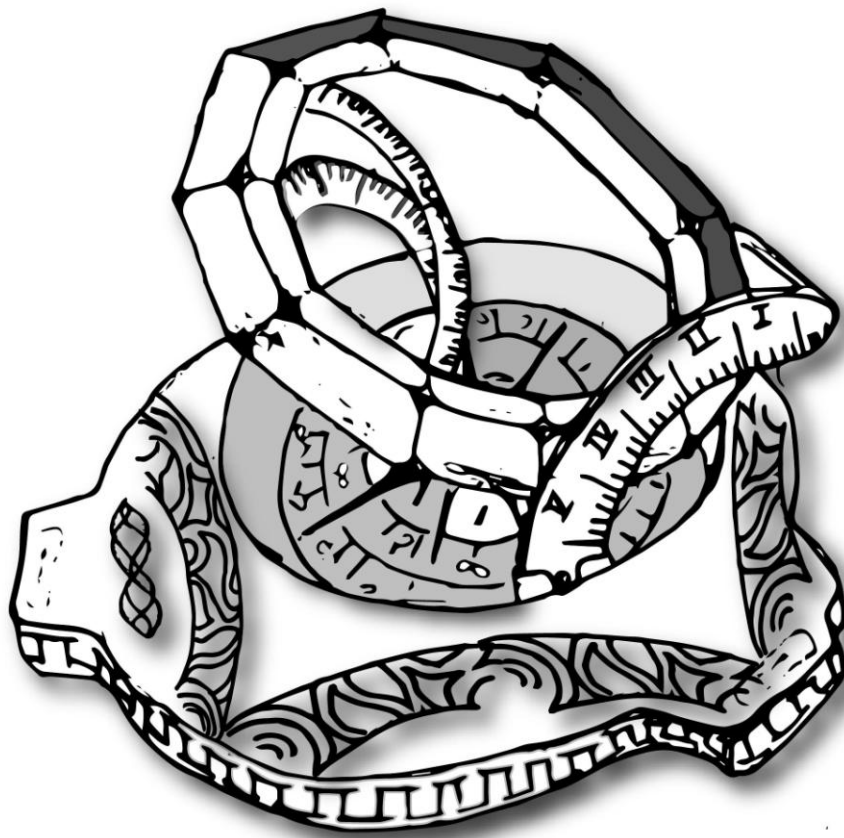


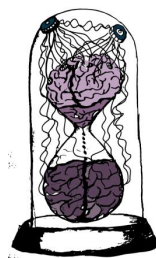


Caught in Time





Caught in Time



The island-penal colony of Kulaica houses some of the most dangerous creatures in all the Moonsea. You must infiltrate this penal colony and investigate the bizarre murders of wardens before the entire colony erupts in chaos.

A Four-to-Six-Hour Adventure for Tier 3 Characters

Optimized for APL 13

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Adventure Primer

"No matter how much suffering you went through, you never wanted to let go of those memories."

-Haruki Murakami

Background

A thousand years ago, an epic battle broke out between **Tara**, the Solar of Shar, and the Planetars of Selune. The immense arcane power unleashed in the battle intertwined the weave and the shadow weave together into a tight clockwise spiral above the battle field. From the upsurge of arcane power, the planar boundaries got rent and a mote of elemental earth rose up as a cluster of super massive geodes in the Moonsea. As the Solar started to gain the upper hand in the battle, Archmage **GRAVAN STONEMOLDER**, a devotee of Selune who was assisting the Planetars, cast a high level transmutation ritual to petrify and trap Tara and the Planetars in an eternal time prison within the nascent geode, as a desperate measure. As the eternal prison got engulfed by the new land, it become an island in the Moonsea, called **KULAICA**. The Collective consciousness of the imprisoned celestials coalesced into an entity called the **CHRONOSMITH**; which became the Warden of the time prison itself.

To abide by the pact made to the Planetars, Gravan, now depleted of most of his arcane powers, became the caretaker of the geode prison. He and his clan of deep gnome transmuters, carved out a small city within the geode. As time went by, more and more denizens were invited by the Gravan to bolster the island's burgeoning gemstone mining industry. To increase their labor force, Kulaica became a multigenerational Penal Colony, where convicted prisoners of the death row in and around Moonsea were incarcerated; their memories stripped and put to work as a prospector in Kulaica, under the watchful eye of the Chronosmith. As a thousand years went by, Kulaica Penal Colony became a bustling industrial city within the geode, a secret well kept from the masses of the Moonsea. But trouble began brewing as the wardens of the colony started getting murdered one by one. Gravan hires a bunch of intrepid adventurers to pretend to be new prospectors of the penal colony to uncover the sinister plot behind the killings.

Episodes

The adventure's story is spread over **three episodes** that take approximately **four hours** to play.

- **Episode 1: Right on Time.** The characters accept a mission from the Penal Colony officials of Kulaica to pretend to be new prospectors to investigate a conspiracy that is brewing within the island. This episode features the **Call to Action**.
- **Episode 2: Doing Time.** The characters pretend to be the new prospectors in Kulaica and infiltrate the various syndicates who control the different regions of the island. Their aim is to investigate the motives behind the murders of the wardens. This episode features **Story Objective A**.
- **Episode 3: Fade into Time.** In an epic battle, the characters must recalibrate the **AHORON**, a magical device, to prevent the Penal colony from falling into the wrong hands. This episode features **Story Objective B**.

Bonus Objectives

This adventure also includes two, 1-hour bonus objectives that the adventurers can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: Turtle Trouble.** Their ship is attacked by a rogue dragon turtle. The characters should fight the turtle and rescue the passengers. This bonus objective is found in **Appendix 6**.
- **Bonus Objective B: Seared in Flames.** The adventurers clear the trial of the Crystal golems to access the AHORON. This bonus objective is found in **Appendix 7**.

Episode Sequence

Depending on your time constraints, play style and environment, this adventure takes approximately four-to-six hours to play.

How Will You Play?

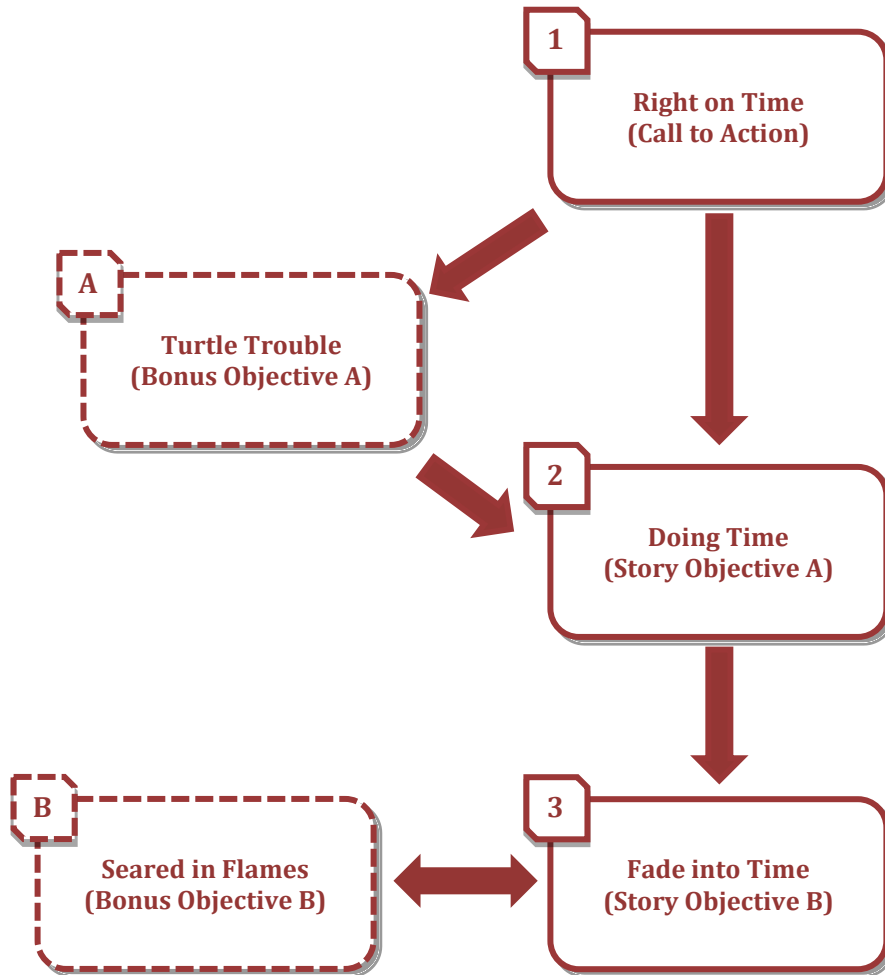
The duration of your session depends on how much of this adventure you use. At the very least, your session will last approximately **4 hours**. However, if you wish, you can provide a longer experience for your players by using the **bonus objectives**.

Story Objectives Only. To complete the both of the adventure's story objectives, the adventurers play Episodes 1 through 3 in order.

Bonus Objectives. You can extend this adventure by **one or two hours** by using the bonus objectives provided in the appendices. Bonus Objective A occurs in between Episodes 1 and 2, and Bonus Objective B occurs during Episode 3.

Episode Flowchart

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



Episode1: Right on Time

Estimated Duration: 20 minute

Scene A. Gravan's Traveling Emporium

Adventurers who spent a day or two in Phlan notice a call for adventurers from Gravan's Traveling Emporium. On enquiry characters discern that the emporium is a pop-up, mobile trinket shop which sells jewel crafted sandglasses and clockwork toys.

Area Information

Dimensions & Terrain The shop resembles a sand glass with a base diameter of 15 feet. Various display showcases contain clockwork trinkets.

Lighting The entire emporium is lit, brilliantly, with multiple flying baubles resembling the moon.

Creatures/NPCs

Gravan Stonemolder (a Deep gnome Transmuter), one of the artificers of Kulaica, is buzzing in and about the showroom- arranging, rearranging, winding, and tuning each and every one of his clockwork creations. Gravan is a very unique sight to most visitors, as a major part of his body has been transmuted into an intricately designed clockwork automaton, with a complex set of gears made of pristine gemstones. Only his brain and right eye remain as live tissue. This is an aftereffect of being in the Kulaica Geode for more than a thousand years.

Objectives/Goals. Gravan wants to hire capable adventurers who could pretend to be new inmates (Prospectors) in Kulaica Penal Colony so that they can discern why the some of the prospectors are trying to murder the wardens, including him.

What Does He Know? Gravan is troubled by the repeated attempts by the inmates on his life and the lives of the other wardens in Kulaica Penal Colony. Since all of the inmates have had their memories modified before incarceration, Gravan is sure that no one recognizes him as one of the penal colony's wardens. Once they attempt to murder a warden, the accused never seem to remember what triggered the attempt. Moreover the culprits are from rival syndicates in Kulaica, which negate the idea of collusion. Gravan suspects that something much more sinister is brewing in Kulaica. Once resurrected, the murdered wardens seem to have lost all of their memories. He wants the characters to pretend to be new inmates, infiltrate the syndicates, and find the reason behind these attempts.

Kulaica (Extra Lore)

For the denizens of the Moonsea region, Kulaica is a remote volcanic island devoid of any settlements. The island is inaccessible by normal means because of the constant storms raging around it. Magical transportation is impossible because of the spiral in the weave surrounding the island. The existence of **Kulaica City** within the island is a carefully guarded secret. Gravan uses his alias as a travelling gemsmith to pick up willing migrants like social misfits, loners, and convicted prisoners who want to forget their past and start a new life.

Gravan Stonemolder gives the adventurers two magic items- the *Prospector's Chronoglass* and *Chronostat of Precision*, both his unique creations.

The Time is Running Out!!

Kirianode is a unique and hyper-transmutable pink gemstone found exclusively in the Kulaica Geode. The forced air atmosphere of Kulaica Penal Colony is saturated with Kirianode dust and vapor, which is highly toxic. The *Prospector's Chronoglass* protects them from the poison for a short while. Gravan warns the characters that they have only **72 bells (hours)** to safely depart Kulaica. If they stay longer, the Kirianode will start slowly and irreversibly replacing their living tissue as they transform into clockwork automatons.

Call to Action

The authorities of Kulaica Penal Colony suspect that something foul is afoot in the city. The characters must pretend to be new inmates and befriend the prospectors belonging to rival syndicates so as to extract information about any murder attempts on the wardens of the colony.

- **If you are using Bonus Objective A**, Gravan requests them to arrive in Phlan harbor and board the hidden *Hammerhead submersible*, the inmate-transport ship. He requests the characters to assist him in guarding the ship during transit to Kulaica. Proceed to **Bonus Objective A**.
- **If you are not using Bonus Objective A**, Gravan thanks the adventurers for their service. He reminds them that he has to house them with a new batch of inmates for the voyage ahead. He also warns them that all new inmates are knocked out during the final phase of the journey. Proceed to **Episode 2**.

Episode 2: Doing Time

Estimated Duration: 120 minutes

The characters have arrived in Kulaica Penal Colony as the new inmates/prospectors. Most of the authorities are kept in the dark about the characters' identities. Once they reach the geode, the characters wake up in the recovery room.

Prerequisites

The characters must complete the **Call to Action** before beginning this episode.

Story Objective A

The characters know that some of the inmates are murdering the wardens. The inmates don't seem to have any connections to each other as they are from rival syndicates in the penal colony. Infiltrating the syndicates and finding the reason behind this bizarre situation is **Story Objective A**.

Time is Running Out!!

The characters have spent eight bells (hours) of time already in a Kirianode environment. **Sixty four** bells (hours) left till time for final departure from Kulaica.

Running this Module during Conventions.

Episode 2 of this module is designed to be run in a sandbox format. During conventions, though, please follow the scene sequence as listed:

- 1) Scene A. Recovery Room
- 2) Scene B. Fire Opal Quad. (Welcoming Ceremony)
- 3) Scene I. Lightning Dome Arena.(Lightning Golem)
- 4) Scene C. Trapped in a Nightmare.
- 5) Scene D, E, F, G in sequence (a guided tour).
- 6) Scene H. Grille Noire
- 7) Scene I. Lightning Dome Arena. (Intellectual Butchers)
- 8) Proceed to Episode 3

Scene A. Recovery Room

The recovery room is a station where new prospectors are brought in after their memories had been suppressed or modified. The characters have their memories intact.

Area Information

The area has the following features:

Dimensions & Terrain. The 20-foot wide, 40 foot long recovery room is carved out smooth black stone with beryl inclusions.

Lighting. The room is brightly lit by the diffuse pink light from the Kirianode vapor. Multiple balls of lights flit from bed to bed accompanying the healers of Kulaica.

Creatures/NPCs

Badr-Un Nissa Khatun, (Dao, lawful neutral) the Commander of the Stone Wardens, is addressing the new inmates.

Objectives/Goals. Commander Nissa is here to welcome the new inmates (Prospectors) to Kulaica Penal Colony. It is her duty to describe and explain the various facts and rules of the city. She hands out a summary of the core rules and regulations to the inmates. This is **Player Handout A**.

What Does She Know? Some of her subordinates have been murdered recently, and have lost their memories, permanently, upon resurrection. She knows that Gravan has hired the characters to determine the reason behind the attempted murder of the Wardens. She urges the characters to visit the Fire Opal Quad and take part in the 'Welcoming Ceremony' so that their plans to infiltrate the syndicates proceed, without any glitch.

Playing the Pillars (Scene A)

COMBAT

With such tight security in place, combat is impossible. If disorder breaks out, the Stone Wardens stun and restrain the prospectors. Otherwise they leave the law and order maintenance to the Chronosmith and the syndicates.

EXPLORATION

The characters are allowed to explore the recovery room and premises. Other than necessary medical supplies and safety brochures about Kirianode vapor, they find nothing.

SOCIAL

Commander Nissa is willing to talk privately to them, if the characters let her know surreptitiously. She introduces them to victims who corroborate what she knows.

Scene B. Fire Opal Quad

Fire Opal Quad is the center of Kulaica. The characters get a taste of the life and culture that Kulaica City has to offer. They notice that most citizens have different degrees of clockwork adaptations to their bodies, just like Gravan, but to a lesser degree. The syndicates have declared Fire Opal Quad as a neutral zone which is accessible to all. All syndicates have enforcers who patrol the streets and keep a watch on their members.

Area Information

The area has the following features:

Dimensions and Terrain The entire quad is a 120-yard hexagonal area, cut out of low quality purple amethyst. The quad is a marvel of deep gnome engineering.

Lighting. Faint pink light radiates from the Kirianode vapor in the atmosphere. A massive fire opal rests in the hand of the onyx statue, which lights up the Quad brilliantly.

Sounds. There is live music. It is a lively place with shops, stalls, pubs, restaurants, theatres, and street shows.

Creatures/NPCs

The entire citizenry is out and about because it is leisure time. Gravan can be found in his makeshift shop- Gravan's Trinkets.

Gravan's Trinkets

Gravan pretends to be merchant in the city to keep a watchful eye on the denizens. His shop in Fire Opal Quad is an exact replica of the Emporium.

Fool's Gold Pub

The pub is the center of gossip and chatter. The best information about the betting odds and fighter ranks of the Lightning Dome can be had in here.

But being too curious about the whereabouts of the syndicates will alert the respective factions. All new prospectors are encouraged to attempt the Welcoming Ceremony as soon as possible.

Welcoming Ceremony

As new prospectors, the characters can attempt the **Champion Challenge** in the lightning dome to prove their worth as fighters. Scouts from various syndicates will watch their performance and put a value on them as potential recruits. The final prize for beating any chosen champion- the mining rights to a **unique vein of Blue Diamond**- is still unclaimed even after eighty years. The syndicates will queue up to offer senior level positions if anyone wins. Also, the winners will be offered a penthouse apartment in Beryl Crucible, the highest building in Kulaica City.

Kulaica Facts

- The Chronosmith goes after major crimes only. Most minor crimes are punished by the Stone Wardens or Enforcers of the syndicates in each sector.
- **The major syndicates are: 1) The Archangels 2) Chromatic Dragons 3) Numerals, and 4) The Intellectuals.**
- New Prospectors, who have finished the Champion challenge, have the right to scout out all the syndicates and join as interns. Once they choose a syndicate or form one of their own, this right is rescinded.

Kulaica (Extra Lore)

The new prospectors are allowed to live freely and integrate into the society of Kulaica. Most of the new inmates take on their new lives as prospectors in stride. The troublesome ones are petrified eternally by the Chronosmith. Kulaica depends on penal colony labor to run its lucrative gemstone mining industry.

Playing the Pillars (Scene B)

COMBAT

Every attempt at combat is dissuaded by the enforcers of the syndicates. If combat breaks out, the Stone Wardens intervene and stun the culprits. The Chronosmith petrifies inmates who commit major crimes.

EXPLORATION

Characters can find a shop that sells any mundane items-equipment, weapons, or trinkets found in the PHB. Gravan's Trinkets repairs Chronoglasses. It also sells magic items and potions.

SOCIAL

The characters find that the prospectors of Kulaica have strict codes of conduct based on their syndicate allegiance. They notice that all syndicate members primarily employ some sort of secret sign language for communication.

Scene C. Trapped in a Nightmare

This is a pivotal point in the narrative of this adventure. In this scene, the characters are having a disturbing nightmare/vision during their first rest period in the city. In their dream, they find themselves in an exquisite upscale eatery (**Grill Noire**), full of well dressed clientele and formal staff. But instead of being a patron, they find themselves to be the main course of the day. They find their own heads being served, in ornate serving dishes. They hear the patrons who are sitting around the table, applauding the magnificence and the creativity that went into the presentation of each dish. The polite notes of appreciation turn to gasps of delight as the chef scoops the contents of their heads and starts grilling it. The delectable aroma of sizzling fat, herbs and spices fill their nostrils and they begin to hear the scraping sounds of metal spoons inside their heads. The characters break out of the nightmare/vision with pounding headaches. They take 5d6 psychic damage (half if they succeed a **DC 18 Constitution saving throw**).

What happened?

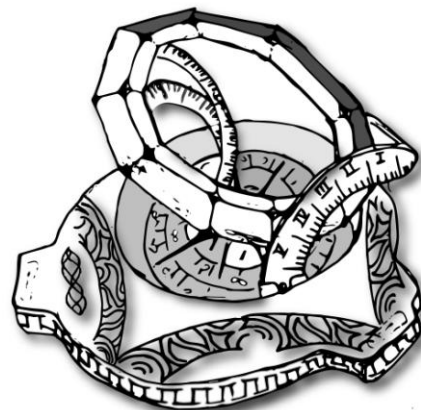
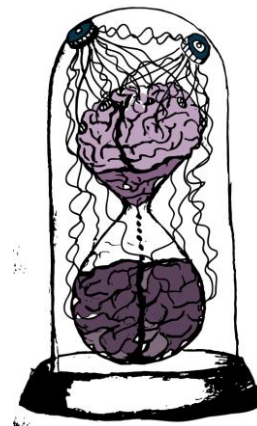
The Intellectuals are the master manipulators behind the troubles in Kulaica City. They are cannibals, and have discovered that they can absorb the intelligence and suppressed memories by eating prospectors' brains. As they did more research about this phenomenon, they also found that they retain a telepathic link to those prospectors and are able to control them. Armed with this information, the hive mind of the Intellectuals used loopholes in the Chronosmith judgment system to kill/petrify major members of the different syndicates and ate their brains to gain information and control over them.

In a lucky break, the Intellectuals were able to get a **Stone Warden** murdered. By eating the Warden's brain, the Intellectuals noticed something different. They not only could communicate with the Chronosmith have gained some level of administrative access to it. Moreover, they gained the knowledge that Gravan is the master artificer who created the Chronosmith. The Intellectuals shifted their priority to harvesting Gravan's brain so that they can dominate the Chronosmith.

As they gained more and more administrative access by eating more brains from wardens, the Intellectuals formed a bond with the Chronosmith, and thereby gained access to a powerful device, the **AHORON**, where all the cloned bodies of Prospectors are kept. Due to the unique nature of the AHORON, the clones mature in 12 hours and are kept in a

time stasis. The Intellectuals noticed that they can eat the brains of the clones themselves and gain access to the memories of all prospectors, including the characters. Because of the unique nature of the AHORON, the clone's brain re-grows within minutes, while the real bodies suffer psychic damage. **Since the AHORON does not have the clones of the wardens or Gravan, the intellectuals continue to hunt them for their brains.** They are also using subtle mind control on all the other syndicates to cause a riot and kill as many wardens including Gravan, in the resulting melee.

From here on, after every scene, the characters need to make a **DC 18 Constitution saving throw** as the intellectuals harvest their clone brains continuously. On a fail they take 5d6 psychic damage and half of it on a success. The only way to undo this is to defeat Tishool Val and gain the right to recalibrate the **AHORON** and deny administrative access to the Intellectuals.



Prospector's Chronoglass

Scene D. Crystal Obelisk - Archangels

The characters can hail a ride on gliding stone platforms, the main mode of transportation in Kulaica, once they feed enough copper coins into the waiting kiosks. Once they finish the Champion challenge, they have an open invitation to visit the Crystal Obelisk, the stronghold of the Archangels Syndicate.

Area Information

The area has the following features:

Dimensions & Terrain. The syndicate stronghold is a tall thirteen storied building in the shape of an obelisk. It was carved out of a single block of semiprecious diamond. The rooms are spacious and well lit. The recruitment center is a rectangular room 20 feet wide and 35 feet long. Huge bas-reliefs depicting the battle of Angels, Planetars, and Devas are carved out in the walls.

Lighting. Big chandeliers with angel motifs carved out of semiprecious diamonds adorn the entire length of the recruiting hall. Ethereal light fills the room from a thousand candles lit with a continual flame spell.

Sounds. The room is filled with celestial chants and clear instrumental music.

Creatures/NPCs

Rook Maygiim (female half elf Bard) and Bymo Gin (Illuskan Human Mage) are actively recruiting new arrivals. They invite the characters to join them in the upcoming 'Territorial Wars' as Interns.

What Do They Know? Rook and Bymo are reluctant to disclose any information about the inner workings of the syndicate unless the potential recruits perform the initiation ritual and formally accept the syndicate membership. Even then, they will only disclose critical information if the characters climb high enough on the syndicate's organizational ladder through their hard work.

Archangel Facts

- The Archangels control all the diamond and opal mining (except red diamonds) in Kulaica Geode. It is an unwritten pact that even if the rival syndicates find a vein of clear diamond, they inform the angels for a good sum of finder's fee.
- The characters can do a one-week internship to know more about the Angels. This decision should be made after they visit all syndicates.

Archangel Rumors (available to interns)

- Some of the Archangels had a tiff with the dragons the previous day. The wardens sided with the dragons.
- There was an incident a month ago when some angels went mad, and attacked and killed a Stone Warden.
- Many archangel members are reporting frequent periods of headaches and bizarre visions and many were found unconscious after these episodes.
- Many of the leaders are having frequent nightmares of their brains being served to masked patrons.
- Angels suspect that the Chromatic Dragons are conspiring with the wardens to decimate them.
- The Angels are willing to collaborate with the Numerals and Intellectuals to take revenge on the wardens and the Dragons. There are many closed door meetings recently. Something big is up.
- The Angels have found a vein of Silver somewhere deep in the Kulaica geode and are planning to mine and store it.
- There will be a riot soon. The Angels are running mock sessions to kill/maim as many wardens and Dragons before they are petrified by the Chronosmith.

Playing the Pillars (Scene D)

COMBAT

Combat is out of question as the Archangels are within their legal right to apprehend any miscreant who wrecks havoc in their stronghold. Most offenders are sent off with a warning or in extreme cases, a sawed-off limb.

EXPLORATION

The chances of exploration are nil as the recruits are watched by arcane eyes of several mages. Multiple dispel magic spells are cast discreetly on the characters before they are even let into the recruitment room.

SOCIAL

Both the recruiters are stoic, stern and formal. They exude an aura of authority and pride. If the characters decide to intern with the syndicate, they can do a DC 18 Charisma (persuasion) check to dig up some information.

Scene E. Jade Pagoda – Chromatic Dragons

The characters are welcomed, cordially, by the Dragons' enforcers and are escorted to their headquarters- The Jade Pagoda Complex.

Area Information

The area has the following features:

Dimensions & Terrain. The Jade Pagoda Complex is a sprawling set of buildings set around a central hub. The central pagoda is made of exquisite jade and many other precious stones like emerald, sapphire, rubies, moonstones etc. Stories of Tiamat and her battles with Bahamut are depicted on tapestries, all around the palace. The decorations are lavishly ornate and resplendent.

The recruitment center is a 50 feet square parlor with all the amenities one could think of. The food is served on delicate dishes made of finely molded gemstone. The characters are invited for a 'Tea Ceremony' in a special room.

Creatures/NPCs

Sun Tzu (Male Shou Human Paladin) and Sun Ren (Female Shou Human Cleric) are very polite and patient hosts.

Objectives/Goals. The sibling recruiters are well aware that the elaborate rituals and ethical codes of a Dragon member can be quite intimidating to a new recruit. They take their time to explain the mores and taboos in the life of a Dragon. Values such as loyalty, courage, determination, and collective thinking are explained in detail.

What Does She Know? Both siblings are aware of the facts and rumors about the syndicates. They are ready to share their viewpoints openly, if the characters decide to intern with the Dragons.

Chromatic Dragon Facts

- They worship Tiamat. Clerics and Paladins of other deities can join any independent syndicate associated with the Dragons.
- Dragons hold the exclusive mining rights for emeralds, rubies, jade, and sapphires. They have a reciprocal agreement of information sharing with other syndicates.
- The characters can do a one-week internship to know more about the Dragons. This decision should be made after they visit all syndicates.
- Syndicate identification-All members of the syndicate have chromatic dragons tattooed all over their forearms, and torso.

Chromatic Dragon Rumors (available to Interns)

- The Dragons have had some infighting between the core families. Some of the fanatical ones are ending up petrified because of their frequent brawls with Angels and Numerals.
- The Dragons have lost a lot of money, betting in the lightning dome. The dragons suspect that the Angels and Numerals in concert with the wardens are fixing the Territorial Wars' matches.
- Many of the Dragon leaders have committed ritual suicide as they were having bizarre nightmares and headaches. But resurrection doesn't seem to cure the affliction. The Dragons blame the wardens and Angels.
- Archangels are illegally mining and storing silver. The Dragons suspect that the wardens are letting the Angels get away with it.
- Archangels, Numerals, and the wardens are colluding to cause ruckus during Territorial Wars so that they can blame the Dragons.
- The Dragons are currently preparing for the impending war with the Numerals, Angels, and the wardens and they are stocking weapons and magic potions.
- Many Dragon members have gone missing or were found dead. Complaints to the wardens were disregarded. Suspicions are on the other syndicates.

Playing the Pillars (Scene E)

COMBAT

Dragons kill all the trouble makers in the most gruesome ritual called Death with 999 cuts. Treachery is punished severely as it violates the code of the Dragons.

EXPLORATION

The characters are always escorted where ever they go. It is impossible to get around the security. Multiple dispel magic spells are cast on the characters before they are even allowed into the building.

SOCIAL

Both the siblings are polite, patient and kind. They radiate an atmosphere of culture and class. They can be persuaded to spill some secrets with a success on a DC 18 Charisma (Persuasion) check.

Scene F. Onyx Bull – Dark Numerals

Dark Numerals are a syndicate composed primarily of Giantkin and the denizens of the Underdark. To enter the Numerals stronghold in Onyx bull, the characters have to accept a formal agreement for a 'therapeutic massage session using a medical device'. The characters are escorted to the massage room and are asked to remove all armor. They are then tied up and beaten with wooden clubs (used for pounding herbs) for 2 rounds. Being alive after the massage is the qualification of entering their stronghold.

Area Information

The area has the following features:

Dimensions & Terrain. There are no windows in the room. Eight massage beds with restraints are present in the room.

Lighting. The room is barely lit. Hooded lanterns focus creepy yellow light onto the massage beds.

Sounds & Smells. The room seems to muffle sounds. The smell of blood and urine linger in the room.

Creatures/NPCs

Five **ogre** massage therapists are waiting for the new recruits.

Objectives/Goals. The massage therapists are rude and blunt. Those who fall unconscious during their massage sessions are thrown out of the hold, unceremoniously. Those who succeed are treated with grudging respect and taken to N'lok Cress (Drow Mage) who is the recruiting agent.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **ogre** massage therapists.
- **Weak:** Remove an **ogre** massage therapist.
- **Strong:** Add an **ogre** massage therapist.
- **Very Strong:** Add two **ogre** massage therapists.

Numeral Facts

- The Numerals control all non-mining activities in Kulaica. They regulate and tax the export and import of food, commercial/business supplies, recreational herbs, and contraband.
- There is no internship available.
- Syndicate identification-All members of the syndicate have tattoos of Numerals on their forearms and shaved heads. The syndicate hand sign is the depiction of their number with fingers.

Numeral Rumors

- One of their mid level bosses, Tylin 'Charred Twice' (Fire Giant) was accused of killing a Stone Warden and chopping off his head. Once he was resurrected, he seemed not to remember the incident.
- Many Numerals are showing signs of anger, hatred, and violence. They are complaining about voices in their heads commanding them to kill the wardens.
- The Numerals are actively trying to snatch mining rights from the Dragons.
- The top brass have gone crazy. On multiple occasions they were seen plucking out their hair and howl loudly in agony.
- They suspect that the Dragons in concert with the wardens are trying to put the Numerals under mind control.
- The Numerals are stocking weapons and potions. They were ordered to be ready to start a riot in the lightning Dome, during the Territorial wars.
- Some of the hardcore members have seen a cache of silver weapons being smuggled in.

Playing the Pillars (Scene F)

COMBAT

All trouble makers are restrained and handed over to the Intellectuals. The Numerals get paid for doing this.

EXPLORATION

Any attempt at exploration will be thwarted by scrying sensors and arcane eyes.

SOCIAL

The Dark Numerals are more brawn than brain. The members can be persuaded to spill some secrets with a success on a DC 18 Charisma (Persuasion) Check or bribes.

Scene G. Blood Stone Cleave – Intellectuals

The Intellectuals are the information brokers of Kulaica. If the characters approach Blood stone cleave, they are cordially escorted to **Côte Première**, an upscale chop house and café which functions as an artists' conclave as well.

Meat Maker

If the table has younger players, instead of the cannibalistic themes, please use a transmutation device called the Meat Maker. The device drains half the hit points worth of life from a character and transmutes it into slabs of edible red diamond, which are then grilled and served.

Area Information

The area has the following features:

Dimensions & Terrain. This upscale steak house is exquisitely furnished and designed out of semi-precious red beryl. The entire chop house is a hemisphere of 60 ft in diameter. Semi-lunar tables with central spaces for grills are placed artistically throughout the room. The restaurant can seat up to 60 patrons at a time.

Lighting. The room is tastefully lit with faint red and yellow baubles, which float around the tables. The mood lighting is set according to the will of the patrons.

Sounds & Smells. Faint classical music is being played as a live orchestra is in session. Famous classical pieces like 'Beauty and Brains', "You stole my heart" etc. are played multiple times as the audience ask for an encore. The mouthwatering aroma of the cooking steaks, various spices and melting fat fills the air.

Creatures/NPCs

The restaurant is almost filled to capacity, as Red diamond Steak- prime cuts are a delicacy enjoyed throughout Kulaica. The Recruiters Vyshal Smac (Mindflayer) and Lady Chiroptera (Vampire)

welcome all recruits.

Objectives/Goals. The recruiters want to hire more members to their cult. They want to introduce the characters to the members who took to the Intellectual lifestyle once they have 'consumed themselves' and found their true calling.

What Do They Know? The intellectuals are omniscient about the syndicates and their secrets in Kulaica.

Intellectual Facts

- **Intellectuals** are a colony of cannibalistic humanoids who work as a hive mind. They are one entity. The characters find it bizarre that random characters can pick up conversations they just had with another intellectual as if they were being eavesdropped on.
- Intellectuals procure humanoid meat through legal and ethical sources under the guise of research.
- A separate wing called **Butchers** are responsible for the procurement of humanoid meat from willing recruits, vanquished combatants, and petrified inmates.
- They have a quota of such bodies and have the power to de-petrify the parts. The butchers chop off the head and send it for resurrection. The rest of the body is chopped up and served.
- The **Butchers** can be found in the **La Boucherie**, a butcher shop.
- Patrons looking for pertinent information are directed to submit an application to be invited to a secret information exchange dinner in The **Grille Noire**. The characters will receive the invitation only after they have scouted all the syndicates.
- Intellectuals have exclusive rights to mine the rare red diamond veins. They eat the red diamond as its texture and taste resembles meat.
- Syndicate identification-All members of the syndicate have tattoos of mathematical formulas and arcane symbols on their body.

Playing the Pillars (Scene G)

COMBAT

The intellectuals are excited at the idea of combat as they know that the Chronosmith will petrify the miscreants into red diamond. The subject is then butchered and each cook competes to cook their signature dish with the meat.

EXPLORATION

The characters are encouraged to explore the restaurant as well as the larder of the chop house so that they can appreciate the unique life style of Bloodstone cleave.

SOCIAL

The intellectuals are very refined and courteous in their demeanor. They interact with the characters as if they are longtime acquaintances. They seem to know every little secret the characters have; even their childhood memories.

Scene H. Grille Noire – Dark Dinner

The **La Boucherie** is an upscale butcher shop which is always packed with the servants of rich prospectors. The adjoining **Grille Noire** is a dark dining establishment. There is an elevator in the butcher shop that leads into Grille Noire. Once the characters present the invitation, they are given a pre sorted menu of courses (**Player Handout B**) with 14 dishes distributed to the characters, evenly. The first course can be purchased using gold. The second course onwards requires the donation of a **cubic inch of tissue sample for research**. Once the patrons have chosen their dishes, they are given a soft leather helmet which renders them blind. All telepathic bonds and scrying are cut out. Once multiple *dispel magic* spells are cast on them, the patrons are escorted and seated in the Grille Noire. The patrons are requested, politely, to refrain from speaking as it distracts from the dark dining experience.

Memory Sponger

If the table has younger players, instead of brain consumption, please use a device called the **Memory Sponger**. The clones are connected to this contraption through helmets. Critical memories are extracted and transmuted to edible red diamond, ready to be grilled.

Area Information

The area has the following features:

Dimensions & Terrain. The 30 feet long and 20 feet wide chamber is filled with octahedral cells made of red beryl crystal vats. These cells are spaces in which the cloned bodies of humanoids are held in stasis. These cloned bodies were retrieved from the AHORON. In the center of the chamber is an ornately decorated semi-lunar dinner table set for twelve. The table circles a flat-top grill.

Lighting. The entire chamber is dimly lit with a greenish blue light.

Sounds. A tasteful ensemble of classical music and the clink of glasses can be heard. Since this is a dark dining establishment, speech is forbidden. Executive

Chef **Tishool Val** is describing his culinary technique of searing the exquisite meat with brown butter.

Smells. The delicious aroma of marbled steaks being grilled fills the restaurant.

Creatures/NPCs

Tishool Val is operating the grill and is cooking for the patrons. His assistants are serving the clientele all the requested courses in sequence.

Objectives/Goals. Tishool's aim is to tease the characters with his signature dish. His aim is to show his full hand so that the characters are compelled to go to Gravan and obtain his eye (for cloning)

The Grille Noire

- The courses are clone-brain samples of various prospectors, grilled to order and served, so that the patrons can access those discreet memories (**Player Handout C**) and glean the information they seek.
- As soon as the characters taste their own grilled brains, they start seeing glimpses of some long lost memory- of a person or an event that happened during their childhood.
- **DM Tip:** Not letting the players talk in character during this scene heightens the suspense factor.

The Signature Dish

Tishool offers the characters his signature dish as the final complementary course. He mixes the characters clone-brain cuts with his own clone brain and whips up a fabulous dish, grilled and served to perfection. The candidates go through their own childhood memories first followed by the sinister plot the intellectuals have woven out of the chaos in Kulaica. In the vision, characters see the AHORON and its contents. Tishool agrees to fight the characters in the Lightning Dome for the right to access the AHORON if they can match his bet with the living right eye of Gravan. (Gravan gives his eye up in a snap, because he wants the issue resolved before the time runs out for the characters)

Playing the Pillars (Scenes H)

COMBAT

The Chronosmith will petrify the characters if they attempt to initiate combat. The Intellectuals point to this fact out loud and clear. They add that they are more interested in fighting in the Dome-to enhance the flavor profile of their brains.

EXPLORATION

Once the Dark dinner ends, Tishool removes the helmets of the characters. The characters find their clones in vats, with their brains removed or exposed.

SOCIAL

The butchers and chefs are quite friendly. They even share pointers with the characters so that their experiences would develop a varied flavor profile. They even offer their own clone-brains as appetizers.

Scene I. Lightning Dome Battle Arena

Lightning Dome is the only place in Kulaica where fights and duels can take place. The Chronosmith is the judge of all fights. The fights should last a maximum of four rounds. All fighters are forced to have a full eight hour long rest before a bout. (Watch out for the time).

Area Information

The area has the following features:

Dimensions & Terrain. The Lightning dome is an elliptical battle arena which is 60 feet long and 50 feet wide.

Lighting. The entire battle arena is bathed in bright light. Huge orbs of light float in the air illuminating all angles of the field. The audience is waving hundreds of luminescent rods made of glow rocks.

Sounds. The deafening roar of the crowd reverberates within the arena.

Combat in the Lightning Dome

The characters can only do two combat scenarios in the Lightning dome- 1) Fight with any one Champion 2) Final fight with the Intellectual Butchers.

Champion Challenge

1) Lightning Dome Champion

The characters fight a **Lightning Golem, (Storm Giant Quintessant)**, the Mascot of the lightning Dome.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** The **Lightning Golem** has 150 hit points.
- **Weak:** The **Lightning Golem** has 200 hit points.
- **Strong/Very Strong:** No change.

2. Chromatic Dragon Champion.

The characters fight Ken Long, the **Jade Dragon** (Black Dragon), a pacifist, clockwork crystal automaton who loves to put on dramatic poses and calls out random attack names during the fight.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** The **Jade Dragon** has 120 hit points.
- **Weak:** The **Jade Dragon** has 160 hit points.
- **Strong/Very Strong:** No change

3. Archangel Champion

The characters fight MartieneRod, a quick tempered, fallen **Planetar**, who verbally abuses anyone who can't pronounce his name right.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** The **Planetar** has 130 hit points.
- **Weak:** The **Planetar** has 160 hit points.
- **Strong/Very Strong:** No change

4. Numerals Champion

The characters fight Nigal, a **Fire giant Dreadnought**, the Mascot of the Numerals

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** The **Fire giant Dreadnought** has 140 hit points.
- **Weak:** The **Fire giant Dreadnaught** has 200 hit points.
- **Strong/Very Strong:** No change.

Since the intellectuals are ranked top in the Territorial wars, they don't fight newcomers.

Final Fight with the Intellectual Butchers

A city wide riot ensues as the final fight commences. The characters fight with **Tishool Val (Uliitharid)** and his team; a **Debris Autolyzer (Neothelid)** and a **Master Chef (Mind flayer)**

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** The **Debris Autolyser** has 250 hit points.
- **Weak:** Remove a **mind flayer**.
- **Strong/Very Strong:** Replace the **Master Chef (mind flayer)** with a **Master Chef (mind flayer Arcanist)**.

Wrapping Up the Episode

After the characters gain the right to enter the **AHORON**, Gravan Stonemolder approaches them and hands over the instructions. This is **Player Handout D**. He directs the characters to a hidden elevator near the dome. He reminds the characters to enter the AHORON and recalibrate it so that the Intellectuals would lose the administrative privileges.

If you are playing Bonus Objective B proceed to **Bonus Objective B**.

Otherwise Proceed to **Episode 3**

Episode 3: Fade into Time

Estimated Duration: 60 minutes

The stone elevator descends a thousand feet and opens on a landing. Beyond the landing is a hollow, spherical chamber 200 feet in diameter. Another chamber which is lava-red in color is floating freely within the hollow chamber. This small chamber is the **AHORON**. As soon as the characters step into the landing, they are transported into the AHORON.

Prerequisites

The characters should have completed Episode 2.

Story Objective B

The adventurers complete **Story Objective B** if they recalibrate the AHORON.

Scene A. The AHORON

A thick gel like matrix fills the interior of the AHORON. The characters find that they can breathe and swim (same as movement speed) within the matrix. Normal combat rules apply.

Area Information

The area has the following features:

Dimensions & Terrain. The AHORON is a 70 ft diameter sphere with walls composed of Kirianode crystals. Each crystal has a miniature hourglass embedded within it. Thousands of miniature spherical vats float with in the thick matrix of the chamber. Each vat has a miniature clone of the prospectors. The vats seem to float randomly within the matrix.

Lighting. The entire crypt is bathed in a fiery red light from the matrix.

Sounds. The hourglasses in the Kirianode crystals flip, which creates a loud ticking noise every second. The entire chamber reverberates with a dull toll, every minute.

Creatures/NPCs

The entire sphere is the device called **AHORON**. The **AHORON** manifests as a gargantuan clockwork gem construct of a female Stone warden, as a means to communicate with the administrators.

Objectives/Goals. The Sentinel's primary duty is to guard the AHORON from unwanted entrants.

Adjusting the Scene

AHORON has the following features:

- It is a Lawful Neutral construct instead of a Chaotic Evil elemental.
- It doesn't have the Summon Elementals action.
- It doesn't have the Create Gargoyle legendary action.
- It can use one legendary action to make a melee weapon attack.

Here are some suggestions for adjusting this scene:

- **Very Weak:** The AHORON has 250 hit points.
- **Weak:** The AHORON has 350 hit points.
- **Strong/ Very Strong:** No Change

The AHORON

The **AHORON** is a device designed to mature the backup clones of prospectors in 12 hours and then keep them in a time stasis for future use. The **AHORON** updates the Clone's memory and attributes with that of the current body in real time, and repairs any damages. It also prevents the soul of a dead prospector from entering the clone unless an administrator verifies that both *Revivify* and *Resurrection* spells have failed and the clone be revived as the last resort. Because of its inherent functions, if the characters don't finish the recalibration protocol within a minute (**Ten rounds**), The **AHORON** will reverse time to undo the changes. Since the characters earned the right to undo the administrator privileges of the Intellectuals, only they will be permitted to do it.

Playing the Pillars (Scene A)

COMBAT

The entire chamber is the **AHORON**. This combat happens inside the NPC. If the avatar is imprisoned, incapacitated, or banished, another one forms within the sphere. Even The **Neo-AHORON** keeps on attacking the characters until the recalibration is done.

EXPLORATION

The characters can explore the crypt, but they are on a time limit.

SOCIAL

The **AHORON** is polite, patient and caring. She interacts with the characters and answers all the questions they have, once they have entered the chamber. She warns them about the time limit of the recalibration process.

Wrap-Up: Caught in Time

If the characters succeed in the recalibration of the AHORON, the Chronosmith rescinds the administrator access of the Intellectuals. The AHORON will not allow the characters to destroy the clones which are held in stasis within it.

If the characters fail in recalibrating the AHORON, the time reverses itself, trapping the characters for one final attempt. After the final attempt, the characters lose their right to recalibrate the AHORON. The intellectuals regain their administrative access.

After the recalibration attempts, the characters are ejected from the AHORON back into the landing where Gravan Stonemolder is waiting for them. The Healer Corps of Kulaica treat the characters back to their full health. The Wardens reimburse any gold or healing potions that the characters had spent during the adventure.

If the characters were able to discern the clues about the impending riot and warn Gravan about it, the Stone Wardens are able to curb it, even though they take heavy casualties. Gravan informs the characters that the intellectuals have corrupted the Chronosmith to such an extent that they now possess the same power, rights, and privileges as that of the Stone Wardens. If the characters fail to warn Gravan, then the Intellectuals take over as the new administrators of Kulaica.

In any case, Gravan takes the characters back to Phlan aboard the Hammerhead Submersible immediately, so that they can escape Kulaica within the set time limit.

Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive 2 advancement checkpoints and 4 treasure checkpoints for each **story** objective that they complete, as follows:

- **Story Objective A:** Find the culprit behind the murders.
- **Story Objective B:** Recalibrate the AHORON.

The characters receive 1 advancement checkpoints and 2 treasure checkpoints for each **bonus** objective that they complete, as follows:

- **Bonus Objective A:** Escort Ship to Kulaica.
- **Bonus Objective B:** Clear Crystal Golem Puzzle.

Player Rewards

The characters earn the following player rewards for **completing the adventure**:

Magic Item Unlocks

Characters completing the adventure unlock:

Prospector's Chronoglass (Periapt of Proof Against Poison). This clockwork wristband consists of a hexagonal prism containing three miniature hourglass shaped needles. The emerald hourglass functions as a *Periapt of Proof against Poison*. The black sapphire hourglass acts as a timepiece. The moonstone hourglass allows its bearer, while underground, to sense their depths below the surface and the direction to the nearest staircase, ramp, or other path leading upward. This item can be found in **Appendix 13**.

Chronostat of Precision (Clockwork Amulet). This feat of Mechanus engineering will help you calculate your aim with pinpoint accuracy, so you can avoid the chaos of everyday life. It even comes with seventeen multi-tool combinations for your everyday needs. This item can be found in **Appendix 13**.

Consumable Items

Characters playing the adventure may earn and unlock:

Potion of Supreme Healing. Potion, very rare. This item's description can be found in the *Dungeon Master's Guide*.

Potion of Invulnerability. Potion, rare. This item's description can be found in the *Dungeon Master's Guide*.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Appendix 1: Locations & NPCs

The following NPCs and locations feature prominently in this adventure.

- **Badr-Un-Nissa Khatun (Badr-un-NISSA KHAAtun)**

Commander Nissa is a lawful Neutral Dao. She is the head of Kulaica Security forces and the Stone Wardens. Her family of Earth Genasi has held that duty for over 800 years.

Personality: *Discipline is the key to success.*

Ideal: *Always be on the lookout for trouble.*

Bond: *My family is my wealth.*

Flaw: *I have no tolerance for unfairness.*

- **Chronosmith (KRonosmiTH).** It is the pure essence of time itself. It was formed as the combined divine energy of the Planetars and the Solar coalesced into one. Since it has control over both the weave and the shadows weave, the Chronosmith evolved into a Lawful Neutral entity. The Chronosmith is the Judge, Jury and Executioner of Kulaica city. Not even the wardens can negate the judgment of the Chronosmith. At the time of its creation Gravan had relinquished control and created the Chronosmith to be a sentient and autonomous entity. The Chronosmith is powerless beyond the boundaries of Kulaica Geode.

Personality: *I am time.*

Ideal: *Better late than never.*

Bond: *Tara, the solar must never wake up.*

Flaw: *I am too critical of myself.*

- **Gravan Stonemolder (GRAAvonN Stonemolder)**

The Master transmuter, artificer, and tinkerer of Kulaica, who lost almost all his powers. He is bound as the caretaker of the island of Kulaica by an ancient pact with the Planetars of Selune. Gravan is more than a thousand years old.

Personality: *We are being chased by time.*

Ideal: *We have to stop and listen, once in a while.*

Bond: *Kulaica is home.*

Flaw: *I forget that constructs are not alive.*

- **Kulaica (KulayKKA)** A massive formation of elemental geodes from the plane of elemental earth which got transplanted into the material plane when the planar boundaries were rend by the battle between Tara and the Planetars of Selune. Kulaica is an inaccessible island in the southwest part of the Moonsea Lake.

Personality: *The best living arrangements.*

Ideal: *Check out anytime you like.*

Bond: *You can never leave.*

Flaw: *I disregard conventional wisdom.*

- **Tishool Val (TeeShULL WALL)** The lead butcher and the mastermind behind all troubles in Kulaica. He excels in exerting soft power and fine control over his adversaries. His plans have multiple layers and it is next to impossible to determine his real and ulterior motives, if any.

Personality: *A person is distinguished by his class.*

Ideal: *Always think nine moves ahead.*

Bond: *Kulaica is my home.*

Flaw: *I can't let go of control.*

Appendix 2: Creature Statistics

AHORON (Ogremoch)

Gargantuan elemental, neutral evil

Armor Class 20 (natural armor)

Hit Points 526 (27d20 + 243)

Speed 50 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (0)	28 (+9)	11 (+0)	15 (+2)	22 (+6)

Saving Throws Str +14, Con +15, Wis +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities. poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, prone

Senses blindsight 120 ft., tremorsense 120 ft.

Languages Common, Terran

Challenge 20 (25,000 XP)

Empowered Attacks. Ogremoch's slam attacks are treated as magical and adamantite for the purpose of bypassing resistance and immunity to nonmagical weapons.

Innate Spellcasting. Ogremoch's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). He can innately cast the following spells. At will: meld into stone, move earth, wall of stone.

Legendary Resistance (3/Day). If Ogremoch fails a saving throw, he can choose to succeed instead.

Magic Resistance. Ogremoch has advantage on saving throws against spells and other magical effects.

Siege Monster. Ogremoch deals double damage to objects and structures with his melee and ranged weapon attacks.

Actions

Multiattack. Ogremoch makes two slam attacks.

Slam. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 30 (4d10 + 8) bludgeoning damage.

Boulder. Ranged Weapon Attack: +6 to hit, range 500 ft., one target. Hit: 46 (7d10 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Strength saving throw or be knocked prone.

Summon Elementals (1/Day). Ogremoch summons up to three earth elementals and loses 30 hit points for each elemental he summons. Summoned elementals have maximum hit points, appear within 100 feet of

Ogremoch, and disappear if Ogremoch is reduced to 0 hit points.

Legendary Actions

The Ogremoch can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The Ogremoch regains spent legendary actions at the start of its turn.

Illuminating Crystals. Ogremoch's crystalline protrusions flare. Each creature within 30 feet of Ogremoch becomes outlined in orange light, shedding dim light in a 10-foot radius. Any attack roll against an affected creature has advantage if the attacker can see it, and the affected creature can't benefit from being invisible.

Stomp (Costs 2 Actions). Ogremoch stomps the ground, creating an earth tremor that extends in a 30-foot radius. Other creatures standing on the ground in that radius must succeed on a DC 23 Dexterity saving throw or fall prone.

Create Gargoyle (Costs 3 Actions). Ogremoch's hit points are reduced by 50 as he breaks off a chunk of his body and places it on the ground in an unoccupied space within 15 feet of him. The chunk of rock instantly transforms into a gargoyle and acts on the same initiative count as Ogremoch. Ogremoch can't use this action if he has 50 hit points or fewer. The gargoyle obeys Ogremoch's commands and fights until destroyed.

Source: Ogremoch, *Princes of the Apocalypse*

Debris Autolyser (Neothelid)

Gargantuan Aberration, Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 325 (21d20 +105)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	7 (-2)	21 (+%)	3(-4)	16 (+3)	12 (+1)

Saving Throws Int +1, Wis +8, Cha +6

Senses blindsight 120 ft.

Challenge 13(10000 XP)

Creature Sense. The neothelid is aware of the presence of creatures within 1 mile of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.

Innate Spellcasting (Psionics). The neothelid's innate spellcasting ability is Wisdom (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: levitate

1/day each: confusion, feeblemind, telekinesis

Magic Resistance. The neothelid has advantage on saving throws against spells and other magical effects.

Actions

Tentacles. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 21 (3d8+8) bludgeoning damage plus 13 (3d8) psychic damage. If the target is a Large or smaller creature, it must succeed on a DC 18 Strength saving throw or be swallowed by the neothelid. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the neothelid, and it takes 35 (10d6) acid damage at the start of each of the neothelid's turns.

If the neothelid takes 30 damage or more on a single turn from a creature inside it, the neothelid must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the neothelid. If the neothelid dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Acid Breath (Recharges 5-6). The neothelid exhales acid in a 60-foot cone. Each creature in that area must

make a DC 18 Dexterity saving throw, taking 35 (10d6) acid damage on a failed save, or half as much damage on a successful one..

Dragon Turtle (Varaliqtar)

Gargantuan dragon, neutral

Armor Class 20 (natural armor)

Hit Points 341 (22d20 + 110)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +6, Con +11, Wis +

Damage Resistances fire

Senses darkvision 120 ft.

Languages Aquan, Draconic

Challenge 17 (18,000 XP)

Amphibious. The dragon turtle can breathe air and water

Actions

Multiattack. The dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 26 (3d12 + 7) piercing damage.

Claw. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 16 (2d8 + 7) slashing damage.

Tail. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.

Steam Breath (Recharge 5-6). The dragon turtle exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

Fire Giant Dreadnought

Huge giant (fire giant), lawful evil

Armor Class 21 (plate, shields)

Hit Points 187 (15d12 +90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (-1)	23 (+6)	8 (-1)	10 (0)	11 (+7)

Saving Throws Dex +4, Con +11, Cha +5

Skills Athletics +13, Perception +5

Damage Immunities fire.

Languages Giant

Challenge 14 (11,500 XP)

Dual Shields. The giant carries two shields, each of which is accounted for in the giant's AC. The giant must stow or drop one of its shields to hurl rocks.

Actions

Multiattack. The giant makes two fireshield attacks.

Fireshield. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 22 (4d6+8) bludgeoning damage plus 7 (2d6) fire damage plus 7 (2d6) piercing damage.

Rock. Ranged Weapon Attack: +13 to hit, range 60/240 ft., one target. Hit: 30 (4d10+8) bludgeoning damage.

Shield Charge. The giant moves up to 30 feet in a straight line and can move through the space of any creature smaller than Huge. The first time it enters a creature's space during this move, it makes a fireshield attack against that creature. If the attack hits, the target must also succeed on a DC 21 Strength saving throw or be pushed ahead of the giant for the rest of this move. If a creature fails the save by 5 or more, it is also knocked prone and takes 18 (3d6+8) bludgeoning damage, or 29 (6d6+8) bludgeoning damage if it was already prone.

Jade Dragon (Adult Black Dragon)

Huge Dragon, Chaotic Evil

Armor Class 19

Hit Points 195 (17d12 +85)

Speed 40 ft., fly 80 ft., swim 40 ft. ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Proficiency Bonus +5

Saving Throws Cha +8, Con +10, Dex +7, Wis +6

Skills Perception +11, Stealth +7

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 14(11500 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance .If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath .The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack .The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Lightning Golem (Storm Giant Quintessent)

Huge giant (storm giant), chaotic good

Armor Class 12

Hit Points 230 (20d12 +100)

Speed 50 ft., fly 50 ft.(hover), swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	17 (+3)	30 (+10)	19 (+4)

Saving Throws Str +14, Con +10, Wis +10, Cha +9

Skills Arcana +8, History +8, Perception +10

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, thunder

Senses truesight 60 ft.

Languages Common, Giant

Challenge 16 (15,000 XP)

Amphibious. The giant can breathe air and water.

Actions

Multiattack. The giant makes two Lightning Sword attacks or uses Wind Javelin twice.

Lightning Sword. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 40 (9d6+9) lightning damage.

Windjavelin. The giant coalesces wind into a javelin-like form and hurls it at a creature it can see within 600 feet of it. The javelin is considered a magic weapon and deals 19 (3d6+9) piercing damage to the target, striking unerringly. The javelin disappears after it hits.

Legendary Actions

The giant can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The giant regains spent legendary actions at the start of its turn.

Gust. The giant targets a creature it can see within 60 feet of it and creates a magical gust of wind around it. The target must succeed on a DC 18 Strength saving throw or be pushed up to 20 feet in any horizontal direction the giant chooses.

Thunderbolt (2 Actions). The giant hurls a thunderbolt at a creature it can see within 600 feet of it. The target must make a DC 18 Dexterity saving throw, taking 22 (4d10) thunder damage on a failed save, or half as much damage on a successful one.

One with the Storm (3 Actions). The giant vanishes, dispersing itself into the storm surrounding its lair. The giant can end this effect at the start of any of its turns, becoming a giant once more and appearing in any location it chooses within its lair. While dispersed, the giant can't take any actions other than lair actions, and it can't be targeted by attacks, spells, or other effects.

The giant can't use this ability outside its lair, nor can it use this ability if another creature is using a control weather spell or similar magic to quell the storm.

Master Chef (Mind Flayer)

Medium aberration, lawful evil

Armor Class 15 (breast plate)

Hit Points 71 (13d8 +13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Int +7, Wis +6, Cha +6

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses darkvision 120ft.

Languages Deep Speech, Undercommon, telepathy 120 ft

Challenge 7 (2900XP)

Magic Resistance. The mind flayer has advantage on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The mind flayer's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: detect thoughts, levitate

1/day each: dominate monster, plane shift (self only)

Actions

Tentacles. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. Melee Weapon Attack: +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. Hit: The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Master Chef (Mind Flayer Arcanist)

Medium aberration, lawful evil

Armor Class 15 (breast plate)

Hit Points 127 (13d8 +13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +6

Skills Arcana +7 Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses darkvision 120ft.

Languages Deep Speech, Undercommon, telepathy 120 ft

Challenge 8 (3900XP)

Magic Resistance. The mind flayer has advantage on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The mind flayer's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: detect thoughts, levitate

1/day each: dominate monster, plane shift (self only)

Spellcasting. The mind flayer is a 10th-level spellcaster.

Its spellcasting ability is Intelligence (save DC 15, +7 to hit with spell attacks). The mind flayer has the following wizard spells prepared:

- Cantrips (at will): blade ward, dancing lights, mage hand, shocking grasp
- 1st level (4 slots): detect magic, disguise self, shield, sleep
- 2nd level (3 slots): blur, invisibility, ray of enfeeblement
- 3rd level (3 slots): clairvoyance, lightning bolt, sending
- 4th level (3 slots): confusion, hallucinatory terrain
- 5th level (2 slots): telekinesis, wall of force

Actions

Tentacles. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. Melee Weapon Attack: +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. Hit: The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit

points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ogre

Large giant, chaotic evil

Armor Class 11 (Natural Armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft.

Languages Common, Giant

Challenge 2 (450 XP)

Actions

Greatclub. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Planetary

Large celestial, Lawful good

Armor Class 19

Hit Points 200 (16d10 +112)

Speed 40 ft., fly 120 ft

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	19(+4)	22 (+6)	25 (+7)

Proficiency Bonus +6

Saving Throws Cha +12, Con +12, Wis +11

Skills Perception +11

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks.

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 21

Languages all, telepathy 120 ft.

Challenge 16(15000 XP)

Angelic Weapons. The planetar's weapon attacks are magical. When the Planetar hits with any weapon, the weapon deals an extra 5d8 radiant damage (included in the attack).

Divine Awareness. The Planetar knows if it hears a lie.

Innate Spellcasting. The Planetar's spellcasting ability is Charisma (spell save DC 20). The planetar can innately cast the following spells, requiring no material components: At will: detect evil and good, invisibility (self only) 3/day each: blade barrier, dispel evil and good, flame strike, raise dead 1/day each: commune, control weather, insect plague

Magic Resistance. The planetar has advantage on saving throws against spells and other magical effects

Actions

Multiattack. The planetar makes two melee attacks.

Greatsword. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 21 (4d6 + 7) slashing damage plus 22 (5d8) radiant damage.

Healing Touch. The planetar touches another creature. The target magically regains 30 (6d8 + 3) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Tishool Val (Ulitharid)

Large aberration, lawfulevil

Armor Class 15 (breast plate)

Hit Points 127 (17d10 +34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	21 (+5)	19 (+4)	21 (+5)

Saving Throws Int +9, Wis +8, Cha +9

Skills Arcana +9, Insight +8, Perception +8, Stealth +5

Senses darkvision 120ft.

Languages Deep Speech, Undercommon, telepathy 2 miles

Challenge 9 (5,000 XP)

Creature Sense The ulitharid is aware of the presence of creatures within 2 miles of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's intelligence score, but can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.

Magic Resistance. The ulitharid has advantage on saving throws against spells and other magical effects.

Psionic Hub. If an elder brain establishes a psychic link with the ulitharid, the elder brain can form a psychic link with any other creature the ulitharid can detect using its Creature Sense. Any such link ends if the creature falls outside the telepathy ranges of both the ulitharid and the elder brain. The ulitharid can maintain its psychic link with the elder brain regardless of the distance between them, so long as they are both on the same plane of existence. If the ulitharid is more than 5 miles away from the elder brain, it can end the psychic link at any time (no action required).

Innate Spellcasting (Psionics). The ulitharid's innate spellcasting ability is Intelligence (spell save DC 17). It can innately cast the following spells, requiring no components:

At will: detect thoughts, levitate

1/day each: confusion, dominate monster, eyebite, feeblemind, mass suggestion, plane shift (self only), project image, scrying, telekinesis

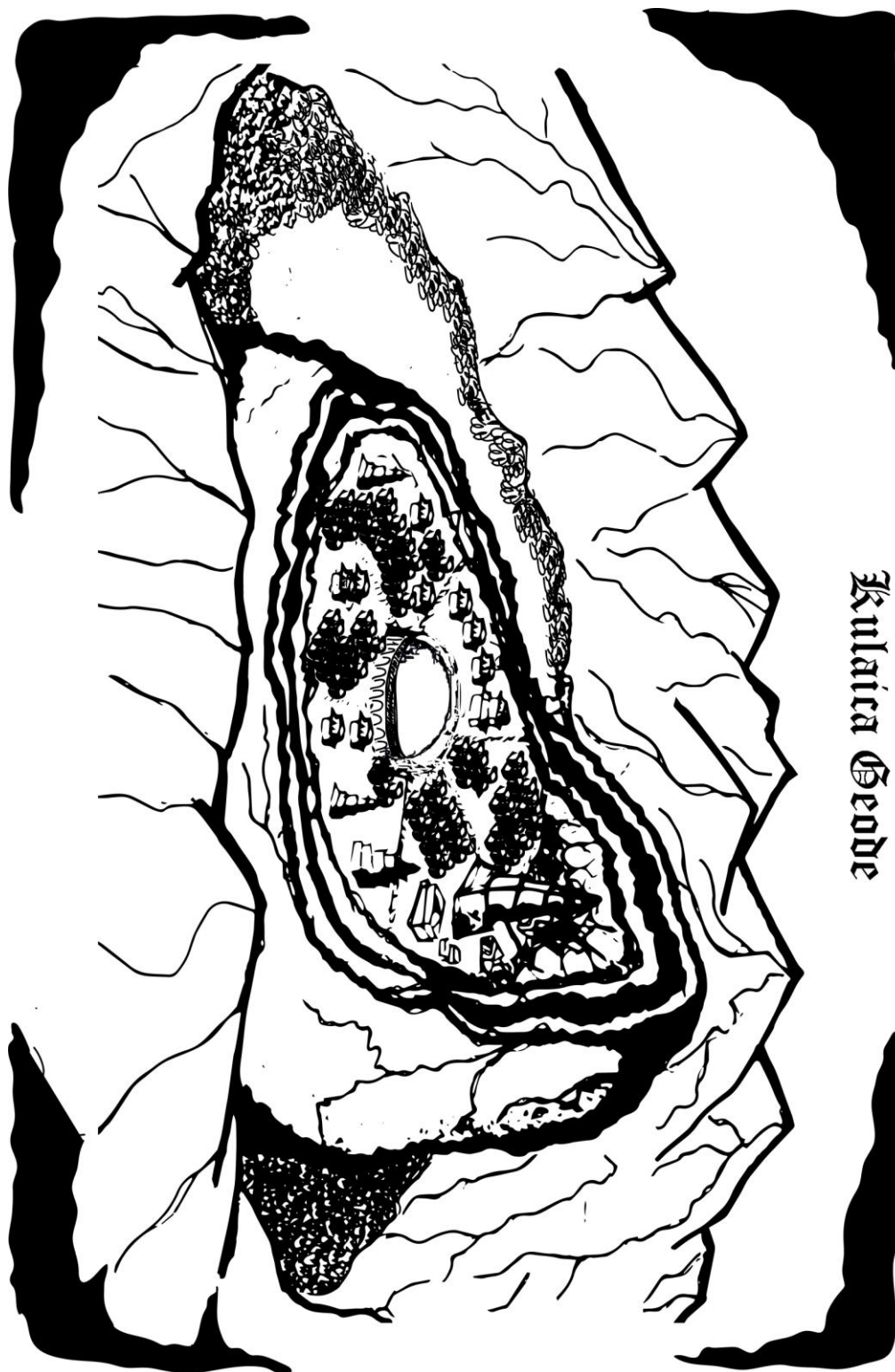
Actions

Tentacles. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 27 (4d10+5) psychic damage. If the target is Large or smaller, it is grappled (escape DC 14) and must succeed on a DC 17 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. Melee Weapon Attack: +9 to hit, reach 5 ft., one incapacitated humanoid grappled by the ulitharid. Hit: 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the ulitharid kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The ulitharid magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 17 Intelligence saving throw or take 31 (4d12+5) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

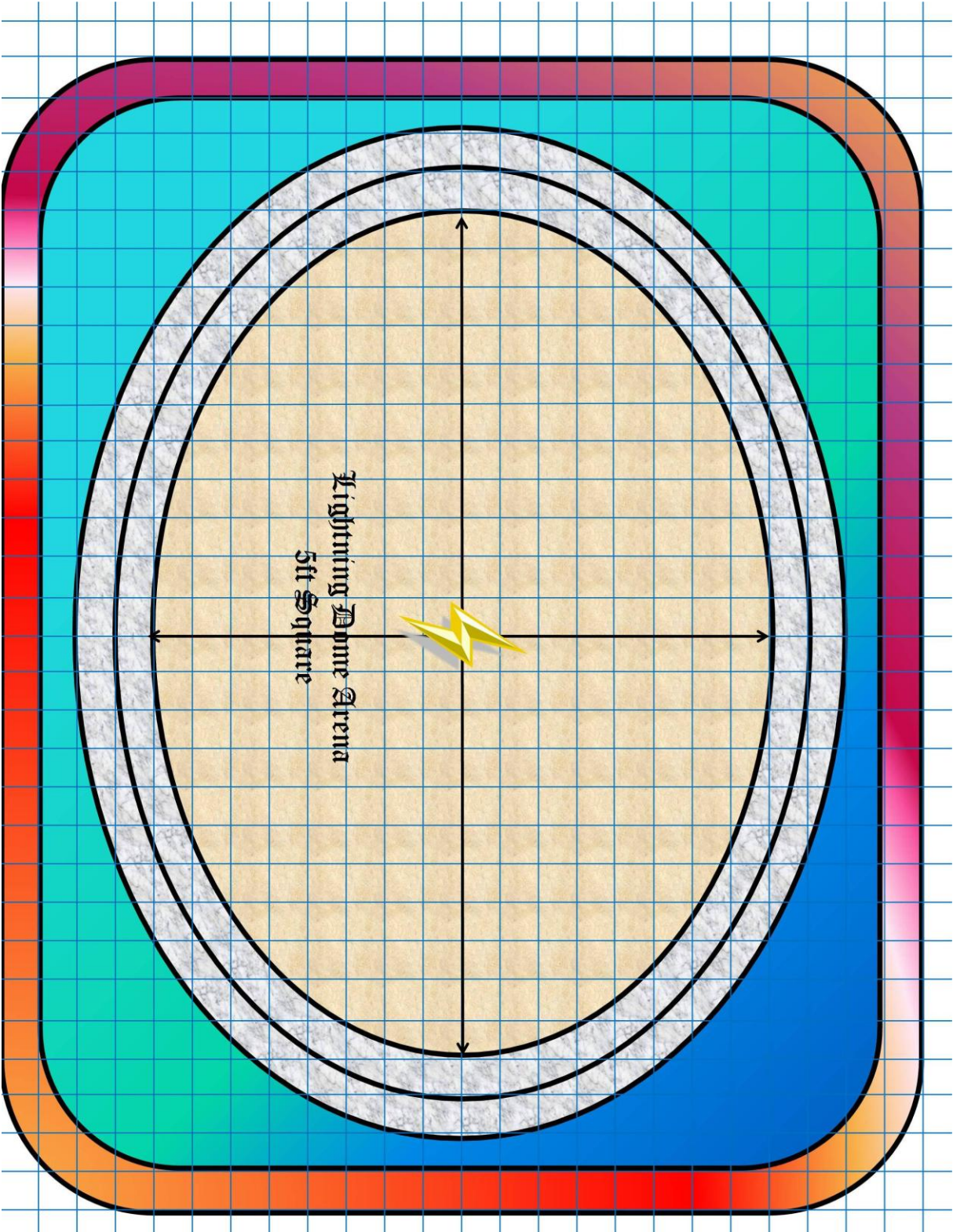
Appendix3: Kulaica Geode



Appendix 4: Kulaica Subterranean City Map



Appendix 5: Lightning Dome Battle Arena



Appendix 6: Turtle Trouble (Bonus Objective A)

Estimated Duration: 60 minutes

In this bonus objective, the characters must rescue the inmate transport ship- *The Hammerhead Submersible* from the ambush of the **Dragon Turtle Varaliqtar**.

Setting

The eye of the Dragon is a massive maelstrom within 5 miles of Kulaica, in the Southwest Moonsea region. Most ships avoid this route as the spiral in the weave gives rise to massive storms year around. Only a submersible can navigate the waters.

Prerequisites

The characters can pursue this bonus objective after completing **Episode 1**. The bonus objective becomes unavailable after **Episode 2** starts.

Bonus Objective B

Defeating the Dragon turtle, **Varaliqtar** to save the *Hammerhead Submersible* and its crew is **Bonus Objective B**. Killing Varaliqtar or fighting until she retreats fulfils this objective.

The Hammerhead Submersible

The Hammerhead is clockwork submersible in the shape of a hammerhead shark. It is a gemstone construct designed by Gravan Stonemolder using advanced transmutation magic. It is an armor-plated narrow- hull vessel which is 70 feet long and 20 feet wide, with flexible tail and fins. It has a swim speed of 70ft.

The Pilot Fish Battle pods

The battle station of the Hammerhead has 20 battle pods made of smooth Kirianode stone. Once a character enters a battle pod, it molds into the contours of the occupier and form a water-tight armor around them. These Kirianode battle pods can move towards the outside of the hull and detach from its body and the adventurers can fight any adversaries underwater. The battle pods have independent movement and it sticks close to the submersible during the deep dive. The pods automatically reattach and meld into the Kirianode hull of the submersible when oxygen concentration is low.

Scene A. Hammerhead Control Room

Area Information

Dimensions and terrain. The control room of the *Hammerhead* is a 12 feet wide and 20 feet long. The walls are made of seamless translucent Kirianode with numerous dials and levers made of brass and black sapphire. The side walls project the image of the scrying sensors which can be accessed by a mental command. A narrow hallway leads to the battle station which has twenty battle pods.

Lighting. The control room and battle station are well lit by the pearlescent glow of the smooth stone walls. There are no shadows as the diffuse lighting obscures most spots of darkness. The scrying sensor feed projects the image from the outside of the submersible. Two rotating light arrays with multiple drift globes cast an intense light wherever it is needed. The entire ship becomes progressively bluer and more translucent as it prepares for a deep dive in order to provide adequate camouflage. Multiple projections of the countdown hourglass set are visible in all directions.

Creatures /NPCs

Captain Blal Q'Ssentir has assumed control over the the *Hammerhead* and its navigation section from his associate and is readying the submersible for the hour long spiral dive around the Eye of the Dragon. Gravan Stonemolder has assumed control over the the engineering section and is issuing orders to his subordinates. Ten crew members (Wereshark Sea elves) man each station as pairs and one is reading out the procedural protocol aloud while the other is repeating the same to their respective Supervisors.

Scene B. Preparation and Deep dive

The characters can familiarize themselves with the battle pods and their functions. The goal is to protect the ship. The combat crew will man the rest of the battle pods and fight along the adventurers.

The deep dive is an hour-long clockwise spiral descent that hugs the Eye of the dragon, closely. If the adventurers man the battle pods, they can detach from the main body of the submersible and automatically move alongside the *Hammerhead*. It never strays too far away from the *Hammerhead* and all commands otherwise will be overridden.

Varaliqtar quarry the hammerhead throughout the first third of the journey. The adventurers will have to make **DC 12 Persuasion (Charisma checks)** to move closer to a hounding adversary and stay in melee or otherwise be forcibly moved towards the *Hammerhead*. The characters can use their own weapons.

After five rounds of combat, the *Hammerhead* would have dived deep enough that the increasing water pressure will prevent all attacks. Kirianode hull of the *Hammerhead* as well the battle pods become very viscous so as to accommodate the increasing water pressure.

The Undersea Battle

It is impossible for the characters to exit the *Hammerhead* and fight **Varaliqtar**, without the aid of battle pods. The Eye of the dragon is one of the fiercest maelstroms, and only the *Hammerhead* and its Pilot fish battle pods are able to do a spiral dive alongside the maelstrom. The treacherous journey is accomplished by keeping an optimum speed and angle of the dive, which can only be done by experienced skippers like Blal Q'Ssentir.

Creatures and NPCs

Varaliqtar (Dragon Turtle) attacks the *Hammerhead*.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** **Varaliqtar** quits after losing half her hit points.
- **Weak:** **Varaliqtar** quits after losing 250 hit points.
- **Strong:** No change
- **Very Strong:** **Varaliqtar** fights till death.

Treasure and Rewards

Captain Blal Q'Ssentir presents the characters a *Potion of Supreme Healing (very rare)* for their efforts in defending the *Hammerhead*.

Wrapping up the episode

Once the pursuers are defeated, the *Hammerhead* completes the deep dive without any problems. As soon as it reaches the bottom, it enters the eye of the maelstrom and the fuses with a large rock outcropping in the seabed. The rock is a solid tube made of Kirianode which serves as one of the two access ways to the Kulaica Geode. *The Hammerhead* swims faster through the Kirianode and exists into a crystal clear lake – the Tears of the Moon. It docks in V'alassantre, the underwater village of Kulaican sea elves. From V'alassantre, a stone elevator takes the characters, inmates and the crew to the Kulaica Penal colony.

Proceed to **Episode 2**.

Playing the Pillars (Scene. B)

COMBAT

Underwater combat rules apply throughout the scene. **Varaliqtar** wants to destroy the *Hammerhead* before it dives too deep. She attacks all the battle pods, viciously. This is a moving combat and **Varaliqtar** keeps her pace with the battle pods.

EXPLORATION

If the characters investigate the Battle station prior to combat, they can find the dials that would form a new trainee console. One can attend a training session lasting ten minutes, which when completed will provide advantage to all charisma checks made to navigate the battle pod.

SOCIAL

If the characters talk to the Captain and the First mate, they can deputize an additional member of the battle station crew to oversee the deployment of the battle pods. This will improve the performance of the battle pods and they can stay detached for the entire five rounds before docking.

Appendix 7: Seared in Flames (Bonus Objective B)

Estimated Duration: 60 minutes

The characters find themselves in a chamber carved out of pure fire opal. As they try to enter the chamber, they find their consciousness transplanted onto large clockwork gem constructs. The candidates find out that they can manipulate the constructs just like their bodies.

Area Information

Dimension and terrain. The entire hemispherical chamber appears to be a temple of the several stone gods. It is 30ft in diameter. On to one side of the cloister is an altar with the Statues of **Moradin, Dumathoin, Skoraesus Stonebones, Gond, Sejohn Earthcaller, Calluran Smoothhands, Entemoch (orb) and Sunnis**. In front of the altar is what looks like a large kitchen. Instead of fire, molten magma provides intense heat to the stoves. Four gateways are visible on the eastern side of the hemisphere. These are the larders. In front of the altar stands a plaque carved out of smooth fire opal. It describes.

‘You are in the presence of the Stone Elders. Prepare an offering that represents you, and you shall pass’

Below that there is a set of instructions on how to cook the offering.

This is **Player Handout E**.

Around the Kitchen, multiple Kirianode blocks are present with a variety of artificer diagrams. Some of them say, Hearth Oven, Maturation Chamber, Smoker, Grill, Toaster, Dough Mixer, Water Bath (50-500 degrees), and Sear Torch. Some others are blank. Characters find that saying the words aloud turns these blocks into the Kitchen equipment. The blank ones are multipurpose and those transmutes into any kitchen equipment that the characters say out loud.

Lighting. The entire room is lit bright orbs of white light. The distinct orange-red sheen of the molten magma casts a fiery shade to the whole setup.

Scene A. The Infernal Kitchen

Sounds and Smells. Faint drumming and chanting can be heard from behind the altar. The hearty smells of roasted meat and melting fat wafts across the room.

Creatures/NPCs

Eight Clockwork Crystal Golems stand at one end of the chamber. The characters’ souls are transplanted into these golems as they try to walk into the chamber.

Objectives /Goals. The objective of the Crystal golems is to cook the ‘Upaharan’ or offering to the Stone Elders.

Crystal Golem Puzzle

DM Tip- Let the characters chose the appropriate skill.

- The Crystal Golem Puzzle is a taxing affair which tests the devotion and determination of the observant. Once the trial is finished, the characters notice that they have gained levels of exhaustion based on the amount of hit points the golems lost.
- If the Golems lost more than **150 hit points** the characters have 2 level of exhaustion.
- If all the party passes, they find themselves transported to an elaborated dining room in which their own dishes are served. They gain the benefits of a *Heroes’ Feast* Spell. The failed party members are allowed to pass, but are unable to partake the feast.

Treasure and Rewards

The characters find two *Potions of Invulnerability* (*rare*) in the antechamber of the temple.

As soon as the Ritual ends, another elevator door opens. Once the characters enter, the stone elevator descends further down (1000 ft) and stops.

Proceed to **Episode 3**.

Playing the Pillars (Scene. A)

COMBAT

This is not a combat puzzle. Initiating combat in the temple is regarded as disrespect towards the Elders.

EXPLORATION

The temple is a place of rest and recuperation. This is the only place the characters can take a short rest after Episode 2.

SOCIAL

Since the ritual is a formal event, the proper decorum is to stay silent and let the skills do the talking.

Appendix 8: Facts about Kulaica (Player Handout A)

WELCOME TO KULAICA-YOUR NEW HOME

Dear Prospectors,

On behalf of the Chronosmith, we welcome you to the fabulous city of Kulaica. To make your new life here a pleasant and memorable one, we the wardens have put together some pointers.

- A master divine entity called **Chronosmith** controls everything in Kulaica. The Chronosmith is the Judge, Jury, and Executioner in our city.
- There is a strict schedule in Kulaica- 8 bells of **Paid Work**, 8 bells of **Leisure/Entertainment**, and 8 bells of **Sleep**.
- The Chronosmith can petrify you in a heartbeat. Petrified violators are claimed by the **Intellectuals syndicate** for research purposes or fed to basilisks.
- The **Order of Stone Wardens**, consisting of Lycanthrope warriors, serves as deputies to the Chronosmith.
- All fights and duels must be mutually agreed upon. Fights must take place within the **Lightning Dome** battle arena.
- All new prospectors have been **cloned** at arrival. Your clones are stored in a safe place. The Stone Wardens will revive or resurrect dead prospectors. If that fails, the clones will be revived. The pertinent fees will be deducted from their savings.
- Inmates have the right to join or form syndicates and participate in the **'Territorial Wars'** for mining rights or other benefits.
- Please don't attempt teleportation or planar travel. You might die.

We sincerely hope that you will have a wonderful life as a prospector.

*The Order of Stone Wardens
Kulaica City Administration*

Appendix 9: Dark Dinner Menu (Player Handout B)

GRILLE NOIRE DARK DINNER Presorted Menu <i>Course- Secrets of the Angels</i> This set course is designed to elucidate the deep dark secrets that the immortal angels harbor in their hearts	GRILLE NOIRE DARK DINNER Presorted Menu <i>Course- Secrets of the Angels</i> This set course is designed to elucidate the deep dark secrets that the immortal angels harbor in their hearts
GRILLE NOIRE DARK DINNER Presorted Menu <i>Course- Secrets of the Angels</i> This set course is designed to elucidate the deep dark secrets that the immortal angels harbor in their hearts	GRILLE NOIRE DARK DINNER Presorted Menu <i>Course- Secrets of the Angels</i> This set course is designed to elucidate the deep dark secrets that the immortal angels harbor in their hearts
GRILLE NOIRE DARK DINNER Presorted Menu <i>Course- Mysteries of the Dragons</i> This set course is designed to elucidate the long desired stories of the majestic Dragons.	GRILLE NOIRE DARK DINNER Presorted Menu <i>Course- Mysteries of the Dragons</i> This set course is designed to elucidate the long desired stories of the majestic Dragons.
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GRILLE NOIRE DARK DINNER Presorted Menu <i>Course- Inner Soul of the Numbers</i> This set course is designed to explicate the tantalizing intricacies of the numbers.	GRILLE NOIRE DARK DINNER Presorted Menu <i>Course- Inner Soul of the Numbers</i> This set course is designed to explicate the tantalizing intricacies of the numbers.
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GRILLE NOIRE DARK DINNER Presorted Menu <i>Course- Covert desires of the Intelligent</i> This set course is designed to illuminate the alluring minutiae of the Intelligent.	GRILLE NOIRE DARK DINNER Presorted Menu <i>Course- Covert desires of the Intelligent</i> This set course is designed to illuminate the alluring minutiae of the Intelligent.

Appendix 10: Dark Dinner Courses (Player Handout C)

<i>Course- Secrets of the Angels</i> You see a top secret archangel document in your mind. Many archangel members are reporting frequent periods of headaches and bizarre visions/nightmares and many were found unconscious after these episodes.	<i>Course- Secrets of the Angels</i> You see a top secret archangel meeting in your mind. Angels are suspecting that the dragons are conspiring with the wardens to decimate the angels. The Angels are running mock sessions to kill/maim as many wardens.
<i>Course- Secrets of the Angels</i> You see a top secret archangel leaders' meeting in your mind. The Angels are willing to collaborate with the Numerals to take revenge on the Wardens and the Dragons,	<i>Course- Secrets of the Angels</i> You see a top secret archangel meeting in his mind. The Angels have found a vein of Silver somewhere deep in the Kulaica geode and is planning to mine and store it.
<i>Course- Mysteries of the Dragons</i> You have a vision about a top secret meeting of the core Dragon family Heads. The Dragons have lost a lot of money, betting in the lightning dome. The dragons suspect that the wardens are fixing the Territorial Wars matches.	<i>Course- Mysteries of the Dragons</i> You have a vision about a top secret meeting of the Dragons. The Dragons believe that the Angels, Numerals and the wardens are colluding to cause ruckus during Territorial wars so that they can blame the Dragons.
<i>Course- Mysteries of the Dragons</i> You have a vision about a top secret meeting of the Dragons. The Dragons are currently preparing for the impending war with the Numerals, Angels and the wardens and they are stocking weapons and magic potions.	<i>Course- Mysteries of the Dragons</i> You have a vision about a meeting of the Dragons. Many of the Dragon leaders have committed ritual suicide as they were having bizarre nightmares and headaches. But revival/resurrection doesn't seem to cure the affliction.
<i>Course- Inner Soul of the Numbers</i> You have a vision about a top secret meeting of the Numerals. Many Numerals are showing signs of anger, hatred and violence. They are complaining about voices in their heads commanding them to kill the wardens.	<i>Course- Inner Soul of the Numbers</i> You have a vision about a top secret meeting of the Numerals. They suspect that the Dragons in concert with the wardens are trying to put the Numerals under mind control.
<i>Course- Inner Soul of the Numbers</i> You have a vision about a top secret meeting of the Numerals. The Numerals are stocking weapons and potions. They were ordered to kill as many wardens as possible in the lightning Dome, during the Territorial wars.	<i>Course- Inner Soul of the Numbers</i> You have a vision about a top secret meeting of the Numerals. The Numerals are stocking weapons and potions. Some of the hardcore members have seen a cache of silver weapons being smuggled in.
<i>Course- Covert desires of the Intelligent</i> You have a vision about a secret meeting of the Intellectuals. The intellectuals are discussing whether they should let the Angels know that the Stone Wardens are out to get them.	<i>Course- Covert desires of the Intelligent</i> You have a vision about a secret meeting of the Intellectuals. The intellectuals are discussing whether they should let the Dragons know that the Stone Wardens are conspiring against them.

Appendix 11: Recalibration Protocol (Player Handout D)

RECALIBRATION PROTOCOL

1. Adventurers should fight the AHORON and reduce its hit points to zero.
2. The AHORON dismantles and re-tessellates into the **NEO-AHORON**. The artifact starts to recalibrate and erase the administrative status of the Intellectuals as it continues to fight.
3. The NEO-AHORON has **100 hit points** is immune to poison (immune). Since the NEO-AHORON is a learning entity, it can attain resistance to any damage inflicted upon it, three times.
4. The characters should continue attacking the NEO-AHORON till it attains resistance to at least **five damage types**.
5. If the damage to the NEO-AHORON exceeds **75 hit points**, it is dismantled and the recalibration fails. There is no way to heal the NEO-AHORON.
6. The recalibration fails if the NEO-AHORON does not attain resistance for at least five damage types in ten rounds.

Appendix 12: Upaharan, (Player Handout E)

UPAHARAN, COOKING FOR THE STONE ELDERS

1. This is an individual challenge. Helping is not allowed. The Golems have a cumulative **300 hit points (HP)**. They cannot be healed by any means. The Hit points of the Golems are deducted at every step and repetitions. The adventurers have to follow the five-step process to complete the trial.
2. **STEP 1- Procurement**- Each character must roll three D20s. They should procure the corresponding three ingredients in the table from the larder by paying the prize.

	Uncommon (Underdark) Price- 10 Golem HP	Rare (Mountain) Price- 15 Golem HP	Very Rare (Ocean) Price- 20 Golem HP	Legendary (Volcano) Price- 30 Golem HP
Grain	D1) Swamp Amaranth	D2) Mist Barley	D3) Coral Rice	D4) Ember Wheat
Meat / Egg	D5) Cocatrice	D6) Roc	D7) Sapphire Sturgeon	D8) Red Dragon
Fish	D9) Blind Snapper	D10) Gliding Trout	D11) Radiant Abalone	D12) Magma Oyster
Vegetable/Fruit	D13) Blue cap	D14) Butter Potato	D15) Pearl Berries	D16) Fire Grapes
Milk	D17) Truffle Milk	D18) Mountain goat	D19) Killer Whale	D20) Flame Buffalo

3. **STEP 2- Selection**- The characters have to select one appropriate course based on their ingredients:- (a) Drink (b) Appetizer (c) Main Course- Seafood (d) Main Course-Meat (e) Main Course- Vegetable (f) Main Course- Egg (g) Dessert. The cost of selection is 10 Golem HP.
4. **Step 3- Preparation** - Characters must prepare, marinate, age or mature the three ingredients ready to be cooked. Characters have to succeed an appropriate DC 20 Skill check (eg –dicing-Sleight of Hand) set by the DM. The cost of selection is 10 Golem HP for each attempt.
5. **Step 4- Cooking**- Each character must use at least one cooking method on each ingredient to create a single dish that reflects their native culture. (eg:- Pan Seared Mountain Goat ribs with sautéed Blue Cap Mushrooms, in a pearl berry sauce reduction) Characters have to succeed an appropriate DC 20 Skill check. The cost of this round is 10 Golem HP for each attempt.
6. **Step 5- Serving**- Each dish should be plated with care and artistry. The character should name the dish and describe a folklore associated with the dish. Characters have to succeed a DC 15 Charisma (Performance) Check. The cost of this round is 10 Golem HP for each attempt.

Appendix 13: Magic Items

Adventurers completing this adventure's objective unlock these magic items.

Prospector's Chronoglass (Periapt of Proof against Poison)

Wondrous item, rare

This delicate silver chain has a brilliant-cut black gem pendant. While you wear it, Poisons have no effect on you. You are immune to the Poisoned condition and have immunity to poison damage.

This item is found on **Magic Item Table G** in the *Dungeon Master's Guide*.

This clockwork wristband consists of a hexagonal prism containing three miniature hourglass shaped needles. The emerald hourglass functions as a *Periapt of Proof against Poison*. The black sapphire hourglass acts as a timepiece. The moonstone hourglass allows its bearer, while underground, to sense their depths below the surface and the direction to the nearest staircase, ramp, or other path leading upward.

Chronostat of Precision (Clockwork Amulet)

Wondrous item, common

This copper amulet contains tiny interlocking gears and is powered by magic from Mechanus, a plane of clockwork predictability. A creature that puts an ear to the amulet can hear faint ticking and whirring noises coming from within. When you make an attack roll while wearing the amulet, you can forgo rolling the d20 to get a 10 on the die. Once used, this property can't be used again until the next dawn.

This item can be purchased with **2 Treasure Checkpoints** of any tier.

This feat of Mechanus engineering will help you calculate your aim with pinpoint accuracy, so you can avoid the chaos of everyday life. It even comes with seventeen multi tool combinations for your everyday needs.

Appendix 12: Dungeon Master Tips

This adventure is designed for **three to seven 11th-16th level characters** and is optimized for **five characters with an average party level (APL) of 13**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide

documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

Determining Party Strength

Party Composition	Party	Strength
3-4 characters,	APL less than	Very weak
3-4 characters,	APL equivalent	Weak
3-4 characters,	APL greater than	Average
5 characters,	APL less than	Weak
5 characters,	APL equivalent	Average
5 characters,	APL greater than	Strong
6-7 characters,	APL less than	Average
6-7 characters,	APL equivalent	Strong
6-7 characters,	APL greater than	Very strong

CCC-GAD01-03 Caught in Time

This copper amulet contains tiny interlocking gears and is powered by magic from Mechanus, a plane of clockwork predictability. A creature that puts an ear to the amulet can hear faint ticking and whirring noises coming from within. When you make an attack roll while wearing the amulet, you can forgo rolling the d20 to get a 10 on the die. Once used, this property can't be used again until the next dawn.

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