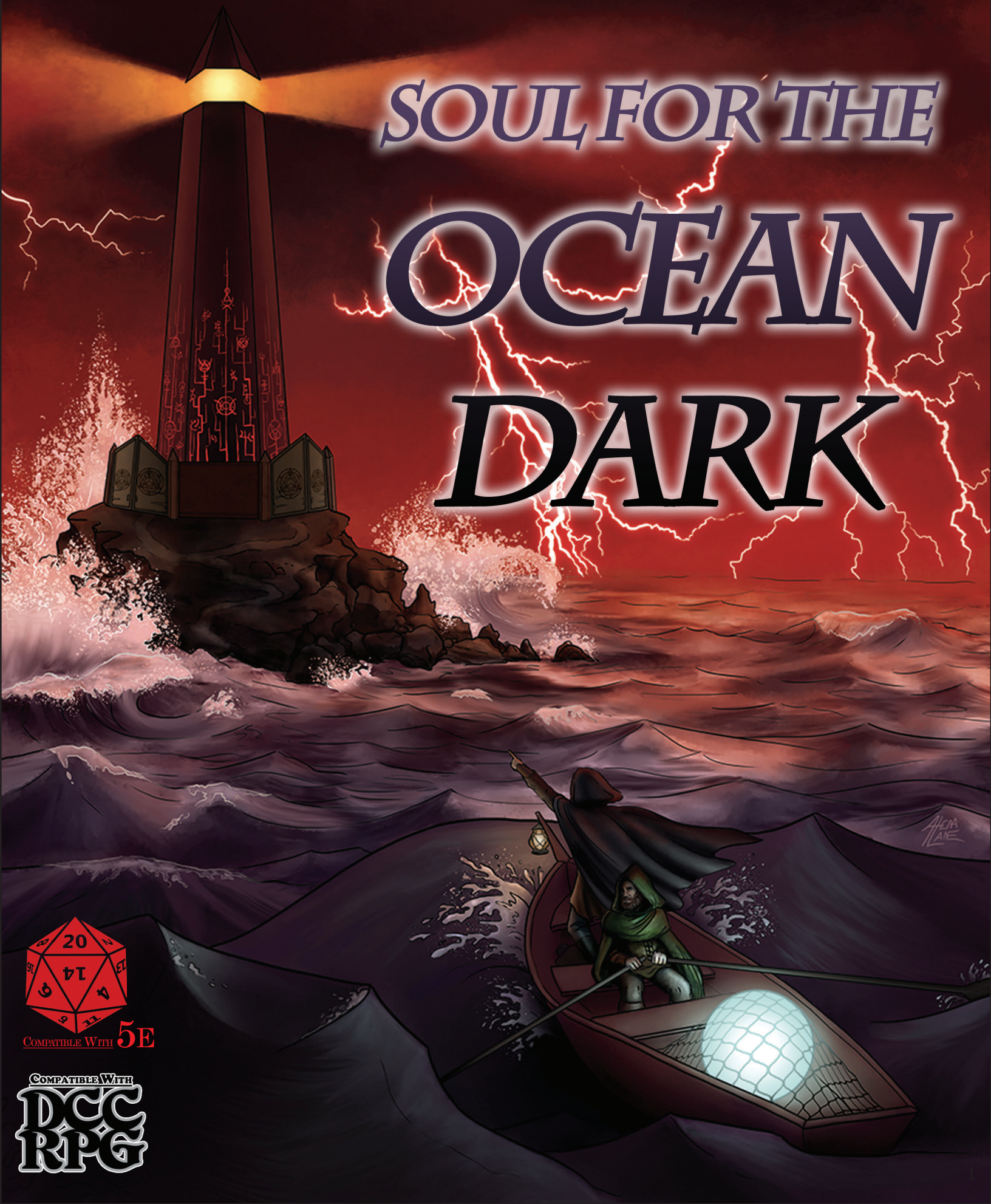


TKS #1: A LEVEL 0 ADVENTURE
BY FRANCISCO DUARTE

SOUL FOR THE OCEAN DARK



COMPATIBLE WITH **5E**

COMPATIBLE WITH

**DCC
RPG**

SOUL FOR THE OCEAN DARK

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INTRODUCTION



Soul for the Ocean Dark is a Dungeon Crawl Classics adventure designed for a party of 8-12 0-Level characters. This funnel is intentionally extremely hazardous, so total party kills may happen. In case the need arises to bring new characters to the game, their introduction can be explained by them having followed the original party, or simply by dint of them being in the area where the previous adventurers perished, motivating them to do something to help save their world.

Having lived their whole lives in an archipelago surrounded by encroaching darkness, under the protection of the perpetual day provided by the mystical Lighthouse, the party will plainly recognize the threat of total annihilation facing them all when a sudden nightfall completely envelops the known world. To save their civilization (and their very lives) they will have to travel to the ruined Hypogeum through the perilous Fungal Forest and return the awakened goddess Maris to her eternal slumber. Afterwards, they will fish her soul from the Shadow Sea before conveying it into the Lighthouse proper, harried along the way by Voidspawn monsters eager to complete the destruction of this grim plane.

BACKGROUND

A long time ago two gods decided to create their own world out of the Void that envelops all of creation. Their names were Rajjar and Maris, and they were deeply in love, their mutual adulation inspiring them to weave a new reality through a lengthy and onerous process. But this perturbed the bleak perfection of the Void, which reacted by spawning hellish monstrosities to flatten, raze, and consume the creations of the two deities, as well as the civilizations of mortals they conveyed there from other planes of existence.

After a long struggle, only a small archipelago remained, surrounded by the oily darkness of the Shadow Sea, its once-rich and teeming depths now utterly corrupted by the Void.

Dismayed by the constant struggle and encroaching failure, Rajjar fell into despair, but Maris refused to give up. Alone because of her mate's growing depression, the goddess came up with a desperate plan. First, she forged a massive Lighthouse just outside the island of Palissada on the southwestern edge of the archipelago. The light produced by this structure should have been enough to keep the Voidspawn creatures at bay, but for it to work it needed a source of immeasurable power within it. The only such source of energy Maris could find was within herself, her very soul.

To secure her corporeal form, she ordered her most loyal followers to create a tomb on the northeastern corner of Palissada, known as the Hypogeum, and there she laid her body to rest. As she did so, Maris took her soul from within herself and placed it in the Lighthouse. In a powerful conflagration, the gargantuan structure started emitting a powerful cleansing light which kept the encroaching Void at bay. Night never fell upon the archipelago again.

When he discovered what Maris intended, Rajjar panicked, afraid of being left alone, without the one he loved the most. When she sacrificed herself, he wept for centuries, and finally came to the conclusion that she loved the mortals more than him, condemning him to suffer alone in the end. Maddened, he vowed to destroy the archipelago, and devised a plan to rejoin Maris' body with her soul, condemning what remained of their world to be consumed by the darkness.

But Maris had anticipated some external threat to her efforts, so she planted instructions among the locals - a story that would be passed down through generations detailing the steps necessary to rekindle the Lighthouse. Now that Rajjar's plan is set in motion, this contingency - and the faithful execution thereof - is of paramount importance.



GENERAL NOTES

Environment: The players should be reminded during the session of the oppressive darkness that has befallen their world. With the exception of the village and the Hypogeum, there are no sources of light beyond what the characters bring with them, either in the form of tools like torches and lanterns, or in the form of infravision [Darkvision] or similar abilities; without these the PCs won't be able to properly navigate the island and incur a -2 penalty [Disadvantage] on all actions.

The Storm: Beginning at the start of the game and slowly growing stronger as the adventure progresses, an unnatural storm hammers the island. Keep reminding the players of the falling rain and the cold wind whenever they are in open ground.

The Archipelago: Palissada is but a part of a larger archipelago in the middle of an ocean of darkness. There are other human settlements in those islands, including a larger city to the north, but this village is the one closest to the Lighthouse, and its population is tasked with the sacred duty of retrieving Maris' soul in this particular scenario.

Villagers: Life in the Shadow Sea is difficult and unforgiving. Because of the islands' limited resources, people need to fish the mutant creatures swimming in the oily black waters to find sustenance. Many fishermen never come back, and lives can be short and brutal. There is otherwise little to be mined or harvested, and all items are made from the dearth of usable assets, cared for and reused whenever possible. Even the largest city in the archipelago, to the north of Palissada, would seem incredibly small and poor to any otherworldly interloper. Thus, people in these islands are used to living with very little. Encourage players to experiment with their characters' personalities along these lines.

Hooks for Established Parties

Soul for the Ocean Dark was designed as a funnel for a party of 0-Level characters [a new party], but can be played with parties of Level 1 and Level 2 characters. Higher level players can be introduced to this adventure in one of two ways:

1) They may already be known heroes in the archipelago of the Shadow Sea. They could find themselves in Omera'Palissada due to a whim of fate, questing in the region when darkness befalls the world.

2) The PCs may be adventurers from another plane of existence. There are several ways to explain how they found themselves on the Shadow Sea:

- The party may find an inter-planar rift during their travels. Maybe they heard rumors of a strange gate in a sacred forest or mountain, maybe they stumbled upon it during their travels, or maybe they were hired by some individual or entity to investigate this phenomenon.
- Some extra-planar entity may find a use in vexing Rajjar's plans to destroy the archipelago. This entity may have a pending debt with Maris, or maybe has some ulterior design for this dark plane of reality, but in any case it needs the Lighthouse to remain active, so it will pluck a band of adventurers from another realm and throw them into Omera'Palissada to further such goals.
- Perhaps the party got caught in a duel between powerful magical entities, like wizards, dragons, demons, or otherwise, and the confluence of arcane powers threw them across the planes of existence, into the dark realm of the Shadow Sea.

Either way, the PCs will find themselves in Omera'Palissada, with the gate closing behind them. Change the introduction text by having the village elders explain the dark nature of their world to the newly arrived. Once the Lighthouse is reignited, the effect could send the PCs back to their original plane of existence, or maybe this party remains stuck in the Shadow Sea, and needs to adventure here to find their way back.

Regardless of the origins of the adventuring party, it is possible for the players to keep some hirelings from the village with them due to the perilous nature of this adventure.



Area A - The Village

A1 - Village Center: *A flicker. A thundering howl. Then, darkness.*

The Lighthouse goes dark. The beaming light that washed across the skies above since the dawn of time vanishes, and a veil of shadow descends upon the world. There is screaming, as people scabble to light a few torches and spread them across the village - Omera'Palissada, your home. The elders move across the streets, telling people to calm down and gather in the plaza. All but a few villagers do so, piling close as the unnatural night encircles them, cut only by the sickly orange light of a few fires.

The elders stand in the middle of the plaza, all eyes resting upon them.

"The Lighthouse has been the center of our world forever," Old Man Ulmzu declares. "Within it resides the soul of Maris, our Goddess, and her light has protected our world from the perils of the Void beyond the Shadow Sea. For eons we have lived off the land and the waters. We have endured. But we never went beyond the beacon's light. Because we know what waits beyond."

"Monsters and perils, that's what!" Granny Munmezza chimes in. As if on cue, a loud bellow comes from the distance, from the sea, raising more terrified screams from the villagers. "But fear not! Maris will not fail us! There will be light again."

Then she speaks louder, her creaking voice singing in reverence, "Together we live, together we die!"

"As was meant to be, underneath your sky!" the crowd sings back.

As the villagers sing in prayer, Old Man Ulmzu approaches you - the only individuals not paralyzed by fear. "Come with us," he says.

Old Man Ulmzu and two other elders lead you away from the plaza and to the village's gates. Soon you find your small group facing the open entrance and the Fungal Forest beyond. You feel small and lonely, and suddenly craving for the company of the others, still gathered at the center of the village. Now, the sounds of a thousand monsters braving the waves to reach the island can be clearly heard, echoing all around you.

"We are in dire straits," Matron Arrixa states. "This darkness should not have lasted for this long. The priests of

OMERA'PALISSADA

The village of Omera'Palissada is an old human settlement, but the buildings themselves are just a few generations old. Due to the limited resources, most of them are rather small and built from the bark of the mushrooms found in the Fungal Forest, so they tend to decay and require periodic replacement. More important buildings, such as the Long House, are repaired more frequently.

The entire settlement is also surrounded by a wall, the lower part of it, up to a height of 5', is made of clay bricks and rocks. This section is the oldest, and no one alive knows who made it. The upper part, up to a height of 15', is made of mushroom bark, tapered menacingly at the ends. A narrow catwalk runs along the entire perimeter, with accesses spread throughout. This upper part of the walls is constantly repaired as the material it is made of wears out. Although there are few human enemies the villagers fear, dangerous creatures wander in the nearby woodlands and the sea, and they are the reason it was built.

The northern section of the village is dominated by the main buildings. A circular plaza is the center of the occasional festivities and the market. On the northern side, near the wall, is the Long House. This is the center of the political life in this community, but at the start of the adventure, the elders will be with the PCs at the village entrance.

Near the Longhouse is the Temple of Maris, the only stone building in the village. Very old and constantly repaired, it shows signs of its age, being very worn and with sections starting to crumble, kept in place by scaffolds of mushroom bark, themselves the subject of regular repair and replacement. Inside there is a simple shrine, with a marble statue of Maris, a feminine form with wings. The statue is life-sized, and strangely shows no sign of decay.

On the eastern side of the plaza is a tavern. It has no name, as it is the only such building on the island, and is usually simply known as the Tavern. It serves the insipid beverages produced on the island and has three rooms that may be rented, though they are only used on occasion when ships from other islands come by with travelers.

Table A

(See Appendix I for stat blocks)

1d6	Result
1	d4 Boros: <i>A harrowing shriek comes from the heavens above. Vast winged figures descend over the streets, the glow of the blazing fires silhouetting their dark forms as they draw closer.</i>
2	Squad of Oki: <i>Dark hunched forms stalk the narrow street. You can see the glowing red eyes in their misshapen faces as they scour the shadows, gurgling and rasping.</i>
3	Fire: <i>Towering flames swirl around a building, roaring in the night as they consume the woodwork. Small fires are already starting in the neighboring houses as this inferno threatens to spread across the village.</i>
4	Corpses: <i>Inert forms litter the street and the gutted houses nearby. These are bodies, once human, now torn apart, their innards spread across the pools of fresh blood in which they lie.</i>
5	Rubble: <i>A disgorged building stands in the way, the walls shattered by forces unknown and plunged across the narrow lane like an amorphous barricade.</i>
6	Panicked Villagers: <i>Screams and cries swell from the darkness as a crowd emerges from the next corner. "Run away!" the villagers scream while charging down the street.</i>

On the western side of the plaza are the warehouses used by the fishermen to store equipment and their catches. These buildings are small and store mostly fishing equipment.

Two stores stand on the southern end of the plaza. Old Al-lambee's store mostly sells mundane items. If the players decide to try and buy equipment from his store keep in mind that the supplies were already short due to the island's poor resources. Equipment that costs even a few gold coins should be very limited in number or unique.

The other storefront is that of the blacksmith's, owned by a young man named Odern. Here the players may also buy some equipment should they want to do so, and the limitations are the same: only simple or cheap weapons and armor would be available, and only in restricted quantities. Anything that would cost more than 5 gold pieces is simply non-existent.

South of the plaza lay a cluster of small, mean homes. On the southern corner of the village, turned eastward, is the gate, leading to the path into the Fungal Forest. The gates are simple and relatively thin, being no real defense in case of a serious attack. It is here that the adventure begins.

The western side of the village borders the sea, and there is a wide wharf shielding several small fishing boats. This is the lifeblood of the village, from where the fishermen depart to brave the Shadow Sea, and from where the people take their sustenance.

The remaining villagers are humble people with few possessions, usually nothing better than what the PCs themselves have. Asking at the Long House, Temple or Tavern could provide the PCs a few extra items (simple tools, like torches or waterskins) that had been forgotten during the panic, but little else. Furthermore, during the crisis, the storekeepers described above might part with some of their wares to help the party, although the Judge should always keep in mind that they are limited in number.

the Temple have a ritual for a situation just like this. If they have done nothing yet, then something must have happened. We need you to go to the Temple and find the priests. Help them light the Lighthouse again."

"If for some reason you are unable to find the priests, you'll need to find your way to the Hypogeum," Old Man Ulmzu adds. "There you must put the goddess back to her slumber. Hold your hands and sing the lullaby. If you succeed, her soul will appear on the sea. Go collect the soul and then bring it back to its rightful place - the Lighthouse."

"There is no time to lose! You must go!" Matron Arrixa urges you. "Go find the priests. Return Maris to her slumber. And return her soul to the Lighthouse. Now go!"

TLDR

- The Elders have some information
- The village has some basic equipment

The elders are too old to have any chance of succeeding in this situation, and most of the villagers are too young or too scared to act. Although the Voidspawn monsters are coming in, there is still time to ask questions, and the elders will answer them to the best of their own knowledge, imperfect though it may be.

The elders do not know the details about the relationship between Rajjar and Maris, however they know the goddess sacrificed herself to save their archipelago out of selfless love for the mortals. They also know of a ritual to bring her soul back to the Lighthouse and will reply to questions about the topic in some detail. If the PCs need to recall the steps, later on, they may do so pending a DC 5 Intelligence check [(DC8 Intelligence Religion)]. The elders will not know the full lyrics for the lullaby, but will insist that any known song should suffice and that the party should investigate the ruins and look for the priests. If pressed, the elders would remind them of the common prayer, but admit that the priests should know more esoteric verses.

*The great sacrifice of our dear Divine Mother,
Your children yet honor, we worship no other.
Together we live, together we die,
As was meant to be, underneath your sky.*

The PCs may go around the village to find some equipment. They will be handed 3d6 torches, although they can ask around the village for more (see 'Omera'Palissada' sidebar on page 7). Most of the inhabitants will be hiding, with a few standing outside to fend off the monsters, carrying only the meager possessions they have and anything that can be used as a weapon. While the players explore the village, remind them of the pressing issue, either by referring to the encroaching bellowing of the monsters in the Shadow Sea, or by having the villagers the PCs encounter talking about the crisis, terrified and eager to hide or run away.

After preparing, the players can proceed to Area B.



A2 - Returning to the Village: This section is only used if the players decide to return to the village after putting Maris back to her slumber in Area D. If they do so, read the following aloud upon their return:

The village has changed since you left. Most of the torches have fallen from the walls or been extinguished, allowing the dark night to blanket most of the narrow alleys. The few surviving sources of light and the fires spreading throughout the cottages cut through the shadows with a sickly glow. Screams and growls echo across the village, as famished beasts scuttle through the streets searching for hidden villagers. Some of the latter try to run away, gathering in the outskirts, around bonfires, or disappearing in the Fungal Forest in fits of panic. The path to the wharf is also covered by the night, but its a direct one. Several boats are still docked there, bobbing as the waves strengthen under the gathering storm.

TLDR

- Voidspawn monsters are attacking the village
- There are boats standing at the wharf (Table E-1)
- The Soul is visible from the docks

While the PCs were away, Voidspawn monsters attacked the village and started hunting down the villagers. The monsters are too numerous to fight off, but should the players decide to do so, then roll on Table A to decide what event they will find as they wander through the village. Should the players keep wandering after each event is resolved, roll again, and keep doing so as many times as necessary. If the players decide to simply go to the docks run the table only once.

Once the players reach the wharf, the soul will be visible far out to sea. They will have as many boats available as they need. Keep in mind that to crew each boat the party will require at least three PCs. See Table E-1 for information on the boats, and proceed to Area E-2.

Area B - The Fungal Forest

B1 - The Fungal Forest: *At the outskirts of the village commences a dense Fungal Forest which covers most of the island. The large ligneous stalks are taller than a man, and the hut-sized spongy caps form a dense canopy overhead. The torches you carry cast long shadows across the woodland, mingling but weakly with the grim night that has drowned your world. A narrow path proceeds directly into the forest. Although you have trod these paths many times in the past, the darkness makes it difficult to gauge distance and direction of unwholesome noises. What once was familiar has become alien and threatening.*

TLDR

- Fastest way to the Hypogeum is through the forest
- The forest is dark and full of terrors (Roll Table B until satisfied)

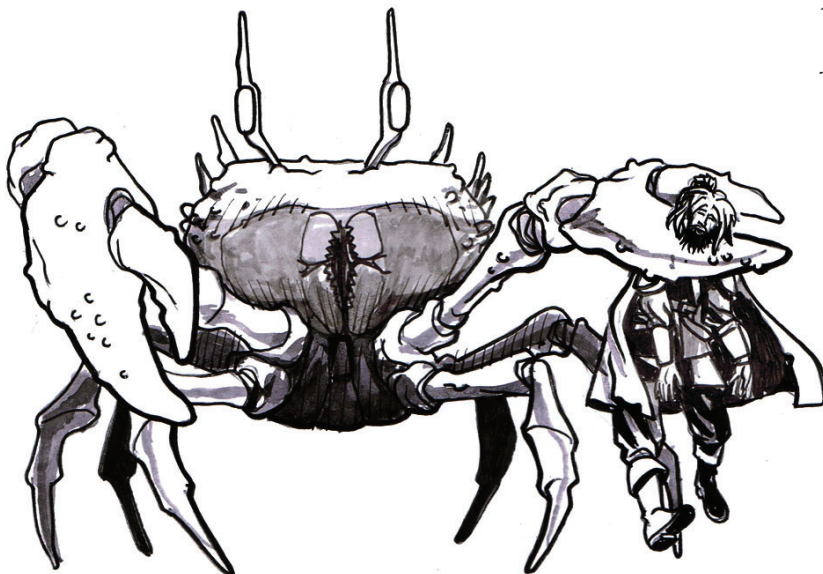
The light cast by the torches around the village only goes as deep as the outer limit of the forest; beyond that the PCs will be dependent on their own sources of light, or infravision [Darkvision]. The villagers know this forest, as it is from here that they take many of their meager resources, from edible mushrooms to the stalks of the larger ones which are dried and carved out for building materials. Although most of the native PCs will know the paths running through the forest quite well, the darkness makes the area feel unfamiliar. Many perils, natural and unnatural, stand in the way of the party. Have the PC leading the way roll on Table B, adding their Luck modifier, and play out the encounter. If the PCs follow the paths they should reach Area C after the first, or possibly second, encounter. On the other hand, if they decide to wander through the forest, roll on Table B for as long as they do so.

In the latter instance, if the PC would be considered lost, have them make a DC 10 Intelligence [DC 10 Wisdom (Perception)] check to find their way to a path.

Table B

(See Appendix I for stat blocks)

1d8	Result
1	Oki Squad (4+Chieftain): <i>Dark hunched figures lurk across the path. Glowing red eyes in their dark misshapen faces search the forest in predatorial, primeval fashion.</i>
2	Hunting Trap: <i>The path meanders and twines through the dark forest. As you struggle to find your way, you find yourselves stumbling upon a patch of underbrush that remained invisible amidst the shadows.</i>
3	Flash Flood: <i>A thundering sound roars in the distance, growing louder, stronger. The very ground rumbles and vegetation snaps in the distance as if pushed aside by some immense entity charging through the forest, drawing nearer.</i>
4	Collapsing Giant Mushroom: <i>The sound of something shattering comes from right ahead. A shadow looms over you as one of the giant mushrooms breaks apart and stumbles onto the path.</i>
5	d3 Nightshroud Crabstrosities: <i>Cruel snapping sounds arise from the underbrush, as stubby, wide forms move sideways among the lichens. Their rugged shells scrub the underbrush and the stalks, while their legs swivel slowly and deliberately.</i>
6	Sinkhole: <i>The rain keeps worsening, the water pouring down the edges of the caps above. A huge hole materializes seemingly out of nowhere right in front of you, and suddenly you find yourself slipping.</i>
7	Vision: <i>Something shimmers at the corner of your eye, a figure of a man, observing you silently from the shadows. When you turn to see who it is, there is nothing there, only darkness.</i>
8	Ambiance: <i>The rain strengthens, and the drops soak your garments, making the torches crackle as the water sputters and pops into vapor. The wind howls just above the canopy and washes you with a sense of coldness like you have never felt before. It reeks of death and instills a temper of inevitability. Roll again twice ignoring this result.</i>



Area C - The Ruins

C1 - The Ruins: *The Ruins stand atop a rocky hill overlooking the sea, battered by a strong cold wind and sporadic rain from the gathering storm above your heads. From here one can listen to the sounds of the sea crashing against the bottom of the cliff beyond. The Fungal Forest ends just a few yards away from the buildings, and the only things growing over these rocks are small patches of slippery lichens.*

At the center of the ruins stands a large temple, made of marble, with a heavy roof supported by four rows of columns. To the east, there are two smaller buildings, made out of dark granite that melds into the darkness. To the west, there is a single long building, very worn out by the passage of time. There is a simple path connecting all the buildings.

You notice forms lying among the shadows between the buildings. As you move closer, you recognize that these are the mangled corpses of the temple priests, identifiable only by their ceremonial robes.

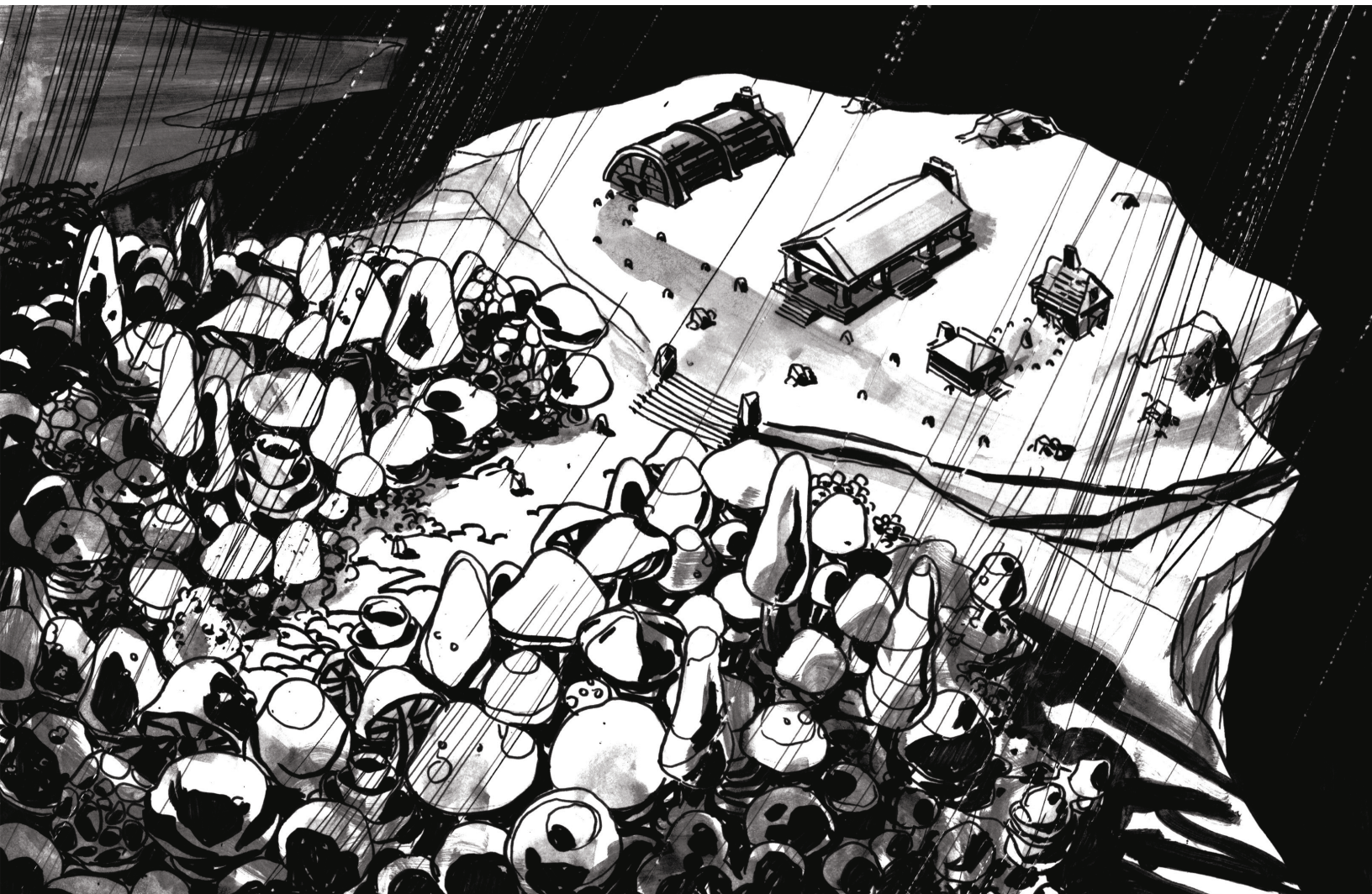
TLDR

- There are four buildings to explore (C2-C5)
- Hypogeum (D) is under the central building (Temple C5)
- The PCs will be threatened while traveling outside (Table C)
- Bodies outside may be looted

This location is the center of religious life on the island. The buildings present were built long ago, in the time during which Maris created the Lighthouse, and the means and resources to either repair them properly or build them anew have been depleted or lost to time. Because of this, all masonry - save for that made out of marble, which is blessed by Maris - is in a state of decay and dangerously close to falling apart. The priests who live on the island have made their rites in this place for generations. When the Lighthouse's light was extinguished, they were quickly overwhelmed by a swarm of Voidspawn monsters led there by Rajjar's nefarious influence.

Upon further inspection, the PCs may notice that most of the bodies are spread in front of the Library's door - they tried to enter the building when Priest Fwaxu Ambixi hid inside and closed the door behind himself, abandoning his companions to their fate.

Inspecting the bodies will confirm that they were horribly mauled and even partially eaten by creatures of some



kind. Most items on their person will be ruined. Nevertheless, the PCs will still be able to find 2d3 daggers, 1d3 vials of holy water and 4d4 gp.

Because the Fungal Forest ends just shy of the hilltop, the latter is completely open, save for the buildings. The wind heralds an oncoming storm. Remind the players about this by mentioning squalls and gale-force winds every time they come out of one of the buildings. The Voidspawn monsters roam the island still, and some may show up and attack. If the players linger too much in the open, roll on Table C to determine what will happen to the party.

Table C

(See Appendix I for stat blocks)

1d6	Result
1	Ambiance: <i>As you move among the ruins, you are engulfed by the echoing sounds of creatures slithering in the night. The wind brings with it the screams coming from your village. Desperate cries for help erupt from the encroaching darkness. Roll again twice. Ignore this result if it is rolled again.</i>
2	d4 Boros: <i>Large winged forms circle the skies above, scanning the hill with their glowing red eyes. Cawing sounds echo around you, and some of the creatures descend.</i>
3	d4 Nightshroud Crabstrosities: <i>Squat, armored forms lunge back and forth in the night, picking at the bodies spread across the hill. You see them coming in and out of the edge of your field of view.</i>
4	Pulse of Energy: <i>A harrowing wail erupts from the center of the hill, reverberating with your very souls. You keel over, overcome with searing pain.</i>
5	Dark Wind: <i>A gust of chilling wind runs through the hill, carrying with it the stench of unbridled hopelessness. All sources of light go out in its wake.</i>
6	Vision: <i>A figure lingers at the edge of your field of vision, a dark humanoid form. As you turn around you find nothing, yet the feeling that you're being watched remains.</i>

C2 - The Chapel: *This building is made from shoal-stone and has been darkened and damaged with the passage of time. All along the structure, the debris of crumbled colonnades and statues is strewn. At the front of the building, there is an unhinged door.*

TLDR

- Inside is a statue of Maris with some verses engraved beneath it
- There are valuable items on the remains of ancient statues

The local priests have taken care of the Chapel as best as they could, but the stonework started to crumble as the

centuries wore on. Thus, any rituals taking place there were moved to the Temple proper. Damaged as the building is, some of the cracks along the walls have reached the bottom, and one on the eastern side is just big enough to allow the PCs to squeeze in. The door in the main entrance is beyond repair, and the open passageway allows easy access. There are no traps or major perils in either entry. If the PCs look up, they will notice the roof stands 20' above their heads, and seems as worn as the walls, although it won't crumble just yet. The open space inside the building is 90' long.

On the far wall, there is a statue made out of marble representing a winged female figure, naked and with a featureless face, the tips of her wings touching the ceiling. This statue represents the goddess Maris. On the pedestal on which this statue stands there is an inscription containing the first two stanzas of the lullaby – see The Lullaby.

If the PCs investigate the outer walls, they will find the rusted and collapsed remains of old iron statues. These statues represented soldiers, the army of Maris, and were armed with actual weapons, but most of them have since been retrieved by the priests or thieves. Still, the PCs will find 2 rusty longswords (-1 on the attack roll and dmg due to their decayed state) and 1 rusty chain mail (-1 to AC bonus), as well as 5 gp. If they research further with a DC 12 Intelligence [DC 15 Intelligence (Investigation)] check they will find two obsidian daggers hidden under the rubble and rusted metal. These daggers are identical to normal daggers but do not rust.

C3 - The Warehouse: This is the smaller of the buildings set east of the Temple. As the PCs approach it, read the following aloud:

You approach a squat building made out of thick granite blocks. Its sturdy walls have weathered greatly with the passage of time, wide cracks cutting through them where the stonework crumbled. The wooden roof is partial and also decaying. There is no visible door.

TLDR

- Squall makes part of the roof collapse
- Valuable items can be found inside

Because it is now useless for their practices, the priests have converted this building into a warehouse. The only way to enter now is through the cracks in the walls, as even the door has collapsed. The inside of the building is 15' tall and 60' wide.

As the first PCs enter the building, a stronger squall will hit the area, and a part of the roof will fall in. The PCs inside must succeed in a DC10 Reflex [DC12 Dexterity] save or suffer 1d6 [bludgeoning] damage.

If the players decide to remain and investigate the room, they will find some crates containing supplies the priests have been keeping here. They find 1 lantern and some oil,

2 large sewing needles, 1 10' pole, 2 small sacks and 5 gp. On further inspection DC 12 Intelligence [DC 15 Intelligence (Investigation)], they can find 2 vials of holy water (which can harm the Voidspawn creatures), 2 torches and a flint & steel.

C4 - The Library: This is the larger of the buildings set to the east of the Temple; it's also the one furthest away from the forest, standing close to the cliff. As the PCs approach it, read the following:

A large granite structure stands near the edge of the cliff. It is 30' wide and 90' long, with thick walls that although worn, show relatively little damage when compared to the other buildings. There are no visible windows or obvious entry points, only a massive wooden door, which is currently closed.

TLDR

- The door is locked and trapped
- A magic scroll, gold, and the Lullaby can be found inside
- Priest is hiding behind a table

Given that this building is in much better shape than the others, save for the Temple itself, the priests use it to guard important artifacts and documentation.

The only door is currently locked. There are several ways one can open the door. First, it has a heavy lock that can be picked with a DC13 Agility [DC 15 Dexterity (Thieves' Tools)] check. If the check fails the old lock will jam, and can no longer be picked. Second, there is ample space between the lock and the wall for a PC to use a sharp object, like a sword, and attempt to break the lock with a DC13 Strength [DC 15 Strength (Athletics)] check. The door can also be attacked directly (10 AC, 30 hp).

The door opens outward. Behind it, on the ground, is a leg-snap trap, hidden under a pile of parchments. If the characters are taking the time to inspect the space as they go in, they will notice the trap on a DC10 Intelligence [DC 12 Wisdom] check. The trap can be disarmed with a DC12 Agility [DC14 Dexterity (Thieves' Tools)] check. If a character steps on the trap, he will take 1d6 [bludgeoning] damage. This trap was put here by Priest Fwaxu Ambixi as he tried to protect himself from the Void monsters.

Cowering under a table on the farthest side of the room is Priest Fwaxu Ambixi. When the Oki attacked he hid himself in the Library, locking the door so nothing could get in. He won't reply if the PCs try to call for someone inside the building, unless they make a DC15 Personality [DC 17 Charisma(Persuasion)] check. Even so, he will mostly attempt to convince them to go away and pay no more attention to the Library, lying if necessary. If the PCs fail the check, or if they make no attempts to communicate, Priest Ambixi will remain silent until being noticed.

If the party is in need of reinforcements the Judge can also add a few civilians and priests that hid here with Ambixi before he could lock the door.

Priest Fwaxu Ambixi

Priest Fwaxu Ambixi: Init -2; Atk punch -2 melee (1); AC 9; HD 1d4; MV 30';Act 1d20; SP knowledge; SV Fort -2, Ref -2, Will +2; AL L.

Priest Ambixi is a coward, who was not above abandoning his comrades to the monsters of the Void in order to save his own life. He is also incredibly paranoid and won't be sure if the PCs are not some sort of Void entities trying to fool him. If pressed hard enough, he may start giving hints about how to solve the puzzles in this Area, and will remind the party of the steps they need to go through to bring Maris' soul to the Lighthouse. Nevertheless, his paranoid nature will lead him to only surrender such hints sparsely and in an indirect fashion. He won't leave the area of the Ruins, as he feels it is still the safest place on the island, and the only way to force him to do so is through violence or incredible acts of persuasion.

Because he is a coward, he will try to escape into the Fungal Forest as soon as something potentially dangerous happens. When panicking he will become very difficult to persuade to come back or to trust other people.

The Lullaby

*The great sacrifice of our dear Divine Mother,
Your children yet honor, we worship no other.
Together we live, together we die,
As was meant to be, underneath your sky.*

*We pray you still find us a worthy cause,
The Void is no match,
Your might grants us pause.*

*The terrible love of our Mother, that none could sway,
She gave her very Soul, on that fateful day.
Now in this time of turmoil and strife,
The Divine Mother, twice over, lays down her life.*

*This tragedy shall not repeat in vain,
Faith and hope shall bountifully be gained.
Your children yearn for your warmth and your light,
Outward and inward, banishing the night.*

Inside the Library are tables covered with scrolls and writing materials. Around the tables and walls, there are 1d8 candles and 1d10 pieces of chalk. PCs searching the library make an intelligence [Intelligence (Investigation)] check.

On a result of 13 or higher they find two scrolls with writings distinctive from the others inside the building. The first one is a magic scroll with a spell of the Judge's choosing. The other one describes the complete lullaby and also has instructions advising a group of people singing the song to hold hands while they do so.

On a result of 15 or higher they also find a small chest, which they can carry. The chest is locked, and can be picked with a DC 12 Agility [DC 15 Dexterity (Thieves' Tools)] check. It can also be broken with enough effort (AC 8, hp 10). Inside the characters will find four jewels worth 60 gp each, as well as 50 gp.

C5 - The Temple: *The Temple is a large structure, 150' long, and 90' tall on its highest point. It stands atop a 4' tall marble platform. The front half of the structure has a heavy roof, supported by two rows of five columns on each side. Above is a triangular pediment and frieze with relief carvings representing the Lighthouse in the center, with a winged female figure in the front. In the right corner is a winged man, extending his arms to the Lighthouse, as if pleading for something. To the left there is a duplicate of the central female figure, but laying on her back, as if resting. On both corners of the pediment there is an assortment of demonic creatures, surrounded by water, reeling from the glow emanating from the Lighthouse.*

The rear half of the building is a large rectangular structure, also made out of marble, but of simple straight lines.

TLDR

- The stairwell to the Hypogeum is within the sanctum

The rear half of the temple is the sanctum, within which is the stairway leading to the Hypogeum.

The sanctum itself is simple in design, with the walls mostly bare. There are two statues, carved into the side walls. To the right there is a form of a large man clad in armor and waving a sword. On the left stands a woman with a simple dress, arms wide open, and wings spread from her back.

In the center of the sanctum, a staircase descends straight into the the bowels of the island, and into the Hypogeum.

Area D - The Hypogeum

D1 - The Antechamber: The staircase leads to the Hypogeum. When the PCs get there read them the following:

This room is circular and made entirely of carved granite. Along the wall there are statues of armored warriors with their swords in front of them, the tips touching the ground. There are also two statues of women clad in simple robes, one on each side of the room, extending their upturned hands. The woman on the right is holding a plate, whilst the woman on the left is grasping a cup. On the far wall there is a swirling disk of blue energy, roughly the size of man, which emanates a dim light into this space.

TLDR

- Portal won't open until sacrificial rites are performed
- PCs need to give 5 gp to the statue on the right
- PCs need to give blood to the one on the left

This room is 60' wide, and the domed ceiling is 20' high. A painting covers the entirety of this ceiling, and should they investigate this room further or simply look up, read the following aloud:

As you look up, you see that the entire ceiling is covered by a massive painting. A dark-blue seascape goes around the outer edge of the ceiling, the jagged shapes of storm stirred waves pointing inward. The center of the painting represents the Lighthouse, with a man and a woman side by side in front of it. The man is clad in black armor, while the woman has a white dress and wings. A second depiction of the woman is on the western side of the painting, her clenched fist outstretched, with blood dripping into the sea. On the eastern side, a second representation of the man clad in black is standing at the edge of the sea, dropping five gold fish into the waves.

The painting (use Handout on page 27) represents Maris, the woman in white, and Rajjar, the man in black, and the time in which they collaborated to create the Shadow Sea. If the players fail to recognize the pair, a DC7 Intelligence [DC10 Intelligence (Religion)] check will reveal this element of the myths of the Shadow Sea. If the PCs investigate the painting more closely, they will notice that the fish seem to reflect the light of torches and other light sources. The fish are simple paintings, with no special qualities beyond the reflectiveness of the paint.

This room is the center of the religious life in these islands. The swirling pool of magic is a portal that leads to the chamber where Maris has been resting for eons. It usually has the shape of a simple stone altar, but with the goddess being awakened the gate has opened to allow the mortals to perform the incantation to put her asleep. Even so, passing through will not be easy. If a character tries to simply walk into the portal, he will be pushed back 30' by the enchantment, while also incurring 1 point of [force] damage. The door needs to be opened before allowing anyone to pass.

To open the portal the PCs will need to interact with the female statues. A PC needs to drip blood of a mortal being (preferably oneself, but the blood of a PC that has died earlier in the adventure can also be used, for example) into the cup held by the statue on the west side of the room (this will make it start to glow red) while 5 gold pieces need to be put on the plate held by the statue on the east side of the room (which will start to glow in a bright yellow).

Once both statues have been lit, the portal will stop swirling, instead becoming glazed like a mirror. It will then allow the PCs to walk into Area D2.

D2 - The Tomb: *This room is also circular, 60' wide and 90' tall, entirely made of marble. The floor is smooth, almost to the point of being slippery, and the walls are entirely covered in small silvery statuettes. At the center of the room, there are four columns that go all the way from the floor to the roof. In the center is a silver sarcophagus, its ponderous lid cast aside. Above it you see a winged humanoid, female in shape but made of light and shining so bright you cannot see any distinctive features. The glow is such that you need to cover your eyes when looking directly at her. From this figure emanates a dreadful sound, a cry so loud it makes the walls reverberate and your very bones shake.*

TLDR

- Maris is hovering above the sarcophagus
- PCs have to sing the lullaby to put the goddess to sleep

Most PCs will recognize the winged figure as being the awakened goddess with a DC7 Intelligence [DC 10 Intelligence (Religion)] check. The PCs will need to complete the first step of the reactivation of the Lighthouse: return Maris to her slumber.

If a single PC sings a random song, there will be no effect whatsoever. If several PCs sing a random song in concert, the group will need to succeed in a DC18 Personality [DC20 Charisma(Performance)] check, rolled for the group's average. If they sing a random song while holding hands the Personality check will be reduced to a DC16.

If any PC sings only a section of the lullaby, a DC14 Personality [DC16 Charisma(Performance)] check will be required. The same song in chorus by a group will reduce the DC by 2. Singing the full lullaby while holding hands will result in an automatic success.

Upon success Maris' scream will stop and her shimmering form will descend into the sarcophagus again, the lid magically returning to its place afterwards. Once she is inside it, a spinning ball of light will shoot out of the sarcophagus, and disappear through the roof, at which point the room will start shaking. This is the cue for the PCs to leave the room and pass to the next stage of the adventure.

Palissadan Fishing Boats

Fishing Boat: 10 AC + Captain's Personality modifier [AC 10 + Captains Charisma Modifier + Water Vehicle Proficiency]; HD 4d10; 25 hp.

The people from the archipelago have a strong connection with their boats. The boats themselves are, like most things in these islands, made of wood carved from the dried stalks of giant mushrooms. Because the edges of the ocean can be dark even when the Lighthouse is lit, all have a small lantern in the prow.

All boats have a capacity for up to 5 people and require as few as 2 to be crewed. If the party is larger, spread them through different boats. Among the crew of each boat, one PC should be selected to be the Captain. This is imperative because this PC will make important rolls in the next area. Remind the players that their characters are used to this sort of thing, and they should select one among them to lead. Ideally it would be the character with the highest Personality [Charisma(Water Vehicle) skill] score.

Each boat has, beyond the lantern, a full set of fishing nets and oars. The presence of extra equipment can be rolled on Table E-1.

Table E-1

d8	Result
1	50' Rope
2	Spear
3	1 Hide Armor
4	10' Pole, Flint & Steel
5	1 Studded Leather Armor
6	1 Shortbow and 3d6 Arrows
7	Shield and Shortsword
8	Vial of Holy Water

In the event of failure, the magic inside the room will resonate with the PCs, hurting them. Every PC inside the room will need to make a DC12 Fort [DC 14 Constitution] save against 1d6 [Radiant] damage. The survivors and any possible reinforcements get to try again until they succeed.

The portal through which the PCs entered the room will remain open throughout the entire encounter. Once the goddess is put to sleep, though, the room will shake, and after 10 minutes the portal will close. Everyone inside will then be consumed by a burst of magical power, as the Tomb's defenses are reactivated.

Outside the PCs will notice that the brewing storm is getting stronger, with the wind blowing fearsomely amid short squalls. The thundering of the sea crashing into the cliff behind the temple can be clearly heard. A trail of light from the receding Soul illuminates the vast and treacherous sea beyond the cliff's edge.

E - Chasing the Soul

E1 - Coastal Cliff: Behind the Temple there is a small path that goes down the cliff side, allowing access to the beach at the bottom. To find it the PCs need to actively do so, either by walking around the Temple or by searching for alternative paths out of this area DC10 Intelligence [DC 12 Intelligence(Investigation)] check if they do not bother to move around). If the PCs find the path and decide to follow it read the following:

You descend through a small path that leads to a small strip of land at the bottom of a tall cliff wall. Although the darkness still lingers, something has changed now. Something is glowing in the sea, a bright sphere can be seen shimmering beneath the waves, just a few miles away from the shore, allowing for you to see the path in front of you, albeit faintly.

On the beach, the waves crash against the sand and the rock, and the air crackles with the bellowing of sea monsters and the cawing of shadows that drift through the dark sky. Four small fishing boats lay stranded on the beach.

TLDR

- Path leads to small beach with 4 boats
- The shimmering Soul can be seen in the sea

There is no enemy movement on this beach, as most of the monsters' attention is presently focused on the village. The four boats on the beach are seaworthy and can be dragged by the PCs to the water.

The sphere shimmering underneath the waves is Maris's Soul which materialized after the first part of the ritual was completed, waiting for the PCs to retrieve it and deliver it to the Lighthouse. It will be visible from almost any point along the coast, seemingly just out in the distance, still out of reach. When the PCs set to sea, go to Area E2.

E2 - The Shadow Sea: *The storm is growing in strength, rain cascading over the boat while the waves crash against the sides, spraying foam over you. A cold wind bellows, carrying with it the growling and cawing of innumerable creatures hidden in the darkness. On the prow of the boat, the small lantern shimmers, while the Soul of the goddess glows just beneath the waves, still out of reach.*

TLDR

- Boats need to have a Captain to roll on Table E-2
- PCs need to fish the Soul out of the sea

In order to reach the Soul glowing beneath the surface, the party will need to brave the waves. The storm is growing stronger, and monsters swarm all across the sea.

The PC chosen to be the Captain will need to make a Personality check DC12 [DC 14 Charisma(Water Vehicle)] in order to navigate the boat through dangerous waters to-

wards the Soul of Maris. If the players are working well together, or invent some creative ways to help navigate, consider adding a +2 bonus to the roll. On a failed check, roll on Table E-2 to find an encounter.

When the party manage to reach the Soul, they will need to fish it out of the sea. It has assumed the form of a solid sphere of golden light, floating just a few feet below the waves. The fishing nets will allow the PCs to ensnare and pull it inside the boat. However, the storm and the weight of the Soul will resist their efforts, and failing to fish it may prove disastrous to the party.

Up to five characters may be operating the net, making DC10 Strength [DC 12 Strength(Athletics)] checks at which, if the majority are successful, they will manage to pull the Soul a little closer to the surface. After 3 such successes, the Soul of Maris is brought into the boat and this part of the adventure is complete.

If the majority fail the roll, then the Soul will sink deeper, and pull the PCs with it. After 3 failures, the boat capsizes and all PCs inside are attacked by the monsters lurking underwater. If the players reveal enough creativity to save themselves (by climbing to the top of the capsized boat or other means they come up with) allow them one

Table E-2

(See Appendix II for stat blocks)

1d6	Result
1	d3 Gliders: <i>A dark fin emerges from waves, cutting through the sea as it charges into the boat. The creature emerges, revealing a large mouth surrounded by white razor-sharp teeth.</i>
2	Rogue Wave: <i>A large wall of darkness rises in front of the boat as a large wave comes crashing down. The boat is rocked violently and everyone inside is thrown against the edges.</i>
3	d2 Boros: <i>A rumbling, cruel cawing descends from the stormy skies. A pair of large winged forms hovers just above your boat, gleaming red eyes observing you with predatorial intent.</i>
4	d5 Oki: <i>Dark humanoid torsos raise above the waves, encircling your boat. Their bony limbs reach for you, clawing and scraping the edge of the hull, as the foul creatures snarl viciously.</i>
5	Rocks: <i>A sickly sound runs through the boat as the hull scrapes against something solid. The wood bends and cracks, and small pools of water flow through the bottom.</i>
6	Lagan Debris: <i>The boat comes to a sudden halt as its bottom scrapes against something hidden under the waves.</i>

or more saving throws to see if they manage to escape the attacking underwater monsters. They won't be able to bring the capsized boat around, though, and will have to wait for other characters to come to them before more monsters attack.

If the PCs are successful in bringing the Soul into the boat, they will now need to reach the Lighthouse. As above, roll on Table E-2. On a success, the party reaches the Lighthouse.

The Lighthouse

F1 - The Landing: *The waves rise above your heads like jagged peaks, sprinkling foam and water onto the deck. A ferocious wind howls while the rain soaks you to the bone. A silhouette emerges from the void, some dim otherworldly glitter outlining its contour. This obsidian tower is so tall its topmost half fades among the malignant clouds above. This is the Lighthouse, the massive structure that has kept your world alive for so long. It stands on an islet of broken rock, not too far away.*

TLDR

- Oki ambush the PCs at the landing
- PCs need to transport the Soul to Lighthouse
- Lighthouse produces quakes that threaten the PCs

The landing on the islet is formed from jagged blocks of broken rock. Still, there are spaces between them where the boat could easily come ashore.

Once the players bring the boat ashore, a squad of Oki (3 Oki and 1 Chieftain) that had been pursuing them will emerge from the waters and attack them. These creatures have been led by Rajjar in order to stop the PCs, and will fight to the end. See Appendix for stat blocks.

After defeating the Oki the party will need to move the Soul to the Lighthouse proper. The Soul of Maris has a weight of about 200 pounds. The PCs will need to take it out of the boat and then transport it to the Lighthouse, 300' away. There are several ways to do this, and the players can be allowed some creativity. Given that the Soul is wrapped in fishing nets, if there are enough characters, they may simply haul it. If not, they can turn over the boat and roll the Soul over the ground. Keep in mind that the Soul glows, and so the PCs can see clearly what is happening around them.

When the PCs are about halfway to the Lighthouse read them the following:

A shrieking howl washes over the island, and for a moment the darkness of the Lighthouse's form seems to deepen until it is but a black hole in the shade blanketing the heavens. Then, a wave of unfiltered hate and despair runs through you, the ground under your feet shifting as the holy building itself seemingly screams in pain. Rocks shatter and are thrown into the air as the ground stirs and weaves under the influence of unnatural forces.

These quakes are caused by the proximity of the Soul of Maris to the Lighthouse, the structure's magical nature repelling that which should be stored inside. As the Soul comes closer, the Lighthouse itself will struggle against it.

The PCs will need to succeed in a DC10 Reflex [DC 12 Dexterity] save to avoid the rocks breaking apart and falling around them (1d4 [bludgeoning] dmg from the falling rocks in case of failure). The pulse itself should last for just a few seconds.

As the quake subsides and the dust clears, the PCs will face a 20' cliff which has risen before them, spreading through most of the island. It is not impassable; its rugged surface presents a slight slope.

There are a few ways the party may try to move Maris' Soul through this obstacle:

Players may attempt to climb it with a DC10 Strength [DC 12 Strength(Athletics)] check, and then use the ropes and the nets to haul it up. Other options may be possible. Allow the players to experiment.

In case the players attempt to wander through the darkness to find an easier path, there will be a small ramp some distance away from the cliff which can be found with a DC12 Intelligence [DC 14 Wisdom(Perception)] check.

After surmounting this obstacle, the players will be able to keep moving in the direction of the Lighthouse. As they approach the entrance, they will suffer a second quake and will need to make a DC10 Reflex [DC 10 Dexterity] save or suffer 1d4 [bludgeoning] damage from falling rocks. Feel free to use these events to keep the players moving in case they linger for too long.

The surviving PCs will then move to the Lighthouse gates proper.

F2 - The Lighthouse: *The Lighthouse is an obsidian construct of immeasurable height, the outer walls rising straight up from the rocky ground, without windows or any other obvious opening. The colossal gates are wider and taller than any building you've ever been in, and as you come close they come alive, rumbling ponderously as they hinge outwards, slow and implacable, crushing the broken rock in their path. Then they come to a halt with an echoing clang.*

Now you can see the tower's interior, only to stare right into a void. The Lighthouse is hollow, without staircases nor stories. There is no floor either, only a pit just beyond the gateway, which descends directly into the bowels of the world.

The pit inside the Lighthouse is actually a test for those who bring in the Soul of Maris. Any unbeliever or void monster would simply fall into the pit, but the PCs can walk over it as though it were an invisible floor. The players will need to come to this conclusion themselves. If they simply try to push the Soul in, it will float right



above the invisible floor, but will not roll to the center, without guidance. When the PCs escort the Soul to the center of the Lighthouse, read the following aloud:

You move over the bottomless pit, your feet touching an invisible floor. The glowing sphere inside your net shivers as you draw closer to the center of the room. Then it simply burns through the threads and ascends, leaving a trail of bright energy as it does so.

With incredible haste, it reaches the top of the building and then a flash of pure light blinds you as the Lighthouse comes back to life, bringing a new radiant dawn over your dark world. You hear the monsters outside screech in pain and terror before their sounds fade completely.

After a few seconds, your vision returns, and you walk out of the building. The light that now fills your world is different - brighter, seemingly rising from the distance. The darkness that once enveloped the Shadow Sea has dissipated like the morning fog and where it once stood you now see the distant shorelines of unknown lands.

You have saved your world and in your village a hero's welcome waits for you, the unlikely heroes who pushed back the encroaching darkness.

Finishing the adventure: Against all of his expectations, Rajjar was bested by mere mortals. As he sees the Lighthouse ignite once more, he contemplates on what potential they truly hold. Maybe Maris was right. Or maybe it was but a fluke, and he needs to attack the issue from a different angle. One way or another, a god has been given pause.

The relighting of the Lighthouse does not need to be the end of the adventures of the surviving members of the party. New lands were revealed as the arcane energies broke through the veil between realities and linked the Shadow Sea to another world.

From here the PCs could explore the rest of the archipelago. Further north, in the largest islands, there are towns filled with opportunities for those who seek adventure. Across the horizon are the distant and unknown lands of this new realm the islanders know nothing about.

If this is not desirable, then perhaps the arcane energies alive inside the Lighthouse have opened a gate to other worlds through which the PCs can leave their world and explore new realms.

Tips for Running this Adventure

Guide, within reason - Parties naturally want to explore, but try to guide the party to exploring critical areas. For example, the village does not have much to offer in the way of supplies, or quest clues. The ruins do. Through NPC interactions, try to provide these impressions.

Instill a sense of urgency - As mentioned above, some areas require exploration for successful quest completion. However, a PC dallying and poking at every little thing runs the risk of triggering an encounter, which are likely to be deadly for level 0 and level 1 characters, alike. However, quick or stealthy dashes between the buildings in the ruins need not trigger encounters, but wandering around outside without a purpose or sense of urgency should. Random encounters should remind players that the outside is DANGEROUS, and help keep them on task.

Take control of encounters - Want to make sure your players encounter a specific monster? Want to give your party a breather after an epic fight? Feel free to choose the encounters from the tables instead of leaving the decision to the dice. You are the Judge, after all!

Keep them moving - It's possible that the group becomes TOO cautious and stops searching for more clues to a puzzle in different areas for fear of triggering encounters. This can dead-end an adventure, particularly in the ruins. If this happens, feel free to be frank with your players and point out that stealth and speed can reduce encounter chances.

Reward creativity - Though this adventure has a clear mission quest, each play session is different. Depending on the players' choices, they may not quite have the items, the tools, or the strength to complete all the challenges as we have written them. A Judge should always feel free to adapt the adventure.

Special Credits

Isoni
A Donaghey
Alex Jeske
Allen Westenbarger
André Tavares
Andrew Sternick
Bob & Jen Brinkman (Sanctum Secorum)
Brett
Brian
Brian Spinetti
Brother Tom
Bset
C.J. Herr
Cally Harper
Chibbz
Chris
Chris 'Tanglebones' Lauricella
Christopher Hill
Christopher J MacDonald
Colin
Cory "DM Cojo" Gahsman
Craig Cousins
Cristiano
Dan Alban
Daniel Garcia
Daniel Smoak
Daniel, Trista, and Eleanor Robichaud
Dave G
Derek Boudreaux
Diego Galvan
Dio!!!
Doug Keester
Douglas Meserve
Eric Hijune Dupuis Koh
Erik
Eugene
Fearchar Battlechaser
Frisch
Gabrielle
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Lemmy
Lindsay
Logan
Luke Martinez
Margie
Marvelous Chester
Matthew Porosky
Matthew R. Krempski, Discordian Lauriate
Michael G. Potter
Michael Nusb
Mike
Mr. Dr. Michael Jones
Naris Lords
No thank you
paradigmblue
Patrick
Paul C. Grimaldi
Psuwis
Richard Mundy
Richard Ohnemus
Rob Pelfrey
Robby
robdog
Robert Krikorian
Ryan Buller
Sam Watson
Sean Christopher Charles Richer
Sean Duffy
Stephane
Steve Lord
Taliesin D'Esopo
Tallica
Thaddeus
Tom Burdak
Tom Colley
Valerie
YorkusRex

APPENDIX I

Boro (Ngai'nboronboro): Init +4; Atk beak +3 melee (1d6), talons +2 melee (1d4); AC 10; HD 2d8; hp 8; MV fly 60'; Act 1d20; SP infravision 90', snatch prey, void creature (vulnerable to holy water); SV Fort +3, Ref -2, Will +0; AL C.

Boros are large winged creatures, with wingspans ranging from as little as 15', to upwards of 40' for the largest specimens. They have the general shape of a seabird, with long slender wings and egg-shaped bodies. Their heads are long and triangular, possessing jaws covered in needle-like teeth, and their eyes are dark-red and bright, glowing like demonic beacons in the dark. Boros are covered in dark-blue feathers, with white patches in the center of the wings and over their bellies.

Snatch prey: On hit with talons, target must pass DC 15 Fortitude Save or be grappled and carried into the air and released at will.

Collapsing Giant Mushroom: Weakened by the relentless rain, a giant mushroom collapses over the path in front of the PCs. If they are moving hastily the PCs at the head of the group will have to jump out of the way (DC10 Reflex save) or take 1d4 damage.

Fire: If the players decide to combat the fire, they'll need to find water and ways to transport it, which may send them into more random encounters. To extinguish the fire the party will require three successes on a DC12 Agility check. Alternately, if the party gets three failures, the building will burn to the ground and the fire will spread to the surrounding structures.

Flash Flood: If the PCs move to higher ground as soon as they notice the signs, they will be able to avoid the flood entirely and will hear it crashing down behind them. Otherwise, they won't be able to avoid the flood. It will come thundering over them, a mass of dark water pouring out of the darkness, surrounding them and pushing them down the slope. PCs will need to succeed on a DC10 Fort saving throw or take 1d4 damage and be swept downstream, repeating this save next round.

Glider (Khubera'ngai): Init +4; Atk bite +1 melee (1d8); AC 10; HD 3d6; hp 9; MV Swim 30'; Act 1d20; SP infravision 90', breach, submersion, void creature (vulnerable to holy water); SV Fort -1, Ref +4, Will -2; AL C.

The gliders are underwater predators manifested by the Void's will. They have sleek dark-blue bodies with large fins on their chests and tail. Their eyes glow red, just above mouths armed with dozens of razor-sharped teeth. These creatures are ferocious but will pull back from a fight if they lose half or more of their group during an attack.

Breach: Gliders can breach the surface and leap up to 50' out of the water at a target creature which must pass a DC 10 reflex save or be dragged into the water.

Submersion: Gliders can use their movement to submerge beneath the surface, receiving full/half cover from ranged/melee attacks from above the water.

Hunting Trap: The hunters of this island place their traps along trails used by wild game, including spike spring traps, sometimes even near the deep forest paths. The PC with the lowest Luck unwittingly walks outside the path and stumbles upon such a trap. If the PC is moving carefully he may be able to spot both his mistake and the trap (DC 8 Intelligence check), otherwise, he will spring the trap (DC 12 Reflex save, 1d6 dmg).

Lagan Debris: The boat suffers 1d6 dmg and is now stuck. The PCs will need to find a way to release it. They can either push it with poles or cut ropes or other items keeping it stranded (DC 10 Strength or Agility checks).

Nightshroud Crabstrosity: Init -2; Atk pincers +3 melee (1d4+3); AC 14; HD 2d8; hp 8; MV 20'; Act 1d20; SP infravision 30'; SV Fort +3, Ref -2, Will +0; AL N.

These typically man-sized land crabs exist all throughout the island, being a rather persistent threat, the locals had to deal with ever since they got there. They have flat exoskeletons, with six walking legs and two large pincers in the front. Their dark-green hide is extremely hardy and difficult to penetrate, which compensates for their rather slow movement.

APPENDIX I

Oki (Okiburoo'ngai): Init +3; Atk bite +3 melee (1d6) dagger +1 ranged (1d10); AC 10; HD 2d6; hp 6; MV 30'; Act 1d20; SP concerted attack, infravision 90', submersion, void creature (vulnerability to holy water); SV Fort +1, Ref +0, Will +2; AL C.

Concerted attack: if a PC is being attacked by two or more Oki, he will need to make a DC10 Fort save, in the event of a failure the character is torn asunder.

Submersion: Okis can swim rather better than they walk. If the engagement is taking place at sea, they can use their action to dive underwater, becoming invulnerable to attacks from PCs on the surface.

Oki Chieftain: Init +4; Atk bite +3 melee (1d6+1) staff +4 melee (1d4+3); AC 13; HD 3d6; hp 9; MV 30'; Act 1d20; SP aura of hopelessness, concerted attack, infravision 90', submersion, void creature (vulnerability to holy water); SV Fort +3, Ref +0, Will +3; AL C.

The void that envelops the Shadow Sea has a wild, non-sapient, will of its own, and aims at destroying all that exists within it. The Oki are manifestations of this will, creatures whose only aim is to kill and destroy. They look like a man-sized grouper, with bony arms and legs, too slender to be able to support the creature's weight, but still able due to unholy means. Their mouths have several rows of needle-like teeth, which they use to viciously tear apart any living creature they come across. Their bodies are covered in dark-blue scales, and their flesh has a spongy texture, pouring an oily black vapor instead of blood when cut. The mere presence of these creatures is terrifying. Oki tend to move in small groups of 3-5 individuals, led by a Chieftain.

Aura of hopelessness: As an action, the Chieftain can project a dreadful psychic aura. All creatures within a radius 60' will need to perform a DC10 Will save or succumb to the dreadful aura and become stunned. In each subsequent round the creatures stunned by this ability will be able to perform a DC10 Will save in order to end the effect. Otherwise, the effect can be ended if they are attacked or shaken out of it.

Pulse of Energy: The pulse of energy comes from the awakened Maris, who, in her shock, unleashes waves of magic power at irregular intervals, which can be harmful to mortals and monsters alike. Each creature must roll on a DC10 Willpower save. In the event of failure, the creature loses 1d4 points on one Attribute (roll 1d6: 1 – Strength, 2 – Agility, 3 – Constitution, 4 – Intelligence, 5 – Personality, 6 – Luck). These points regenerate at the rate of 1 per day.

Rocks: These rocks are known to the fishermen but remained invisible amidst the darkness and the rain. The boat slams into them and suffers 1d10 damage as the hull cracks on impact.

Rogue Wave: All the PCs aboard will need to pass on a DC12 Reflex save. If they fail they will be thrown overboard, into the waters infested with shadowy creatures that will devour them immediately.

Rubble: Climbing successfully requires success on a DC10 against sliding back to the bottom of the pile of rubble.

Sinkhole: Due to the worsening rain sinkholes start to appear across the island, where the ground has caved in. The sinkhole is hard to detect in the dark and the lead PC stumbles upon it (DC12 Reflex save, or 60' fall). If this was the first result, roll again on the table.

Vision: The phantom appears independently to each PC. All PCs feel nauseous and afraid, losing 1d4-1 points of Luck. Success on a DC15 Intelligence check may lead a character to recall stories about Rajjar and how he always lingers at the edge of the Shadow Sea and in the creepiest nightmares, moved by a burning hate against the mortals. The figure disappears after a few minutes.

APPENDIX II

Boro (Ngai'nboronboro)

Medium Beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 12 (2d8+4)

Speed 10 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	15(+2)	13(+1)	4(-3)	14(+2)	10(+0)

Skills Perception +4

Senses Darkvision 120 ft., Passive Perception 14

Languages --

Challenge 1/2 (100 XP)

Beak. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 2) piercing damage.

Snatch Prey. On hit with talons the boro may make a free grapple attempt. On success they may carry the target into the air, and release the grapple at will.

Talons. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 2) slashing damage.

Collapsing Giant Mushroom:

Weakened by the relentless rain, a giant mushroom collapses over the path in front of the PCs. If they are moving hastily the PCs at the head of the group will have to jump out of the way (DC10 Dexterity save) or take 1d4 bludgeoning damage.

Fire:

If the players decide to combat the fire, they'll need to find water and ways to transport it, which may send them into more random encounters. To extinguish the fire the party will require three successes on a DC13 Strength (Athletics) or Dexterity (Acrobatics) check. Alternately, if the party gets three failures, the building will burn to the ground and the fire will spread to the surrounding structures.

Flash Flood:

If the PCs move to higher ground as soon as they notice the signs, they will be able to avoid the flood entirely and will hear it crashing down behind them. Otherwise, they won't be able to avoid the flood. It will come thundering over them, a mass of dark water pouring out of the darkness, surrounding them and pushing them down the slope. PCs will need to succeed on a DC10 Strength saving throw or take 1d4 damage and be swept downstream, repeating this save next round.

Glider (Khubera'ngai)

Large Beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 22 (4d8+4)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	13(+1)	13(+1)	1(-5)	10(+0)	4(-3)

Skills Perception +2

Senses Blindsight 30ft., Passive Perception 9

Languages --

Challenge 1/2 (100 XP)

Submersion. Gliders submerged receive total/half cover from ranged/melee attacks from above the water.

Water Breathing. The glider can breathe only underwater.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Breach. Action. The glider leaps up to 50 ft. out of the water in a straight line towards a target creature no larger than the glider. Movement ignores hostile creatures smaller than the glider, and must begin and end in the water. Target creature must pass a DC12 Dexterity save or be dragged into the water with the glider where movement ends.

Hunting Trap:

The hunters of this island place their traps along trails used by wild game, including spike spring traps, sometimes even near the deep forest paths. The PC with the lowest Wisdom unwittingly walks outside the path and stumbles upon such a trap. If the PC is moving carefully he may be able to spot both his mistake and the trap (DC 8 Intelligence check), otherwise, he will spring the trap (DC 13 Dexterity save, 1d6 dmg).

Lagan Debris:

The boat suffers 1d6 bludgeoning damage and is now stuck. The PCs will need to find a way to release it. They can either push it with poles or cut ropes or other items keeping it stranded (DC 10 Strength or Dexterity checks).

APPENDIX II

Nightshroud Crabstrosity:

Large Beast, unaligned

Armor Class 15 (Natural Armor)

Hit Points 22 (3d10+6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	12(+1)	15(+2)	1(-5)	9(-1)	3(-4)

Saving Throws STR +5, CON +4

Skills Stealth +4

Damage Resistances Slashing

Senses Blindsight 30 ft., Passive Perception 9

Languages --

Challenge 1 (200 XP)

Amphibious. The Nightshroud Crabstrosity can breathe air and water.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit 4 (1d4 + 5) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple one target.

Oki (Okiburoo'ngai):

Medium Humanoid, Chaotic Evil

Armor Class 13 (Natural Armor)

Hit Points 22 (4d8+4)

Speed 30 ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	13(+1)	12(+1)	12(+1)	13(+1)	9(-1)

Skills Perception +3

Senses Darkvision 120 ft., Passive Perception 15

Languages Deep Speech

Challenge 1/2 (200 XP)

Concerted Attack. Targets wearing non-magical armor hit by multiple Oki in a turn must make a DC10 Strength save or suffer a -1 to the equipment's AC as the oki begin to tear it asunder. If the total AC bonus drops below 0 the equipment is destroyed.

Multiattack. The Oki makes two melee attacks, one with its bite and the other with its dagger.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft. one target. Hit: 4 (1d4 + 2) piercing damage.

Aura of Hopelessness. (Chieftan Only). Action.

The Chieftain projects a dreadful psychic aura. All hostile creatures within a radius 60' will need to pass a DC10 Wisdom save or succumb to the dreadful aura and become stunned. The effect ends if they are attacked or shaken out of it. At the

end of their turn victims may attempt a DC10 Wisdom save to end the effect.

Pulse of Energy:

The pulse of energy comes from the awakened Maris, who, in her shock, unleashes waves of magic power at irregular intervals, which can be harmful to mortals and monsters alike. Each creature must make a DC10 Wisdom saving throw. In the event of failure, the creature has disadvantage on ability checks with a random ability score until they take a long rest.

Rocks:

These rocks are known to the fishermen but remained invisible amidst the darkness and the rain. The boat slams into them and suffers 1d10 bludgeoning damage as the hull cracks on impact.

Rogue Wave:

All the PCs aboard must make a DC13 Dexterity save or be thrown overboard into the waters infested with shadowy creatures that will devour them immediately.

Rubble:

Climbing successfully requires success on a DC10 against sliding back to the bottom of the pile of rubble, and this counts as difficult terrain.

Sinkhole:

Due to the worsening rain sinkholes start to appear across the island, where the ground has caved in. The sinkhole is hard to detect in the dark and the lead PC stumbles upon it they must pass a DC12 Dexterity save, or 60 ft. fall). If this was the first result, roll again on the table.

Vision:

The phantom appears independently to each PC. All PCs feel nauseous and afraid, and have disadvantage on all saves until they take a long rest. Success on a DC15 Intelligence (Religion) check may lead a character to recall stories about Rajjar and how he always lingers at the edge of the Shadow Sea and in the creepiest nightmares, moved by a burning hate against the mortals. The figure disappears after a few minutes.

APPENDIX III

d100	Occupations	Weapon	Trade Good
1	Alderman	Obsidian Longsword	Hide armor
2	Angler	Club	Fishing rod & tackle
3	Bowfisher	Short Bow	Gutted fish
4-5	Brewer	Staff	Mushroom beer, 1 cask
6	Carpenter	Hand Axe	Saw, 1' long
7	Carver	Knife (as dagger)	Fungal flute
8	Ceremonial Dancer	Dagger	Ceremonial mask
9	Coppersmith	Hammer (as club)	Copper band
10	Dwarven Ditch Digger	Shovel (as club)	Clay, 2 lbs.
11	Dwarven Fisher	Knife (as dagger)	Fishing rod & tackle
12	Dwarven Guard	Warhammer	Leather armor
13	Dwarven Hermit	Copper ladle (as club)	Parchment, 10 sheets
14	Dwarven Mariner	Paddle (as club)	10' wrought iron chain
15	Dwarven Merchant	Dart	Small chest
16	Dwarven Metalworker	Hammer	Copper, 1lb
17	Dwarven Minister	Dagger	Holy water, 1 vial
18	Dwaven Minstrel	Dagger	Drum
19	Dwarven Shopkeeper	Dagger	Barrel
20	Dwarven Trapper	Club	50' rope
21	Dyer	Staff	Oil, 1 flask
22	Elven Artist	Knife (as dagger)	Locket
23	Elven Bug Whisperer	Staff	Hunting beetle (skull sized)
24	Elven Diver	Knife (as dagger)	Large pearl
25	Elven Forester	Hand axe	Small sack
26	Elven Hermit	Club	Dried meat
27	Elven Knitter	Knitting needle (as dagger)	Fine clothes
28	Elven Navigator	Paddle (as club)	Spyglass
29	Elven Oracle	Staff	Bone dice
30	Elven Pathfinder	Shortbow	Waterproof kneehigh boots
31	Elven Performer	Dart	Small guitar
32	Elven Vagabond	Sling	Lantern
33	Elven Vendor	Dart	Silk fabric, 1 bolt
34	Elven Void Explorer	Short Sword	Lantern
35	Exorcist-Healer	Dagger	Dried mushrooms
36	Farmer	Pitchfork (as spear)	Devil toad
37	Farmer	Pitchfork (as spear)	Hogbeetle
38	Farmer	Pitchfork (as spear)	Pack beetle
39	Farmer	Pitchfork (as spear)	Void chicken
40	Fish Trapper	Dagger	Fish trap
41	Flintknapper	Knife (as dagger)	Bag of flint arrow heads
42	Fungic Ranger	Longbow	Dark cloak
43	Gatekeeper	Spear	Leather armor
44	Halfling Bone Carver	Bone Staff	Bone dice

APPENDIX III

d100	Occupations	Weapon	Trade Good
45	Halfling Clam Digger	Knife (as dagger)	Clams
46	Halfling Ferryman	Knife (as dagger)	Spyglass
47	Halfling Fisher	Fishing rod (as staff)	Gutted fish
48	Halfling Gardner	Staff	Dried lichens
49	Halfling Poacher	Club	Snare
50	Halfling Slug Milker	Staff	Giant slug cow
51	Halfling Spiritual Guide	Staff	Holy symbol
52	Halfling Storekeeper	Dagger	Small chest
53	Halfling Urchin	Sling	Rag doll
54	Halfling Vicar	Dagger	Holy water, 1 vial
55	Halfling Wrangler	Whip	Riding sea dog
56-57	Herbalist	Walking stick (as staff)	Dried herbs, 1lb
58-59	Hunter	Javelin	Small sack
60	Innkeeper	Dagger	Lage flask
61	Insect Trainer	Whip	Meganeura (giant dragonfly)
62	Minstrel	Dagger	Bagpipes
63	Mushroom Feller	Felling axe (as battleaxe)	Bundle of fungal logs
64	Mushroom Hunter	Staff	Large bag
65	Navigator	Staff	Compass
66-69	Net Fisher	Club	Small net
70-71	Net Maker	Knife (as dagger)	Bundle of cord, 100'
72	Orphan	Sling	Pet gecko
73	Potter	Staff	Small amphora
74	Priest	Dagger	Holy symbol
75	Root Grinder	Large pestle (as club)	Flour, 1lb
76	Sage	Staff	Holy water, 1 vial
77-81	Seafarer	Paddle (as club)	50' rope
82	Shaman	Cane (as staff)	Fetish
83-84	Shepherd	Crook (as Staff)	Herding crab
85-86	Shepherd	Club	Flopping land carp
87-88	Shepherd	Shears (as dagger)	Fur slug
89	Shipwright	Hammer	Bundle of fungal planks
90-93	Spear Fisherman	Spear	Ball of twine, 20'
94	Spinster	Spinning wheel drive band (as garrote)	Bobbin of fur slug yarn
95-96	Stonecrafter	Hammer (as club)	Rock, 10lb
97	Trader	Staff	Small chest
98	Trapper	Sling	Large lizard skin
99	Undertaker	Shovel (as staff)	Cart*
100	Weaver	Knife (as dagger)	Fabric, 1 bolt

*roll 1d6 for contents: 1-3: dirt, 4-5: dead body, 6: not quite dead body

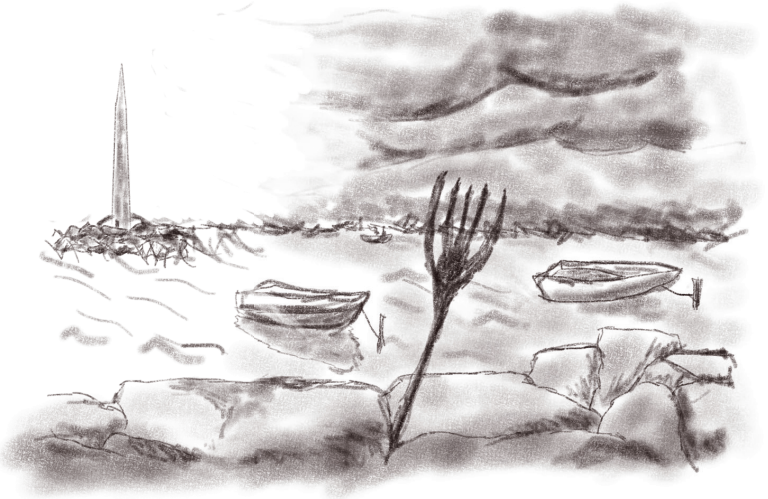
APPENDIX IV

Omera'Palissada on the Shadow Sea - The only home you've ever known.

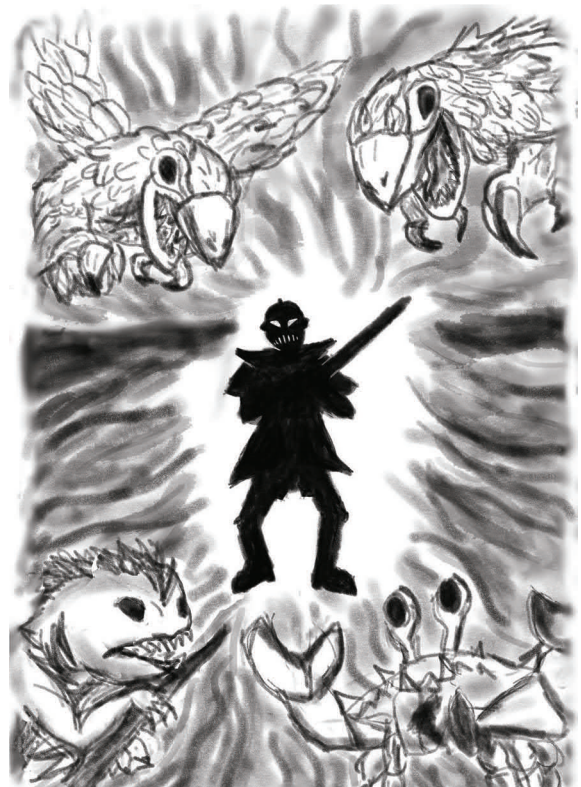
Your home village of Omera'Palissada, on the island of Palissada, is but a part of a larger archipelago in the middle of an ocean of darkness. Life on the Shadow Sea has always been difficult, but it's all you've ever known. You and your people form a tight-knit community, supporting each other in utilizing the archipelago's limited resources. Many of your friends and kin are fishermen and hunters, and your village often gathers to grieve a fresh loss for those who do not return from their excursions. Often, these events will be followed up by a round of drinks at the Tavern - drinking and singing countless hours - you honor your lost compatriots, swap stories, comfort widows and widowers, and steel yourselves for what comes next. You know that none of you are safe as long as you fish and forage from the darkness and its outskirts.



On a small, rocky island not so far from your village, there is the Lighthouse. The Lighthouse has pierced the eternal darkness around this tiny archipelago from time immemorial, pushing the encroaching night away with its bright blessed beacon. It is a part of your life, as mundane as the air you breathe. The elders claim that the very soul of the Goddess Maris powers the arcane structure, while her body lays deep inside the Hypogeum, an underground temple on the farthest side of Palissada. Under the shimmering protection of the Lighthouse, your village has endured, and your people are accustomed to the endless hours of simulated daylight. Even so, stories about what would happen if the Lighthouse ever faltered have been a constant part of your existence, spawning innumerable nightmares that haunt you as they did your ancestors. Often these nightmares feature a terrifying man clad all in black...



There is a city on an island to the north of yours, though travel is only done by necessity or as part of an infrequent ceremonial gathering - and so most of your village has visited it perhaps once, if at all. You visited once as a child, and marveled at the number of stone and clay buildings, so grand compared to your hut made of mushroom bark. Only the small temple in the village is stone, old and crumbling. It contains a marble statue of your Goddess, and looks as if it were carved yesterday. You know from stories that the nearby ruins feature a building also made of marble, but you've never had a reason or claim to visit. It's hard to imagine a whole structure made from such a beautiful material.





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SOUL FOR THE OCEAN DARK

Isolated in an ocean of eternal night, a lighthouse' divine light protects people eking out a living against the ever encroaching chaos. One day a thunderous howl echoes across the land.

A flicker... a shudder. Then. Darkness.

Even torches threaten to burn out as the creatures of the black Void crawl out to consume all they can catch.

Can you relight the beacon of salvation before all you know and love is devoured by the crawling dark?

Soul for the Ocean Dark is a 0 level funnel adventure designed for the Dungeon Crawl Classics RPG system, and includes conversions for 5E SRD. It is the story of an impossible call to adventure with the highest of stakes: save a world interrupted, or face certain doom.

