

Documentation

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When the Stars Align

Episode 4 of Shadows on Wyrnwood Isle For 3-6 investigators of level 4-5

“Reality bends, time fractures, and in the spaces between heartbeats, ancient horrors wake.” -
Last transmission from Wyrnwood Isle

Introduction

The cosmic alignment peaks above Wyrnwood Isle as reality itself begins to tear. The investigators face their final challenge: preventing the Unnamed One’s manifestation while navigating a world where the laws of physics have become mere suggestions. Time is no longer linear, space folds upon itself, and at the heart of it all waits an entity older than time itself.

Act 1: Convergence

The Rising Storm

The sky above Wyrnwood writhes with impossible colors. Stars visible in daylight twist into patterns that hurt the mind. Reality shivers like heat waves over hot stone.

Environmental Effects: - Gravity fluctuations - Time distortions - Memory bleeds - Reality fractures

Initial Encounters *Elite Cultists (3) CR 4* > “The stars sing to us now. Can’t you hear their beautiful chorus?”

Their tactics include: 1. Reality-warping attacks 2. Time-delayed spells 3. Gravity manipulation 4. Memory weapons

Act 2: The Final Temple

Approach Challenges **Reality Storms:** - Floating debris - Time reversals - Spatial folding - Memory currents

The Last Guardian appears: > “There is still time to seal the breach, but the price... the price will be steep.”

Temple Features

1. Upper Level:

- Reality anchor points
- Protection circles
- Observation platforms
- Stabilization machinery

2. Lower Level:

- Manifestation pool
- Sacrifice altar
- Entity gate
- Reality core

Act 3: The Ritual

Transformed Moira *Boss Enemy (CR 6)* > Her form shifts between states of matter as she speaks: “You see only the surface. The depths of transformation await us all.”

Battle Features: - Reality manipulation - Time control - Cosmic channeling - Environmental warping

The Between Spaces Navigation challenges: - Reality bridges - Entity pathways - Time streams - Memory fragments

Act 4: The Unnamed One

Initial Manifestation

Space tears like wet paper as something vast and impossible begins to emerge.

Entity Features: - Non-Euclidean geometry - Reality-warping presence - Time-distorting aura - Mind-shattering appearance

Final Battle *The Unnamed One (CR 8)* Battle phases: 1. Reality warping 2. Time manipulation 3. Cosmic horror 4. Physical manifestation

Combat Mechanics

Reality Combat **Position Shifting:** - Gravity control - Spatial folding - Time stepping - Memory jumping

Cosmic Defense **Protection Methods:** - Reality anchors - Mental shields - Physical grounds - Entity wards

Environmental Challenges

Time Effects (d6)

1. Local loops
2. Age regression
3. Time acceleration

4. Memory bleed
5. Temporal echo
6. Future glimpse

Space Effects (d6)

1. Gravity well
2. Reality fold
3. Spatial tear
4. Dimensional shift
5. Physical warp
6. Cosmic void

Victory Paths

Banishment Route Steps required: 1. Gather ritual components 2. Create reality anchor 3. Channel cosmic power 4. Perform banishment

Combat Route Requirements: 1. Locate weakness 2. Gather cosmic weapons 3. Create vulnerability 4. Strike true

Resolution Options

Complete Victory Requirements: - Entity banished - Reality sealed - Survivors saved - Island secured

Partial Success Outcomes: - Entity weakened - Reality damaged - Some casualties - Island quarantined

Aftermath Elements

Immediate Effects

- Reality stabilization
- Time normalization
- Space healing
- Memory restoration

Long-term Impact

- Cosmic awareness
- Reality sensitivity
- Mental changes
- Physical marks

DM Guidance

Horror Elements Build tension through: - Incomprehensible geometry - Reality distortion - Time fragmentation - Cosmic dread

Pacing Guide

1. Environmental horror
2. Combat escalation
3. Reality breakdown
4. Final confrontation

Player Resources

Available Tools

- Reality anchors
- Protection symbols
- Ancient artifacts
- Cosmic weapons

Potential Allies

- The Last Guardian
- Reality fragments
- Ancient machinery
- Cosmic forces

Epilogue Hooks

Immediate Aftermath

- Reality stabilization
- Survivor recovery
- Evidence collection
- Area containment

Future Implications

- Entity echoes
- Reality scars
- Cosmic awareness
- Hidden knowledge

Final Notes

The stars align, reality bends, and in the heart of Wyrnwood Isle, investigators face cosmic horror incarnate. Their actions will determine not just their fate, but the fate of reality itself.

“In the end, we are all stars waiting to be born, or horrors waiting to wake.” - The Last Guardian

End of Shadows on Wyrnwood Isle

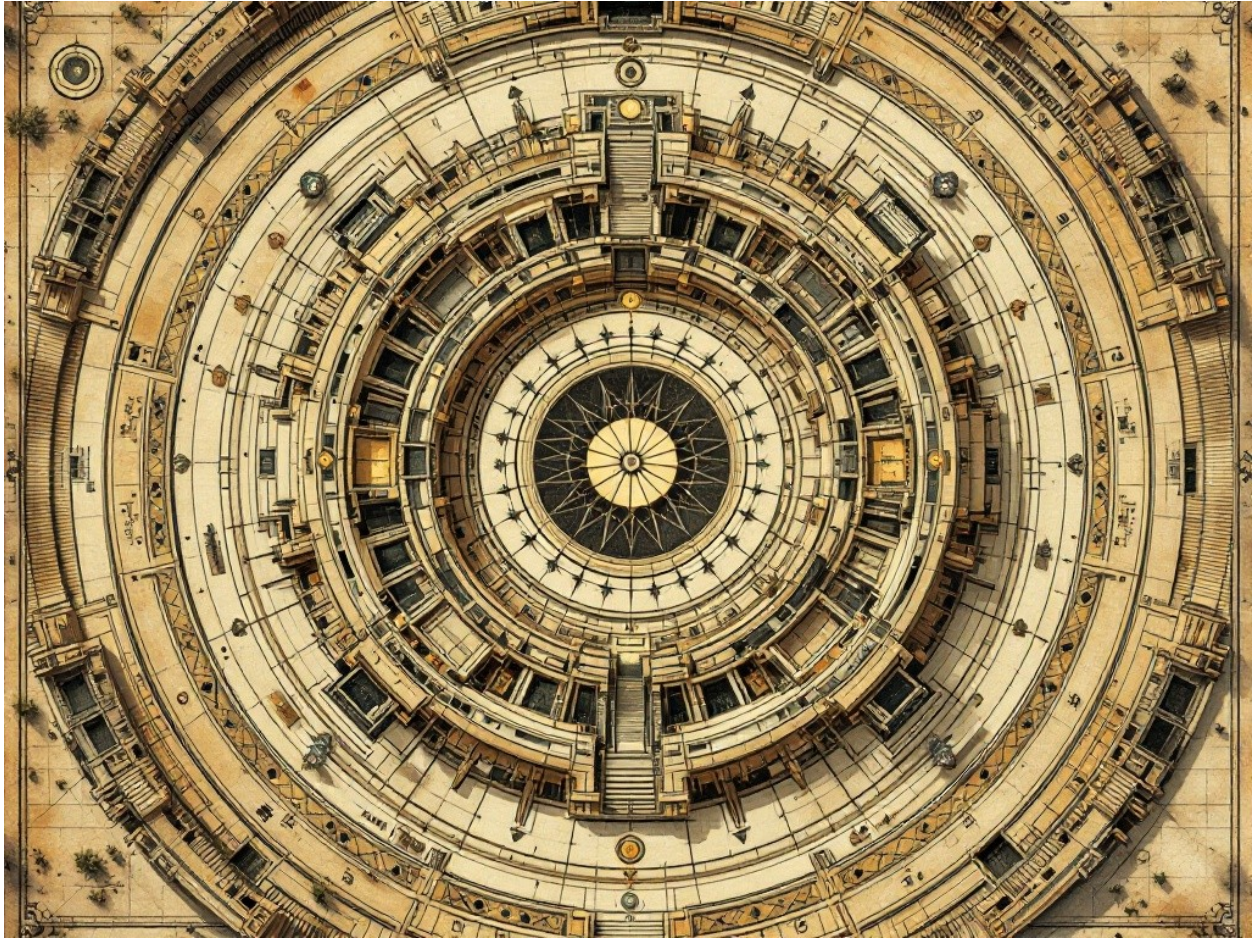




Figure 1: The climactic final battle against the Unnamed One, a massive, non-Euclidean cosmic horror emerging from a tear in reality. Reality warps around it while investigators struggle against its cosmic powers. Stars visible in daylight twist in impossible patterns overhead. Style: Cosmic horror meets dark fantasy, with impossible geometry and reality-bending effects.



Figure 2: Transformed Moira floating in the manifestation chamber, her form shifting between states as cosmic energy crackles around her. Reality fragments visible in the background, showing glimpses of other dimensions. Style: Dark fantasy meets body horror, with emphasis on transformation and cosmic power.