

SHORE OF DREAMS NOTES

PRE-SESSION

- Ask for a Wisdom saving throw the session, used for p.9. Note failures and successes to the side.
- Ask for a Constitution saving throw before the session, used for p.9. Note failures and successes to the side.
- Passive Perception Scores. (DC 15 to notice poisoning)
- All questions about the treasure and lost adventurers should be directed to Pisca.
- Boats won't depart without a destination and the tides are unfavorable for departure on the first two days of the party's arrival.

TIMELINE

DAY ONE

1. Player intros, arrive in Yokotoro.
2. All townspeople direct the party to Pisca at the Shore of Dreams.
3. Party should still be directed to speak with Pisca, but getting her attention will be a bit difficult. Maybe even "It's rude to interrupt when someone is entertaining guests. Could you all please wait while I finish up with my friends here?"
4. When speaking to Pisca (p.8), she will happily divulge the information and will go above and beyond to help the party, save for actually going there.
5. Pisca offers a room at the Shore of Dreams, a boat, map (takes 1 day), food, drink, all for 25% of the treasure the party finds.
6. **[ENCOUNTER]** As the party is headed to bed at the Shore of Dreams (p. 9), the tavern is raided by a group of bandits and berserkers.
 - a. If Murasa survives the fight, she sneaks the party *Murasa's Tincture*. She says it's too risky to explain why but there's something weird about the food here.
 - b. Murasa is a commoner with 20 hit points. The raiders are easily persuaded to fight.

DAY TWO (NIGHT TIME, BEFORE THE DEPARTURE)

1. Pisca performs while Scorch is "peppering" their food. The grinder has stupor dust in it DC 15 Constitution saving throw.
2. If the party foils the poisoning, depending on how it goes either:

- a. Temerity tries to keep their attention for as long as possible while Pisca leaves the stage without any word as to what was going on, assuming the party figured it all out. The party can possibly find out the whereabouts of the treasure by pressuring
- b. If a fight breaks out, the guards will try to come knock out the party and drag them to the temple.

DAY THREE (TEMPLE OF THE STORM)

WISDOM CHECKS (PISCA'S SONG DC 14)		
Character	Pass	Fail
P1		
P2		
P3		
P4		
P5		
P6		

Failures here give a -5 to Passive Perception during Curtain Call

CONSTITUTION CHECKS (STUPOR DUST DC 15)		
Character	Pass	Fail
P1		
P2		
P3		
P4		
P5		
P6		

PASSIVE PERCEPTION SCORES	
Character	Passive Perception
P1	
P2	
P3	
P4	
P5	
P6	

AREA T4. THE VAULT

THUNDERING SQUALL INITIATIVE

Count	Turn/Effect
30	Thunderous Slam Whirling Tempest
29	
28	
27	
26	
25	
24	
23	
22	
21	
20	
19	
18	
17	
16	
15	
14	
13	
12	
11	
10	Mephitis Spawning Storm Mephitis
9	
8	
7	
6	
5	
4	
3	
2	
1	

Storm Sphere

A 20-foot-radius sphere of whirling air springs into existence centered on a point you choose within range. The sphere remains for the spell's duration. Each creature in the sphere when it appears or that ends its turn there must succeed on a Strength saving throw or take 2d6 bludgeoning damage. The sphere's space is difficult terrain.

Until the spell ends, you can use a bonus action on each of your turns to cause a bolt of lightning to leap from the center of the sphere toward one creature you choose within 60 feet of the center. Make a ranged spell attack. You have advantage on the attack roll if the target is in the sphere. On a hit, the target takes 4d6 lightning damage.

Creatures within 30 feet of the sphere have disadvantage on Wisdom (Perception) checks made to listen.

STORM MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points 17 (5d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	13 (+1)	10 (0)	9 (-1)	11 (0)	10 (0)

Damage Immunities Lightning, Poison

Damage Vulnerabilities Cold

Condition Immunities Poisoned

Skills Perception +2

Senses Darkvision 60 ft., Passive Perception 12

Languages Aquan, Auran, Ignar

Challenge 1/2 (100 XP)

Death Burst. When the mephitis dies, it explodes in a burst of lightning. Each creature within 5 feet of it, must succeed on a DC 11 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save and half as much on a successful one.

Innate Spellcasting (1/Day). The mephitis can innately cast *thunderwave* (spell save DC 10), requiring no material components, its innate spellcasting ability is Charisma.

ACTIONS

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

Stunning Breath (Recharge 6). The mephitis exhales a 15-foot cone of crackling lightning. Each creature in the area must succeed on a DC 10 Dexterity saving throw or be stunned until the end of its next turn.