Dungeon Module ESCAPE FROM EDEOS

ROE4

FOR ADVANCED

AE DEDE GAME

BY ANDY SCHILLER

AN ADVENTURE FOR CHARACTER LEVELS 11-14 (P1)

The Heros find themselves captive performers in a travelling circus. The circus owner loses the business in a card game. The new owner has sinister plans for the group. Did he cheat, or win the game fairly? Tracking him down involves chasing him through Castle Drakenstone, the Vault of Riteousness, the Sewers of Tenn, and the Cage of Thorns. Can the PCs find enough wealth along the way to buy their freedom at the end?

A "Realms of Edeos" Adventure for 4-6 PCs, levels 11-14 (Paragon 1 tier). "Easy" and "Hard" Encounters included, as well as maps, artwork, and player handouts. Easily adaptable for other role playing games, such as Pathfinder and Savage Worlds.



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Escape From Edeos A "Realms of Edeos" Adventure ROE004

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If you are playing a character in this adventure, DO NOT READ THIS unless you want to spoil all the surprises, and take all the discovery out of your game.

> Original Edeos Concept by: Josh Robillard and Andy Schiller

This game can be played in 4 sessions (3-4 hours each) for a total of about 12 hours.

Synopsis: The party has escaped captivity/servitude from a travelling circus. The owner was carried off after being accused of cheating at cards/gambling. Being challenged to cards is something he can not refuse... He bet his entire business (the circus) and lost the game! Each of the PCs has experience in their field, and has worked together before... Here are some ideas for your characters, but feel free to make your own...

1. Strong Man/Serenades (barbarian/bard)

2. Acrobat/Magician (rouge/wizard)

3. Announcer/Lion Tamer (warlord/ranger)

4. Gypsy/Fortuneteller (sorcerer/runepriest)

5. Firebreather/knifethrower (warlock/sentinel)

6. Contortionist/Dancer (thief/monk)

7. Animal Handler/ Medic (druid/cleric)

8. Jack of All Trades/Lowlife (Fighter/Assassin)

9. SpoonBender/Clockworks (Psion/Artificer)

10. SecurityGuard/Councillor (Paladin/Shaman)

11. Elephantman/Props (Invoker/Artificer) 12. Dancer/StageManager (Swordmage/Ardent)

13. Musician/Mindreader (Bard/Ardent)

Each performer in the circus has multiple talents, and has to fill multiple roles. No one is a specialist, and each person has to learn many skills. Therefore, each character must either be hybrid or multiclass. Please select classes from two different roles, rather than two classes of the same role. (For example, try to avoid an assassin/sorcerer, who would be a striker/striker.)

Don't like multiclass? Just create a single-class character, and for your last feat (6th feat), select a multiclass feat from a different role. There. You are now have the lowest amount of "multiclass-ness" possible.

Suggested Themes: Escaped Slave, Guttersnipe, Animal Master, Athasian Minstrel, Fatedancer, Outlaw, Seer, Wasteland Nomad, Wizard's Apprentice, etc...

Suggested Backgrounds: Circus Performer, Athlete, Early Life Imprisoned or Kidnapped, Grifter, Occupation Entertainer, Parentage Minstrel Family or Orphan, Pivotal Event Escape, Recent Life Freeing Slaves or Valued Prisoner, etc...

If you are using the standard DnD in-Sider character builder, you probably want to stick to standard races. If you have an old version of the char builder, or you want to calculate your stats on paper, feel free to play one of my homebrew races from the Realms of Edeos Player's Guide.

Some portions of his adventure will be

similar to the "4CORE" style; timed adventures with impending doom...

The Hidden Premise: PCs start the game each having less than 90 platinum. When they each get to 100 platinum, they can buy their freedom, and have essentially "won" this game. Make certain that the players do not accumulate 100 platinum during the adventure! At the adventure's end, the PCs will need to gamble to collect enough to buy their freedom, and will find themselves playing Three Dragon Ante against the circus owner (and each other).

The circus owner wants to retire. He plans on having each member buy their freedom, then sell off all the tents and props. After 100 years, he's going out of business. **Do not tell the players this!** However, remind them at every session to track their gold carefully, and to make certain that they come to the final session with an exact gold count.

Exposition:

Read or paraphrase the following to all the players:

Your party is inside the big top tent after the seventh long night in a row of performing in the city of Tenn, Kingdom of Sarpadia, Realm of Edeos. The circus owner, Pandis the Dwarf, sits at a table tallying receipts and counting piles upon piles of copper, silver, gold and platinum coins. Standing behind him is a tall middle-aged man in a military uniform, bearing the insignia of the City of Tenn. His many badges indicate a very high rank. You know him as Captain Cedric, leader of the City Guard. Looking over Pandis' shoulder is an aged and milky-eyed man in purple silks, obviously the town's tax collector. His eyes are squinty, probably from decades of staring at legers over candle-light. You know him as Jagrah, the City Treasurer.

Into the tent walks a travelling cleric in orange robes and the symbol of a wolf's head around his neck. Behind the cleric trails his sniveling lackey. The cleric smiles and strikes up a conversation with Pandis. He introduces himself as Luwin.

"What a spectacular show! The Lion Taming, the Fortune Teller, it was all so grand! And it looks like you've amassed quite some coin from the locals." He reaches into the pockets of his robe and pulls out some of his own platinum bars. Pandis' eyes widen at the sight. Then the stranger pulls out a deck of cards. "A hundred Platinum says I'll beat you at Three Dragon Ante."

Pandis licks his lips in anticipation. "I've NEVER turned down a bet, and I've NEVER lost at cards! I hope you're ready to part with that platinum!"

He bags up a small sack of coins and tosses it to the Captain. "For your security services. That covers the whole week." Then he bags up another sack of coins, this time tossing it to the well-dressed man in purple silk. "This should cover the King's tax, and not a copper more." Then he grabs the cards and starts dealing. "You in Captain? Jagrah?"

The Captain rolls his eyes, and dumps out his pouch of Platinum on the table. "What the hell, its only a weeks pay for me and all of my men. What have I got to loose?" He sits down. Jagrah also dumps his Platinum out onto the table, pulls up a chair, and mumbles "I was headed for the gambling house with this money anyway - you just saved me a trip. Now keep in mind, I'll be collecting a tax on Luwin laughs. "I've ammassed enormous winnings here in the city. If you could ever see my gambling leger, you'd be collecting a King's Ransom in back taxes from me. But it's in my time-locked library and guarded by gargoyles. Plus, its on another plane of existence, so good luck with that." Everyone laughs.

Throughout the night there is much drinking, swearing, smoking, grumbling, and shuffling of coins. The lackey walks around the table, waving away a pesky fly. The Captain runs out of money right away and starts betting some of his gold and silver medals. Jagrah breaks even, then asks Luwin if he cares to bet his fancy wristwatch. Luwin laughs nervously and says no. By the last hand of the night, everyone at the table is drunk. During the final hand, Pandis bets his entire circus. Jagrah holds his cards up to his nose, squints at them, and then folds. Cedric also bows out. Luwin sees the bet, then smiles, revealing his cards: three gold dragons! There is much swearing and cheering.

Luwin says, "Lackey, break out the best wine, and fill everyone's glass!" Then he turns to the Captain. "I will appear in court at its next meeting in three days, and I ask the Captain to bear witness to the fair exchange of ownership of the circus..." He looks at your performing group, and adds "and ALL its assets." Cedric nods in agreement, mumbling something about duty, then asks for another drink. The lackey circles the room refilling everyone's glasses.

Jagrah approaches your group. "Did you see anything fishy there? I had a 10 gold dragon in my hand, but Luwin had three of them. There are only three in a deck!"

The room falls silent at his accusation. Luwin smiles an innocent-looking smile. "I assure you, I never cheat! I won this circus fair and square, same way I win all my card games. Lackey, fill up everyone's glasses again, and let's celebrate." He gestures toward Jagrah's empty glass.

The lackey hurries nervously around the room with the wine flask, bumping into Jagrah's elbow and spilling some wine. "Thousand pardons, sir." he says, and pours a fresh cup.

"Ah, I just remembered I had this!" Jagrah reaches into his pocket and pulls out a monocle. "This will help me see things more clearly." Putting it up to his eye, he looks through it. His jaw drops as he looks at Luwin. "Its not a wristwatch! I knew it! Cheater! CHEATER!!! You're a... arrrhhhggggg." He falls over dead. The monocle shatters as it hits the floor.

In the blink of an eye, the cleric touches his wolf pendant, and points to the wall, which explodes in shimmering light. Before you is a three-faceted, glowing portal. Through one of the facets, you can see a Cliff by the Sea. Through another facet you can see a Castle Floating in the Sky. Through the third facet you see a Dark Chamber.

Roll an attack against each PC; +11 vs WILL; any PC who is hit is blinded. Tell the PC's that can see: He runs through the newly forming portal, choosing the Castle Floating in the Sky. Tell everyone who was blinded: When you can see again, Luwin is gone.

His lackey covers his eyes with his arm

and squeals, running for the portal, but misses, hitting a tent pole, and falling over dazed. The PCs may then question the lackey. A sussessful Diplomacy or Intimidate Check (DC25) will result in the lackey gicing up the information that his master went through the Castle in the Sky Portal. A failure results in the lackey giving them the false answer of "The Darkened Chamber", trying to lead them into a trap. If the PC's wish to make a roll to surmise if the lackey is lying, let them make an Insight Check (DC27).

When everyone can see again, there are three glowing portals: 1) a castle floating in the sky 2) a dank sewer 3) a darkened chamber. The portals are slowly shrinking. Set a timer at 2 minutes, and let the PCs quickly decide where to go. Let them question the lackey a bit more if need be.

But if the party is slow, and 2 minutes go by, they've lost their chance to step through the portal. Only the lackey's map, the symbol in the sewer, or the name mentioned "Vault of Riteousness" can help them find where to go next.

The following information can be gained through role playing, although you can let the party make rolls in which they automatically succeed... Just give them this information, as they will need to for the story to progress: The lackey has a map of Draken-Stone Castle, Level 1 in his pocket. He reveals that his master keeps his gambling leger in the Library of DrakenStone Castle. He also reveals that the Cliff by the Sea is his master's secondary hideout, the also known as The Cage of Thorns. He laughs madly if asked about the Dark Chamber. "That's the Vault of Riteousness, temple to the god of law. Its guardians and traps are insurmountable! Only fools enter there!" While the lackey is babbling, he also says "Beware my Master's Art Collection! It is deadly! Touch nothing!"

Pandis grabs the Captain by the front of his shirt. "Follow him! Go get him!" When the Captain says no, Pandis slaps the Captain. At that moment, he realizes his mistake. "You are under arrest for striking an officer of the law. Mandatory three days in prison. Guards!" he calls. He grabs Pandis by the elbow. "Take this man to jail."

The captain chimes in: "Bring back a scroll of 'Commune With Dead', and we can use the tax collector as a witness at the trial! But make sure you're back in three days, because I will be forced to tell the truth during the hearing, and there is no evidence to support this cheating theory. I'm afraid the court will be forced to find in favor of Luwin."

The captain begins to drag Pandis away. He reaches into his pocket and pulls out a set of keys, tossing them to you. "Find this Luwin, bring him to justice, and I shall let you buy your freedom for 100 platinum as I promised!" He is carried from the tent.

The PCs then have several options, but all of them lead to a dead end except for chasing Luwin...

Choice #1: Run away to a life of freedom. Each PC can be summoned back to the Big Top at any time by Pandis (or the current owner of the tent) and the PCs know this for a fact, so this is not a realistic option.

Choice #2: Petition the King for freedom. He flatly refuses. He also trusts the Captain, who testifies that he saw no evidence of cheating. The PCs are then on their own to find Luwin's Castle in the Sky without using the portal. Choice #3: Chase Luwin through the portal. This seems to be the only way to go... If the PCs insist on another action path, tell them: *Remember Your Goals:* You are trying to buy your freedom from indentured servitude at the circus. You current master will allow you to buy your freedom for 100 platinum. However, he has just lost ownership of the circus to an evil priest, who will never set you free. He is likely to double your workload until you die of strain, or worse, have you perform in the deadly underground gladiator arena as halftime entertainment. (Expected lifespan: one week.)



Goal: find Luwin and kill or capture him Goal: destroy Luwin's medallion, which weakens him

Goal: find a scroll of Commune with Dead, so Jagrah can testify in court.

Goal: find Luwin's gambling leger, to indict him of tax fraud.

Goal: prove to the King in court that Luwin cheated, restoring ownership of the circus to Pandis.

Killing Luwin just makes him re-appear in the demi-plane of dust. You'll have to destroy his medallion to take away his power, THEN kill him. The medallion cannot be destroyed in any normal mortal means. Since it was created by the god of trickery, Kol Korran, only the power of another god can destroy it. The god AUREON (knowledge, law, arcane lore and magic, justice) would love to complete this task. Placing the medallion on an Altar in a Temple of Aureon, and then smashing it, will indeed destroy it.

KOL KORRAN, god of trickery, has created this medallion for Luwin, his cleric, as a reward for a lifetime of service. This medallion allows the wearer to take the form of an Ancient Black Dragon (until bloodied). The PCs will eventually find the way to destroy it: the Temple of Riteousness, Aureon's only temple in the Realm of Edeos. This is the "Dark Chamber" that nearly always appears when Luwin summons his three-faceted portal. Luwin planned on defiling the Temple and looting it, by the command of his diety. He figures that putting this location into his three portal escape plan is a great trick, since an unsuspecting persuer may stumble into this this Temple while trying to chase him. Of course anyone entering the Temple without a symbol of AUREON will find themselves questioned by his avatar, and perhaps even attacked by the Temple's guards. What better trick than to have a GOOD party destroyed by a GOOD diety??? Mwahahaha!

By the way, Luwin carries a Holy Symbol of Aureon, wrapped in a cloth, in a pocket in his robes, in preparation for entering the Vault. He tricked a Cleric of Aureon out of it by creating a fake, and after some sleight of hand, exchanged the fake for the real thing.

When the party steps through the portal where they see the Castle in the Sky, read or paraphrase the following:

"You stand on top an Earthmote, about

a mile above the ground. Roughly square, this 100'x100' chunk of rock is home to the crumbling ruins of what was once a magnificent castle. Piles of rubble lay scattered about. The walls of what used to be buildings can be seen, but are now completely destroyed. The only thing that seems to be intact is a well in the center of the courtyard."

Encounter 1: Septopus

When any PC steps within 10' of the well, the party is surprised by a solo elite monster, who can throw the PCs off the edge...

Roll the Septopus' Stealth (+15) versus the party's passive perception (or Active Perception is they are looking around).

When the monster is defeated, water drains out of the fountain, revealing a secret door. This battle has a game play time limit of ONE HOUR, then Septopus EXPLODES, attacking all PCs within a close burst

10, +10 VS REF, 2d6 Acid Damage, and the game moves on...). After finding the trapdoor in the fountain, read or paraphrase the follow-ing:

"You open the wooden door, to find the shaft of a water well. It is circular, pitch black, and descends down into the darkness..." At this point the party may choose to go down the well as a group; if so, proceed to skill challenge 1. If the party splits up, and one or several of the PCs go down the well while the rest wait near the fountain, treat the tunnel as an individual skill challenge for each party member. In this case, any PC failing the roll will lose a healing surge as they fall. The falling PC will also take 2d6 points of damage upon landing,

"As your party climbs down the well, it soon becomes more treacherous. The slick stone grants little footing, and water runs down all surfaces through hairline cracks."



Skill Challenge 1:

Location, Dungeon Level 1. 8 successes before 4 failures. Lose a healing surge for each failure. Failing the Skill Challenge means the party falls loudly into the Entry of Level 1 of DrakenStone Castle. Passing the Skill Challenge means the party climbs down safely. In

either case, there is a cave-in, and no climbing up is possible.

If the party fails the Skill Challenge, read or paraphrase the following:

"You fall into the darkness. Landing with a thud at the bottom of the well, you are immediately plunged into darkness." The Party now finds themselves in the Entry, Level 1 of Drakenstone Castle. Let them explore room to room, although they will not encounter any monsters until they open the library door.

Entry Room

This room is in complete darkness. Nothing can be seen without a light source. Water can be faintly heard, dripping from the

ceiling. There are leading from this one the West on the North. The door on the four doors room, two wall, and two Westernmost North wall is

completely blocked by rubble, due to the cavein of the well, and is impassible. This event "railroads" the PCs into only one possible path through this dungeon.

The Quarters

Each of the three rooms labeled "Quarters is nearly the same: a bed, a small drawer, and some strange equipment. Tool and dye, metal shavings, oil cans, and tubs filled with metal scraps can be seen all around the room. One machine in each room has a lever - when pulled, the machine spits out a gold piece, silver piece, and platinum piece, respectively. However, upon closer inspection, the party finds that rubbing the coin removes the color, which ends up on the PCs fingers. These rooms are Luwin's counterfeiting operations.

The Broom Closet

When the PCs open the door to the Broom Closet, paraphrase the following: Upon opening the door to the broom closet, the heros hear muffled cries for help: "HMMMRRPHHH! MHH HRRRMPH!" After sifting through mops, brooms, dustbins, and moldy aprons, they find a fine leather bag with an inkstamped symbol, closed with a drawstring. (History or Religion Check: DC 28. The symbol is of the god of Luck.) The party now finds themselves holding a magic item, the Magical Bag of Random Mundane Items. The muffled cries continue, seemingly coming from inside the bag. Do the PCs pull the drawstring and open the bag? Do they take it with them? Do they leave it untouched? Try to encourage the PCs to take the bag, as it will be a source of entertainment for all. If the PCs absolutely refuse to take the bag, Mirimonte the PC not only takes it, but opens it as well.

The minute the drawstring is loosened, the bag begins talking and won't shut up! Mirimonte begins to pull things out of the bag. Eventually, after some expirimentation by the PCs, and some hearty laughter, the PCs will probably close up the mouth of the bag. If they don't, use the opportunity to have the bag chime in with corny jokes (Knock Knock? Who's There?), thinly veiled innuendo (That's what SHE said! Yuk Yuk!), and a constant insistance to be helpful, with childlike precosiousness (I think I have one of those! Reach inside me and pick one out! RightNowRight-NowRightNow!!!).

The Trophy Room

When the party approaches this room, read or paraphrase the following:

"The door in front of you is partially blocked. A layer of granite is suspended about two feet off the ground by a system of gears, pulleys, and chains. Peering under the granite layer, the bronze arm of a statue can be seen propping up the "ceiling". Metal spikes also protrude from the "ceiling". The skeleton of a Goliath can be seen in the corner. The unlucky adventurer met his fate with a spike through the head. The Goliath's hand seems to be crushed against the wall, as if he were reaching for something... a closed door on the East Wall appears to be the room's only exit."

This is a "trap" that has already sprung. It is a descending cleiling trap with spikes that crushes the PCs (See Indiana Jones). But the trap has been triggered by another party a hundred years ago, and there was a problem resetting it. It did not come all the way down. The ceiling is about 2 feet off the ground. It is stuck! Its being held in place by a bronze arm. The arm was put in to place by the unlucky Goliath in an attempt to stop the trap from crushing him. It creaks and groans under the pressure. When the arm is removed, the ceiling will continue to lower. Once it has reached the floor, it ends the crushing cycle, it waits 30 seconds, then goes back up toward the ceiling, to reset itself for the next group of victims.

In the corner is a Goliath skeleton who was too big to avoid the spikes. In his backpack is 500 gold and two gems that look like stars with eyes in the center. The Goliath stole the Miniature City in a Globe off the table witht the green silk tablecloth in the Art Gallery. He placed the Globe into one of the alcoves so that it would not be destroyed by the Crushing Trap.

If the PCs remove the bronze arm, the trap continues to cycle, and anyone caught under the spiked cieling takes a whopping 6d6 damage! The PCs must find some way to remove the arm without getting crushed (tie a rope around it, cast a shrinking spell on it, melt it, convince Mirimonte to go get it...) The door on the East Wall is impossible to open, unless the trap has finished its cycle. At the moment the trap resets, the door unlocks. However, opening this door triggers the trap yet again! (Thievery Check DC:24 to notice a catch on the door, DC:30 to disarm the trap).



The Grand Hall

This hall lies empty, except for a magnificent fireplace, mantle, and painting on the West wall.

Staircase to Level 3

Blocking the staircase to level 3 is the statue that has stars for eye sockets. It's missing the jewels. When replaced by the jewels found on the dead Goliath's body in the Trophy Room, it will slide aside and reveal the staircase... If the PC's did not bother to search the dead Goliath, let these stars be in a different dead Goliath's backpack, who is found in the Grand Hall.

Encounter 2:

Knight Guards and Gargoyles come to life as you enter the library. 8 turns to find the book as the timer counts down... Here they find a scroll of Speak With Dead, as well as the leger, and a history book that talks about the Hold of the god of Trickery by the sea. The PCs also see a dead body on the ground. If it is disturbed in any way, from it crawls two swarms of vermin, that cause the following disease: on a successful hit, roll to hit +10 VS FORT. If this hits as well you've contracted the BLUE PLAGUE. Each extended rest leaves you with 2 healing surges less than max (2,4,6,8,10...). This effect is cumulative for EACH extended rest. If the PC takes an extended rest and finds himself waking with 0 healing surges, he may wish to seek out a "Cure Disease" spell...

The Art Gallery:

When the PCs enter the Art Gallery, read or paraphrase the following:

"Before you, the hallway widens into an area where beautiful artwork is displayed. A breathtaking painting of a cliff on the shore of an ocean adorns the wall. The waves in the picture are moving, splashing against the rocks in bursts of foam. Its frame is made of carved dark wood. A finely crafted glass bowl sits on a pedastal. Although the bowl is shimmering and glossy, the pedistal and the floor around it are covered in a thick layer of dust. A small statue of a woman rests on a table. The carving is made of marble, and depicts a pleading figure on one knee, her hands outstretched and together, as if cupping some unseen object. An empty table with a silk tablecloth sits in the corner. The tablecloth is discolored with age, except for a circle of bright green fabric. And lastly, a sword of glowing red steel is hung on the wall. It is held in place by an ornate gauntlet, which seems to be grasping the sword's hilt."

Let the PCs spend time exploring the Art Gallery, or move on into the next room,

whichever they choose. If they closely inspect any of the four items, paraphrase the information below:

The painting is indeed the Cliff by the Shore that the PCs saw when they first encountered the three-faceted portal summoned by Luwin. It radiates a faint magic aura. This is Luwin's second base of operations, the Cage of Thorns, a complex of underdark caves brought to the surface by an earthquake. The painting shows a bird's eye view of the exterior of the site in its present state, so that Luwin can watch for invaders, thieves, or pesky explorers that get close to the entrance. (Think: fantasy version of a security camera). There is a small cave opening on the face of the cliff which leads into darkness. The painting itself can be worth 5,000 gp, but if it is damaged in any way, the picture stops moving and it becomes a mundane item. On the back of the painting is a map of the Cage of Thorns. The PCs do not find this map unless they physically take the painting off the wall and look behind it. Taking this painting off the wall triggers a non-magical hairline trap (Thievery Check DC:30 to detect and to disarm). Tripping this trap simply results in a loud horn blast (think burglar alarm) that lasts for the next five minutes. The alarm does not summon any monsters or trigger any other events, it is simply to scare the thieves away. The best thing for the PCs to do here is to rip the painting from the frame, roll it up, and stuff it into their backpack, so that they have the map for later use.

This glass bowl appears to be half filled with water, and at the bottom of the bowl is a shiny gold coin (an illusion; Insight DC:30 to detect). The bowl radiates strong necrotic magic if an Arcana Check is passed. Touching the bowl instantly Petrifies any PC (saving



throw granted at -5!). A petrified PC can no longer make regular saving throws to end the effect, unless granted by another PC. The party then has 10 rounds to figure out how to "unpetrify" the unlucky PC. After ten rounds,

the statue crumbles to dust, and the PC cannot be healed, resurrected, or aided in any way. She is Dead, Dead DEAD. Permanently.

The female statue is actually a petrified person. History Check DC:32 to remember the legend of Brelia, Quenn of Tenn a milennia ago. She was petrified, shrunk, and kidnapped by a rebellious cousin, and dissappeared from the history books. She was a master gardener, and she worked with the elves to restore the forests to human lands. Her symbol was an acorn. Placing an acorn in the woman's hands will bring her to life! If the PCs manage to figure this out (its quite a long shot!), they will have an invaluable ally and NPC join the party. Of course Brelia has taken a vow against violence, so she will not aid in a fight, but her healing skills will help the party. She also casts a powerful geas on the PCs, compelling them to take her safely back to her birthplace when this adventure is concluded. The character sheet for Brelia is in the back of this book.

The empty table with the green silk cloth is indeed empty. The tablecloth is rotted with age and moisture, except for a perfectly preserved, bright green circle in the middle of the table. The circle is about a foot in diameter. Obviously, some object sat on this table for a long time, preserving the cloth underneath it. However, that object is now gone. The PCs will later find a dead Goliath's corpse in the Crushing Room, who stole the object, then placed it into an alcove in his last moments, so that the item would not be crushed.

The sword is a Sword of Red Lightning. It shocks its wielder with 5 lightning damage per round. Only those with Resist 5 Lightning can hold the sword. This sword is evil, and non-evil creatures that wield it do not gain ANY advantages, bonuses, or buffs from this weapon. Removing the sword from its gauntlet triggers the following trap: (Thievery or Arcana to detect or disarm; DC:26. Crushing wall. The wall behind the sword falls on you, +15 VS REF, 5d6 damage.)

Easy; Encounter Level 9, 2,000 XP 4 Level 10 Armor Guardians, 500 XP each

Hard; Encounter Level 12, 3,500 XP 7 Level 10 Armor Guardians, 500 XP each

Skill Challenge 2: Loot the Library.

There is a sign on the door in dwarven. It says that anyone entering the library is subject to a 1 minute time limit, after which you cannot enter the library for another year. You must find the gambling leger. You may also search for hints and tips that help you. You've got to have 8 successes before 4 failures to find the ritual. There is potential to find other things that will help you later, if you roll high enough. 8 successes=You locate the ritual in a dusty, dog eared book. 4 failures = time runs out and you're ejected from the library in a huge gust of wind.

When the PCs enter the library, read or

paraphrase the following:

"You push open the creaking iron doors, and a gust of stale, warm, dusty air emerges. It smells musty, as if this room has not been visited for a very long time. As you cross the threshold into the library, a huge clock face dings, and begins ticking. It seems to be counting backwards very quickly. The library is huge and unkempt, as if stacks of books were thrown about randomly. Piles of books lie in the corners, as if tossed there by a tornado. Shelves are arranged in rows forming aisles, and each is labeled by subject in dwarven."

Bards get +2 to all rolls in this skill encounter, due to the nature of finding hidden lore. Any PC that speaks Dwarven can make a simple d20 roll and add their INT mod plus half level.

> Dwarven Language: 20 Success!!! Thievery: 20 Success!!! Perception: 20 Success!!! Arcana: 20 Success!!! History: 20 Success!!! Religion: 20 Success!!!

Dungeoneering:18 (Although this does not result in a success, you grant a +2 to the next check. Dungeoneering can only be used once during this skill encounter.)

In addition to a success, a single high roll in any category means that the PC has found a bonus item:

Roll of 23 or more: a book that talks about the medallion and how to destroy it... Enter the Vault of Riteousness (Temple to Aureon, god of Law, the "dark chamber" in the three-faceted portal). "Place the medallion on the altar and strike it a mighty blow." Roll of 25: the scroll of commune with dead. Roll of 27: the scroll of polymorph person. Roll of 30: talks about Edeos in the snowglobe, warns you not to say it aloud.

In the library, you also see a dead body, which (if you search it) has a journal, regarding a Thieves' Guild of Goliaths, and their quest for the Miniature City in a Globe. Penned into the margins is the word "Edeos". Disturbing the body in any way results in two swarms of vermin emerging. Roll initiative for the vermin immidiately. The stat block for these vermin are at the end of this book.

If you fail it, every party member loses a healing surge, and the the leger goes unfound. The dead body of the Goliath, as well as the vermin body from the library are also ejected in the gust of wind.

Skill Challenge: getting through the mushroom cavern. An 8/3. Success means you can move your speed. Failure means you stay where you are. Roll Endurance DC 20, or take 5 ongoing poison damage if you end your turn in the mushrooms.

Encounter 3: Battle VS Luwin

Cleric turns into a blink dragon? You get only three turns. He escapes again through a triple portal. 1. sewers 2. cliff by the sea 3. dark room. DID YOU GET THE MEDAL-LION??? He takes Mirimonte hostage and goes into the portal with a blinding flash of light (PERCEPTION DC24 to see, or blinded). Use a lot of push/pull/slide to try to get the party into a circle. This could bind them into the snowglobe. Mirimonte drops the medallion just before going through the portal.

When the PCs take an extended rest roll to see if anyone on watch sees anything. Then they wake up finding a note with one simple word written on it. If anyone says the word aloud (Edeos) the party is sucked into the snowglobe.

You must destroy the medallion inside the Vault of Riteousness.

Mirimonte drops circus fliers like bread crumbs to signal the PCs as to which way they went.

This is a square room, with one wall missing. The missing wall is open air, which opens to a cliff face. Below is a 1000 foot drop into the ocean. The room has three exits, which are archways (no doors). Each exit slopes downhill slightly. Also in this room is a large set of pipes, dials, controls, levers, all of which look completely rusted. Collective dungeoneering of 60 will help you.

Enc 1: LEFT: has the balled up circus flier. halls with rolling ball, corridor of scyths, pit of sand, etc...

Enc 2: RIGHT: room with the lever counting down (a dungeon classic), treasure room through exit door.

Enc 3: CENTER: Ice Hall, fall into a trap.

Enc 4: AFTER: Hall of Echoes

He tries to escape, but let the heroes capture him at this point, once he makes the triple gate. 1 sewers 2 dark room 3 castle in the sky. If the heroes have not destroyed the medallion, they will have to now. If they already have, its back to Tenn to attend the King's meeting.

Last encounter: Role Playing, Card Game

The circus owner Pandis re-appears, having been set free by your efforts. He now presents a certificate of ownership (of the circus) to the King, who has it stamped as valid. Pandis says "looks like we're back in business. In another year, you may have saved up enough to buy your freedom. How much do you have now???" Let the PCs count their money, and make certain that during the game they cannot collect more than 50 platinum!!!

Pandis is about to put the performers in chains once again, when the NPC Mirimonte challenges him to play a game of cards, in order to buy their freedom. Get out the deck of "three dragon ante" and play for your freedom!!! Each person starts with almost 50 platinum. The Circus owner starts with 60 Platinum (me). Anyone who has 50 platinum or more at the end can buy their freedom.

Here are some other ideas for character creation and backstory...

1. A brewer past. A trader. Many legitimate and ill-legitimate partners throughout the realms. Familiarity with secret underground passages, poisons, weights, alchemy. Looking for a long lost recipie. You want to infiltrate a trading ring of an opposing clan. You get instructions with 3 steps on how to do so.

2. Your parents died when you were young, so you got raised at an orphanage. When 12, Kinnemon the Red Dragon came and destroyed the monestary where you lived. Several other boys are out there, but you know not where. You seek to destroy Kinnemon. MONK 3. You are 14th son of the king, so its not likely that you will inherit the throne. You lived a sheltered priveliged life. MAGE, KNIGHT

4. You were kidnapped by dessert raiders as a child and grew up in a foreign culture. When 16, you met your parents and were disillusioned at how backwater they were.

5. You were a poor street urchin. THEIF, AS-SASSIN

6. You were raised in the plains/forest where animals were your companions. You hate cities. Other people bother you. You prefer to be alone. Highest score: WIS Lowest score:CHA

7. Your mother was turned to stone by an evil wizard, and your father died trying to rescue her. She is now a decoration in that wizards study.

8. You were given a magical box to deliver. You dont know whats in it. You are persued by those who want that box. Your master either trusts you, or wants to get rid of you...

9. You have a special talisman/ring bestowed upon you by your tribe. They trust you as their champion to take it to your tribes true queen, who is in exile.

10. As a child, you were cast out of your homeland because your father practiced magic. Raised in a foreign place, your family was never quite accepted or trusted. Now with the death of your father, the villiage has asked you to prove your loyalty by slaying _____.

11. You were bit by a lycanthrope, and once every full moon, you lose control, and don't remember becoming a raving monster. Legends hold that three things can help you remain in control, although you can never be cured... 1:a talisman on mind shielding, held by an evil warlord 2: a potion, who's recipie in in an ancient moldy book that no one can locate 3: a blessing from the moon preistess, who demands payment and reputation before she's willing.

12. Voices talk to you in your head. You're a little crazy. You react violently when threatened. You have trouble controlling your actions when provoked. Warlock, Berserker.

13. As a child, you could bend spoons with your mind. You could stoke a fire with your thoughts. As you grew older, you find that your powers grow (i.e. You can push people, or make them feel pain) but you have no training, no manual, and you cannot control your powers, develop them, hone them. You are sure you have undiscovered powers. PSION, BATTLEMIND

Magic Items:

Magical Bag of Random Mundane

Items. This bag has a mouth for an opening. When the PCs find the bag, its opening is drawn shut with a string. But when the PCs undo the string, the bag speaks to them. It is very annoying. It claims it can help the party, no matter the situation. "I've got the perfect thing for that!" Let the bag chime in at random moments throughout the adventure. This should provide some comic releif.

When you reach into this bag, you pull out something mundane and non-magical. If you put a mundane item into the bag, there is a 5% chance that you will draw that item again in the future. If a PC calls out what item he wants to find, there is always a 5% chance that the PC will indeed pull out the requested item

Master Luwin, Cleric of	Level 14 Elite Controlle
Kol Korran	(Leader)
Medium natural humanoid,	XP 2,000
human	AF 2,000
HP 264; Bloodied 132	Initiative +7
AC 28; Fortitude 28; Reflex 25;	
Speed 5 Wears a Medallion of Kol	
Resist 5 necrotic	
Saving Throws +2; Action Point	ts 2
Standard Actions	
Hace (necrotic, weapon) • At-	will
Attack: +15 vs. AC	
Hit: 1d8 + 5 damage, and ongoing	10 necrotic damage (save ends
• Word of Trickery (healing, light	
Attack: Close burst 5 (targets ener	
Hit: 1d6 + 5 lightning damage, an	
ends). Fire Creatures in the burst i	
• Life Leech (healing, necrotic) •	
Attack: Ranged 10; +15 vs. Fortitu	
Hit: 2d6 + 6 necrotic damage, and	
points equal to the amount of dam	and the second second second second second second
* Prismatic Burst (arcane, impl	the second se
Attack: Area burst 2 within 20; +1	A REAL PROPERTY OF THE REAL PR
Hit: 2d6 + 6 radiant damage, and	
end of Luwin's next turn	
Move Actions	
Shadow Walk (teleportation) • E	incounter
Effect: Luwin teleports up to twice	and the second se
Minor Actions	
Dance of Battle • At-Will	
Effect: Luwin shifts 2 squares.	
Mirror Image (arcane, illusion)	Encounter
Effect: Three duplicate images of J	haelant appear in his space, and
he gains a +6 power bonus to AC.	
one of his duplicate images disapp	
this power decreases by 2. When t	
mages are gone and the power er	ds. Otherwise, the effect lasts
or 1 hour.	_
Trickster's Control • Recharge	11
Effect: Close burst 10 (one enemy	
effect a save can end). The target	takes a -5 penalty to its next
saving throw.	
Other Powers	
Y Vision of Death (psychic) • Re	echarge 🔛 🔛 🔢
Attack (minor 1/round): Ranged 1	0; +17 vs. Will
Hit: 1d6 + 5 psychic damage, and	the target is dazed (save ends)
Skills Religion +12, Stealth +12	
	") Wis 15 (+9)
Str 17 (+10) Dex 10 (+7	,
Con 12 (+8) Int 11 (+7)	
Con 12 (+8) Int 11 (+7)	

Fire Elemental Trickster Level 12 Soldie	er			
Medium elemental humanoid XP 70				
(fire)				
HP 124; Bloodied 62 Initiative +1	1			
AC 28; Fortitude 24; Reflex 24; Will 24 Perception +1	4			
Speed 7				
Resist 15 fire; Vulnerable 10 cold				
Standard Actions				
Fiery Quarterstaff (fire, weapon) • At-Will				
Attack: Reach 2; +17 vs. AC				
Hit: 2d8 + 4 damage plus 2d8 fire damage				
Fire Bolt (fire) • At-Will				
Attack: Ranged 20; +15 vs. Reflex				
Hit: 3d10 + 2 fire damage, and the target is dazed until the end of	of			
the fire elemental's next turn				
← Boiling Wave • At-Will				
Attack: Close blast 3; +13 vs. Fortitude				
Hit: 1d10 + 9 damage, and the target is pushed 3 squares				
- Earthen Spikes • Recharge II				
Attack: Area burst 1 within 20; +14 vs. Reflex				
Hit: 5d10 + 8 damage; the affected area becomes difficult terrain				
for the rest of the encounter				
Winding Serpents (necrotic) Recharge				
Attack: Close blast 5; +16 vs. Reflex				
Hit: 2d8 + 9 necrotic damage, and phantom serpents wind about				
the target, restraining the target until the end of its next turn				
⑦ Dagon's Flame (radiant) • At-Will				
Attack: Ranged 10; +16 vs. Fortitude				
Hit: The target is pushed 1 and blinded until the end of the fire				
elemental's next turn				
Move Actions				
Shadow Walk (teleportation) • Encounter				
Effect: The fire elemental teleports up to twice its speed.				
Minor Actions Fire Shroud (fire) • Recharge II				
and the second				
<i>Effect:</i> One ally within 10 squares of the fire giant gains resist 10 to				
all damage until the end of the fire giant's next turn. In addition, any enemy that starts its turn adjacent to the ally while the fire				
shroud is in affect takes 15 fire damage.				
Triggered Actions				
Dance of Battle • Encounter				
Effect (Immediate Reaction): The fire elemental shifts 2 squares.				
Ring of Terror (fear) • Encounter				
Trigger: when an enemy moves adjacent				
Attack (Immediate Reaction): Close burst 1, triggering enemy on	v:			
+16 vs. Will	"			
Hit: The target is pushed 4				
Other Powers				
े Searing Wind • At-Will				
Attack (Minor 1/round): Ranged 10; +15 vs. Fortitude				
Hit: The fire giant slides the target 3 squares				
Skills Arcana +14, Diplomacy +14, Dungeoneering +14				
Str 18 (+10) Dex 14 (+8) Wis 14 (+8)				
Con 20 (+11) Int 14 (+8) Cha 15 (+8)				
Alignment evil Languages Common, Giant				
Equipment quarterstaff				

Initiative + HP 120; Bioodied 60 Initiative + HP 120; Bioodied 60 Initiative + HP 120; Bioodied 60 MP 120; Bioodied 60 Initiative + HP 22; a missed attack never damages a minion. Initiative + HP 22; a missed attack never damages a minion. Initiative + HP 22; a missed attack never damages a minion. Initiative + HP 22; Bioodied 60 Speed 6 Combat Advantage HP 12; a missed attack never damages a minion. Initiative + HP 22; Bioodied 60 A flaming serpent deals 126 extra damage on attacks against any target it has combat advantage against. Immume disease, poison, fire A flaming serpent dakes radiant damage, its attacks deal 5 extra radiant damage, uits take ont allow saving throws against immobilizing or restraining effects at the start of its turn as well as at the end of its turn. an duling, a flaming serpent can ake saving throws against immobilizing or restraining effects that do not allow saving throws and would normally end at the end of its turn or at the end of its turn its were than a so nonging poison damage. Figure 4 Actions Ca choom Enhancement • Aura 2 Each enery within the aura tata has ongoing poison damage. Figure 4 Actions Ca choom poison of admage. Shife (namage, its at the solon odmage. Figure 4 Actions Ca choom pointing seprent files 6 squar	HP 12: Blockied 60 Initiative +11 AC 28; Fortitude 23; Reflex 24; Will 24 Perception +15 AC 26; Fortitude 23; Reflex 24; Will 25 Perception +15 Resist 25 fire; Vulnerable 10 cold Immune disease, poison, fire Combat Advantage Immune disease, poison, fire A flaming serpent dakes fade attradage against. Immune disease, poison, fire Radiant Absorption (radiant) If a faming serpent takes radiant damage, its attacks data 5 extra radiant damage until the end of its next turm. Twist Free A flaming serpent makes saving throws against immobilizing or restraining effects at the start of its turm as well as at the end of its turm or at the end of a nemry's turm. Cy Venom Enhancement • Aura 2 Each enerw (within the auras the sa soning throws. Standard Actions Triggered Actions Optice (if (if e) • ALWIII Fire Standard Actions She for (if (if e) • ALWIII Trigger: when the flamebow drops to 0 ht points Attack: Named 10 (one creature); +13 vs. AC Trigger: when the flamebow explodes and is destroyed; close burst. Fife: 266 + 7 damage plus 1d6 poison damage. Split Fire ((if e) • ALWIII Split Fire (if e) • ALWIII Effect: The flaming serpent flits 2 squares. Enemies lose combat advantage against it untol weat of	Medium elemental l	peast (fire,	XP 700	Medium elemental	humanoid		XP 175
AC 28; Fortitude 23; Reflex 24; Will 24 Perception +15 speed 6 Ac 26; Fortitude 26; Reflex 21; Will 25 Perception +1 speed 6 Speed 8 dee also flame step Speed 8 dee also flame step Combat Advantage Speed 8 dee also flame step Speed 8 dee also flame step A flaming serpent deals 106 extra damage on attacks against any anget it has combat advantage against. Speed 8 dee also flame step Speed 8 dee also flame step A flaming serpent deals 106 extra damage on attacks against immobilizing or restraining effects that the ned of its next ture. 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Effect: the ally takes the damage istep (eleportation) • At-Will <td< td=""><td>AC 26; Fortitude 23; Reflex 24; Will 24 Perception +15 sipeed 6. AC 26; Fortitude 26; Reflex 21; Will 25 Perception +1 Speed 8 see also flame step Traits Combat Advantage A flaming serpent deals 106 extra damage on attacks against any rargel: thas combat advantage against. Radiant Absorption (radiant) Ta flaming serpent takes radiant damage, its attacks deal 5 extra damating serpent makes saving throws against immobilizing or restraining effects at the start of its next ture. Twist Free A flaming serpent makes saving throws against immobilizing or restraining effects at the start of its turn as well as at the end of ts turn. In addition, a flaming serpent can make saving throws against immobilizing or restraining effects that to one allow saving throws and would normally end at the end of its turn or at the end of an enery's turn. C Venom Enhancement • Aura 2 Each enery within the aura that has ongoing poison damage takes - 2 penalty to all defenses and saving throws against immobilizing or restraining effects that to one allow saving throws and would normally end at the end of its turn or at the end of an enery's turn. C Venom Enhancement • Aura 2 Each enery within the aura that has ongoing poison damage askes - 2 penalty to all defenses and saving throws against immobilized or restarue); +13 vs. AC tit: 26 + 7 damage, and ongoing 5 fire damage (save ende). The fire Spreads The Fire Spreads The Fire Spreads The Fire Spreads. The Fire Spreads. Sither Aurous Sith S 2 guares. Enemies lose combat dvantage against it until the start of its next turn. Due to yow? Sither Aurous Sith S 2 guares. Enemies lose combat dvantage against it until the start of its next turn. Due to yow? Sither Aurous Sith S 2 guares. Enemies lose combat dvantage against it until the start of its next turn. Due to yow a turbound defenses. 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Resist 25 fire; Vulnerable 10 cold Immune disease, polson, fire Traits Standard Actions Combat Advantage against. Standard Actions A flaming serpent dals 1d6 extra damage on attacks against any target it has combat advantage against. Attack: 14 fire damage, and ongoing 5 fire damage (save ends). A flaming serpent takes radiant damage, its attacks deal 5 extra data damage, use until the end of its next turn. Hit: 4 fire damage, and ongoing 5 fire damage (save ends). A flaming serpent takes saving throws against immobilizing or restraining effects at the start of its turn as well as at the end of its turn. In addition, a flaming serpent can make saving throws against timmobilizing or restraining effects that do not allow surpoint during that the end of its turn or at the end of an enemy's turn. Hit: 4 fire damage instead increases that ongoing damage by 5 Move Actions Each enemy within the aura that has ongoing poison damage takes a - 2 penalty to all defenses and saving throws. Hit: Gipered Actions Sinderd Actions Sinderd Actions Witz 2d6 + 7 fare damage (sub 1d6 poison damage. Sinderd Actions Sinder Actions Hit: A fire damage. Hit: A fire damage, and ongoing 15 fire damage (save ends). Hit: A fire damage. Kitade (): The flamebow explotes and is destroyed: close burst 5 (targets enemis taking ongoing fire damage). Site Hit: A fire damage. Biter (Die) • At-Will Hiter Hiter Actions	Resist 25 fire; Vulnerable 10 cold Immune disease, poison, fire Traits Standard Actions Combat Advantage against. Standard Actions A flaming serpent deals 1d6 extra damage on attacks against any target it has combat advantage against. Rations Standard Actions Radiant Absorption (radiant) # faming serpent takes radiant damage, its attacks deal 5 extra damage until the end of its next turn. # fire damage, and ongoing 5 fire damage (save ends). A faming serpent takes radiant damage, its attacks deal 5 extra damage until the end of its next turn. Twist Free A faming serpent makes saving throws against immobilizing or restraining effects that do not allow sing against timmobilizing or restraining effects that do not allow sing against timmobilizing or restraining effects that do not allow sing against timmobilizing or restraining effects that do not allow sing against timmobilizing or restraining effects that do not allow sing against timmobilizing or restraining effects at the start of its turn as well as at the end of its turn or at the end of its turn or at the end of its turn or at the end of an enemy's turn. Effect: The fire archon minion can teleport to within 3 squares of any fire careaure within 20 squares of it. Triggered Actions Effect: The fire archon minion can teleport to within 3 squares of any fire careaure shale ongoing 5 fire damage. 2 Venom Enhancement • Aura 2 Effect: The fire archon minion is the triggered Actions Sitter fire (i) • At-Will Effect: The fire archon minion is the triggered Actions			i ci coptioni i 15				cheepenen 11
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		Alignment unalign	eu Langua	iges —				

Vermin Disease Swarm	evel 12 Minion Lurker				
Medium natural beast (swarm)	XP 175				
HP 1; a missed attack never damages a					
AC 27; Fortitude 24; Reflex 26; Will					
Speed 8, burrow 4, fly 6 (maximum alt					
Immune fear, charm, illusion; Resist					
damage from melee and ranged attacks	Second Second				
Vulnerable 10 against close and area a	attacks				
Traits					
Swarm Attack • Aura 1					
The vermin disease swarm makes a gra free action against each enemy that sta aura. This aura deactivates while the he hidden.	arts its turn within the				
Combat Advantage	The set of the set of the set of the				
A hoard scarab swarm's attack deals 20	d8 extra damage to any				
target granting combat advantage to it					
Standard Actions					
① Grasping Swarm • At-Will					
Attack: +16 vs. Reflex					
Hit: 1 damage, and the target takes on	going 5 damage and is				
grabbed					
Coin Meld • At-Will					
<i>Effect:</i> Can be used only while at least 1 square in the hoard scarab swarm's space contains gold coins or similar material. The hoard scarab swarm gains total concealment from all enemies as long as it remains within the same space as gold coins or similar material, and it can make an immediate Stealth check to hide.					
Free Actions					
Disease: Blue Plague					
Effect: When the vermin disease swarm					
attack. +10 VS FORT. The victim contra					
His skin turns noticably blue-ish in color	r. The victim awakes from				
each extended rest with his max healing	g surges reduced by 2				
(stacks, until a Cure Disease ritual can	be used).				
Skills Stealth +17					
Str 13 (+7) Dex 22 (+12)	Wis 21 (+11)				
Con 20 (+11) Int 2 (+2)	Cha 10 (+6)				
Alignment unaligned Lang	uages —				

Septopus	Level 15 Solo Lurker	Hung
	(Leader)	Effect:
Large natural beast (aquatic)	XP 6,000	its mov
HP 580; Bloodied 290	Initiative +14	Minor
AC 29; Fortitude 27; Reflex 27; Will	27 Perception +15	+ Swal
Speed 4 A huge octopus with 7 tentac	les, swim Tremorsense 10,	Attack.
6	Darkvision	Hit: Ze
Immune fear, charm; Resist 10 cold,		now in
psionic, 10 psychic; Vulnerable 10 fire	3	+ Slam
Saving Throws +5; Action Points 2		Attack.
Traits		Hit: 4d
Slime Aura • Aura 1	a contraction of the second second	Hunge
Ending your turn in aura causes a REF	save DC 25 or fall prone.	each o
Threatening Reach		And in case of the local division of the
The black blood hydra can make oppor	tunity attacks against all	Attack.
enemies within its reach (3 squares).		Hit: 2d
Persistent Grab		and Gr
An aboleth behemoth can sustain a gra		this gr
currently grabbing with a single minor Persistent Pull	action.	Crush. Skills
Septopus can pull up to 4 grabbed crea	aturas with a single minor	Str 17
action. (STR vs FORT to pull a grabbed		Con 17
squares)).	creature 1/2 speed (2	Align
Standard Actions		Angin
Tentacle • At-Will		
Attack: Reach 3; +18 vs. AC		
Hit: $3d10 + 6$ damage, and the target	is graphed and dazed (save	
ends)	is grabbed and dazed (save	
Double Attack • At-Will		
Effect: The aboleth behemoth makes the	No tentacle attacks each	
against different targets	No tentacie attacks, each	
Whipping Tentacles Recharge	when first bloodied	
Attack: Close burst 3 (targets enemies		
<i>Hit:</i> $3d8 + 9$ damage, and the aboleth		
squares	benember shaes the target s	
+ Beak Crush • Recharge		
Attack: +18 vs. Fortitude		
<i>Hit:</i> $9d6 + 9$ any creature that falls to 1000	HP from this Beak Crush is	
subject to the Swallow Whole attack	o the from this beak crush is	
✓ Ink Spray • Daily		
Attack: +18 vs. Reflex		
Hit: Hit = Slowed (save ends) and blind	ded (save ends)	
↔ Psychic Blast (psychic) • Daily		
Attack: +18 vs. Will		
Hit: $4d6 + 9$ close burst 3.		
Throw Object • At-Will		
Attack: +18 vs. Reflex		
Hit: $2d6 + 9$ septopus can pick up item	s (up to 7) as a single minor	
action, and throw one of them as a ran		
→ Throw Creature • At-Will	ged busic dilder 10/20.	
Attack: +18 vs. Fortitude		
	rabbed creature 1d6	
<i>Hit:</i> 4d6 + 6 septopus can throw one g squares. This counts as forced movement		
combined with throw object.	she. This aclack call De	
↔ Hypersonic Scream • Daily		
Attack: +18 vs. Will	option of (only and a bath)	
Hit: 2d6 + 9 target is weakened and de	earened (save ends both).	

Move Actions

Hunger Spin

Effect: If Septopus has 4 targets grabbed, it can shift its speed as its move action. It can then use its slam attack as a minor action. Minor Actions

Swallow Whole • Daily

Attack: +18 vs. Fortitude

Hit: Zero damage. The target is instead swallowed whole, and is now inside the monster, without air, being digested.

Slam • Daily

Attack: +18 vs. Fortitude

Hit: 4d6 + 9 if the Septopus has 4 creatures grabbed and uses its Hunger Spin as a move action, it can then use its slam attack VS each of the 4 held creatures as a minor action.

Beak Grab • Recharge

Attack: +18 vs. Reflex

Hit: 2d6 + 9 target is Dazed until the end of Septopus' next turn, and Grabbed. Septopus gets a +5 to FORT vs characters escaping this grab. A target hit by the Beak Grab is vulnerable to the Beak Crush.

Skills Bluff +15, Insight +15, Stealth +15				
Str 17 (+10)	Dex 17 (+10)	Wis 17 (+10)		
Con 17 (+10)	Int 17 (+10)	Cha 17 (+10)		
Alignment unaligned	Languag	es —		

Corridor of Scyths Entrance



The Corridor of Scyths





The Corridor of Scyths Exit





































Level 1: Tower of Echoes

Levels 2 and 3: Tower of Echoes





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