

# TIDES OF FATE

## PART 1

A 7<sup>TH</sup> LEVEL ADVENTURE IN  
FOUR 2-HOUR SESSIONS  
BY ASH LAW



# TIDES OF FATE

## PART 1



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## BURROWING CREATURES

The first two sessions of this adventure feature tunneling creatures; rather than keep pointing you to the core 13<sup>TH</sup> AGE rule book to look up the rules for that, here they are in abridged form.

### Burrowing (abridged)

#### Tunnels

Unless otherwise specified, burrowing creatures don't usually leave fully functional tunnels behind them. Areas that the burrow through frequently, however, may become tunnels over time.

#### Targeting

A creature that's burrowing is usually safe from attacks, out of line of sight and hidden in the earth.

#### Getting Into the Ground

It is a standard action to get into the ground, and requires a save; if the save fails, the standard action is still expended.

- *Sand, dirt, most forest soil:* Easy save, 6+
- *Hard-packed dirt, loose rocks:* Normal save, 11+
- *Rock, caves, dungeon floors:* Hard save, 16+

#### Breaking Through to the Surface

A burrowing creature only needs to use a quick action to break through to the surface.



# THE BLOOD WOOD

## INTRODUCTION

*The Dragon Empire has been plagued with attacks by strange creatures called star-masks, monsters that fall from the stars themselves. The adventurers have been dispatched to retrieve a legendary flying ship in order to take the fight to the enemy.*

The ship Ostulti is a legend—created in the age of the Wizard King, a flying fortress able to ascend to the highest heavens to which the living star-mask dungeons were long ago banished and from which they have now returned.

In order to reach the star-mask dungeon planet (known to many as ‘The Archmage’s Comet’) the Ostulti will be needed. The only problem is that it was lost when the Wizard King fell.

The adventurers have been dispatched to an island hidden in the Iron Sea to retrieve the Ostulti and return it to the Dragon Empire. First they must get to the island...

## NEW PORT TO THE BLOOD WOOD

The adventurers must travel from New Port to the Sea Wall, passing through the Blood Wood. The adventurers of course will face many hardships before they reach the Blood Wood, but what exactly happens?

This is a montage. Turn to a player and ask them to describe a situation that the party encountered on its way from New Port to the Blood Wood, but not how the problem was solved. *Maybe the party was attacked by a band of orc marauders, maybe the party finds its way blocked by a koru behemoth, or maybe the party encounters a monster lair.* Turn to the next player and ask them how their character solved the problem. Go around the group until everybody has had a chance to describe a problem, and everybody has had a chance to describe how their character solved the issue. There is no need to roll dice during a montage, it is purely a narrative device

to get the players warmed up and give everybody a chance to introduce their character.

## BLOOD WOOD HAZARDS

The Blood Wood is far from civilization, a monster-infested region, and a place for those who want to avoid the law of the Dragon Empire to make their home.

Even those who are prepared for the hardships and hazards of the Blood Wood must suffer, for the wild forest is a dangerous place indeed. Each adventurer must face one of the following environmental hazards while trekking through the woods:

CARNIVOROUS VINES	SWARMING STRIGES	QUICKER SAND
Difficulty to avoid: DC 20 <b>Red thorn whip +10 vs PD—4d6 poison damage</b>	Difficulty to avoid: DC 25 <b>A thousand bites +15 vs PD—4d8 damage</b>	Difficulty to avoid: DC 30 <b>Drowning +20 vs PD— 2d20 damage</b>



## THE GREEN HUNT

As the adventurers march through the woods they become aware of shadows that pass over them at irregular intervals. Looking up the adventurers spot circling dragons, flashes of green mostly by the verdant canopy above.

As the adventurers stare the green dragons dive into the forest, keen to consume their meal. At that moment green draconic humanoids burst upwards from the soil all around them!

### Fight!

The green dragons can burrow, so I've included at the start of this adventure the burrowing rules from the core book in abridged form. These monsters are *swift burrowers*, so they will probably try to burrow mid-combat.

Number of PCs	Green Dragonics	Green Dragons
3	15	2
4	15	3
5	15	4
6	15	5

## GREEN DRAGONIC (WORSHIPER OF VERDANTUS)

*These wild dragon men hunt with the brood of Verdantus, picking off those that try to flee and fighting over the scraps that the dragons leave behind.*

6th level mook [HUMANOID]

Initiative: +9

**Brute strength +12 vs. AC—10 damage**

**R: Poison-tipped spear +11 vs. AC—3 damage and 6 ongoing poison damage**

*Swift burrower.* As the standard monster ability (see page 200). Once per battle getting into the ground only requires a quick action.

**AC 22**

**PD 20 HP 24 (mook)**

**MD 16**

*Mook:* Kill one green draconic for every 24 damage that you deal to the mob)

## GREEN DRAGON (BROOD OF VERDANTUS)

*Double-strength 6th level spoiler [DRAGON]*

Initiative: +11

Vulnerability: psychic

**Sharp spines +10 vs. AC—18 damage**

*Natural 11–15:* The dragon can make a bite attack as a free action.

*Natural 16+:* The dragon can make a poison breath attack as a free action.

**[Special trigger] Bite +10 vs. AC—25 damage**

*Natural 16+:* The target also takes 12 ongoing poison damage.

**[Special trigger] C: Poison breath +10 vs. PD (1d3 nearby enemies)—18 poison damage, and the target is hampered (save ends)**

*Escalator:* A dragon adds the escalation die to its attack rolls.

*Swift burrower.* As the standard monster ability (see page 200). Once per battle getting into the ground only requires a quick action.

*Flight:* This dragon, like most, can fly—though it prefers to land and make use of its burrowing once it is close to its enemies.

*Resist poison 12+:* When a poison attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

**AC 23**

**PD 19 HP 300**

**MD 15**







## CAT AND MOUSE

After the fight the adventurers notice a HUGE shadow passing across the ground—the shadow of a massive dragon. It looks like the parent of the slain green dragons is coming to check on its children!

Fortunately, the adventurers are forewarned, and forewarned is forearmed. The adventurers can choose a battleground that benefits them, setting up traps and scouting the area before the dragon can find them. It is obvious to the adventurers that they can't outrun the dragon, nor hide from it forever, but they can choose where they make their stand.

I've included three different maps for the fight: clearing with large hole / green dragon lair, forest river / lake, and improvised trap / foxhole. Pick the map that best suits what the players decide they want to try with regards to terrain.

Because the adventurers get to pick the battleground, the adventurers start the next fight with something unusual—a second escalation die that I'm calling the battleground die. Each round roll the battleground die (a d4) and the player characters (but not the dragon) gets to use the better of the two. The dragon just uses the regular die.

During their flight each party member gets to make a DC 20 skill check. Adventurers who succeed get to take a short rest before the battle. If more than half the party succeeds then the battleground die becomes a D6 instead of a D4.



## VERDANTUS THE SLAYER

The green dragons were not alone, and their parent is furious at the harm that the adventurers have done to her family...

### Fight!

The adventurers know that if they try to cross the Sea Wall with this dragon still alive it will just swoop in and pick them off one by one.

Fleeing should incur a definite campaign loss. Maybe in order to flee the adventurers must leave all their magic items behind in order to throw the magical senses of the dragon off their 'scent'. Maybe the adventurers can flee but must bribe the dragon with all their magic items not to follow and attack them. Whichever way you decide to play it, the adventurers fleeing means that they must part with all of their prized possessions.

However... slaying this dragon has a built-in reward.

Number of PCs	Verdantus the Slayer
3	1
4	1
5	1
6	1

## VERDANTUS THE SLAYER

*Huge 11th level spoiler [DRAGON]*

Initiative: +15

**Sharp spines +16 vs. AC**—100 damage

*Natural 11–15:* The dragon can make a bite attack as a free action.

*Natural 16+:* The dragon can make a poison breath attack as a free action.

**[Special trigger] Bite +16 vs. AC**—140 damage

*Natural 16+:* The target also takes 20 ongoing poison damage.

**[Special trigger] C: Poison breath +16 vs. PD (1d3 nearby enemies)**—100 poison damage, and the target is hampered (save ends)

*Swift burrower:* As the standard monster ability (see page 200). Twice per battle getting into the ground only requires a quick action.

*Flight:* This dragon, like most, can fly — though it prefers to land and make use of its burrowing once it is close to its enemies.

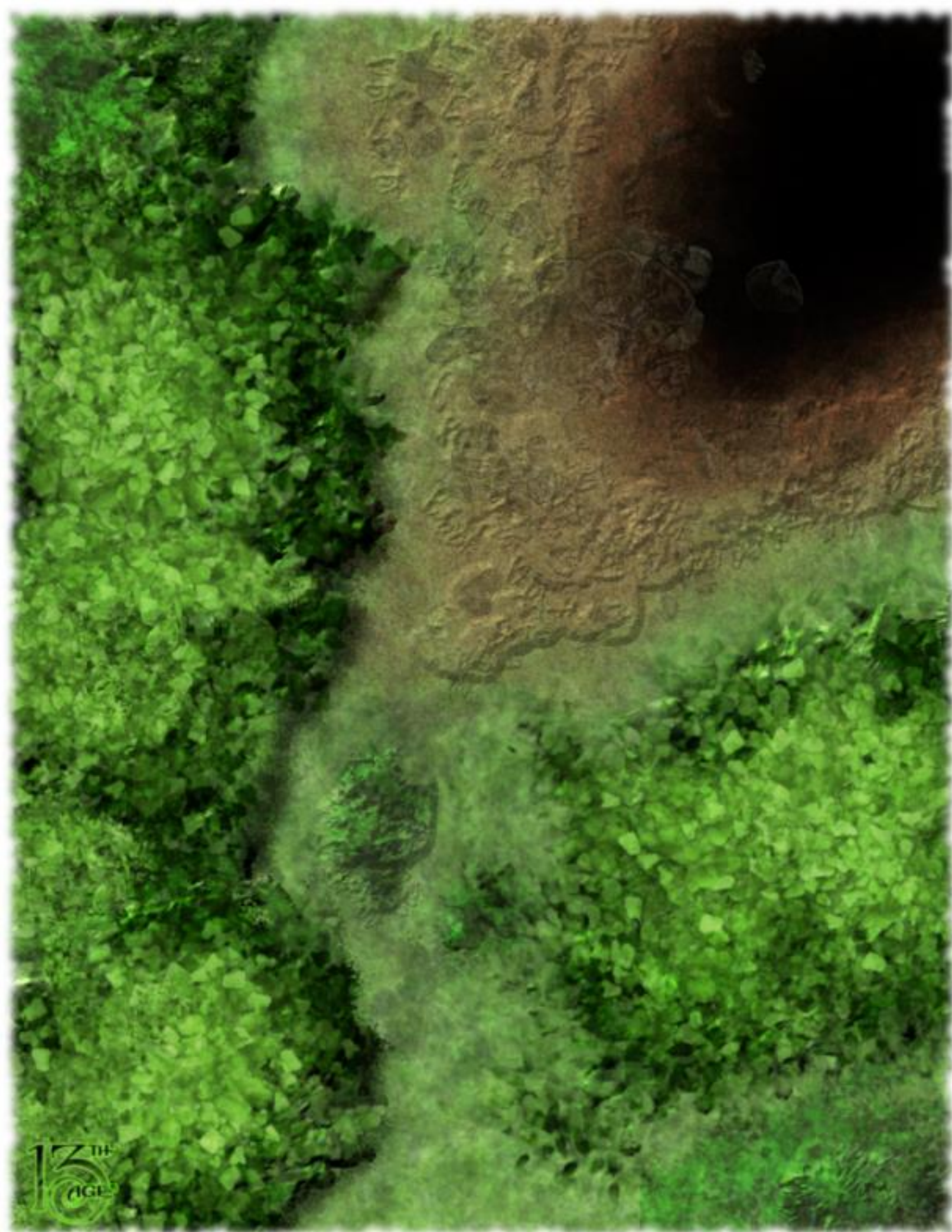
*Resist poison 18+:* When a poison attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

**AC 28**

**PD 25 HP 900**

**MD 20**















## IN THE SHADOW OF THE WALL

Shaken from their encounter with the monstrous green dragon and its brood, the adventurers reach the far edge of the Blood Wood, and the mighty Sea Wall.

Now they must climb the Sea Wall in order to find the hidden route to the lost island and ultimately the fabled Ostulti, the flying fortress/ship that they seek. First, however, there is the opportunity for a full rest.

### Loot.

If the adventurers killed Verdantus the Slayer, then during their next rest they discover that the dragon's blood has imbued them with strange new powers. Each character can attune to one of these powers like a regular wondrous item. These powers function exactly like magic items, but these 'magic items' cannot be lost, given away, etc. and become part of the character once attuned to. Players can opt to have their characters not immediately gain powers from slaying the dragon, and instead gain it later on at a time of their choosing or not at all.

### Burrowing (wondrous power)

Once per day (when on sand, dirt, or loose-packed soil), as a move action you can burrow without needing to roll for it. You emerge from the ground at the end of your movement. Your burrowing movement cannot be intercepted, nor does it provoke.

*Quirk: Desire to eat burrowing creatures.*

### Forestflight (wondrous power)

Once per day (when in forest, jungle, woods, etc) as a move action you can fly as a move action. Your movement can only be intercepted by another flying creature. At the end of your movement, if you use your next action that turn to make a melee attack against somebody that you have just flown into engagement with, you gain +1 to that attack. You land at the end of your flight, either on the ground or up a tree.

*Quirk: Desire to eat tree-dwelling creatures.*



*Don't forget – At the end of every session characters should receive an incremental advance.*



# OVER THE WALL

## INTRODUCTION

*The Dragon Empire has been plagued with attacks by strange creatures called star-masks, monsters that fall from the stars themselves. The adventurers have been dispatched to retrieve a legendary flying ship in order to take the fight to the enemy.*

The ship Ostulti is a legend — created in the age of the Wizard King, a flying fortress able to ascend to the highest heavens to which the living star-mask dungeons were long ago banished and from which they have now returned.

In order to reach the star-mask dungeon planet (known to many as 'The Archmage's Comet') the Ostulti will be needed. The only problem is that it was lost when the Wizard King fell.

The adventurers have been dispatched to an island hidden in the Iron Sea to retrieve the Ostulti and return it to the Dragon Empire. Having travelled through the Blood Wood they are now at the foot of the mountainous Sea Wall, the next leg of their journey. Their next stop: a mysterious temple that guards a passageway under the sea!

Rob says...



Personally I've never thought of the Sea Wall as mountains, I've seen it as a series of ever-higher walls. But Sea Wall mountains, perhaps raised in part by a collaboration of an Archmage and a High Druid? Cool!

...and ASH says:



My personal take on the Sea Wall is that it was once a recognizable wall. Over the ages it has been so eroded by the Iron Sea that it looks more like a mountainous natural feature, but with massive stone heads and carved statues still extant here and there on its cliff-like faces.

## FOOTSLOPES

The mountainous Sea Wall keeps the furious Iron Sea from the land. However, strange creatures make their lair at the edge of the Blood Wood in the lea of the Sea Wall.

However, the strange creatures are not hostile to the adventurers. Let the players decide what the strange creatures are.

This is a montage. Turn to a player and ask them to tell you about the strange creatures. Turn to the next player and ask them to describe a problem that first player's character faced because of the strange creatures. Then go back to the first player and ask them how they solved the problem. Go around the group until everybody has had a chance to describe strange non-hostile creatures, describe a problem, and solve a problem. There is no need to roll dice during a montage, it is purely a narrative device to get the players warmed up and give everybody a chance to introduce their character.





## STURM UND DRANG

As the adventurers climb the Sea Wall they are met with a ferocious storm blowing over the top of it from the seaward side. So ferocious is the storm that the winds are blasting rocks off the top of the wall. The party realizes that it would be quicker and safer to find a passage *through* the wall.

As the adventurers backtrack to the footslopes they face the fury of the storm, with each adventurer facing one of the following hazards:

FALLING ROCKS	LIGHTNING STRIKE	IRON SEA STORM WINDS
<i>Difficulty to avoid: DC 20</i> <b>Death from above +10 vs AC—4d6 damage</b>	<i>Difficulty to avoid: DC 25, or DC 30 for those in metal armor</i> <b>Blasted by lightning +10 vs PD—4d8 damage</b>	<i>Difficulty to avoid: DC 30</i> <b>Blown off /down the Sea Wall +15 vs PD—4d10 damage</b>



## SEARCHING THE FOOTHILLS

The foothills of the Sea Wall have been eroded by countless centuries of attrition, with gullies and caves aplenty. Searching for a tunnel to take the adventurers through the wall will not be quick, nor easy.

This is a free-form skill challenge. The adventurers need to accrue three DC 25 skill check successes. Failing a skill check doesn't mean that the adventurers don't find a tunnel, but rather that the tunnel that they find only leads them to a dead-end, a cave network, or back in a loop, further delaying their journey. Failing the skill check by 10 or more leads to a tangible complication: either 2d6 damage or raising the DC of the next skill check by 5. If anybody crits their skill roll (usually a natural 20) then they get to lower the next skill check DC by 5 or gain some other tangible benefit.

Let the players take the lead in deciding how to search the foothills for a way through, and base the skill checks on what would be appropriate for their search methods.

Eventually, the players will accrue three successes and find a tunnel through which the distant crashing of waves echoes. If the party accrues four failures before three successes then they still find the tunnel, but are so exhausted by their search that in the next fight the escalation die starts at -1.

### An 'evil' escalation die



Rob likes the idea of using a special 'evil' escalation die for the first round of this combat, a separate d6 from the normal one to show -1. Me, I'm thinking about getting a blank d8 and labelling it -1, 0, +1, +2, +3, +4, +5, +6 and using it in such situations.



## TUNNELING HORRORS

As the adventurers walk down the tunnel they hear a sound, like the rustling of leaves or the crinkling of old parchment. As the party listens the noise grows louder... and without warning a rumbling sound half-deafens them as a purple worm bursts through the rock wall into the tunnel.

### Fight!

The purple worms and their kin burrow, see the burrowing rules at the start of the adventure for a quick reminder.

If the adventurers flee from this fight the purple worms show up at the next fight, though they will carry the injuries from this fight. If the adventurers stick out the fight they get a short rest before the next fight—flee and they run straight into the next encounter without the chance to rest.

Number of PCs	Purple Worm
3	1
4	1
5	2
6	2

## PURPLE WORM

*Huge 8th level wrecker* [BEAST]

Initiative: +11

**Devouring maw +13 vs. PD**—50 damage

*Natural even hit:* The target is swallowed whole if it's smaller than the worm (see below).

*Miss:* Half damage.

**Tail sting +13 vs. AC (one random nearby enemy)**—20 damage, and 20 ongoing poison damage

**C: Mighty thrash +13 vs. AC (1d3 random nearby enemies)**—30 damage

*Miss:* Half damage.

*Natural 1–5:* The worm takes 10 damage (but it still deals miss damage on a 2–5).

*Limited use:* The worm can make this attack as a free action if it has no enemies swallowed after using its standard action during its turn.

*Swallow whole:* While a creature is swallowed whole, it takes 7d10 acid damage at the start of its turn and is stuck, hampered, and unable to attack or affect anything outside the worm's stomach (and vice-versa). Most teleport abilities don't work because you're hampered and you can't see the location out of the worm you want to teleport to. There are two ways out.

*Cut your way out:* Deal 40 damage to the worm with a single attack and you can cut your way out. All edged or bladed weapons are reduced to d6 damage dice (at most) inside the worm's gullet, so good luck. At least you'll be damaging the worm attacking it from within.

*Get upchucked:* While the worm is staggered, you can use a standard action to try and crawl out of its mouth. Roll a hard save (16+); on a success, the worm vomits you out and spits you somewhere nearby. The worm also vomits out all creatures it has swallowed when it drops to 0 hp.

*Burrow:* As the standard monster ability (13TH AGE core rulebook, page 200).

### Nastier Specials

*Larval feeding:* The worm's stomach also includes a mob of larval mooks (purple larvae or parasitic lightning beetles). Feel free to add this nastier special if a PC acts dismissive about the possibility of being swallowed by the worm.

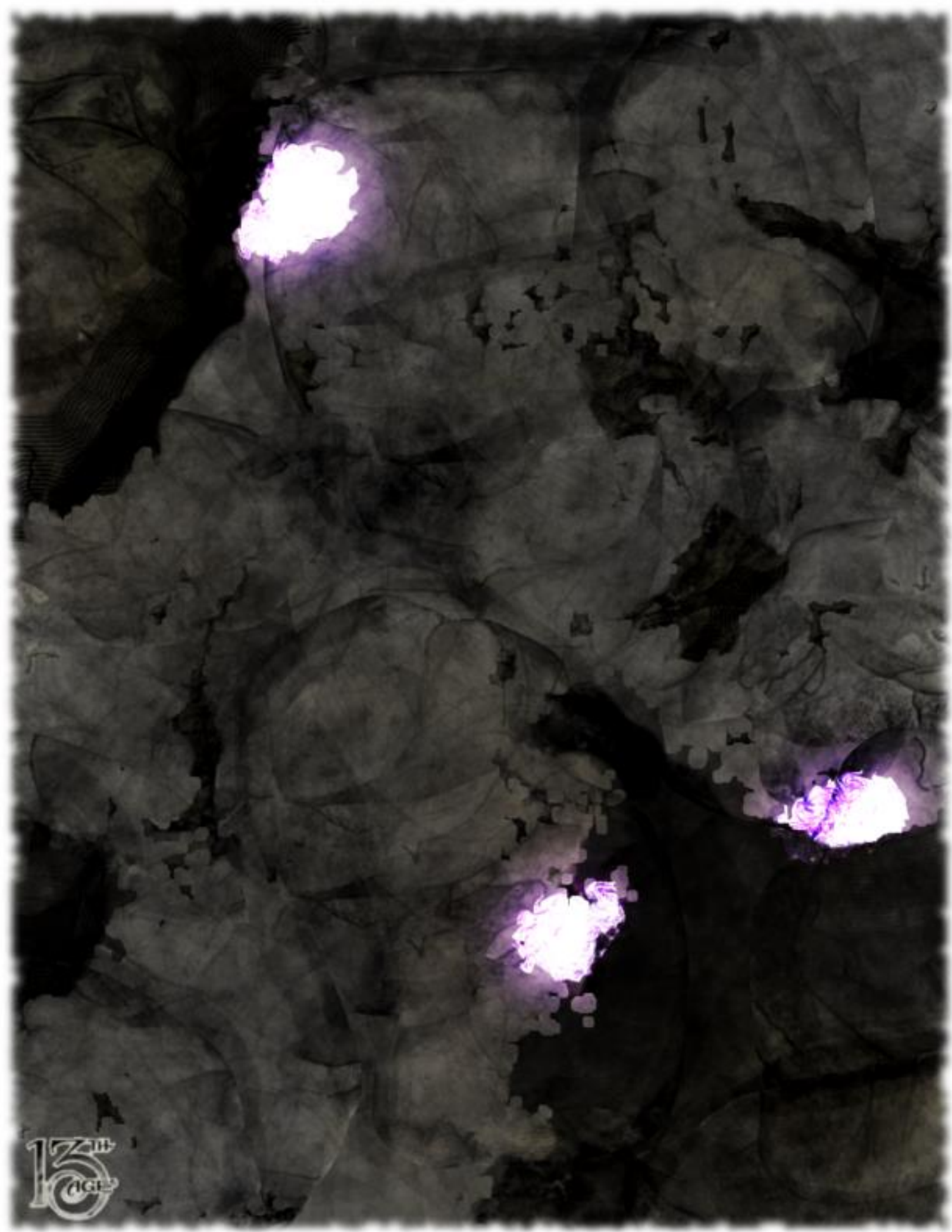
*Resist most energy damage 16+:* Purple worms generate weird energy resistances thanks to underworld radiation and their odd diets. Roll a d8 twice, in secret, to determine what energy types the worm is not resistant to. The PCs probably have to find out what energy works best against the worm the hard way, though you might have mercy and allow a DC 35 Wisdom skill check to figure out what energy types work against the worm. 1: acid; 2: cold; 3: fire; 4: lightning; 5: thunder; 6: holy; 7: negative energy; 8: poison.

**AC 23**

**PD 22 HP 440**

**MD 17**







## PURPLE WORM NEST

The tunnel slopes downwards, and the adventurers discover the lair of the purple worm!

### Fight!

Remember: if the adventurers did *not* flee the last fight then they get a chance for a short rest before this one. However, if they fled the last fight then not only do they not get a rest before this one but at some point the injured adult purple worms will show up!

Fleeing from this fight means that the adventurers will not get the chance to search the lair and potentially find magic items.

Number of PCs	Purple Larva	Parasitic Lightning Beetle
3	10	7
4	15	7
5	20	7
6	25	7

## PURPLE LARVA

8th level mook [BEAST]

Initiative: +9

**Bitey maw +13 vs. AC—20 damage**

*Natural even hit or miss:* The larvae can make a tail stinger attack against a random enemy engaged with it as a free action.

**[Special trigger] Tail sting +13 vs. AC—5 damage, and 10 ongoing poison damage**

*Merge with worm:* Purple larvae can dig quickly in and out of the skin of the purple worm as if they were burrowing but without needing die rolls to succeed.

**AC 22**

**PD 20 HP 44 (mook)**

**MD 16**

*Mook:* Kill one purple larvae mook for every 44 damage you deal to the mob.

## PARASITIC LIGHTNING BEETLE

8th level mook [BEAST]

Initiative: +14

**Mouthparts +12 vs. AC—10 damage**

*Natural even hit or miss:* The target also takes 5 lightning damage.

**R: Lightning zap +12 vs. PD (one nearby enemy not engaged with a purple worm, purple larvae, or parasitic beetle)—20 lightning damage**

*Natural even hit or miss:* The target takes 5 extra lightning damage.

*Flight:* The beetles fly badly, usually just enough to get back to the worm when they've been shaken off from their hiding spots in its segments.

*Scaredy bugs:* Whenever one or more parasitic lightning beetles drop to 0 hp, roll a d6. If you roll less than or equal to the number of beetles that were destroyed by that attack, all beetles in the battle stop fighting, using all their actions during their next turn to disengage and fly away.

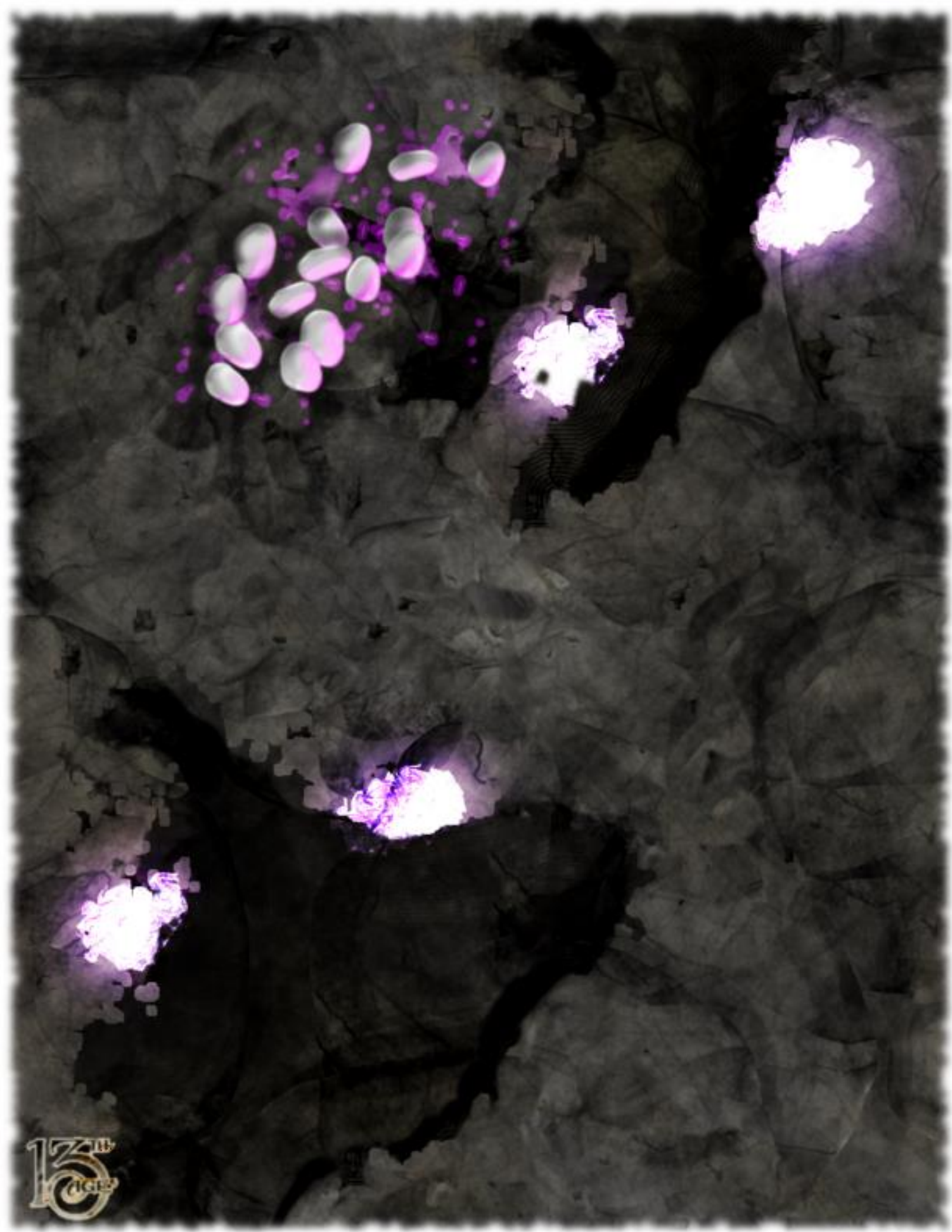
**AC 27**

**PD 22 HP 36 (mook)**

**MD 17**

*Mook:* Kill one lightning beetle mook for every 36 damage you deal to the mob.







## SEARCHING THE LAIR

The worm lair contains the remains of former adventuring parties who tried to use these tunnels as a shortcut through the sea wall.

Searching the lair is a DC 20 skill check. Succeeding on the skill check gets the character a something of worth, roll on the below chart (d6).

1-2	<i>A champion-tier magic item.</i>
3	<i>1d3 epic tier healing potions.</i>
4	<i>500 gold pieces worth of amethysts, and an adventurer-tier magic item.</i>
5	<i>An epic tier magic item.</i>
6	<i>Two adventurer-tier magic items.</i>

Failing the DC 20 skill check nets the character something of interest, if not necessarily of worth. Roll on the below chart (d6).

1-2	<i>A bent trombone, when played it sounds almost like whale song.</i>
3	<i>A leaf-shaped cloak pin, attached to a giant cloak-like leaf.</i>
4	<i>A black dodecahedral crystal with symbols on each face.</i>
5	<i>A collection of small carved figurines depicting the races of the dragon empire.</i>
6	<i>A bronze snuff box shaped like a nose, it plays a tune when opened.</i>

### Treasure



There is more treasure in part 2 of this adventure, including epic-tier magic items. Take note of those who miss out now so you can show them generosity later.

## THROUGH THE WALL

The rest of the journey through the Sea Wall is uneventful, and the party even has the opportunity for a full rest.

There are many other strange sights in the tunnels: inhuman carvings, the skulls of giants, enormous flail-headed snails, etc. However, there is nothing that is dangerous enough to prevent the adventurer's passage to the far side of the Sea Wall. If you want to run an end-of-session montage here, go for it. If you are running short on time, then simply let the players know that through dangers untold and hardships unnumbered they find their way to the far side.

The next part of the adventure features an unearthly temple that guards the entrance to an undersea pathway to the lost island that is the resting place of the ship Ostulti, fabled flying fortress/ship of the Wizard King.

**Don't forget – At the end of every session characters should receive an incremental advance.**





# THE FACE OF FATE

## INTRODUCTION

*The Dragon Empire has been plagued with attacks by strange creatures called star-masks, monsters that fall from the stars themselves. The adventurers have been dispatched to retrieve a legendary flying ship in order to take the fight to the enemy.*

The ship Ostulti is a legend, a flying fortress created in the age of the Wizard King. It is the only ship able to ascend to the highest heavens to which the living star-mask dungeons were long ago banished and from which they have now returned.

### A twist



The Archmage banished the star-masks to the 'Archmage's comet', or created the dungeon planet and shot it out there. It may be a pointed fact that the Archmage has deliberately prevented the creation of magical ships that could reach the dungeon planet! Now the adventurers are asked to bring back a ship created *before* the Archmage's time.

In order to reach the star-mask dungeon planet (known to many as 'The Archmage's Comet') the Ostulti will be needed. The only problem is that it was lost when the Wizard King fell.

The adventurers have been dispatched to an island hidden in the Iron Sea to retrieve the Ostulti and return it to the Dragon Empire. To reach the island they must locate an undersea pathway accessed via an ancient temple...

## THE BLASTED BEACH

The Iron Sea is angry—something the Wizard King did make it the enemy of the land. The far side of the Sea Wall suffers the wrath of the Iron Sea, and now the adventurers are there on that blasted strand of ground.

This is a montage. Turn to a player and ask them to describe a problem that the party encounters: *eroded ruins full of waterlogged undead,*

*monstrous crabs, sudden tidal surges, etc.* Then turn to the next player and ask them to describe how their character solved the problem. Go around the group until everybody has had a chance to narrate a strange and deadly problem, and everybody has had a chance to describe how their character solved an issue that hampered the party. There is no need to roll dice during a montage, it is purely a narrative device to get the players warmed up and give everybody a chance to introduce their character.

## RUBBLE AND RUIN

The adventurers reach the temple that they seek, the fabled Temple of Time. Originally the temple was a proud structure, with tall graceful towers and high walls. Now all that remains is rubble on a wind-swept beach.

However, it isn't called the Temple of Time for nothing. At mid-day and mid-night, and at dawn and dusk the temple briefly returns to its former glory, and the brave (or foolhardy) can enter it; the Temple of Time has an astral form, held a few seconds out of alignment with the rest of the universe. Of course once you enter the temple you can't leave until one of the four times each day that the temple's astral form realigns with its earthly ruins.

Entering the temple is not without risks. As the Temple of Time's astral form appears what once was empty air could become a statue or a wall—and anybody caught in that place will suffer agonizing pain. Each adventurer faces one of the below hazards:

PHASING STATUE	HALLUCINO- GENIC TIME- WIND	SUDDEN INVISIBLE WALL
<i>Difficulty to avoid: DC 20</i> <b>Organ interruption (automatic hit)—2d6 damage</b>	<i>Difficulty to avoid: DC 20</i> <b>Madness +25 vs MD—</b> Attack the nearest ally, and if the target hits their ally they gain a recovery and de-age by a year.	<i>Difficulty to avoid: DC 20</i> <b>Trapped (automatic hit)—</b> The target starts the next battle stuck (hard save ends)

## STONE GOLEM

The Temple of Time is not unguarded. Some of the rubble on the beach is in reality golems, lying unmoving in tidal pools or crouched over motionless. It is only when the adventurers come closer that the barnacle-covered monsters surge to life.

The Temple of Time is phasing into reality around them, but first the party must contend with its guardians.

Fight!	
This fight is a little easier than I would normally put into an adventure. After facing huge green dragons and purple worms the party could do with an easy victory.	
Well I say 'easy', it obviously could be much harder depending on what happened with the phasing temple walls last encounter.	
Number of PCs	Temple Guardian
3	1
4	2
5	3
6	3

## TEMPLE GUARDIAN

*Large 8th level blocker [CONSTRUCT]*

Initiative: +16

**Hundred stone fists +12 vs. AC (2 attacks)—35 damage**

*Miss: 15 damage.*

**C: Life timer +14 vs. PD (one nearby staggered enemy)—40 ongoing negative energy damage, and the golem pops the target free and moves it a short distance away from the golem**

*Natural even hit or miss: 20 negative energy damage, and the target is hampered (save ends).*

*Natural odd hit or miss: 20 negative energy damage, and the target is dazed (save ends).*

**Golem immunity:** Non-organic golems are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage. You can damage a golem, but that's about it.

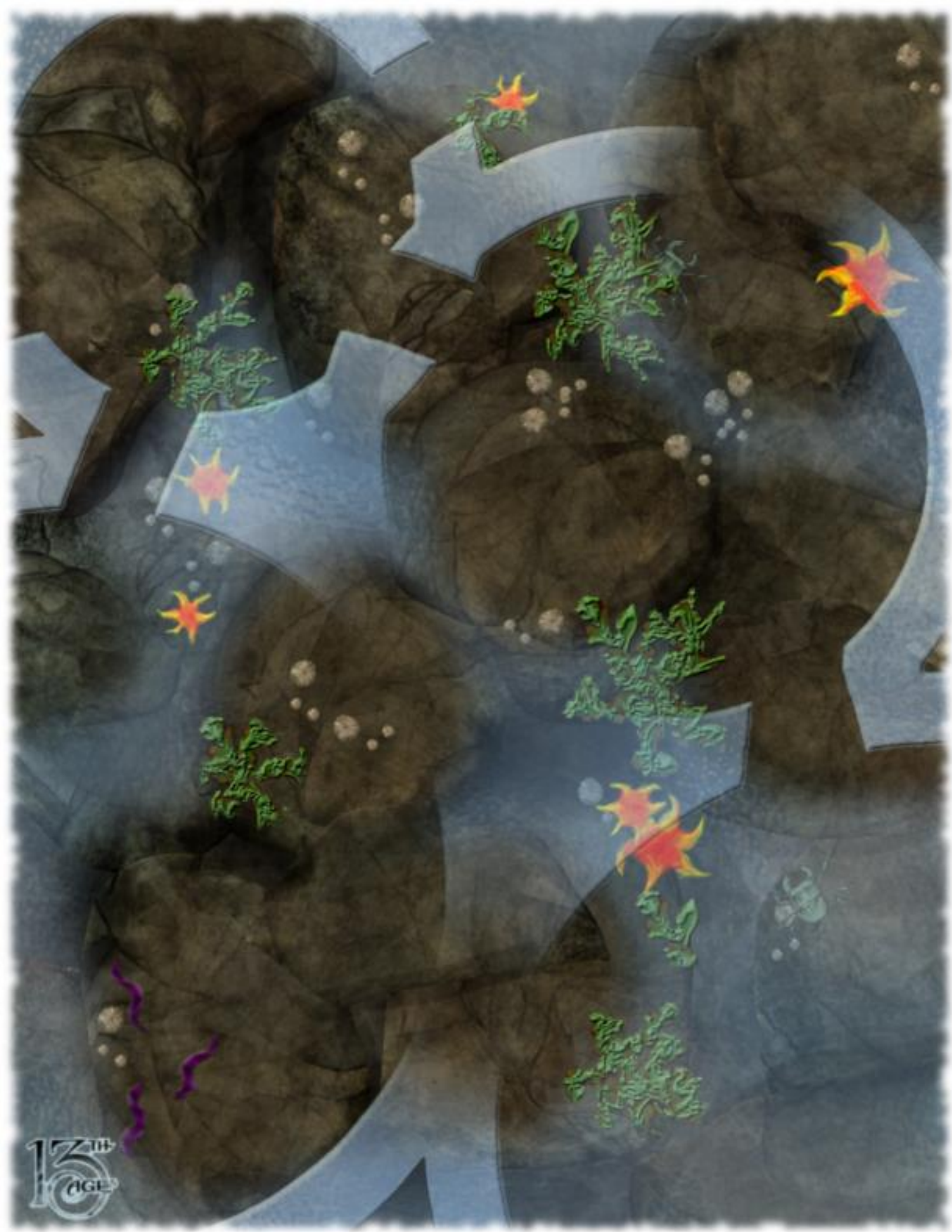
**Time skip:** When moving the Temple Guardian doesn't provoke attacks and cannot be intercepted.

**AC 25**

**PD 23 HP 280**

**MD 18**





## THE MAZE OF FATE

The interior of the Temple of Time is a strange place: stairways curve back upon themselves, gravity changes so that walls become floors, and time itself is looped around.

Attempting to find the part of the Temple of Time that leads to the undersea passage to the lost island that the adventurers seek will be difficult. The adventurers are looking for the hall that holds the Clock of Fate.

This is a freeform skill challenge. The adventurers must accrue three DC 25 successes to find the chamber that they seek. Every time the adventurers fail a skill check they wander into danger or end up completely lost (their choice). Getting lost raises the DC of the next skill check that they make in this skill challenge by 5. Stumbling into danger means that the one who failed the skill roll and one other character that their player nominates takes 2d8 damage from falling upwards onto gravity-revised areas, stumbling into future versions of themselves and causing a painfully resolved paradox, or other Escheresque mishaps.

Once the party accrues three successes they locate the Clock of Fate.

## SAHUAGIN

The Temple of Time intersects many times and places, and some of these are under the sea.

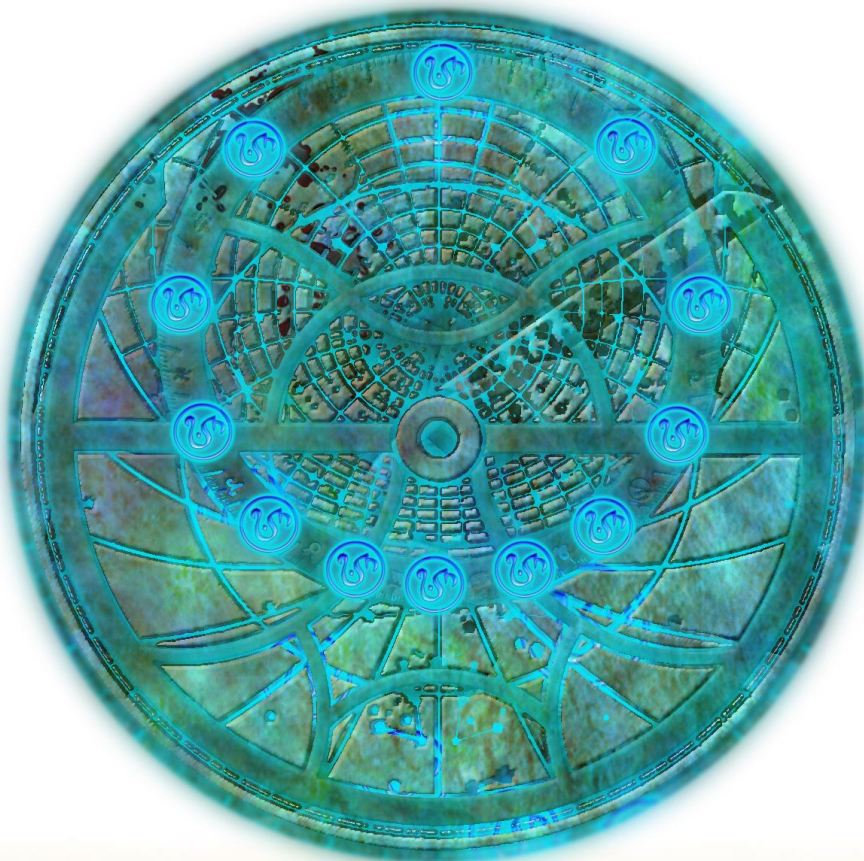
A tribe of sahuagin have taken up residence in the Temple of Time, using it as a shelter against larger predators much like a hermit crab would use a discarded shell.

In fact, the sahuagin have hermit crabs with them. Big, hungry, monstrous hermit crabs that dwell in the 'discarded' skulls of those that they kill. Worse, these hermit crabs can hunt by scent and have been helping the sahuagin track down the intruders in their home.

### Fight!

The crabs of death might end up climbing inside magic armor on an adventurer. Give adventurers with magic armor a save (11+) to avoid effects of the *sudden squatter* nastier special.

Number of PCs	Crab of Death	Sahuagin Mutant
3	5	3
4	5	4
5	5	5
6	5	6





## CRAB OF DEATH

*Double-strength 6th level mook [BEAST]*  
Initiative: +6

**Bone-crushing pincers +10 vs. AC (two attack)—**  
14 damage  
*Miss:* 2d8 damage.

*Shell game:* While staggered, if the crab of death doesn't move on its turn it gains +2 AC.

*Water breather:* These crabs breathe underwater and swim very well.

### Nastier specials

*Sudden squatter:* When an enemy wearing heavy armor misses with a melee attack against a crab of death and rolls a natural 1–5, the crab sheds its shell and climbs into the armor of that enemy. While sharing the armor the enemy takes 2d8 damage at the start of each of their turns. The only way to avoid this is to get out of the armor quick (usually a standard action) and try to kill the crab and retrieve the armor later, you can't attack the crab while it is squirming around in armor that you are still wearing.

**AC 22**

**PD 19 HP 36 (mook)**

**MD 14**

*Mook:* Kill one crab of death mook for every 36 damage you deal to the mob.



## SAHUAGIN MUTANT

*Large 6th level wrecker [HUMANOID]*  
Initiative: +12

**Four-armed frenzy +11 vs. AC (1d4 attacks)—**15 damage  
*Natural 4, 8, 12, 16, 20:* The target takes 10 ongoing damage.

**R: Heavy crossbow +10 vs. AC (one nearby or far away enemy)—**30 damage  
*Natural 16+:* The target takes 10 ongoing damage.

*Limited escalator:* The sahuagin mutant adds the escalation die to its attacks until the die is 5+.

*Water breather:* Sahuagin breathe underwater and swim very well.

### Nastier Specials

*Punisher:* When an enemy intercepts the sahuagin mutant, it takes 4d8 damage from the mutant's claws and teeth.

*Ripper:* When an enemy makes a melee attack against the sahuagin mutant and rolls a natural odd miss, that enemy takes 2d8 damage.

**AC 22**

**PD 20 HP 200**

**MD 15**

## THE HANDS OF FATE

After the fight, the adventurers have a chance to rest in the hall that holds the Clock of Fate. The clock's workings are impervious to anything they try, and cannot be speeded up, slowed down, or stopped. Indeed, one legend says that the clock is a reflection of the universe—to stop the clock one would need to be powerful enough to stop time itself.

Safe for now, the adventurers must wait for the clock to show the correct time. Only at the appointed hour will the undersea passage to the lost island and the ship/fortress Ostulti appear.







# Time and Tide

## INTRODUCTION

*The Dragon Empire has been plagued with attacks by strange creatures called star-masks, monsters that fall from the stars themselves. The adventurers have been dispatched to retrieve a legendary flying ship in order to take the fight to the enemy.*

The ship Ostulti is a legend — created in the age of the Wizard King, a flying fortress able to ascend to the highest heavens to which the living star-mask dungeons were long ago banished and from which they have now returned.

In order to reach the star-mask dungeon planet (known to many as ‘The Archmage’s Comet’) the Ostulti will be needed. The only problem is that it was lost when the Wizard King fell.

The adventurers have been dispatched to an island hidden in the Iron Sea to retrieve the Ostulti and return it to the Dragon Empire. To reach the island they must locate an undersea pathway accessed via an ancient temple. However, the pathway only appears periodically — the adventurers must stay alive in the temple long enough for the pathway to open.

## THE CLOCK OF FATE

The adventurers have reached the Clock of Fate, centerpiece of the Temple of Time. Resting near the massive clock has strange effects on the minds of dreamers.

This is a montage. Turn to a player and ask them to describe a problem that they faced in a dream while resting near the clock. Turn to the next player, tell them that their character entered the first character’s dream, and ask them how their character solved the problem that the first character was having. There is no need to roll dice during a montage, it is purely a narrative device to get the players warmed up and give everybody a chance to introduce their character.

Once the montage is over the characters awaken, having completed a full rest.

## SAHUAGIN AGAIN

As the adventurers wait for the Clock of Fate to turn to the correct time and reveal to them the hidden passage under the sea, they become aware of shadowy figures scuttling about in the side-passages that lead to the massive clock.

The adventurers know that they are about to be attacked, and have time to prepare. A successful DC 25 skill check relating to preparation for the upcoming fight allows an adventurer to gain +10 to their initiative.

### Fight!

The mollusk slaves best bet is to move up to an adventurer, surround the, and stay put. The mollusk slaves will also want to stay clear of their masters, lest they get eaten.

The mollusk slaves are part-snail part-limpet humanoid creatures, slow moving and servile. They could be lowly sea creatures that the sahuagin have magically uplifted to become humanoid slaves, a naturally occurring oceanic race, or something terrible that the sahuagin do to captured sailors.

Number of PCs	Sahuagin Mutant	Mollusk Slave	Sahuagin Wave-Mistress
3	0	8	2
4	1	8	2
5	1	8	3
6	2	8	3

## SAHUAGIN MUTANT

*Large 6th level wrecker* [HUMANOID]

Initiative: +12

**Four-armed frenzy +11 vs. AC (1d4 attacks)—15 damage**

*Natural 4, 8, 12, 16, 20:* The target takes 10 ongoing damage.

**R: Heavy crossbow +10 vs. AC (one nearby or far away enemy)—30 damage**

*Natural 16+:* The target takes 10 ongoing damage.

*Limited escalator:* The sahuagin mutant adds the escalation die to its attacks until the die is 5+.

*Water breather:* Sahuagin breathe underwater and swim very well.

### Nastier Specials

*Punisher:* When an enemy intercepts the sahuagin mutant, it takes 4d8 damage from the mutant's claws and teeth.

*Ripper:* When an enemy makes a melee attack against the sahuagin mutant and rolls a natural odd miss, that enemy takes 2d8 damage.

**AC 22**

**PD 20 HP 200**

**MD 15**

## SAHUAGIN MOLLUSK SLAVE

*Large 6th level mook* [HUMANOID]

Initiative: +5

**[quick action] Coral club +11 vs. AC—8 damage**

*Natural 16+ hit against a staggered target:* The target is stuck (hard save ends).

*Good eating:* As a quick action a sahuagin next to this creature can eat it, healing 20 hp (and killing the mollusk slave).

*Water breather:* Sahuagin mollusk slaves breathe underwater.

*Slow:* On land or in the water, sahuagin mollusk slaves need to use both a standard action and a move action to move.

**AC 23**

**PD 22 HP 50**

**MD 20**

## SAHUAGIN WAVE-MISTRESS

*Large 6th level archer* [HUMANOID]

Initiative: +12

**Trident and net +11 vs. AC—40 damage**

*Natural 16+ hit:* The target cannot disengage on its next turn.

**R: Wave blast +10 vs. AC (1d3 nearby or far away enemies in a group)—30 damage**

*Limited escalator:* The sahuagin wave-mistress adds the escalation die to its attacks until the die is 5+.

*Water breather:* Sahuagin breathe underwater and swim very well.

*Wave rider:* As a move action the sahuagin summons a wave that carries it and anybody engaged with it to a point nearby or far away.

**AC 22**

**PD 20 HP 200**

**MD 15**









## THE RISING TIDE

The Clock of Fate is almost at the correct time for the magical underwater passageway to the lost island to appear. However, as the clock ticks onwards the walls of the chamber start to become ethereal and the adventurers discover to their horror that they are deep under the ocean.

As the walls become decreasingly real the ice-cold sea-water begins to rush in. Each adventurer must pass a DC 25 skill check or take 3d8 cold damage from the rising water.

## SAHUAGIN MAGIC

A sudden splash causes the adventurers to look at a ripple in a puddle near them. Then another splashing ripple in a different puddle. Then another...

Out of the puddles rise sahuagin deep-priests, teleporting in via the seawater itself!

Fight!		
Though the deep-priests teleport in they don't teleport mid-battle. What the deep-priests did was the result of a ritual.		
Number of PCs	Sahuagin Deep-Thing Priest	Deep-Thing
3	2	10
4	3	10
5	4	10
6	5	10

After the fight, the adventurers will be able to recover the meteorite from the rubble (or if it is more dramatic, from inside the giant brain itself).

## SAHUAGIN DEEP-THING PRIEST

8th level caster [HUMANOID]

Initiative: +10

**Coral staff +13 vs. AC—12 damage**

*Natural even hit or miss:* The priest teleports the target next to one of its nearby allies that it can see, who engages it as a free action. It can't teleport the target to a location that causes it direct damage (so not into the slowly turning internal workings of the Clock of Fate).

**R: Hymn of the deep +13 vs. MD (1d3 nearby enemies)—25 thunder damage, and if the**

attack hits 2 or more targets, one nearby or far away deep-thing immediately does one of the following:

- Makes a *toxic slime* attack as a free action.
- Moves as a free action.
- Heals 5 hp as a free action.

...or if there are no deep-things in the battle the deep-thing priest births a deep-thing next to it.

*Water breather:* Sahuagin breathe underwater and swim very well.

**AC 24**

**PD 19 HP 140**

**MD 22**

## DEEP-THING

Half-strength 9th level mook [HUMANOID]

Initiative: +10

**Toxic slime +16 vs. PD (1d3 engaged enemies)—12 ongoing poison damage**

**C: Grasping tentacles +16 vs. AC—15 damage, and the deep-thing pulls the target into engagement with itself. Targets hit by grasping tentacles take a -4 penalty to disengage checks until they move away from the deep-thing.**

*Water breather:* The deep-thing breathes underwater and swims very well.

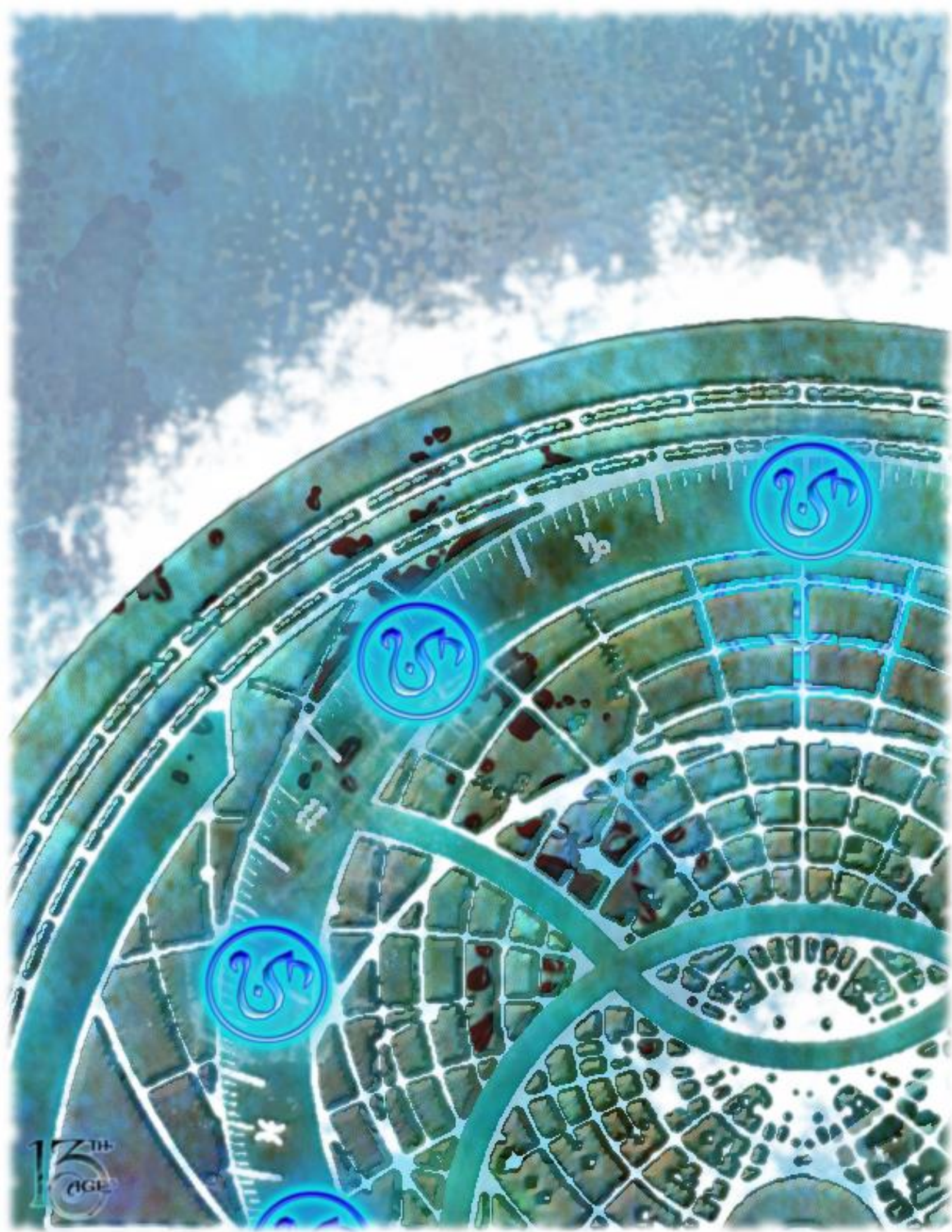
**AC 22**

**PD 16 HP 20**

**MD 19**

*Mook:* Kill one deep-thing mook for every 20 damage you deal to the mob.







## THE PATH THROUGH THE SEA

As the last Sahuagin dies, the Clock of Fate chimes, a sound clear and penetrating. The walls disappear and the ocean rushes in around the adventurers.

...the ocean rushes in *around* the adventurers, but the ocean does not engulf them. Instead the adventurers find themselves in a tunnel of frigid air, the ocean held back by the same mystic forces that drive the Clock of Fate. The Temple of Time has faded away, and ahead lies the path to the lost island. On the island is the fabled Ostulti, flying fortress/ship of the Wizard King.

More adventures await the party on the lost island, in part 2 of **Tides of Fate!**





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