

AGONY OF ALMRAIVEN

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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In a land of assassins, djinn, giant birds, and magic lamps, the heroes find themselves pursued all the way to the gates of Almraiven, and quickly discover that there are those who will stop at nothing to prevent Ala'Ammar from getting his hands on the precious artifact that will restore honor to his family and could even deliver freedom to the oppressed people of Calimshan. A *Living Forgotten Realms* adventure set in Calimshan for characters of the Heroic tier (levels 1-10). This is the third and final part of the *Battlecloak Saga* (which also includes CALI3-1 and CALI3-2). Playing these three adventures in order with the same character is strongly recommended, but not required.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure are noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in **bold italics** provides player information for you to paraphrase or read aloud when appropriate. Information about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule:

Make decisions and adjudications that enhance the fun of the adventure whenever possible.

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure supports the entire Heroic tier of play (levels 1-10). Paragon-tier and Epic-tier characters may not play this adventure. Any Heroic-tier character can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

Living Forgotten Realms defines five Adventure Levels (ALs) within each tier. The choice of AL affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles. The players must decide as a group which AL they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

The group may not choose an Adventure Level that is more than three levels above the lowest-level character in the party. For example, a group with a level 2, level 3, and four level 5 characters may not choose to play the AL 6 version of an adventure because level 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either AL 2 or AL 4, but they will probably choose AL 4 because that's the best fit for the group (the average character level is $25/6 =$ approximately 4).

If (and only if) the group can't agree on an Adventure Level, the DM may cast a tiebreaking vote.

FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct

cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Regardless of which option is chosen, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it says so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players

whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

Death Penalty: When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

Diseases: A disease lasts until it is cured or it reaches its final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as

milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

DCs BY ADVENTURE LEVEL

This adventure uses the terms Easy, Moderate, and Hard to refer to the Difficulty Class (DC) of most checks. If a DC is given as a static number (such as DC 15 or DC 25 instead of Easy DC, Moderate DC, or Hard DC) then that number is the same regardless of Adventure Level (this applies to certain skill checks whose difficulty is specifically set by the core rules, such as monster knowledge checks, jumping and swimming checks, etc.)

Should you need to improvise a DC during the adventure, use the following table.

Adventure Level	Easy DC	Moderate DC	Hard DC
2	9	13	20
4	10	14	21
6	11	15	23
8	12	16	24
10	13	18	26

ADVENTURE BACKGROUND

Ala'Ammar, patriarch of House Azhar in Almraiven, has discovered scriptural evidence that his bloodline might be traced back to the legendary House Asada. As compelling as this evidence may be, it is not proof enough to support the patriarch's claim to greatness. What he really needs is to find an artifact attuned to those of the old bloodline: one that glows when those of the House for whom it was originally designed don it.

Such an item is the Battlecloak of Vycaena, but it went missing over 100 years ago. Its last known location was Mintar, an evil, wretched city where the people still toil under the yoke of religious fundamentalists dedicated to Bane. Ala'Ammar does not want to draw attention to his claim, as already there are others claiming to be descendents of his family's enemies, including House Naijar. So, Ala'Ammar seeks adventurers to help him find the cloak. If he is successful, House Azhar will once again be House Asada, and Ala'Ammar does not only find prestige in Almraiven, but also with the power of the artifact, lead an army to take back the city of Memnon (city of his ancestors) and free the human slaves from the chains of the wicked genasi and efreeti overlords.

In the first part of the quest arc (*CALI3-1 Malice of Mintar*), Ala'Ammar learned that the cloak is the in possession of the genasi Prama Ningra, who lives in or near to the city of Memnon.

In the second part of the quest arc (*CALI3-2 Menace of Memnon*), Ala'Ammar sent a group of adventurers to steal the cloak from Prama Ningra and secure it in a Safehouse in Memnon.

This final chapter of *The Battlecloak Saga* involves the PCs fleeing Memnon and delivering the cloak to the safety of Almraiven.

DM'S INTRODUCTION

The adventure starts with a briefing in Memnon where the PCs are given the cloak and instructions on their mission. They are asked to take the Battlecloak from Memnon to Almraiven, where Ala'Ammar waits.

Crossing the desert is an arduous task, and efreeti chase the PCs for a week across the sands of Calimshan. This is a very tiring journey. wear and tear on the PCs is tracked by fatigue points. Fatigue points are further explained in Player's Handout 1. Because the PCs are being chased, they do not have time to take an extended rest until they reach the safety of Almraiven. The PCs must overcome several environmental challenges as they cross the Calimshan Desert. This is represented by an overarching skill challenge that lasts from the time the PCs leave Memnon until they reach Almraiven. The scenes in the skill challenge are broken up by combat encounters.

After several days in the desert, the PCs come upon a band of thri-kreen nomads who have captured a brass dragon. With a sandstorm closing in from behind, the PCs must get past the nomads. If they also choose to free the dragon, they earn benefits that may help them complete the adventure.

After two more scenes of the skill challenge, the PCs come upon a group of reptiles sunning themselves on a few desert rocks. These hungry creatures attack the PCs, and additional burrowing enemies join the fray. The PCs must defeat these beasts to continue their mission.

Two final scenes complete the skill challenge, and then the PCs reach Almraiven. Upon arrival, Jamah Huseyn, a rival of Ala'Ammar, meets them at the gates. He shares a dark secret about Ala'Ammar's past, and asks the PCs to give him the Battlecloak instead. The PCs are faced with an important choice; whether they give him the cloak or not, Jamah quickly departs.

A few blocks away, thugs (hired by either Ala'Ammar or Jamah Huseyn) ambush the PCs. Their goal is to either take the Battlecloak (if the PCs did not give it to Jamah), or to eliminate the PCs (since the PCs

are likely to tell Ala'Ammar about Jamah's involvement). After defeating the thugs, the PCs meet with Ala'Ammar and conclude the adventure.

Before you start the adventure, check whether any players have already played *CALI3-1 Malice of Mintar* or *CALI3-2 Menace of Memnon*. The story awards **CALI03 Battlecloak Saga Quest** and **CALI06 Recovered the Battlecloak of Vycaena** have an impact on this adventure. Also, PCs with both of these story awards can complete the major quest at the end of this adventure.

RESTING

The theme of this adventure is an exhausting, seemingly endless trek through the Calimshan Desert. Efreeti are chasing the PCs, sending a wave of heat before them. The opportunity to stop and rest is very limited:

- There is no opportunity to take an extended rest during the adventure.
- A short rest is available only where indicated in the adventure. For each additional short rest (or 5 minutes doing other nominated activities), the PCs are hit with a wave of heat projected from the efreeti. That, combined with the accelerated pace needed to get ahead, costs each PC a fatigue point (see Player's Handout 1). The DM needs to ensure the players know how this mechanic works before the adventure begins.
- Be sure players understand the limited nature of resting, so that they can make decisions about using encounter powers during the skill challenges that may not be recovered until the next opportunity for a short rest.
- The PCs do "rest" occasionally during the journey (lashing themselves to their horses and catching some sleep while riding or collapsing exhausted for an hour or two before stumbling to their feet again and pressing on). However, these breaks are not very "restful" and therefore do not count as a short rest or extended rest. The PCs are too exhausted to cast rituals or perform other tasks during these breaks.

PLAYER'S INTRODUCTION

For PCs whose last adventure was *CALI3-2*, read or paraphrase the following:

You have been lying low in the safehouse in Memnon for several weeks, while the Crimson Guard scours the city for the Battlecloak of Vycaena. Ma'Mun, owner of The Thirsty Camel, serves you a simple breakfast, but today he also brings a message: "It is time

to take the Battlecloak of Vycaena to Almraiven. We will have a briefing shortly."

For PCs who played *CALI3-2*, but have played other adventures since, read or paraphrase the following:

After securing the Battlecloak of Vycaena in the safehouse in Memnon, you were able to sneak out of the city undetected. After all, the Crimson Guard was looking for the cloak, thinking of you as being of little importance.

Ala'Ammar has contacted you once again. The search as quieted and it is time to transport the cloak to Almraiven. You have no trouble finding The Thirsty Camel, and Ma'Mun is relieved to see you. After serving you a simple breakfast, he says: "It is time to take the Battlecloak of Vycaena to Almraiven. We will have a briefing shortly."

For PCs who have not played *CALI3-01* and/or *CALI3-2*, read or paraphrase the following:

You have received a request from Ala'Ammar, a noble living in the city of Almraiven. This city protects free humans from the unending war between air and fire, while factions work to break the bitter yolk of human slavery in Calim and Memnon.

In order to establish his bloodline and raise an army to defeat the cruel slavers of Memnon, Ala'Ammar needs the Battlecloak of Vycaena, which was recently stolen by adventurers from a Memnon noble, and hidden within the city. He has requested that you go to The Thirsty Camel in Memnon and speak with Ma'Mun about transporting the cloak across the Calimshan desert and delivering it to him in Almraiven. You will, of course, be properly rewarded for this service.

PCs should introduce themselves, especially if they have different backgrounds. If they have questions about Ala'Ammar, they can learn the following information with a History or Streetwise check:

- DC 10: Ala'Ammar is a well-known and well-liked noble. He and his family have a reputation of being honorable.
- DC 15: Ala'Ammar has committed many of his personal resources to sheltering escaped slaves and is rumored to have ties to organizations opposed to slavery in the region.
- DC 20: Rumors tell that Ala'Ammar was once a slave himself in the city of Memnon, captured trying to help other slaves escape. When he gained his freedom, he vowed to devote his life to the overthrow of Memnon and to bringing freedom for all those under the yoke of slavery.

When the adventurers are ready for Ma'mun to brief them, continue with Encounter 1.

ENCOUNTER 1: BRIEFING

Important NPC: **Ma'Mun**, male tiefling, owner of The Thirsty Camel in Memnon, member of the Brotherhood of Bonded Escape

Ma'Mun addresses the PCs in the secret safehouse room beneath The Thirsty Camel.

Ma'Mun wastes no time in getting down to business. "This is it, then. One final task and the Battlecloak of Vycaena will be safely in Almraiven. I doubt it will be easy, what with the Crimson Guard looking for you, not to mention the dangers of the desert."

Ma'Mun tosses the cloak on the table, and the PCs should decide who is going to carry it. Ma'Mun is happy to answer any questions the PCs may have.

BACKGROUND FROM CALI3~1 AND CALI3~2

- Ala'Ammar's primary goal is to lead an army to take the city of Memnon (city of his ancestors) and free the slaves from their wicked genasi and efreeti overlords.
- In order to accomplish this, he needs to recover the Battlecloak of Vycaena to prove his heritage and claim leadership.
- Ala'Ammar is working with the Brotherhood of Bonded Escape, a secret organization based in Almraiven dedicated to freeing the slaves of Calimshan.

THE MISSION

- The PCs need to deliver the cloak to Ala'Ammar in Almraiven.
- The safehouse has wards preventing detection. Once the cloak leaves the safehouse, the Crimson Guard (Memnon's most elite and powerful guard unit of tieflings and efreeti) will sense its presence and start their pursuit.
- The cloak itself has some unusual properties. Using magical means to transport the cloak is ineffective, and rituals used to speed its bearer's journey also fail. This is why the PCs are needed - the cloak can only be carried by mundane means.
- The PCs are expected to travel almost nonstop, covering over 400 miles of desert between Memnon and Almraiven.
- Ala'Ammar will provide them with a generous payment when they deliver the cloak.

- The PCs are provided specially trained horses to get a head start. They should ride these horses nonstop as long as they can to get a good lead, then abandon the mounts and continue on their own.
- PCs who have their own mounts or other gear that would interfere with their ability to move quickly through the desert can leave these items with Ma'Mun. He will send them with a caravan, and the PCs can pick up their goods in Almraiven.
- Ma'Mun can provide a map of the Calimshan Desert with a few notable landmarks. The PCs should avoid major trade routes, as the forces of Memnon desperately want to get their hands on the cloak, and such well-traveled routes are the first place they will look.

See Player's Handout 2 for more regional information if the PCs have additional questions.

ENDING THE ENCOUNTER

Once the PCs are briefed and accept the mission, continue with Encounter 2.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

PCs who have story award **CALI03** or **CALI06** receive a dose of *silver sand* for each award, up to a maximum of two for having both story awards.

ENCOUNTER 2: DESERT FATIGUE

SKILL CHALLENGE, COMPLEXITY 2

SETUP

Distribute Player Handout 1 and make sure the players understand the Fatigue Point mechanic. We also recommend that you write the Easy, Moderate, and Hard DCs for the Adventure Level being played in a prominent place, as these numbers will be used often.

Each PCs is given a horse to ride. Any mounts, animal companions, or other gear the PCs wish to have sent separately can be picked up at the end of the adventure in Almraiven.

If the PCs have any means to completely bypass the adventure (such as using a ritual to transport them directly to Almraiven), remember that the magical wards on the Battlecloak of Vycana interfere with magically enhanced modes of movement and prevent success. However, you should reward PCs who have good ideas to aid in their travel, and provide appropriate bonuses to reward creative thinking. For example, if a PC has a *bag of holding* and stocks up on water before the trip, you could award a +2 bonus to all Endurance checks while crossing the desert.

Read or paraphrase when the PCs are ready to leave Memnon:

As you gallop off towards Almraiven, Memnon fades into the cloud of dust behind you and the vast expanse of the Calimshan Desert sprawls ahead. Just as Memnon disappears from sight, two flaming pinpoints of light launch from the city in your direction. A couple of efreeti, evil fire overlords of epic power, are giving chase.

Throughout the 10 day journey through the desert, the PCs need to stay ahead of the efreeti. This means that there is no opportunity for an extended rest as the PCs cross the Calimshan Desert. While they are able to rest for an hour here and there during their trek, they need to keep moving or the efreeti overtake them.

This skill challenge represents the entire trip across the desert, and is divided into scenes. Throughout the skill challenge, portray the extreme desert conditions and the draining effect the long journey is having.

After each pair of scenes in the skill challenge is a combat encounter. After completing the combat, return to this encounter and continue the skill challenge. The PCs complete the skill challenge when they reach the

gates of Almraiven. You should run all of the scenes, even if the PCs accrue more than 3 failures early on, since the PCs have to survive their trek across the desert no matter whether they succeed or fail on the overall skill challenge.

SKILL CHALLENGE: CROSSING THE DESERT

Goal: Overcome the harsh environment of the desert, expending as few resources as possible.

Complexity: 2 (6 challenge scenes)

Primary Skills: Varies by scene

Victory: The PCs reach Almraiven before the “welcoming committee” can fully prepare.

Defeat: The “welcoming committee” in Almraiven has time to prepare for the arrival of the PCs.

This skill challenge is very straightforward. Each scene presents an objective that the PCs either complete easily, or tire themselves out to finish. With each individual failure, fatigue points are accumulated. In most of the scenes, all PCs must attempt a skill check using one of the listed skills. However, not every individual skill check failure counts as a failure toward the overall skill challenge! This is very important.

At the end of each scene, if more than two PCs earned a fatigue point (three or more when playing with 6 PCs), that entire scene counts as one failure in the overall skill challenge. The PCs must complete all 6 scenes. If they accrue 2 or more total failed scenes, they succeed at the skill challenge. If they have 3 or more failed scenes (again, it's scenes, not checks) then the overall skill challenge is a failure.

SCENE 1: BEATING A DEAD HORSE

The horses are pushing themselves to the limit under the harsh conditions of the desert. Although they have lasted several days and given you a good lead on the pursuing efreet, their endurance can only hold up for so long.

PCs should decide individually whether they want to try to ride their horses to the brink of exhaustion, or whether they want to ride their horses to death. If a PC wants to ride their horse to death, use the “Failure” option under the Heal/Nature check below.

Heal or Nature (individual; each PC must attempt one) Each PC can try to gauge when their mount has gone as long as it can, dismounting and setting it free into the desert. The PC then continues on foot.

- **Hard DC Success:** The PC needs to make an Easy DC Endurance check or gain a fatigue point.
- **Moderate DC Success:** The PC needs to make a Moderate DC Endurance check or gain a fatigue point.
- **Easy DC Success:** The PC needs to make a Hard DC Endurance check or gain a fatigue point.
- **Failure:** If a PC fails to make an Easy DC check, they ride their horse until it collapses. The PC loses a healing surge. Then, the PC must still attempt an Easy DC Endurance check or gain a fatigue point.

SCENE 2: FRIENDLY NOMADS

After another day of travel, off in the distance is a group of tents, rustling in the desert wind. Perhaps the nomad village is friendly, and can offer you some comfort from your long journey.

Each PC has the opportunity to interact with the nomads, who are an eladrin sect of the Jennassar, a group dedicated to eradicating slavery in the region. Feel free to role-play this interaction, but keep pacing in mind if you are in a time-sensitive environment.

The nomads ask whether Jamah Husyen sent the PCs. They explain that he has led many successful raids against Memnon, freeing many slaves. They have offered him asylum to rest since they believe in his cause.

Whether the PCs approach with kind words, use deceit, or threaten the nomads, the PCs may be able to get some aid on their journey. PCs with the fey origin gain a +2 bonus to interact with the nomads, and eladrin PCs increase this bonus to +4.

Treat any PC with story award **ADCP08 Feylord's Pact** from *ADCP2-2H Heart of the Desert: Race Against Time* as automatically succeeding at the Hard DC in this scene.

Bluff, Diplomacy, or Intimidate (individual; each PC must attempt one)

Each PC can try to persuade the nomads to help them. This tribe reacts to each PC individually.

- **Hard DC Success:** The PC convinces the nomad to part with a significant water ration, food ration, and use of his cot inside a tent and out of the sun for an hour. The PC does not need to make an Endurance check.
- **Moderate DC Success:** The PC coaxes the nomad to share a little food and water, and use his cot. The PC must make an Easy DC Endurance check or gain a fatigue point.

- **Easy DC Success:** The PC gains the use of a cot for an hour out of the sun, and can cool off a bit. They must make a Moderate DC Endurance check or gain a fatigue point.
- **Failure:** If a PC fails to make an Easy DC check, the nomads do not allow them use of their resources. They must make a Hard DC Endurance check or gain a fatigue point.

The PCs spend an hour with the nomads, during which they can take short rests.

INTERLUDE 1: ENCOUNTER 3: SANDSTORM

At this point in the skill challenge, run Encounter 3 Sandstorm. When you have completed that encounter, continue with Scene 3 of the Skill Challenge.

SCENE 3: MIRAGES

After almost a week of traveling, passing miles of sand dunes with no distinguishing characteristics, you spot a small pond shaded by trees ahead, a peaceful place where you can rest a few hours and shake the monotony of the journey.

This oasis is just one of many mirages that weary PCs, having spent days in the desert, rush to - only to crest a sand dune and find nothing but more sand.

Remember, if the PCs saved the dragon and answered the riddle, they gain a +2 bonus to Arcana and Insight checks in this scene.

Arcana or Insight (individual; each PC must attempt one)

Each PC must distinguish what is real, and what is an illusion. Those who have studied illusions or who can keep a clear mind can avoid being drawn to mirages.

- **Hard DC Success:** The PC can tell the difference between what is real and what is not. The PC does not need to make an Endurance check.
- **Moderate DC Success:** The PC occasionally sees something in the distance and rushes off, only to find nothing there. The PC must make an Easy DC Endurance check or gain a fatigue point.
- **Easy DC Success:** The PC frequently goes running off after some fantasy they spot in the desert. They must make a Moderate DC Endurance check or gain a fatigue point.
- **Failure:** If a PC fails to make an Easy DC check, every few hours they go running off after an illusion, to the confusion of their allies. They must make a Hard DC Endurance check or gain a fatigue point.

SCENE 4: TUNNEL TROUBLE

Ahead, a huge tunnel opening, likely made by a huge worm, leads in the same direction you are going. It looks several days old. Taking the tunnel would get you out of the sun for a good portion of the day, but it looks unstable. You need to step carefully if you decide to brave this underground route.

PCs should decide as a group whether they want to take the tunnel or travel above ground. Since it is not clear which way the tunnel may turn, it is unwise to split up.

Above Ground: If they stay above ground in the hot sun, they must each make a **Moderate DC Endurance** check or gain a fatigue point. Then proceed to Interlude II (skip over the “below ground” section).

Below Ground: If they choose to take the tunnel, they must step carefully. The trip through the tunnel takes about 1 day.

Dungeoneering or Stealth (individual; each PC must attempt one)

Each PC must step carefully, or disturb the tunnel, causing rocks and insects to fall from the ceiling above.

- **Hard DC Success:** The PC doesn’t cause anything to fall on them. The PC does **not** need to make an Endurance check.
- **Moderate DC Success:** The PC causes a small collapse. The PC must make an Easy DC Endurance check or gain a fatigue point.
- **Easy DC Success:** The PC causes several collapses. He/she must make a Moderate DC Endurance check or gain a fatigue point.
- **Failure:** If a PC fails to make an Easy DC check, they cause debris and insects to fall on them every few minutes. He/she must make a Hard DC Endurance check or gain a fatigue point.

INTERLUDE II: ENCOUNTER 4: A SPOT OF LUNCH

At this point in the skill challenge, run Encounter 4. When you have completed that encounter, continue with Scene 5 of the Skill Challenge.

SCENE 5: NAVIGATION

Now over a week into your journey, the expansive desert all looks the same. Is that large rock over there a landmark from your map, or is it just another rock?

The PCs need to find landmarks and read their ancient map correctly to stay on the correct route.

History or Perception [Moderate DC] (group check)

Each PC must either try to interpret the map or spot landmarks. If a PC succeeds at a Hard DC, he/she can cancel a failure from one other PC. If no more than two PCs fail, they find their way without difficulty. If more than two PCs fail, the PCs get lost and they each gain one fatigue point.

If the PCs complete this scene with no failures (or cancel all failures), they can cancel 1 failure in the overall skill challenge.

SCENE 6: FORAGING

Only two days away from Almraiven, supplies are running low. While traveling, the PCs may identify and gather the juice from wild cacti and other wildlife growing in the area. This one check represents each PC’s efforts over the course of the entire journey.

Athletics or Nature (individual; each PC must attempt one)

Each PC can try to break open cacti as they travel, without exerting themselves too much, or identify plants that are safe to eat.

- **Hard DC Success:** The PC easily collects 3 units of resources during the trek.
- **Moderate DC Success:** The PC collects 2 units of resources for the journey.
- **Easy DC Success:** The PC stumbles upon 1 unit of resources to help the journey.

Once the PCs have gathered their resources, they can divide them any way they want. Each unit provides a cumulative +5 bonus to the next Endurance check. Each PC must then each make a Hard DC Endurance check, or gain one fatigue point.

If more than two PCs earn a fatigue point in this scene, it counts as one failure in the skill challenge.

ENDING THE ENCOUNTER

At the end of the skill challenge, the PCs reach the gates of Almraiven. Their success indicates how much time the thugs have to move into their ambush positions.

- If the PCs failed 0 scenes, they have crossed the desert sharp and alert. They gain a surprise round in Encounter 6.
- If the PCs failed 1 or 2 scenes, run Encounter 6 as written.
- If the PCs failed 3 or more scenes, their journey was slow and their enemies have time to plan an ambush. The PCs are surprised in Encounter 6.

Once the PCs have completed all the scenes of the skill challenge and you have determined their overall success or failure, proceed to **Encounter 5: A Proposition**.

MILESTONE

As a whole, this skill challenge counts towards a milestone (which is awarded before Encounter 5 takes place). Note that there is no time for a short rest between the end of Scene 6 and the start of Encounter 5.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 3A: SANDSTORM

ENCOUNTER LEVEL 2/4/6/8/10

SETUP

This encounter includes these creatures at AL 2:

- 1 thri-kreen mage (level 3) (M)
- 2 thri-kreen soldiers (level 2) (S)
- 8 thri-kreen bounders (level 2) (B)

This encounter includes these creatures at AL 4:

- 1 thri-kreen mage (level 5) (M)
- 2 thri-kreen soldiers (level 4) (S)
- 8 thri-kreen bounders (level 4) (B)

This encounter includes these creatures at AL 6:

- 1 thri-kreen mage (level 7) (M)
- 2 thri-kreen soldiers (level 5) (S)
- 8 thri-kreen bounders (level 5) (B)

This encounter includes these creatures at AL 8/10:

- 1 thri-kreen mantis warrior (level 7) (W)
- 2 thri-kreen hunters (level 8) (H)
- 8 thri-kreen scavengers (level 7) (T)

This encounter includes these creatures at AL 10:

- 1 thri-kreen mantis warrior (level 9) (W)
- 2 thri-kreen hunters (level 10) (H)
- 8 thri-kreen scavengers (level 9) (T)

The PCs are trying to outrun a sandstorm while avoiding, or defeating, a band of thri-kreen nomads who have captured a brass dragon. Make it clear to the players that the primary objective is to reach the far end of the map, and fighting the thri-kreen or rescuing the dragon are *optional* objectives.

After parting with the friendly nomads, your trek continues across the desert. An intense sandstorm whips up behind you, but so far you have been able to outpace it.

Ahead of you in the middle of a rocky outcropping is a large brass dragon trapped under a huge barbed net. Surrounding the net is a rowdy band of thri-kreen poking at the dragon with sharp sticks and throwing rocks at it, taunting and jeering at the helpless creature.

With the sandstorm quickly closing in from behind, there probably isn't time to properly deal with this band. There are some caves in the distance. If you can get past the thri-kreen, those caves would be a safe place to wait out the storm. Over the din of the sandstorm, a thri-

kreen loudly chirps something in a strange tongue. The others stop torturing the dragon and turn to face you. It appears they have found some new victims to torture.

FEATURES OF THE AREA

Sand Dunes: The areas of difficult terrain are small sand dunes. Due to the soft sand and height of the dunes, the DC to jump over these squares is doubled. PCs with magic items that allow them to ignore difficult terrain due to silt can ignore this difficult terrain.

Hills: The hills are 10 feet high and require a DC 15 Athletics check to climb.

Net: The net is difficult terrain.

Sand Storm: A sandstorm approaches from the bottom of the map. The sandstorm moves 4 squares at the end of each round. The sand is smoothed out when the sandstorm passes over it, so any squares of sandy difficult terrain in the sandstorm become normal terrain. While a creature is in the sandstorm, they are blinded and have total concealment. In addition, any creature that starts its turn in the sandstorm gains 1 Fatigue Point. The encounter ends when the sandstorm reaches the far end of the map (i.e. after 6 rounds). (See “Ending the Encounter.”)

Steep Slope: At the top of the map is a steep sandy slope that descends a considerable distance. Once a PC crosses the red line, they tumble safely down the slope and are out of the encounter. Inform the players that PCs who cross the red line are removed from the encounter and cannot re-enter it. The PCs are safe at the bottom of the slope and can wait there for the rest of their party. Once all PCs cross the red line, the encounter is over (see “Ending the Encounter”). The thri-kreen adversaries do not descend the slope.

SKILL CHALLENGE, COMPLEXITY 3: UNLEASH THE BEAST (OPTIONAL)

Goal: The goal of this skill challenge is to free a large brass dragon from the nets.

Complexity: 3 (8 successes; 6 successes for 4 PCs or 10 successes for 6 PCs)

Primary Skills: Athletics, Thievery, Heal, Diplomacy, Arcana, and Endurance

Victory: The PCs free the brass dragon from the nets.

Defeat: If the PCs do not complete the skill challenge by the time the Sandstorm completely covers the map, the brass dragon dies in the sandstorm.

Note: Use Player's Handout 3 to track the PCs' progress. If you wish, give the handout to the players to track their own progress. Note that the handout does not spoil the total number of successes needed.

There is a brass dragon trapped under a large barbed magical net that the thri-kreen have captured and tortured. The dragon is too weak and injured from torture to talk during the combat, and is struggling against the net. Once the PCs earn enough successes, the dragon can free himself from the net.

If the PCs wish, they may participate in a skill challenge to free the dragon. This skill challenge is completely optional. A PC must be on or adjacent to the net to make a skill check. All checks in this skill challenge require standard actions. “Failures” are not tracked; the penalty for failing a check is that the PC has wasted their standard action.

Arcana, moderate DC (1 success, 2 maximum)

A binding ritual has been used to enhance the nets and imprison the dragon. With a success the PC weakens the ritual.

Athletics, moderate DC (1 success, 2 maximum)

There are several large boulders around the edges of the net, pinning it to the ground. The PC rolls away some boulders.

Diplomacy, moderate DC (1 success, 2 maximum)

Panicked, the dragon thrashes around wildly as the sandstorm draws nearer and the battle rages around him. With a success the PC soothes the dragon.

Endurance, moderate DC (1 success, 2 maximum)

The net is heavily barbed: sharp, jagged thorns jut out from the netting in all directions. Undeterred, the PC firmly grabs the barbed net and rips a hole in it.

Heal, moderate DC (1 success, 2 maximum)

The dragon is badly injured. By treating the most severe wounds, the PC gives the dragon enough strength to struggle against the bonds on his own.

Thievery, moderate DC (1 success, 2 maximum)

The net material is tied together in a series of intricate, complex knots. The PC unties the net in several key places, creating a hole.

Success: The dragon gets free of the net and uses his breath weapon (targeting as many thri-kreen as possible), which automatically deals 10 points of damage to all thri-kreen in a close blast 5 and pushes them 3 squares. The dragon then flies off of the map.

The remaining thri-kreen screech with terror as the large brass dragon breaks free from the net with a

mighty roar. The dragon breathes on his captors and then flies away.

Failure: If the dragon is not set free by the end of the encounter, it dies.

TACTICS

AL 2/4/6: The thri-kreen mage uses *brilliant chains* on the first turn and whenever the power recharges to restrict the party’s movement, selecting targets that are heavily armored (and therefore likely to have a low Reflex). He uses *magic missile* to push PCs back toward the sandstorm.

The thri-kreen soldiers use *claw* to slow PCs. They position themselves so that PCs have to provoke to move away from the sandstorm.

The thri-kreen bounders spread out to avoid being targeted by bursts or blasts. They position themselves so that PCs have to provoke to move away from the sandstorm. They primarily use ranged attacks.

AL 8/10: The thri-kreen mantis warrior marks as many targets as possible, ends his turns adjacent to marked targets, and uses *spasm* every round to hamper the PC’s movement as they try to flee the sandstorm. He uses *springing assault* whenever it recharges to mark PCs and slide them back towards the sandstorm. He uses *mantis jump* or *springing assault* to position himself adjacent to as many PCs as possible so that the PCs have to provoke to move past him.

The thri-kreen scavengers form a line in front of the PCs, trying to block the way. Because they have reach, they stand 1 square away from PCs so they can’t charge them.

The thri-kreen hunters stay in the back and use *slashing wind* or *double throw* on the PCs farthest away from the sandstorm. They use *springing throw* or *mantis jump* to stay out of harm’s way.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Only 6 successes are required to free the dragon. At AL 2/4/6, remove 4 thri-kreen bounders. At AL 8/10, remove 1 thri-kreen hunter.

Six PCs: At all ALs, 10 successes are required to free the dragon. At AL 2/4/6, add one thri-kreen soldier and 2 minions. At AL 8/10, add one thri-kreen hunter and 2 minions.

ENDING THE ENCOUNTER

The encounter ends when all of the PCs have reached the far side of the map or the sandstorm completely covers the map (i.e. after 6 rounds). When the sandstorm completely covers the map:

- The sandstorm intensifies.
- Any PCs that remain on the map gain 2 Fatigue Points and are blown off the map down the slope to safety.
- The brass dragon dies if the PCs did not get the appropriate number of successes in the skill challenge.
- The thri-kreen scatter in all directions.

After the encounter, the PCs reach the caves where they can take one short rest and wait for the sandstorm to pass over.

Proceed to Encounter 3B if the PCs succeeded in the skill challenge to save the dragon. Otherwise, proceed to Encounter 2, Scene 3.

TROUBLE SHOOTING

Remember, the PCs' primary objective is to reach the far side of the map. Rescuing the dragon is optional and they do not need to kill any of the thri-kreen.

If the PCs try to bypass the encounter using *arcane gate* or a similar mass teleportation power, remind them that the Battlecloak of Vycæna cannot be transported by magical means so the PC carrying the cloak cannot teleport.

The PCs cannot use diplomatic means to bypass this encounter. The loud sound of the approaching sandstorm makes it difficult to communicate and the PCs do not have enough time for negotiations before the sandstorm closes in. The thri-kreen feel threatened by the PCs entering the area and attack the party, even if the PCs do not attack.

EXPERIENCE

This encounter counts towards a milestone.

TREASURE

In the cave, the PCs find the skeletal remains of a human traveler. Clutched tightly in his hand is a *master's wand of magic missile* (+1 at AL 2/4; +2 at AL 6/8/10). By his side is a tattered pouch filled with gems worth 15/20/50/100/150 gp per PC.

ENCOUNTER 3A: SANDSTORM (ADVENTURE LEVEL 2)

Thri-Kreen Mage (level 3)	Level 3 Controller
Medium natural humanoid	XP 150
HP 44; Bloodied 22	Initiative +3
AC 16, Fortitude 12, Reflex 13, Will 14	Perception +4
Speed 6	Low-light vision
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d8 + 6 damage.	
r Magic Missile (force, implement) • At-Will	
Attack: Ranged 20 (one creature)	
Effect: The target takes 4 force damage and is pushed 1 square.	
R Brilliant Chains (lightning, implement) • Recharge when no creature is affected by this power	
Attack: Ranged 10 (one creature); +6 vs. Ref	
Hit: 1d8 + 3 lightning damage, and the mage makes a secondary attack.	
Secondary Attack: Ranged 10 (two creatures within 5 squares of the primary target); +7 vs. Ref	
Hit: 3 lightning damage, and the target is slowed (save ends).	
Whenever the target ends its turn more than 5 squares away from the primary target while it is slowed by this power, it takes 4 lightning damage and the mage knocks the target prone.	
MOVE ACTIONS	
Mantis Jump • Encounter	
Effect: The hunter jumps up to 6 squares. This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
Deflecting Shield • Encounter	
Trigger: The mage is the target of a melee or ranged attack.	
Effect (Immediate Interrupt): The mage gains a +4 bonus to the defense targeted by the triggering attack until the end of the mage's next turn.	
Skills Arcana +10	
Str 10 (+1)	Dex 14 (+3)
Con 12 (+2)	Int 18 (+5)
	Wis 17 (+4)
	Cha 12 (+2)
Alignment unaligned Languages Common, Thri-kreen	
Equipment master's wand of magic missile +1, robes	
Note: Human renegade mage, changed to thri-kreen. Added master's wand of magic missile. Cacophonous burst replaced with ability to recharge brilliant chains.	

Thri-Kreen Soldier (level 2)	Level 2 Soldier
Medium natural humanoid	XP 125
HP 39; Bloodied 19	Initiative +7
AC 19, Fortitude 17, Reflex 15, Will 15	Perception +3
Speed 6	Low-light vision
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d10 + 4 damage and the target is slowed and marked until the end of the thri-kreen soldier's next turn.	
M Formation Strike • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d10 + 4 damage, and the thri-kreen soldier shifts 1 square provided it ends in a space adjacent to another thri-kreen.	
MOVE ACTIONS	
Mantis Jump • Encounter	
Effect: The soldier jumps up to 6 squares. This movement does not provoke opportunity attacks.	
Skills Athletics +10, History +8	
Str 19 (+5)	Dex 14 (+3)
Con 15 (+3)	Int 11 (+1)
	Wis 14 (+3)
	Cha 10 (+1)
Alignment unaligned Languages Common, Thri-kreen	
Equipment hide armor	
Note: Hobgoblin soldier, changed to thri-kreen, adjusted damage.	

Thri-Kreen Bounder (level 2)	Level 2 Minion Skirmisher
Medium natural humanoid	XP 31
HP 1; a missed attack never damages a minion	Initiative +6
AC 16, Fortitude 14, Reflex 15, Will 14	Perception +3
Speed 6	Low-light vision
TRAITS	
Deft Dodger	
The bounder gains a +2 bonus to all defenses against ranged attacks.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 5 damage.	
r Chatkcha (weapon) • At-Will	
Attack: Ranged 6/12 (one creature); +7 vs. AC	
Hit: 5 damage.	
TRIGGERED ACTIONS	
Mantis Bound • At-Will	
Trigger: The bounder is missed by an attack	
Effect (Free Action): The bounder jumps 3 squares. This movement does not provoke opportunity attacks.	
Skills Athletics +8, Nature +8, Stealth +9	
Str 14 (+3)	Dex 17 (+4)
Con 13 (+2)	Int 10 (+1)
	Wis 14 (+3)
	Cha 10 (+1)
Alignment unaligned Languages Common, Thri-kreen	
Equipment chatkcha x2, leather armor	

ENCOUNTER 3A: SANDSTORM (ADVENTURE LEVEL 4)

Thri-Kreen Mage (level 5)	Level 5 Controller
Medium natural humanoid	XP 200
HP 60; Bloodied 30	Initiative +4
AC 18, Fortitude 14, Reflex 15, Will 16	Perception +5
Speed 6	Low-light vision
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 6 damage.	
r Magic Missile (force, implement) • At-Will	
Attack: Ranged 20 (one creature)	
Effect: The target takes 5 force damage and is pushed 1 square.	
R Brilliant Chains (lightning, implement) • Recharge when no creature is affected by this power	
Attack: Ranged 10 (one creature); +8 vs. Ref	
Hit: 1d8 + 5 lightning damage, and the mage makes a secondary attack.	
Secondary Attack: Ranged 10 (two creatures within 5 squares of the primary target); +9 vs. Ref	
Hit: 4 lightning damage, and the target is slowed (save ends).	
Whenever the target ends its turn more than 5 squares away from the primary target while it is slowed by this power, it takes 5 lightning damage and the mage knocks the target prone.	
MOVE ACTIONS	
Mantis Jump • Encounter	
Effect: The hunter jumps up to 6 squares. This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
Deflecting Shield • Encounter	
Trigger: The mage is the target of a melee or ranged attack.	
Effect (Immediate Interrupt): The mage gains a +4 bonus to the defense targeted by the triggering attack until the end of the mage's next turn.	
Skills Arcana +11	
Str 10 (+2)	Dex 14 (+4) Wis 17 (+5)
Con 12 (+3)	Int 18 (+6) Cha 12 (+3)
Alignment unaligned Languages Common, Thri-kreen	
Equipment master's wand of magic missile +1, robes	
Note: Human renegade mage, changed to thri-kreen. Added master's wand of magic missile. Cacophonous burst replaced with ability to recharge brilliant chains.	

Thri-Kreen Soldier (level 4)	Level 4 Soldier
Medium natural humanoid	XP 175
HP 55; Bloodied 27	Initiative +8
AC 21, Fortitude 19, Reflex 17, Will 17	Perception +4
Speed 6	Low-light vision
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d10 + 6 damage and the target is slowed and marked until the end of the thri-kreen soldier's next turn.	
M Formation Strike • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d10 + 6 damage, and the thri-kreen soldier shifts 1 square provided it ends in a space adjacent to another thri-kreen.	
MOVE ACTIONS	
Mantis Jump • Encounter	
Effect: The soldier jumps up to 6 squares. This movement does not provoke opportunity attacks.	
Skills Athletics +11, History +9	
Str 19 (+6)	Dex 14 (+4) Wis 14 (+4)
Con 15 (+4)	Int 11 (+2) Cha 10 (+2)
Alignment unaligned Languages Common, Thri-kreen	
Equipment hide armor	
Note: Hobgoblin soldier, changed to thri-kreen, adjusted damage.	

Thri-Kreen Bounder (level 4)	Level 4 Minion Skirmisher
Medium natural humanoid	XP 44
HP 1; a missed attack never damages a minion	Initiative +7
AC 18, Fortitude 16, Reflex 17, Will 16	Perception +4
Speed 6	Low-light vision
TRAITS	
Deft Dodger	
The bounder gains a +2 bonus to all defenses against ranged attacks.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 6 damage.	
r Chatkcha (weapon) • At-Will	
Attack: Ranged 6/12 (one creature); +9 vs. AC	
Hit: 6 damage.	
TRIGGERED ACTIONS	
Mantis Bound • At-Will	
Trigger: The bounder is missed by an attack.	
Effect (Free Action): The bounder jumps 3 squares. This movement does not provoke opportunity attacks.	
Skills Athletics +9, Nature +9, Stealth +10	
Str 14 (+4)	Dex 17 (+5) Wis 14 (+4)
Con 13 (+3)	Int 10 (+4) Cha 10 (+4)
Alignment unaligned Languages Common, Thri-kreen	
Equipment chatkcha x2, leather armor	

ENCOUNTER 3A: SANDSTORM (ADVENTURE LEVEL 6)

Thri-Kreen Mage (level 7)	Level 7 Controller
Medium natural humanoid	XP 300
HP 76; Bloodied 38	Initiative +5
AC 20, Fortitude 16, Reflex 17, Will 18	Perception +6
Speed 6	Low-light vision
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d8 + 6 damage.	
r Magic Missile (force, implement) • At-Will	
Attack: Ranged 20 (one creature)	
Effect: The target takes 6 force damage and is pushed 1 square.	
R Brilliant Chains (lightning, implement) • Recharge when no creature is affected by this power	
Attack: Ranged 10 (one creature); +10 vs. Ref	
Hit: 1d8 + 7 lightning damage, and the mage makes a secondary attack.	
Secondary Attack: Ranged 10 (two creatures within 5 squares of the primary target); +11 vs. Ref	
Hit: 5 lightning damage, and the target is slowed (save ends). Whenever the target ends its turn more than 5 squares away from the primary target while it is slowed by this power, it takes 6 lightning damage and the mage knocks the target prone.	
MOVE ACTIONS	
Mantis Jump • Encounter	
Effect: The hunter jumps up to 6 squares. This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
Deflecting Shield • Encounter	
Trigger: The mage is the target of a melee or ranged attack.	
Effect (Immediate Interrupt): The mage gains a +4 bonus to the defense targeted by the triggering attack until the end of the mage's next turn.	
Skills Arcana +12	
Str 10 (+3)	Dex 14 (+5) Wis 17 (+6)
Con 12 (+4)	Int 18 (+7) Cha 12 (+4)
Alignment unaligned Languages Common, Thri-kreen	
Equipment master's wand of magic missile +1, robes	
Note: Human renegade mage, changed to thri-kreen. Added master's wand of magic missile. Cacophonous burst replaced with ability to recharge brilliant chains.	

Thri-Kreen Soldier (level 6)	Level 6 Soldier
Medium natural humanoid	XP 250
HP 71; Bloodied 35	Initiative +8
AC 23, Fortitude 21, Reflex 19, Will 19	Perception +4
Speed 6	low-light vision
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d10 + 3 damage and the target is slowed and marked until the end of the thri-kreen soldier's next turn.	
M Formation Strike • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d10 + 3 damage, and the thri-kreen soldier shifts 1 square provided it ends in a space adjacent to another thri-kreen.	
MOVE ACTIONS	
Mantis Jump • Encounter	
Effect: The soldier jumps up to 6 squares. This movement does not provoke opportunity attacks.	
Skills Athletics +11, History +9	
Str 19 (+6)	Dex 14 (+4) Wis 14 (+4)
Con 15 (+4)	Int 11 (+2) Cha 10 (+2)
Alignment unaligned Languages Common, Thri-kreen	
Equipment hide armor	
Note: Hobgoblin soldier, changed to thri-kreen, adjusted damage.	

Thri-Kreen Bounder	Level 6 Minion Skirmisher
Medium natural humanoid	XP 63
HP 1; a missed attack never damages a minion	Initiative +8
AC 20, Fortitude 18, Reflex 19, Will 18	Perception +5
Speed 6	Low-light vision
TRAITS	
Deft Dodger	
The bounder gains a +2 bonus to all defenses against ranged attacks.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 7 damage.	
r Chatkcha (weapon) • At-Will	
Attack: Ranged 6/12 (one creature); +11 vs. AC	
Hit: 7 damage.	
TRIGGERED ACTIONS	
Mantis Bound • At-Will	
Trigger: The bounder is missed by an attack.	
Effect (Free Action): The bounder jumps 3 squares. This movement does not provoke opportunity attacks.	
Skills Athletics +10, Nature +10, Stealth +11	
Str 14 (+5)	Dex 17 (+6) Wis 14 (+5)
Con 13 (+4)	Int 10 (+3) Cha 10 (+3)
Alignment unaligned Languages Common, Thri-kreen	
Equipment chatkcha x2, leather armor	

ENCOUNTER 3A: SANDSTORM (ADVENTURE LEVEL 8)

Thri-Kreen Mantis Warrior (level 7)	Level 7 Elite Soldier
Medium natural humanoid	XP 600
HP 160; Bloodied 80	Initiative +9
AC 23, Fortitude 20, Reflex 19, Will 18	Perception +11
Speed 7	Low-light vision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 3d6 + 4 damage.	
m Gythka (psychic, weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d8 + 3 damage plus 1d8 psychic damage, and the target is marked until the end of the warrior's next turn.	
r Chatkcha (weapon) • At-Will	
Attack: Ranged 6/12 (one creature); +12 vs. AC	
Hit: 1d8 + 5 damage.	
M/R Mantis Flurry • At-Will	
Effect: The warrior uses gythka and claw, or it uses chatkcha twice.	
M Springing Assault • Recharge 5-6	
Effect: The warrior jumps 4 squares and then uses gythka. If the attack hits, the warrior slides the target 3 squares. Then the warrior jumps 3 squares and uses gythka again. This movement does not provoke opportunity attacks.	
C Mind Wrench (Psychic) • Encounter	
Attack: Close burst 2 (enemies in the burst); +12 vs. Will	
Hit: 3d6 + 4 psychic damage, and the target is marked until the end of the warrior's next turn.	
MOVE ACTIONS	
Mantis Jump • Recharge when first bloodied	
Effect: The soldier jumps 7 squares. This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
M Spasm • At-Will	
Trigger: An enemy adjacent to the warrior and marked by the warrior moves, shifts, or makes an attack that does not include the warrior as a target.	
Attack (Immediate Interrupt): Melee 1 (the triggering enemy); +12 vs. Will	
Hit: 1d8 + 5 damage, and the warrior knocks the target prone. The target is slowed until the end of the warrior's next turn.	
Skills Acrobatics +12, Athletics +13, Nature +11	
Str 21 (+8)	Dex 18 (+7) Wis 16 (+6)
Con 16 (+6)	Int 10 (+3) Cha 12 (+4)
Alignment unaligned Languages Common, Thri-kreen	
Equipment chatkcha x2, gythka	

Thri-Kreen Hunter (level 8)	Level 8 Artillery
Medium natural humanoid	XP 350
HP 67; Bloodied 33	Initiative +8
AC 23, Fortitude 19, Reflex 21, Will 20	Perception +12
Speed 7	Low-light vision
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 1d6 + 5 damage.	
r Chatkcha (weapon) • At-Will	
Attack: Ranged 6/12 (one creature); +15 vs. AC	
Hit: 1d6 + 5 damage.	
R Double Throw • At-Will	
Effect: The hunter uses chatkcha twice.	
R Slashing Wind • Recharge 4-6	
Effect: The hunter uses chatkcha three times.	
R Springing Throw • Recharge when first bloodied	
Effect: The hunter shifts up to 4 squares and uses chatkcha at any point during this movement.	
MOVE ACTIONS	
Mantis Jump • Encounter	
Effect: The hunter jumps up to 7 squares. This movement does not provoke opportunity attacks.	
Str 15 (+6)	Dex 19 (+8) Wis 16 (+7)
Con 13 (+5)	Int 10 (+4) Cha 10 (+4)
Alignment unaligned Languages Common, Thri-kreen	
Equipment chatkcha x4, leather armor	

Thri-Kreen Scavenger (level 7)	Level 7 Minion Soldier
Medium natural humanoid	XP 75
HP 1; a missed attack never damages a minion	Initiative +7
AC 22, Fortitude 19, Reflex 20, Will 18	Perception +3
Speed 6	Low-light vision
STANDARD ACTIONS	
m Glaive (weapon) • At-Will	
Attack: Melee 2 (one creature); +14 vs. AC	
Hit: 7 damage.	
M Hobbling Strike (weapon) • At-Will	
Attack: Melee 2 (one creature); +12 vs. Fort	
Effect: 7 damage, and the target is slowed until the end of the scavenger's next turn.	
TRIGGERED ACTIONS	
Mantis Bound • At-Will	
Trigger: The scavenger is missed by an attack.	
Effect (Free Action): The scavenger jumps 3 squares. This movement does not provoke opportunity attacks.	
Str 15 (+5)	Dex 14 (+5) Wis 10 (+3)
Con 14 (+5)	Int 10 (+3) Cha 12 (+4)
Alignment unaligned Languages Common, Thri-kreen	
Equipment glaive, hide armor	
Note: Watch patroller, changed to thri-kreen, updated damage.	

ENCOUNTER 3A: SANDSTORM (ADVENTURE LEVEL 10)

Thri-Kreen Mantis Warrior (level 9)	Level 9 Elite Soldier
Medium natural humanoid	XP 800
HP 192; Bloodied 96	Initiative +10
AC 25, Fortitude 22, Reflex 21, Will 20	Perception +12
Speed 7	Low-light vision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 4d6 + 3 damage.	
m Gythka (psychic, weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 1d8 + 5 damage plus 1d8 + 2 psychic damage, and the target is marked until the end of the warrior's next turn.	
r Chatkcha (weapon) • At-Will	
Attack: Ranged 6/12 (one creature); +14 vs. AC	
Hit: 2d6 + 3 damage.	
M/R Mantis Flurry • At-Will	
Effect: The warrior uses gythka and claw, or it uses chatkcha twice.	
M Springing Assault • Recharge 5-6	
Effect: The warrior jumps 4 squares and then uses gythka. If the attack hits, the warrior slides the target 3 squares. Then the warrior jumps 3 squares and uses gythka again. This movement does not provoke opportunity attacks.	
C Mind Wrench (Psychic) • Encounter	
Attack: Close burst 2 (enemies in the burst); +14 vs. Will	
Hit: 4d6 + 3 psychic damage, and the target is marked until the end of the warrior's next turn.	
MOVE ACTIONS	
Mantis Jump • Recharge when first bloodied	
Effect: The soldier jumps 7 squares. This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
M Spasm • At-Will	
Trigger: An enemy adjacent to the warrior and marked by the warrior moves, shifts, or makes an attack that does not include the warrior as a target.	
Attack (Immediate Interrupt): Melee 1 (the triggering enemy); +14 vs. Will	
Hit: 2d6 + 2 damage, and the warrior knocks the target prone. The target is slowed until the end of the warrior's next turn.	
Skills Acrobatics +13, Athletics +14, Nature +12	
Str 21 (+9)	Dex 18 (+8) Wis 16 (+7)
Con 16 (+7)	Int 10 (+4) Cha 12 (+5)
Alignment unaligned Languages Common, Thri-kreen	
Equipment chatkcha x2, gythka	

Thri-Kreen Hunter (level 10)	Level 10 Artillery
Medium natural humanoid	XP 500
HP 79; Bloodied 39	Initiative +9
AC 25, Fortitude 21, Reflex 23, Will 22	Perception +13
Speed 7	Low-light vision
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d6 + 3 damage.	
r Chatkcha (weapon) • At-Will	
Attack: Ranged 6/12 (one creature); +17 vs. AC	
Hit: 2d6 + 3 damage.	
R Double Throw • At-Will	
Effect: The hunter uses chatkcha twice.	
R Slashing Wind • Recharge 4-6	
Effect: The hunter uses chatkcha three times.	
R Springing Throw • Recharge when first bloodied	
Effect: The hunter shifts up to 4 squares and uses chatkcha at any point during this movement.	
MOVE ACTIONS	
Mantis Jump • Encounter	
Effect: The hunter jumps up to 7 squares. This movement does not provoke opportunity attacks.	
Str 15 (+7)	Dex 19 (+9) Wis 16 (+8)
Con 13 (+6)	Int 10 (+5) Cha 10 (+5)
Alignment unaligned Languages Common, Thri-kreen	
Equipment chatkcha x4, leather armor	

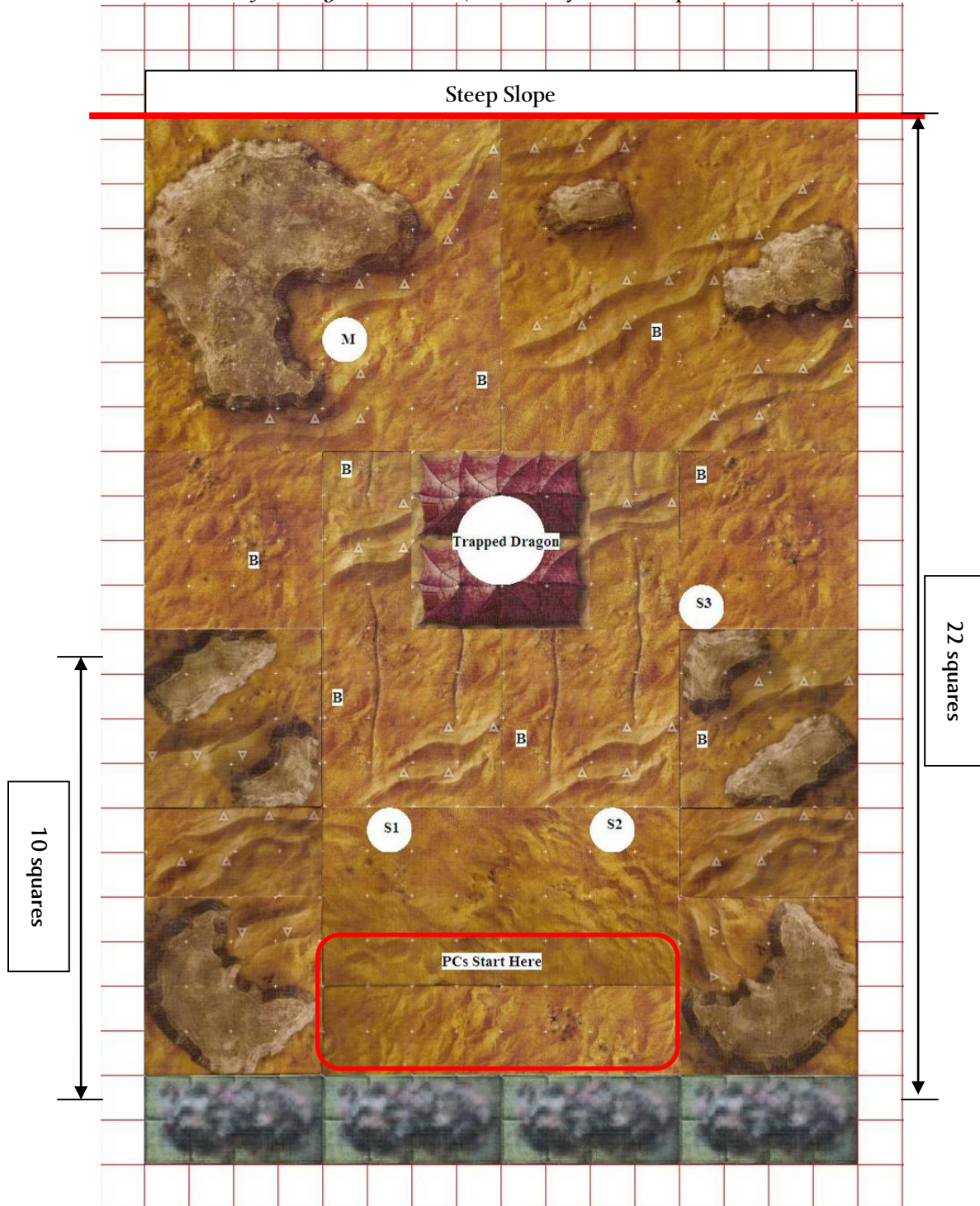
Thri-Kreen Scavenger (level 9)	Level 9 Minion Soldier
Medium natural humanoid	XP 100
HP 1; a missed attack never damages a minion	Initiative +8
AC 24, Fortitude 21, Reflex 22, Will 20	Perception +4
Speed 6	Low-light vision
STANDARD ACTIONS	
m Glaive (weapon) • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 9 damage.	
M Hobbling Strike (weapon) • At-Will	
Attack: Melee 2 (one creature); +14 vs. Fort	
Effect: 9 damage, and the target is slowed until the end of the scavenger's next turn.	
TRIGGERED ACTIONS	
Mantis Bound • At-Will	
Trigger: The scavenger is missed by an attack.	
Effect (Free Action): The scavenger jumps 3 squares. This movement does not provoke opportunity attacks.	
Str 15 (+6)	Dex 14 (+6) Wis 10 (+4)
Con 14 (+6)	Int 10 (+4) Cha 12 (+5)
Alignment unaligned Languages Common, Thri-kreen	
Equipment glaive, hide armor	
Note: Watch patroller, changed to thri-kreen, updated damage.	

ENCOUNTER 3A: SANDSTORM (AL 2, AL 4, AL 6)

TILE SETS NEEDED

DU7: Desert of Athas x2

DT7: Fane of the Forgotten Gods x4 (NOTE: only used to represent sandstorm)



IMPORTANT: The dimensions of this map are important!

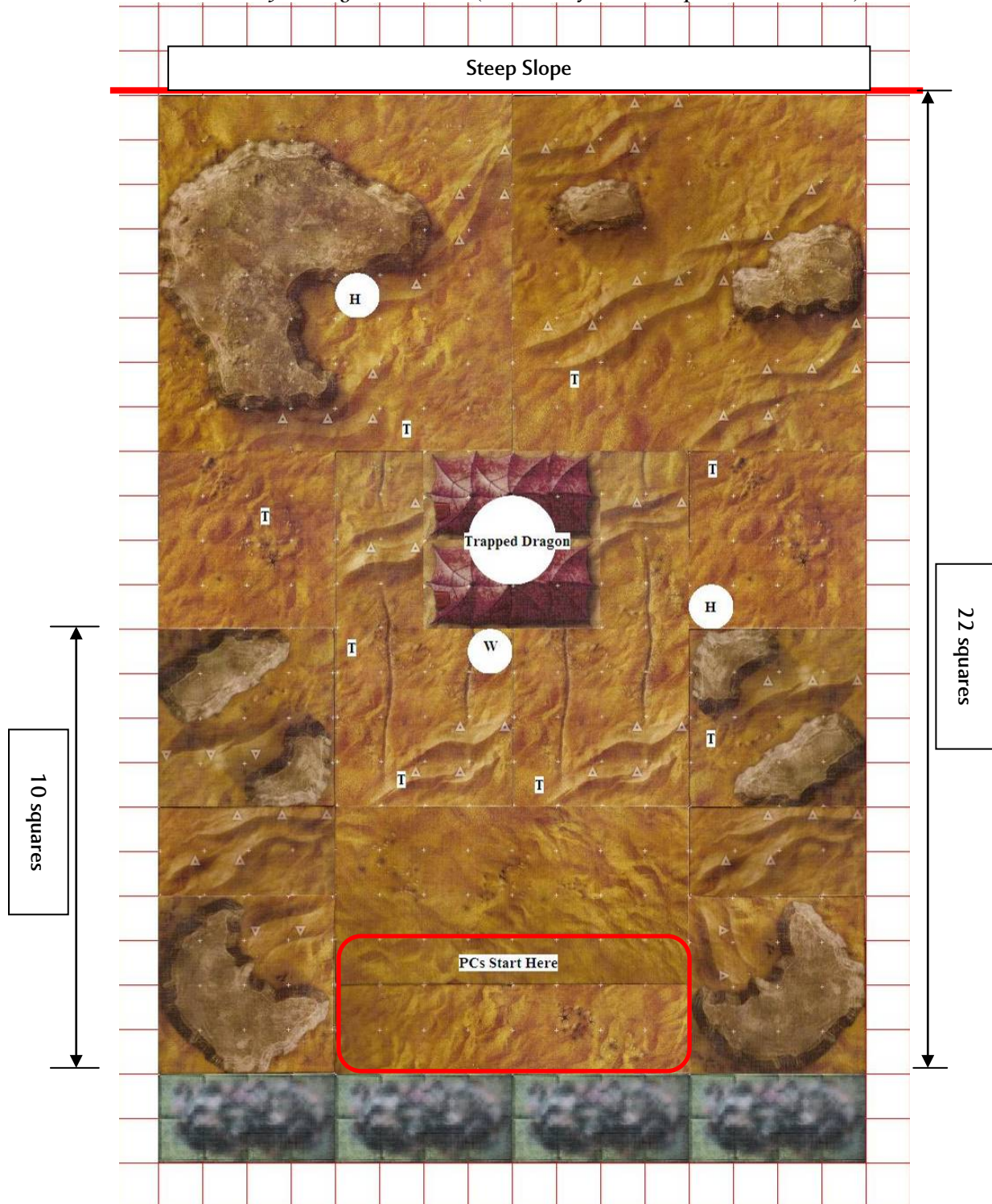
M = thri-kreen mage, S = thri-kreen soldiers (only use "S3" for 6 players), B = thri-kreen bounders (minions)

ENCOUNTER 3A: SANDSTORM (AL 8 AND AL 10)

TILE SETS NEEDED

DU7: Desert of Athas x2

DT7: Fane of the Forgotten Gods x4 (NOTE: only used to represent sandstorm)



IMPORTANT: The dimensions of this map are important!

W = thri-kreen mantis warrior, H = thri-kreen hunters, T = thri-kreen scavengers (minions)

ENCOUNTER 3B: CAN WE KEEP HIM?

SETUP

Important NPC: Tarik, male adult brass dragon

Run this encounter if the PCs successfully freed the dragon.

As you approach the caves, the large brass dragon descends and lands in the sand nearby. “I wanted to thank you for rescuing me. My name is Tarik and this is my home” he says as he gestures vaguely with a battered wing at the large expanse of dunes. “Let’s wait out the sandstorm in these caves and talk. I’m sure you’re wondering how a powerful dragon like me got captured by those hopping vermin.”

Tarik is a young adult brass dragon. He is proud and also a bit cocky. He is grateful to the PCs for saving his life.

- Ever curious and eager to explore, Tarik had roamed past his regular hunting grounds where he encountered a sphinx.
- The sphinx asked him a riddle, which Tarik did not know the answer to. Impatient and infuriated, Tarik attacked the sphinx, hoping to get it to tell him the answer to the riddle or to at least get it to stop bothering him with such nonsense.
- Tarik is proud of himself for surviving such a battle and exaggerates his physical prowess and fighting abilities.
- Tarik won the battle. After a long, exhausting battle, the brass dragon lay on the sand nearly unconscious and severely injured.
- Tarik doesn’t know why the thri-kreen captured him or what they planned to do with him. He figures they would have eaten him after they got bored with taunting and torturing him.
- Tarik was too weak and injured to get free.
- Tarik has never seen Almraiven or the far reaches of the desert. He is curious and would be happy to accompany the PCs on their journey across the desert.
- Tarik is still greatly irritated about that riddle the sphinx asked him. He is annoyed that he couldn’t figure it out and grumbles about the sphinx’s rudeness for dying before telling him the answer. He asks the PCs if they can figure it out.

The dragon recites the following riddle:

*Easy to see, impossible to find,
I exhaust the body and deceive the mind.
Tempting on the horizon I lie,
But wise men simply pass me by.*

The answer to the riddle is “a mirage.” If any PC says “mirage,” Tarik exclaims, “Of course!” If a PC successfully answers the riddle, all PCs gain a +2 bonus to their Arcana or Insight check in the next scene of the skill challenge (Encounter 2, Scene 3).

Benefits for Rescuing Tarik

The PCs gain the following mechanical benefits for successfully completing the skill challenge in Encounter 3A and freeing Tarik:

- The party gains a group action point.
- In appreciation for saving his life, Tarik offers himself as a mount to the PCs for the remainder of their journey to Almraiven.
- The PC who rides the dragon gains a +4 bonus to Endurance checks while mounted.
- Tarik is weak and heavily injured, so he cannot make attacks.

Tarik		Level 11 Solo Artillery
Large natural magical beast (mount, dragon)		XP 3,000
Max HP 464; Bloodied 232 (current 166; 0 surges remaining)		
AC 24, Fortitude 24, Reflex 23, Will 22		Perception +13
Speed 8, fly 10 (hover), overland flight 12		Darkvision
TRAITS		
Repaying a Debt (mount)		
When mounted by a friendly rider, the rider gains a +2 bonus to all defenses.		
Alignment unaligned		Languages Common, Draconic
Note: Adult brass dragon, abbreviated stat block, added mount trait		

ENDING THE ENCOUNTER

Proceed with Encounter 2, Scene 3 (Mirages).

MILESTONE

This encounter does not count towards a milestone.

TREASURE

The PCs do not gain any treasure in this encounter.

ENCOUNTER 4: A SPOT OF LUNCH

ENCOUNTER LEVEL 3/5/7/9/11

SETUP

This encounter includes the following creatures at AL2:

- 3 cave fisher spikers (level 2) (A)
- 4 cave fisher line spikers (level 1) (D)
- 2 young bulettes (level 3)

This encounter includes the following creatures at AL4:

- 3 cave fisher spikers (level 4) (A)
- 4 cave fisher line spikers (level 3) (D)
- 2 young bulettes (level 5)

This encounter includes the following creatures at AL6:

- 3 chathrang (level 5) (A)
- 4 cave fisher line spikers (level 5) (D)
- 1 bulettes (level 6)
- 1 young bulettes (level 6)

This encounter includes the following creatures at AL8:

- 3 chathrang (level 7) (A)
- 4 cave fisher line spikers (level 7) (D)
- 1 bulettes (level 8)
- 1 young bulettes (level 8)

This encounter includes the following creatures at AL10:

- 3 chathrang (A)
- 4 cave fisher line spikers (level 9) (D)
- 1 bulettes (level 10)
- 1 young bulettes (level 10)

The PCs enter an area of rocky terrain. It is the feeding ground of a mated pair of bulettes, and the PCs' movements have attracted the creatures. The PCs need to fend off attacks from both the bulettes and some lizards that have become agitated by the arrival of threats.

When the PCs first arrive at this encounter, read or paraphrase the following:

Dune after dune, the day's travel has been slow and arduous. The otherwise featureless landscape is only punctuated by a scattering of broken rock formations. As you press forward, you see several grey-skinned lizards the size of large dogs lazily sunning themselves on the nearby rocks. A few of the lizards have hard shells, and all of them are covered with sharp-looking

spines. Without warning, all of the lizards look up at once and turn towards you with an air of hostility.

Roll for initiative for the cave fishers and chathrangs. Do not roll initiative for the bulettes - they take their turn immediately after the minions.

FEATURES OF THE AREA

This area has a few important features.

Sand dunes: All of the areas marked with triangles are difficult terrain. Due to the soft sand and height of the dunes, the DC to jump over these squares is doubled. PCs with magic items that allow them to ignore difficult terrain due to silt can ignore this difficult terrain. In addition, note that the bulettes create a 2 x 2 section of difficult terrain when they burrow up from underground.

Rocks: The rocks on the map are 1 square (5 feet) high. PCs can climb onto them by spending 1 square of movement. The bulettes are unable to burrow under or up from the rocks, although they may climb on top of them to reach potential targets.

Surrounding Area: All the area outside the map is sandy difficult terrain.

TACTICS

The bulettes begin underground near the center of the map (do not put them on the map until their turn). Although the bulettes and the lizards are not allies, the bulettes do not consider the lizards a meal because of their sharp spines. They preferentially target creatures on sand, as they cannot burrow through the rocks.

The lizards (cave fishers and chathrangs) try to stay on the rocks whenever possible, knowing that it is safer there. They use ranged attacks whenever possible, resorting to melee only if necessary.

On the young bulettes' first turn, they use *snapping jaws*, each on a different target. On subsequent turns, they continue to *bite* their respective targets. If they get into trouble (dazed, marked by a defender, etc.) they use *submerge in earth* and follow up the next round with *snapping jaws*.

AL6/8/10: On the bulettes' first turn they use *earth furrow* followed by *rising burst*, targeting as many PCs as possible, and spend an action point to *bite* a prone PC. In subsequent rounds, they use *bite* or *leaping bite*, occasionally burrowing and resurfacing in order to gain a better position.

The lizards are defending their territory and the bulettes are quite hungry - all creatures in this encounter fight to the death.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs:

At AL 2/4, remove 1 cave fisher spiker.

At AL 6/8/10, remove the young bulette.

Six PCs:

At AL 2/4, add 1 cave fisher spiker.

At AL 6/8/10, replace the young bulette with a regular bulette.

ENDING THE ENCOUNTER

Fleeing is not a good option for the PCs. If they try, remind them that they have already experienced days of hard travel, and the immediate area is sand and dunes - difficult for the PCs to cross and likely to result in fatigue, but natural terrain for the bulettes.

At a safe distance, the PCs can take a short rest.

TROUBLESHOOTING

At the end of the sixth round of combat, or if all of the PCs have been defeated, a massive rumbling sound announces the presence of a nearby purple worm. Any remaining lizards flee at this point. The worm burrows out of the ground and begin to chase any remaining bulettes, or eat the bodies of bulettes the PCs defeated. It does not attack any creatures of size medium or smaller, considering them too small for a meal. A DC 10 Insight check reveals this to the PCs. This is the PCs' opportunity to exit the encounter. Once the bulettes are gone (either the party was victorious, or the bulettes were chased away by the purple worm) the PCs may resume their journey.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The PCs can grab a few of the bulettes' heavily armored plates that fell off during the combat, worth 15/20/50/100/150 gp per PC. A plate can also be fashioned into a magic shield (see Treasure C).

ENCOUNTER 4: A SPOT OF LUNCH (ADVENTURE LEVEL 2)

Cave Fisher Spiker (level 2)	Level 2 Artillery
Medium natural beast	XP 125
HP 31; Bloodied 15	Initiative +4
AC 14, Fortitude 13, Reflex 14, Will 12	Perception +2
Speed 6, climb 5 (spider climb)	Darkvision
TRAITS	
Camouflage	
The spiker gains a +2 bonus to all defenses against ranged and area attacks.	
Sniper	
Whenever the spiker is hidden and misses with a ranged attack, it remains hidden.	
STANDARD ACTIONS	
m Pincers • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d10 + 2 damage.	
r Filament Spike • At-Will	
Attack: Ranged 10 (one creature); +7 vs. Reflex	
Hit: 1d10 + 3 damage.	
R Filament Wrap • Recharge 5-6	
Attack: Ranged 10 (one creature); +7 vs. Reflex	
Hit: The target is immobilized and takes ongoing 5 damage (save ends both).	
Str 15 (+3)	Dex 17 (+4)
Con 13 (+2)	Int 2 (-3)
Wis 12 (+2)	Cha 5 (-2)
Alignment unaligned Languages -	

Cave Fisher Line Spiker (level 1)	Level 1 Minion Artillery
Medium natural beast	XP 25
HP 1; a missed attack never damages a minion	Initiative +3
AC 13, Fortitude 11, Reflex 13, Will 12	Perception +7
Speed 6, climb 5 (spider climb)	Darkvision
STANDARD ACTIONS	
m Pincers • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 2 damage.	
r Slowing Spike • At-Will	
Attack: Ranged 10 (one creature); +4 vs. Reflex	
Hit: 2 damage, and the target is slowed until the end of the spiker's next turn.	
R Toppling Spike • Encounter	
Attack: Ranged 10 (one creature); +4 vs. Reflex	
Hit: 4 damage, and the target falls prone.	
Str 13 (+1)	Dex 17 (+3)
Con 13 (+1)	Int 2 (-4)
	Wis 14 (+2)
	Cha 5 (-3)
Alignment unaligned Languages -	

Young Bulette (level 3)	Level 3 Lurker
Large natural beast	XP 150
HP 44; Bloodied 22	Initiative +9
AC 17, Fortitude 16, Reflex 15, Will 12	Perception +4
Speed 6, burrow 6	Darkvision, tremorsense 20
TRAITS	
Ground Eruption	
The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 2 damage.	
Submerge in Earth • At-Will	
Requirement: The bulette must be aboveground.	
Effect: The bulette shifts 1 square and then burrows up to its burrow speed.	
M Snapping Jaws • Recharge when the bulette uses submerge in earth	
Requirement: The bulette must be underground.	
Effect: The bulette burrows up to its burrow speed to a square aboveground. This movement does not provoke opportunity attacks. When it first enters a square aboveground during this movement, it makes the following attack.	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 3d8 + 5 damage.	
Str 22 (+7)	Dex 18 (+5)
Con 20 (+6)	Int 2 (-3)
Wis 16 (+4)	Cha 8 (+0)
Alignment unaligned Languages -	
Note: resized to large.	

ENCOUNTER 4: A SPOT OF LUNCH (ADVENTURE LEVEL 4)

Cave Fisher Spiker (level 4)	Level 4 Artillery
Medium natural beast	XP 175
HP 43; Bloodied 21	Initiative +5
AC 16, Fortitude 15, Reflex 16, Will 14	Perception +3
Speed 6, climb 5 (spider climb)	Darkvision
TRAITS	
Camouflage	
The spiker gains a +2 bonus to all defenses against ranged and area attacks.	
Sniper	
Whenever the spiker is hidden and misses with a ranged attack, it remains hidden.	
STANDARD ACTIONS	
m Pincers • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d10 + 4 damage.	
r Filament Spike • At-Will	
Attack: Ranged 10 (one creature); +9 vs. Reflex	
Hit: 1d10 + 5 damage.	
R Filament Wrap • Recharge 5-6	
Attack: Ranged 10 (one creature); +9 vs. Reflex	
Hit: The target is immobilized and takes ongoing 5 damage (save ends both).	
Str 15 (+4)	Dex 17 (+5)
Con 13 (+3)	Int 2 (-2)
Wis 12 (+3)	Cha 5 (-1)
Alignment unaligned Languages -	

Cave Fisher Line Spiker (level 3)	Level 3 Minion Artillery
Medium natural beast	XP 38
HP 1; a missed attack never damages a minion	Initiative +4
AC 15, Fortitude 13, Reflex 15, Will 14	Perception +8
Speed 6, climb 5 (spider climb)	Darkvision
STANDARD ACTIONS	
m Pincers • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 3 damage.	
r Slowing Spike • At-Will	
Attack: Ranged 10 (one creature); +6 vs. Reflex	
Hit: 3 damage, and the target is slowed until the end of the spiker's next turn.	
R Toppling Spike • Encounter	
Attack: Ranged 10 (one creature); +6 vs. Reflex	
Hit: 5 damage, and the target falls prone.	
Str 13 (+2)	Dex 17 (+4)
Con 13 (+2)	Int 2 (-3)
Wis 14 (+3)	Cha 5 (-2)
Alignment unaligned Languages -	

Young Bulette (level 5)	Level 5 Lurker
Large natural beast	XP 200
HP 56; Bloodied 28	Initiative +10
AC 19, Fortitude 18, Reflex 17, Will 14	Perception +5
Speed 6, burrow 6	Darkvision, tremorsense 20
TRAITS	
Ground Eruption	
The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d10 + 2 damage.	
Submerge in Earth • At-Will	
Requirement: The bulette must be aboveground.	
Effect: The bulette shifts 1 square and then burrows up to its burrow speed.	
M Snapping Jaws • Recharge when the bulette uses <i>submerge in earth</i>	
Requirement: The bulette must be underground.	
Effect: The bulette burrows up to its burrow speed to a square aboveground. This movement does not provoke opportunity attacks. When it first enters a square aboveground during this movement, it makes the following attack.	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 4d8 + 6 damage.	
Str 22 (+8)	Dex 18 (+6)
Con 20 (+7)	Int 2 (-2)
Wis 16 (+5)	Cha 8 (+1)
Alignment unaligned Languages -	
Note: resized to large.	

ENCOUNTER 4: A SPOT OF LUNCH (ADVENTURE LEVEL 6)

Young Bulette (level 6)	Level 6 Lurker
Large natural beast	XP 250
HP 62; Bloodied 31	Initiative +11
AC 20, Fortitude 19, Reflex 18, Will 15	Perception +6
Speed 6, burrow 6	Darkvision, tremorsense 20
TRAITS	
Ground Eruption	
The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d10 + 3 damage.	
Submerge in Earth • At-Will	
Requirement: The bulette must be aboveground.	
Effect: The bulette shifts 1 square and then burrows up to its burrow speed.	
M Snapping Jaws • Recharge when the bulette uses <i>submerge in earth</i>	
Requirement: The bulette must be underground.	
Effect: The bulette burrows up to its burrow speed to a square aboveground. This movement does not provoke opportunity attacks. When it first enters a square aboveground during this movement, it makes the following attack.	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 4d10 + 6 damage.	
Str 22 (+9)	Dex 18 (+7)
Con 20 (+8)	Int 2 (-1)
	Wis 16 (+6)
	Cha 8 (+2)
Alignment unaligned	Languages -
Note: resized to large.	

Cave Fisher Line Spiker (level 5)	Level 5 Minion Artillery
Medium natural beast	XP 50
HP 1; a missed attack never damages a minion	Initiative +5
AC 17, Fortitude 15, Reflex 17, Will 16	Perception +9
Speed 6, climb 5 (spider climb)	Darkvision
STANDARD ACTIONS	
m Pincers • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 4 damage.	
r Slowing Spike • At-Will	
Attack: Ranged 10 (one creature); +8 vs. Reflex	
Hit: 4 damage, and the target is slowed until the end of the spiker's next turn.	
R Toppling Spike • Encounter	
Attack: Ranged 10 (one creature); +8 vs. Reflex	
Hit: 6 damage, and the target falls prone.	
Str 13 (+3)	Dex 17 (+5)
Con 13 (+3)	Int 2 (-2)
	Wis 14 (+4)
	Cha 5 (-1)
Alignment unaligned	Languages -

ENCOUNTER 4: A SPOT OF LUNCH (AL 6 CONTINUED)

Chathrang (level 5)	Level 5 Artillery
Medium natural beast (reptile)	XP 200
HP 57; Bloodied 28	Initiative +6
AC 18, Fortitude 18, Reflex 17, Will 15	Perception +5
Speed 4	
Resist 2 all (see <i>hard shell</i>)	
TRAITS	
O Spiny Shell • Aura 1	
Any enemy that enters the aura or starts its turn there takes 5 damage.	
Hard Shell	
The chathrang's hard shell gives it resist 2 all.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 3 damage.	
r Spine Shot (poison) • At-Will	
Attack: Ranged 20 (one creature); +10 vs. Reflex	
Hit: 2d8 + 4 poison damage.	
R Spine Volley • At-Will	
Effect: The chathrang uses <i>spine shot</i> twice, making each attack against a different target.	
R Poisoned Tether (poison) • At-Will	
Attack: Ranged 20 (one creature); +10 vs. Reflex	
Hit: 2d8 + 4 poison damage, and the target is immobilized and cannot be pulled, pushed, or slid except by reel in (save ends both). This effect ends if the target teleports.	
MINOR ACTIONS	
Reel In • At-Will	
Effect: The chathrang pulls a creature immobilized by its poisoned tether 5 squares.	
Str 16 (+5) Dex 18 (+6) Wis 16 (+5)	
Con 21 (+7) Int 2 (-2) Cha 13 (+3)	
Alignment unaligned Languages -	

Note: replaced *retreat into shell* with *hard shell* trait for simplicity.

Bulette (level 6)	Level 6 Elite Skirmisher
Large natural beast	XP 500
HP 152; Bloodied 76	Initiative +9
AC 21, Fortitude 19, Reflex 17, Will 16;	Perception +6
Speed 6, burrow 6	Darkvision, tremorsense 20
Saving Throws +2; Action Points 1	
TRAITS	
Ground Eruption	
The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 3d6 + 4 damage, or 5d6 + 4 against a prone target.	
M Leaping Bite • At-Will	
Effect: The bulette jumps up to 5 squares and then uses <i>bite</i> . This movement does not provoke opportunity attacks.	
C Rising Burst • At-Will	
Requirement: The bulette must be underground.	
Effect: The bulette moves up to its speed to a square aboveground. This movement does not provoke opportunity attacks. When it first enters a square aboveground during this movement, it makes the following attack.	
Attack: Close burst 2 (creatures in the burst); +11 vs. AC	
Hit: 2d8 + 4 damage.	
Miss: Half damage.	
MOVE ACTIONS	
M Earth Furrow • At-Will	
Effect: The bulette burrows up to its speed at a depth of 1 square beneath the surface of the ground. This movement does not provoke opportunity attacks. Each time it moves beneath an enemy space for the first time during the movement, it makes the following attack against that enemy.	
Attack: Melee 1; +9 vs. Fortitude	
Hit: The target falls prone.	
Skills Athletics +14, Endurance +13	
Str 22 (+9) Dex 18 (+7) Wis 16 (+6)	
Con 20 (+8) Int 2 (-1) Cha 8 (+2)	
Alignment unaligned Languages -	

ENCOUNTER 4: A SPOT OF LUNCH (ADVENTURE LEVEL 8)

Young Bulette (level 8)		Level 8 Lurker
Large natural beast		XP 350
HP 74; Bloodied 37		Initiative +12
AC 22, Fortitude 21, Reflex 20, Will 17		Perception +7
Speed 6, burrow 6		Darkvision, tremorsense 20
TRAITS		
Ground Eruption		
The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 1d10 + 5 damage.		
Submerge in Earth • At-Will		
Requirement: The bulette must be aboveground.		
Effect: The bulette shifts 1 square and then burrows up to its burrow speed.		
M Snapping Jaws • Recharge when the bulette uses <i>submerge in earth</i>		
Requirement: The bulette must be underground.		
Effect: The bulette burrows up to its burrow speed to a square aboveground. This movement does not provoke opportunity attacks. When it first enters a square aboveground during this movement, it makes the following attack.		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: 4d10 + 10 damage.		
Str 22 (+10)	Dex 18 (+8)	Wis 16 (+7)
Con 20 (+9)	Int 2 (+0)	Cha 8 (+3)
Alignment unaligned		Languages -

Note: resized to large.

Cave Fisher Line Spiker (level 7)		Level 7 Minion Artillery
Medium natural beast		XP 75
HP 1; a missed attack never damages a minion		Initiative +6
AC 19, Fortitude 17, Reflex 19, Will 18		Perception +10
Speed 6, climb 5 (spider climb)		Darkvision
STANDARD ACTIONS		
m Pincers • At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 5 damage.		
r Slowing Spike • At-Will		
Attack: Ranged 10 (one creature); +10 vs. Reflex		
Hit: 5 damage, and the target is slowed until the end of the spiker's next turn.		
R Toppling Spike • Encounter		
Attack: Ranged 10 (one creature); +10 vs. Reflex		
Hit: 7 damage, and the target falls prone.		
Str 13 (+4)	Dex 17 (+6)	Wis 14 (+5)
Con 13 (+4)	Int 2 (-1)	Cha 5 (+0)
Alignment unaligned		Languages -

ENCOUNTER 4: A SPOT OF LUNCH (AL 8 CONTINUED)

Chathrang (level 7)	Level 7 Artillery
Medium natural beast (reptile)	XP 300
HP 69; Bloodied 34	Initiative +7
AC 20, Fortitude 20, Reflex 19, Will 17	Perception +6
Speed 4	
Resist 3 all (see <i>hard shell</i>)	
TRAITS	
○ Spiny Shell • Aura 1	
Any enemy that enters the aura or starts its turn there takes 5 damage.	
Hard Shell	
The chathrang's hard shell gives it resist 3 all.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 3 damage.	
r Spine Shot (poison) • At-Will	
Attack: Ranged 20 (one creature); +12 vs. Reflex	
Hit: 2d10 + 4 poison damage.	
R Spine Volley • At-Will	
Effect: The chathrang uses <i>spine shot</i> twice, making each attack against a different target.	
R Poisoned Tether (poison) • At-Will	
Attack: Ranged 20 (one creature); +12 vs. Reflex	
Hit: 2d10 + 4 poison damage, and the target is immobilized and cannot be pulled, pushed, or slid except by reel in (save ends both). This effect ends if the target teleports.	
MINOR ACTIONS	
Reel In • At-Will	
Effect: The chathrang pulls a creature immobilized by its poisoned tether 5 squares.	
Str 16 (+6) Dex 18 (+7) Wis 16 (+6)	
Con 21 (+8) Int 2 (-1) Cha 13 (+4)	
Alignment unaligned Languages -	

Note: replaced *retreat into shell* with *hard shell* trait for simplicity.

Bulette (level 8)	Level 8 Elite Skirmisher
Large natural beast	XP 700
HP 184; Bloodied 92	Initiative +10
AC 23, Fortitude 21, Reflex 19, Will 18;	Perception +7
Speed 6, burrow 6	Darkvision, tremorsense 20
Saving Throws +2; Action Points 1	
TRAITS	
Ground Eruption	
The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d6 + 6 damage, or 5d6 + 6 against a prone target.	
M Leaping Bite • At-Will	
Effect: The bulette jumps up to 5 squares and then uses <i>bite</i> . This movement does not provoke opportunity attacks.	
C Rising Burst • At-Will	
Requirement: The bulette must be underground.	
Effect: The bulette moves up to its speed to a square aboveground. This movement does not provoke opportunity attacks. When it first enters a square aboveground during this movement, it makes the following attack.	
Attack: Close burst 2 (creatures in the burst); +13 vs. AC	
Hit: 2d8 + 5 damage.	
Miss: Half damage.	
MOVE ACTIONS	
M Earth Furrow • At-Will	
Effect: The bulette burrows up to its speed at a depth of 1 square beneath the surface of the ground. This movement does not provoke opportunity attacks. Each time it moves beneath an enemy space for the first time during the movement, it makes the following attack against that enemy.	
Attack: Melee 1; +11 vs. Fortitude	
Hit: The target falls prone.	
Skills Athletics +15, Endurance +14	
Str 22 (+10) Dex 18 (+8) Wis 16 (+7)	
Con 20 (+9) Int 2 (+0) Cha 8 (+3)	
Alignment unaligned Languages -	

ENCOUNTER 4: A SPOT OF LUNCH (ADVENTURE LEVEL 10)

Young Bulette (level 10)		Level 10 Lurker
Large natural beast		XP 500
HP 86; Bloodied 43		Initiative +13
AC 24, Fortitude 23, Reflex 22, Will 19		Perception +8
Speed 6, burrow 6		Darkvision, tremorsense 20
TRAITS		
Ground Eruption		
The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 1d10 + 7 damage.		
Submerge in Earth • At-Will		
Requirement: The bulette must be aboveground.		
Effect: The bulette shifts 1 square and then burrows up to its burrow speed.		
M Snapping Jaws • Recharge when the bulette uses <i>submerge in earth</i>		
Requirement: The bulette must be underground.		
Effect: The bulette burrows up to its burrow speed to a square aboveground. This movement does not provoke opportunity attacks. When it first enters a square aboveground during this movement, it makes the following attack.		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 4d10 + 14 damage.		
Str 22 (+11)	Dex 18 (+9)	Wis 16 (+8)
Con 20 (+10)	Int 2 (+1)	Cha 8 (+4)
Alignment unaligned		Languages -
Note: resized to large.		

Cave Fisher Line Spiker (level 9)		Level 9 Minion Artillery
Medium natural beast		XP 100
HP 1; a missed attack never damages a minion		Initiative +7
AC 21, Fortitude 19, Reflex 21, Will 20		Perception +11
Speed 6, climb 5 (spider climb)		Darkvision
STANDARD ACTIONS		
m Pincers • At-Will		
Attack: Melee 1 (one creature); +14 vs. AC		
Hit: 6 damage.		
r Slowing Spike • At-Will		
Attack: Ranged 10 (one creature); +12 vs. Reflex		
Hit: 6 damage, and the target is slowed until the end of the spiker's next turn.		
R Toppling Spike • Encounter		
Attack: Ranged 10 (one creature); +12 vs. Reflex		
Hit: 8 damage, and the target falls prone.		
Str 13 (+5)	Dex 17 (+7)	Wis 14 (+6)
Con 13 (+5)	Int 2 (+0)	Cha 5 (+1)
Alignment unaligned		Languages -

ENCOUNTER 4: A SPOT OF LUNCH (AL 10 CONTINUED)

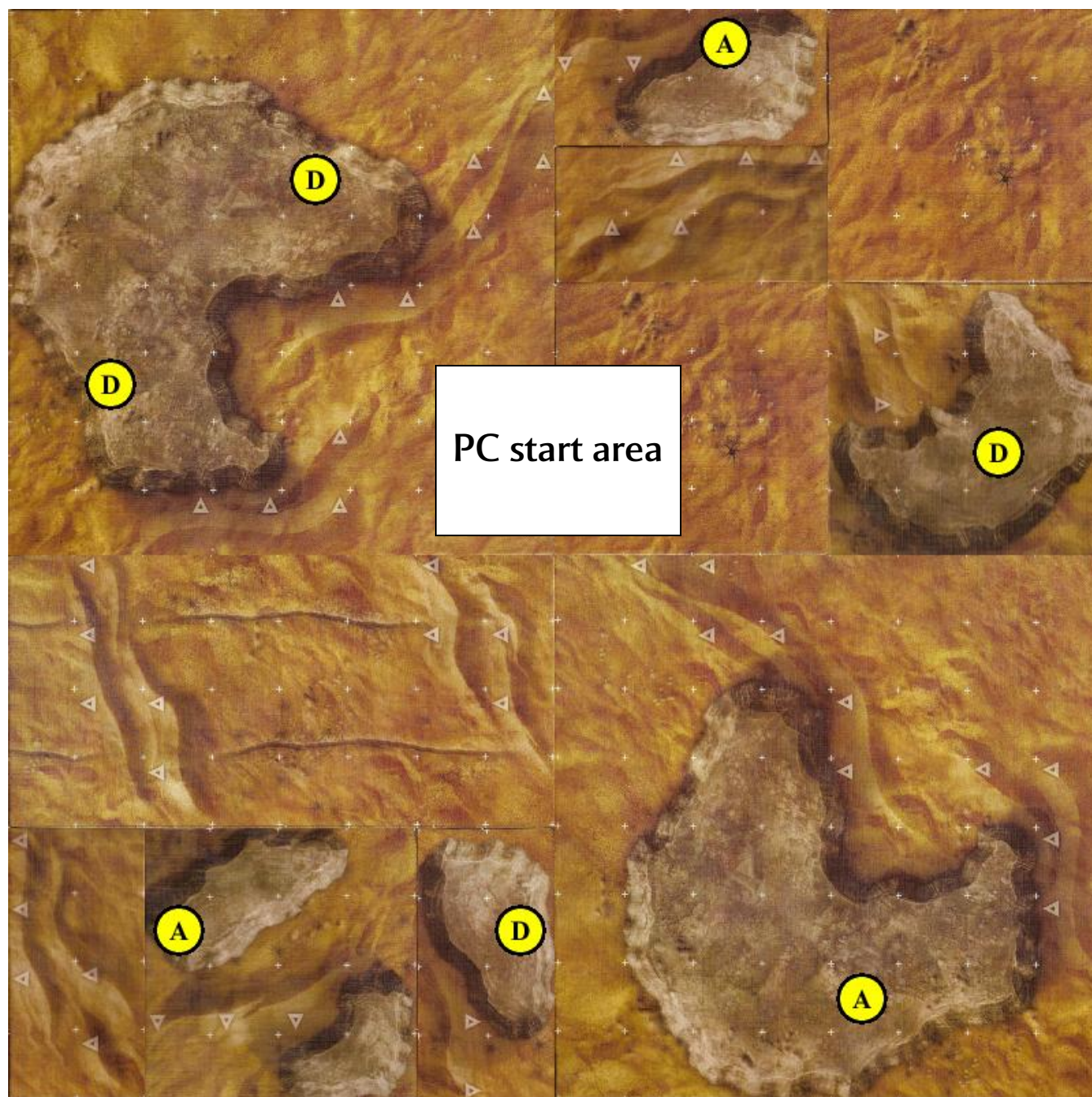
Chathrang	Level 9 Artillery
Medium natural beast (reptile)	XP 400
HP 81; Bloodied 40	Initiative +8
AC 22, Fortitude 22, Reflex 21, Will 19	Perception +7
Speed 4	
Resist 4 all (see <i>hard shell</i>)	
TRAITS	
○ Spiny Shell • Aura 1	
Any enemy that enters the aura or starts its turn there takes 5 damage.	
Hard Shell	
The chathrang's hard shell gives it resist 4 all.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 5 damage.	
r Spine Shot (poison) • At-Will	
Attack: Ranged 20 (one creature); +14 vs. Reflex	
Hit: 2d10 + 6 poison damage.	
R Spine Volley • At-Will	
Effect: The chathrang uses <i>spine shot</i> twice, making each attack against a different target.	
R Poisoned Tether (poison) • At-Will	
Attack: Ranged 20 (one creature); +14 vs. Reflex	
Hit: 2d10 + 6 poison damage, and the target is immobilized and cannot be pulled, pushed, or slid except by reel in (save ends both). This effect ends if the target teleports.	
MINOR ACTIONS	
Reel In • At-Will	
Effect: The chathrang pulls a creature immobilized by its poisoned tether 5 squares.	
Str 16 (+7) Dex 18 (+8) Wis 16 (+7)	
Con 21 (+9) Int 2 (+0) Cha 13 (+5)	
Alignment unaligned Languages -	

Note: replaced *retreat into shell* with *hard shell* trait for simplicity.

Bulette (level 10)	Level 10 Elite Skirmisher
Large natural beast	XP 1000
HP 216; Bloodied 108	Initiative +11
AC 25, Fortitude 23, Reflex 21, Will 20;	Perception +8
Speed 6, burrow 6	Darkvision, tremorsense 20
Saving Throws +2; Action Points 1	
TRAITS	
Ground Eruption	
The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 3d6 + 8 damage, or 5d6 + 8 against a prone target.	
M Leaping Bite • At-Will	
Effect: The bulette jumps up to 5 squares and then uses <i>bite</i> . This movement does not provoke opportunity attacks.	
C Rising Burst • At-Will	
Requirement: The bulette must be underground.	
Effect: The bulette moves up to its speed to a square aboveground. This movement does not provoke opportunity attacks. When it first enters a square aboveground during this movement, it makes the following attack.	
Attack: Close burst 2 (creatures in the burst); +15 vs. AC	
Hit: 2d8 + 6 damage.	
Miss: Half damage.	
MOVE ACTIONS	
M Earth Furrow • At-Will	
Effect: The bulette burrows up to its speed at a depth of 1 square beneath the surface of the ground. This movement does not provoke opportunity attacks. Each time it moves beneath an enemy space for the first time during the movement, it makes the following attack against that enemy.	
Attack: Melee 1; +13 vs. Fortitude	
Hit: The target falls prone.	
Skills Athletics +16, Endurance +15	
Str 22 (+11) Dex 18 (+9) Wis 16 (+8)	
Con 20 (+10) Int 2 (+1) Cha 8 (+4)	
Alignment unaligned Languages -	

ENCOUNTER 4: A SPOT OF LUNCH

TILE SETS NEEDED
DU7: Desert of Athas x2



Reminder: Do not place the bulettes on the map until their turn in the initiative order.

ENCOUNTER 5: A PROPOSITION

SETUP

Important NPCs:

Jamah Huseyn, male human, master of House Najjar (sworn enemies of House Asada)

When the PCs have completed Encounter 2, read or paraphrase the following:

As you crest another dune, the walls of Almraiven, the last large pocket of free humanity in all of Calimshan, comes into view. Just a few final hours and your quest is complete!

At this point, if Tarik the brass dragon is traveling with the PCs, he lands to allow the rider to dismount, thanks the PCs one last time, and flies southwest into the desert.

As the PCs approach Almraiven, read or paraphrase the following:

A few hundred yards before the gates of Almraiven, a lone human dressed in finely embroidered loose desert garb sits astride a swift-looking camel. He holds up a hand in greeting.

The PCs can stop to talk to Jamah Huseyn, or just ride past him. If they speak with him, read:

The man calls out, "I am Jamah Huseyn of House Najjar. I know you are on a mission for Ala'Ammar of House Azhar, claimed descendant of House Asada. But did you know that your benefactor is a murderer?"

Jamah's primary goal is to satiate his vengeance against Memnon. He believes the item the PCs recovered will help him. He relays the following information:

- Ala'Ammar is responsible for the murder of Jamah's two brothers, Jafar and Kumor.
- Ala'Ammar and Jamah's brothers were once slaves in Memnon, in a house with a harsh rule: If a slave was caught escaping, their closest friend was killed. If a slave successfully escaped, his or her closest two friends were killed.
- Jamah sent a message to his brothers that he was bringing a force to Memnon to free all of the house slaves at once. They communicated the plan to the other slaves.
- The day before the liberation, Ala'Ammar escaped on his own. As punishment, Jamah's brothers Jafar and Kumor were executed.

- Jamah's raid was a success, but although all of the slaves were freed, his brothers were already dead.
- Jamah wishes the PCs to give him whatever they were going to deliver to the murderer Ala'Ammar so that he can use its power to destroy Memnon and free the slaves.
- He offers to match every reward that Ala'Ammar would pay them.
- The delivery of the item to Almraiven is another mistake by Ala'Ammar, as it will draw the attention of Memnon to Almraiven.

Jamah is completely sincere. His story is true, and although the charge of "murder" is debatable, Jamah holds Ala'Ammar responsible for the death of his brothers. The PCs have a choice to make. They can give the cloak to Jamah, or they can continue to their meeting with Ala'Ammar.

If the PCs give the cloak to Jamah, he takes them to his manor in Almraiven, where he pays them once he has authenticated the item. Again, he is being honest with the PCs. (If the PCs betray Ala'Ammar in this way, the thugs in Encounter 6 are house guards working on behalf of Ala'Ammar to recover the cloak.)

If the PCs do not give the cloak to Jamah, he expresses his disappointment and rides his camel back to his manor, hoping the PCs change their minds. He sends his thugs to ambush the PCs on their way to Ala'Ammar (present Encounter 6 as written).

PCs curious about Jamah's reputation can make a **DC 20 History or Streetwise** check to learn the following: Jamah Huseyn is the head of House Najjar. He is known to be a shrewd businessman, making a living in the trade of fine jewelry and other art objects. He is an escaped slave from Memnon. There are vicious rumors he never escaped, and still deals with his old masters. Jamah denies these accusations and no proof has been ever found.

ENDING THE ENCOUNTER

Jamah didn't leave anything to chance. Hired thugs wait in the city, with orders to kill the PCs and deliver their belongings to Jamah. (If the PCs give the cloak to Jamah, then these thugs are instead working for Ala'Ammar.)

Continue with Encounter 6.

TROUBLESHOOTING

If the PCs wish to attack Jamah, remind them that they are within range of the city watchtowers, and speaking in the open with a noble of the city. Attacking him could be dangerous, as the guards are not likely let them into

the city following such an act, and the efreeti are quickly moving closer.

If the PCs still insist on attacking, Jamah has prepared for this contingency. An allied wizard in a nearby watchtower teleports Jamah away before the PCs can kill him.

TREASURE

There is no treasure for this encounter.

MILESTONE

This encounter does not count towards a milestone.

ENCOUNTER 6: AMBUSH

ENCOUNTER LEVEL 1/3/5/7/9

SETUP

This encounter includes the following creatures at AL 2:

- 2 Almraiven brigands (B)
- 2 Almraiven dark adepts (level 2) (A)
- 1 Almraiven spy (level 1) (S)

This encounter includes the following creatures at AL 2:

- 2 Almraiven brigands (level 3) (B)
- 2 Almraiven dark adepts (level 4) (A)
- 1 Almraiven spy (level 3) (S)

This encounter includes the following creatures at AL 6:

- 2 Almraiven highwaymen (level 5) (B)
- 1 Almraiven outlaw veteran (S)
- 2 Almraiven sharpshooters (level 5) (A)

This encounter includes the following creatures at AL 8:

- 2 Almraiven highwaymen (B)
- 1 Almraiven outlaw veteran (level 8) (S)
- 2 Almraiven sharpshooters (level 7) (A)

This encounter includes the following creatures at AL 10:

- 2 Almraiven highwaymen (level 9) (B)
- 1 Almraiven outlaw veteran (level 10) (S)
- 2 Almraiven sharpshooters (level 9) (A)

This encounter begins as the PCs leave their meeting with Jamah. Whether or not the cloak is still in their possession, Jamah's hired thugs ambush the PCs, rather than take any chances. As the encounter begins the PCs are moving through the streets of Almraiven and as they come to an open area in the city, a group of toughs and mercenaries approach them with weapons drawn and surround them. (If the PCs are going to surprise the toughs, then modify the following boxed text to make it clear that the thugs are moving into position for an ambush, but have not yet seen the PCs.)

Traveling through Almraiven, you come to a broad square with two fountains. The streets are partially blocked by the carts of several hawkers and entertainers.

As you reach the center of the square you see a group of armed troublemakers split off from the rest of the locals. These thugs move quickly through the crowd, surrounding your position. The leader, a tanned human mercenary, barks an order:

"Defeat them quickly! We must be done before the watch notices us."

- If the PCs failed zero (none) of the scenes in Encounter 2, they see the toughs moving into position and gain a surprise round.
- If the PCs had one or two failed scenes, neither the party nor the toughs gain surprise and both groups are wary of the other.
- If the PCs failed three or more scenes, the toughs surprise them.

The goal of this encounter is simple: the PCs must survive the ambush pre-laid by Jamah. They can do this by defeating the mercenaries, or if he has received the cloak from them in Encounter 5, by surviving for 6 rounds (see Ending the Encounter).

FEATURES OF THE AREA

Fountain: These are low public fountains. Fountain squares are difficult terrain and do not provide cover.

Carts: Several vendors and local hawkers have carts here. These are high enough to provide cover and prevent movement unless characters go over them. A DC 10 Athletics check allows passage through these.

Buildings: These are 20 feet high with flat roofs.

Boxes: Creatures can scamper up the stacked boxes. With a moderate DC Acrobatics or Athletics check, each square counts as normal terrain. Otherwise, each square counts as difficult terrain.

Awnings: Standard falling rules apply. However, if anyone jumps onto the awnings of the carts below, a moderate DC Acrobatics or Athletics check allows safe arrival at ground level in a square within 3 squares of the cart, without provoking opportunity attacks. If a creature fails the check, they crash through the awning and take falling damage.

Civilians: There are a few locals in the area when the ambush is sprung. They flee or hide at the first sign of hostilities and do not provide any cover or obstruction to movement.

TACTICS

The NPCs are direct and attack the closest PC en masse.

At all ALs, all attackers begin with ranged attacks (if applicable), targeting one or two PCs and concentrating their fire. The brigands (AL 2/4) and highwaymen (AL 6/8/10) then move forward to engage in melee range.

At AL 2/4, the dark adepts use their *dark imperative* on the brigands, allowing them to move closer to helpful targets, even going so far as to move them past the front

line of the fight into the middle of the PC ranks. The dark adepts then continue with attacks against wounded or bloodied targets, favoring burst attacks to get multiple targets. Finally, the spy snipes at a PC for its first attack, then moves closer to the party and uses *infernal strike* on its next turn. It then alternate turns of *veil of shadows* and *infernal strike*, if possible.

At AL 6/8/10, the outlaw veteran moves forward in its first round to engage the first PC it can find and tries to use *swath of death*. The sharpshooters remain on the roofs, starting off the combat with their *archer's decoy* to increase their defenses, and attempt to snipe at PCs at the rear of the fight (i.e. - usually other ranged PCs) using their *crossbow* combined with *careful aim* (only possible after the first round).

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one brigand or one highwayman.

Six PCs: Add one spy or one highwayman.

ENDING THE ENCOUNTER

If the PCs lose the combat or surrender, then the thugs take the cloak to their employer. A patrol of town guards arrives after 6 rounds to break up the fight and to take custody of all troublemakers, in which case the PCs are taken to meet with the Weave Pasha.

Continue with Encounter 7.

TREASURE

The thugs are carrying the payment they received, amounting to 20/40/60/120/175 gp per PC. At AL 4 and higher, one of the thugs is wearing a *rope of slave fighting*. At AL 8 and higher, one of the thugs is wearing a *rogue's belt*. At AL 10, one wears a *cord of divine favor*.

ENCOUNTER 6: AMBUSH (ADVENTURE LEVEL 2)

Almraiven Brigand	Level 1 Soldier
Medium natural humanoid, human	XP 100
HP 28; Bloodied 14	Initiative +3
AC 17, Fortitude 14, Reflex 13, Will 12	Perception +0
Speed 5	
TRAITS	
O Relentless Assault • Aura 1	
Whenever an enemy adjacent to the brigand uses an attack power that doesn't include the brigand as a target, the enemy takes 3 damage.	
STANDARD ACTIONS	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d8 + 3 damage.	
M Drive Back (weapon) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d8 + 3 damage, and the brigand can push the target 1 square and then shift 1 square to a square the target occupied.	
R Crossbow (weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +6 vs. AC.	
Hit: 1d8 + 1 damage.	
Str 16 (+3) Dex 12 (+1) Wis 10 (+0)	
Con 12 (+1) Int 9 (-1) Cha 9 (+1)	
Alignment unaligned Languages Common	
Equipment scale armor, light shield, mace, crossbow, 20 bolts	
Note: A renamed Iron Circle brigand from <i>Monster Vault: Threats to the Nentir Vale</i> .	

Almraiven Dark Adept (level 2)	Level 2 Controller (Leader)
Medium natural humanoid, human	XP 125
HP 38; Bloodied 19	Initiative +2
AC 16, Fortitude 13, Reflex 13, Will 15	Perception +5
Speed 6	
STANDARD ACTIONS	
m Dark Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +5 vs. Reflex	
Hit: 2d4 + 3 fire damage, and the dark adept slides the target up to 3 squares.	
r Fiery Tendrils (fire, implement) • At-Will	
Attack: Area 1 within 10 (creatures in the burst); +5 vs. Reflex	
Hit: 1d6 + 6 fire damage, and the target is slowed and grants combat advantage until the end of the dark adept's next turn.	
MINOR ACTIONS	
Dark Imperative • Recharge when first bloodied	
Effect: Close burst 5 (one ally in the burst). The dark adept slides the target up to 3 squares, and the target gains 10 temporary hit points. Until the target has no temporary hit points, its melee attacks deal 3 extra necrotic damage.	
Skills Arcana +8, Religion +8	
Str 13 (+2) Dex 12 (+2) Wis 18 (+5)	
Con 14 (+3) Int 15 (+3) Cha 13 (+2)	
Alignment unaligned Languages Alzhedo, Common	
Equipment chainmail, dagger	
Note: renamed Iron Circle dark adept from <i>Monster Vault: Threats to the Nentir Vale</i> .	

Almraiven Spy (level 1)	Level 1 Lurker
Medium natural humanoid, human	XP 100
HP 28; Bloodied 14	Initiative +8
AC 15, Fortitude 13, Reflex 15, Will 13	Perception +7
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d8 + 4 damage.	
r Devil's Flame (fire) • At-Will	
Attack: Ranged 10 (one creature); +4 vs. Reflex	
Hit: 1d6 + 6 fire damage.	
M Infernal Strike (fire, weapon) • Recharge when the spy uses veil of shadows	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 3d8 + 8 fire damage.	
Miss: Half damage.	
Veil of Shadows (zone) • Recharge when the spy uses infernal strike	
Attack: Close burst 1. The burst creates a zone that lasts until the end of the spy's next turn. The zone blocks line of sight for all creatures except the spy. While entirely within the zone, creatures other than the spy are blinded.	
TRIGGERED ACTIONS	
Diabolical Dodge • At-Will	
Trigger: An enemy uses a power that pulls, pushes, or slides the spy while the spy is in the zone created by its veil of shadows.	
Hit: The spy makes a basic attack against the triggering enemy and then can shift up to 2 squares to another square in the zone.	
Skills Bluff +7, Diplomacy +7, Stealth +9, Thievery +9	
Str 12 (+1) Dex 18 (+4) Wis 15 (+2)	
Con 14 (+2) Int 13 (+1) Cha 14 (+2)	
Alignment unaligned Languages Alzhedo, Common	
Equipment leather, short sword	
Note: A renamed Iron Circle spy from <i>Monster Vault: Threats to the Nentir Vale</i> .	

ENCOUNTER 6: AMBUSH (ADVENTURE LEVEL 4)

Almraiven Brigand (level 3)	Level 3 Soldier
Medium natural humanoid, human	XP 150
HP 44; Bloodied 22	Initiative +4
AC 19, Fortitude 16, Reflex 15, Will 14	Perception +1
Speed 5	
TRAITS	
O Relentless Assault • Aura 1	
Whenever an enemy adjacent to the brigand uses an attack power that doesn't include the brigand as a target, the enemy takes 4 damage.	
STANDARD ACTIONS	
m Mace (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 5 damage.	
M Drive Back (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 5 damage, and the brigand can push the target 1 square and then shift 1 square to a square the target occupied.	
R Crossbow (weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +8 vs. AC.	
Hit: 1d8 + 3 damage	
Str 16 (+4)	Dex 12 (+2) Wis 10 (+1)
Con 12 (+2)	Int 9 (+0) Cha 9 (+0)
Alignment unaligned Languages Common	
Equipment scale armor, light shield, mace, crossbow, 20 bolts	
Note: renamed Iron Circle brigand from <i>Monster Vault: Threats to the Nentir Vale</i> .	

Almraiven Dark Adept (level 4)	Level 4 Controller (Leader)
Medium natural humanoid, human	XP 175
HP 54; Bloodied 27	Initiative +3
AC 18, Fortitude 14, Reflex 15, Will 17	Perception +6
Speed 6	
STANDARD ACTIONS	
m Dark Dagger (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. Reflex	
Hit: 2d4 + 5 fire damage, and the dark adept slides the target up to 3 squares.	
r Fiery Tendrils (fire, implement) • At-Will	
Attack: Area 1 within 10 (creatures in the burst); +7 vs. Reflex	
Hit: 2d6 + 3 fire damage, and the target is slowed and grants combat advantage until the end of the dark adept's next turn.	
MINOR ACTIONS	
Dark Imperative • Recharge when first bloodied	
Effect: Close burst 5 (one ally in the burst). The dark adept slides the target up to 3 squares, and the target gains 10 temporary hit points. Until the target has no temporary hit points, its melee attacks deal 4 extra necrotic damage.	
Skills Arcana +9, Religion +9	
Str 13 (+4)	Dex 12 (+2) Wis 18 (+6)
Con 14 (+4)	Int 15 (+4) Cha 13 (+3)
Alignment unaligned Languages Alzhedo, Common	
Equipment chainmail, dagger	
Note: Renamed Iron Circle dark adept from <i>Monster Vault: Threats to the Nentir Vale</i> .	

Almraiven Spy (level 3)	Level 3 Lurker
Medium natural humanoid, human	XP 150
HP 38; Bloodied 19	Initiative +9
AC 17, Fortitude 15, Reflex 17, Will 15	Perception +8
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 4 damage.	
r Devil's Flame (fire) • At-Will	
Attack: Ranged 10 (one creature); +6 vs. Reflex	
Hit: 2d4 + 6 fire damage.	
M Infernal Strike (fire, weapon) • Recharge when the spy uses veil of shadows	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 4d6 + 9 fire damage.	
Miss: Half damage.	
Veil of Shadows (zone) • Recharge when the spy uses infernal strike	
Attack: Close burst 1. The burst creates a zone that lasts until the end of the spy's next turn. The zone blocks line of sight for all creatures except the spy. While entirely within the zone, creatures other than the spy are blinded.	
TRIGGERED ACTIONS	
Diabolical Dodge • At-Will	
Trigger: An enemy uses a power that pulls, pushes, or slides the spy while the spy is in the zone created by its veil of shadows.	
Hit: The spy makes a basic attack against the triggering enemy and then can shift up to 2 squares to another square in the zone.	
Skills Bluff +7, Diplomacy +7, Stealth +9, Thievery +9	
Str 12 (+2)	Dex 18 (+5) Wis 15 (+3)
Con 14 (+3)	Int 13 (+2) Cha 14 (+3)
Alignment unaligned Languages Alzhedo, Common	
Equipment leather, short sword	
Note: Renamed Iron Circle spy from <i>Monster Vault: Threats to the Nentir Vale</i> .	

ENCOUNTER 6: AMBUSH (ADVENTURE LEVEL 6)

Almraiven Highwayman (level 5)	Level 5 Soldier
Medium natural humanoid, human	XP 200
HP 61; Bloodied 30	Initiative +8
AC 21, Fortitude 16, Reflex 19, Will 16	Perception +9
Speed 6	
STANDARD ACTIONS	
m Rapier (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d8 + 4 damage.	
Effect: The target is marked until the end of the of the highwayman's next turn.	
R Bolt to the Gut (weapon) • Encounter	
Attack: Ranged 5 (one creature); +10 vs. AC. This attack doesn't provoke opportunity attacks.	
Hit: 3d6 + 3 damage, and the target is immobilized and takes ongoing 5 damage (save ends both).	
Miss: The target is immobilized until the end of its next turn.	
TRIGGERED ACTIONS	
R Stand, You Coward • At-Will	
Trigger: An enemy within 5 squares of the highwayman and marked by it uses an attack power that doesn't include it as a target.	
Effect (Immediate Reaction): <i>Bolt to the gut</i> recharges, and the highwayman uses it immediately against the triggering enemy.	
Skills Bluff +10, Intimidate +10, Stealth +11	
Str 16 (+5)	Dex 18 (+6) Wis 15 (+4)
Con 13 (+3)	Int 12 (+3) Cha 16 (+5)
Alignment unaligned Languages Common	
Equipment studded leather, 10 bolts, hand crossbow, rapier	
Note: renamed Raven Roost highwayman from <i>Monster Vault: Threats to the Nentir Vale</i> .	

Almraiven Sharpshooter	Level 6 Artillery
Medium natural humanoid, human	XP 250
HP 55; Bloodied 28	Initiative +7
AC 20, Fortitude 17, Reflex 19, Will 17	Perception +10
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d6 + 7 damage.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +13 vs. AC	
Hit: 2d8 + 5 damage.	
MOVE ACTIONS	
C Careful Aim • At-Will	
Effect: The sharpshooter chooses an enemy it can see. If it can still see that enemy at the start of its next turn, its crossbow attack power targets the enemy's Reflex, instead of AC, and deals 5 extra damage against it. These benefits last until the end of that turn.	
FREE ACTIONS	
A Archer's Decoy • Recharge when first bloodied	
Effect: The sharpshooter gains a +2 bonus to AC and Reflex until the end of its next turn.	
Skills Stealth +12	
Str 14 (+5)	Dex 19 (+7) Wis 15 (+5)
Con 13 (+4)	Int 10 (+3) Cha 10 (+3)
Alignment unaligned Languages Common	
Equipment studded leather, crossbow, 20 bolts, short sword	
Note: renamed Raven Roost sharpshooter from <i>Monster Vault: Threats to the Nentir Vale</i> .	

Almraiven Outlaw Veteran (level 5)	Level 5 Brute
Medium natural humanoid, human	XP 200
HP 76; Bloodied 38	Initiative +3
AC 17, Fortitude 19, Reflex 17, Will 15	Perception +2
Speed 6	
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d10 + 5 damage.	
M Mighty Blow (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d10 + 5 damage, and the veteran can push the target 1 square and then shift 1 square to a square the target vacated.	
M Swath of Death • Recharge if either attack misses	
Effect: The veteran uses <i>mighty blow</i> twice.	
MINOR ACTIONS	
R Forceful Shove • At-Will	
Attack: Melee 1 (one creature); +8 vs. Fortitude.	
Hit: The veteran pushes the target 1 square.	
Skills Athletics +11, Stealth +8	
Str 19 (+6)	Dex 13 (+3) Wis 10 (+2)
Con 16 (+5)	Int 7 (+0) Cha 10 (+2)
Alignment unaligned Languages Common	
Equipment studded leather, bastard sword	
Note: renamed Raven Roost outlaw veteran from <i>Monster Vault: Threats to the Nentir Vale</i> .	

ENCOUNTER 6: AMBUSH (ADVENTURE LEVEL 8)

Almraiven Highwayman	Level 7 Soldier
Medium natural humanoid, human	XP 300
HP 77; Bloodied 38	Initiative +9
AC 23, Fortitude 18, Reflex 21, Will 18	Perception +10
Speed 6	
STANDARD ACTIONS	
m Rapier (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8 + 6 damage.	
Effect: The target is marked until the end of the of the highwayman's next turn.	
R Bolt to the Gut (weapon) • Encounter	
Attack: Ranged 5 (one creature); +12 vs. AC. This attack doesn't provoke opportunity attacks.	
Hit: 3d6 + 4 damage, and the target is immobilized and takes ongoing 5 damage (save ends both).	
Miss: The target is immobilized until the end of its next turn.	
TRIGGERED ACTIONS	
Stand, You Coward • At-Will	
Trigger: An enemy within 5 squares of the highwayman and marked by it uses an attack power that doesn't include it as a target.	
Effect (Immediate Reaction): Bolt to the gut recharges, and the highwayman uses it immediately against the triggering enemy.	
Skills Bluff +11, Intimidate +11, Stealth +12	
Str 16 (+6)	Dex 18 (+7) Wis 15 (+5)
Con 13 (+4)	Int 12 (+4) Cha 16 (+6)
Alignment unaligned Languages Common	
Equipment studded leather, 10 bolts, hand crossbow, rapier	
Note: renamed raven roost highwayman from <i>Monster Vault: Threats to the Nentir Vale</i> .	

Almraiven Sharpshooter (level 8)	Level 8 Artillery
Medium natural humanoid, human	XP 350
HP 67; Bloodied 33	Initiative +8
AC 22, Fortitude 19, Reflex 21, Will 19	Perception +11
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d6 + 5 damage.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +15 vs. AC	
Hit: 2d8 + 7 damage.	
MOVE ACTIONS	
Careful Aim • At-Will	
Effect: The sharpshooter chooses an enemy it can see. If it can still see that enemy at the start of its next turn, its crossbow attack power targets the enemy's Reflex, instead of AC, and deals 5 extra damage against it. These benefits last until the end of that turn.	
FREE ACTIONS	
Archer's Decoy • Recharge when first bloodied	
Effect: The sharpshooter gains a +2 bonus to AC and Reflex until the end of its next turn.	
Skills Stealth +13	
Str 14 (+6)	Dex 19 (+8) Wis 15 (+6)
Con 13 (+5)	Int 10 (+4) Cha 10 (+4)
Alignment unaligned Languages Common	
Equipment studded leather, crossbow, crossbow bolt x20, short sword	
Note: renamed Raven Roost sharpshooter from <i>Monster Vault: Threats to the Nentir Vale</i> .	

Almraiven Outlaw Veteran (level 7)	Level 7 Brute
Medium natural humanoid, human	XP 300
HP 96; Bloodied 48	Initiative +4
AC 19, Fortitude 21, Reflex 19, Will 17	Perception +3
Speed 6	
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d10 + 7 damage.	
M Mighty Blow (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d10 + 7 damage, and the veteran can push the target 1 square and then shift 1 square to a square the target vacated.	
M Swath of Death • Recharge if either attack misses	
Effect: The veteran uses <i>mighty blow</i> twice.	
MINOR ACTIONS	
R Forceful Shove • At-Will	
Attack: Melee 1 (one creature); +10 vs. Fortitude.	
Hit: The veteran pushes the target 1 square.	
Skills Athletics +12, Stealth +9	
Str 19 (+7)	Dex 13 (+4) Wis 10 (+3)
Con 16 (+6)	Int 7 (+1) Cha 10 (+3)
Alignment unaligned Languages Common	
Equipment studded leather, bastard sword	
Note: renamed Raven Roost outlaw veteran from <i>Monster Vault: Threats to the Nentir Vale</i> .	

ENCOUNTER 6: AMBUSH (ADVENTURE LEVEL 10)

Almraiven Highwayman (level 9)	Level 9 Soldier
Medium natural humanoid, human	XP 400
HP 93; Bloodied 46	Initiative +10
AC 25, Fortitude 20, Reflex 23, Will 20	Perception +11
Speed 6	
STANDARD ACTIONS	
m Rapier (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage.	
Effect: The target is marked until the end of the of the highwayman's next turn.	
R Bolt to the Gut (weapon) • Encounter	
Attack: Ranged 5 (one creature); +14 vs. AC. This attack doesn't provoke opportunity attacks.	
Hit: 3d6 + 7 damage, and the target is immobilized and takes ongoing 5 damage (save ends both).	
Miss: The target is immobilized until the end of its next turn.	
TRIGGERED ACTIONS	
Stand, You Coward • At-Will	
Trigger: An enemy within 5 squares of the highwayman and marked by it uses an attack power that doesn't include it as a target.	
Effect (Immediate Reaction): Bolt to the gut recharges, and the highwayman uses it immediately against the triggering enemy.	
Skills Bluff +12, Intimidate +12, Stealth +13	
Str 16 (+7)	Dex 18 (+8) Wis 15 (+6)
Con 13 (+5)	Int 12 (+5) Cha 16 (+7)
Alignment unaligned Languages Common	
Equipment studded leather, 10 bolts, hand crossbow, rapier	
Note: renamed raven roost highwayman from <i>Monster Vault: Threats to the Nentir Vale</i> .	

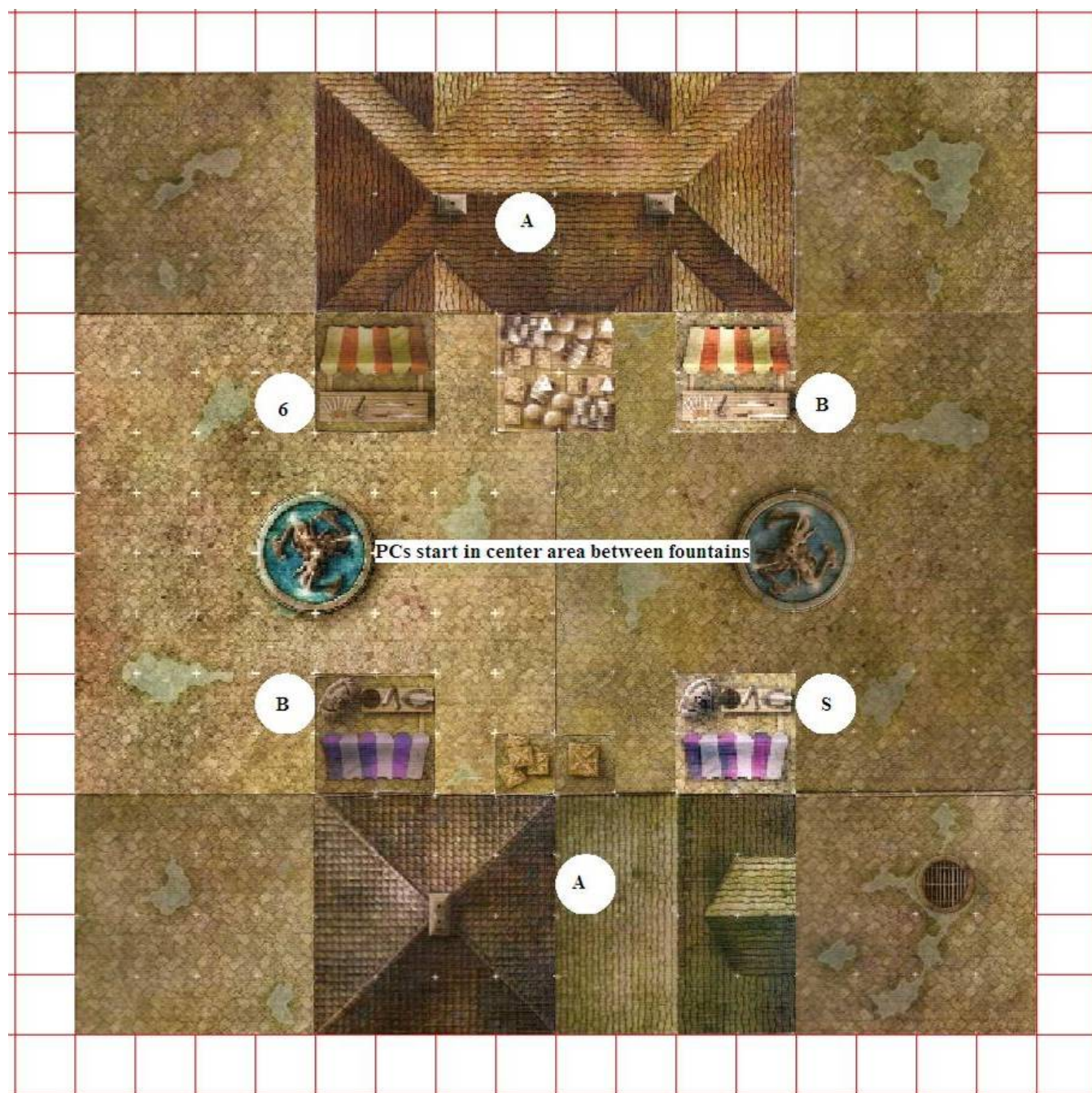
Almraiven Sharpshooter (level 10)	Level 10 Artillery
Medium natural humanoid, human	XP 500
HP 79; Bloodied 39	Initiative +9
AC 24, Fortitude 21, Reflex 23, Will 21	Perception +12
Speed 6	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d6 + 7 damage.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 15/30 (one creature); +17 vs. AC	
Hit: 3d8 + 5 damage.	
MOVE ACTIONS	
Careful Aim • At-Will	
Effect: The sharpshooter chooses an enemy it can see. If it can still see that enemy at the start of its next turn, its crossbow attack power targets the enemy's Reflex, instead of AC, and deals 5 extra damage against it. These benefits last until the end of that turn.	
FREE ACTIONS	
Archer's Decoy • Recharge when first bloodied	
Effect: The sharpshooter gains a +2 bonus to AC and Reflex until the end of its next turn.	
Skills Stealth +14	
Str 14 (+7)	Dex 19 (+9) Wis 15 (+7)
Con 13 (+6)	Int 10 (+5) Cha 10 (+5)
Alignment unaligned Languages Common	
Equipment studded leather, crossbow, 20 bolts, short sword	
Note: renamed Raven Roost sharpshooter from <i>Monster Vault: Threats to the Nentir Vale</i> .	

Almraiven Outlaw Veteran (level 9)	Level 9 Brute
Medium natural humanoid, human	XP 400
HP 116; Bloodied 58	Initiative +5
AC 21, Fortitude 23, Reflex 21, Will 19	Perception +4
Speed 6	
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d10 + 9 damage.	
M Mighty Blow (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d10 + 9 damage, and the veteran can push the target 1 square and then shift 1 square to a square the target vacated.	
M Swath of Death • Recharge if either attack misses	
Effect: The veteran uses <i>mighty blow</i> twice.	
MINOR ACTIONS	
R Forceful Shove • At-Will	
Attack: Melee 1 (one creature); +12 vs. Fortitude.	
Hit: The veteran pushes the target 1 square.	
Skills Athletics +13, Stealth +10	
Str 19 (+8)	Dex 13 (+5) Wis 10 (+4)
Con 16 (+7)	Int 7 (+2) Cha 10 (+4)
Alignment unaligned Languages Common	
Equipment studded leather, bastard sword	
Note: renamed Raven Roost outlaw veteran from <i>Monster Vault: Threats to the Nentir Vale</i> .	

ENCOUNTER 6: AMBUSH

Dungeon Tiles Master Set: The City x1

Dungeon Tiles: Streets of Shadow x1



The creature labeled “6” is used for 6 PCs only (see Scaling the Encounter).

ENCOUNTER 7: THE FATE OF THE BATTLECLOAK OF VYCAENA

The PCs suffer no further attacks in Almraiven. They now have an important choice to make: Who gets the Battlecloak of Vycaena?

- Ala'Ammar
- Jamah Huseyn
- The WeavePasha of Almraiven
- The PCs could also decide to keep the cloak, or give it to another organization.

MEETING WITH ALA'AMMAR

When the PCs go to Ala'Ammar's manor, read the following:

You are immediately rushed into a large banquet hall where Ala'Ammar waits for news, surrounded by his servants and family members. He motions towards a feast spread throughout the room, a glorious sight after weeks of hardship in the desert. "What news?" he asks.

Ala'Ammar is eager to hear whether the PCs were successful in recovering the cloak. If the PCs question him about Jamah's story, he confesses that it is true.

- He knew of the escape plan, but there was no guarantee that it would work.
- A perfect opportunity arose for him to escape, the first in his many years of captivity.
- He suspects he has the bloodline capable of using the Battlecloak of Vycaena to return to Memnon and free all of the slaves.
- Weighing all options, he felt he had to take the opportunity that was presented.
- He feels truly sorry for the execution of his friends. However, he knew then as he knows now that their sacrifice was necessary for the salvation of all slaves in Memnon.

If the PCs give him the cloak, read the following:

Your patron reverently accepts the Battlecloak of Vycaena. "A thousand, thousand thanks upon you and upon your houses for this great deed you have done," he says with a broad smile. "As you have come all this way and endured so many hardships, I suppose it is only fair that you should be present when I find out whether my beliefs are true. If you would be so kind?"

Ala'Ammar asks one of the PCs to assist him as he removes his own richly-embroidered cloak and drapes the Battlecloak of Vycaena over his shoulders.

The assembled members of Ala'Ammar's household gasp in awe as the Battlecloak begins to glow with a steady green light. His voice rises in triumph. "You see! And so it is confirmed by the legendary artifact. Spread this news to all corners of Calimshan! House Azhar is once again House Asada, and our crusade of freedom for the oppressed people of Memnon begins NOW!"

Ala'Ammar pays the PCs their full reward, with a bonus for those who have aided him throughout his struggle (i.e. the PCs who completed the Major Quest). As he now plans to wear the Battlecloak of Vycaena all the time, he has no need for his other cloaks, amulets, and brooches. He offers a selection of these neck slot items to the PCs as an additional gesture of thanks.

If the PCs choose not to give him the cloak, he does not interfere with them. He banishes them from his house and immediately begins plotting to retrieve the cloak by whatever means are necessary, but that is beyond the scope of this adventure.

MEETING WITH JAMAH HUSEYN

If the PCs meet with Jamah, before or after meeting with Ala'Ammar, read the following:

You are immediately rushed into a large banquet hall where Jamah motions towards a feast spread before you, a glorious sight after weeks of hardship in the desert. "My apologies for the ruffians," he begins, "Shall we get down to business?"

If the PCs already gave Jamah the cloak, he upholds his word and gives them full payment. He apologizes again that it took a few minutes to call off the attack.

If the PCs held onto the cloak to hear Ala'Ammar's side of the story, he explains that with the lives of so many slaves at stake, he felt he had to do everything in his power to secure the item they recovered. This included hiring thugs to take the cloak by force, if it came to that. He still offers the PCs full rewards if they are willing to give him the Battlecloak of Vycaena.

If the PCs choose not to give him the cloak, he urges them to turn it over to the Weave Pasha of Almraiven, the spellcasters who run the city, rather than having it fall into the hands of the murderer Ala'Ammar.

MEETING WITH THE WEAVEPASHA

If the PCs decide to meet with the WeavePasha (the ruler of Almraiven) at any point while they are in the city, read the following:

The WeavePasha, an older human whose desert garb is embroidered with ancient arcane symbols, dismisses his class in magical theory at the academy of Almraiven to meet with you.

The WeavePasha's primary goal is to gain allies from other nations, so he is very friendly towards the PCs. He is willing to meet with them even if they have already given the cloak to someone else.

If offered the cloak, the WeavePasha accepts it for further study, saying that he hopes to use it to stir up trouble between Calimport and Memnon, likely by framing Calimport for its theft. He pays them the same rewards as either Ala'Ammar or Jamah.

GIVING THE CLOAK TO SOMEONE ELSE

The PCs may decide to give the cloak to some other organization (such as a meta-organization of which one or more PCs is a member). They do not receive any additional rewards and cannot complete the Major Quest in this case, as the organization in question had not retained the PCs to retrieve the artifact and might even have its own reasons for wanting Ala'Ammar or one of the other factions in Almraiven to end up with it.

Nevertheless, the PCs' contact accepts the item and promises to "deal with it appropriately" (the details of which are beyond the scope of this adventure).

KEEPING THE CLOAK FOR THEMSELVES

If the PCs decide to keep the cloak, read or paraphrase the following:

For whatever reason, you have chosen not to bestow the Battlecloak of Vycaena upon any of the competing factions in Almraiven. Whatever artifact-level magic the item is reputed to possess, it seems unwilling to respond in your presence, acting no differently from a common homespun cloak that you could have gotten in any village. Still, perhaps it will reveal itself to you in time... or perhaps it is just a clever fake, and never had any real powers at all.

The PCs do not receive any additional rewards and cannot complete the Major Quest. There is no Story Award to indicate that a PC has the cloak, but the player is free to note it on his or her logsheet. It has no magical properties and does not count as a found magic item.

CONCLUDING THE ADVENTURE

If you run this adventure before 01 November 2011, please be sure to fill out the online questionnaire (see the Event Summary for details). The results determine who ends up with the real Battlecloak of Vycaena, and this outcome will help shape the future of the Calimshan Story Area.

STORY AWARDS

If the PCs rescued Tarik the brass dragon, then each PC who attempted at least one skill check to free him earns story award **CALI07 Tarik's Gratitude**.

If any PC succeeded on a Hard DC check with the nomads during Scene 2 of Encounter 2, then all PCs earn **CALI08 Silver Sand**.

If the PCs delivered the Battlecloak of Vycaena to either Ala'Ammar, Jamah, or the WeavePasha, they have played a part in the balance of power in Calimshan and earn story award **CALI09 Delivered the Battlecloak of Vycaena**. If they try to keep it for themselves, or if they deliver it to some other organization, then they do not receive this Story Award and do not successfully complete the Major Quest.

Any PCs who have **CALI03 Located the Battlecloak of Vycaena** from CALI3-1 *Misery of Mintar*, **CALI06 Recovered the Battlecloak of Vycaena** from CALI3-2 *Menace of Memnon*, and **CALI09 Delivered the Battlecloak of Vycaena** from CALI3-3 *Agony of Almraiven* (this adventure), have completed the Major Quest and gain all appropriate rewards, as outlined in the Rewards section. (All 3 Story Awards, including CALI09, are required to earn the Major Quest reward.)

TREASURE

If the PCs delivered the Battlecloak of Vycaena to Ala'Ammar, Jamah, or the WeavePasha, they are paid enough to bring their total for the adventure to 75/125/225/450/675 gp. Each PC is also offered his or her choice of any Uncommon neck slot item from a player resource, with an item level up to the PC's level plus 2. The person to whom the PCs delivered the cloak also makes available any treasures found in any encounter in the adventure that the PCs failed to pick up on their journey.

BONUS TREASURE (MAJOR QUEST REWARD)

Those PCs who completed the Battlecloak Saga Major Quest receive bonus gold (25/35/70/130/200 gp), and the Uncommon neck slot item they can choose increases to character level plus 4 (maximum item level 10).

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

Each PC who already has both Story Awards CALI03 and CALI06, and who earns CALI09 in this adventure, completes the *Battlecloak Saga* Major Quest and earns the additional rewards listed for the Adventure Level played. This Major Quest Bonus is in addition to the listed Maximum XP and the listed Base Gold.

To be clear, the quest bonus is based strictly on the AL played in this adventure, not the ALs at which that PC played CALI3-1 and/or CALI3-2.

ADVENTURE LEVEL 2

Minimum Possible XP: 225 XP

Outrun the Sandstorm: +70 XP
Pass the Lizards: +70 XP
Defeat the Thugs: +60 XP

Maximum Possible XP: 425 XP

Base Gold per PC: 75 gp

(Encounter 3A: 15 gp, Encounter 4: 15 gp, Encounter 6: 20 gp, Encounter 7: 25 gp)

AL 2 Major Quest Bonus: +125 XP, +25 gp

ADVENTURE LEVEL 4

Minimum Possible XP: 320 XP

Outrun the Sandstorm: +100 XP
Pass the Lizards: +100 XP
Defeat the Thugs: +80 XP

Maximum Possible XP: 600 XP

Base Gold per PC: 125 gp

(Encounter 3A: 20 gp, Encounter 4: 20 gp, Encounter 6: 40 gp, Encounter 7: 45 gp)

AL 4 Major Quest Bonus: +175 XP, +35 gp

ADVENTURE LEVEL 6

Minimum Possible XP: 450 XP per PC

Outrun the Sandstorm: +140 XP
Pass the Lizards: +140 XP
Defeat the Thugs: +120 XP

Maximum Possible XP: 850 XP per PC

Base Gold per PC: 225 gp

(Encounter 3A: 50 gp, Encounter 4: 50 gp, Encounter 6: 60 gp, Encounter 7: 65 gp)

AL 6 Major Quest Bonus: +250 XP, +70 gp

ADVENTURE LEVEL 8

Minimum Possible XP: 640 XP

Outrun the Sandstorm: +200 XP
Pass the Lizards: +200 XP
Defeat the Thugs: +160 XP

Maximum Possible XP: 1200 XP

Base Gold per PC: 450 gp

(Encounter 3A: 100 gp, Encounter 4: 100 gp, Encounter 6: 120 gp, Encounter 7: 130 gp)

AL 8 Major Quest Bonus: +350 XP, +130 gp

ADVENTURE LEVEL 10

Minimum Possible XP: 900 XP

Outrun the Sandstorm: +280 XP
Pass the Lizards: +280 XP
Defeat the Thugs: +240 XP

Maximum Possible XP: 1700 XP

Gold per PC: 675 gp

(Encounter 3A: 150 gp, Encounter 4: 150 gp, Encounter 6: 175 gp, Encounter 7: 200 gp)

AL 10 Major Quest Bonus: +500 XP, +200 gp

TREASURE

Each PC receives treasure in the form of gold pieces (the “Base Gold” listed above) as well as the option to select from a list of Treasures. A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character’s base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist’s weapon +1* is listed as a Treasure, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist’s dagger*, the player writes that information down on the PC’s adventure log and the item is forever after that specific weapon.

Certain Treasures have a minimum adventure level listed. That Treasure is not available if the group played below the minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

EACH PC SELECTS ONE OF THE FOLLOWING:

Treasure A: +2 *amulet of passage* (Story Award CALI10)
MAJOR QUEST ONLY;
Found in Encounter 7

Treasure B: Any Uncommon neck slot item of the character’s level + 2 or less [Major Quest completion: character’s level + 4 or less] from a player resource (maximum item level 10)
Found in Encounter 3A or 7

Treasure C: Any Common or Uncommon magic shield of the PC’s level + 4 or less (maximum item level 10) from a player resource
Found in Encounter 4 or 7

Treasure D: +1 *master’s wand of magic missile** (level 3; AV)

Found in Encounter 3A or 7

At AL 4+, add the following:

Treasure E: *rope of slave fighting** (level 7; AV)

Found in Encounter 6 or 7

At AL 6+, add the following:

Treasure F: +2 *master’s wand of magic missile** (level 8; AV)

Found in Encounter 3A or 7

At AL 8+, add the following:

Treasure G: *rogue’s belt** (level 11; AV)

Found in Encounter 6 or 7

At AL 10, add the following:

Treasure H: *cord of divine favor** (level 13; AV)

Found in Encounter 6 or 7

ALL ALs:

Treasure X (Choose an Item): The character finds a Common or Uncommon permanent magic item of the player’s choice. This item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character’s level + 2 or less, or an Uncommon magic item of the character’s level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

Treasure Y (Consumable plus Gold): The character finds a consumable item plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 2: *potion of clarity* (level 5) plus 0 gp

AL 4: *potion of clarity* (level 5) plus 25 gp

AL 6: *potion of clarity* (level 5) plus 100 gp

AL 8: *potion of clarity* (level 5) plus 250 gp

AL 10: *potion of clarity* (level 5) plus 400 gp

Treasure Z (More Gold): The character finds or is given coins, gems, jewelry, art objects, ritual components, or other non-magical valuables (in addition to his or her Base Gold).

AL 2: 50 gp

AL 4: 75 gp

AL 6: 150 gp

AL 8: 300 gp

AL 10: 450 gp

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. It is possible for a character to earn all four of the listed Story Awards in this adventure. Pass out certificates to the players for their Story Awards.

PCs who helped rescue Tarik in Encounter 3A:

CALI07 Tarik's Gratitude

While crossing the Calimshan Desert, you saved the brass dragon Tarik from a band of thri-kreen. Should your paths cross again, the dragon may seek to repay your selfless act.

If at least one PC made the hard DC social check with the nomads in Encounter 2:

CALI08 Silver Sand

You have made friends with a tribe of nomads in the Calimshan Desert. This Story Award grants you purchase access to the Uncommon consumable item *silver sand* (*Adventurer's Vault* 2, page 88). At the beginning or end of any adventure, you may purchase up to three uses of this reagent with an item level no greater than your character level. You pay full market price. These consumables do not occupy one of your found-item slots, and any quantity of *silver sand* you carry counts as one Uncommon item when determining the total number of Uncommon items you are allowed to possess.

If the characters delivered the cloak to any one of Ala'Ammar, Jamar, or the WeavePasha of Almraiven:

CALI09 Delivered the Battlecloak of Vycaena

You delivered the Battlecloak of Vycaena to a powerful individual or organization in Almraiven. Circle the recipient: Ala'Ammar / Jamar / the WeavePasha

CALI10 Completed the Battlecloak Saga

If you have all three Story Awards CALI03 Battlecloak Saga Quest, CALI06 Recovered the Battlecloak of Vycaena, and CALI09 Delivered the Battlecloak of Vycaena, then you have completed the *Battlecloak Saga* Major Quest. The person you delivered the cloak to offers you a fine silver linked chain with a small jewel in the shape of an open lock.

You may choose an *amulet of passage* as your Treasure for this adventure. It costs a found-item slot and counts as a Rare item. It cannot be sold or traded, though you may replace it with another found Rare item (see the *LFR Campaign Guide*). The amulet initially has a +2 enhancement bonus. When you reach character level 11/16/21/26, the enhancement bonus of the

amulet of passage automatically increases to +3/+4/+5/+6 respectively (you do not need to pay gold or spend additional found-item slots in order to benefit from these automatic upgrades).

AMULET OF PASSAGE

RARE

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You gain an item bonus to Acrobatics and Athletics checks to escape, and to Thievery checks to open locks. The bonus equals the amulet's enhancement bonus.

Power (At-Will): Standard Action. You attune an ally to the Amulet. A character may only be attuned to one *amulet of passage* at a time. Any attuned ally within 10 squares of you can use this item's daily power (but not its enhancement bonus or properties) as if he or she were wearing it.

Power (Daily, Teleportation): Move Action.

Special: You and each attuned ally can use this power once per day (a PC cannot benefit from this same power a second time before taking an extended rest, no matter how many *amulets of passage* are in the party).

Effect: The triggering PC teleports a number of squares equal to his or her speed.

NEW RULES

Cord of Divine Favor

Level 13 Uncommon

Item Slot: Waist

Power (Encounter, Healing): Free Action. Use this power when you use healing word on an ally or use another power that grants an ally the use of a healing surge. You can spend a healing surge as well and regain hit points equal to your healing surge value.

Source: Adventurer's Vault

Master's Wand of Magic Missile +1/+2

Level 3/8 Uncommon

Implement (Wand)

Enhancement: +1/+2 attack rolls and damage rolls

Critical: +1d8/+2d8 damage

Property: When you damage a target with the magic missile power used through this wand, you can push the target 1 square.

Power (Encounter): Standard Action. As the wizard's magic missile power.

Source: Adventurer's Vault

Silver Sand

Level 8 Uncommon

Reagent

Power (Consumable, Healing): Free Action. You expend this reagent when you use a healing power of up to 6th level. The target of your power regains 5 additional hit points.

Source: Adventurer's Vault 2

Rogue's Belt

Level 11 Uncommon

Item Slot: Waist

Property: You can attempt to escape a grab or restraints as a minor action.

Source: Adventurer's Vault

Rope of Slave Fighting

Level 7 Uncommon

Item Slot: Waist

Property: You do not take the -2 penalty to attack rolls while prone.

Source: Adventurer's Vault

EVENT SUMMARY

The results of this adventure will have an impact on the future development of the Calimshan story area!

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please fill out the online survey. If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the Senior DM or Event Organizer, who can then answer the survey online.

<https://www.surveymonkey.com/s/BattlecloakSagaLFR>

The survey period closes on **01 November 2011**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

Question 1: What was the fate of Tarik, the Brass Dragon?

- a. Tarik died.
- b. Tarik survived.

Question 2: Who ended up with the Battlecloak of Vycaena?

- a. Ala'Ammar
- b. Jamah
- c. The WeavePasha
- d. The PCs kept it or gave it to another organization

Question 3: How many PCs completed the Major Quest?

- a. All of the PCs completed the Major Quest.
- b. At least half of the PCs completed the Major Quest.
- c. Less than half of the PCs completed the Major Quest.
- d. No PCs completed the Major Quest.

Question 4: How interested are the players in seeing more adventures set in the Calimshan region?

- a. The players are extremely interested in seeing more Calimshan adventures.
- b. The players are somewhat interested in seeing more Calimshan adventures.
- c. The players expressed no preference, or were evenly divided.
- d. The players are somewhat disinterested in seeing more Calimshan adventures.
- e. The players do not want to see more Calimshan adventures; it should be replaced with a new story area.

Question 5: How do the players rate this adventure on a scale from 1 to 5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations / average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

Question 6: How do you, the DM, rate this adventure, using the same 5-point scale?

APPENDIX: ADDITIONAL MONSTERS

Despite your strenuous warnings, some PCs will insist on standing to fight the pair of efreet chasing them, or choose to engage the purple worm. The statistics below are provided for reference only, and should only be used if the PCs insist on combat. As soon as the PCs realize they are in over their heads (likely within one round), allow them to flee and continue the adventure. Each PC involved in the combat gains one fatigue point as they flee these powerful monsters.

Efreet Cinderlord		Level 23 Artillery
Large elemental humanoid (fire)		XP 5,100
HP 169; Bloodied 84		Initiative +19
AC 37, Fortitude 34, Reflex 35, Will 33		Perception +15
Speed 6, fly 8 (hover)		Low-light vision
Immune fire		
TRAITS		
O Blazing Soul (fire) • Aura 1		
Any enemy in the aura that takes ongoing fire damage takes 5 extra fire damage.		
Frozen Fire		
Whenever the efreet takes cold damage, it is slowed until the end of its next turn.		
STANDARD ACTIONS		
m Scimitar (fire, weapon) • At-Will		
Attack: Melee 2 (one creature); +28 vs. AC		
Hit: 2d10 + 7 damage, and ongoing 5 fire damage (save ends).		
R Fire Bolt (fire) • At-Will		
Attack: Ranged 10 (one creature); +28 vs. Reflex		
Hit: 3d6 + 10 damage, and ongoing 10 fire damage (save ends).		
A Fan the Flames (fire) • At-Will		
Effect: Close burst 20 (one creature taking ongoing fire damage). The target takes 2d6 + 7 fire damage, and the efreet makes the following attack centered on the target.		
Attack: Area burst 1 within 20 (creatures in the burst); +28 vs. Reflex		
Hit: 2d6 + 7 fire damage.		
R Curse of the Efreet (fire) • Recharge when first bloodied		
Attack: Ranged 10 (one creature); +30 vs. AC		
Hit: 3d10 + 15 fire damage, and ongoing 15 fire damage (save ends).		
The target cannot benefit from fire resistance until the end of the encounter.		
Miss: Half damage, and ongoing 5 fire damage (save ends).		
Skills Bluff +22, Insight +20		
Str 24 (+18)	Dex 27 (+19)	Wis 18 (+15)
Con 25 (+18)	Int 16 (+14)	Cha 22 (+17)
Alignment evil		
Languages Primordial		
Equipment scimitar		

Purple Worm Tunneler		Level 19 Solo Skirmisher
Huge natural beast (blind)		XP 12,000
HP 728; Bloodied 364		Initiative +17
AC 33, Fortitude 33, Reflex 31, Will 29		Perception +14
Speed 8, burrow 8 (tunneling)		Blindsight 10,
Immune blinded, gaze effects		Tremorsense 10
Saving Throws +5; Action Points 2		
TRAITS		
Ponderous		
This purple worm can take immediate actions while stunned, dazed, or dominated.		
Blooded Frenzy		
While bloodied, the purple worm takes an extra minor action during its turn.		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 3 (one creature); +24 vs. AC		
Hit: 4d8 +9 damage, and the purple worm shifts up to half its speed.		
M Devour Whole (acid) • At-Will		
Special: This purple worm does not use this power against the PCs.		
MOVE ACTIONS		
M Barrel Through • At-Will		
Effect: The purple worm shifts up to its speed. Each time the purple worm enters a square adjacent to any enemy for the first time during the move, it makes the following attack against that enemy.		
Attack: Melee 1; +22 vs. Reflex		
Hit: 2d8 + 4 damage, and the purple worm pushes the target up to 2 squares.		
MINOR ACTIONS		
M Stinger Impalement (poison) • At-Will		
Attack: Melee 3 (one creature); +24 vs. AC		
Hit: 2d8 + 8 damage, and the purple worm slides the target up to 4 squares. The target takes ongoing 10 poison damage (save ends).		
TRIGGERED ACTIONS		
M Thrash • At-Will		
Trigger: An attack hits the purple worm.		
Attack (Immediate Reaction): Melee 3 (one or two creatures); +22 vs. Reflex		
Hit: 2d12 + 11 damage, and the purple worm pushes the target up to 6 squares.		
Str 25 (+16)	Dex 23 (+15)	Wis 21 (+14)
Con 22 (+15)	Int 2 (+5)	Cha 4 (+6)
Alignment unaligned		
Languages -		
Note: Devour whole ability removed to make it easy for PCs to flee.		

PLAYER'S HANDOUT 1: FATIGUE

Traveling hundreds of miles across the blazing desert of Calimshan is a draining experience. To represent the toll of the journey, your character may earn Fatigue Points during the course of the adventure. Consult the chart below to determine the effect of the fatigue points you have gained. All effects are cumulative.

FATIGUE POINTS

- **1 Fatigue Point:** You take a penalty to speed equal to your current number of fatigue points.
- **2 Fatigue Points:** You cannot take immediate actions.
- **3 Fatigue Points:** You may only take one action on each of your turns (you can still take free actions).
- **4 Fatigue Points:** You are weakened. You cannot take free actions.
- **5+ Fatigue Points:** You are unconscious.

You can remove Fatigue Points by expending daily resources. This represents the idea that as you get tired it is more difficult to call upon your reserves and to use powers that require significant effort. Instead of gaining a Fatigue Point, you can instead choose to expend a daily resource. You have access to the following power:

TRIGGERED ACTION

Overcome Fatigue • At-Will

Trigger: You would gain a Fatigue Point.

Effect (No Action): Instead of gaining a Fatigue Point, you may spend a healing surge, spend an action point, or expend the use of a daily utility or attack power (you may not expend item powers to meet this requirement). The spent resource has no effect other than canceling the Fatigue Point.

At the end of any short rest, you can also remove Fatigue Points by expending resources. You may lose a healing surge, action point, or daily attack or utility power (but not an item power) to remove a point of fatigue. You may remove as many Fatigue Points as you wish in this way, but each fatigue point costs its own resource. You do not gain any other benefit (and neither does any other PC) from these spent resources, other than removing a Fatigue Point.

At the end of an extended rest, all Fatigue Points are removed.

PLAYER'S HANDOUT 2: CALIMSHAN LORE

CALIMSHAN

Calimshan is unthinkable ancient; before the Spellplague, it was the oldest of all human lands.

The Spellplague shattered the high magic that bound the efreet Memnon and the djinn Calim in the *Calimemnon Crystal*. The two were released, along with similarly bound servants, many of whom were genasi. Ancient enemies, Calim and Memnon immediately picked up where they left off - trying to annihilate each other. Many presumed humans among the population revealed themselves as genasi and joined in the fight. Thousands more genasi, descendants of those scattered to the lake of Steam, Tethyr, and Amn after the first djinn and efreet empires fell, returned and promptly declared for air or fire. Even some genasi out of newly arrived Akanul joined the fight. The result was thousands dead, the desert's expansion east across the Spider Swamp, and an explosion in the genasi population.

The period between the beginning of the Spellplague and the Year of Holy Thunder (1450 DR) is known locally as the Second Era of Skyfire. What happened that year to send Calim and Memnon back to their home plane no one knows. Their Lieutenants and foot soldiers remain in Calimshan, and continue a bloody war based on little more than opposing philosophies.

The headquarters of the warring genasi factions are the cities of Memnon and Calimport. The human population of both cities serves as slaves and as fodder in the constant battles. Only the city of Almraiven, still rich in magic and well defended, remains under human control. Indeed, it is the last bastion of human rule in Calimshan.

(Source: FRCG p. 98)

ALMRAIVEN

Almraiven is a human bastion in Calimshan with a population of about 38,000.

Prior to the genasi uprising, Almraiven was the premier center for magical study within Calimshan. Because the Spellplague left the spellcasters of the city relatively unharmed, they were able to defend it from the genasi rebellion that overthrew human rule in greater Calimshan.

Some humans who escaped the clash of Calim and Memnon fled to Almraiven, the last large pocket of humanity in Calimshan. Almraiven's arcane tradition

bolsters its defenses, and an arcane college recently founded by the WeavePasha assures the city's continued attraction for young apprentices.

(Source: FRPG p. 84; FRCG p. 98)

PEOPLE OF CALIMSHAN

Genasi now comprise over half of Calimshan's population. The region's remaining inhabitants are either enslaved or scratching out a living in the remaining strongholds of freedom. The genasi of Calimport and Memnon are united in only two respects - their hatred for each other and their unrepentant practice of slavery. The genasi of Calimshan are fierce warriors hardened by ongoing war.

Humans remain prevalent in Calimshan, though most serve as slaves. This is a microculture in which strong humans rule over the weak. It is particularly fueled by the bonds of slavery.. Genasi encourage this situation, preferring the brawny to the smart.

A large number of tieflings have earned positions of respect and power among the ranks of Memnon's fire genasi.

(Source: FRPG p. 84)

THE WEAVEPASHA

The WeavePasha of Almraiven is sworn to protect his city from the endless wars of fire and air, but he's barely holding the place together. If the citizens understood how tenuous is his hold on the peace, they would flee as fast as they could.

The WeavePasha's policy is to expand trade with and gain allies among other seafaring nations, while keeping Almraiven from the attentions of its genasi enemies. The WeavePasha sometimes sends agitators and Akanul expatriates to stir up trouble in either Calimshan or Memnon, laying the blame at the other city's doorstep.

(Source: FRCG p. 98).

PLAYER'S HANDOUT 3: UNLEASH THE BEAST

There is a large brass dragon trapped under a huge barbed net. The dragon is too weak and injured to talk, and is struggling weakly. If you wish, you may try to free the dragon. The sandstorm is closing in quickly from behind - do you risk stopping to help the dragon or make a run for it?

You must be in or adjacent to a net square to attempt a skill check. Each check requires a standard action.

Arcana (2 maximum)

A strange binding ritual has been used to enhance the nets and imprison the dragon. By intoning ancient magical texts and inscribing arcane runes in the sand, you are able to disrupt and weaken the ritual.

☐☐

Athletics (2 maximum)

There are several large boulders around the edges of the net, pinning it to the ground. You roll away some boulders or toss them aside.

☐☐

Diplomacy (2 maximum)

Panicked, the dragon thrashes around wildly as the sandstorm draws nearer and the battle rages around it. You soothe the dragon, convincing it that you are trying to help.

☐☐

Endurance (2 maximum)

The net is heavily barbed - sharp, jagged thorns jut out from the netting in all directions. Undeterred, you firmly grab the barbed net and rip a hole in it, not even wincing as the thorns pierce your flesh.

☐☐

Heal (2 maximum)

The dragon is badly injured from its torture. By treating the most severe wounds, you give the dragon enough strength to struggle against the bonds on its own.

☐☐

Thievery (2 maximum)

The net material is tied together in a series of intricate, complex knots. You untie the net in several key places, creating a hole.

☐☐

You may need fewer than 12 successes to free the dragon. When you have earned enough successes, the dragon can use its remaining strength to break free of the net, succeeding at all remaining checks.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:

CALI3~3 AGONY OF ALMRAIVEN

CALI07 Tarik's Gratitude

While crossing the Calimshan Desert, you saved the brass dragon Tarik from a band of thri-reen. Should your paths cross again, the dragon may seek to repay your selfless act.

CALI08 Silver Sand

You have made friends with a tribe of nomads in the Calimshan Desert. This Story Award grants you purchase access to the Uncommon consumable item *silver sand* (*Adventurer's Vault* 2, page 88). At the beginning or end of any adventure, you may purchase up to three uses of this reagent with an item level no greater than your character level. You pay full market price. These consumables do not occupy one of your found-item slots, and any quantity of *silver sand* you carry counts as one Uncommon item when determining the total number of Uncommon items you are allowed to possess.

CALI09 Delivered the Battlecloak of Vycaena

You delivered the Battlecloak of Vycaena to a powerful individual or organization in Almraiven. Circle the recipient: Ala'Ammar Jamar The WeavePasha

CALI10 Completed the Battlecloak Saga

If you have all three Story Awards CALI03 Battlecloak Saga Quest, CALI06 Recovered the Battlecloak of Vycaena, and CALI09 Delivered the Battlecloak of Vycaena, then you have completed the Battlecloak Saga Major Quest. The person you delivered the cloak to offers you a fine silver linked chain with a small jewel in the shape of an open lock.

You may choose an *amulet of passage* as your Treasure for this adventure. It costs a found-item slot and counts as a Rare item. It cannot be sold or traded, though you may replace it with another found Rare item (see the *LFR Campaign Guide*). The amulet initially has a +2 enhancement bonus. When you reach character level 11/16/21/26, the enhancement bonus of the *amulet of passage* automatically increases to +3/+4/+5/+6 respectively (you do not need to pay gold or spend additional found-item slots in order to benefit from these automatic upgrades).

AMULET OF PASSAGE

RARE

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You gain an item bonus to Acrobatics and Athletics checks to escape, and to Thievery checks to open locks. The bonus equals the amulet's enhancement bonus.

Power (At-Will): Standard Action. You attune an ally to the Amulet. A character may only be attuned to one *amulet of passage* at a time. Any attuned ally within 10 squares of you can use this item's daily power (but not its enhancement bonus or properties) as if he or she were wearing it.

Power (Daily, Teleportation): Move Action. *Special:* You and each attuned ally can use this power once per day (a PC cannot benefit from this same power a second time before taking an extended rest, no matter how many *amulets of passage* are in the party).

Effect: The triggering PC teleports a number of squares equal to his or her speed.

Source: *Dungeon Master's Guide* 2

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:

CALI3~3 AGONY OF ALMRAIVEN

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AMULET OF PASSAGE

RARE

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You gain an item bonus to Acrobatics and Athletics checks to escape, and to Thievery checks to open locks. The bonus equals the amulet's enhancement bonus.

Power (At-Will): Standard Action. You attune an ally to the Amulet. A character may only be attuned to one *amulet of passage* at a time. Any attuned ally within 10 squares of you can use this item's daily power (but not its enhancement bonus or properties) as if he or she were wearing it.

Power (Daily, Teleportation): Move Action. *Special:* You and each attuned ally can use this power once per day (a PC cannot benefit from this same power a second time before taking an extended rest, no matter how many *amulets of passage* are in the party).

Effect: The triggering PC teleports a number of squares equal to his or her speed.

Source: *Dungeon Master's Guide* 2

Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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DUNGEONS & DRAGONS

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