

A MAGE'S WORST NIGHTMARE

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INTRODUCTION

Fragments of ruins, debris, and rubble are falling from the sky as the silhouette of an island looms overhead, creeping towards the city. The council's scholarly wizard, Henny, was able to create a functional portal to the sky using ruin fragments and an arcane battery source he calls a **Crimson Crystal**. Now all they need are brave adventurers to figure out why the sky is falling and save the city.

LORE

The Astral Fragment is an ancient crystal relic that held up entire cities. To accomplish this, mages would enter a sleep-like trance and focus their willpower onto the fragment. The concentration of the last Mage, deep in slumber, begins to falter causing extreme winds, nightmares to come to life, and **Arcane Ripples** (see table). The Mage's subconscious believes that the adventurers are intruders and will conjure monsters and other magical effects in an attempt to "save" the fragment. As a last-ditch effort, he will summon a deadly Crystal Serpent to stop them.

OBJECTIVES

- ♦ Find the four **Crimson Crystals**
- ♦ Stop the rubble from destroying the city
- ♦ Save or kill the troubled Mage
- ♦ Restore or destroy the **Astral Fragment**

ISLANDS

1.) **Main Portal Entrance:** Henny's portal sends the party here. A large **Crimson Crystal** lay in the rubble of a broken pillar, covered in debris and vines. 2.) **Teleportation Hall:** In the middle of the ruins rests a large pedestal with four crimson-colored slots. When all four **Crimson Crystals** are entered into the pedestal the teleportation circle on the northwest side of the isle with activate, leading to the [Inner Sanctum](#).



ISLANDS (CONT.)

3.) **Spinning Spyglasses:** To obtain the **Crimson Crystal** on this island, the player's must align the spinning contraption spyglasses on the appropriate runes to imbue the empty **Crimson Crystal** with energy. The blue spyglass lens is broken, [Island 5](#) contains a replacement.

4.) **The Alluring Pool:** A pool filled with crystallized bones rests in the center of this island. Any living creature that touches the waters are filled with thoughts of confusion and will wish to stay in the waters to become one with the crystal.



ISLANDS (FINAL)

5.) **Inner Sanctum:** Crystals line the walls of the ruins, shedding a dull glow throughout the chambers. A great door stands at the end of the main hall, overgrown **Crimson Crystals** barring entry. Removing the crystals will trigger an **Arcane Ripple** that rips the door off it's hinges. This will cause the full Crystal Serpent to emerge from the corrupted **Astral Fragment** and attack the players. The troubled Mage, deep in slumber, lays at the base of the tree, unresponsive. During this fight an **Arcane Ripple** surges every 4th turn. The **Astral Fragment** will break if the players hit it 3 times.

CONCLUSION

Save the Mage & Restore the Fragment: The Mage will keep the ruins afloat in the air and stabilize the islands.

Save the Mage & Destroy the Fragment: The Mage will help the islands descend safely to the surface.

Kill the Mage & Restore the Fragment: The burden of concentration falls onto one of the players. Someone must replace the fallen Mage and their duties.

Kill the Mage & Destroy the Fragment: Well. I wonder what will happen...?

ISLANDS (CONT.)

5.) **Guardians Gaze:** A decrepit stone figure stands before the **Crimson Crystal** on this island. The statue will animate once the Crystal is touched and attack whomever is holding the crystal. Hidden behind the statue are spyglass lenses of varying quality.

ARCANE RIPPLES

A wave of magic surges into the crystals causing various effects. This event will happen each time **Crimson Crystal** is collected and will have a 25% chance to occur when traveling between islands.

d10	Source	Arcane Ripple Description
1-2	White Crystals	Explode into a Swarm of Crystal Birds, attacking the players.
3-4	Green Crystals	Vines to loosen the earth creating Difficult Terrain. Vines attack and try to grapple the players.
5-6	Violet Crystals	A deep hum emanates from the crystals, stealing the players' voice. Destroying a Violet Crystal (2 hits) reverses this effect.
7-8	Yellow Crystals	Lightning arcs between the crystals, damaging & deafening players caught in the web of arcs.
9	Current Island	Fog obscuring the players' vision on the island; a nightmare emerges from the darkness and attacks.
10	Current Island	A mirage of a Great Serpent Tail materializes and attacks.