess hits a target with <i>water bolt</i> or <i>spectral jaws</i> .	
Effect: The target is weakened (save ends).	
Str 16 (+5)	Dex 18 (+6)
Con 16 (+5)	Int 12 (+3)
	Wis 20 (+7)
	Cha 16 (+5)
Alignment chaotic evil	Languages Abyssal, Deep Speech
Equipment trident, <i>staff of withering</i>	
Note: Sahuagin priest leveled down. Added <i>staff of withering</i> . The stats <u>include</u> the modifiers for fighting non-aquatic opponents.	

2 Sahuagin Raider (level 2)	Level 2 Soldier
Medium natural humanoid (aquatic)	XP 125
HP 38; Bloodied 19	Initiative +5
AC 18, Fortitude 16, Reflex 13, Will 12	Perception +2
Speed 6, swim 6	Low-light vision
TRAITS	
Aquatic	
The raider can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
Blood Frenzy	
Against bloodied enemies, the raider gains a +1 bonus to attack rolls and a +2 bonus to damage rolls.	
STANDARD ACTIONS	
m Trident (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8 + 5 damage, and the raider marks the target until the end of the raider's next turn.	
R Thrown Trident • At-Will	
Attack: Ranged 5 (one creature); +9 vs. AC	
Hit: 1d8 + 5 damage.	

MINOR ACTIONS	
C Far Realm Manifestation • At-Will 1/round; only while the raider is bloodied	
Attack: Close burst 1 (enemies in the burst); +7 vs. Reflex	
Hit: The target is slowed until the end of the raider's next turn.	
Effect: The target is marked until the end of the raider's next turn.	
TRIGGERED ACTIONS	
M Opportunistic Strike • At-Will	
Trigger: An enemy marked by the raider shifts or makes an attack not including the raider.	
Effect (<i>Immediate Interrupt</i>): The raider makes a <i>trident</i> attack against the triggering enemy.	
Str 20 (+6)	Dex 14 (+3)
Con 14 (+3)	Int 10 (+1)
	Wis 12 (+2)
	Cha 10 (+1)
Alignment chaotic evil	Languages Abyssal, Deep Speech
Equipment trident	
Note: Sahuagin raider leveled down. Added <i>far realm manifestation</i> from Those Who Hear theme and changed <i>opportunistic strike</i> to function more like fighter's <i>combat challenge</i> . The stats <u>include</u> the modifiers for fighting non-aquatic opponents.	

3 Fleshripper Shark (level 2)	Level 2 Brute
Large natural beast (aquatic)	XP 125
HP 45; Bloodied 22	Initiative +3
AC 14, Fortitude 15, Reflex 14, Will 14	Perception +8
Speed 1 (clumsy), swim 8	Low-light vision
TRAITS	
Aquatic	
The shark can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
Blood Frenzy	
Against bloodied enemies, the shark gains a +1 bonus to attack rolls and a +2 bonus to damage rolls.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d10 + 4 damage.	
M Lockjaw Rush • At-Will	
Requirement: The shark must not have a creature grabbed.	
Effect: The shark swims up to 10 squares and makes the following attack.	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d10 + 4 damage, and the target is grabbed (escape DC 13).	
M Shredding Teeth • At-Will	
Requirement: The shark must have a creature grabbed.	
Effect: The grabbed creature takes 2d10 + 4 damage.	
Str 18 (+5)	Dex 15 (+3)
Con 15 (+3)	Int 1 (-4)
	Wis 14 (+3)
	Cha 8 (+0)
Alignment unaligned	Languages -
Note: Modified combination of fleshtearer shark and shark. The stats <u>include</u> the modifiers for fighting non-aquatic opponents.	

ENCOUNTER 6: RITUAL CHAMBER (ADVENTURE LEVEL 4)

Sahuagin Priestess (level 6)	Level 6 Artillery
Medium natural humanoid (aquatic)	XP 250
HP 58; Bloodied 29	Initiative +7
AC 20, Fortitude 17, Reflex 18, Will 19	Perception +8
Speed 6, swim 8	Low-light vision
TRAITS	
Aquatic	
The priestess can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
Blood Frenzy	
Against bloodied enemies, the priestess gains a +1 bonus to attack rolls and a +2 bonus to damage rolls.	
STANDARD ACTIONS	
m Trident (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d6 + 7 damage.	
R Water Bolt (implement) • At-Will	
Attack: Ranged 20 (one creature); +11 vs. Reflex	
Hit: 3d6 + 7 damage.	
R Spectral Jaws (implement) • Recharge when a creature saves against this power	
Attack: Ranged 20 (one creature); +11 vs. Will	
Hit: 3d6 + 7 damage, and the target takes ongoing 5 damage and a -2 penalty to all defenses (save ends both).	
Miss: Half damage, and ongoing 5 damage (save ends).	
TRIGGERED ACTIONS	
Staff of Withering • Daily	
Trigger: The priestess hits a target with <i>water bolt</i> or <i>spectral jaws</i> .	
Effect: The target is weakened (save ends).	
Str 16 (+6)	Dex 18 (+7)
Con 16 (+6)	Int 12 (+4)
Wis 20 (+8)	Cha 16 (+6)
Alignment chaotic evil	Languages Abyssal, Deep Speech
Equipment trident, <i>staff of withering</i>	
Note: Sahuagin priest leveled down. Added <i>staff of withering</i> . The stats <u>include</u> the modifiers for fighting non-aquatic opponents.	

2 Sahuagin Raider (level 4)	Level 4 Soldier
Medium natural humanoid (aquatic)	XP 175
HP 54; Bloodied 27	Initiative +6
AC 20, Fortitude 18, Reflex 15, Will 14	Perception +3
Speed 6, swim 6	Low-light vision
TRAITS	
Aquatic	
The raider can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
Blood Frenzy	
Against bloodied enemies, the raider gains a +1 bonus to attack rolls and a +2 bonus to damage rolls.	
STANDARD ACTIONS	
m Trident (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d8 + 7 damage, and the raider marks the target until the end of the raider's next turn.	
R Thrown Trident • At-Will	
Attack: Ranged 5 (one creature); +11 vs. AC	
Hit: 1d8 + 7 damage.	

MINOR ACTIONS		
C Far Realm Manifestation • At-Will 1/round; only while the raider is bloodied		
Attack: Close burst 1 (enemies in the burst); +9 vs. Reflex		
Hit: The target is slowed until the end of the raider's next turn.		
Effect: The target is marked until the end of the raider's next turn.		
TRIGGERED ACTIONS		
M Opportunistic Strike • At-Will		
Trigger: An enemy marked by the raider shifts or makes an attack not including the raider.		
Effect (Immediate Interrupt): The raider makes a trident attack against the triggering enemy.		
Str 20 (+7)	Dex 14 (+4)	Wis 12 (+3)
Con 14 (+4)	Int 10 (+2)	Cha 10 (+2)
Alignment chaotic evil		Languages Abyssal, Deep Speech
Equipment trident		
Note: Sahuagin raider leveled down. Added <i>far realm manifestation</i> from Those Who Hear theme and changed <i>opportunistic strike</i> to function more like fighter's <i>combat challenge</i> . The stats <u>include</u> the modifiers for fighting non-aquatic opponents.		

3 Fleshripper Shark (level 4)	Level 4 Brute	
Large natural beast (aquatic)	XP 175	
HP 65; Bloodied 32	Initiative +4	
AC 16, Fortitude 17, Reflex 16, Will 16	Perception +9	
Speed 1 (clumsy), swim 8	Low-light vision	
TRAITS		
Aquatic		
The shark can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).		
Blood Frenzy		
Against bloodied enemies, the shark gains a +1 bonus to attack rolls and a +2 bonus to damage rolls.		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 1d10 + 6 damage.		
M Lockjaw Rush • At-Will		
Requirement: The shark must not have a creature grabbed.		
Effect: The shark swims up to 10 squares and makes the following attack.		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 1d10 + 6 damage, and the target is grabbed (escape DC 15).		
M Shredding Teeth • At-Will		
Requirement: The shark must have a creature grabbed.		
Effect: The grabbed creature takes 2d10 + 6 damage.		
Str 18 (+6)	Dex 15 (+4)	Wis 14 (+4)
Con 15 (+4)	Int 1 (-3)	Cha 8 (+1)
Alignment unaligned Languages -		
Note: Modified combination of fleshtearer shark and shark. The stats include the modifiers for fighting non-aquatic opponents.		

ENCOUNTER 6: RITUAL CHAMBER (ADVENTURE LEVEL 6)

Sahuagin Priestess (level 8)	Level 8 Artillery
Medium natural humanoid (aquatic)	XP 350
HP 70; Bloodied 35	Initiative +8
AC 22, Fortitude 19, Reflex 20, Will 21	Perception +9
Speed 6, swim 8	Low-light vision
TRAITS	
Aquatic	
The priestess can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
Blood Frenzy	
Against bloodied enemies, the priestess gains a +1 bonus to attack rolls and a +2 bonus to damage rolls.	
STANDARD ACTIONS	
m Trident (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 7 damage.	
R Water Bolt (implement) • At-Will	
Attack: Ranged 20 (one creature); +13 vs. Reflex	
Hit: 3d8 + 7 damage.	
R Spectral Jaws (implement) • Recharge when a creature saves against this power	
Attack: Ranged 20 (one creature); +13 vs. Will	
Hit: 4d6 + 5 damage, and the target takes ongoing 5 damage and a -2 penalty to all defenses (save ends both).	
Miss: Half damage, and ongoing 5 damage (save ends).	
TRIGGERED ACTIONS	
Staff of Withering • Daily	
Trigger: The priestess hits a target with <i>water bolt</i> or <i>spectral jaws</i> .	
Effect: The target is weakened (save ends).	
Str 16 (+7)	Dex 18 (+8)
Con 16 (+7)	Int 12 (+5)
	Wis 20 (+9)
Cha 16 (+7)	
Alignment chaotic evil	Languages Abyssal, Deep Speech
Equipment trident, <i>staff of withering</i>	
Note: Sahuagin priest leveled down. Added <i>staff of withering</i> . The stats <u>include</u> the modifiers for fighting non-aquatic opponents.	

2 Sahuagin Raider (level 6)	Level 6 Soldier
Medium natural humanoid (aquatic)	XP 250
HP 70; Bloodied 35	Initiative +7
AC 22, Fortitude 20, Reflex 17, Will 16	Perception +4
Speed 6, swim 6	Low-light vision
TRAITS	
Aquatic	
The raider can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
Blood Frenzy	
Against bloodied enemies, the raider gains a +1 bonus to attack rolls and a +2 bonus to damage rolls.	
STANDARD ACTIONS	
m Trident (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 5 damage, and the raider marks the target until the end of the raider's next turn.	
R Thrown Trident • At-Will	
Attack: Ranged 5 (one creature); +13 vs. AC	
Hit: 2d8 + 5 damage.	

MINOR ACTIONS		
C Far Realm Manifestation • At-Will 1/round; only while the raider is bloodied		
Attack: Close burst 1 (enemies in the burst); +11 vs. Reflex		
Hit: The target is slowed until the end of the raider's next turn.		
Effect: The target is marked until the end of the raider's next turn.		
TRIGGERED ACTIONS		
M Opportunistic Strike • At-Will		
Trigger: An enemy marked by the raider shifts or makes an attack not including the raider.		
Effect (Immediate Interrupt): The raider makes a trident attack against the triggering enemy.		
Str 20 (+8)	Dex 14 (+5)	Wis 12 (+4)
Con 14 (+5)	Int 10 (+3)	Cha 10 (+3)
Alignment chaotic evil		Languages Abyssal, Deep Speech
Equipment trident		

Note: Sahuagin raider leveled down. Added *far realm manifestation* from Those Who Hear theme and changed *opportunistic strike* to function more like fighter's *combat challenge*. The stats include the modifiers for fighting non-aquatic opponents.

3 Fleshripper Shark (level 6)		Level 6 Brute
Large natural beast (aquatic)		XP 250
HP 85; Bloodied 42		Initiative +5
AC 18, Fortitude 19, Reflex 18, Will 18		Perception +10
Speed 1 (clumsy), swim 8		Low-light vision
TRAITS		
Aquatic		
The shark can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).		
Blood Frenzy		
Against bloodied enemies, the shark gains a +1 bonus to attack rolls and a +2 bonus to damage rolls.		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 1d10 + 8 damage.		
M Lockjaw Rush • At-Will		
Requirement: The shark must not have a creature grabbed.		
Effect: The shark swims up to 10 squares and makes the following attack.		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 1d10 + 8 damage, and the target is grabbed (escape DC 17).		
M Shredding Teeth • At-Will		
Requirement: The shark must have a creature grabbed.		
Effect: The grabbed creature takes 2d10 + 8 damage.		
Str 18 (+7)	Dex 15 (+5)	Wis 14 (+5)
Con 15 (+5)	Int 1 (-2)	Cha 8 (+2)
Alignment unaligned		Languages -

Note: Modified combination of fleshtearer shark and shark. The stats include the modifiers for fighting non-aquatic opponents.

ENCOUNTER 6: RITUAL CHAMBER (ADVENTURE LEVEL 8)

Sahuagin Priestess (level 10)	Level 10 Artillery
Medium natural humanoid (aquatic)	XP 500
HP 82; Bloodied 41	Initiative +9
AC 24, Fortitude 21, Reflex 22, Will 23	Perception +10
Speed 6, swim 8	Low-light vision

TRAITS
Aquatic
The priestess can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).

Blood Frenzy
Against bloodied enemies, the priestess gains a +1 bonus to attack rolls and a +2 bonus to damage rolls.

STANDARD ACTIONS

m Trident (weapon) • At-Will
Attack: Melee 1 (one creature); +17 vs. AC
Hit: 2d8 + 9 damage.

R Water Bolt (implement) • At-Will
Attack: Ranged 20 (one creature); +15 vs. Reflex
Hit: 3d8 + 9 damage.

R Spectral Jaws (implement) • Recharge when a creature saves against this power
Attack: Ranged 20 (one creature); +15 vs. Will
Hit: 4d8 + 5 damage, and the target takes ongoing 10 damage and a -2 penalty to all defenses (save ends both).
Miss: Half damage, and ongoing 5 damage (save ends).

TRIGGERED ACTIONS

Staff of Withering • Daily
Trigger: The priestess hits a target with <i>water bolt</i> or <i>spectral jaws</i> .
Effect: The target is weakened (save ends).

Str 16 (+8)	Dex 18 (+9)	Wis 20 (+10)
Con 16 (+8)	Int 12 (+6)	Cha 16 (+8)

Alignment chaotic evil Languages Abyssal, Deep Speech

Equipment trident, staff of withering

Note: Sahuagin priest leveled up. Added *staff of withering*. The stats include the modifiers for fighting non-aquatic opponents.

2 Sahuagin Raider (level 8)	Level 8 Soldier
Medium natural humanoid (aquatic)	XP 350
HP 86; Bloodied 43	Initiative +7
AC 24, Fortitude 22, Reflex 19, Will 18	Perception +5
Speed 6, swim 6	Low-light vision

TRAITS
Aquatic
The raider can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).

Blood Frenzy
Against bloodied enemies, the raider gains a +1 bonus to attack rolls and a +2 bonus to damage rolls.

STANDARD ACTIONS

m Trident (weapon) • At-Will
Attack: Melee 1 (one creature); +15 vs. AC
Hit: 2d8 + 7 damage, and the raider marks the target until the end of the raider's next turn.

R Thrown Trident • At-Will
Attack: Ranged 5 (one creature); +15 vs. AC
Hit: 2d8 + 7 damage.

MINOR ACTIONS

C Far Realm Manifestation • At-Will 1/round; only while the raider is bloodied
Attack: Close burst 1 (enemies in the burst); +13 vs. Reflex
Hit: The target is slowed until the end of the raider's next turn.
Effect: The target is marked until the end of the raider's next turn.

TRIGGERED ACTIONS

M Opportunistic Strike • At-Will
Trigger: An enemy marked by the raider shifts or makes an attack not including the raider.
Effect (Immediate Interrupt): The raider makes a <i>trident</i> attack against the triggering enemy.

Str 20 (+9)	Dex 14 (+6)	Wis 12 (+5)
Con 14 (+6)	Int 10 (+4)	Cha 10 (+4)

Alignment chaotic evil Languages Abyssal, Deep Speech

Equipment trident

Note: Sahuagin raider leveled up. Added *far realm manifestation* from Those Who Hear theme and changed *opportunistic strike* to function more like fighter's *combat challenge*. The stats include the modifiers for fighting non-aquatic opponents.

3 Fleshripper Shark (level 8)	Level 8 Brute
Large natural beast (aquatic)	XP 350
HP 105; Bloodied 52	Initiative +6
AC 20, Fortitude 19, Reflex 18, Will 20	Perception +11
Speed 1 (clumsy), swim 8	Low-light vision

TRAITS

Aquatic
The shark can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).

Blood Frenzy
Against bloodied enemies, the shark gains a +1 bonus to attack rolls and a +2 bonus to damage rolls.

STANDARD ACTIONS

m Bite • At-Will
Attack: Melee 1 (one creature); +15 vs. AC
Hit: 2d10 + 5 damage.

M Lockjaw Rush • At-Will
Requirement: The shark must not have a creature grabbed.
Effect: The shark swims up to 10 squares and makes the following attack.
Attack: Melee 1 (one creature); +16 vs. AC
Hit: 2d10 + 5 damage, and the target is grabbed (escape DC 19).

M Shredding Teeth • At-Will
Requirement: The shark must have a creature grabbed.
Effect: The grabbed creature takes 3d10 + 5 damage.

Str 18 (+8)	Dex 15 (+6)	Wis 14 (+6)
Con 15 (+6)	Int 1 (-1)	Cha 8 (+3)

Alignment unaligned Languages -

Note: Modified combination of Fleshtearer Shark and Shark. The stats include the modifiers for fighting non-aquatic opponents.

ENCOUNTER 6: RITUAL CHAMBER (ADVENTURE LEVEL 10)

Sahuagin Priestess (level 12)	Level 12 Artillery
Medium natural humanoid (aquatic)	XP 700
HP 94; Bloodied 47	Initiative +10
AC 24, Fortitude 21, Reflex 22, Will 23	Perception +11
Speed 6, swim 8	Low-light vision
TRAITS	
Aquatic	
The priestess can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
Blood Frenzy	
Against bloodied enemies, the priestess gains a +1 bonus to attack rolls and a +2 bonus to damage rolls.	
STANDARD ACTIONS	
m Trident (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 10 damage.	
R Water Bolt (implement) • At-Will	
Attack: Ranged 20 (one creature); +17 vs. Reflex	
Hit: 4d6 + 10 damage.	
R Spectral Jaws (implement) • Recharge when a creature saves against this power	
Attack: Ranged 20 (one creature); +17 vs. Will	
Hit: 5d6 + 10 damage, and the target takes ongoing 10 damage and a -2 penalty to all defenses (save ends both).	
Miss: Half damage, and ongoing 5 damage (save ends).	
TRIGGERED ACTIONS	
Staff of Withering • Daily	
Trigger: The priestess hits a target with <i>water bolt</i> or <i>spectral jaws</i> .	
Effect: The target is weakened (save ends).	
Str 16 (+9) Dex 18 (+10) Wis 20 (+11)	
Con 16 (+9) Int 12 (+7) Cha 16 (+9)	
Alignment chaotic evil Languages Abyssal, Deep Speech	
Equipment trident, staff of withering	
Note: Sahuagin priest leveled up. Added <i>staff of withering</i> . The stats <u>include</u> the modifiers for fighting non-aquatic opponents.	

2 Sahuagin Raider (level 10)	Level 10 Soldier
Medium natural humanoid (aquatic)	XP 500
HP 102; Bloodied 51	Initiative +8
AC 26, Fortitude 24, Reflex 21, Will 20	Perception +6
Speed 6, swim 6	Low-light vision
TRAITS	
Aquatic	
The raider can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
Blood Frenzy	
Against bloodied enemies, the raider gains a +1 bonus to attack rolls and a +2 bonus to damage rolls.	
STANDARD ACTIONS	
m Trident (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d8 + 9 damage, and the raider marks the target until the end of the raider's next turn.	
R Thrown Trident • At-Will	
Attack: Ranged 5 (one creature); +17 vs. AC	
Hit: 2d8 + 9 damage.	

MINOR ACTIONS

C **Far Realm Manifestation • At-Will** 1/round; only while the raider is bloodied

Attack: Close burst 1 (enemies in the burst); +15 vs. Reflex

Hit: The target is slowed until the end of the raider's next turn.

Effect: The target is marked until the end of the raider's next turn.

TRIGGERED ACTIONS

M **Opportunistic Strike • At-Will**

Trigger: An enemy marked by the raider shifts or makes an attack not including the raider.

Effect (*Immediate Interrupt*): The raider makes a *trident* attack against the triggering enemy.

Str 20 (+10) Dex 14 (+7) Wis 12 (+6)

Con 14 (+7) Int 10 (+5) Cha 10 (+5)

Alignment chaotic evil Languages Abyssal, Deep Speech

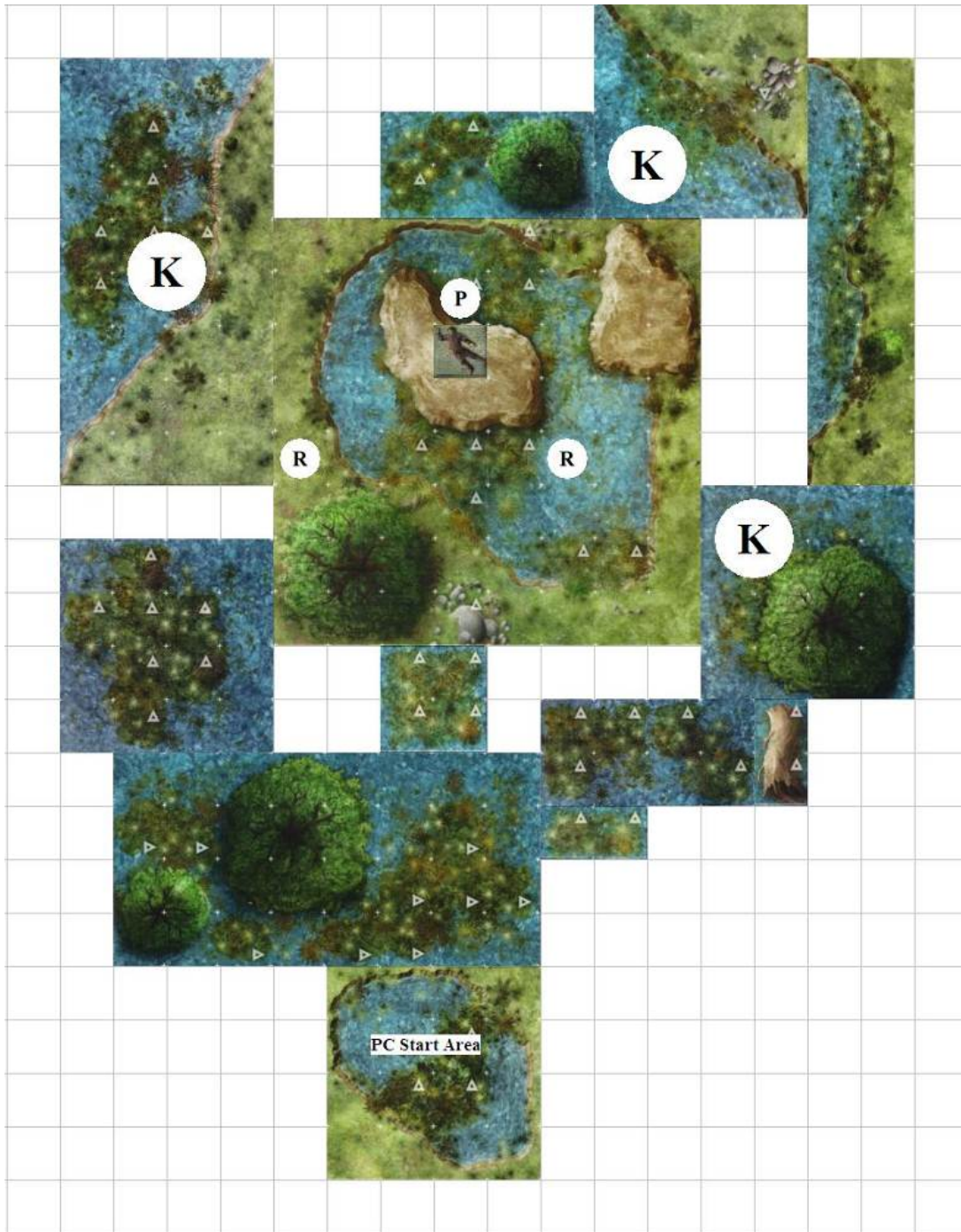
Equipment trident

Note: Sahuagin raider leveled up. Added *far realm manifestation* from Those Who Hear theme and changed *opportunistic strike* to function more like fighter's *combat challenge*. The stats include the modifiers for fighting non-aquatic opponents.

3 Fleshripper Shark (level 10)	Level 10 Brute
Large natural beast (aquatic)	XP 500
HP 125; Bloodied 62	Initiative +7
AC 22, Fortitude 23, Reflex 22, Will 22	Perception +12
Speed 1 (clumsy), swim 8	Low-light vision
TRAITS	
Aquatic	
The shark can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures (already added).	
Blood Frenzy	
Against bloodied enemies, the shark gains a +1 bonus to attack rolls and a +2 bonus to damage rolls.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d10 + 7 damage.	
M Lockjaw Rush • At-Will	
Requirement: The shark must not have a creature grabbed.	
Effect: The shark swims up to 10 squares and makes the following attack.	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d10 + 7 damage, and the target is grabbed (escape DC 21).	
M Shredding Teeth • At-Will	
Requirement: The shark must have a creature grabbed.	
Effect: The grabbed creature takes 3d10 + 7 damage.	
Str 18 (+9) Dex 15 (+7) Wis 14 (+7)	
Con 15 (+7) Int 1 (+0) Cha 8 (+4)	
Alignment unaligned Languages -	
Note: Modified combination of fleshtearer shark and shark. The stats <u>include</u> the modifiers for fighting non-aquatic opponents.	

ENCOUNTER 6: RITUAL CHAMBER

TILE SETS NEEDED
DN2 Witchlight Fens x1



P = sahuagin priestess; R = sahuagin raider; K = fleshripper shark
Trees = patches of tentacle kelp; White Triangles = patches of ordinary kelp
(The white squares are solid walls.)

ENCOUNTER 7: SECOND FLASHBACK

SETUP

When the PCs have completed Encounter 6, the stress of combat triggers another flashback.

This time, the newly arrived PCs are able to remember most of what happened to them. Give players of newly arrived PCs Player's Handout 5A, or read it aloud. For the remainder of *SPEC4-1 Cerulean Dreams*, each newly arrived PC gains the power *psychic backlash* (see Player's Handout 5A).

The already captive PCs experience a shared memory of the control panels within the Dreaming Vaults. Give players of captive PCs Player's Handout 5B, or read it aloud.

ENDING THE ENCOUNTER

The newly arrived PCs can draw on their imprinted directions to follow the waters of the Ritual Chamber to where they flow into the Warp Web (Encounter 8), Xxiphu's transportation system.

Once the PCs are ready to proceed, continue with Encounter 8.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 8: THE WARP WEB

SETUP

The water from the Ritual Chamber flows into a transportation system known as the Warp Web. Once all PCs enter the Warp Web, read or paraphrase the following:

The stream of water from the Ritual Chamber carries you upwards, defying gravity. Numerous other streams criss-cross a vast open section of Xxiphu that spans the breadth of the place.

The PCs can make skill checks to learn more about their surroundings:

- **Arcana or Dungeoneering, DC 20:** These streams of water form the Warp Web, a transportation system. By using mental commands, a creature within a stream can direct itself to anywhere within Xxiphu.
- **Insight, DC 15:** The PC senses that he or she can use mental commands to direct the Warp Web to carry him or her anywhere within Xxiphu.
- **Religion, DC 20:** The large open spaces within Xxiphu are in homage to Bolothamogg, one of the Far Realms creatures that the aboleths regard as something akin to a god. Bolothamogg, also known as Him Who Watches From Beyond The Stars, is said to prevent reality from escaping to mar the cosmic perfection of the void beyond existence.
- **Perception, automatic:** The PCs can easily see across the entire interior of Xxiphu, but if they look closer, the gulf seems impossibly large... as large as a field of stars... and the PCs feel themselves spiraling into infinity.
 - **Passive Insight, DC Moderate:** Any PC who succeeds realizes their mind is being drawn into the chaos of Xxiphu. They may decide not to gaze into the depths of infinity.
 - For each PC who fails the passive Insight check (or chooses to look anyway) must attempt an active Perception check. If they succeed at a moderate DC, make an attack: (AL + 3) vs. Will; on a hit, that PC takes a -5 penalty to initiative rolls at the beginning of Encounter 9. Whether or not they are hit, each PC who succeeded on the Perception check notices patterns in the field of stars and

gains a +2 bonus to all skill checks to interact with the control panels in Encounter 9.

The Warp Web responds favorably to the PCs' mental commands. (Because of their transformation, Xxiphu considers the PCs authorized users of the Warp Web.)

Ahead, multiple streams converge on a sizable chamber near the tip of Xxiphu: the Dreaming Vaults. A squelching noise from behind you signals the arrival of numerous immature aboleths which swim into the Warp Web and direct themselves towards you.

If the PCs stop to fight the immature aboleths, remind them that their goal lies within the Dreaming Vaults. If the PCs are obstinate, improvise an encounter against a number of aboleth suckerling minions equal to twice the number of PCs, using the monster statistics from Encounter 9. Each round, additional aboleth suckerlings arrive, in limitless quantities.

If the PCs still don't get the hint, have a sudden surge from the waters of the Warp Web forcibly move them into the Dreaming Vaults.

ENDING THE ENCOUNTER

Proceed to Encounter 9.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 9: THE DREAMING VAULTS

If you are running SPEC4-1 in combination with SPEC4-2, do not use this encounter. Instead, use the supplemental encounter provided with SPEC4-2.

Note: This encounter does **not** take place underwater, so the modifications that the PCs gained from Xxiphu Transformation or Underwater Adaptation do not help them.

ENCOUNTER LEVEL 3/5/7/9/11

CREATURES

This encounter includes the following creatures:

infinite aboleth suckerlings (S)

2 aboleth remnants (R)

2 aboleth openers (O)

Note: place only one of each type of aboleth on the map at the start of the encounter. Place the additional remnant and opener(s) on the map at the beginning of round 2. They act on the same initiative count as the other aboleth of their type.

SCALING THE ENCOUNTER

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

Four PCs: Each control panel puzzle starts with two X tiles already revealed.

Six PCs: Add another aboleth opener.

SETUP

The waters of the Warp Web deposit you at the entrance of a multi-part chamber. Row upon row of half-stone, half-organic pods fill the space before you. Within the pods are the supine bodies of those unfortunates taken by the aboleths. Each creature slumbers, but the movement of their eyes beneath closed lids indicates that each creature also dreams.

Masses of tentacles sprout from the floor in three places, and these living control panels are linked to the pods. Two misshapen aboleths stalk the chamber, while dozens of immature aboleth suckerlings gradually spill forth from the Warp Web. Whatever you do, you'd better work fast.

The PCs have three goals in this encounter.

- First, to free Sisters Sunrise and Twilight by solving the control panel puzzle (see Appendix B and Player's Handout 6 for details on the puzzle).
- Second, to entice at least one of the aboleths to attack the PCs so they can respond with the *psychic backlash* imprinted into their minds by the Keepers of the Cerulean Sign.
- Third, to escape Xxiphu!

Defeating the monsters is not one of the goals of this encounter. The monsters are only present to put pressure on the PCs.

FEATURES OF THE AREA

Ceiling: The ceiling is 4 squares high.

Reinforcements: At the start of each round of combat, add a number of aboleth suckerlings (minions) on the map equal to the number of PCs. The minions appear in the alcoves. The total number of minions should not exceed twice the number of PCs.

Exception: at AL 2, do not add the suckerlings until the start of the second round.

If at the start of any round there are no remnants nor openers on the map, another remnant enters the area to investigate.

Control Panels: The control panels are masses of tentacles that sprout from the floor in the indicated areas. When a PC manipulates a control panel, describe it as one of the tentacles encircling the PC's head or caressing the PC's body, which causes a sense of geometric shapes to appear in the PC's mind.

When the PCs solve the first panel, Sister Sunrise is freed along with several other prisoners. She uses a power that heals each PC hit points equal to the AL and allows the PC to make a saving throw.

When the PCs solve the second panel, Sister Twilight is freed along with several other prisoners. She uses a power that allows each PC either to spend a healing surge or to make a saving throw.

When the PCs solve the third panel, the defenses in the area are disabled. Xxiphu shudders and begins to crash. The encounter immediately ends and the PCs and prisoners may escape. Continue with Ending the Encounter.

Dream Manifestation: When the PCs tamper with the control panels, Xxiphu manifests a dream entity to fight back. The dream manifestation visually resembles a jumble of frightening images (the collective fears of the creatures in the pods), but it does not affect line of sight nor can it be interacted with, except by solving the control panel puzzles.

At the end of each round in which the PCs did not make at least one match on a control panel, the dream manifestation deals psychic damage equal to the AL to each PC. Each time the PCs successfully make at least one match in a round, the dream manifestation fades out of existence momentarily, then returns, but with less cohesion with each success. The dream manifestation does not damage the PCs at the end of a round in which they earned a success at a control panel.

TACTICS

The aboleth suckerlings move towards PCs interacting with the control panels, or towards the closest PC. Each suckerling instinctively tries to remain adjacent to a PC (so that *shared mental anguish* will be effective).

The aboleth remnants move to catch as many PCs as possible in their *tentacle flurry*, setting them up for the openers' domination attacks. The remnants use *telescoping tentacle* to knock prone PCs who get too close to the control panels, and they use *mind twist* to force strikers or controllers to attack their fellow PCs.

The aboleth openers combine *mental lance* with *enslave open mind* to dominate a PC, preferably one who was interacting with a control panel. If there are no nearby PCs for its dominated victim to attack, the opener orders the dominated PC to move away from the control panel.

When the first PC uses *psychic backlash* against one of the aboleths, they all recoil in agony. The aboleths don't realize that other PCs can also use *psychic backlash*, so they spread their attacks. Give as many players as possible the chance to use *psychic backlash*.

Important Note: Unlike the previous two fights, this Encounter takes place outside the water. The PCs don't gain benefits from Xxiphu Transformation or Underwater Adaptation. In particular, the captive PCs do not gain a bonus to their defenses.

TROUBLESHOOTING

This encounter is meant to create tension: the PCs must solve the control panel puzzles to free Sisters Sunrise and Twilight and to escape Xxiphu, but they must also deal with the monsters.

Don't completely prevent the PCs from interacting with the control panels. Use the aboleths' prone, daze, and dominate powers sparingly, and don't bottleneck the PCs so that they are unable to reach the control panels.

If the PCs are having difficulty with the puzzles, give them some hints. For example, point out that spending a minor action to flip over 2 pieces may result in some

damage, but gets twice as much information as a successful skill check.

If most or all of the PCs dislike puzzles, at your discretion you can award full success if at any point there are no non-minion monsters alive on the map. (Perhaps without the aboleths to monitor the control panels, the panels go dormant on their own.)

If the PCs are struggling with the monsters, especially at AL 2 with 1st level PCs, use any of the following changes to make the encounter easier:

- Don't add more suckerlings on later rounds of combat.
- Don't add more remnants or openers on later rounds of combat.
- Don't use the remnant's *mind twist* power, or use it but don't recharge it (treat it as an Encounter power).
- Treat the opener's *mental lance* as an Encounter power, not an At-Will power, and don't recharge its *enslave open mind*.

ENDING THE ENCOUNTER

The encounter ends when the PCs solve the third control panel puzzle.

Xxiphu uses the mental energy from the creatures within the pods to power various systems, including those that allow the monolith to fly. Coupled with the Paragon adventurers' efforts (in SPEC4-2), when the Heroic tier PCs solve the final control panel puzzle, Xxiphu shudders and plummets towards the Sea of Fallen Stars.

Describe a scene where the PCs and the prisoners find an exit and drop into the water below as Xxiphu tilts and falls. Selsharra of the Keepers of the Cerulean Sign is on board a ship waiting to pick them up. She eagerly inquires if the PCs used *psychic backlash*, but does not inquire about the prisoners.

Continue with Encounter 10.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 9: THE DREAMING VAULTS (ADVENTURE LEVEL 2)

infinite Aboleth Suckerlings	Level 3 Minion Skirmisher
Medium aberrant magical beast	XP 38
HP 1; a missed attack never damages a minion	Initiative 16
AC 17, Fortitude 15, Reflex 17, Will 13	Perception +5
Speed 6	
STANDARD ACTIONS	
m Gnashing Teeth • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 6 damage.	
TRIGGERED ACTIONS	
Shared Mental Anguish (psychic) • Encounter	
Trigger: The suckerling drops to 0 hit points or fewer.	
Effect: Each enemy adjacent to one or more suckerlings takes 3 psychic damage.	
Str 12 (+2)	Dex 16 (+4)
Con 11 (+1)	Int 1 (-4)
	Wis 9 (+0)
	Cha 7 (-1)
Alignment chaotic evil	
Languages understands Deep Speech	
Note: Custom, loosely based on scurrying rat swarm with elements of Those Who Hear theme.	

2 Aboleth Remnants (level 3)	Level 3 Brute
Large aberrant magical beast	XP 150
HP 58; Bloodied 29	Initiative +5
AC 17, Fortitude 16, Reflex 15, Will 13	Perception +2
Speed 5, fly 7 (hover), swim 10	
TRAITS	
O Maddening Mucus • Aura 2	
Enemies grant combat advantage while in the aura.	
STANDARD ACTIONS	
m Telescoping Tentacle • At-Will	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 1d10 + 8 damage, and the target falls prone.	
R Mind Twist • Recharge 5-6	
Attack: Ranged 10 (one creature); +6 vs. Will	
Hit: The target uses an at-will attack power against a target chosen by the remnant.	
C Tentacle Flurry • Recharge when first bloodied	
Attack: Close burst 2 (enemies in the burst); +6 vs. Reflex	
Hit: 2d6 + 3 damage, and the target is dazed (save ends).	
Miss: Half damage.	
Skills Stealth +10	
Str 16 (+4)	Dex 18 (+5)
Con 18 (+5)	Int 15 (+3)
	Wis 12 (+2)
	Cha 12 (+2)
Alignment chaotic evil	
Languages Deep Speech, telepathy 20	
Note: Removed difficult terrain from maddening mucus. Added mind twist power from Those Who Hear theme.	

2 Aboleth Openers (level 3)	Level 3 Controller
Large aberrant magical beast	XP 150
HP 50; Bloodied 25	Initiative +5
AC 17, Fortitude 16, Reflex 13, Will 16	Perception +4
Speed 5, fly 7 (hover), swim 10	
TRAITS	
O Eroding Mucus Haze (psychic) • Aura 5	
Any dazed enemy that starts its turn in the aura takes 5 psychic damage.	
STANDARD ACTIONS	
m Flaying Tentacle • At-Will	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 1d6 + 3 damage, and the target takes ongoing 5 damage (save ends).	
R Mental Lance (psychic) • At-Will	
Attack: Ranged 5 (one or two creatures); +6 vs. Will	
Hit: 1d4 + 3 psychic damage, and the target is dazed until the end of its next turn.	
MINOR ACTIONS	
R Enslave Open Mind (charm) • Recharge when no creature is dominated by this power	
Attack: Ranged 5 (one dazed creature); +6 vs. Will	
Hit: The target is dominated (save ends).	
Skills Arcana +10, Dungeoneering +9, Insight +9	
Str 17 (+4)	Dex 11 (+1)
Con 18 (+5)	Int 19 (+5)
	Wis 16 (+4)
	Cha 18 (+5)
Alignment chaotic evil	
Languages Deep Speech, telepathy 20	
Note: Added fly speed. Removed difficult terrain from eroding mucus haze.	

ENCOUNTER 9: THE DREAMING VAULTS (ADVENTURE LEVEL 4)

infinite Aboleth Suckerlings	Level 5 Minion Skirmisher
Medium aberrant magical beast	XP 50
HP 1; a missed attack never damages a minion	Initiative 18
AC 19, Fortitude 17, Reflex 19, Will 15	Perception +6
Speed 6	
STANDARD ACTIONS	
m Gnashing Teeth • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 7 damage.	
TRIGGERED ACTIONS	
Shared Mental Anguish (psychic) • Encounter	
Trigger: The suckerling drops to 0 hit points or fewer.	
Effect: Each enemy adjacent to one or more suckerlings takes 3 psychic damage.	
Str 12 (+3)	Dex 16 (+5)
Con 11 (+2)	Int 1 (-3)
	Wis 9 (+1)
	Cha 7 (+0)
Alignment chaotic evil	
Languages understands Deep Speech	
Note: Custom, loosely based on scurrying rat swarm with elements of Those Who Hear theme.	

2 Aboleth Remnants (level 5)	Level 5 Brute
Large aberrant magical beast	XP 200
HP 78; Bloodied 39	Initiative +6
AC 19, Fortitude 18, Reflex 17, Will 15	Perception +3
Speed 5, fly 7 (hover), swim 10	
TRAITS	
O Maddening Mucus • Aura 2	
Enemies grant combat advantage while in the aura.	
STANDARD ACTIONS	
m Telescoping Tentacle • At-Will	
Attack: Melee 2 (one creature); +10 vs. AC	
Hit: 2d10 + 5 damage, and the target falls prone.	
R Mind Twist • Recharge 5-6	
Attack: Ranged 10 (one creature); +8 vs. Will	
Hit: The target uses an at-will attack power against a target chosen by the remnant.	
C Tentacle Flurry • Recharge when first bloodied	
Attack: Close burst 2 (enemies in the burst); +8 vs. Reflex	
Hit: 2d6 + 5 damage, and the target is dazed (save ends).	
Miss: Half damage.	
Skills Stealth +11	
Str 16 (+5)	Dex 18 (+6)
Con 18 (+6)	Int 15 (+4)
	Wis 12 (+3)
	Cha 12 (+3)
Alignment chaotic evil	
Languages Deep Speech, telepathy 20	
Note: Removed difficult terrain from <i>maddening mucus</i> . Added <i>mind twist</i> power from Those Who Hear theme.	

2 Aboleth Openers (level 5)	Level 5 Controller
Large aberrant magical beast	XP 200
HP 66; Bloodied 33	Initiative +6
AC 19, Fortitude 18, Reflex 15, Will 18	Perception +5
Speed 5, fly 7 (hover), swim 10	
TRAITS	
O Eroding Mucus Haze (psychic) • Aura 5	
Any dazed enemy that starts its turn in the aura takes 5 psychic damage.	
STANDARD ACTIONS	
m Flaying Tentacle • At-Will	
Attack: Melee 2 (one creature); +10 vs. AC	
Hit: 1d8 + 3 damage, and the target takes ongoing 5 damage (save ends).	
R Mental Lance (psychic) • At-Will	
Attack: Ranged 5 (one or two creatures); +8 vs. Will	
Hit: 1d6 + 1 psychic damage, and the target is dazed until the end of its next turn.	
MINOR ACTIONS	
R Enslave Open Mind (charm) • Recharge when no creature is dominated by this power	
Attack: Ranged 5 (one dazed creature); +8 vs. Will	
Hit: The target is dominated (save ends).	
Skills Arcana +11, Dungeoneering +10, Insight +10	
Str 17 (+5)	Dex 11 (+2)
Con 18 (+6)	Int 19 (+6)
	Wis 16 (+5)
	Cha 18 (+6)
Alignment chaotic evil	
Languages Deep Speech, telepathy 20	
Note: Added fly speed. Removed difficult terrain from <i>eroding mucus haze</i> .	

ENCOUNTER 9: THE DREAMING VAULTS (ADVENTURE LEVEL 6)

infinite Aboleth Suckerlings		Level 7 Minion Skirmisher
Medium aberrant magical beast		XP 75
HP 1; a missed attack never damages a minion		Initiative 20
AC 21, Fortitude 19, Reflex 21, Will 17		Perception +7
Speed 6		
STANDARD ACTIONS		
m Swarm of Teeth • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 8 damage.		
TRIGGERED ACTIONS		
Shared Mental Anguish (psychic) • Encounter		
Trigger: The suckerling drops to 0 hit points or fewer.		
Effect: Each enemy adjacent to one or more suckerlings takes 4 psychic damage.		
Str 12 (+4)	Dex 16 (+6)	Wis 9 (+2)
Con 11 (+3)	Int 1 (-2)	Cha 7 (+1)
Alignment chaotic evil Languages understands Deep Speech		
Note: Custom, loosely based on scurrying rat swarm with elements of Those Who Hear theme.		

2 Aboleth Remnants (level 7)		Level 7 Brute
Large aberrant magical beast		XP 300
HP 98; Bloodied 49		Initiative +7
AC 21, Fortitude 20, Reflex 19, Will 17		Perception +4
Speed 5, fly 7 (hover), swim 10		
TRAITS		
O Maddening Mucus • Aura 2		
Enemies grant combat advantage while in the aura.		
STANDARD ACTIONS		
m Telescoping Tentacle • At-Will		
Attack: Melee 2 (one creature); +12 vs. AC		
Hit: 2d10 + 8 damage, and the target falls prone.		
R Mind Twist • Recharge 5-6		
Attack: Ranged 10 (one creature); +10 vs. Will		
Hit: The target uses an at-will attack power against a target chosen by the remnant.		
C Tentacle Flurry • Recharge when first bloodied		
Attack: Close burst 2 (enemies in the burst); +10 vs. Reflex		
Hit: 2d6 + 7 damage, and the target is dazed (save ends).		
Miss: Half damage.		
Skills Stealth +12		
Str 16 (+6)	Dex 18 (+7)	Wis 12 (+4)
Con 18 (+7)	Int 15 (+5)	Cha 12 (+4)
Alignment chaotic evil Languages Deep Speech, telepathy 20		
Note: Removed difficult terrain from <i>maddening mucus</i> . Added <i>mind twist</i> power from Those Who Hear theme.		

2 Aboleth Openers (level 7)		Level 7 Controller
Large aberrant magical beast		XP 300
HP 82; Bloodied 41		Initiative +7
AC 21, Fortitude 20, Reflex 17, Will 20		Perception +6
Speed 5, fly 7 (hover), swim 10		
TRAITS		
O Eroding Mucus Haze (psychic) • Aura 5		
Any dazed enemy that starts its turn in the aura takes 5 psychic damage.		
STANDARD ACTIONS		
m Flaying Tentacle • At-Will		
Attack: Melee 2 (one creature); +12 vs. AC		
Hit: 1d8 + 5 damage, and the target takes ongoing 5 damage (save ends).		
R Mental Lance (psychic) • At-Will		
Attack: Ranged 5 (one or two creatures); +10 vs. Will		
Hit: 1d6 + 3 psychic damage, and the target is dazed until the end of its next turn.		
MINOR ACTIONS		
R Enslave Open Mind (charm) • Recharge when no creature is dominated by this power		
Attack: Ranged 5 (one dazed creature); +10 vs. Will		
Hit: The target is dominated (save ends).		
Skills Arcana +12, Dungeoneering +11, Insight +11		
Str 17 (+6)	Dex 11 (+3)	Wis 16 (+6)
Con 18 (+7)	Int 19 (+7)	Cha 18 (+7)
Alignment chaotic evil Languages Deep Speech, telepathy 20		
Note: Added fly speed. Removed difficult terrain from <i>eroding mucus haze</i> .		

ENCOUNTER 9: THE DREAMING VAULTS (ADVENTURE LEVEL 8)

infinite Aboleth Suckerlings		Level 9 Minion Skirmisher
Medium aberrant magical beast		XP 100
HP 1; a missed attack never damages a minion		Initiative 22
AC 23, Fortitude 21, Reflex 23, Will 19		Perception +8
Speed 6		
STANDARD ACTIONS		
m Gnashing Teeth • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 10 damage.		
TRIGGERED ACTIONS		
Shared Mental Anguish (psychic) • Encounter		
Trigger: The suckerling drops to 0 hit points or fewer.		
Effect: Each enemy adjacent to one or more suckerlings takes 5 psychic damage.		
Str 12 (+5)	Dex 16 (+7)	Wis 9 (+3)
Con 11 (+4)	Int 1 (-1)	Cha 7 (+2)
Alignment chaotic evil Languages understands Deep Speech		
Note: Custom, loosely based on scurrying rat swarm with elements of Those Who Hear theme.		

2 Aboleth Remnants (level 9)		Level 9 Brute
Large aberrant magical beast		XP 400
HP 118; Bloodied 59		Initiative +8
AC 23, Fortitude 22, Reflex 21, Will 19		Perception +5
Speed 5, fly 7 (hover), swim 10		
TRAITS		
O Maddening Mucus • Aura 2		
Enemies grant combat advantage while in the aura.		
STANDARD ACTIONS		
m Telescoping Tentacle • At-Will		
Attack: Melee 2 (one creature); +14 vs. AC		
Hit: 3d10 + 5 damage, and the target falls prone.		
R Mind Twist • Recharge 5-6		
Attack: Ranged 10 (one creature); +12 vs. Will		
Hit: The target uses an at-will attack power against a target chosen by the remnant.		
C Tentacle Flurry • Recharge when first bloodied		
Attack: Close burst 2 (enemies in the burst); +12 vs. Reflex		
Hit: 3d6 + 5 damage, and the target is dazed (save ends).		
Miss: Half damage.		
Skills Stealth +13		
Str 16 (+7)	Dex 18 (+8)	Wis 12 (+5)
Con 18 (+8)	Int 15 (+6)	Cha 12 (+5)
Alignment chaotic evil Languages Deep Speech, telepathy 20		
Note: Removed difficult terrain from maddening mucus. Added mind twist power from Those Who Hear theme.		

2 Aboleth Openers (level 9)		Level 9 Controller
Large aberrant magical beast		XP 400
HP 98; Bloodied 49		Initiative +8
AC 23, Fortitude 22, Reflex 19, Will 22		Perception +7
Speed 5, fly 7 (hover), swim 10		
TRAITS		
O Eroding Mucus Haze (psychic) • Aura 5		
Any dazed enemy that starts its turn in the aura takes 5 psychic damage.		
STANDARD ACTIONS		
m Flaying Tentacle • At-Will		
Attack: Melee 2 (one creature); +14 vs. AC		
Hit: 1d8 + 7 damage, and the target takes ongoing 5 damage (save ends).		
R Mental Lance (psychic) • At-Will		
Attack: Ranged 5 (one or two creatures); +12 vs. Will		
Hit: 1d6 + 5 psychic damage, and the target is dazed until the end of its next turn.		
MINOR ACTIONS		
R Enslave Open Mind (charm) • Recharge when no creature is dominated by this power		
Attack: Ranged 5 (one dazed creature); +12 vs. Will		
Hit: The target is dominated (save ends).		
Skills Arcana +13, Dungeoneering +12, Insight +12		
Str 17 (+7)	Dex 11 (+4)	Wis 16 (+7)
Con 18 (+8)	Int 19 (+8)	Cha 18 (+8)
Alignment chaotic evil Languages Deep Speech, telepathy 20		
Note: Added fly speed. Removed difficult terrain from eroding mucus haze.		

ENCOUNTER 9: THE DREAMING VAULTS (ADVENTURE LEVEL 10)

infinite Aboleth Suckerlings		Level 11 Minion Skirmisher
Medium aberrant magical beast		XP 150
HP 1; a missed attack never damages a minion		Initiative 24
AC 25, Fortitude 23, Reflex 25, Will 21		Perception +9
Speed 6		
STANDARD ACTIONS		
m Gnashing Teeth • At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 12 damage.		
TRIGGERED ACTIONS		
Shared Mental Anguish (psychic) • Encounter		
Trigger: The suckerling drops to 0 hit points or fewer.		
Effect: Each enemy adjacent to one or more suckerlings takes 5 psychic damage.		
Str 12 (+6)	Dex 16 (+8)	Wis 9 (+4)
Con 11 (+5)	Int 1 (+0)	Cha 7 (+3)
Alignment chaotic evil Languages understands Deep Speech		
Note: Custom, loosely based on scurrying rat swarm with elements of Those Who Hear theme.		

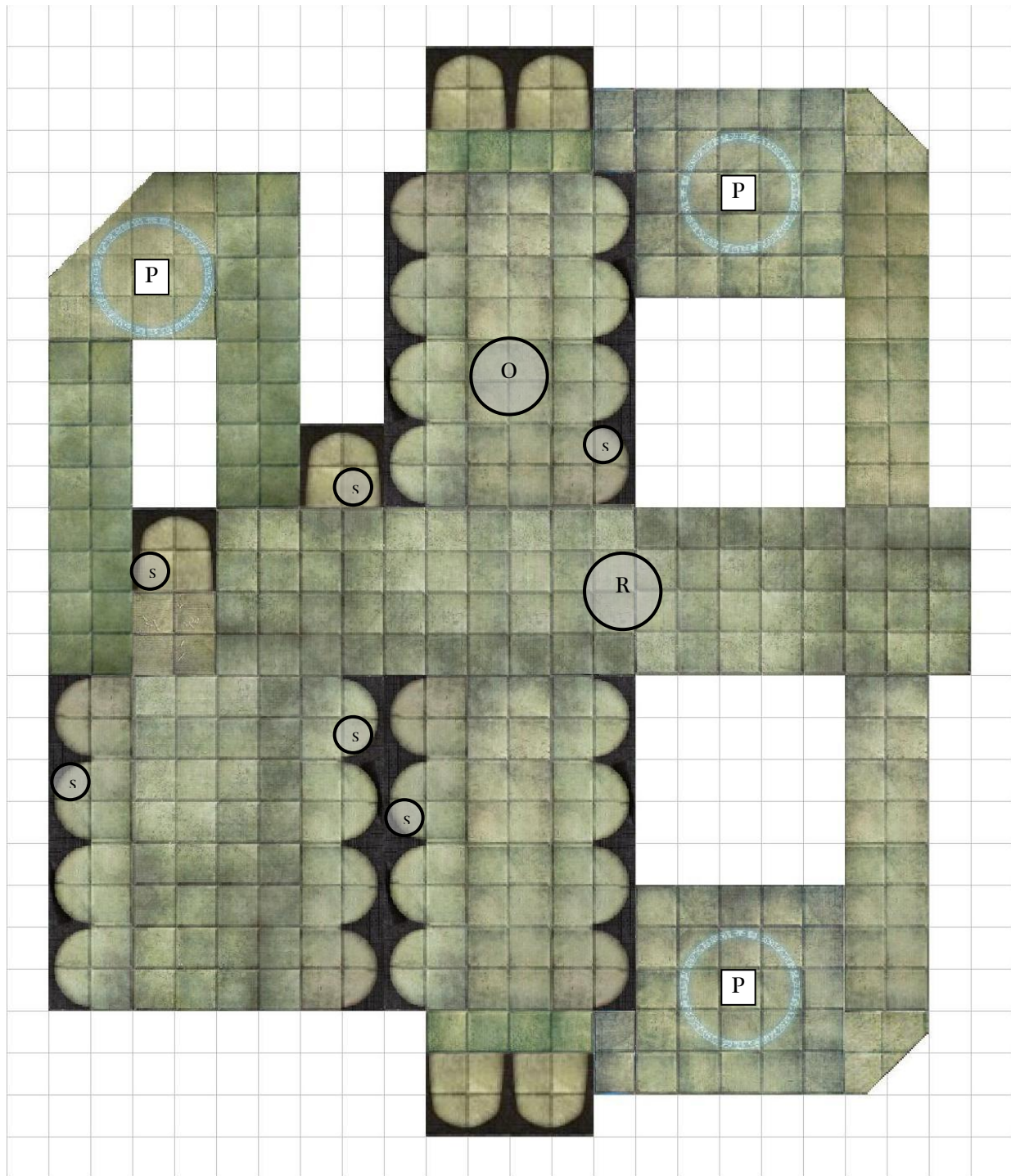
2 Aboleth Remnants (level 11)		Level 11 Brute
Large aberrant magical beast		XP 600
HP 138; Bloodied 69		Initiative +9
AC 25, Fortitude 24, Reflex 23, Will 21		Perception +6
Speed 5, fly 7 (hover), swim 10		
TRAITS		
O Maddening Mucus • Aura 2		
Enemies grant combat advantage while in the aura.		
STANDARD ACTIONS		
m Telescoping Tentacle • At-Will		
Attack: Melee 2 (one creature); +16 vs. AC		
Hit: 3d10 + 8 damage, and the target falls prone.		
R Mind Twist • Recharge 5-6		
Attack: Ranged 10 (one creature); +14 vs. Will		
Hit: The target uses an at-will attack power against a target chosen by the remnant.		
C Tentacle Flurry • Recharge when first bloodied		
Attack: Close burst 2 (enemies in the burst); +14 vs. Reflex		
Hit: 3d6 + 7 damage, and the target is dazed (save ends).		
Miss: Half damage.		
Skills Stealth +14		
Str 16 (+8)	Dex 18 (+9)	Wis 12 (+6)
Con 18 (+9)	Int 15 (+7)	Cha 12 (+6)
Alignment chaotic evil Languages Deep Speech, telepathy 20		
Note: Removed difficult terrain from maddening mucus. Added mind twist power from Those Who Hear theme.		

2 Aboleth Openers (level 11)		Level 11 Controller
Large aberrant magical beast		XP 600
HP 114; Bloodied 57		Initiative +9
AC 25, Fortitude 24, Reflex 21, Will 24		Perception +8
Speed 5, fly 7 (hover), swim 10		
TRAITS		
O Eroding Mucus Haze (psychic) • Aura 5		
Any dazed enemy that starts its turn in the aura takes 5 psychic damage.		
STANDARD ACTIONS		
m Flaying Tentacle • At-Will		
Attack: Melee 2 (one creature); +16 vs. AC		
Hit: 1d8 + 10 damage, and the target takes ongoing 5 damage (save ends).		
R Mental Lance (psychic) • At-Will		
Attack: Ranged 5 (one or two creatures); +14 vs. Will		
Hit: 1d6 + 7 psychic damage, and the target is dazed until the end of its next turn.		
MINOR ACTIONS		
R Enslave Open Mind (charm) • Recharge when no creature is dominated by this power		
Attack: Ranged 5 (one dazed creature); +14 vs. Will		
Hit: The target is dominated (save ends).		
Skills Arcana +14, Dungeoneering +13, Insight +13		
Str 17 (+8)	Dex 11 (+5)	Wis 16 (+8)
Con 18 (+9)	Int 19 (+9)	Cha 18 (+9)
Alignment chaotic evil Languages Deep Speech, telepathy 20		
Note: Added fly speed. Removed difficult terrain from eroding mucus haze.		

ENCOUNTER 9: THE DREAMING VAULTS

TILE SETS NEEDED

DT6 Fane of the Forgotten Gods x2
Dungeon Tiles Master Set - The Dungeon x1



P = control panel; S = aboleth suckerlings (minions); R = aboleth remnant; O = aboleth opener

ENCOUNTER 10: CONCLUSION

On board the ship, Selsharra asks the PCs how successful they were at using *psychic backlash*.

If none of the PCs used *psychic backlash* during Encounter 9, Selsharra is extremely disappointed.

“What a waste,” the eladrin woman says as she shakes her head in dismay. “We may never have another opportunity like the one you fools have squandered.”

If at least one PC used *psychic backlash* during Encounter 9, Selsharra is greatly pleased.

“You have struck a great blow against the Abolethic Sovereignty,” Selsharra says, a wide smile upon her face. “They may not realize it yet, but the psychic backlash will infect their shared consciousness. You will witness the fruits of your labor - perhaps not soon, but I assure you, our eventual victory is inevitable.”

Whether Selsharra's confidence is warranted will be further explored in other *Living Forgotten Realms* adventures involving the Abolethic Sovereignty.

PCs who used the *psychic backlash* power during Encounter 9 receive Story Award SPEC52. These characters are invited to join the Keepers of the Cerulean Sign. Normally the Keepers require a prospective member to undertake several missions on behalf of the order before offering membership, but these PCs have done a service of such magnitude that the Keepers want to recruit them right away. Characters who had SPEC50 are also offered membership in the meta-organization, as their valiant self-sacrifice during SPEC3-3 is a more than sufficient demonstration of their willingness to pay the ultimate price in order to protect others from the depredations of the Far Realm.

For details about the Keepers of the Cerulean Sign, please see the *Living Forgotten Realms Meta-Organization Guide*, which is available for download from the campaign website.

Regardless of the PCs' success or failure, Selsharra does all of the following:

- Removes all effects of Xxiphu Transformation from captive PCs (including the mutant powers)
- Removes all effects of Underwater Adaptation from newly arrived PCs
- Raises from the dead any PCs who died (no charge, but they still suffer the death penalty)
- Fixes Rowan's legs if he is alive - but, if he is dead and the PCs don't have the resources to restore

him to life themselves, they must leave Rowan's body with Selsharra for her to raise later (she may have her own reasons for this)

- Insists that Sister Sunshine and Sister Twilight be given significant time to rest and recover from their ordeal
- If any other prisoners were killed and their bodies brought out of Xxiphu, Selsharra asks to keep them to attempt a Raise Dead ritual later

If the PCs confront Selsharra about how she treated them as tools against the aboleths, she is unapologetic.

“The Abolethic Sovereignty is a blight upon Faerûn. The Keepers of the Cerulean Sign will do anything to destroy them. Anything!”

“Besides, no permanent harm came to you.”

CONCLUDING THE ADVENTURE

If you run this adventure before May 31, 2012, please fill out the online questionnaire (see the Event Summary for details).

TREASURE

The Keepers of the Cerulean sign pay the PCs the balance of the gold they are due and give them access to all Treasures 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 2

Minimum Possible XP: 225 XP

Recover Your Equipment: +25 XP

Defeat the Kuo-Toa: +75 XP

Save Sir Rowan: +75 XP

Escape Xxiphu: +150 XP

Maximum Possible XP: 550 XP

Base Gold per PC: 100 gp

(Introduction: 20 gp, Encounter 6: 50 gp, Encounter 10: 30 gp)

ADVENTURE LEVEL 4

Minimum Possible XP: 325 XP

Recover Your Equipment: +40 XP

Defeat the Kuo-Toa: +100 XP

Save Sir Rowan: +100 XP

Escape Xxiphu: +210 XP

Maximum Possible XP: 775 XP

Base Gold per PC: 165 gp

(Introduction: 30 gp, Encounter 6: 90 gp, Encounter 10: 45 gp)

ADVENTURE LEVEL 6

Minimum Possible XP: 450 XP

Recover Your Equipment: +50 XP

Defeat the Kuo-Toa: +150 XP

Save Sir Rowan: +150 XP

Escape Xxiphu: +300 XP

Maximum Possible XP: 1100 XP

Base Gold per PC: 300 gp

(Introduction: 40 gp, Encounter 6: 200 gp, Encounter 10: 60 gp)

ADVENTURE LEVEL 8

Minimum Possible XP: 640 XP

Recover Your Equipment: +75 XP

Defeat the Kuo-Toa: +210 XP

Save Sir Rowan: +210 XP

Escape Xxiphu: +420 XP

Maximum Possible XP: 1555 XP

Base Gold per PC: 600 gp

(Introduction: 100 gp, Encounter 6: 300 gp, Encounter 10: 200 gp)

ADVENTURE LEVEL 10

Minimum Possible XP: 900 XP

Recover Your Equipment: +100 XP

Defeat the Kuo-Toa: +300 XP

Save Sir Rowan: +300 XP

Escape Xxiphu: +600 XP

Maximum Possible XP: 2200 XP

Gold per PC: 900 gp

(Introduction: 150 gp, Encounter 6: 450 gp, Encounter 10: 300 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:

Treasure A: *dwarven armor* (+1/level 2 at ALs 2/4, +2/level 7 at ALs 6/8/10; *Player’s Handbook*)
Found in Encounter 3

Treasure B: *luckblade* (+1/level 3 at ALs 2/4, +2/level 8 at ALs 6/8/10; *Adventurer’s Vault*)
Found in Encounter 3

Treasure C: *boots of free movement* (level 6; *Adventurer’s Vault*)
Found in Encounter 3

Treasure D: *gloves of grace* (level 5; *Adventurer’s Vault* 2)
Found in Encounter 5

Treasure E: *staff of withering* (+1/level 3 at ALs 2/4, +2/level 8 at ALs 6/8/10; *Mordenkainen’s Magnificent Emporium*)

Found in Encounter 6

Treasure F: *cerulean circlet* (level 9 Rare; custom)
Found in Encounter 10; see Story Award CERU01

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

AL 2: *potion of clarity* (level 5) plus 15 gp

AL 4: *potion of clarity* (level 5) plus 50 gp

AL 6: *elixir of will* (level 8) plus 75 gp

AL 8: *elixir of will* (level 8) plus 275 gp

AL 10: *elixir of will* (level 8) plus 475 gp

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 2: 65 gp

AL 4: 100 gp

AL 6: 200 gp

AL 8: 400 gp

AL 10: 600 gp

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. It is possible for a character to earn all of the listed Story Awards in this adventure. Pass out certificates to the players for their Story Awards.

All PCs get SPEC51 regardless of success or failure.

SPEC51 Xxiphu Explorer

You entered the city of Xxiphu, were exposed to the alien horrors of the Abolethic Sovereignty, and lived to tell the tale.

One time only, when you fail a saving throw against a fear or charm effect, you can spend this Story Award to automatically succeed at that saving throw. Strike through this paragraph (only) when you use it.

In addition, if you also have Story Award **SPEC50 In the Clutches of the Sovereignty** from *SPEC3-3 Dance of the Sun and Moon*, you gain the ability to speak and understand Deep Speech.

This Story Award counts as a favor with the Keepers of the Cerulean Sign (whether or not you are a member). A total of two favors are required to qualify for membership. If you have Story Award SPEC50, then it also counts as a separate favor with the Keepers.

Each PC who used *psychic backlash* receives SPEC52.

SPEC52 Psychic Backlash

You used the Keepers of the Cerulean Sign's ritual power to strike a great blow against the Abolethic Sovereignty. While the ritual's effect on the aboleths is not yet apparent, opening your mind in this way has resulted in you suffering troubling nightmares from the Far Realm.

This Story Award qualifies you to join the Keepers of the Cerulean sign meta-organization. For full details, please see the *LFR Meta-Organization Guide*, which is available from the campaign website.

If the PCs released the mind flayer, then they receive SPEC53.

SPEC53 Glorghakt's Freedom

You freed Glorghakt, an illithid imprisoned within the city of Xxiphu. Although you share a common enemy in the Abolethic Sovereignty, securing the freedom of such a dangerous creature was a gamble. Who knows where Glorghakt's allegiance will lie should your paths cross again.

PCs who choose Treasure F (the *cerulean circlet*) receive **CERU01**. Remind the players that a character may possess only one Rare magic item per tier. More details regarding Rare items in LFR can be found in the *Campaign Guide*.

CERU01 Cerulean Circlet

The Keepers of the Cerulean Sign gave you this potent magic item as a reward for your actions against the Abolethic Sovereignty. You must choose this item as your Treasure and spend a found-item slot. It counts against your limit of one Rare item per tier.

Cerulean Circlet	Heroic Tier Rare
<i>This thin, silver loop encircles your head and provides protection against attacks that would cloud your mind.</i>	
Head Slot (this item's level is always equal to your current character level)	
Property	
You gain a +2 item bonus to saving throws against ongoing psychic damage and against effects that daze, stun, or dominate.	
Attack Power ♦ Daily (Standard Action)	
Attack: Close blast 5 (aberrant creatures in blast); your highest ability modifier + 3 vs. Fortitude	
Hit: 2d10 + your highest ability modifier psychic and radiant damage, and the target is dazed until the end of your next turn.	
Level 15: highest ability modifier + 6 vs. Fortitude; 4d10 + highest ability modifier damage	
Level 25: highest ability modifier + 9 vs. Fortitude; 6d10 + highest ability modifier damage	
Miss: Half damage.	
Reference: Custom item based on the <i>Gaj headdress</i> (<i>Dragon</i> 391) plus the spell <i>invoke the Cerulean Sign</i> (<i>Lords of Madness</i>).	

TREASURES

Boots of Free Movement

Level 6 Uncommon

You deftly avoid entanglement in these well-crafted boots.

Feet Slot 1,800 gp

Property: Gain a +2 item bonus to saving throws against effects that apply the slowed, immobilized, or restrained condition.

Power • Encounter (Minor Action): Make a saving throw against a slow, immobilize, or restrain effect that a save can end.

Reference: *Adventurer's Vault*, page 126.

Dwarven Armor

Level 2+ Uncommon

Crafted by the finest dwarf armorsmiths of old, this armor is decorated with the faces of dwarven ancestors.

Lvl 2 +1 520 gp Lvl 7 +2 2,600 gp

Armor: Chain, Scale, or Plate

Enhancement Bonus: AC

Property: You gain an item bonus to Endurance checks equal to the armor's enhancement bonus.

Power (Daily, Healing) • (Free Action): You regain hit points as if you had spent a healing surge.

Reference: *Player's Handbook*, page 229; *Dungeon Master's Kit*, page 255.

Luckblade

Level 3+ Uncommon

Luck favors the bold—and the wielder of this blade.

Lvl 3 +1 680 gp Lvl 8 +2 3,400 gp

Weapon: Heavy Blade or Light Blade

Enhancement Bonus: attack rolls and damage rolls

Critical: +1d8 damage per plus

Power • Daily (Free Action): Trigger: You make an attack roll with this weapon and don't like the result.

Effect: Reroll the triggering attack roll and use the second result, even if it's lower.

Reference: *Adventurer's Vault*, page 71; *Heroes of the Forgotten Kingdoms*, page 348; *Dungeon Master's Kit*, page 258.

Gloves of Grace

Level 5 Common

While wearing these gloves, you help a companion recover quickly with but a touch.

Hands Slot 1,000 gp

Power • Daily (Minor Action): An ally adjacent to you makes a saving throw.

Reference: *Adventurer's Vault 2*, page 59.

Staff of Withering

Level 3+ Uncommon

This staff appears to be little more than a rotting tree branch, but one touch of it saps the strength from any foe.

Lvl 3 +1 680 gp Lvl 8 +2 3,400 gp

Implement: Staff

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d6 necrotic damage per plus

Attack Power • Daily (No Action): Trigger: You hit a target with an attack using this staff.

Effect: The target is weakened (save ends).

Reference: *Mordenkainen's Magnificent Emporium*, page 51.

EVENT SUMMARY

The results of this adventure will have an impact on the future development of the campaign!

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please fill out the online survey. If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the Senior DM or Event Organizer, who can then answer the survey online.

<https://www.surveymonkey.com/s/SPEC0401LFR>

The survey period closes on **May 31, 2012**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

Question 1: Did the PCs free the mind flayer (Glorghakt)?

- a. Yes
- b. No

Question 2: What happened to Sir Rowan?

- a. The PCs saved him from being sacrificed by the sahuagin.
- b. The PCs were unable to save Sir Rowan, but they carried his body out of Xxiphu.
- c. The PCs were unable to save Sir Rowan, and they left his body behind.

Question 3: How many PCs used the *psychic backlash* power in Encounter 9?

- a. None.
- b. Fewer than half.
- c. Half or more.
- d. All.

Question 4: Would the players like to see more adventures featuring the Keepers of the Cerulean Sign? Base your answer on the consensus at the table.

- a. Yes
- b. No

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

- a. 1 (worst possible rating)
- b. 2 (below expectations)
- c. 3 (average / met expectations)
- d. 4 (above expectations)
- e. 5 (best possible rating)

Question 6: How does the DM rate this adventure on the same five-point scale?

APPENDIX A: IMPORTANT NPCs

Selsharra Derissor is a female eladrin Keeper of the Cerulean Sign. She is tall, with black hair and high cheekbones, and dresses in various shades of blue, always with the symbol of her order prominently displayed. Selsharra has the distant and thoughtful demeanor of one with much on her mind; as such, she has little tolerance for pleasantries and no sense of humor. She is fanatically opposed to the Abolethic Sovereignty and will go to any lengths to oppose them.

Source: *Lords of Madness* (a 3rd edition book), p. 194-197

The following NPCs were taken captive by aboleths at the end of *SPEC3-3 Dance of the Sun and Moon*. Because of that, their current appearance and behavior may be different than last reported....

Sunmaster Obryn is a tall, thin deva with golden eyes and symmetrical bronze markings on his chalky skin. He has vague recollections of serving Amaunator as far back as the Netherese Empire and is a religious conservative in all senses of the word. Obryn is a firm believer in hierarchy, structure, and proper behavior at all times. While he can be proud, stiff-necked, and demanding, Obryn firmly embraces all of Amaunator's tenets, holding mercy and justice as his highest values.

Sir Cadwy is a middle-aged human paladin of Torm, with receding blond hair and a great, bushy mustache. Cadwy is a family man and takes a shine to earnest young warriors, who remind him of the son he lost in battle during the assault on Elturel by plague-changed things. He enjoys a good pipe at the end of a day's labors and is handy with all manner of minor tasks, from repairing a saddle-girth to darning a sock. Cadwy also has a particular knack for cooking outdoors; while standing over a grill roasting meat, Cadwy is second to none.

Sir Rowan is a handsome half-elf with brown hair and green eyes. Although Rowan is a paladin of Amaunator, he holds a number of antiquated beliefs from the days when Amaunator was known as Lathander the Morninglord. Rowan wears a rose-colored tabard and greets the sun each dawn with sung prayers. This occasionally leads to lectures on proper dogma from Obryn, but since Rowan never seems to get angry about anything, they never rise to the level of arguments. He goes out of his way to seek out people in despair, and has a knack for reigniting hope with only a few words.

Sister Sunrise has the fair skin, wide blue eyes, and golden hair of the far North. She is quiet and shy, but possesses an inner strength and authority that cloak her in an aura of calm. Sunrise is very insightful and a good listener, and is often sought out for advice.

Sister Twilight has short, black hair and an olive complexion, revealing her roots in the South. She is very assertive and business-like, and has a tendency to boss people around. Despite that, she has a warm laugh, and when she is not distracted by all the things that need her oversight, is quite pleasant to be around. Twilight's aloof demeanor seems to be irresistible to young men, and she spends a fair amount of time fending off their advances.

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 hashed circle & red open triangle (1 & 3)
- blue filled circle & blue open square (2 & 6)
- green filled triangle & green hashed square (5 & 9)


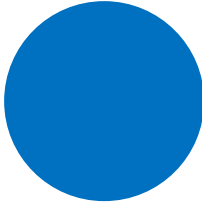
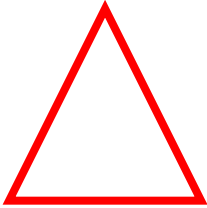

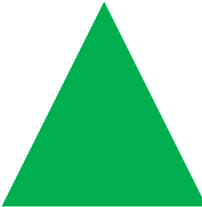



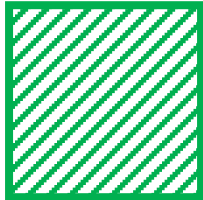
Puzzle #2 - match criterion: pattern

- red hashed triangle & green hashed circle (2 & 9)
- blue open circle & red open square (3 & 7)
- blue filled triangle & green filled square (5 & 8)



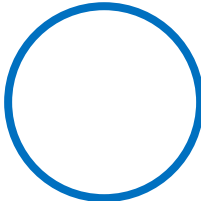



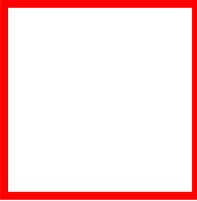

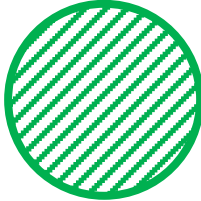
Puzzle #3 - match criterion: shape

- green hashed triangle & blue open triangle (3 & 6)
- green filled circle & red open circle (4 & 9)
- red hashed square & blue filled square (5 & 7)



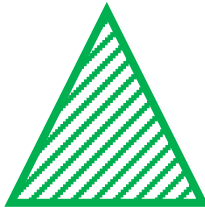
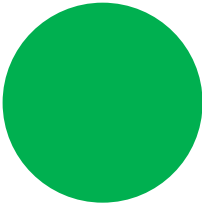

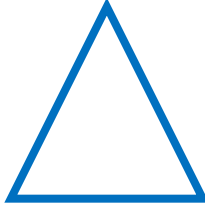


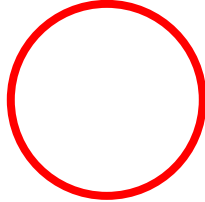
APPENDIX B: CONTROL PANEL PUZZLE #1

red 	blue 	red 
	green 	blue 
		green 

APPENDIX B: CONTROL PANEL PUZZLE #2

	red 	blue 
	blue 	
red 	green 	green 

APPENDIX B: CONTROL PANEL PUZZLE #3

		green 
green 	red 	blue 
blue 		red 

PLAYER'S HANDOUT 1: XXIPHU TRANSFORMATION

A player should only receive this handout if his or her PC played SPEC3-3 *Dance of the Sun and Moon* and has story award **SPEC50 In the Clutches of the Sovereignty**. This handout is for those PCs who stayed behind in Sister Midnight's place at the end of SPEC3-3.

Your skin is a translucent membrane that allows you to absorb oxygen from the water that permeates your new home. Faint whispers of alien intellects fill your mind. You hear and understand – but you do not obey.

XXIPHU TRANSFORMATION

- You gain the aquatic keyword.
- You can breathe underwater. (You can still breathe air.)
- You do not suffer penalties to attack rolls when fighting underwater, and you gain a +2 bonus to attack rolls and damage rolls while fighting creatures in the water that do not have the aquatic keyword.
- You gain a swim speed equal to your normal speed.
- You are considered a native of the city Xxiphu, and as such much of its hazardous terrain does not affect you.
- You can speak and understand Deep Speech.

Each PC who has SPEC50 also receives one of the following mutations. Each character should get a different mutation. You can roll randomly, cut the mutation cards out and deal them to the players, or whatever other system seems appropriate. Not all mutations are ideal for all PCs, but that's part of the process. Each mutation includes a personality trait that is intended for roleplaying purposes only (player's decision how to apply it).

THE MASTER'S GAZE

Personality trait: Paranoia. You feel like some unseen entity is watching you all the time...

Encounter • Psionic

Minor Action Personal

Effect: If you make an attack this turn and hit with your first attack roll, the attack deals 1d8 extra damage, and you gain temporary hit points equal to the AL. If the attack misses, or if you do not make an attack this turn, then you grant combat advantage and are deafened until the end of your next turn.

SLIGHTLY UNHINGED

Personality trait: Madness. You aren't completely bughouse crazy; you're just a little bit out there...

Trait

You gain a +2 bonus on saving throws against effects that daze, stun, or dominate you. However, if you roll a natural 1 on an attack roll or a saving throw, you are stunned (save ends). The stun effect cannot trigger more than once per encounter.

I CAN'T FEEL MY FACE!

Personality trait: Immunity to pain. Seriously, I can't feel a thing. Wait, is that my spleen?

Trait

You gain a +5 bonus on saving throws against ongoing damage. However, all ongoing damage that you take is increased by an amount equal to one-half the AL.

SAHUAGIN BLOOD TRANSFUSION

Personality trait: Bloodlust. You find it hard to resist the smell and the taste of blood, including your own blood.

Trait

Against bloodied creatures, you gain a +1 bonus to attack rolls and a +2 bonus to damage rolls. When you become bloodied for the first time during an encounter, you also suffer ongoing damage equal to the AL (save ends).

KUO-TOA BLOOD TRANSFUSION

Personality trait: Mumbler. You are constantly talking to yourself, sometimes in languages you don't even know.

At-Will

Move Action Personal

Requirement: You must be adjacent to an enemy.

Effect: You shift up to 3 squares to another square adjacent to the enemy. You grant combat advantage to that enemy until the start of your next turn.

EYESTALKS GRAFTED TO YOUR HEAD

Personality trait: Seeing things that aren't there. What was that? Over there! Right there! I saw it, I swear!

Trait

You have all-around vision. Creatures cannot gain combat advantage by flanking you. However, when you suffer a critical hit, you are blinded (save ends). The blinding effect cannot trigger more than once per encounter.

PLAYER'S HANDOUT 2: UNDERWATER ADAPTATION

A player should only receive this handout if his or her PC does not have story award **SPEC50 In the Clutches of the Sovereignty** from SPEC3-3 *Dance of the Sun and Moon*. This handout is for those PCs newly arrived in Xxiphu during the course of this adventure.

Your skin bears a faint tracery of scales and has taken on a greenish, oily sheen. Thin webbing, like that of a duck or otter, extends between your fingers and toes. When you inhale, water flows into your lungs, yet in your new form this feels natural.

UNDERWATER ADAPTATION

- You can breathe underwater. (You can still breathe air.)
- You gain a swim speed equal to your normal speed.
- You do not suffer penalties to attack rolls when fighting underwater.

Note: despite your underwater adaptation, you do not gain the aquatic keyword. Therefore, creatures with the aquatic keyword still have an advantage against you in underwater combat.

PLAYER'S HANDOUT 3: 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.

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 enormous, 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.

PLAYER'S HANDOUT 4A: FIRST FLASHBACK

Images race through your mind, brief snatches of memory, like the angular glimpses of a darkened room seen during a lightning storm.

A distended mass of flesh that might once have been a dwarf...

The mental picture of a fisherman's hook, baited with a worm that is actually a tiny person, and a distinct mental impression of a question being asked...

The face of Selsharra, her lips and hands moving in slow motion as she mouths eldritch words and inscribes a symbol in the air...

Deep blue infuses itself into you, there's a buzzing in your head, and –

The vision fades.

Note: this flashback is for PCs newly arrived in Xxiphu during SPEC4-1.

PLAYER'S HANDOUT 4B: FIRST FLASHBACK

A haze of mucus surrounds you and seeps into your mouth and nose. Pain. Panic. Flailing. And then –

Memories. Our memories. All hail the dreams of the Eldest! Glacial thoughts crawl through millennia, observing....

Toril as it once was, mostly ocean, lush jungles covering the few islands. Creatures stir in the leaves, and we watch, unperturbed. They are no threat to us.

The oceans recede. Islands grow into continents. Jungle gives way to forest or grassland. Now the creatures walk on two legs. They are still no threat to us. Later, if they draw our interest, we will subjugate them.

But what is this? Cities in the Underdark. Purple skinned bipeds, their mouth tentacles waving, thoughts reaching out, stealing our slaves! We cannot remember where these... mind flayers... came from.

WHY CAN WE NOT REMEMBER?!

Note: this flashback is for PCs already present in Xxiphu because they were captured at the end of SPEC3-3.

PLAYER'S HANDOUT 5A: SECOND FLASHBACK

Images race through your mind, so quickly they blur into a swirl of colors. The images slow and stutter until they resolve into a distinct memory.

The face of Selsharra looms before you. She mouths eldritch words and inscribes the Cerulean Sign in the air in front of you. The symbol flares, painfully bright, its afterimage burned into your brain.

"Heed well these instructions," Selsharra says. "When you stand before the aboleth masters, turn their mental assault against them. You must do this!"

The vision fades. In your mind, you feel a slow pulse of blue energy, and you know that you are empowered to strike a mighty blow against Xxiphu.

For the remainder of SPEC4-1 *Cerulean Dreams*, you gain the power *psychic backlash*.

PSYCHIC BACKLASH

The tentacled monstrosity reaches out to assault your mind, which erupts with cerulean energy inimical to creatures from the Far Realm.

Daily • Psionic

No Action **Close burst 10**

Trigger: An aboleth hits or misses you with an attack power that would daze or dominate you.

Effect: Negate the daze or dominate effect (if the attack deals damage, you still take it). The triggering aboleth takes psychic and radiant damage based on the Adventure Level (AL) at which you are playing this adventure:

AL 2: 5 damage

AL 4: 10 damage

AL 6: 15 damage

AL 8: 20 damage

AL 10: 25 damage

Note: *Psychic backlash* can only be used during SPEC4-1 *Cerulean Dreams*; the knowledge of how to use it fades at the conclusion of the adventure. Under no circumstances can a PC use *psychic backlash* outside the confines of this adventure.

Note: this flashback is for PCs newly arrived in Xxiphu during SPEC4-1.

PLAYER'S HANDOUT 5B: SECOND FLASHBACK

We must have more minds. More minds to sleep, to dream, that their dreams may provide the sustenance Xxiphu needs.

Each creature that arrives shall be taken to the Dreaming Vaults and placed before the tentacle clusters. The tentacles shall touch their flesh and evaluate their minds. Those whose thoughts are worthy of further study, we shall encapsulate and protect – forever.

For the remainder of SPEC4-1 *Cerulean Dreams*, you gain a +2 bonus to skill checks made to interact with the control panels in the Dreaming Vaults.

Note: this flashback is for PCs already present in Xxiphu because they were captured at the end of SPEC3-3.

PLAYER'S HANDOUT 6: CONTROL PANEL PUZZLE

The control panel is a writhing clump of tentacles around a large slimy brain. Tubes connect it to the pods containing prisoners. 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 register its messages with images of geometric symbols. You must match two symbols together, three times to disable 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 mixture of energy.

Goal of the Control Panel Puzzles

Find two symbols that match. Repeat twice more (three times total) for 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.

To interact with a control panel, 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 (Moderate DC) or **Standard Action** (Hard 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)

SURVIVED THE HORRORS OF XXIPHU DURING:

SPEC4~1 CERULEAN DREAMS

SPEC51 Xxiphu Explorer

You entered the city of Xxiphu, were exposed to the alien horrors of the Abolethic Sovereignty, and lived to tell the tale.

One time only, when you fail a saving throw against a fear or charm effect, you can spend this Story Award to automatically succeed at that saving throw. Strike through this paragraph (only) when you use it.

In addition, if you also have Story Award **SPEC50 In the Clutches of the Sovereignty** from SPEC3-3 *Dance of the Sun and Moon*, you gain the ability to speak and understand Deep Speech.

This Story Award counts as a favor with the Keepers of the Cerulean Sign (whether or not you are a member).

SPEC52 Psychic Backlash

You used the Keepers of the Cerulean Sign's ritual power to strike a great blow against the Abolethic Sovereignty. While the ritual's effect on the aboleths is not yet apparent, opening your mind in this way has resulted in you suffering troubling nightmares from the Far Realm.

This Story Award qualifies you to join the Keepers of the Cerulean Sign. For full details, please see the *LFR Meta-Organization Guide*, which is available from the campaign website.

SPEC53 Glorghakt's Freedom

You freed Glorghakt, an illithid imprisoned within the city of Xxiphu. Although you share a common enemy in the Abolethic Sovereignty, securing the freedom of such a dangerous creature was a gamble. Who knows where Glorghakt's allegiance will lie should your paths cross again.

CERU01 Cerulean Circlet

The Keepers of the Cerulean Sign gave you this potent magic item as a reward for your actions against the Abolethic Sovereignty. You must choose this item as your Treasure and spend a found-item slot. It counts against your limit of one Rare item per tier.

Cerulean Circlet

Heroic Tier Rare

This thin, silver loop encircles your head and provides protection against attacks that would cloud your mind.

Head Slot

Property

You gain a +2 item bonus to saving throws against ongoing psychic damage and against effects that daze, stun, or dominate.

Attack Power ♦ Daily (Standard Action)

Attack: Close blast 5 (aberrant creatures in blast); Intelligence, Wisdom, or Charisma + 3 vs. Fortitude
Hit: 2d10 + Intelligence, Wisdom, or Charisma modifier psychic and radiant damage, and the target is dazed until the end of your next turn.

Level 15: Int, Wis, or Cha + 6 vs. Fortitude; 4d10 + Int, Wis, or Cha damage

Level 25: Int, Wis, or Cha + 9 vs. Fortitude; 6d10 + Int, Wis, or Cha damage

Miss: Half damage.

Reference: Custom item based on the *Gaj headdress (Dragon 391)* plus the spell *invoke the Cerulean Sign (Lords of Madness)*.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

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Attack: Close blast 5 (aberrant creatures in blast); Intelligence, Wisdom, or Charisma + 3 vs. Fortitude
Hit: 2d10 + Intelligence, Wisdom, or Charisma modifier psychic and radiant damage, and the target is dazed until the end of your next turn.

Level 15: Int, Wis, or Cha + 6 vs. Fortitude; 4d10 + Int, Wis, or Cha damage

Level 25: Int, Wis, or Cha + 9 vs. Fortitude; 6d10 + Int, Wis, or Cha damage

Miss: Half damage.

Reference: Custom item based on the *Gaj headdress (Dragon 391)* plus the spell *invoke the Cerulean Sign (Lords of Madness)*.

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

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

Player Name	WIN/DCI Number
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SESSION TRACKING

DUNGEON MASTER

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SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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