

LAST ARC

TACTICS ANALOGUE



THE KING OF CRYSTAL COVE

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The Crystal Caverns

An introduction to Last Arc; Tactics Analogue.

By Dustin J Nickell & CritCrab

Set-Up

The following module is a short adventure intended to be a part of entry into *Last Arc: Tactics Analogue*.

This adventure is designed for a party of four level 5 characters. Level 5 to gives players enough room to get creative with their builds, as well as access to plenty of fun and engaging powers and abilities.

Session Zero

While the *Crystal Cove* module is designed to be simplistic in both application and premise, it is still advised that the GM and players should hold a session zero, during which the players can create characters, and basic explanation of the setting and rules can occur.

GM Notes:

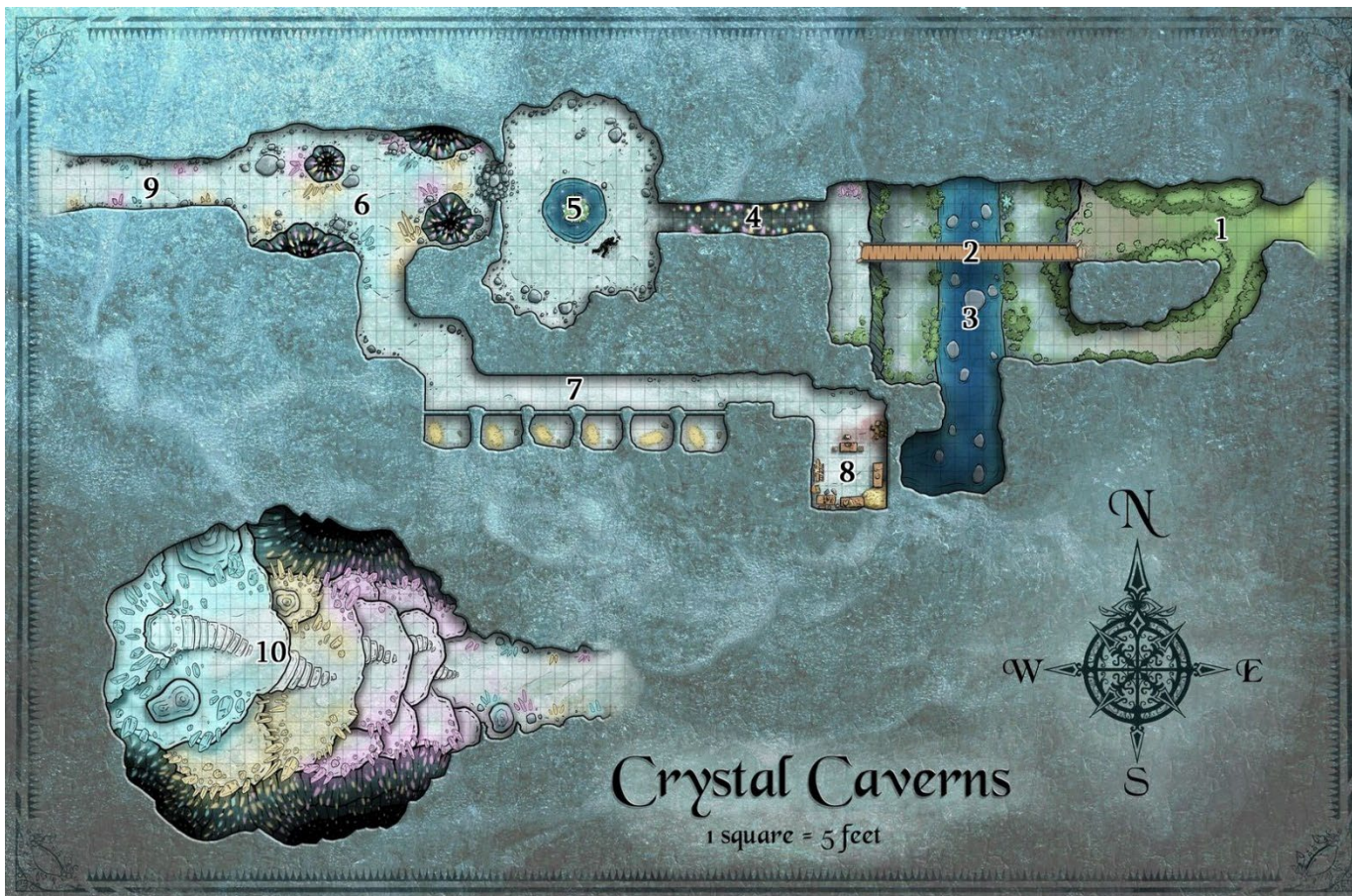
Though is an introductory dungeon of sorts, *Last Arc: Tactics Analogue* may have a bit of a learning curve for players new to the system. Last Arc is not as forgiving as some other systems. That being said, having your players create 2 characters for this dungeon is a good idea, as you might find it both convenient and necessary to have a backup ready to go.

Background

The heroes have just arrived in Crystal Cove, a once bustling port town that has fallen on hard times, ever since their magicite mines were overrun by a giant crustacean menace.

When you are ready to begin the module, read or paraphrase the following text.

The following map depicts the rooms detailed throughout the dungeon.



“At the far end of Crystal Cove’s bustling port town, sits a lone mountain within which lie the Crystal Caverns, a vast network of caves and tunnels that make up the now abandoned magicite mines. You have been charged with clearing out the mines, ridding it of the crab menace, once and for all, so that the mines may be worked once more, restoring prosperity and stability to the cove. You’re not the first group of adventurers recruited for this task. However, none sent before you, have ever returned. Though your primary mission is to clear the mines, your secondary objective will be to locate and rescue any survivors... should any remain. Good luck and Godspeed.”

Room 1: The Entrance

Room Description:

When the party enters the room, read or paraphrase the following boxed text:

“The party enters the caverns through the main entrance, a wide tunnel that carries the sound of rushing water through the air. Further in, is a passage that cuts left, slightly obscured by the untamed overgrowth.”

Enemies and Hazards:

The overgrowth along the walls of the tunnel is rough terrain. Any creature moving through rough terrain has their movement speed reduced by half. Additionally, the overgrowth grants small creatures’ concealment from non-adjacent creatures. Concealment blocks line of sight.

Combat:

Hiding in the overgrowth, on each side of the hall, are the following enemies: 2 *Crab Squires*, and 1 *Crab Knight*. Additionally hiding within the overgrowth of the left tunnel are another 2 *Crab Squires* and 1 *Crab Knight*. Place these enemies wherever you see fit.

If not detected, these enemies will launch an ambush as soon as a character moves about halfway through either path. Once an ambush is triggered, all other enemies emerge from hiding to engage in battle.

GM Notes:

As the enemy crabs are hidden in the overgrowth, you will compare their stealth of 22 (taking 20 + 2 [Agi mod]) to the party's passive perception. If successful, the crabs remain undetected. However, should the party at all be suspicious, they can try to reveal the location of hidden enemies with a Perception check. We advise against the GM calling for perception checks. This needlessly alerts your players to potential danger, stifling the sense of drama and suspense. Let them learn the merits of caution and restraint on their own.

The path forward leads to **The Bridge** (room 2), while the offshoot in the middle of the tunnel leads to **The River** (Room 3).

Stat blocks like these will be listed near encounters throughout the module.

Crab Squire CR 3

N Small beastkin 4

Init d8; **Senses** Low-Light Vision; **Passive Perception** 17

Language Aquan

Defences Ref 19 (flat-footed 17), Fort 15, Will 14

Hp 25; **DR** 5; **Threshold** 15

Weakness Colde, Electric

Speed 4 squares; climb 2 squares; swim 4 squares

Melee steel broadsword +12 (2d6 +2)

Space 1 square; **Reach** 1 square

Abilities Str 10, Agi 14, Vit 13, Int 2, Mnd 10, Cha 2

Feats Skill Focus (1-handed), Weapon Proficiency (Swords)

Skills 1-Handed +12, Perception +9, Unarmed +12

Loot Stardust (5%), Steel Broadsword (20%), Storm Crystal (50%)

Steal Stardust (5%), Golden Sap (20%), Health Potion (95%)

Crab Knight CR 3

N Small beastkin 3/warrior 1

Init d8; **Senses** Low-Light Vision; **Passive Perception** 18

Language Aquan

Defences Ref 20 (flat-footed 18), Fort 18, Will 16

Hp 29; **DR** 4; **Threshold** 18

Weakness Colde, Electric

Speed 4 squares; climb 2 squares; swim 4 squares

Melee boar spear +14 (2d6+5)

Space 1 square; **Reach** 1 square

Abilities Str 12, Agi 15, Vit 14, Int 5, Mnd 12, Cha 4

Talents Armour Training

Feats Armour Proficiency (light, heavy), Skill Focus (2-Handed),

Weapon Proficiency (Polearms)

Skills Athletics +8, 2-Handed +13, Perception +8, Unarmed +8

Loot Boar Spear (20%), Iron Cuirass (50%), Storm Crystal (95%), and 100gp

Steal Stardust (5%), Golden Sap (20%)

Room 2: The Bridge

Room Description:

When the party enters the room, read or paraphrase the following boxed text:

You stand before an old rope bridge. In a clear state of disrepair, the bridge is missing a number of wooden planks, while those that remain look weathered and rotted. Suspended about 10 meters above a rushing river with jutting rocks, falling would likely lead to serious injury... or worse.

Enemies and Hazards:

A DC 20 Knowledge Engineering check will allow a character to deduce that the bridge may only hold up for a few more uses before it finally gives out, and that small creatures have the best chance of crossing safely.

Any character that wishes to make their way across the bridge must succeed a DC 10 Acrobatics check. Each character that crosses the bridge, increases the DC for the next character by 5. However, small characters treat these cumulative penalties as 2's rather than 5's and add no cumulative penalty for crossing.

If a character fails, their respective Acrobatics check all characters currently on the bridge will fall into the waters below. The characters are now moved into Room 3.

Any characters that make it across the rope bridge, enter Room 4.

Room 3: The River

Room Description:

If the party attempts to cross the river by jumping rock to rock, read or paraphrase the following text:

"A river divides the bottom of the small chasm below the old bridge. A number of small boulders emerge just above the water's surface, almost forming a traversable path. On the far end of the room, across the river, is a steep wall, atop of which lies the path forward."

If a member of the party entered this room by falling from the bridge and into the river, read or paraphrase the following text:

"You get a sudden sinking feeling in your stomach, as the bridge beneath your feet gives out. Plummeting into the river below, you are submerged into the dark water, with a loud splash. Within moments, you feel sudden, sharp pains all over your body. It is not the sensation of freezing cold water, it is the tearing of your flesh!"

Special:

Characters within Room 4 may interact with party members, objects, and creatures in Room 2, Room 3, and Room 5. Additionally, Room 4 is in dim light.

Hidden Items:

Characters with a passive perception of 20, or that make a perception check of 15, will notice a strange plant on the northern bank of the river.

A DC 15 Knowledge Nature Check will allow them to deduce it is moonwort.

Should anyone wish to salvage the moonwort, a successful DC 15 survival check will grant them 1 moonwort, as well as an additional moonwort for every 5 points by which the DC was exceeded. After the survival check is made, the plant is depleted.

The base survival DC is increased to 20 if it is made without first having made a successful knowledge check.

Enemies and Hazards:

Within the waters of the river are swarms of piranhas, which can be identified by the party with three levels of clarity by the following Perception checks:

DC 15: There are schools of fish in the water.

DC 20: A school of fish appear to be feasting upon something in the water, creating a darkening cloud.

DC 25: The darkening cloud appears to be blood.

Party members who fail their Perception check notice nothing in the water.

Anyone who has entered the water suffers 1d4 unsuspected damage, that ignores all forms of DR, for each square of water they move through (or 2d4 if no movement was made). As all damage, this may explode.

Exploding damage is triggered when you roll the maximum value on a damage die. You then roll another damage die of the same type, adding it to the total damage. Damage dice may explode indefinitely. There is no limit.

A character who does not have a natural swim speed must make a DC 10 Athletics check to swim up to half their movement speed each turn. If the check is failed, no progress is made. If the check is failed by 5 or more, the character begins to sink.

Characters may attempt to cross the river by hopping from stone to stone using their athletics skill, though the overgrowth (rough terrain) on the riverbank will prevent them from gaining a running start unless they attempt to jump the overgrowth as well.

When the party successfully clears the river, read them the following boxed text.

“You arrive at the base of a stone wall 10 meters in height. Given its slight incline and small rocky protrusions it appears scalable...”

Party members looking to scale this wall must succeed a DC 20 athletics check. A character with an adventure pack that successfully makes this check, may choose to use pitons, and create proper handholds for the next climber, reducing the DC to 15.

Alternatively, in the event that the bridge above was broken, it may be used as a knotted rope with additional footholds, reducing the DC to climb to DC 5.

Anyone that successfully scale the wall enter room 5.

Room 4: Crystal Corridor

Room Description:

When the party reaches room 4, read or paraphrase the following boxed text:

“You have reached the other side of the chasm, the sounds of the river now behind you. With but a small ledge to stand on, the only path forward is through the crystal corridor before you. The numerous, jutting crystals glow with a dim, ambient light, that dissipates as the tunnel stretches ever further into the unknown.”

Room Description Continued:

When the party is ready to advance into the crystal corridor, read or paraphrase the following boxed text:

“As you make your way through the long corridor, you are treated to a brilliant display of lights and colours, as if walking through the lens of a kaleidoscope. It’s clear that the heavy concentration of raw magicite has had a tremendous effect on the creatures within the caverns. This may explain why the crabs so diligently defend the caverns, far beyond the means of an average beast.”

As the party exits the corridor, they enter room 5.

Room 5: The Nest

Room Description:

“Exiting the corridor, you enter a large, open chamber. A nest rests in the centre of the room, surrounded by a small body of water. On the nest lies a large azure lizard, sleeping comfortably. It emits an iridescent glow from within, that dimly lights all around it. Nearby, bobbing gently in the air around the lake, are 5 glowing orbs, emitting small arks of electrical energy, while lying next to the pool of water, are the charred remains of an unfortunate explorer. On the far end of the room a large, hastily arranged pile of rocks obstructs the way out.”

Enemies and Hazards:

The beithir is sleeping (as per the sleep status effect) and will not attack unless awakened.

A successful DC 25 Knowledge Nature check would reveal that the creature is a beithir. Every 5 points the check exceeds the DC reveal a single piece of information about the beithirs weaknesses, immunities,

Any who approach the beithirs nest must succeed a DC 21 (beithirs passive perception of 26 -5 for sleeping) stealth check to successfully move through the water and into the nest undetected. Otherwise, any creature who steps into the water immediately alerts the beithir to their presence and wakes it, resulting in combat.

The storm sprites are not hostile unless provoked, be they attacked directly or the beithir disturbed. If combat begins, they will fight on the side of the beithir as they share a symbiotic bond with the creature, feeding upon its energy.

The exit is blocked by a large pile of heavy rocks tightly packed together, blocking the exit. This was clearly erected to obstruct a larger creature, as there seems to be just enough room for a medium or smaller creatures to wedge through.

Combat:

In the event of combat, the following enemies are encountered: *1 Beithir* and *5 Storm Sprites*.

Hidden Items:

Should anyone search the charred remains, they find all the equipment is damaged beyond repair and that there is nothing worth salvaging. However, the body has an empty scabbard, but no signs of a weapon.

A passive perception of 25, or a successful perception check of DC 20, will reveal to the party a glowing red sword nestled in the lizard’s nest. It appears the lizard is using the sword as a source of warmth.

A successful DC 25 Knowledge Arcana check can deduce that the sword is an enchanted sword of fire, known as Flametongue.

Any who successfully made the appropriate stealth check detailed above, to get near enough to the nest, must succeed an additional DC 26 stealth check to retrieve the sword without disturbing the beithir. Otherwise, the beithir is alerted to your presence, resulting in combat.

GM Note:

It is important to note here that combat is not the only way to gain XP. Any potential combat that is successfully bypassed, subverted, diffused, etc. (excluding outright fleeing), should still award the party full XP as normal. This will encourage them to get creative when resolving conflict and overcoming obstacles, while also allowing them the opportunity to conserve precious resources.

Beithir

CR 10

N Large Beast (lizard) 11

Init d4; **Senses** low-light vision, scent; **Passive Perception** 26

Defences Ref 24 (flat-footed 21), Fort 21, Will 12

Hp 110; **DR** 10; **Threshold** 26

Immune Electric, Paralysis, Sleep

Speed 6 squares, climb 6 squares

Melee bite +22 (1d8+12)

Space 2x2 squares; **Reach** 2 squares

Atk Options Thunderbolt

Abilities Str 25, Agi 17, Vit 20, Int 2, Mnd 12, Chr 7

Special Qualities Conductive

Feats Improved Defences, Improved Initiative (2), Skill Focus (perception, stealth, unarmed)

Skills Perception +16, Stealth +13, Unarmed +22

Conductive- The damage from a beithir's natural attacks, is treated as electric damage, against enemies that are either weak, resistant, or immune to electric damage. Additionally, should the attack roll beat both the targets reflex and fortitude defence, the target may not use reactions until the start of the beithir's next turn.

Thunderbolt- As a standard action, the beithir may target a single creature within a 6 squares and line of sight with an attack roll (d20+20). If successful, the creature suffers 6d6+10 electric damage and are paralysed. Otherwise, creatures take half damage and are not paralysed. Additionally, should the attack roll beat both the targets reflex and fortitude defence, the attack may target an additional creature within 4 squares of the original target. This may continue indefinitely but may not target the same creature more than once per use. The beithir may not use this ability again for 1d4+1 rounds.

Loot Aeromancer's Ring (5%), Storm Crystal (50%), Beast Scale (95%)

Steal Moonwort (20%), Storm Crystal (95%)

Storm Sprite

CR 1

N Small Elemental 2

MP 12

Init d8; **Senses** blindsight; **Passive Perception** 16

Languages Auran

Defences Ref 15 (flat-footed 13), Fort 10, Will 10

Hp 10; **Threshold** 11

Immune Electric, Elemental Immunities

Speed fly 12 squares (hover)

Melee slam +11 (1d3+1)

Space 1 square; **Reach** 1 square

Abilities Str 10, Agi 15, Vit 10, Int 4, Mnd 11, Chr 11

Special Qualities conductive, Incorporeal

Feats Skill Focus (unarmed)

Skills Acrobatics +8, Knowledge (Arcana) +3, Perception +6, Unarmed +11

Conductive- A storm sprite's slam attack deals electric damage. Additionally, if the attack roll surpasses both the targets reflex defence and fortitude defence, target may not use reactions until the start of the storm sprites next turn.

Loot Storm Crystal (20%), Magicite (50%)

Steal Storm Crystal (5%), Magicite (95%)

Room 6: The Pits

Room Description:

"You enter into a vast cavernous hall, a number of large pits descend into the ground, the faint glow of their crystalline walls vanishing into the depths bellow. The hall, illuminated by the multitude of magicite crystals, reveals a battalion of enemy crabs arranged in a defensive position, poised between you and the passage forward. Among the crab knights, stands one with ornate plumage on his helm. He formally marches to the front of the line. Behind them, a wizened old crab, wearing a wizard's hat and 2 larger crabs with cannons emerging from the tops of their shells, ready to support the front line. The crustacean commander draws a sword, fashioned in the shape of a bolt of lightning, and with one swift motion he points it at you, prompting his crabrigade to attack!"

Combat:

The formidable Crab Brigade (aka Crabrigade) is composed of the following enemies: *1 Crab Commander*, *2 Crab Knights*, *1 Crab Wizard*, and *2 Crab Cannoneers*.

If the party is defeated in battle, unconscious characters are moved to a dungeon jail cell. If any died in combat, they can create a new character to be freed from the Holding Cells, detailed in *Room 7*.

Crab Commander

CR 5

N Small Beastkin 3/warrior 1/bard 2

Init d8; **Senses** Low-Light Vision; **Passive Perception** 18

Language Aquan

Defences Ref 24 (flat-footed 22), Fort 20, Will 18

Hp 43; **DR** 4; **Threshold** 20

Weakness Electric

Speed 4 squares, climb 2 squares, swim 4 squares

Melee levin sword +16 (2d8+8), or

Space 1 square; **Reach** 1 square

Performances Known (perform oratory +9) Knight's Paeon

Abilities Str 12, Agi 15, Vit 14, Int 5, Mnd 12, Cha 12

Talents Armour Training, Monologue

Feats Armour Proficiency (light, heavy), Bardic Study, Skill Focus (2-handed), Skill Training (perform oratory), Weapon Proficiency (swords)

Skills 2-Handed +14, Athletics +9, Perception +9, Perform (oratory) +9, Unarmed +9

Loot Levin Sword (20%), Iron Cuirass (50%), Storm Crystal (95%), and 200gp

Steal Hi-Potion (5%), Nothing (95%)

Crab Knight

CR 3

N Small beastkin 3/warrior 1

Init d8; **Senses** Low-Light Vision; **Passive Perception** 18

Language Aquan

Defences Ref 20 (flat-footed 18), Fort 18, Will 16

Hp 29; **DR** 4; **Threshold** 18

Weakness Colde, Electric

Speed 4 squares; climb 2 squares; swim 4 squares

Melee boar spear +14 (2d6+5)

Space 1 square; **Reach** 1 square

Abilities Str 12, Agi 15, Vit 14, Int 5, Mnd 12, Cha 4

Talents Armour Training

Feats Armour Proficiency (light, heavy), Skill Focus (2-Handed), Weapon Proficiency (Polearms)

Skills Athletics +8, 2-Handed +13, Perception +8, Unarmed +8

Loot Boar Spear (20%), Iron Cuirass (50%), Storm Crystal (95%), and 100gp

Steal Stardust (5%), Golden Sap (20%)

Crab Wizard

CR 3

N Small beastkin 1/mage 3

MP 24

Init d12; Senses Low-Light Vision; **Passive Perception** 17

Language Aquan, Auran, Terran

Defences Ref 20 (flat-footed 17), Fort 16, Will 18

Hp 24; **DR** 3; **Threshold** 17

Weakness Colde, Electric

Speed 4 squares, climb 2 squares, swim 4 squares

Ranged nimbus wand +16 (3d4+3)

Space 1 square; **Reach** 1 square

Spells Known (Spellcraft +16) Dispel, Shock, Tempest, Ward

Abilities Str 8, Agi 16, Vit 13, Int 16, Mnd 15, Cha 10

Talents Focused Spell, Penetrating Spell

Feats Arcane Study, Channel, Extra Mana, Skill Focus (Spellcraft)

Skills Acrobatics+8, Knowledge Arcana +9, Knowledge Local +9, Perception+7, Stealth+13, **Spellcraft** +16, Survival+7, Unarmed +6

Loot Nimbus wand (5%) Mages Habit (20%), Ether (50%), Storm Crystal (95%), and 300gp

Steal Stardust (5%), Ether (95%)

Crab Cannoneer

CR 3

N Large beastkin 3/ranger 1

Init d8; Senses Low-Light Vision; **Passive Perception** 17

Language Aquan

Defences Ref 15 (flat-footed 15), Fort 20, Will 13

Hp 37; **Threshold** 17

Weakness Colde, Electric

Speed 4 squares, climb 4 squares, swim 8 squares

Melee 2 claws +19 (1d6+9) or,

Ranged cannon +16* (1d6+9) or,

Ranged cannon +11* (1d6+9) with Volley

Space 1 square; **Reach** 2 squares

Atk Options Volley

Abilities Str 24, Agi 11, Vit 18, Int 3, Mnd 10, Cha 2

Talents Volley I

Feats Precise Shot, Skill Focus (Unarmed, Ranged)

Skills Perception +7, Ranged +16*, Unarmed +19

Loot Stardust (5%), Obsidian (20%), Storm Crystal (95%), 100gp

Steal Stardust (5%), Health Potion (20%)

*uses Vit in place of Agi

Room 7: The Holding Cells

Dynamic Events:

If the party enters the hallway from **The Pits** (room 6) Reference **Section A** of the following room. However, if the party was defeated by the crab battalion reference **Section B** of the following room.

Section A

Room Description:

As the party enters the hallway from The Pits, read or paraphrase the following text:

“You enter into a damp, dimly lit hallway. The gaps in the decrepit, rusted bars allow you a glimpse into the derelict cells that line southern wall... There is a faint flickering light coming from the room at the east end of the murky corridor...”

Dynamic Events:

If any characters that died during any of the previous combat encounters, their backup characters may be discovered within the cells. They will have none of their gear on them, as it is secured in the **Armory (room 8)**.

Anyone attempting to liberate the prisoners, or prisoners seeking to liberate themselves, will need to succeed a DC 15 Strength check to force the cell doors open, or a DC 15 disable check to pick the lock.

Section B

Room Description:

Characters who were knocked unconscious awaken within one of the cells. Read or paraphrase the following text:

“You awaken to pitch darkness, a humid chill in the air of this unknown place. Lying flat on your back, only a weathered sheet of damp burlap separates you from the cold stone floor. When your eyes finally adjust to the darkness, you recognize the rusted iron bars as a cell door. You have been taken prisoner.”

GM Notes:

When the party awakens, each of them are in separate cells stripped of all equipment and items, save their armour. Additionally, each character recovers some HP and MP, as if they had taken an 8 hour rest.

When characters have 8 hours of uninterrupted rest, they regain an amount of HP equal to (character level + vitality modifier) x 2, as well as an amount of MP equal to (character level + mind modifier) x 2.

Enemies and Hazards:

The cell doors are locked and cannot be opened normally. However, these old doors are easier to foil than most. Requiring either a DC 15 disable check to unlock the door, or a DC 15 strength check to force it open.

If 1 or more characters successfully escape their cells, reference text for **Result A**.

However, if 4 or more total skill checks are failed by the party, before any successful escape, the party fails to escape their cells. Reference text **Result B**.

Result A:

When the party has gotten out of their cells successfully, read or paraphrase the following text:

“As you leave your cell, you find yourself in the middle of a dark, damp hallway. At the far-left end of the hall, glows a cool, ambient light that vanishes into the winding corridor. To the right, a warm, flickering light illuminates a nearby chamber.”

GM Notes:

Should the party leave the hall through the left passage, they re-enter the Pits (room 8) to find the Crab Battalion has dispersed, leaving the room empty.

Result B:

If the party does not escape their cells, read or paraphrase the following text:

“Your attempts at escape have proved fruitless. You have no choice but to sit in your cell and await your fate. Before long, you hear the chattering footsteps of crabs coming down the hall. Your cells then open, one by one, as crab squires are directed by a small crab, wearing an ornate, clerical mitre, to lead you from your cells into the hall. The large, ominous figure of a crab cloaked in black, blocks the passageway to your left. He carries a massive two-handed axe, with the still fresh blood of his last kill coating its edge. The crab priest motions the squires forward, now leading you to a chamber at the far end of the murky corridor.”

GM Notes:

Should a member of the party resist the crabs and refuse to exit their cell, the crab squire will automatically knock them unconscious and drag them the rest of the way.

Willing or not, the party enters the **Armoury (Room 8)**

Room 8: The Armoury

Dynamic Events:

If the party wanders into the Armoury while exploring, reference **Section A** of the following room. However, if the party was forced into the Armoury by the crabs, reference **Section B** of the following room.

Section A

Room Description:

As the party enters the Armoury, read or paraphrase the following text:

“You enter the room at the far end of the hall. It seems to be an armoury of sorts, though clearly refashioned into a makeshift execution chamber. A crude, blood-stained chopping block rests ominously at the centre of the room, a small mound of severed heads piled against the wall... there were no survivors. Across the room are several tables, shelves, and racks filled with equipment and supplies, while a set of old keys is suspended from a hook on the nearest wall.”

Hidden Items:

If the party made it to this room without dying, then they discover various pieces of gear and equipment that have been discarded here. Roll 1d4 on the Armoury Loot Table below, to determine what items are found.

GM Notes:

The keys on the nearest wall unlock the cell doors found in room 7.

Armoury Loot Table

#	Items Found
1	Bronze Sword, Long Bolts (10), Scroll of Ember, Widow's Kiss.
2	Ether, Javelin, Pyrosceptre, Scroll of Cure.
3	Fyr Arrows (10), Hide Armour, Hi-Potion, Scroll of Protect.
4	Dagger, Fyr Wand, 1d4 Health Potions, Hi-Ether.

However, if the party had to escape the holding cells after defeat, or otherwise had to free any players' backup characters from the holding cells, only confiscated items can be recovered in this room.

Enemies and Hazards:

If, and only IF the party had to had to free themselves from the holding cells after defeat, does this encounter trigger.

As the party recovers their equipment (give them time to use potions if they would like) and are ready to leave the Armoury, the loud sound of chattering feet, large and small, can be heard from the hall. Within moments, **4 Crab Squires**, **1 Crab Priest**, and **1 Crab Executioner** burst into the room!

Section B

Room Description:

As the party is forced into the Armoury, read or paraphrase the following text:

“As the crabs lead your party, willing or not, into the armoury. You see it's been fashioned into a makeshift execution chamber. A crude, blood-stained chopping block rests at the centre of the room, a small mound of severed heads piled against the east wall. Across the room, you can see your armaments carelessly scattered atop the tables... As the crab priest begins to flip through a small tome, preparing your last rites, the executioner begins to sharpen his axe. Their backs are turned to you and even the lowly squires pay you little mind... this may be your last chance.”

Enemies and Hazards:

Should the party choose to attack or attempt to grab their weapons, they initiate combat. Treat this as a surprise round.

During a surprise round, initiative is rolled as normal, though only the attackers (in this instance, the party) may take a full round of actions. The surprised party (in this instance, the crabs) may only take a single standard, move, or swift action on their turn, but only if their initiative would allow them to act before 1 or more of the attackers. Otherwise, surprised characters and creatures can take no action on their turn and are flat-footed. After the surprise round, combat continues normally, using the existing initiative order.

Combat:

The party must battle **4 Crab Squires**, **1 Crab Priest**, and **1 Executioner Crab**. However, should any squires remain after the Crab executioner and Crab priest are defeated, they immediately flee, and are removed from combat. Note, loot is not rolled for any enemy that fled.

GM Notes:

As stated in one scenario of the **Holding Cells** (room 7), party members may be drug into the Armoury while unconscious. After the surprise round, you should consider allowing an unconscious character to come to and join the fight, though now at a greater disadvantage. In the event that the entire party are drug into the room while unconscious, no combat may be initiated, and the characters are quietly executed one after the other. The game is over.

Crab Squire

CR 3

N Small beastkin 4

Init d8; **Senses** Low-Light Vision; **Passive Perception** 17

Language Aquan

Defences Ref 19 (flat-footed 17), Fort 15, Will 14

Hp 25; **DR** 5; **Threshold** 15

Weakness Colde, Electric

Speed 4 squares; climb 2 squares; swim 4 squares

Melee steel broadsword +12 (2d6 +2)

Space 1 square; **Reach** 1 square

Abilities Str 10, Agi 14, Vit 13, Int 2, Mnd 10, Cha 2

Feats Skill Focus (1-handed), Weapon Proficiency (Swords)

Skills 1-Handed +7, Perception +9, Unarmed +12

Loot Stardust (5%), Steel Broadsword (20%), Storm Crystal (50%)

Steal Stardust (5%), Golden Sap (20%), Health Potion (95%)

Crab Priest

CR 3

N Small beastkin 1/initiate 3

MP 24

Init d12; Senses Low-Light Vision; Passive Perception 17

Language Aquan, Auran, Terran

Defences Ref 20 (flat-footed 17), Fort 16, Will 18

Hp 24; DR 5; Threshold 16

Weakness Colde, Electric

Speed 4 squares, climb 2 squares, swim 4 squares

Melee 2 claws +6 (1d3+1)

Space 1 square; Reach 1 square

Spells Known (spellcraft +14/16*) Cleanse, Cure, Dispel, Ward

Abilities Str 8, Agi 16, Vit 13, Int 16, Mnd 15, Cha 10

Talents Benediction, Healers Blessing

Feats Arcane Study, Channel, Extra Mana, Skill Focus (Spellcraft)

Skills Acrobatics +8, Knowledge Arcana +9, Knowledge Religion +9, Perception +7, Stealth+13, Spellcraft +14/16*, Survival +7, Unarmed +6

Loot Cleric's Chimere (5%), Ether (50%), Storm Crystal (95%), and 300gp

Steal Stardust (5%), Ether (95%)

*when casting white magick spells

Executioner Crab

CR 5

N Large beastkin 2/warrior 5

Init d8; Senses Low-Light Vision; Passive Perception 17

Language Aquan

Defences Ref 16 (flat-footed 16), Fort 22, Will 14

Hp 75; DR 8; Threshold 27

Immunities Paralysis, Poison, Toad, Silence, Sleep, Slow

Resistance Colde

Weakness Holy

Dfs Options Tough as Nails

Speed 4 squares; climb 4 squares; swim 8 squares

Melee headsman's axe +23 (2d10+12)

Space 1 square; Reach 2 squares

Abilities Str 24, Agi 11, Vit 18, Int 3, Mnd 10, Cha 2

Talents Brutal Assault, Heavy Handed, Tough as Nails

Feats Armour Proficiency (light), Improved Damage Threshold, Improved Defences, Improved Initiative, Mighty Swing, Skill Focus (1-handed), Toughness

Skills 1-Handed +20, Perception +8, Unarmed +20

Loot Headsman's Axe (5%), Black Garb (20%), Storm Crystal (95%), 500gp

Steal Moondust (5%), Hi-Potion (20%), Nothing (95%)

Room 9: The Last Stretch

This is the last room of the dungeon before the final battle, read or paraphrase the following text.

"The large passage has a dull light, the smaller crystals failing to illuminate all within its vast reaches. As you continue your way through the darkness, you finally see a light at the end of the tunnel. You sense you're reaching your journeys end."

When the players are ready to move forward... enter The Throne Room.

Room 10: The Throne Room

Room Description:

This is the final room of the dungeon. Read or paraphrase the following text:

"As you step into the light, the passage opens into an enormous expanse of crystalline walls, reaching high into the interior of the hollowed mountain. Before you, a great staircase climbs the many ascending levels of the glorious cavern, each crowned with crystals that shine more brilliantly than the last."

Enemies and Hazards:

Creatures do not have line of sight on creatures that occupy the higher elevation, unless said creature is standing at the nearest edge. The only exception to this rule is for any creature or character that occupies the adjoining stairs, which allow them a better view of the next floor.

The Crab King is at the top of the stairs, upon his throne. However, the party will not see him until they reach the platform beneath his throne.

When the party finds the Crab King at the top, read or paraphrase the following text.

"As you ascend the final flight of stairs, you are greeted by an enormous red crab, wearing a golden crown adorned with an impressive variety of jewels, gems, pearls, and shells. Mounted upon each of his mighty limbs is a large tower shield, bearing the crustacean coat of arms, while upon his face, he wears the scars of his many battles... If his sheer size is any indication of his longevity, it is safe to assume, he has won them all... His eyes meet yours, glaring at you menacingly. He rises from his throne, claws raised in the air, and with a deafening *CLICK CLACK*, he challenges you to a climactic final battle."

Combat:

The final battle is against *1 Crab King*, *1 Crab Priest**, and *2 Crab Knights*.

Should any enemies remain when the Crab King is defeated, they immediately flee and are removed from combat.

*If the Crab Priest was defeated with the Executioner Crab, he will not be present for this battle.

When the Crab King is defeated, read or paraphrase the following text.

"Bested, the Crab King struggles to stand against the weight of his wounds. For a moment, before collapsing, he says, "Go to youtube dot com slash critcrab... watch my videos... be sure to like, share, subscribe, and click the bell icon for notifications... till next time..." and with a heavy sigh, the great king of crustaceans collapses to the ground, his body begins to emit a strange glow. Taking on an incorporeal form, the Crab King begins to vanish before your eyes, while ghostly wisps emerge from the fading image. The wisps gather in the air above, and together, form a crystal conch that falls at your feet. You are victorious."

Crab Knight	CR 3
N Small beastkin 3/warrior 1	
Init d8; Senses Low-Light Vision; Passive Perception 18	
Language Aquan	
Defences Ref 20 (flat-footed 18), Fort 18, Will 16	
Hp 29; DR 4; Threshold 18	
Weakness Colde, Electric	
Speed 4 squares; climb 2 squares; swim 4 squares	
Melee boar spear +14 (2d6+5)	
Space 1 square; Reach 1 square	
Abilities Str 12, Agi 15, Vit 14, Int 5, Mnd 12, Cha 4	
Talents Armour Training	
Feats Armour Proficiency (light, heavy), Skill Focus (2-Handed), Weapon Proficiency (Polearms)	
Skills Athletics +8, 2-Handed +13, Perception +8, Unarmed +8	
Loot Boar Spear (20%), Iron Cuirass (50%), Storm Crystal (95%), and 100gp	
Steal Stardust (5%), Golden Sap (20%)	

Crab Priest	CR 3
N Small beastkin 1/initiate 3	
MP 24	
Init d12; Senses Low-Light Vision; Passive Perception 17	
Language Aquan, Auran, Terran	
Defences Ref 20 (flat-footed 17), Fort 16, Will 18	
Hp 24; DR 5; Threshold 16	
Weakness Colde, Electric	
Speed 4 squares, climb 2 squares, swim 4 squares	
Melee 2 claws +6 (1d3+1)	
Space 1 square; Reach 1 square	
Spells Known (spellcraft +14/16*) Cleanse, Cure, Dispel, Ward	
Abilities Str 8, Agi 16, Vit 13, Int 16, Mnd 15, Cha 10	
Talents Benediction, Healers Blessing	
Feats Arcane Study, Channel, Extra Mana, Skill Focus (Spellcraft)	
Skills Acrobatics +8, Knowledge Arcana +9, Knowledge Religion +9, Perception +7, Stealth+13, Spellcraft +14/16*, Survival +7, Unarmed +6	
Loot Cleric's Chimere (5%), Ether (50%), Storm Crystal (95%), and 300gp	
Steal Stardust (5%), Ether (95%)	
<i>*when casting white magick spells</i>	



The official CritCrab seal of approval!
(IT'S REAL! WE BOUGHT THE NFT! PLZ DON'T SCREENSHOT, OR WE WILL GET REAL LIFE LAWYERS!)

Crab King	CR 8
LN Huge Legendary beastkin 1/warrior 6	
Init d8; Senses Low-Light Vision; Passive Perception 20	
Language Aquan	
Defences Ref 17 (flat-footed 15), Fort 28, Will 20	
Hp 111; DR 5; Threshold 38	
Immunities Charm, Paralysis, Petrification, Poison, Slow, Toad	
Resistance Colde, Lightning	
Weakness Fire	
Speed 6 squares, climb 6 squares, swim 10 squares	
Melee kite shield +19 (1d10+9), or	
Melee kite shield +14 (1d10+9) and kite shield +14 (1d10+9) with two-weapon fighting	
Space 3x3 squares; Reach 3 squares	
Abilities Str 22, Agi 15, Vit 29, Int 7, Mnd 14, Cha 12	
Special Qualities Legendary (Broodlord, Deadly, Unyielding)	
Talents Deflect, Indomitable, Shield Ally	
Feats Improved Shield Bash, Shake it off, Shield Bash, Shield Proficiency, Skill Focus (1-handed), Toughness, Two-Weapon Fighting	
Skills 1-Handed +19, Athletics +14, Knowledge Nobility +6, Perception +10, Unarmed +16	
Broodlord- The first time the Crab King is reduced to 55 HP or less, 1d4 crab knights will immediately spawn within 6 squares and line of sight of the crab king, acting on the crab kings turn. This happens again the first time the crab king is reduced to 27 HP or less.	
Deadly- The first time the Crab King is reduced to 55 HP or less, his damage dice explode on the roll of 8-10 for the duration of the fight. This increases again the first time the crab king is reduced to 27 HP or less, exploding on the roll of 6-10.	
Unyielding- The first time the Crab King is reduced to 55 HP or less, the Crab Kings DR increases to DR 10, for the duration of the fight. This happens again when the Crab King is reduced to 27 HP or less, increasing to DR 15.	
Loot Azureous Lunar Shard, Crystal Conch and 600gp	
Steal Moondust (20%), Hi-Potion (95%)	

Unique Item

The Crystal Conch

Within this elaborate, sparkling crystal shell, lives a tiny little crab with a small golden crown. Once per day, as a standard action, a character may use this item to summon the mighty Crab King. For the duration of the encounter, the Crab King will battle on the side of its summoner, acting as a companion/ally. The Crab King gains a bonus, equal to half the users character level, to attack rolls, skill checks, damage rolls, defences, and DR. However, this summon may not use any of the Crab Kings legendary features. This item weighs 1/10 bulk.

-The End-

You made it! We hope you enjoyed your time playing Last Arc: Tactics Analogue, as well as your adventures through the Crystal Caverns!

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Thank you for playing!