

HIGH INFIDELITY

A DUNGEONS & DRAGONS® *LIVING* *FORGOTTEN REALMS* ADVENTURE

BY DAVE KAY

REVIEWED BY GREG MARKS

PLAYTESTED BY DAN ANDERSON, LORI ANDERSON, WILLIAM GUARDINO,
BRIAN JONES, NICK JONES, STEPHEN KOVALCIK, ANDREW KIM,
MIKE MURPHY, ROBERT NEGRON, OZGE OSKOSE, DAVID SIROONIAN,
NOPALZIN TORRES, AND STEVEN ZWANGER

The fabled earthmote stronghold Yaulazna has temporarily opened for commerce. When one of the legendary Five Companies' skyships comes into port, a treacherous plot begins to unfold. Will you have the grit and daring to save the day? A high-flying *Living Forgotten Realms* adventure set in the skies above Faerûn for characters level 14-17 that begins a Major Quest.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Game System License (GSL), please visit www.wizards.com/d20.

This is an official D&D® play document. To find out more about official D&D play and to learn more on how you can schedule and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.wizards.com/dnd, and click on "Events."

DUNGEONS & DRAGONS, D&D, RPGA, Wizards Play Network, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast LLC in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

© 2010 Wizards of the Coast LLC

For rules questions specific to this document, visit www.wizards.com/customerservice.

Permission is granted to photocopy this document for personal use.

OFFICIAL D&D PLAY

Most likely you ordered this adventure as part of an event, or you received it from your organizer. To play this adventure and receive rewards for it, you must schedule it as an event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To schedule a game for public play, you must be enrolled in the Wizards Play Network. Information on enrolling in the program can be found at www.wizards.com/wpn. If you are scheduling the game for private play, you do not need to be enrolled in the Wizards Play Network. The person who schedules the event, called the organizer, is in charge of making sure the event is scheduled before play, runs smoothly on the date scheduled, and gets reported back to Wizards in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to DM this adventure if you are not the organizer.

By scheduling and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for scheduled play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

To learn more about event scheduling and DM REWARDS, visit the D&D Events website at www.wizards.com/dnd and click on "Events."

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be 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 on nonplayer characters (NPCs) and monsters appear 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 an officially scheduled event, 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. A lower-case letter (used only in some 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 when you DM for a group:

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

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** 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 ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** 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 within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, 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 is designed for player characters (PCs) levels 14 - 17. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give**

out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

Diseases: Diseases take hold of a character and last until they are cured or they reach their 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 the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to 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. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

In addition to the information provided herein, you might find it helpful to refer to pages 254-256 of the *Forgotten Realms Campaign Guide*.

THE YAULAZNA PACT

Yaulazna was once a buccaneer haven on the coast of Halruaa, protected by the powerful magic of a renegade Halruaan mage. However, its arcane wards ran amok during the Spellplague, shattering the town and turning part of it into an earthmote. A handful of wizards fled from the destruction of Halruaa on five skyships and came across Yaulazna floating above the dying nation. They sought shelter there and made the Yaulazna Pact, an agreement to protect one another from the threats of the region. From their position, they set out to assure their survival, and eventually the infamous skyfaring Five Companies were born.

Yaulazna staunchly maintains itself as neutral center for trade, welcoming all who respect its tenets. It even operates transports to and from the ground when open for commerce. Yaulazna operates separately from the Five Companies; governed by the Pact Council, formed of ranking members of each company, representatives from the village merchants, and a single member of House Jordain - a group dedicated to ensuring the security of Yaulazna. Jordaini enforcers, experts in hand-to-hand combat and defensive techniques, execute the will of the Pact Council and impose the rule of law even on the Five Companies.

SERIC VARGENOS

Seric Vargenos, a corrupt and high-ranking Jordaini enforcer, has set out to overthrow the Pact Council and usurp governance over Yaulazna - seeking the power that comes with control over a highly-mobile earthmote capable of crossing into the Astral Sea. However, for as long as the Five Companies are able to come to the defense of Yaulazna, his coup cannot be possible. Thus, he has devised a plan to pit the Five Companies against each other and pick them off one by one. He has hired the Windreavers, an experienced crew of hijackers out of the Nelanther Isles, to steal the *Lamassu* and murder its captain, Ianjo Shton, framing Jorrz Errowd, captain of the *Shield of Savras* for the deed. With the Five Companies at each others' throats and their skyships gone, Seric will have no problem overwhelming the Pact Council with his loyal team of enforcers.

DM's INTRODUCTION

This is a pulp-action adventure designed to excite the players with fast-paced action both in and out of combat. Between floating earthmotes, soaring skyships, and swashbuckling pirates, this adventure presents numerous fantastic elements - but the onus is on you to make the adventure as exciting as possible for the players! It features many new elements, so take the extra time to prepare and especially become familiar with Appendix 1. The map for Encounter 2 can get large so be sure to leave yourself with enough gaming space.

The introduction sets the scene with the PCs receiving a cryptic letter, arriving in Yaulazna, witnessing one of the skyships coming into port, and gathering some information. The adventure begins with the hijacking of the *Lamassu* and murder of its captain. The PCs speed off to catch up to the ship in one of Yaulazna's transports. If they manage to navigate the transport effectively, they get just close enough to fight off some of the Windreavers as the *Lamassu* speeds away. In either case, the magic keeping their transport aloft begins to fade and they are rescued by the crew of the *Shield of Savras*.

The PCs interact with the captain and crew of the *Shield of Savras* and agree to save one of two other captains targeted for assassination. After doing so, they learn of the location of the stolen *Lamassu* as well as a trap that has been set for the fifth skyship, the *Thunder Hammer* that was sent to track it down.

The PCs set sail for the Vilhon Wilds and to find the *Thunder Hammer* and *Lamassu* locked in battle. After defeating Captain Yandros and the remaining Windreavers, the PCs discover Seric Vargenos' plot to take over Yaulazna and begin a major quest to stop it.

PLAYER'S INTRODUCTION

Swooping down from the sky above, a falcon lands on the ground before you. It grips a rolled up parchment in the talons of its right foot.

When a player mentions that his or her character retrieves the parchment, distribute Player's Handout #1, informing the players that each of their PCs has received it.

The PCs are likely to try and obtain information about Yaulazna. PCs may gain the following information with Arcana, History, or Streetwise checks:

- **DC 17:** Yaulazna, also called the Mote of the Five, was once a buccaneer haven on the coast of Halruaa, but the town was shattered during the Spellplague and turned into an earthmote.

- **DC 21:** Yaulazna is an independent and neutral trade center governed by the Pact Council, consisting of a ranking member of each of the Five Companies, representatives from the village merchants, and a representative of House Jordain.
- **DC 25:** The Pact Council can actually control the velocity of the earth mote with the help of powerful magic. Some say that Yaulazna can even enter the Astral Plane temporarily if directed to do so.

The adventure begins with the PCs on board a transport to Yaulazna. If not already traveling together, the PCs have been brought together by the cryptic letter. Read or paraphrase the following:

Two crew members strain to control the billowing sails as the captain of your small sky transport steers the ship higher towards Yaulazna. A welcome gust of wind at your back accelerates your vessel and brings the docks of the fabled earthmote into view. The harbor is bustling as dockworkers hustle to unload cargo from transport vessels while men in loose-fitting red uniforms patrol the area. Others work to secure the moorings of an immense skyship that has just arrived at port. Nearly two dozen sailors wearing white shirts with green sashes swagger proudly from the ship onto the docks across thick planks. "The Lamassu" is etched into the side of the ship's hull in gold filigree.

As your transport pulls up to the dock and the gangplank is lowered, one of the red uniformed men strides over to your ship and stops at the walkway, blocking your exit. "Adventurers in Yaulazna? Tell me, what business do you have in our city?"

The uniformed man is none other than Seric Vargenos. Although he does not show it, he is very concerned with the arrival of adventurers in Yaulazna on the very day that he plans to have the *Lamassu* hijacked. He spends a few moments questioning the PCs. Assuming that the PCs do not give him a reason to believe that they pose a risk to the settlement's security, he allows them to step off the ship and enter Yaulazna. Before doing so, however, he warns them to stay out of trouble.

If the PCs would like to gather some information, proceed to the Gathering Information section below. Otherwise, if they want to get right into the action, proceed to Encounter 1. Player's Handout #4 contains all of the information that the PCs may find. Feel free to hand it out at your discretion.

GATHERING INFORMATION

It is rather easy for paragon-tier PCs to gather information. Rather than focusing on specific skills and DCs, focus instead on the places that the PCs wish to see and the people they interact with. Improvise based on the approach they use and encourage each player to participate.

PLACES OF INTEREST

A list of sample locations is as follows (feel free to invent your own interesting NPCs for each):

- **Old Salt's Tavern** - Rickety tavern by the docks where the ale is strong and cheap. Despite its shabby condition, the tavern is in a prime location for business. Old Salt's overflows with sailors and dockworkers singing and drinking at all hours of day and night.
- **Windjammer Inn** - Large, two-story inn located between the docks and marketplace that features thick fur rugs and a stone fireplace. Only wealthy merchants, traveling nobles, and sailors of the Five Companies can afford the inn's luxurious accommodations.
- **Docks** - Wide, wooden docks that existed before Yaulazna became an earthmote but have since been expanded and reinforced. Always bustling with activity from dockworkers, sailors, and Jordaini enforcers.
- **Marketplace** - Open bazaar crowded with colorful tents and pavilions. The village merchants operate primarily out of the marketplace and all manner of goods, both mundane and magical, can be found at reasonable prices.
- **Pact Center** - Center of civic activity within Yaulazna. The Pact Center is a large stone citadel in which the Pact Council congregates. It contains audience chambers, private chambers for Pact Council members, the hall of records, and the control chamber for the mote itself.

VALUABLE INFORMATION

The useful information that can be gathered by the PCs is as follows. Use your discretion in determining the location and NPC from which the information is gathered:

- **The Five Companies** - Often described as mercenaries, pirates, smugglers, or any combination of the three, each company controls one of five large skyships that harbor in Yaulazna and grant it much of its fame. The Five Companies are the descendants of powerful Halruaan mages that formed the Yaulazna Pact

upon arriving on the mote during the Year of Blue Fire.

- The Five Companies have a lot of influence on the Pact Council. The Skyship crew members and their captains in particular have achieved celebrity status in Yaulazna.
- **Company Bez** - Arcane combat is the specialty of Company Bez. Mariss Bez is the current captain of *Storm of Vengeance*, the company's skyship, which is known for blistering airborne assaults. The vessel has turned the tide of more than one battle.
- **Company Errowd** - The most service-oriented of the five, its wizards perform rituals and offer other magical services, especially in the areas of containment, smuggling, and fast transport. *Shield of Savras*, the company's skyship, is famed for showing up exactly when it is most needed or wanted. Its captain, Jorrz Errowd, possesses great oracular power. (DM Note: Captain Errowd and the Shield of Savras appear briefly in the regional adventure WATE2-1 *Gilding a Noble*. The events of that adventure are unrelated to this one, but some PCs may recognize the name.)
- **Company Flurrig** - Although it engages in war for profit, Company Flurrig maintains a stricter contract policy than its fellows. Captain Ianjo Shton, descendant of the Flurrig noble line of Halruaa, prefers the moral high ground. That doesn't mean he and the crew of the *Lamassu* have never been on the wrong side of the law, though.
- **Company Tundag** - The best soldiers of the Five Companies belong to Company Tundag, a mixture of dwarves and humans who originally came up with the idea of the mercenary outfit. Tundag's ship, *Thunder Hammer*, flies under the command of the dwarf Kurkar Randred.
- **Company Yargo** - A prominent Halfling family, descended from the infamous Pirate King Yargo of old Yaulazna, still leads Company Yargo. The company takes all sorts of work, and its members are more than willing to spill blood for the right price. *Buccaneer's Tear*, the skyship captained by the brash Shil Yargo, has been implicated in both high seas and overland piracy.
- **House Jordain** - Members of House Jordain are uninterested in Five Companies business. They live to ensure the security of Yaulazna, and the Jordaini member of the Pact Council only guides discussion and never votes except to break ties. Jordaini enforcers, experts in hand-to-hand combat and defensive techniques, police the Mote of the Five.

ENCOUNTER 1: HEAVE HO

SKILL CHALLENGE LEVEL 14/16, COMPLEXITY 2 (2000/2800 XP)

SETUP

The PCs happen to be on their way back toward the docks after having spent some time on Yaulazna when they notice a commotion aboard the *Lamassu*.

DM NOTE: PACING

The encounter should take no longer than 15 minutes. Feel free to pressure the players a little to keep them in the action.

A commotion at the docks catches your notice. Sailors in light blue shirts with red sashes scuffle with the Jordaini enforcers on the docks. Aboard the Lamassu, the ship's captain, dressed in white with a green sash, struggles against more attackers, including one that wields a gleaming scimitar expertly and clearly has the upper hand. The assailants finish off the remainder of the ship's crew while others cut away at the ship's moorings.

At this point, ask the PCs how they react. More than likely, they get involved. Continue with the following:

Despite their apparent prowess, the outnumbered enforcers are unable to come to the aid of the captain in time. Shouts of "Company Errowd" and "traitors!" originate from the surprised crowd that has gathered. As the Lamassu begins to pull away, the mysterious attacker delivers a fatal blow to the captain and rushes to take control of the wheel. Through the commotion, you spot a clear path to an unmanned sky transport moored at the docks.

In case it isn't obvious to the players that they should hop into the transport and chase after the *Lamassu*, feel free to provide them with more hints. When they follow the hook, the skill challenge begins.

SKILL CHALLENGE: CHASING THE LAMASSU

Goal: The PCs hop into an unmanned sky transport secured at the docks and sail after the hijacked *Lamassu* in an attempt to catch up to the runaway skyship.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Acrobatics, Arcana, Athletics, Endurance, Insight, Nature, Perception, Thievery

Other Skills: History, Insight

Victory: The PCs manage to gain enough distance on the *Lamassu* that the hijackers are forced to send out transport vessels to head them off.

Defeat: The PCs fail to engage the crew of the *Lamassu*.

SKILL CHALLENGE FORMAT

The PCs undertake this skill challenge as a group. During each scene or interlude, the PCs contribute either 1 success or 1 failure towards the overall skill challenge. Each success or failure is determined by the number of individual successes vs. individual failures in that scene - the PCs must have more individual successes than failures in order for the scene or interlude to be considered a success.

This skill challenge is designed as a fast-paced, action-oriented skill challenge in which every PC must participate. As such, every PC must attempt one of the options available in each scene or interlude. Alternatively, a PC may attempt to assist another PC using the "Aid Another" rules found in the *Player's Handbook*, with success granting that PC a +2 bonus on his skill roll. However, if a PC chooses this option, he is considered to have earned a failure for himself (as he is helping another crew member rather than carrying his own weight). This option is advisable only for PCs that have little to no chance of succeeding at any of the other options, which should be a rare occurrence.

It is possible for the PCs to earn 6 successes before completing every scene (6 scenes minimum). Feel free to end the skill challenge as soon as the PCs earn their 6 successes at your discretion.

It is recommended that you use the tiles from Encounter 2 and position the PCs' miniatures on the ship tile to visually represent which PC is steering the skyship and which PCs are controlling the sails at any given time. You can then transition smoothly into Encounter 2 if the PCs succeed.

SCENE 1: SET SAIL!

As the skill challenge begins, the PCs have just hopped into an unmanned sky transport secured to the docks. In this scene, the PCs have to get the sky transport moving in order to begin chasing after the *Lamassu*.

Despite the half-furled sails, the strong and unpredictable wind causes the small transport vessel to struggle against its moorings as the unsecured rigging lines flail about. It will take some work to get this vessel moving.

WHAT DO WE DO?

History DC 23/24 (not a success or failure)

The PC recalls some sailing instructions he picked up during his travels. If this sky transport is anything like a regular sailing ship, the sails must be raised, the rigging secured, and the moorings untied. Knowing the wind direction at all times is a must. The PC can use this knowledge to grant himself or an ally a +2 bonus on any skill roll during this scene.

Insight DC 23/24 (not a success or failure)

Although the PC doesn't know how to sail a ship, preparing to sail is common sense. The ship can't go anywhere if it's tied to the docks, the wind has to hit the raised sail from the right direction, and these ropes probably shouldn't be flapping around.

Each of the following tasks must be attempted by at least one PC.

HOIST THE SAILS

Athletics DC 23/24 (1 success, 2 maximum)

Raising and securing the sails takes a strong arm and a firm grip. With a strong tug, the PC manages to hoist the sails and tie them down.

SECURE THE RIGGING

Acrobatics DC 23/24 (1 success, 2 maximum)

Securing the rigging takes a nimble climber that won't get tangled up in the rope. Quickly climbing the mast, the PC secures the rigging to the top of the mast.

UNTIE THE MOORINGS

Thievery DC 21/22 (1 success, 2 maximum)

Untying the moorings' thick, complex knots takes a steady hand and deft fingers. The PC deftly unties the knots and pulls the moorings into the ship. Alternatively, a PC may cut off the moorings simply by hacking at them with a bladed weapon, earning an automatic success.

WIND DIRECTION

Nature or Perception DC 23/24 (1 success, 1 maximum)

Spotting the ever-changing wind direction takes a keen eye or a solid understanding of wind patterns. The PC picks up the wind direction, taking note of sudden changes. Any PC that thinks to use a "tell-tale" for assistance (a flying flag, a flapping rope, etc) gains a +2 bonus.

SUCCESS

The PCs manage to get the ship moving quickly and are in pursuit of the *Lamassu*.

FAILURE

The PCs are off to a slow start and follow the *Lamassu* at a significant distance. They suffer no additional penalties yet.

INTERLUDE 1: PREPARE TO TACK!

At this point, the PCs must determine who is steering the ship (1 PC) and who is controlling the sails (2 PCs). From this point on for the remainder of the skill challenge, only the captain, or the PC steering the ship, may perform the "Steering the Ship" tasks, and only the crew, or the PCs controlling the sails, may perform the "Controlling the Sails" tasks. The PCs may choose to shift these roles around in between scenes.

In an attempt to lose the PCs, the hijackers sail the *Lamassu* into the wind, making pursuit more difficult. In order to continue sailing into the wind, the PCs perform a "tack" (the sailing term for crossing over the eye of the wind).

Your small vessel sets a strong pace as you chase after the hijacked Lamassu. Suddenly, the Lamassu takes a sharp turn and begins sailing directly into the wind! To continue your pursuit, you'll have to perform a tack to cross through the eye of the wind.

WHAT DO WE DO?

History DC 23/24 (not a success or failure)

The PC recalls some tacking instructions from an old nautical book. The captain must slowly steer the ship into the wind and at the right moment, the crew must swing the sail over to the other side of the ship. Timing is critical, so knowing where the wind comes from is equally critical. On a crowded boat, the passengers must move quickly to the other side of the boat to help shift weight into the turn. It helps for the captain to yell "Prepare to tack!" before tacking, and for the crew to respond with "Ready!" to ensure ideal timing. The PC can use this knowledge to grant himself or an ally a +2 bonus on any skill roll during this scene.

Insight DC 23/24 (not a success or failure)

The PC can instinctually instruct the others based on what makes the most sense: the captain steers the ship into the wind, the crew shifts the sail, and someone should keep their eye on the wind to time everything just right. Additional passengers should move to the other side of the boat to help make the turn.

Each of the following tasks must be attempted by at least one PC:

STEERING THE SHIP

Insight DC 23/24 (1 success, 1 maximum)

Manning a flying ship takes a sailor's instincts above all else. The PC turns the boat perfectly to execute the tack. If the player yells "prepare to tack," he receives a +2 bonus on his roll.

CONTROLLING THE SAILS

Athletics DC 23/24 (1 success, 2 maximum)

Pulling on the sails against the wind is a physically demanding task. The PC pulls the sail over hard at just the right moment. If the captain yells "prepare to tack," and the player replies "ready," he receives a +2 bonus on his roll.

WIND DIRECTION

Perception/Nature DC 23/24 (1 success, 1 maximum)

Spotting the ever-changing wind direction takes a keen eye or a sound understanding of wind patterns. Any PC that thinks to use a "tell-tale" for assistance (a flying flag, a flapping rope, etc) gains a +2 bonus.

SHIFTING WEIGHT (5-6 PCs ONLY)

Acrobatics DC 21/22 (1 success, 2 maximum)

Rushing from one end of a shifting boat to the other requires balance. The PC maintains his footing as he quickly moves over to the side. If the captain yells "prepare to tack," and the player replies "ready," he receives a +2 bonus on his roll.

SUCCESS

The PCs successfully complete their tack and gain some distance on the *Lamassu*.

FAILURE

The PCs stall during their tack and lose some distance trying to get moving again. All skill checks made during the next scene suffer a -2 penalty as the PCs rush to make up distance.

SCENE 2: UNDER FIRE!

Before beginning this scene, the PCs have a chance to swap positions in case they've determined that certain PCs are better suited to steer the ship or man the sails.

Concerned that the PCs have remained in hot pursuit, the hijackers turn their arcane ballistae towards

the PCs' transport and unleash a volley of lightning bursts.

As you slowly gain distance on the Lamassu, you can make out the hijackers turning the arcane ballistae mounted on its stern in your direction. It's time for some evasive maneuvers.

STEERING THE SHIP – EVASIVE MANEUVERS

Insight DC 23/24 (1 success, 1 maximum)

With some quick thinking, the PC steers the ship out of the way of some of the blasts. Failure results in the loss of a healing surge for every PC.

The "captain" must attempt the above task. In addition, each other PC must choose one of the following options:

ARCANE SHIELD – OPTIONAL

Arcana DC 27/28 (1 success, no maximum)

The PC weaves a quick shield out of arcane energy to help protect the ship and his allies from the blast. With a successful check, the PC can prevent the loss of a healing surge for himself or one ally. Failure results in the loss of a healing surge.

DODGE – OPTIONAL

Acrobatics DC 23/24 (1 success, no maximum)

The PC dives out of the way of the barrage. Failure results in the loss of a healing surge.

STAND THERE AND TAKE IT – OPTIONAL

Endurance DC 23/24 (1 success, no maximum)

The PC girds for the barrage and takes it like a man (or woman). Failure results in the loss of a healing surge.

SUCCESS

The PCs successfully minimize damage to the ship and manage to maintain their heading despite the attack.

FAILURE

The ship sustains heavy damage and the PCs temporarily lose control during the attack. All skill checks made during the next scene suffer a -2 penalty as the PCs struggle to make their next tack despite the damage.

INTERLUDE 2: PREPARE TO TACK!

Before beginning this scene, the PCs once again have a chance to swap positions.

The PCs make another tack to continue following the *Lamassu*.

Once again, the Lamassu steers its course into the wind. To continue your pursuit, you'll have to perform another tack.

This interlude follows the same rules as the first interlude, including the conditions for success and failure.

SCENE 3: BATTLE REPAIRS

The damage that the ship sustained from the ballista fire is causing the ship to slow down. During this scene, the PCs make some quick field repairs.

Although still afloat, your small vessel has sustained some serious damage. Sails are torn, the hull is breached, and some of the rigging lines have snapped. Some quick field repairs are your only hope of picking up the pace.

Each PC must attempt one of the following tasks. Each task must be completed successfully by at least one PC in order for the PCs to earn a success in this scene.

HULL REPAIRS

Endurance DC 23/24 (1 success, no maximum)

Hanging off the side of the ship and hammering away at the hull is not complicated, but it is exhausting. However, the PC manages to stave off exhaustion while repairing the hull.

SAIL REPAIRS

Athletics DC 23/24 (1 success, no maximum)

The PC manages to hold the sails together for long enough to patch up the tears.

RIGGING REPAIRS

Acrobatics or Thievery DC 23/24 (1 success, no maximum)

The PC relies on either deft maneuvering or deft handiwork to repair the rigging of the moving vessel.

SUCCESS

The PCs successfully make all of the repairs without losing any more momentum.

FAILURE

The PCs fail to repair all of the damage. All skill checks made during the next scene suffer a -2 penalty as the PCs struggle to make their next tack despite the damage.

INTERLUDE 3: PREPARE TO TACK!

Before beginning this scene, the PCs once again have a chance to swap positions.

The PCs make another tack to continue following the *Lamassu*. This interlude follows the same rules as the previous interludes, including the conditions for success and failure.

SCENE 4: RAIDING PARTY

As a last-ditch effort, the hijackers dispatch a number of shardstorm vortex funnelclouds (air elemental minions) to hinder the PCs by attacking them and their ship. During this scene, the PCs fight off the elementals.

Just as your ship closes in on the Lamassu, the air behind the elusive vessel shimmers, heralding a wave of air elementals rushing towards your ship.

Attack Roll (1 success, 6 maximum)

The PCs use ranged attacks to fend off the funnelclouds before they charge to melee range. The PCs may use any powers at their disposal, but must succeed on an attack roll against either AC 28/30, or a non-AC defense (Fortitude, Reflex, or Will) of 26/28. Each PC that misses his attack sustains 12/13 damage as a result of being slammed by a funnelcloud that broke through.

SUCCESS

The PCs successfully fend off the funnelclouds without sustaining additional damage.

FAILURE

The PCs suffer heavy damage in the attack before fending off the elementals. Each PC loses a healing surge in addition to the damage already sustained.

INTERLUDE 4: PREPARE TO TACK!

Before beginning this scene, the PCs once again have a chance to swap positions.

The PCs make another tack to continue following the *Lamassu*. This interlude follows the same rules as the previous interludes, including the conditions for success and failure.

ENDING THE ENCOUNTER

Whether or not the PCs manage to catch up to the *Lamassu* depends on their success in the skill challenge.

Success: Some of the Windreavers harry the PCs on transports while the *Lamassu* speeds away. Read the following and proceed to Encounter 2:

Unable to deter your pursuit, the Lamassu's hijackers dispatch two transport vessels from beneath the ship to face you in open skies combat. The Lamassu continues to speed away with the remainder of the hijackers on board.

Failure: The PCs fail to catch up to the *Lamassu*. Proceed to Encounter 3.

EXPERIENCE POINTS

The PCs earn 400/560 experience points each for successfully completing the skill challenge, or half that amount if they fail.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 2: SHOT ACROSS THE BOW

ENCOUNTER LEVEL 14/16 (5,000/7,000 XP)

SETUP

This encounter includes the following creatures and traps at the low tier:

- 3 Windreaver pirates (level 14) (S)
- 1 Windreaver first mate (level 14) (F)
- 1 tempest wisp (level 14) (T)

This encounter includes the following creatures and traps at the high tier:

- 3 Windreaver pirates (level 16) (S)
- 1 Windreaver first mate (level 16) (F)
- 1 tempest wisp (level 16) (T)

In addition, the following creatures only serve to steer the hijacker ships and are not actual combatants:

- 6 Windreaver deckhands (level 16) (D)

DM NOTE: PACING

The encounter should take no longer than 1 hour. If you are running this adventure under time constraints, consider transitioning to Encounter 3 when the players have the combat well in hand. Describe the remaining pirates panicking as their ships also begin to fall.

If this encounter takes place after Encounter 1 (the PCs succeeded on the skill challenge in Encounter 1), the pirates have dispatched transports to hold off the PCs while the *Lamassu* escapes.

If this encounter takes place after Encounter 5 (the PCs failed the skill challenge in Encounter 1), the pirates harry the PCs to buy time as Captain Yandros works to finish off the crew of the *Thunder Hammer*.

As the two transports advance on your position, the pirates on board begin loading ballistae affixed to the bow of each transport, shouting to one another to prepare for battle.

The pirates attack immediately. Despite the map, combat begins with 80 feet (16 squares) between the PCs' and the pirates' transports. Before beginning

combat, cut out the vehicular combat cheat sheets found in Player Handout #2, hand them to each player, and ensure that they understand the particulars of the encounter. Give them time to review their cheat sheets while you set up the map. Always be mindful of which characters are steering each ship, as well as which characters are controlling the sails. Remember to account for "out of control" ships at the end of each combat round.

When combat begins, the PC that was last steering the ship is considered steering at the onset of combat and the same goes for the two PCs controlling the sails. Make sure they understand what is expected of them in order to maintain control of their ship. To keep things relatively simple, avoid using vertical movement with the ships.

MAN OVERBOARD!

This encounter features the peril of deadly falls. Here are some tips for dealing with this frightening option while still keeping the game running smoothly:

- **Forced Movement Overboard** - While the ships' railings prevent a pull, push, or slide from forcing a target overboard, the option does exist. A character can use a bull rush to force a target onto the railing. Once on the railing, a character can be knocked overboard using any form of forced movement. Alternatively, a character adjacent to a railing and grabbing a target may use the "moving a grabbed character" option to attempt to throw him overboard rather than moving him. A character that goes overboard falls to his death unless he has some way to slow his descent (or another creative solution).
- **Catching Yourself** - Going overboard carries far more risk than a simple fall. If a character goes overboard, grant him an additional save to catch himself and hang from the railing. A character trained in Acrobatics gains a +2 bonus on this save.
- **Tumbling Updraft** - The tempest wisp has a power that suspends a creature in mid-air and causes him to fall. This is NOT forced movement. A character can choose to voluntarily fail his save against this effect if he has no ship to fall into. For additional fun, a character that falls more than 20 feet onto the deck of a ship can even crash through the floor and land in the cargo hold! Give characters a chance to catch themselves if they just narrowly miss a ship during a fall - halve their falling damage as they catch a railing and slam into the side of the ship. When a character falls into a ship, be sure to have the ship sustain an equal amount of damage as the character.
- **Overcommunicate** - These options may not be obvious to the players. Be sure to communicate all available options to the players!

FEATURES OF THE AREA

Sky Transports: The decks of the sky transports are normal terrain. However, to represent the difficulty of maneuvering on a flying ship, characters must succeed at Acrobatics checks to perform a variety of actions:

- A character that attempts to shift must succeed at a DC 20/21 Acrobatics check to avoid provoking opportunity attacks during the shift as though it were normal movement.
- A character that attempts to run, charge, or jump must succeed at a DC 20/21 Acrobatics check to avoid falling prone in the origin square.
- A character that is subjected to forced movement must succeed at a DC 20/21 Acrobatics check to avoid falling prone after the forced movement.

Mast: A character can climb a mast with a DC 20 Athletics check. Each mast is 40 feet (8 squares) high.

Railings: The edges of the sky transports are lined with 5-foot (1-square) railings that make forced movement overboard impossible. The “Man Overboard!” sidebar on the previous page provides options for throwing characters overboard. Characters adjacent to a railing gain cover against attacks coming from outside the ship on the other side of the railing.

Steering Wheel: In order to steer the ship, a character must be standing behind the steering wheel.

Ballistae (B): The transports crewed by the hijackers are armed with ballistae. Creatures can make attacks using a ballista rather than using their own attack powers. A standard action is required to fire a ballista, and a move action is required to load a ballista. A ballista can only be fired once per round, but multiple creatures can work together each round to fire and load the ballista. The ballista can be used to make the following attacks (add +2 to the attack roll and +1 to the damage roll at high tier):

r Freezing Shot (standard; at-will) ♦ Cold Ranged 20; +19 vs. Reflex; 3d8 + 10 cold damage, and the target is slowed (save ends).
A Fire Burst (standard; recharge 6) ♦ Fire Area burst 2 within 20; +17 vs. Reflex; 3d8 + 10 fire damage, and ongoing 10 fire damage (save ends).
A Lightning Burst (standard; recharge 6) ♦ Lightning Area burst 2 within 20; +17 vs. Reflex; 3d8 + 10 lightning damage, and the target is blinded (save ends).

TACTICS

The pirates begin combat by firing a *lightning burst* from one ballista and a *fire burst* from the other. The pirates try to close with the PCs as quickly as possible, resorting to more ballista fire only if the PCs choose to be elusive. If necessary, the pirates and first mate use their

windwalker racial power to board the PCs’ transport or flee from an out-of-control transport. They team up on PCs with ruthless (and dirty) tactics, flanking when possible. They make an effort to take out whoever is steering the PCs’ ship in order to cause it to go out of control.

The tempest wisp uses *tumbling updraft* as often as possible on targets without any apparent ranged capability. It never ends its movement without a ship beneath it so as to avoid being knocked prone with no ship to fall into. The deckhands do not participate in the combat unless you feel that the PCs are having too easy a time (they are not included in the XP calculation), they merely steer the ships. If they are killed, the hijackers’ transports may go out of control.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the Windreaver pirates.

Six PCs: Add another Windreaver pirate.

ENDING THE ENCOUNTER

If this encounter took place after Encounter 1, proceed to Encounter 3. If this encounter took place after Encounter 5, proceed to Encounter 6.

EXPERIENCE POINTS

The characters receive 1000/1400 experience points each for defeating the hijackers.

TREASURE

The PCs earn no treasure in this encounter.

ENCOUNTER 2: SHOT ACROSS THE BOW STATISTICS (LOW LEVEL)

Windreaver Pirate (Level 14)	Level 14 Skirmisher
Medium elemental humanoid (air)	XP 1000
Initiative +12 Senses Perception +8	
HP 136; Bloodied 68	
AC 28; Fortitude 26, Reflex 26, Will 25	
Resist 10 cold	
Saving Throws +5 vs. teleportation effects	
Speed 7; see also <i>windwalker</i>	
m Cutlass (standard; at-will) ♦ Weapon	
+19 vs. AC; 2d6 + 8 damage.	
M Cruel Cut (standard; at-will) ♦ Weapon	
+19 vs. Reflex; 2d6 + 8 damage.	
M Low Slash (minor; recharge 5-6) ♦ Weapon	
+19 vs. Reflex; 2d6 + 8 damage and the target slides 1 square and is slowed until the end of the Pirate's next turn. If the pirate is flanking the target, this attack deals an additional 3 damage.	
Rigging Monkey (minor; encounter)	
The pirate gains a climb speed of 7 until the end of its next turn.	
Ignoble Escape (move; encounter)	
If the pirate is marked, that condition ends. The pirate can shift 7 squares.	
Windwalker (minor; encounter)	
The pirate flies 8 squares. If he doesn't end his move on solid ground, he floats to the ground without taking falling damage.	
Scurvy Dog's Flank	
A pirate gains a +1 bonus to attack rolls against an enemy it is flanking, and its attacks deal 3d6 extra damage to that creature.	
Alignment Unaligned	Languages Common, Primordial
Skills Acrobatics +15, Athletics +15	
Str 16 (+10)	Dex 17 (+10) Wis 11 (+7)
Con 16 (+10)	Int 10 (+7) Cha 12 (+8)
Equipment cutlass	

Note: Human pirate (MM2) reflavored as windsoul genasi with one rogue encounter power and one rogue utility power.

Tempest Wisp (Level 14)	Level 14 Controller
Medium elemental magical beast (air)	XP 1000
Initiative +12 Senses Perception +11	
HP 142; Bloodied 71	
AC 28; Fortitude 27, Reflex 25, Will 25	
Immune disease, poison; Resist insubstantial while not bloodied	
Speed 0, fly 7 (hover)	
m Air Slash (standard; at-will)	
+17 vs. Reflex; 2d8 + 6 damage.	
r Whistling Wind (standard; at-will)	
Ranged 10; +17 vs. Reflex; 2d10 + 4 damage, and the tempest wisp slides the target 1 square.	
R Tumbling Updraft (standard; recharge 5-6)	
Ranged 10; +21 vs. Fortitude; the target is lifted up 20 feet (4 squares) and restrained (save ends).	
Failed Saving Throw: The target is lifted up another 20 feet.	
Successful Saving Throw: The target falls and takes falling damage, if applicable.	
Alignment Unaligned	Languages Primordial
Str 16 (+10)	Dex 20 (+12) Wis 19 (+11)
Con 22 (+13)	Int 9 (+6) Cha 14 (+9)

Arcane Ballista
Medium siege weapon
HP 106
AC 26; Fortitude 26, Reflex 24, Will -
Immune attacks against Will; Resist 5 all

Windreaver Deckhand (Level 16)	Level 16 Minion
Medium natural humanoid (human)	XP -
Initiative +14 Senses Perception +12	
HP 1; a missed attack never damages a minion.	
AC 31; Fortitude 30, Reflex 28, Will 27	
Speed 6; see also <i>boarding leap</i>	
m Cutlass (standard; at-will) ♦ Weapon	
+23 vs. AC; 15 damage, and the target is marked until the end of the deckhand's next turn.	
r Crossbow (standard; recharges when the deckhand spends a minor action to reload the weapon) ♦ Weapon	
+23 vs. AC; 15 damage.	
Boarding Leap (move; encounter)	
The deckhand jumps 5 squares horizontally in any direction.	
Alignment Unaligned	Languages Common
Skills Acrobatics +15	
Str 18 (+12)	Dex 14 (+10) Wis 13 (+9)
Con 14 (+10)	Int 11 (+8) Cha 14 (+10)
Equipment cutlass, crossbow with 10 bolts	

Note: Githyanki pirate (*Dungeon Magazine* 168) reflavored as human.

Windreaver First Mate (Level 14) Level 14 Soldier (Leader)		
Medium elemental humanoid (air)		XP 1000
Initiative +12 Senses Perception +14		
HP 136; Bloodied 68		
AC 30; Fortitude 26, Reflex 26, Will 26		
Saving Throws +5 vs. teleportation effects		
Resist 10 cold		
Speed 7; see also <i>windwalker</i>		
m Cutlass (standard; at-will) ♦ Weapon		
+20 vs. AC; 2d6 + 8 damage.		
M Pirate's Tactics (standard; at-will) ♦ Weapon		
One ally adjacent to either the target or the first mate may shift 1 square; +20 vs. AC; 2d6 + 8 damage.		
C Pincer Maneuver (standard; recharge 5-6)		
Close burst 5; targets one or two allies; the target may shift 3 squares and make a melee basic attack as a free action. If the target has a flank, it gains a +3 power bonus to attack and damage for this attack.		
C Defensive Rally (standard; encounter) ♦ Healing		
Close burst 5; targets allies; each target can spend a healing surge and make a saving throw against any single effect that a save can end. In addition, all targets gain a +2 power bonus to all defenses until the end of the first mate's next turn.		
C Call to Arms (free action, when first bloodied; encounter)		
Close burst 10; targets allies; the target makes a melee basic attack or shifts 3 squares as a free action.		
C Vicious Mockery (minor; recharge 6)		
Close burst 5; targets one enemy; the target provokes an opportunity attack from each enemy that is adjacent to it.		
Windwalker (minor; encounter)		
The first mate flies 8 squares. If he doesn't end his move on solid ground, he floats to the ground without taking falling damage.		
Scurvy Dog's Flank		
A pirate gains a +1 bonus to attack rolls against an enemy it is flanking, and its attacks deal 3d6 extra damage to that creature.		
Alignment Unaligned		Languages Common, Primordial
Skills Acrobatics +15, Athletics +15		
Str 16 (+10)	Dex 17 (+10)	Wis 14 (+9)
Con 16 (+10)	Int 13 (+8)	Cha 17 (+10)
Equipment cutlass		

Note: Human pirate captain (MM2) reflavored as windsoul genasi with one warlord encounter power and one warlord utility power.

ENCOUNTER 2: SHOT ACROSS THE BOW STATISTICS (HIGH LEVEL)

Windreaver Pirate (Level 16)	Level 16 Skirmisher
Medium elemental humanoid (air)	XP 1200
Initiative +13 Senses Perception +9	
HP 152; Bloodied 76	
AC 30; Fortitude 28, Reflex 28, Will 27	
Resist 10 cold	
Saving Throws +5 vs. teleportation effects	
Speed 7; see also <i>windwalker</i>	
m Cutlass (standard; at-will) ♦ Weapon	
+21 vs. AC; 2d6 + 9 damage.	
M Cruel Cut (standard; at-will) ♦ Weapon	
+21 vs. Reflex; 2d6 + 9 damage.	
M Low Slash (minor; recharge 5-6) ♦ Weapon	
+21 vs. Reflex; 2d6 + 9 damage and the target slides 1 square and is slowed until the end of the Pirate's next turn. If the pirate is flanking the target, this attack deals an additional 3 damage.	
Rigging Monkey (minor; encounter)	
The pirate gains a climb speed of 7 until the end of its next turn.	
Ignoble Escape (move; encounter)	
If the pirate is marked, that condition ends. The pirate can shift 7 squares.	
Windwalker (minor; encounter)	
The pirate flies 8 squares. If he doesn't end his move on solid ground, he floats to the ground without taking falling damage.	
Scurvy Dog's Flank	
A pirate gains a +1 bonus to attack rolls against an enemy it is flanking, and its attacks deal 3d6 extra damage to that creature.	
Alignment Unaligned Languages Common, Primordial	
Skills Acrobatics +16, Athletics +16	
Str 16 (+11)	Dex 17 (+11) Wis 11 (+8)
Con 16 (+11)	Int 10 (+8) Cha 12 (+9)
Equipment cutlass	

Tempest Wisp (Level 16)	Level 16 Controller
Medium elemental magical beast (air)	XP 1200
Initiative +13 Senses Perception +12	
HP 158; Bloodied 79	
AC 30; Fortitude 29, Reflex 27, Will 27	
Immune disease, poison; Resist insubstantial while not bloodied	
Speed 0, fly 7 (hover)	
m Air Slash (standard; at-will)	
+19 vs. Reflex; 2d8 + 7 damage.	
r Whistling Wind (standard; at-will)	
Ranged 10; +19 vs. Reflex; 2d10 + 5 damage, and the tempest wisp slides the target 1 square.	
R Tumbling Updraft (standard; recharge 5-6)	
Ranged 10; +23 vs. Fortitude; the target is lifted up 20 feet (4 squares) and restrained (save ends).	
Failed Saving Throw: The target is lifted up another 20 feet.	
Successful Saving Throw: The target falls and takes falling damage, if applicable.	
Alignment Unaligned Languages Primordial	
Str 16 (+11)	Dex 20 (+13) Wis 19 (+12)
Con 22 (+14)	Int 9 (+7) Cha 14 (+10)

Arcane Ballista
Medium siege weapon
HP 120
AC 28; Fortitude 28, Reflex 26, Will -
Immune attacks against Will; Resist 5 all

Windreaver Deckhand (Level 18)	Level 18 Minion
Medium natural humanoid (human)	XP -
Initiative +15 Senses Perception +13	
HP 1; a missed attack never damages a minion.	
AC 33; Fortitude 30, Reflex 28, Will 27	
Speed 6; see also <i>boarding leap</i>	
m Cutlass (standard; at-will) ♦ Weapon	
+25 vs. AC; 16 damage, and the target is marked until the end of the deckhand's next turn.	
r Crossbow (standard; recharges when the deckhand spends a minor action to reload the weapon) ♦ Weapon	
+25 vs. AC; 16 damage.	
Boarding Leap (move; encounter)	
The deckhand jumps 5 squares horizontally in any direction.	
Alignment Unaligned Languages Common	
Skills Acrobatics +16	
Str 19 (+13)	Dex 15 (+11) Wis 13 (+10)
Con 14 (+11)	Int 11 (+9) Cha 14 (+11)
Equipment cutlass, crossbow with 10 bolts	

Windreaver First Mate (Level 16) Level 16 Soldier (Leader)		
Medium elemental humanoid (air)		XP 1000
Initiative +13 Senses Perception +15		
HP 152; Bloodied 76		
AC 32; Fortitude 28, Reflex 28, Will 28		
Resist 10 cold		
Saving Throws +5 vs. teleportation effects		
Speed 7; see also <i>windwalker</i>		
m Cutlass (standard; at-will) ♦ Weapon		
+22 vs. AC; 2d6 + 9 damage.		
M Pirate's Tactics (standard; at-will) ♦ Weapon		
One ally adjacent to either the target or the first mate may shift 1 square; +22 vs. AC; 2d6 + 9 damage.		
C Pincer Maneuver (standard; recharge 5-6)		
Close burst 5; targets one or two allies; the target may shift 3 squares and make a melee basic attack as a free action. If the target has a flank, it gains a +3 power bonus to attack and damage for this attack.		
C Defensive Rally (standard; encounter) ♦ Healing		
Close burst 5; targets allies; each target can spend a healing surge and make a saving throw against any single effect that a save can end. In addition, all targets gain a +2 power bonus to all defenses until the end of the first mate's next turn.		
C Call to Arms (free action, when first bloodied; encounter)		
Close burst 10; targets allies; the target makes a melee basic attack or shifts 3 squares as a free action.		
C Vicious Mockery (minor; recharge 6)		
Close burst 5; targets one enemy; the target provokes an opportunity attack from each enemy that is adjacent to it.		
Windwalker (minor; encounter)		
The first mate flies 8 squares. If he doesn't end his move on solid ground, he floats to the ground without taking falling damage.		
Scurvy Dog's Flank		
A pirate gains a +1 bonus to attack rolls against an enemy it is flanking, and its attacks deal 3d6 extra damage to that creature.		
Alignment Unaligned		Languages Common, Primordial
Skills Acrobatics +16, Athletics +16		
Str 16 (+11)	Dex 17 (+11)	Wis 14 (+10)
Con 16 (+11)	Int 13 (+9)	Cha 17 (+11)
Equipment cutlass		

ENCOUNTER 2: SHOT ACROSS THE BOW STATISTICS (ALL LEVELS)

Sky Transport	
Gargantuan Vehicle	
HP 400	Space 4 squares by 8 squares
AC 4; Fortitude 20, Reflex 2	
Speed 0, fly 10 (hover), overland flight 15	
Pilot	
The pilot must stand at a control wheel. Piloting the sky transport requires a move action. Without a pilot, the sky transport flies out of control.	
Crew	
In addition to the pilot, a sky transport requires a crew of two, who must use a standard action each round to control the sails. Reduce the transport's speed by 5 for each missing crew member. At fly speed 0, the sky transport flies out of control. Even while a sky transport is stopped, at least one crew member must control the sails to prevent the sky transport from flying out of control.	
Load	
15 Medium creatures; ten tons of cargo.	
Out of Control	
An out-of-control sky transport moves forward at half its original speed. Each round, it has a 50% chance of changing its heading (at a 45-degree angle) in either direction (since no one is controlling the sails). Roll 1d4 each round to determine its direction; on a 1 or a 2, the transport moves forward, on a 3, the transport heads off to the left, and on a 4, the transport heads off to the right.	
Decks	
A sky transport has two decks: an exterior crew deck and a lower cargo hold.	
Fragile Propulsion	
For every 50 damage the sky transport takes, its speed is reduced by 2 squares. At fly speed 0, the ship is unable to travel and floats out of control.	

ENCOUNTER 2: SHOT ACROSS THE BOW MAP

TILE SETS NEEDED

RPGA Ship Tiles x3



ENCOUNTER 3: SAVVY?

SETUP

Important NPCs:

Captain Jorrz Errowd (Insight +17, Perception +17)

The magic that keeps the PCs' sky transport airborne is tied to Yaulazna itself. As the PCs fly too far away from Yaulazna in pursuit of the *Lamassu*, whether or not they fought the hijackers in Encounter 2, the magic begins to fade and the transport stalls and begins falling.

Suddenly, your transport slows and begins to fall as the Lamassu speeds off into the distance. Although rigged efficiently, your sails seem to do nothing to prevent your ship's inexorable and accelerating descent.

Allow the PCs to spend some time trying to figure out what might be wrong. PCs may make DC 20 Arcana checks to realize what is actually happening. Captain Jorrz Errowd, the captain of the *Shield of Savras* known for his great oracular power, arrives just in time to save the PCs:

With nearly perfect timing, a skyship similar in size to the Lamassu bursts through the clouds ahead, soaring towards your falling transport. As the ship draws near, the crew drops a rope ladder from the deck which dangles just within your reach. The words "Shield of Savras" are carved boldly into the ship's hull.

While the PCs should have no difficulty climbing the ladder, have some fun with the players and encourage teamwork to grab a hold of the ladder and climb up to the ship.

As they climb aboard, PCs may make DC 15 Perception checks to notice that the crew is dressed in the same uniforms that the hijackers wore. Once the PCs are aboard, facilitate a role-playing session between Captain Jorrz Errowd and the PCs. Use the description of the Captain to role-play him effectively. Note that PCs who participated in WATE2-1 *Gilding a Noble* may have met Captain Errowd.

The captain standing at the wheel wears a red coat over a light blue shirt. A familiar-looking falcon is perched on his arm. He tips his wide-brimmed captain's hat and smiles, his mouth barely visible beneath his elaborate, curved mustache. "Welcome to the Shield of Savras, adventurers. My name is Captain Jorrz Errowd and you

are destined to help me this day." His smile widens, exposing a row of pearly white teeth.

CAPTAIN JORRZ ERROWD

Male human; captain of the *Shield of Savras*

Personality: Jorrz is typically jovial and good-natured. However, he takes his duties as captain seriously and uses his oracular powers to help carry out his missions and protect the other Five Companies captains.

Useful Knowledge: Jorrz can provide all of the information available in the player's introduction. Jorrz believes that he has been framed for the murder of Ianjo Shton, captain of the *Lamassu*. His divinations indicate that treachery is afoot on Yaulazna and that all of the Five Companies captains are in grave danger.

Goals: Jorrz wants nothing more than to clear his name, but more importantly, he wants to help save the lives of the other Five Companies captains.

Relate the following information through conversation with the PCs:

- Jorrz admits to having sent the cryptic message to the PCs.
- Jorrz claims to have been framed for the events witnessed by the PCs thus far and believes that a nefarious plot is underway that threatens the lives of the Five Companies captains and the safety of Yaulazna itself.
- Jorrz could not foresee the events that have already transpired clearly enough to take actions to prevent them, but has foreseen the arrival of the PCs and came to their rescue with the hope that they might be willing to help.
- Jorrz has very recently foreseen the deaths of two of the other Five Companies captains: Shil Yargo and Mariss Bez. Shil is to be assassinated in the Keelhaul, her favorite tavern in the town of Skaug in the Nelanther Isles. Mariss is to be assassinated in an abandoned warehouse in Athkatla, capital of Amn.
- Jorrz does not believe that the PCs have enough time to save both captains, but is willing to take the PCs to either location in the hope that they might be able to save one.

ENDING THE ENCOUNTER

If the PCs choose to travel to Skaug and come to the aid of Captain Shil Yargo, proceed to Encounter 4a. If the PCs choose to travel to Athkatla and come to the aid of Captain Mariss Bez, proceed to Encounter 4b.

ENCOUNTER 4A: SCUFFLE IN SKAUG

ENCOUNTER LEVEL 16/18 (7,000/9,800 XP)

SETUP

This encounter includes the following creatures and traps at the low tier:

First

- 1 Captain Shil Yargo (level 14) (Y)
- 4 Company Yargo sailors (level 16) (S)

Second

- 1 Hurr, air archon champion (level 14) (H)
- 2 air archon zephyrhaunts (level 14) (A)
- 1 air archon windshaper (level 14) (W)
- 1 bar brawl crowd hazard

This encounter includes the following creatures and traps at the high tier:

First

- 1 Captain Shil Yargo (level 16) (Y)
- 4 Company Yargo sailors (level 18) (S)

Second

- 1 Hurr, air archon champion (level 16) (H)
- 2 air archon zephyrhaunts (level 16) (A)
- 1 air archon windshaper (level 16) (W)
- 1 bar brawl crowd hazard

DM NOTE: PACING

The encounter should take no longer than 1 hour, 15 minutes. If under time constraints, consider allowing the assassins to flee shortly after their “champion” is killed.

Read the following as the PCs arrive in Skaug:

Skaug is a wholly unpleasant place, unless you're the sort of person who enjoys utter lawlessness. Ships of all shapes and sizes are docked along the harbor, most of them flying pennants of red and black indicating that they owe allegiance to no nation and will take whatever plunder they can find. Of the establishments along the wharf, the Keelhaul is the largest and most prominent, appearing to have been expanded on more than once. The Buccaneer's Tear, Company Yargo's skyship, rests in the water blending in well with the other ships in the

harbor, appearing no different than the average sailing vessel.

When the PCs enter the Keelhaul, read the following:

The Keelhaul maintains its reputation as a dangerous and seedy establishment, filled with scoundrels and ruffians of all sorts. Numerous halfling sailors in yellow shirts and striped trousers enjoy the musical entertainment provided by one of their own on stage. A female halfling wearing a wide-brimmed captain's hat reclines at the table nearest the bar, tapping her booted foot along to the music.

CAPTAIN SHIL YARGO

Female halfling; captain of the *Buccaneer's Tear*

Personality: Not only a halfling but also female, Shil has a large chip on her shoulder and acts as though she has something to prove. She is both bold and fearless, qualities that have earned the respect and admiration of her crew.

Useful Knowledge: Shil received a Sending that Ianjo Shton was murdered in Yaulazna and fears that someone is targeting the captains for assassination. She also knows that the captain Kurkar Randred and his crew of the *Thunder Hammer* have been sent by the Pact Council to track down the hijackers (who she believes to be Company Errowd) in the skies above the plaguelands.

Goals: Shil wants Ianjo Shton's killers to be brought to justice and for the business of the Five Companies to return to normal.

When the PCs approach Shil, role-play a conversation between her and the PCs. Use her description to role-play her effectively. Shil is aware of Captain Shton's fate and is paranoid about potential assassins. The conversation between Shil and the PCs should ultimately lead to combat. Call for initiative. As combat breaks out, all of the patrons in the bar begin fighting (brawling crowd hazard).

The combat with Shil and her crew lasts until Shil surrenders, which may occur under one of the following two conditions:

- The PCs succeed at a skill challenge to convince her that they are not assassins.
- Shil becomes bloodied

SKILL CHALLENGE: PACIFYING SHIL

Goal: The PCs convince Captain Shil Yargo that they are not assassins.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Intimidate

Victory: The PCs manage to convince Shil to stop attacking.

Defeat: The PCs fail to convince Shil to stop attacking and must resort to combat.

Bluff/Diplomacy/Intimidate DC 27/28 (free action once per turn, only on the PC's own turn, 1 success, no maximum)

The PC makes a strong argument to convince Shil that they are not here to assassinate her. Do not award successes to PCs that restate a point already made. PCs that have attacked Shil or her crew suffer a -2 penalty on this check, while PCs that have been attacked by Shil or her crew but have not fought back receive a +2 bonus.

When Shil surrenders, read the following:

Captain Yargo raises her daggers in the air as if to surrender, pausing to catch her breath. Suddenly, a powerful gust of wind blows the tavern's doors and windows open as creatures composed entirely of air fly into the tavern from all around, led by an elemental warrior wearing wispy chainmail and wielding an ornate double sword. While they seem intent on killing the halfling captain, they don't appear willing to let you stand in their way.

The air archons (the real assassins) appear immediately after Shil surrenders. The PCs do not have time for a short rest. This is not considered a separate encounter for milestone purposes. If the PCs engaged powers that last until the end of the encounter, they remain active. Re-roll initiative and grant the archons a +4 bonus given their element of surprise. They attack as normal on their initiatives. While they are here to assassinate Captain Yargo, keep the focus of the combat on the PCs, attacking Shil only if it is easy for them to do so. Feel free to describe a scene in which Shil and the sailors fight additional opponents during the battle, but do not give them actions during the combat.

FEATURES OF THE AREA

Illumination: The tavern is well lit by sconces on the walls.

Tables/Chairs: The tables are blocking terrain. PCs may climb or jump up onto the tables in order to reach the flying archons. Although the tables are only about 3 feet high, consider them 1 square high for purposes of the combat. Squares containing chairs are considered difficult terrain.

Stage: The stage is 5 feet (1 square) high. The stairs leading up to the stage are difficult terrain.

Bar: The bar is blocking terrain. PCs may climb or jump up onto the bar in order to reach the flying archons. Although the bar is only 4 feet high, consider it 1 square high for purposes of the combat.

Brawling Crowds: The crowd tiles represent brawling bar patrons (see bar brawl crowd hazard below). The crowd tiles are difficult terrain.

Ceiling: The ceiling of the tavern is 15 feet (3 squares) above the floor.

TACTICS

Shil attacks with combat advantage whenever possible. Her sailors fight to defend her, staying spread out enough to avoid most area attacks. They provide flanks for Shil whenever possible.

Hurr picks out the easiest targets and harries them to the best of its ability. It uses forced movement to push PCs into bar brawl crowds. It tries to always move 4 squares prior to attacking on its turn so as to benefit from *tempest dash*.

The zephyrhaunts use hit and run tactics against the PCs, fighting from the air to stay out of reach. They force the PCs into the bar crowds as often as possible. The windshaper uses *vortex* whenever available. If a PC engages it in melee, it uses *windshape* to push the PC away into one of the crowds.

SCALING THE ENCOUNTER

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

Four PCs: Decrease Shil's level by 1 (reduce all attacks and defenses by 1, subtract 16 HP) and remove one of the zephyrhaunts.

Six PCs: Increase Shil's level by 1 (raise all attacks and defenses by 1, increase HP by 16) and add another zephyrhaunt.

ENDING THE ENCOUNTER

Once the PCs defeat the air archons, they may speak with Shil Yargo to learn more about the fate of Captain Ianjo Shton and the whereabouts of the hijackers.

EXPERIENCE POINTS

The characters receive 1400/1960 experience points each for convincing Shil and defeating the air archons.

TREASURE

Hurr carries +4 winged armor and Shil gives the PCs phantom *chaussures* in return for saving her life.

ENCOUNTER 4A: SCUFFLE IN SKAUG STATISTICS (LOW LEVEL)

Company Yargo Sailor (Level 16)	Level 16 Minion
Medium natural humanoid (halfling)	XP -
Initiative +14 Senses Perception +12	
HP 1; a missed attack never damages a minion.	
AC 31 (33 vs. opportunity attacks); Fortitude 30, Reflex 28, Will 27	
Speed 6; see also <i>boarding leap</i>	
m Cutlass (standard; at-will) ♦ Weapon	
+23 vs. AC; 15 damage, and the target is marked until the end of the deckhand's next turn.	
r Crossbow (standard; recharges when the deckhand spends a minor action to reload the weapon) ♦ Weapon	
+23 vs. AC; 15 damage.	
Boarding Leap (move; encounter)	
The deckhand jumps 5 squares horizontally in any direction.	
Second Chance (immediate interrupt, when hit by an attack; encounter)	
The attacker must make a new attack roll and use the new result.	
Alignment Unaligned	Languages Common
Skills Acrobatics +15	
Str 18 (+12)	Dex 14 (+10) Wis 13 (+9)
Con 14 (+10)	Int 11 (+8) Cha 14 (+10)
Equipment cutlass, crossbow with 10 bolts	

Note: Githyanki pirate (Dungeon 168) reflavored as halfling.

Bar Brawl Crowd (Level 14)	Level 14 Obstacle
Hazard	XP 1000
Hazard: Angry, drunken bar patrons brawl with one another, gathering in crowds and grabbing and pummeling anyone that gets in their way.	
Perception	
This hazard can be perceived automatically.	
Initiative: The bar brawl crowds all act at the bottom of each round.	
Trigger	
The bar brawl crowd attacks when a creature enters a crowded square or begins its turn in or adjacent to a crowded square. Bar brawl crowds do not move unless attacked. If attacked, on its initiative, each bar brawl crowd takes the most direct path to the last creature that attacked it. Each creature whose space the bar brawl crowd moves through, including the triggering creature, is subject to an attack. Creatures that the bar brawl crowd does not end adjacent to are not immobilized.	
Attack	
Free Action	Melee
Targets: Creatures in or adjacent to crowd	
Attack: +19 vs. Reflex	
Hit: 3d10 + 9 damage, and the target is immobilized until escape	
Miss: Half damage	
Countermeasures	
♦ Immobilized characters can use Acrobatics or Athletics (DC 27) as a move action to attempt to free themselves.	
♦ Bar brawl crowds can be destroyed (by killing the patrons) with area attacks. Each bar brawl crowd's hit points vary by size: 10 hit points per square.	

Captain Shil Yargo (Level 14)	Level 14 Elite Skirmisher
Medium natural humanoid (halfling)	XP 2000
Initiative +15 Senses Perception +13	
HP 248; Bloodied 124	
AC 30 (32 vs. opportunity attacks); Fortitude 26, Reflex 29, Will 26	
Saving Throws +2 (+7 vs. fear)	
Speed 6	
Action Points 1	
m Dagger (standard; at-will) ♦ Weapon	
+19 vs. AC; 1d4 + 10 damage (crit 3d6 + 14).	
r Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +19 vs. AC; 1d4 + 10 damage (crit 3d6 + 14).	
M Deep Stab (standard; at-will) ♦ Weapon	
+19 vs. AC; 2d4 + 10 damage (crit 3d6 + 18), and the target is dazed until the end of Shil's next turn.	
M Whirling Slices (standard; encounter) ♦ Weapon	
Shil makes three melee basic attacks. She can shift 1 square before or after each attack.	
M Thigh Cutter (standard; recharge 4-6) ♦ Weapon	
Shil makes two basic melee attacks. If either hits, the target is also slowed (save ends); if both hit the same target, it is also knocked prone. Shil can shift 1 square before or after each attack.	
Deck Dash (minor; encounter)	
Shil shifts 3 squares.	
Combat Advantage	
Shil deals an extra 3d8 damage on attacks against any target she has combat advantage against.	
Second Chance (immediate interrupt, when hit by an attack; encounter)	
The attacker must make a new attack roll and use the new result.	
Alignment Unaligned	Languages Common, Halruaan
Skills Athletics +16, Bluff +17, Insight +13, Stealth +18, Thievery +20	
Str 14 (+9)	Dex 23 (+13) Wis 12 (+8)
Con 16 (+10)	Int 10 (+7) Cha 20 (+12)
Equipment dagger x2, leather armor	

ENCOUNTER 4A: SCUFFLE IN SKAUG STATISTICS (LOW LEVEL)

Air Archon Zephyrhaunt (Level 14)		Level 14 Lurker
Medium elemental humanoid (air)		XP 1000
Initiative +17 Senses Perception +11		
HP 110; Bloodied 55		
AC 28; Fortitude 26, Reflex 27, Will 25		
Immune disease, poison; Resist 15 lightning		
Speed fly 8 (hover)		
m Spiked Chain (standard; at-will) ♦ Lightning, Weapon		
Reach 2; +20 vs. AC; 2d4 + 5 damage plus 2d6 lightning damage, and the target is pulled 1 square.		
C Cyclone Fling (standard; recharge 4-6)		
Close burst 1; +17 vs. Fortitude; 2d8 + 7 damage, and the target is pushed 3 squares and knocked prone.		
Whirlwind Escape (move; at-will) ♦ Teleportation		
Adjacent creatures are pushed 1 square, and the archon zephyrhaunt teleports 8 squares.		
Alignment Chaotic evil		Languages Primordial
Skills Stealth +18		
Str 16 (+10)	Dex 23 (+13)	Wis 18 (+11)
Con 20 (+12)	Int 15 (+9)	Cha 14 (+9)
Equipment plate armor, spiked chain		

Air Archon Windshaper (Level 14)		Level 14 Controller
Medium elemental humanoid (air)		XP 1000
Initiative +11 Senses Perception +11		
Ocean Call aura 10; each ally with the air keyword that starts its turn in the aura shifts 3 squares as a free action and gains 10 temporary hit points.		
HP 141; Bloodied 70		
AC 28; Fortitude 26, Reflex 25, Will 28		
Immune disease, poison Resist 15 lightning		
Speed fly 8 (hover)		
m Windshape (standard; at-will)		
+18 vs. Reflex; 2d6 + 4 damage, and the target is pushed 1 square and knocked prone.		
R Dizzying Whirlwind (standard; at-will)		
Ranged 10; +17 vs. Fortitude; 2d8 + 6 damage, and the target cannot charge or shift (save ends).		
M Vortex (standard; recharge 5-6)		
Area burst 2 within 10; +17 vs. Reflex; 2d8 + 4 damage, and the target is knocked prone and cannot use immediate actions until the end of its next turn.		
Alignment Chaotic Evil		Languages Primordial
Str 14 (+9)	Dex 19 (+11)	Wis 25 (+14)
Con 21 (+12)	Int 15 (+9)	Cha 17 (+10)
Equipment chainmail		

Air Archon Windshaper: Water archon waveshaper (MM2) reflavored as air archon.

Hurr, Air Archon Champion: Air archon tempestblade (*Manual of the Planes*) with fighter class template (tempest fighter).

Hurr, Air Archon Champion (Level 14)		Level 14 Skirmisher
Medium elemental humanoid (air)		XP 2000
Initiative +16 Senses Perception +12		
Billowing Winds (while bloodied) aura 3; while in the aura, enemies without the air keyword are deafened and take a -2 penalty to melee attack rolls and ranged attack rolls.		
HP 284; Bloodied 142		
AC 29; Fortitude 29, Reflex 28, Will 26		
Immune disease, poison; Resist 15 lightning		
Saving Throws +2		
Speed fly 8 (hover)		
Action Points 1		
m Double Sword (standard; at-will) ♦ Lightning, Weapon		
+20 vs. AC; 1d8 + 5 damage plus 2d6 lightning damage, and the target is pushed 1 square.		
M Dual Strike (standard; at-will) ♦ Lightning, Weapon		
Hurr makes two double sword attacks, each against a different target.		
M Bonds of Wind (standard; encounter) ♦ Lightning, Weapon		
+20 vs. AC; 4d8 + 10 lightning damage, and the target is immobilized (save ends).		
Effect: Once per round on Hurr's turn, it can use a minor action to slide the target 1 square (save ends).		
M Dance of Blades (standard; encounter) ♦ Lightning, Weapon		
+20 vs. AC; 1d8 + 5 damage plus 2d6 lightning damage, and Hurr slides the target 2 squares. If Hurr has combat advantage against the target, the attack deals an extra 7 damage.		
Effect: Hurr shifts 3 squares and repeats the attack against a different creature.		
M Masterful Parry (immediate interrupt, when hit by a melee attack; daily) ♦ Lightning, Weapon		
+22 vs. AC; Hurr takes half damage from the triggering attack and makes a secondary attack.		
Secondary Attack: +22 vs. AC; 2d8 + 5 damage plus 2d6 lightning damage, and the target is dazed (save ends). Hurr can shift 1 square.		
Miss: Half damage, and the target is dazed until the end of Hurr's next turn. Hurr can shift 1 square.		
Defensive Resurgence (minor; daily)		
Hurr regains 71 hit points and gains a +7 bonus to AC until the start of its next turn.		
Giant's Stride (move; daily)		
Hurr shifts its speed and can move through occupied squares during its shift.		
Tempest Dash		
If Hurr moves 4 squares or more from its previous location on its turn, it gains a +2 bonus to AC, and its melee attacks deal an extra 1d8 lightning damage until the end of its next turn.		
M Combat Challenge (immediate interrupt, when a marked target shifts or makes an attack that does not include Hurr; at-will)		
Hurr makes a double sword attack against the target.		
Combat Superiority		
Any creature that Hurr attacks is marked until the end of its next turn. In addition, Hurr gains a +5 bonus to opportunity attack rolls and stops the movement of a creature that it hits with an opportunity attack.		
Alignment Chaotic Evil		Languages Primordial
Skills Intimidate +14		
Str 18 (+11)	Dex 25 (+14)	Wis 20 (+12)
Con 22 (+13)	Int 17 (+10)	Cha 15 (+9)
Equipment double sword, chainmail		

ENCOUNTER 4A: SCUFFLE IN SKAUG STATISTICS (HIGH LEVEL)

Company Yargo Sailor (Level 18)	Level 18 Minion
Medium natural humanoid (halfling)	XP -
Initiative +15 Senses Perception +13	
HP 1; a missed attack never damages a minion.	
AC 33 (35 vs. opportunity attacks); Fortitude 30, Reflex 28, Will 27	
Speed 6; see also <i>boarding leap</i>	
m Cutlass (standard; at-will) ♦ Weapon	
+25 vs. AC; 16 damage, and the target is marked until the end of the deckhand's next turn.	
r Crossbow (standard; recharges when the deckhand spends a minor action to reload the weapon) ♦ Weapon	
+25 vs. AC; 16 damage.	
Boarding Leap (move; encounter)	
The deckhand jumps 5 squares horizontally in any direction.	
Second Chance (immediate interrupt, when hit by an attack; encounter)	
The attacker must make a new attack roll and use the new result.	
Alignment Unaligned	Languages Common
Skills Acrobatics +16	
Str 19 (+13)	Dex 15 (+11) Wis 13 (+10)
Con 14 (+11)	Int 11 (+9) Cha 14 (+11)
Equipment cutlass, crossbow with 10 bolts	

Bar Brawl Crowd (Level 16)	Level 16 Obstacle
Hazard	XP 1400
Hazard: Angry, drunken bar patrons brawl with one another, gathering in crowds and grabbing and pummeling anyone that gets in their way.	
Perception	
This hazard can be perceived automatically.	
Initiative: The bar brawl crowds all act at the bottom of each round.	
Trigger	
The bar brawl crowd attacks when a creature enters a crowded square or begins its turn in or adjacent to a crowded square. Bar brawl crowds do not move unless attacked. If attacked, on its initiative, each bar brawl crowd takes the most direct path to the last creature that attacked it. Each creature whose space the bar brawl crowd moves through, including the triggering creature, is subject to an attack. Creatures that the bar brawl crowd does not end adjacent to are not immobilized.	
Attack	
Free Action	Melee
Targets: Creatures in or adjacent to crowd	
Attack: +21 vs. Reflex	
Hit: 3d10 + 10 damage, and the target is immobilized until escape	
Miss: Half damage	
Countermeasures	
♦ Immobilized characters can use Acrobatics or Athletics (DC 28) as a move action to attempt to free themselves.	
♦ Bar brawl crowds can be destroyed (by killing the patrons) with area attacks. Each bar brawl crowd's hit points vary by size: 10 hit points per square.	

Captain Shil Yargo (Level 16)	Level 16 Elite Skirmisher
Medium natural humanoid (halfling)	XP 2000
Initiative +16 Senses Perception +14	
HP 280; Bloodied 144	
AC 32 (32 vs. opportunity attacks); Fortitude 28, Reflex 31, Will 28	
Saving Throws +2 (+7 vs. fear)	
Speed 6	
Action Points 1	
m Dagger (standard; at-will) ♦ Weapon	
+21 vs. AC; 1d4 + 11 damage (crit 3d6 + 15).	
r Dagger (standard; at-will) ♦ Weapon	
Ranged 5/10; +21 vs. AC; 1d4 + 10 damage (crit 3d6 + 15).	
M Deep Stab (standard; at-will) ♦ Weapon	
+21 vs. AC; 2d4 + 11 damage (crit 3d6 + 19), and the target is dazed until the end of Shil's next turn.	
M Whirling Slices (standard; encounter) ♦ Weapon	
Shil makes three melee basic attacks. She can shift 1 square before or after each attack.	
M High Cutter (standard; recharge 4-6) ♦ Weapon	
Shil makes two basic melee attacks. If either hits, the target is also slowed (save ends); if both hit the same target, it is also knocked prone. Shil can shift 1 square before or after each attack.	
Deck Dash (minor; encounter)	
Shil shifts 3 squares.	
Combat Advantage	
Shil deals an extra 3d8 damage on attacks against any target she has combat advantage against.	
Second Chance (immediate interrupt, when hit by an attack; encounter)	
The attacker must make a new attack roll and use the new result.	
Alignment Unaligned	Languages Common, Halruaan
Skills Athletics +17, Bluff +18, Insight +14, Stealth +19, Thievery +21	
Str 14 (+10)	Dex 23 (+14) Wis 12 (+9)
Con 16 (+11)	Int 10 (+8) Cha 20 (+13)
Equipment dagger x2, leather armor	

ENCOUNTER 4A: SCUFFLE IN SKAUG STATISTICS (HIGH LEVEL)

Air Archon Zephyrhaunt (Level 16)		Level 16 Lurker	
Medium elemental humanoid (air)		XP 1400	
Initiative +18 Senses Perception +12			
HP 122; Bloodied 61			
AC 30; Fortitude 28, Reflex 29, Will 27			
Immune disease, poison; Resist 15 lightning			
Speed fly 8 (hover)			
m Spiked Chain (standard; at-will) ♦ Lightning, Weapon			
Reach 2; +22 vs. AC; 2d4 + 6 damage plus 2d6 lightning damage, and the target is pulled 1 square.			
C Cyclone Fling (standard; recharge 4-6)			
Close burst 1; +19 vs. Fortitude; 2d8 + 8 damage, and the target is pushed 3 squares and knocked prone.			
Whirlwind Escape (move; at-will) ♦ Teleportation			
Adjacent creatures are pushed 1 square, and the archon zephyrhaunt teleports 8 squares.			
Alignment Chaotic evil		Languages Primordial	
Skills Stealth +19			
Str 16 (+11)	Dex 23 (+14)	Wis 18 (+12)	
Con 20 (+13)	Int 15 (+10)	Cha 14 (+10)	
Equipment plate armor, spiked chain			

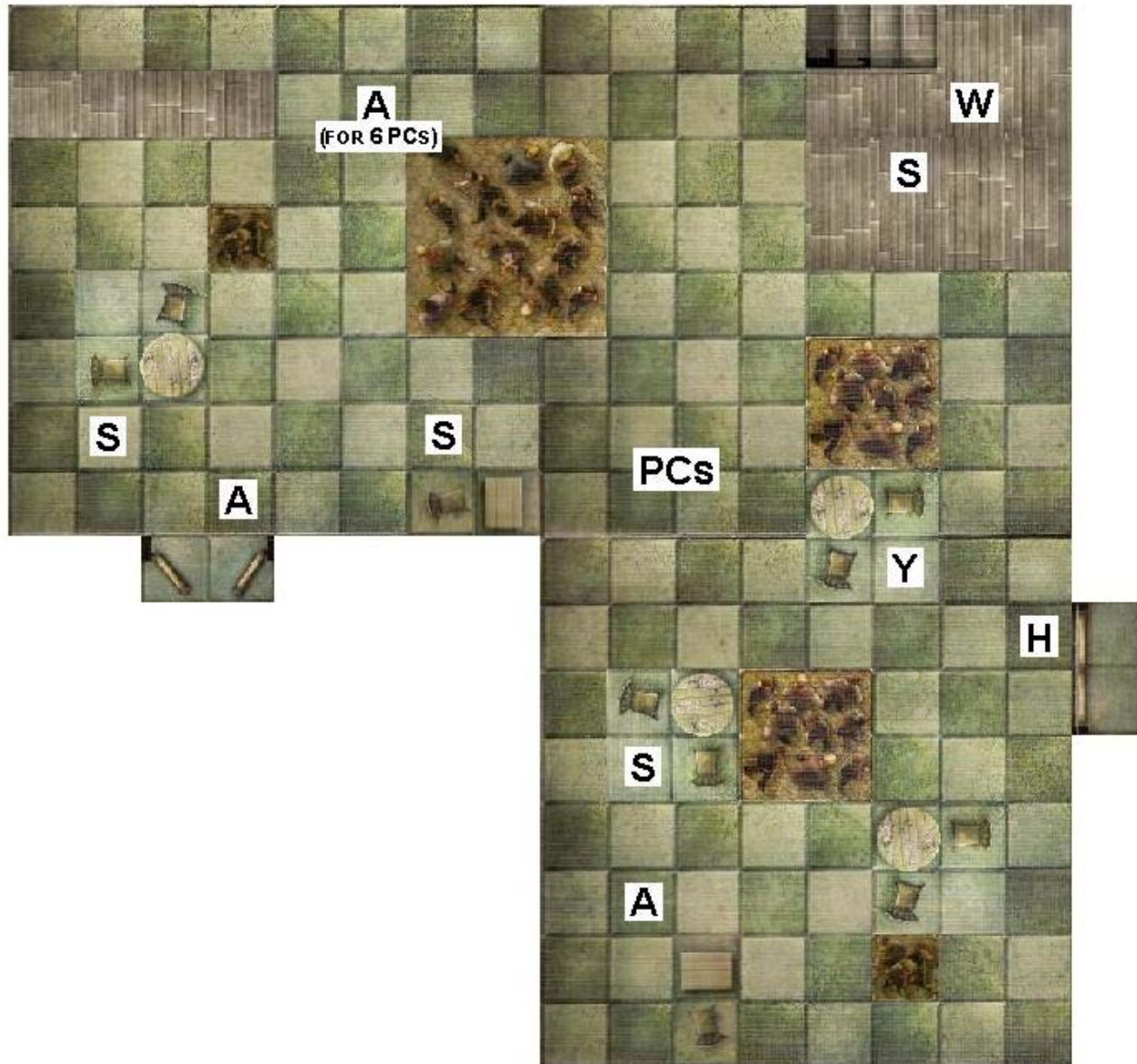
Air Archon Windshaper (Level 16)		Level 16 Controller	
Medium elemental humanoid (air)		XP 1400	
Initiative +12 Senses Perception +12			
Ocean Call aura 10; each ally with the air keyword that starts its turn in the aura shifts 3 squares as a free action and gains 10 temporary hit points.			
HP 157; Bloodied 78			
AC 30; Fortitude 28, Reflex 27, Will 30			
Immune disease, poison Resist 15 lightning			
Speed fly 8 (hover)			
m Windshape (standard; at-will)			
+20 vs. Reflex; 2d6 + 5 damage, and the target is pushed 1 square and knocked prone.			
R Dizzying Whirlwind (standard; at-will)			
Ranged 10; +19 vs. Fortitude; 2d8 + 7 damage, and the target cannot charge or shift (save ends).			
M Vortex (standard; recharge 5-6)			
Area burst 2 within 10; +19 vs. Reflex; 2d8 + 5 damage, and the target is knocked prone and cannot use immediate actions until the end of its next turn.			
Alignment Chaotic Evil		Languages Primordial	
Str 14 (+10)	Dex 19 (+12)	Wis 25 (+15)	
Con 21 (+13)	Int 15 (+10)	Cha 17 (+11)	
Equipment chainmail			

Hurr, Air Archon Champion (Level 16)		Level 16 Skirmisher	
Medium elemental humanoid (air)		XP 2800	
Initiative +17 Senses Perception +13			
Billowing Winds (while bloodied) aura 3; while in the aura, enemies without the air keyword are deafened and take a -2 penalty to melee attack rolls and ranged attack rolls.			
HP 316; Bloodied 158			
AC 31; Fortitude 31, Reflex 30, Will 28			
Immune disease, poison; Resist 15 lightning			
Saving Throws +2			
Speed fly 8 (hover)			
Action Points 1			
m Double Sword (standard; at-will) ♦ Lightning, Weapon			
+22 vs. AC; 1d8 + 6 damage plus 2d6 lightning damage, and the target is pushed 1 square.			
M Dual Strike (standard; at-will) ♦ Lightning, Weapon			
Hurr makes two double sword attacks, each against a different target.			
M Bonds of Wind (standard; encounter) ♦ Lightning, Weapon			
+22 vs. AC; 4d8 + 11 lightning damage, and the target is immobilized (save ends).			
Effect: Once per round on Hurr's turn, it can use a minor action to slide the target 1 square (save ends).			
M Dance of Blades (standard; encounter) ♦ Lightning, Weapon			
+22 vs. AC; 1d8 + 6 damage plus 2d6 lightning damage, and Hurr slides the target 2 squares. If Hurr has combat advantage against the target, the attack deals an extra 7 damage.			
Effect: Hurr shifts 3 squares and repeats the attack against a different creature.			
M Masterful Parry (immediate interrupt, when hit by a melee attack; daily) ♦ Lightning, Weapon			
+24 vs. AC; Hurr takes half damage from the triggering attack and makes a secondary attack.			
Secondary Attack: +24 vs. AC; 2d8 + 6 damage plus 2d6 lightning damage, and the target is dazed (save ends). Hurr can shift 1 square.			
Miss: Half damage, and the target is dazed until the end of Hurr's next turn. Hurr can shift 1 square.			
Defensive Resurgence (minor; daily)			
Hurr regains 79 hit points and gains a +7 bonus to AC until the start of its next turn.			
Giant's Stride (move; daily)			
Hurr shifts its speed and can move through occupied squares during its shift.			
Tempest Dash			
If Hurr moves 4 squares or more from its previous location on its turn, it gains a +2 bonus to AC, and its melee attacks deal an extra 1d8 lightning damage until the end of its next turn.			
M Combat Challenge (immediate interrupt, when a marked target shifts or makes an attack that does not include Hurr; at-will)			
Hurr makes a double sword attack against the target.			
Combat Superiority			
Any creature that Hurr attacks is marked until the end of its next turn. In addition, Hurr gains a +5 bonus to opportunity attack rolls and stops the movement of a creature that it hits with an opportunity attack.			
Alignment Chaotic Evil		Languages Primordial	
Skills Intimidate +14			
Str 18 (+12)	Dex 25 (+15)	Wis 20 (+13)	
Con 22 (+14)	Int 17 (+11)	Cha 15 (+10)	
Equipment double sword, chainmail			

ENCOUNTER 4A: SCUFFLE IN SKAUG MAP

TILE SETS NEEDED

Fane of the Forgotten Gods x4, Streets of Shadow x2, Hidden Crypts x1



ENCOUNTER 4B: RUMBLE IN ATHKATLA

ENCOUNTER LEVEL 16/18 (7,000/9,800
XP)

SETUP

This encounter includes the following creatures and traps at the low tier:

First

- 1 Captain Mariss Bez (level 14) (M)
- 4 Company Bez sailors (level 16) (S)

Second

- 1 Garr, earth archon champion (level 14) (G)
- 2 earth archon rumblers (level 14) (E)
- 1 earth archon ground rager (level 14) (R)
- 1 rumbling earth hazard

This encounter includes the following creatures and traps at the high tier:

First

- 1 Captain Mariss Bez (level 16) (M)
- 4 Company Bez sailors (level 18) (S)

Second

- 1 Garr, earth archon champion (level 16) (G)
- 2 earth archon rumblers (level 16) (E)
- 1 earth archon ground rager (level 16) (R)
- 1 rumbling earth hazard

DM NOTE: PACING

The encounter should take no longer than 1 hour, 15 minutes. If under time constraints, consider allowing the assassins to flee shortly after their “champion” is killed.

Read the following as the PCs arrive in Athkatla:

Few of people on the busy docks give you a second look as your flying vessel touches down in the harbor of Athkatla, one of the busiest ports in all of Faerûn. During your short trip through the docks district, it becomes plainly evident that truly anything goes in this city: lewdness, slavery, and even public beatings are common spectacles in the crowded streets of the so-called city of sin.

The warehouse itself is nondescript; a large stone rectangular building two stories high with a single set of double doors marking the only entrance.

When the PCs enter the warehouse, read the following:

The wooden doors of the warehouse groan as they open, revealing an expansive space filled with stacks of crates and barrels.

A handful of sailors in red shirts and black trousers have taken up positions throughout with cutlasses drawn, eyeing you warily. A striking woman with an aquiline nose stands on a catwalk in the back of the warehouse. She wears a long red leather coat with a matching captain’s hat and carries a staff in her right hand. Her skin takes on a gray, rocky sheen as you enter. “You don’t match the description of my contact. Explain yourselves immediately.”

CAPTAIN MARISS BEZ

Female human; captain of the *Storm of Vengeance*

Personality: Mariss Bez is both prideful and hot-tempered. She thinks of herself as a master evoker and isn’t afraid to prove the extent of her power at the slightest provocation.

Useful Knowledge: Mariss received a Sending that Ianjo Shton was murdered in Yaulazna and believes that someone is targeting the captains for assassination. She also knows that the captain Kurkar Randred and his crew of the *Thunder Hammer* have been sent by the Pact Council to track down the hijackers (who she believes to be Company Errowd) in the skies above the plaguelands.

Goals: Mariss wants Ianjo Shton’s killers to be brought to justice and for the business of the Five Companies to return to normal.

When the PCs approach Mariss, role-play a conversation between her and the PCs. Use her description to role-play her effectively. Mariss is aware of Captain Shton’s fate and is paranoid about potential assassins. The conversation between Mariss and the PCs should ultimately lead to combat. Call for initiative.

The combat with Mariss and her crew lasts until Mariss surrenders, which may occur under one of the following two conditions:

- The PCs succeed at a skill challenge to convince her that they are not assassins.
- Mariss becomes bloodied

SKILL CHALLENGE: PACIFYING MARISS

Goal: The PCs convince Captain Mariss Bez that they are not assassins.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Intimidate

Victory: The PCs manage to convince Mariss to stop attacking.

Defeat: The PCs fail to convince Mariss to stop attacking and must resort to combat.

Bluff/Diplomacy/Intimidate DC 27/28 (free action once per turn, only on the PC's own turn, 1 success, no maximum)

The PC makes a strong argument to convince Mariss that they are not here to assassinate her. Do not award successes to PCs that restate a point already made. PCs that have attacked Mariss or her crew suffer a -2 penalty on this check, while PCs that have been attacked by Mariss or her crew but have not fought back receive a +2 bonus.

When Mariss surrenders, read the following:

Captain Bez drops her staff to the ground in surrender, pausing to catch her breath. Suddenly, the entire building shakes violently as creatures composed entirely of earth and stone burrow up through the floor all around, led by a brutish champion wearing ornate platemail and wielding a massive pick. While they seem intent on killing the captain, they don't appear willing to let you stand in their way.

The earth archons (the real assassins) appear immediately after Mariss surrenders, and the rumbling earth hazard activates. The PCs do not have time for a short rest. This is not considered a separate encounter for milestone purposes. If the PCs engaged powers that last until the end of the encounter, they remain active. Re-roll initiative and grant the archons a +4 bonus given their element of surprise. They attack as normal on their initiatives. While they are here to assassinate Captain Bez, keep the focus of the combat on the PCs, attacking Mariss only if it is easy for them to do so. Feel free to describe a scene in which Mariss and the sailors fight additional opponents during the battle, but do not give them actions during the combat.

FEATURES OF THE AREA

Illumination: The warehouse is well lit by sconces on the walls.

Crates/Barrels: Any tile containing a crate or barrel represents a large stack of crates or barrels and is blocking terrain. PCs standing near the crates or barrels may be subjected to the effects of falling crates (see rumbling earth hazard for more details).

Storage Areas: The two large square sections in the center of the map represent storage areas. They are 10 feet (2 squares) lower than the main floor. The stairs that lead to and from the storage areas are difficult terrain. Note that the storage areas also contain crates and barrels.

Platform: The platform in the back of the warehouse is 40 feet (8 squares) across and 10 feet (2 squares) wide. It is 10 feet (2 squares) higher than the main floor. The stairs leading up to the platform on either end are difficult terrain. Note that the platform contains barrels.

Ceiling: The ceiling of the warehouse is 20 feet (4 squares) above the main floor.

TACTICS

Mariss uses her powers intelligently to affect as many PCs as possible. She begins combat with *stoneskin* active (as described in the boxed text) and uses *blur* during her first turn, sustaining it for as long as possible. Her sailors fight to defend her, staying spread out enough to avoid most area attacks.

Garr fights relentlessly, engaging the PC he deems to be the greatest threat and continuing his assault until that PC has been defeated before moving on to another target (unless this tactic is not feasible). He opens with *stone hammer rage* and prefers to attack prone targets when possible.

The rumblers engage multiple PCs at once to take advantage of *thundering might*, using *avalanche strike* for maximum effectiveness. The ground rager uses *ground eruption* whenever available. If a PC engages it in melee, it uses *shove* to push the PC into one of the storage areas.

SCALING THE ENCOUNTER

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

Four PCs: Decrease Mariss' level by 1 (reduce all attacks and defenses by 1, subtract 12 HP) and remove one of the rumblers.

Six PCs: Increase Mariss' level by 1 (raise all attacks and defenses by 1, increase HP by 16) and add another ground rager.

ENDING THE ENCOUNTER

Once the PCs defeat the earth archons, they may speak with Mariss Bez to learn more about the fate of Captain Ianjo Shton and the whereabouts of the hijackers.

EXPERIENCE POINTS

The characters receive 1400/1960 experience points each for convincing Mariss and defeating the earth archons.

TREASURE

Garr carries an *absorbing shield* and Mariss gives the PCs a +4 *staff of elemental prowess* in return for saving her life.

ENCOUNTER 4B: RUMBLE IN ATHKATLA STATISTICS (LOW LEVEL)

Company Bez Sailor (Level 16)	Level 16 Minion
Medium natural humanoid (human)	XP -
Initiative +14 Senses Perception +12	
HP 1; a missed attack never damages a minion.	
AC 31; Fortitude 30, Reflex 28, Will 27	
Speed 6; see also <i>boarding leap</i>	
m Cutlass (standard; at-will) ♦ Weapon	
+23 vs. AC; 15 damage, and the target is marked until the end of the deckhand's next turn.	
r Crossbow (standard; recharges when the deckhand spends a minor action to reload the weapon) ♦ Weapon	
+23 vs. AC; 15 damage.	
Boarding Leap (move; encounter)	
The deckhand jumps 5 squares horizontally in any direction.	
Alignment Unaligned	Languages Common
Skills Acrobatics +15	
Str 18 (+12)	Dex 14 (+10) Wis 13 (+9)
Con 14 (+10)	Int 11 (+8) Cha 14 (+10)
Equipment cutlass, crossbow with 10 bolts	

Note: Githyanki pirate (*Dungeon Magazine* 168) reflavored as human.

Rumbling Earth (Level 14)	Level 14 Obstacle
Hazard	XP 1000
Hazard: An earthquake causes the entire building to shake, sliding its occupants in random directions and causing stacked crates and barrels to fall from great heights.	
Perception	
Characters can't use Perception to detect this hazard.	
Initiative: The rumbling earth trap always acts at the top of the round	
Trigger	
The rumbling earth is triggered by the arrival of the earth archons. It acts at the top of the round during which the earth archons arrive.	
Attack	
Standard Action	Close burst 10
Targets: Creatures without earth keyword in burst	
Effect: Targets must make a saving throw with a penalty equal to the number of earth creatures present in the warehouse to avoid sliding 2 squares in a random direction.	
Attack: Any creature adjacent to a square containing crates or barrels; +19 vs. Fortitude; 4d6 damage and the target is knocked prone.	
Duration: The rumbling earth continues for 5 rounds after the earth archons arrive.	

Captain Mariss Bez (Level 14)	Level 14 Elite Artillery
Medium natural humanoid (human)	XP 2000
Initiative +8 Senses Perception +10	
HP 216; Bloodied 108	
AC 26; Fortitude 24, Reflex 27, Will 27	
Resist 15 fire	
Saving Throws +2	
Speed 6	
Action Points 1	
m Flame Dagger (standard; at-will) ♦ Fire, Weapon	
+19 vs. AC; 1d4 + 4 damage plus 2d8 fire damage.	
r Flame Missile (standard; at-will) ♦ Fire, Implement	
Ranged 20; +19 vs. Reflex; 3d4 + 7 fire damage.	
R Missile Flurry (standard; at-will)	
Mariss makes two flame missile attacks.	
C Prismatic Burst (standard; recharge 5-6) ♦ Fire	
Area burst 2 within 20; +17 vs. Will; 3d6 + 7 radiant damage, and the target is blinded until the end of Mariss' next turn.	
C Prismatic Beams (standard; encounter) ♦ Fire, Poison	
Close burst 5; targets enemies; +18 vs. all defenses; target may be subjected to any of the following effects, depending on which defenses were hit:	
Fortitude: 2d6 + 7 poison damage, and ongoing 5 poison damage (save ends).	
Reflex: 2d6 + 7 fire damage, and ongoing 5 fire damage (save ends).	
Will: Target is dazed (save ends).	
Body of Flame (free, when a creature hits Mariss with a melee attack; at-will) ♦ Fire	
The triggering creature takes 10 fire damage.	
Blur (minor; encounter)	
Mariss gains a +2 power bonus to all defenses and enemies 5 or more squares away from Mariss cannot see her.	
Sustain Minor: The effect persists.	
Stoneskin (standard; encounter)	
Mariss gains resist 10 all until the end of the encounter.	
Alignment Unaligned	Languages Common, Halruaan
Skills Arcana +18, Insight +15, Nature +15	
Str 14 (+9)	Dex 12 (+8) Wis 16 (+10)
Con 18 (+11)	Int 22 (+13) Cha 13 (+8)
Equipment dagger, staff	

Note: Chevesh (*Dragon Magazine* 378) with one wizard encounter power and utility power replaced.

ENCOUNTER 4B: RUMBLE IN ATHKATLA STATISTICS (LOW LEVEL)

Earth Archon Rumbler (Level 14)	Level 14 Brute
Medium elemental humanoid (earth)	XP 1000
Initiative +11 Senses Perception +12; tremorsense 20	
HP 174; Bloodied 87	
AC 26; Fortitude 28, Reflex 25, Will 26	
Immune disease, petrification, poison	
Speed 6 (earth walk)	
m Stone Warhammer (standard; at-will) ♦ Weapon	
+17 vs. AC; 2d10 + 8 damage.	
C Avalanche Strike (standard; at-will)	
Close burst 2; +15 vs. Reflex; 1d10 + 8 damage, and the target is knocked prone.	
Thundering Might	
An earth archon rumbler's attack deals 2d8 extra thunder damage if the rumbler is adjacent to more than one enemy.	
Alignment Chaotic evil Languages Primordial	
Str 24 (+14) Dex 18 (+11) Wis 21 (+13)	
Con 24 (+14) Int 15 (+9) Cha 17 (+11)	
Equipment warhammer	

Earth Archon Ground Rager (Level 14)	Level 14 Controller
Medium elemental humanoid (earth)	XP 1000
Initiative +9 Senses Perception +13; tremorsense 20	
Earth Liquefaction aura 5; each creature without the earth keyword that ends its turn within the aura and did not move during its turn is slowed until the end of its next turn.	
HP 143; Bloodied 71	
AC 28; Fortitude 26, Reflex 26, Will 26	
Immune disease, petrification, poison	
Speed 6 (earth walk)	
m Slam (standard; at-will)	
+19 vs. AC; 2d8 + 6 damage.	
R Raging Earth (standard; at-will) ♦ Thunder	
Ranged 20; +17 vs. Reflex (+20 against slowed creatures); 1d8 + 6 thunder damage, and the target is immobilized (save ends).	
M Shove (standard; at-will)	
+19 vs. AC; 1d10 + 6 damage, and the target is pushed 4 squares and knocked prone.	
A Ground Eruption (standard; recharge 5-6) ♦ Thunder	
Area burst 1 within 10; +18 vs. Reflex; 2d8 + 6 thunder damage, and the target is knocked prone.	
Miss: Half damage, and the target is knocked prone.	
Alignment Chaotic Evil Languages Primordial	
Str 20 (+12) Dex 14 (+9) Wis 23 (+13)	
Con 23 (+13) Int 19 (+11) Cha 17 (+10)	
Equipment chainmail	

Garr, Earth Archon Champion: Earth archon seismic striker (MM2) with barbarian class template.

Garr, Earth Archon Champion (Level 14)	Level 14 Elite Soldier
Medium elemental humanoid (earth)	XP 2000
Initiative +15 Senses Perception +12; tremorsense 20	
HP 318; Bloodied 169	
AC 30; Fortitude 29, Reflex 26, Will 25	
Immune disease, petrification, poison	
Saving Throws +2	
Speed 6 (earth walk)	
Action Points 1	
m War Pick (standard; at-will) ♦ Thunder, Weapon	
+21 vs. AC; 2d8 + 6 damage plus 1d8 thunder damage (crit 4d8 + 22 plus 8 thunder damage).	
M Howling Strike (standard; at-will)	
+21 vs. AC; 2d8 + 2d6 + 6 damage plus 1d8 thunder damage (crit 4d8 + 34 plus 8 thunder damage). Garr may use this power while charging in place of a war pick attack.	
r Stone Javelin (standard; at-will)	
Ranged 10/20; +21 vs. AC; 1d10 + 6 damage, and the target is marked until the end of the Garr's next turn.	
C Seismic Stomp (standard; recharge 6) ♦ Thunder	
Close burst 3; +21 vs. Fortitude; 2d10 + 6 thunder damage, and the target is knocked prone.	
Miss: Half damage, and the target is knocked prone.	
Storm of Blades (standard; encounter)	
Garr makes up to 3 war pick attacks against any target(s) within his reach.	
M Stone Hammer Rage (standard; daily) ♦ Thunder, Weapon	
+21 vs. AC; 6d8 + 6 damage plus 1d8 thunder damage (crit 4d8 + 54 plus 8 thunder damage), and the target is knocked prone.	
Miss: Half damage.	
Effect: Garr enters the rage of the stone hammer. Until the rage ends, whenever Garr hits a target with a melee attack, he knocks that target prone. If that target is already prone, the attack instead deals an extra 7 damage.	
Indomitable Shift (minor; daily)	
Garr shifts 7 squares. He gains 1d10 temporary hit points plus 1 for each enemy within 2 squares of him at the end of his shift.	
M Swift Charge (free, when Garr reduces a target to 0 hit points; encounter)	
Garr charges an enemy.	
Spur the Cycle (free, when Garr reduces a target to 0 hit points; daily)	
Garr takes a standard action.	
M Rampage (free, when Garr scores a critical hit; at-will)	
Garr makes a war pick attack against a target within his reach. This power may only be used once per round.	
Rageblood Vigor	
Whenever Garr bloodies an enemy, he gains 12 temporary hit points.	
Ground Strike ♦ Thunder	
Garr's attacks deal an extra 1d8 thunder damage against any prone enemy.	
Combat Superiority	
Garr gains a +5 bonus to opportunity attack rolls and immobilizes a creature that he hits with an opportunity attack until the end of Garr's next turn.	
Alignment Chaotic Evil Languages Primordial	
Skills Athletics +12	
Str 18 (+11) Dex 22 (+13) Wis 21 (+12)	
Con 24 (+14) Int 15 (+9) Cha 17 (+10)	
Equipment war pick, heavy shield, plate armor, javelin x5	

ENCOUNTER 4B: RUMBLE IN ATHKATLA STATISTICS (HIGH LEVEL)

Company Bez Sailor (Level 18)	Level 18 Minion
Medium natural humanoid (human)	XP -
Initiative +15 Senses Perception +13	
HP 1; a missed attack never damages a minion.	
AC 33; Fortitude 30, Reflex 28, Will 27	
Speed 6; see also <i>boarding leap</i>	
m Cutlass (standard; at-will) ♦ Weapon	
+25 vs. AC; 16 damage, and the target is marked until the end of the deckhand's next turn.	
r Crossbow (standard; recharges when the deckhand spends a minor action to reload the weapon) ♦ Weapon	
+25 vs. AC; 16 damage.	
Boarding Leap (move; encounter)	
The deckhand jumps 5 squares horizontally in any direction.	
Alignment Unaligned	Languages Common
Skills Acrobatics +16	
Str 19 (+13)	Dex 15 (+11) Wis 13 (+10)
Con 14 (+11)	Int 11 (+9) Cha 14 (+11)
Equipment cutlass, crossbow with 10 bolts	

Rumbling Earth (Level 16)	Level 16 Obstacle
Hazard	XP 1400
Hazard: An earthquake causes the entire building to shake, sliding its occupants in random directions and causing stacked crates and barrels to fall from great heights.	
Perception	
Characters can't use Perception to detect this hazard.	
Initiative: The rumbling earth trap always acts at the top of the round	
Trigger	
The rumbling earth is triggered by the arrival of the earth archons. It acts at the top of the round during which the earth archons arrive.	
Attack	
Standard Action	Close burst 10
Targets: Creatures without earth keyword in burst	
Effect: Targets must make a saving throw with a penalty equal to the number of earth creatures present in the warehouse to avoid sliding 2 squares in a random direction.	
Attack: Any creature adjacent to a square containing crates or barrels; +21 vs. Fortitude; 5d6 damage and the target is knocked prone.	
Duration: The rumbling earth continues for 5 rounds after the earth archons arrive.	

Captain Mariss Bez (Level 16)	Level 16 Elite Artillery
Medium natural humanoid (human)	XP 2000
Initiative +9 Senses Perception +11	
HP 240; Bloodied 120	
AC 28; Fortitude 26, Reflex 29, Will 29	
Resist 15 fire	
Saving Throws +2	
Speed 6	
Action Points 1	
m Flame Dagger (standard; at-will) ♦ Fire, Weapon	
+21 vs. AC; 1d4 + 5 damage plus 2d8 fire damage.	
r Flame Missile (standard; at-will) ♦ Fire, Implement	
Ranged 20; +21 vs. Reflex; 3d4 + 8 fire damage.	
R Missile Flurry (standard; at-will)	
Mariss makes two flame missile attacks.	
A Prismatic Burst (standard; recharge 5-6) ♦ Radiant	
Area burst 2 within 20; +19 vs. Will; 3d6 + 8 radiant damage, and the target is blinded until the end of Mariss' next turn.	
C Prismatic Beams (standard; encounter) ♦ Fire, Poison	
Close burst 5; targets enemies; +19 vs. all defenses; target may be subjected to any of the following effects, depending on which defenses were hit:	
Fortitude: 2d6 + 8 poison damage, and ongoing 5 poison damage (save ends).	
Reflex: 2d6 + 8 fire damage, and ongoing 5 fire damage (save ends).	
Will: Target is dazed (save ends).	
Body of Flame (free, when a creature hits Mariss with a melee attack; at-will) ♦ Fire	
The triggering creature takes 10 fire damage.	
Blur (minor; encounter)	
Mariss gains a +2 power bonus to all defenses and enemies 5 or more squares away from Mariss cannot see her.	
Sustain Minor: The effect persists.	
Stoneskin (standard; encounter)	
Mariss gains resist 10 all until the end of the encounter.	
Alignment Unaligned	Languages Common, Halruaan
Skills Arcana +19, Insight +16, Nature +16	
Str 14 (+9)	Dex 12 (+8) Wis 16 (+10)
Con 18 (+11)	Int 22 (+13) Cha 13 (+8)
Equipment dagger, staff	

ENCOUNTER 4B: RUMBLE IN ATHKATLA STATISTICS (HIGH LEVEL)

Earth Archon Rumbler (Level 16)	Level 16 Brute
Medium elemental humanoid (earth)	XP 1200
Initiative +12 Senses Perception +13; tremorsense 20	
HP 194; Bloodied 97	
AC 28; Fortitude 30, Reflex 27, Will 28	
Immune disease, petrification, poison	
Speed 6 (earth walk)	
m Stone Warhammer (standard; at-will) ♦ Weapon	
+19 vs. AC; 2d10 + 9 damage.	
C Avalanche Strike (standard; at-will)	
Close burst 2; +17 vs. Reflex; 1d10 + 9 damage, and the target is knocked prone.	
Thundering Might	
An earth archon rumbler's attack deals 2d8 extra thunder damage if the rumbler is adjacent to more than one enemy.	
Alignment Chaotic evil Languages Primordial	
Str 24 (+14) Dex 18 (+11) Wis 21 (+13)	
Con 24 (+14) Int 15 (+9) Cha 17 (+11)	
Equipment warhammer	

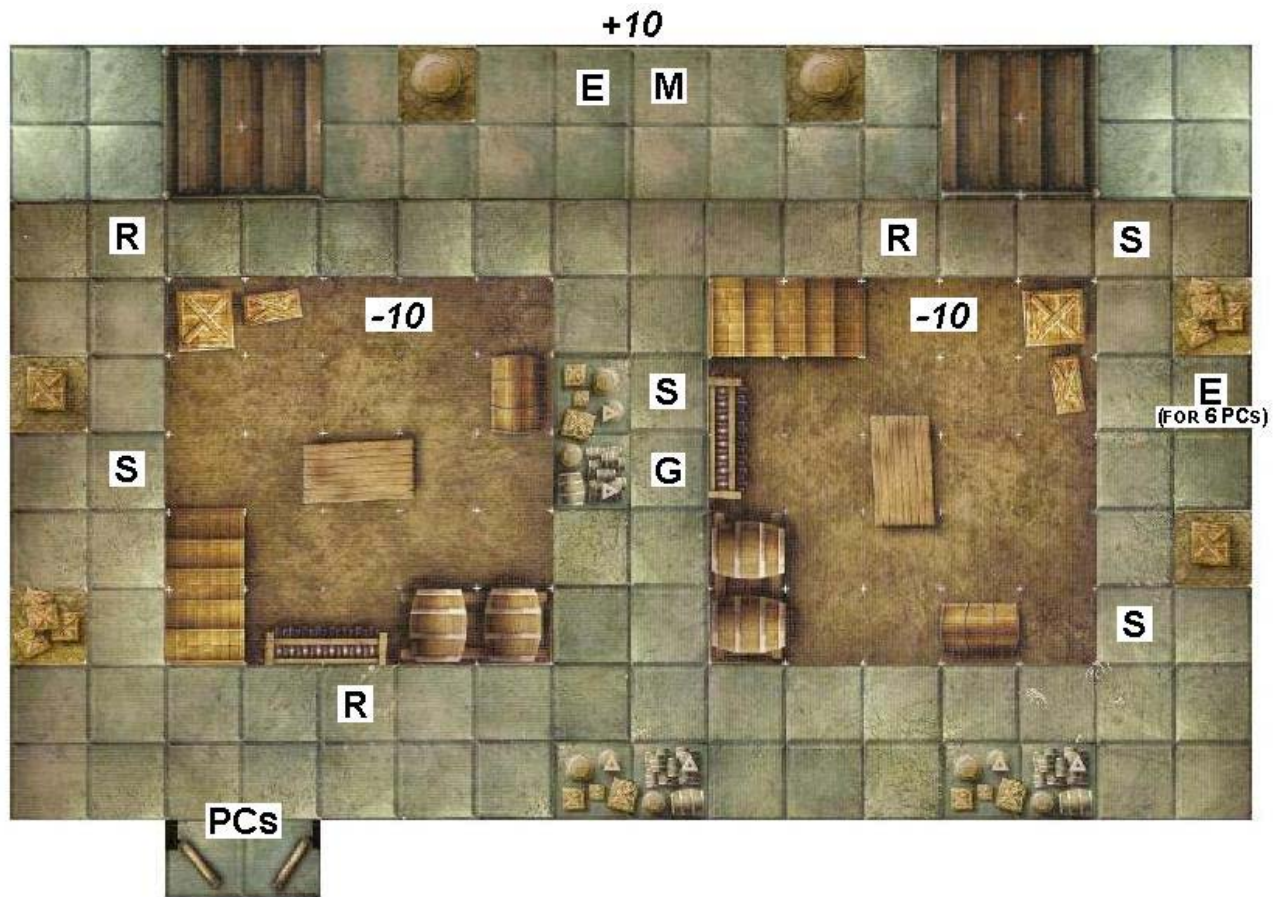
Earth Archon Ground Rager (Level 16)	Level 16 Controller
Medium elemental humanoid (earth)	XP 1200
Initiative +10 Senses Perception +14; tremorsense 20	
Earth Liquefaction aura 5; each creature without the earth keyword that ends its turn within the aura and did not move during its turn is slowed until the end of its next turn.	
HP 159; Bloodied 79	
AC 30; Fortitude 28, Reflex 28, Will 28	
Immune disease, petrification, poison	
Speed 6 (earth walk)	
m Slam (standard; at-will)	
+21 vs. AC; 2d8 + 7 damage.	
R Raging Earth (standard; at-will) ♦ Thunder	
Ranged 20; +19 vs. Reflex (+22 against slowed creatures); 1d8 + 7 thunder damage, and the target is immobilized (save ends).	
M Shove (standard; at-will)	
+21 vs. AC; 1d10 + 7 damage, and the target is pushed 4 squares and knocked prone.	
A Ground Eruption (standard; recharge 5-6) ♦ Thunder	
Area burst 1 within 10; +20 vs. Reflex; 2d8 + 7 thunder damage, and the target is knocked prone.	
Miss: Half damage, and the target is knocked prone.	
Alignment Chaotic Evil Languages Primordial	
Str 20 (+12) Dex 14 (+9) Wis 23 (+13)	
Con 23 (+13) Int 19 (+11) Cha 17 (+10)	
Equipment chainmail	

Garr, Earth Archon Champion (Level 16)	Level 16 Elite Soldier
Medium elemental humanoid (earth)	XP 2000
Initiative +16 Senses Perception +13; tremorsense 20	
HP 350; Bloodied 175	
AC 32; Fortitude 31, Reflex 28, Will 27	
Immune disease, petrification, poison	
Saving Throws +2	
Speed 6 (earth walk)	
Action Points 1	
m War Pick (standard; at-will) ♦ Thunder, Weapon	
+23 vs. AC; 2d8 + 7 damage plus 1d8 thunder damage (crit 4d8 + 23 plus 8 thunder damage).	
M Howling Strike (standard; at-will)	
+23 vs. AC; 2d8 + 2d6 + 7 damage plus 1d8 thunder damage (crit 4d8 + 35 plus 8 thunder damage). Garr may use this power while charging in place of a war pick attack.	
r Stone Javelin (standard; at-will)	
Ranged 10/20; +23 vs. AC; 1d10 + 7 damage, and the target is marked until the end of the Garr's next turn.	
C Seismic Stomp (standard; recharge 6) ♦ Thunder	
Close burst 3; +23 vs. Fortitude; 2d10 + 7 thunder damage, and the target is knocked prone.	
Miss: Half damage, and the target is knocked prone.	
Storm of Blades (standard; encounter)	
Garr makes up to 3 war pick attacks against any target(s) within his reach.	
M Stone Hammer Rage (standard; daily) ♦ Thunder, Weapon	
+23 vs. AC; 6d8 + 7 damage plus 1d8 thunder damage (crit 4d8 + 55 plus 8 thunder damage), and the target is knocked prone.	
Miss: Half damage.	
Effect: Garr enters the rage of the stone hammer. Until the rage ends, whenever Garr hits a target with a melee attack, he knocks that target prone. If that target is already prone, the attack instead deals an extra 7 damage.	
Indomitable Shift (minor; daily)	
Garr shifts 7 squares. He gains 1d10 temporary hit points plus 1 for each enemy within 2 squares of him at the end of his shift.	
M Swift Charge (free, when Garr reduces a target to 0 hit points; encounter)	
Garr charges an enemy.	
Spur the Cycle (free, when Garr reduces a target to 0 hit points; daily)	
Garr takes a standard action.	
M Rampage (free, when Garr scores a critical hit; at-will)	
Garr makes a war pick attack against a target within his reach. This power may only be used once per round.	
Rageblood Vigor	
Whenever Garr bloodies an enemy, he gains 12 temporary hit points.	
Ground Strike ♦ Thunder	
Garr's attacks deal an extra 1d8 thunder damage against any prone enemy.	
Combat Superiority	
Garr gains a +5 bonus to opportunity attack rolls and immobilizes a creature that he hits with an opportunity attack until the end of Garr's next turn.	
Alignment Chaotic Evil Languages Primordial	
Skills Athletics +13	
Str 18 (+11) Dex 22 (+13) Wis 21 (+12)	
Con 24 (+14) Int 15 (+9) Cha 17 (+10)	
Equipment war pick, heavy shield, plate armor, javelin x5	

ENCOUNTER 4B: RUMBLE IN ATHKATLA MAP

TILE SETS NEEDED

Halls of the Giant Kings x2, Streets of Shadow x2, Arcane Towers x2



ENCOUNTER 5: WEIGH ANCHOR AND HOIST THE MIZZEN

SETUP

The PCs question the captain that they just saved to gain more information regarding the whereabouts of the hijackers.

The rescued captain (either Shil or Mariss) informs the PCs that she recently received a Sending from the Pact Council informing her of Company Errowd's supposed treachery. The Sending indicated that the Pact Council has been able to track the *Lamassu* to the skies above the plaguelands and has dispatched Company Tundag's ship *Thunder Hammer* to engage the hijackers.

The captain does not know, however, that this information was leaked purposefully by Seric Vargenos to lead the *Thunder Hammer* into a trap; the hijackers have placed themselves in a strategic position amongst the countless earthmotes above the plaguelands and will surely overwhelm the *Thunder Hammer* when they attack from surprise.

The rescued captain warns the PCs about the dangers of sailing through the skies above the plaguelands, suggesting that the crew of the *Thunder Hammer* may be in grave danger. Jorrz Errowd insists that he will take the PCs to engage the hijackers if it means saving the crew of the *Thunder Hammer*. He assures the PCs that his sails have a magic property that will enable them to reach the *Lamassu* in just less than 4 hours.

In addition, Jorrz encourages the PCs to "attune" themselves to the *Shield of Savras* - a trick developed by the Five Companies captains to protect their crew from falling to their deaths. Once attuned, should the PCs fall within a reasonable distance of the ship, they will be teleported safely back to the nearest part of the ship. If the PCs agree to attune themselves to the *Shield of Savras*, read the following:

Jorrz motions for you to place your hand upon the main mast of the Shield of Savras. As you do, he mutters a brief incantation and the entire mast glows dimly for a mere moment. A strange awareness washes over you - as if you and the Shield of Savras itself are now one.

When the PCs are ready and the *Shield of Savras* sets sail, read the following:

Heavy rain pelts the deck of the Shield of Savras in an endless barrage and periodic flashes of lightning illuminate the night sky. Captain Errowd barks orders to his crew, struggling to be heard over the tempest. Although the dark storm clouds obstruct your view of the plaguewrought land's surreal landscape, the endless sea of earthmotes that pepper the sky is breathtaking.

Not far ahead, two skyships lashed together by a docking bridge float amidst countless earthmotes. "I can't bring you any closer! I may be many things, but mad isn't one of them!" shouts Captain Errowd over the storm. "You'll have to take a transport the rest of the way!"

The PCs sail a transport up to the *Lamassu* to discover what has happened. While sailing through the storm is certainly not easy, given their previous experience manning a similar transport, the PCs are able to reach the *Lamassu* without issue.

ENDING THE ENCOUNTER

If the PCs failed in the skill challenge in Encounter 1, some of the hijacker crew members attack the PCs on transports as they approach the *Lamassu*. Read the following and proceed to Encounter 2:

Ahead, two transport vessels detach from beneath the Lamassu to face you in open skies combat.

If the PCs succeeded in the skill challenge in Encounter 1, the hijackers have instead spotted the approaching PCs and lay in wait as they arrive. Proceed to Encounter 6.

ENCOUNTER 6: DEAD MEN TELL NO TALES

ENCOUNTER LEVEL 15/17 (6,200/8,400 XP)

SETUP

This encounter includes the following creatures and traps at the low tier:

- 1 Captain Yandros (level 16) (Y)
- 2 Windreaver enforcers (level 14) (S)
- 1 Windreaver war weaver (level 16) (W)

This encounter includes the following creatures and traps at the high tier:

- 1 Captain Yandros (level 18) (Y)
- 2 Windreaver enforcers (level 16) (S)
- 1 Windreaver war weaver (level 18) (W)

DM NOTE: PACING

The encounter should take no longer than 1 hour, 10 minutes. If under time constraints, consider adjusting the pirates' tactics to be more reckless.

The PCs arrive at the scene of the battle just as the hijackers have defeated Captain Kurkar Randred and the crew of the *Thunder Hammer*.

If the PCs failed the skill challenge in Encounter 1, this encounter takes place immediately after the combat in Encounter 2, and the PCs have not yet had a chance to take a short rest. In this case only, read the following:

The sounds of battle and the screams of dying sailors emanate from the two ships. There isn't a moment to waste.

If the PCs choose to take a short rest anyway, then Captain Kurkar Randred is dead when combat begins. In any case, read the following:

*A heavy fog around the two ships exacerbates the poor visibility. Despite the howling winds and endless pelting of rain on the wooden decks, the scene aboard the two ships is relatively silent. Through the fog, the unmoving forms of fallen sailors are barely visible aboard the *Lamassu* and only the outline of what you*

*presume to be the *Thunder Hammer* is distinguishable.*

"You're late, adventurers," shouts a snarling voice from the other ship. "The dwarf captain is dying at my feet. You'll have to face me quickly if you want to save his miserable life."

Captain Yandros, the hijacker captain, has defeated Kurkar Randred and his crew. He has left Kurkar alive, but dying, in the hopes that the PCs will avoid using area powers against him until they fall into his trap. His remaining crew members lay in wait for the opportune moment to strike. Call for initiative.

Kurkar is dying with no healing surges remaining. The PCs can stabilize him through normal means. If the PCs do not stabilize him by the beginning of the third round of combat, he dies. If Kurkar is attacked in any way (even by a PC's misplaced area attack), the attack kills him.

Do not place the NPC miniatures or energy nodes on the battle map unless they are spotted or begin attacking. Remember that the heavy rain grants concealment to all creatures at a distance of between 6 and 10 squares, and creatures more than 10 squares away have total concealment (rendering them effectively invisible until they begin attacking). Even when they begin attacking, refrain from describing the creatures to the players until they can actually see them for themselves. These measures are designed to not only play up the effects of the storm, but also to provide a suitable challenge for the PCs.

While PCs may use Perception to hear the hidden enforcers, the DC is quite high: 35/36 (assume the enforcers rolled 10 on Stealth and are hiding behind a wall, adding +10 to the DC) and remember that all Perception checks are made at a -5 penalty due to the storm. PCs can discern the general location (but not the square) of Captain Yandros and the war weaver with a DC 23/24 Perception check made as a minor action.

Any PCs that are attuned to the *Shield of Savras* (see Encounter 5) and are subjected to a precipitous fall appear in the transport at the start of their turns. They take 1d10 falling damage as they fall 10 feet into the transport.

FEATURES OF THE AREA

Illumination: The area is dimly illuminated by moonlight faintly shining through the raging storm.

Earthmotes: Grass tiles represent tiny earthmotes hanging in the sky. Squares containing trees on earthmote tiles are difficult terrain.

Stairs/Bridge: All squares containing stairs and the docking bridge connecting the two ships are difficult terrain.

Decks: The decks of both skyships are slippery due to the rain. A character that attempts to run or charge must succeed at a DC 18/19 Acrobatics check to avoid falling prone in the origin square.

Mast: A character can climb a mast with a DC 20 Athletics check. Each mast is 80 feet (16 squares) high.

Railings: The edges of the ships are lined with 5-foot (1-square) railings that make forced movement overboard impossible. See the “Man Overboard!” sidebar in Encounter 2 for rules on throwing characters overboard.

Crates/Barrels: Squares containing crates and barrels on the ships are difficult terrain.

Blast Clouds: Rust-colored dust hangs in the air, forming blast clouds. Squares containing blast clouds are lightly obscured. When a burst or blast created by a power with the fire, force, lightning, psychic, or thunder power touches a square of blast cloud, the size of the blast or burst is increased by 1. A character can identify the blast cloud from a distance and successfully determine how it works with a DC 30 Arcana check.

Heavy Rain: Heavy rain in the area impairs vision and ranged attacks. Creatures gain total concealment against ranged attacks made from more than 10 squares away. Creatures that are between 6 and 10 squares away gain concealment. Creatures within 5 squares are unaffected. All Perception checks suffer a -5 penalty.

Energy Nodes (N): Energy nodes are particularly strong confluences of power. Areas that contain them shimmer with energy. A character that begins his turn standing on or adjacent to an energy node can spend a minor action on that turn to regain a previously used encounter or recharge power. Once an energy node has been used, the area surrounding it ceases to shimmer and the node is rendered inert for a period of 24 hours.

TACTICS

The Windreaver enforcers remain hidden, maintaining their positions until the PCs begin making their way onto the *Lamassu*. If given the opportunity, they make their way to nearby energy nodes to recharge *electric discharge*, or wait for Captain Yandros to teleport them into position. If the enforcers are somehow blocked within their starting area, they can proceed through the double doors into the cargo

hold and come up through the bay doors in the center of the deck.

The war weaver attacks the PCs with area powers from his position aboard the *Thunder Hammer*, using the blast clouds to maximum effect. He takes advantage of the range of his powers to remain more than 10 squares away from the PCs.

Captain Yandros uses *jumping sparks* to not only damage the PCs and position them as he sees fit (preferably away from energy nodes, near the enforcers, or separated from their allies), but also to reposition his own allies when necessary, such as teleporting an enforcer near an energy node. Use your discretion in deciding when to teleport PCs overboard and remember that PCs attuned to the *Shield of Savras* (which they all should be) will simply appear back on the transport should they fail their saving throws. He uses *whirlwind flurry* when engaged in melee and *avenging storm* when given the best opportunity. If given the chance, he jumps over to an energy node in order to recharge *avenging storm*.

SCALING THE ENCOUNTER

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

Four PCs: Remove a Windreaver enforcer.

Six PCs: Add another Windreaver enforcer.

ENDING THE ENCOUNTER

Once the PCs defeat Captain Yandros and what remains of his crew, they find a note addressed to Captain Yandros from Seric Vargenos. Give the players Player Handout #3 and proceed to Encounter 7.

EXPERIENCE POINTS

The characters receive 1240/1680 experience points each for defeating the hijackers.

TREASURE

Captain Yandros carries a *strongheart scimitar* +4 and a *stormcatcher ring*. The PCs also find 2,200/6,000 gp per PC in various gems and platinum pieces in a large chest aboard the *Lamassu*.

ENCOUNTER 6: DEAD MEN TELL NO TALES STATISTICS (LOW LEVEL)

Windreaver Enforcer (Level 14)	Level 14 Soldier
Medium elemental humanoid (air)	XP 1,000
Initiative +14 Senses Perception +10	
HP 138; Bloodied 69	
AC 30; Fortitude 27, Reflex 28, Will 26	
Resist 10 lightning	
Saving Throws +5 vs. teleportation effects	
Speed 7	
m Thundering Greatsword (standard; at-will) ♦ Thunder, Weapon	
+21 vs. AC; 2d10 plus 1d10 thunder damage, plus an extra 3d8 thunder damage if the target is prone or immobilized.	
R Bonds of Lightning (standard; recharge 5-6) ♦ Lightning	
Ranged 5; +19 vs. Fortitude; 2d10 lightning damage, and the target is immobilized (save ends).	
M Electric Discharge (standard; encounter) ♦ Lightning, Weapon	
Close burst 1; +19 vs. Reflex; 3d10 damage, and the target takes ongoing 10 lightning damage and is stunned (save ends both).	
Promise of Storm (minor; encounter)	
Until the end of his next turn, the stormsoul enforcer deals an extra 2d8 damage with lightning or thunder attacks.	
Alignment Unaligned Languages Common, Primordial	
Skills Acrobatics +15, Athletics +15, Stealth +15	
Str 16 (+10) Dex 17 (+10) Wis 11 (+7)	
Con 18 (+11) Int 15 (+9) Cha 12 (+8)	
Equipment greatsword, leather armor	

Note: Githyanki warmonger (*Dungeon Magazine* 167) reflavored as stormsoul genasi with psychic keywords changed to lightning/thunder.

Windreaver War Weaver (Level 16)	Level 16 Artillery
Medium elemental humanoid (air)	XP 1,400
Initiative +15 Senses Perception +13	
HP 120; Bloodied 60	
AC 28; Fortitude 27, Reflex 31, Will 27	
Resist 10 lightning	
Saving Throws +5 vs. teleportation effects	
Speed 7; see also <i>storm step</i>	
m Staff (standard; at-will) ♦ Weapon	
+23 vs. AC; 2d8 + 3 damage.	
A Thunder Slam (standard; at-will) ♦ Thunder	
Area burst 2 within 20; +21 vs. Fortitude; 3d8 thunder damage, and the target is knocked prone.	
A Storm Crush (standard; recharge 5-6) ♦ Thunder	
Area burst 2 within 20; +21 vs. Will; 2d10 thunder damage, and ongoing 5 thunder damage (save ends).	
<i>Aftereffect:</i> The target gains vulnerable 10 thunder and can make only basic attacks (save ends).	
Storm Step (move; encounter)	
The stormsoul war weaver or an ally within 10 squares can fly 5 squares as a free action.	
Promise of Storm (minor; encounter)	
Until the end of his next turn, the stormsoul war weaver deals an extra 2d8 damage with lightning or thunder attacks.	
Alignment Unaligned Languages Common, Primordial	
Str 16 (+11) Dex 24 (+15) Wis 11 (+8)	
Con 18 (+12) Int 20 (+13) Cha 12 (+9)	
Equipment staff	

Note: Githyanki mindlasher (*Dungeon* 167) reflavored as stormsoul genasi with psychic keywords changed to lightning/thunder.

Captain Yandros (Level 16)	Level 16 Elite Controller
Medium elemental humanoid (air)	XP 2,800
Initiative +17 Senses Perception +20	
HP 312; Bloodied 156	
AC 30; Fortitude 28, Reflex 28, Will 30	
Resist 10 cold	
Saving Throws +2 (+7 vs. teleportation effects)	
Speed 8; see <i>windwalker</i>	
Action Points 1	
m Whirlwind Slash (standard; at-will) ♦ Weapon	
+21 vs. AC (crit 19-20); 2d8 + 5 damage (crit 8d8 + 21), and the target is knocked prone.	
M Whirlwind Flurry (standard; at-will)	
The captain makes two <i>whirlwind slash</i> attacks.	
M Knock Out of Sync (standard; at-will) ♦ Weapon	
+21 vs. AC (crit 19-20); 3d8 + 5 damage (crit 8d8 + 29), and the target's initiative count is reduced by 5. If the target's initiative count is reduced below 0, it loses its next turn and then re-enters the initiative count at 20.	
R Jumping Sparks (standard; at-will) ♦ Lightning, Teleportation	
Ranged 10; targets three creatures; +19 vs. Fortitude (no attack roll required for allies); enemies take 2d8 + 7 lightning damage, and the target teleports 7 squares to an unoccupied space of Captain Yandros' choosing.	
C Buffeting Winds (minor; recharges when first bloodied)	
♦ Thunder	
Close burst 5; targets enemies; +19 vs. Fortitude; 3d8 + 5 thunder damage and the target is pushed 3 squares.	
Avenging Storm (immediate interrupt, when targeted by a ranged or area attack; encounter) ♦ Teleportation	
The attack targets or is centered on another creature within 10 squares of Captain Yandros; Captain Yandros teleports 10 squares into a square adjacent to the attacker and makes two <i>whirlwind slash</i> attacks.	
Windwalker (minor; encounter)	
Captain Yandros flies 8 squares. If he doesn't end his move on solid ground, he floats to the ground without taking falling damage.	
Alignment Evil Languages Common, Primordial	
Skills Acrobatics +20, Athletics +18, Insight +20	
Str 16 (+11) Dex 21 (+13) Wis 24 (+15)	
Con 20 (+13) Int 15 (+10) Cha 15 (+10)	
Equipment +4 <i>strongheart scimitar</i> , leather armor	

Note: Odos, githzerai elder (*Dungeon Magazine* 164) reflavored as windsoul genasi and given a magic weapon. Captain Yandros gains the following power through his +4 *strongheart scimitar*:

Strongheart (minor; encounter)
Until the end of his next turn, Captain Yandros does not deal half damage while weakened.

ENCOUNTER 6: DEAD MEN TELL NO TALES STATISTICS (HIGH LEVEL)

Windreaver Enforcer (Level 16)	Level 16 Soldier
Medium elemental humanoid (air)	XP 1,400
Initiative +15 Senses Perception +11	
HP 154; Bloodied 77	
AC 32; Fortitude 29, Reflex 30, Will 28	
Resist 10 lightning	
Saving Throws +5 vs. teleportation effects	
Speed 7	
m Thundering Greatsword (standard; at-will) ♦ Thunder, Weapon	
+23 vs. AC; 2d10 + 1 plus 1d10 thunder damage, plus an extra 3d8 thunder damage if the target is prone or immobilized.	
R Bonds of Lightning (standard; recharge 5-6) ♦ Lightning	
Ranged 5; +21 vs. Fortitude; 2d10 + 1 lightning damage, and the target is immobilized (save ends).	
M Electric Discharge (standard; encounter) ♦ Lightning, Weapon	
Close burst 1; +21 vs. Reflex; 3d10 + 1 damage, and the target takes ongoing 10 lightning damage and is stunned (save ends both).	
Promise of Storm (minor; encounter)	
Until the end of his next turn, the stormsoul enforcer deals an extra 2d8 damage with lightning or thunder attacks.	
Alignment Unaligned	Languages Common, Primordial
Skills Acrobatics +16, Athletics +16, Stealth +16	
Str 16 (+11)	Dex 17 (+11) Wis 11 (+8)
Con 18 (+12)	Int 15 (+10) Cha 12 (+9)
Equipment greatsword, leather armor	

Windreaver War Weaver (Level 18)	Level 18 Artillery
Medium elemental humanoid (air)	XP 1,800
Initiative +16 Senses Perception +15	
HP 132; Bloodied 66	
AC 30; Fortitude 29, Reflex 33, Will 29	
Resist 10 lightning	
Saving Throws +5 vs. teleportation effects	
Speed 7; see also <i>storm step</i>	
m Staff (standard; at-will) ♦ Weapon	
+25 vs. AC; 2d8 + 4 damage.	
A Thunder Slam (standard; at-will) ♦ Thunder	
Area burst 2 within 20; +23 vs. Fortitude; 3d8 + 1 thunder damage, and the target is knocked prone.	
A Storm Crush (standard; recharge 5-6) ♦ Thunder	
Area burst 2 within 20; +23 vs. Will; 2d10 + 1 thunder damage, and ongoing 5 thunder damage (save ends).	
<i>Aftereffect:</i> The target gains vulnerable 10 thunder and can make only basic attacks (save ends).	
Storm Step (move; encounter)	
The stormsoul war weaver or an ally within 10 squares can fly 5 squares as a free action.	
Promise of Storm (minor; encounter)	
Until the end of his next turn, the stormsoul war weaver deals an extra 2d8 damage with lightning or thunder attacks.	
Alignment Unaligned	Languages Common, Primordial
Str 16 (+12)	Dex 25 (+16) Wis 12 (+10)
Con 18 (+13)	Int 20 (+14) Cha 12 (+10)
Equipment staff	

Captain Yandros (Level 18)	Level 18 Elite Controller
Medium elemental humanoid (air)	XP 3,600
Initiative +19 Senses Perception +21	
HP 344; Bloodied 172	
AC 32; Fortitude 30, Reflex 30, Will 32	
Resist 10 cold	
Saving Throws +2 (+7 vs. teleportation effects)	
Speed 8; see <i>windwalker</i>	
Action Points 1	
m Whirlwind Slash (standard; at-will) ♦ Weapon	
+23 vs. AC (crit 19-20); 2d8 + 6 damage (crit 8d8 + 22), and the target is knocked prone.	
M Whirlwind Flurry (standard; at-will)	
The captain makes two <i>whirlwind slash</i> attacks.	
M Knock Out of Sync (standard; at-will) ♦ Weapon	
+23 vs. AC (crit 19-20); 3d8 + 6 damage (crit 8d8 + 30), and the target's initiative count is reduced by 5. If the target's initiative count is reduced below 0, it loses its next turn and then re-enters the initiative count at 20.	
R Jumping Sparks (standard; at-will) ♦ Lightning, Teleportation	
Ranged 10; targets three creatures; +21 vs. Fortitude (no attack roll required for allies); enemies take 2d8 + 8 lightning damage, and the target teleports 7 squares to an unoccupied space of Captain Yandros' choosing.	
C Buffeting Winds (minor; recharges when first bloodied)	
♦ Thunder	
Close burst 5; targets enemies; +21 vs. Fortitude; 3d8 + 6 thunder damage and the target is pushed 3 squares.	
Avenging Storm (immediate interrupt, when targeted by a ranged or area attack; encounter) ♦ Teleportation	
The attack targets or is centered on another creature within 10 squares of Captain Yandros; Captain Yandros teleports 10 squares into a square adjacent to the attacker and makes two <i>whirlwind slash</i> attacks.	
Windwalker (minor; encounter)	
Captain Yandros flies 8 squares. If he doesn't end his move on solid ground, he floats to the ground without taking falling damage.	
Alignment Evil	Languages Common, Primordial
Skills Acrobatics +22, Athletics +19, Insight +21	
Str 16 (+12)	Dex 22 (+15) Wis 24 (+16)
Con 20 (+14)	Int 15 (+11) Cha 16 (+12)
Equipment +4 <i>strongheart scimitar</i> , leather armor	

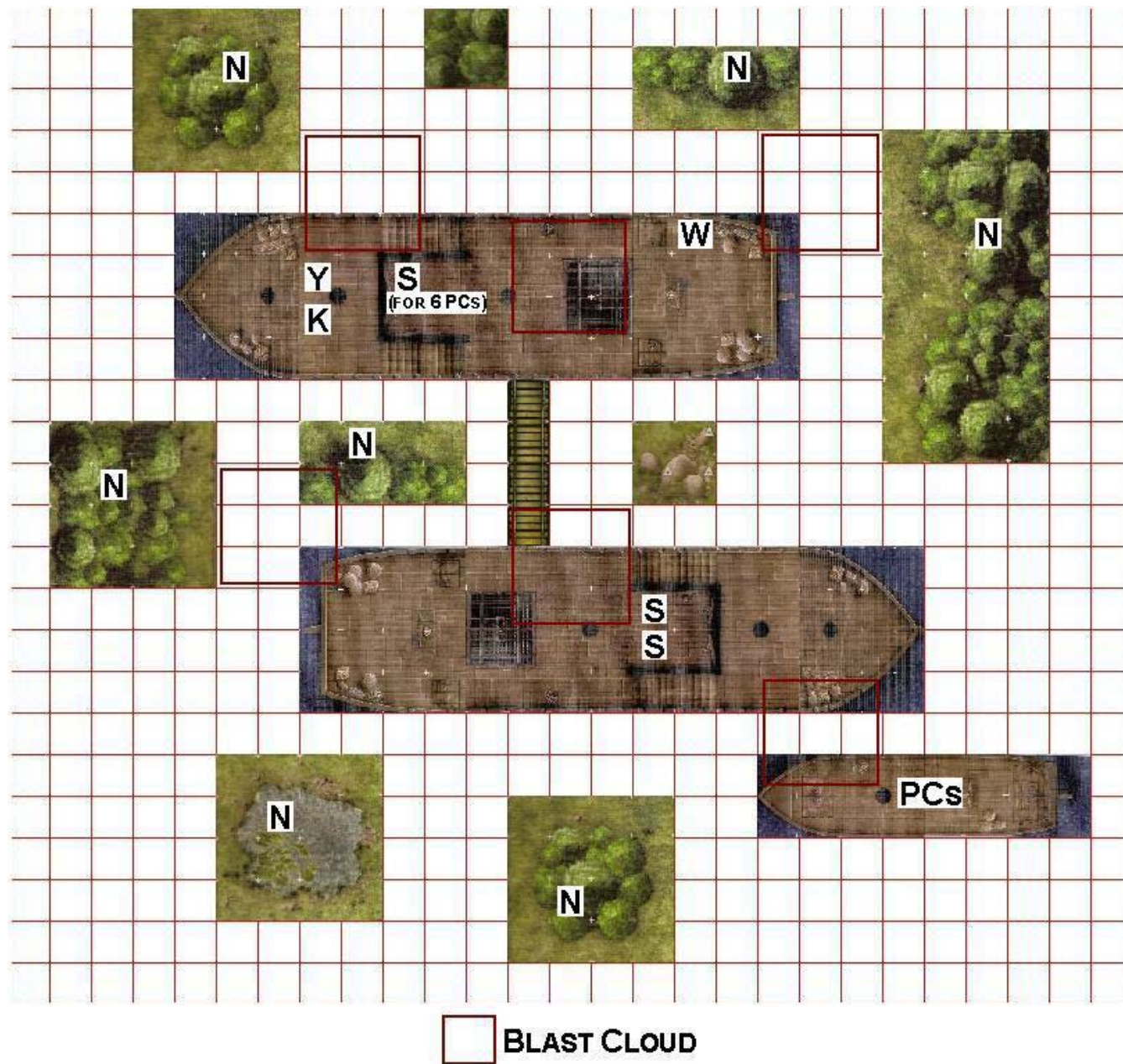
Captain Yandros gains the following power through his +4 *strongheart scimitar*:

Strongheart (minor; encounter)
Until the end of his next turn, Captain Yandros does not deal half damage while weakened.

ENCOUNTER 6: DEAD MEN TELL NO TALES MAP

TILE SETS NEEDED

Caves of Carnage x1, RPGA Ship Tiles x2, Sinister Woods x2



Note: It is recommended that you cut out squares of translucent paper to represent the blast clouds (denoted by the red boxes).

ENCOUNTER 7: CONCLUSION

SETUP

After defeating the hijackers and recovering the *Lamassu*, the PCs learn more about the treacherous plot that threatens Yaulazna. They are thanked by Captain Jorrz Errowd who offers to give them a ride to anywhere in Faerûn.

CONCLUDING THE ADVENTURE

If the PCs share what they've found with Captain Errowd, read the following:

The captain's brow furrows with concern as he ponders for a moment. "This is far worse than I had imagined. With the Five Companies out of the way, a man of Seric's power and influence could seize Yaulazna without opposition. I shudder to think of the things he might do with the Mote of the Five entirely under his control. The Five Companies will stand together against this threat, thanks to your heroics this day."

If the PCs were successful in saving either Captain Shil Yargo or Captain Mariss Bez, he adds:

"We will need your help to weather the storm that looms ahead. What say you?"

If the PCs accept, they earn **CORE44 Company Yargo's Favor** if they saved Captain Shil Yargo or **CORE45 Company Bez's Boon** if they saved Captain Mariss Bez.

If the PCs saved Captain Kurkar Randred, they also earn **CORE46 Kurkar's Gratitude**.

TREASURE

Captain Errowd awards the PCs with a *ring of flight* as a token of his gratitude (high-level only). If the PCs managed to save Captain Randred, he thanks them by offering to acquire any neck slot item of their choosing (of the individual character's level + 1 or lower) on their behalf.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players can and should track their character's information on paper, the online information serves as an important backup and verification of play. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 1: Heave Ho

400 / 560 XP

Encounter 2: Shot across the Bow

1000 / 1400 XP

Encounter 4a: Scuffle in Skaug

1400 / 1960 XP

Encounter 4b: Rumble in Athkatla

1400 / 1960 XP

Encounter 6: Dead Men Tell No Tales

1240 / 1680 XP

Total Possible Experience

3840 / 5120 XP

DM Note: There is more XP possible than the listed total. The PCs may not earn more than the listed maximum.

Gold per PC

2,200 / 6,000 gp

(Encounter 6: 2,200 gp / 6,000 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle 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; players may choose the same treasure bundle. Mark the one-letter bundle ID on the tracking form next to any character that selects a bundle; note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award, and ensure you enter the total amount of gold gained (minus any expenditures) online. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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 choice in a bundle, 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.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *winged armor* +4* (18th level; AV2)
Found in Encounter 4a

Bundle B: *phantom chaussesures** (18th level; AV)
Found in Encounter 4a

Bundle C: *absorbing shield** (17th level; AV2)
Found in Encounter 4b

Bundle D: *staff of elemental prowess* +4* (19th level; AV)
Found in Encounter 4b

Bundle E: *strongheart scimitar* +4* (18th level; AV)
Found in Encounter 6

Bundle F: *stormcatcher ring** (17th level; AV2)
Found in Encounter 6

Bundle G: *ring of flight* (20th; PH) (high-level only)

Found in Encounter 7

Bundle H: any neck slot item of the PC's level + 1 from any campaign-legal source (only for saving Kurkar)

Found in Encounter 7

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 3,300 / 6,500 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. The PCs earn either CORE44 or CORE45 depending on which of the two captains they chose to rescue (Encounter 4a or 4b); they cannot earn both of these awards. All PCs may earn CORE46 if they were able to save Captain Kurkar in Encounter 6.

CORE44 Company Yargo's Favor

You have saved the infamous Captain Shil Yargo from assassination and have sworn to help her save Yaulazna from being overthrown by Seric Vargenos. This begins a major quest.

CORE45 Company Bez's Boon

You have saved the renowned Captain Mariss Bez from assassination and have sworn to help her save Yaulazna from being overthrown by Seric Vargenos. This begins a major quest.

CORE46 Kurkar's Gratitude

Captain Kurkar Randred has sworn to repay you for saving his life during the battle above the plaguelands. This may have consequences in future adventures.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Which captain did the PCs rescue?

- a. The PCs rescued Captain Shil Yargo.
- b. The PCs rescued Captain Mariss Bez.
- c. The PCs failed to rescue either captain.
- d. The PCs did not get that far.

2. What became of Captain Yandros?

- a. The PCs killed him.
- b. The PCs defeated him but spared his life.
- c. The PCs let him get away.
- d. The PCs did not get that far.

3. Did Captain Kurkar Randred survive?

- a. The PCs saved his life.
- b. The PCs were unable to save him.
- c. The PCs did not get that far.

4. Players: Did you have fun?

- a. Yes
- b. No
- c. Split

5. Players: Would you replay this adventure?

- a. Yes
- b. No
- c. Split
- d. We do not replay adventures

6. DM: Did you have fun?

- a. Yes
- b. No
- c. Somewhat

NEW RULES

Absorbing Shield

Level 17

This steel shield absorbs the power from attacks, protecting both you and your allies.

Item Slot: Arms 65,000 gp

Power (At-Will): Immediate Interrupt. *Trigger:* An area attack misses you and hits an ally. *Effect:* The triggering attack instead misses the ally.

Phantom Chaussures

Level 18

With your lower legs bound in gossamer silk, you become ephemeral, and sometimes invisible.

Item Slot: Feet 85,000 gp

Property: If you move at least 3 squares on your turn, gain concealment until the end of your next turn.

Power (Daily ♦ Illusion): Free Action. Use this power when you have moved at least 6 squares on your turn. You become invisible until the end of your next turn.

Staff of Elemental Prowess

Level 19

This staff grants mastery over - and protection from -the harsh elements.

Lvl 19 +4 105,000 gp

Implement: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage of the same type as the attack per plus.

Property: Gain a +2 item bonus to damage rolls when you deal acid, cold, fire, or lightning damage with this implement.

Power (Daily): Immediate Interrupt. Use this power when you are attacked by a power with the fire, cold, acid, or lightning keyword. Choose one of those damage types. You and all allies within 5 squares of you gain resist 15 against that damage type until the end of your next turn.

Stormcatcher Ring

Level 17

This copper ring has a setting but no gemstone. When you use the ring, sparks fill the setting.

Item Slot: Ring 65,000 gp

Property: You gain resist 10 lightning and resist 10 thunder.

Power (Daily): Immediate Interrupt. *Trigger:* An enemy hits you with a lightning attack. *Effect:* The triggering enemy makes the attack again, but against itself.

If you've reached at least one milestone today, you can pick a second enemy within 5 squares of you. The triggering enemy makes the attack against the second enemy too.

Strongheart Weapon

Level 18

You can overcome bodily weakness when you attack with this weapon.

Lvl 18 +4 85,000 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Encounter): Minor Action. Until the end of your next turn, you do not deal half damage while weakened.

Winged Armor

Level 18

Glorious angelic wings sprout from this armor at your command.

Lvl 18 +4 85,000 gp

Aarmor: Any

Enhancement: AC

Property: You gain an item bonus to Athletics checks to jump equal to the armor's enhancement bonus.

Power (Daily): Move Action. You fly your speed. You must begin and end this move on a solid surface. You also gain a +2 power bonus to all defenses until the end of your next turn.

APPENDIX 1 – VEHICLES IN COMBAT

VEHICLES IN COMBAT

Most of the time, you use a vehicle's per-day and per hour speed. If the PCs travel from one city to another by wagon, the wagon's speed determines the length of their journey. However, if kobold bandits ambush the wagon en route, it becomes important to keep track of how the wagon moves during the fight and what the NPCs or PCs can do to control it. A vehicle needs a driver or a pilot – a character or creature that spends actions to control the vehicle. This character must meet the conditions described under the vehicle's driver or pilot entry. A vehicle with no controller goes out of control, typically continuing on its course and crashing into the first obstacle it encounters or else grinding to a halt. Only one character can control a vehicle during a round, though any number of characters can attempt to take control until one is successful. A character can yield control of a vehicle to another character as a free action, but the character assuming control of the vehicle (a free action) can take no other action with the vehicle during that turn if the vehicle already took an action. If a character does not move into the driver or pilot position and assume control when control is yielded to him or her, then the vehicle might go out of control. If no character has taken control of the vehicle by the end of the yielder's next turn, then the vehicle acts at the end of the initiative order according to its out-of-control rules. A vehicle's movement does not provoke opportunity attacks against the vehicle or the creatures occupying it. Creatures moving within a vehicle still provoke opportunity attacks from other creatures in the same vehicle, as normal.

CONDITIONS

Vehicles can be attacked just like other objects. Some conditions (such as being knocked prone) have special rules when applied to a vehicle. Any conditions from the Player's Handbook excluded from this section have no effect on vehicles. If an effect allows a saving throw to end a condition, a vehicle makes one at the end of its controller's turn (or at the end of the vehicle's turn if it is out of control.) A driver or pilot can use a move action to allow a vehicle to make an additional saving throw during his or her turn.

Immobilized: An immobilized vehicle cannot move except by a pull, a push, or a slide effect.

Prone: A vehicle subject to an effect that would knock it prone instead takes 1d10 damage and is slowed (see below) until the end of the next round.

Restrained: A vehicle that is restrained is immobilized and cannot be forced to move by a pull, a push, or a slide effect. If the restrained condition is ended by the escape action, the vehicle uses the driver's or pilot's relevant skill modifier.

Slowed: A slowed vehicle uses the standard rules for this condition (PH 277).

OUT OF CONTROL

Creatures can move, change direction, and come to a stop whenever they choose. Vehicles don't have that luxury. When a vehicle starts moving, it requires effort to keep it moving and on course. Otherwise, it goes out of control. A driver or pilot must use specific actions to steer, move, or stop a vehicle if he or she doesn't want the vehicle to go out of control. In any round in which no character uses actions to control it, a vehicle acts according to the "Out of Control" section of its statistics block. Some out-of-control vehicles – most commonly those pulled by creatures – come to a stop automatically. Some vehicles, such as ships, continue to move ahead until they collide with something. Other vehicles – especially flying crafts – can crash quickly.

CRASHING AND RAMMING

Though most vehicles are meant for long-distance transportation, some are designed for combat. If a vehicle tries to move into a space occupied by an object, a creature, or another vehicle, it crashes. The vehicle and whatever it hits take 1d10 damage per square the vehicle moved in its previous turn. Creatures on board the vehicle (and those on the vehicle or object it hits) take half damage. If the target of the crash is more than one size category smaller than the out-of-control vehicle, the vehicle continues to move regardless of how much damage it dealt during the crash. The space that the target occupies is treated as difficult terrain for the vehicle's movement. Against targets of equal or

greater size, the vehicle continues to move only if the target is destroyed. If the target is not destroyed, the vehicle's move ends immediately.

TURNING AND HEADING

Creatures on a battle grid can change direction at any point during movement. The rules do not make a distinction between a creature's front, back, and sides because it is assumed that a creature can turn around in its space. However, you cannot simply turn a speeding vehicle in the opposite direction, and thus vehicle combat is more complicated. Every vehicle has a heading - the direction in which it currently moves. To track a vehicle's heading, place a coin or similar marker along the front edge of the vehicle's space on the battle grid. When a vehicle moves, use the small marker to count off squares in the direction the vehicle is moving. Then move the larger vehicle counter or miniature to catch up.

DRIVE

- ◆ **Action:** Move.
- ◆ **Movement:** Move the vehicle a distance up to its speed but at least half its speed.
- ◆ **Direction:** When you move the vehicle, it must move in the direction of its heading marker. The vehicle can move directly forward or it can move along either forward diagonal adjacent to its heading marker (a 45-degree adjustment). It cannot move in other directions without making a turn.
- ◆ **Opportunity Attacks:** A vehicle's movement does not provoke opportunity attacks against the vehicle or the creatures on it.

TURN

- ◆ **Action:** Move
- ◆ **Movement:** Move the vehicle a distance up to half its speed but at least one quarter of its speed.
- ◆ **Direction:** When you move the vehicle, it must move in the direction of its heading marker. The vehicle can move directly forward or it can move along either forward diagonal adjacent to its heading marker (a 45-degree adjustment).
- ◆ **Heading Marker:** At any point during the vehicle's movement, move its heading marker from its current position to either side of the vehicle (a 90-degree turn). Reorient the vehicle's counter or miniature accordingly at the end of the move.
- ◆ **Opportunity Attacks:** A vehicle's movement does not provoke opportunity attacks against the vehicle or the creatures on it.

STOP

- ◆ **Action:** Move
- ◆ **Movement:** The vehicle stops and remains in its current position.
- ◆ **Direction:** The vehicle's heading marker remains in place. If and when the vehicle moves again, it must initially move in this direction.

PLAYER'S HANDOUT #1: CRYPTIC LETTER

Adventurer,

You are destined to save my life, and I yours. Of this I can say only that I have foreseen it. Within a tenday, Yaulazna will come to rest above Waterdeep. Adventure will find you in Yaulazna and my foretelling shall be fulfilled shortly thereafter. Learn what you can of the Five Companies, my friend, for in many circles, knowledge is power. Until our paths cross, may you find fair winds and blue skies.

PLAYER'S HANDOUT #2: AERIAL COMBAT CHEAT SHEET

Actions: A vehicle's driver can spend a move action to perform one of the following actions:

- **Drive:** Move vehicle up to its speed, but at least half. 45 degree maximum turn.
- **Turn:** Move vehicle up to half speed, but at least one quarter. Make one 90 degree turn.
- **Stop:** The vehicle stops moving until driver uses Drive action.

Conditions: A vehicle makes saving throws at the end of its driver's turn. The driver can grant a vehicle a saving throw as a move action during his turn.

- **Immobilized, Slowed, and Restrained:** Per the PH.
- **Prone:** Vehicle takes 1d10 damage and is slowed until the end of the next round.

Actions: A vehicle's driver can spend a move action to perform one of the following actions:

- **Drive:** Move vehicle up to its speed, but at least half. 45 degree maximum turn.
- **Turn:** Move vehicle up to half speed, but at least one quarter. Make one 90 degree turn.
- **Stop:** The vehicle stops moving until driver uses Drive action.

Conditions: A vehicle makes saving throws at the end of its driver's turn. The driver can grant a vehicle a saving throw as a move action during his turn.

- **Immobilized, Slowed, and Restrained:** Per the PHB.
- **Prone:** Vehicle takes 1d10 damage and is slowed until the end of the next round.

Actions: A vehicle's driver can spend a move action to perform one of the following actions:

- **Drive:** Move vehicle up to its speed, but at least half. 45 degree maximum turn.
- **Turn:** Move vehicle up to half speed, but at least one quarter. Make one 90 degree turn.
- **Stop:** The vehicle stops moving until driver uses Drive action.

Conditions: A vehicle makes saving throws at the end of its driver's turn. The driver can grant a vehicle a saving throw as a move action during his turn.

- **Immobilized, Slowed, and Restrained:** Per the PH.
- **Prone:** Vehicle takes 1d10 damage and is slowed until the end of the next round.

Actions: A vehicle's driver can spend a move action to perform one of the following actions:

- **Drive:** Move vehicle up to its speed, but at least half. 45 degree maximum turn.
- **Turn:** Move vehicle up to half speed, but at least one quarter. Make one 90 degree turn.
- **Stop:** The vehicle stops moving until driver uses Drive action.

Conditions: A vehicle makes saving throws at the end of its driver's turn. The driver can grant a vehicle a saving throw as a move action during his turn.

- **Immobilized, Slowed, and Restrained:** Per the PHB.
- **Prone:** Vehicle takes 1d10 damage and is slowed until the end of the next round.

Actions: A vehicle's driver can spend a move action to perform one of the following actions:

- **Drive:** Move vehicle up to its speed, but at least half. 45 degree maximum turn.
- **Turn:** Move vehicle up to half speed, but at least one quarter. Make one 90 degree turn.
- **Stop:** The vehicle stops moving until driver uses Drive action.

Conditions: A vehicle makes saving throws at the end of its driver's turn. The driver can grant a vehicle a saving throw as a move action during his turn.

- **Immobilized, Slowed, and Restrained:** Per the PH.
- **Prone:** Vehicle takes 1d10 damage and is slowed until the end of the next round.

Actions: A vehicle's driver can spend a move action to perform one of the following actions:

- **Drive:** Move vehicle up to its speed, but at least half. 45 degree maximum turn.
- **Turn:** Move vehicle up to half speed, but at least one quarter. Make one 90 degree turn.
- **Stop:** The vehicle stops moving until driver uses Drive action.

Conditions: A vehicle makes saving throws at the end of its driver's turn. The driver can grant a vehicle a saving throw as a move action during his turn.

- **Immobilized, Slowed, and Restrained:** Per the PH.
- **Prone:** Vehicle takes 1d10 damage and is slowed until the end of the next round.

PLAYER'S HANDOUT #3: ORDERS FROM SERIC VARGENOS

18 Alturiak, 1480 DR

Captain Yandros,

I have reviewed the Windreavers' past exploits and am satisfied with your crew's qualifications. You will execute the aforementioned mission. Your target is Captain Ianjo Shton, of Company Flurrig. Arrangements have been made – he shall arrive in Yaulazna on the agreed upon date. I need not remind you that I expect a flawless execution from one with your reputation. Once the Lamassu is under your control, activate the magical properties of the ship's sails to reach the skies above the plaguelands in all haste. You will wait there for further instruction. Enclosed, please find the counterfeit uniforms that I expect you and your men to wear when you carry out your mission, as well as your payment. Double this amount will be provided to you once Yaulazna is under my control.

–Seric Vargenos, High Enforcer, House Jordain

PLAYER'S HANDOUT #4: THE FIVE COMPANIES AND HOUSE JORDAIN

The Five Companies - Often described as mercenaries, pirates, smugglers, or any combination of the three, each company controls one of five skyships that harbor in Yaulazna and grant it much of its fame. The Five Companies are the descendants of powerful Halruaan mages that formed the Yaulazna pact upon arriving on the mote during the Year of Blue Fire. They have a lot of influence in the Pact Council - the skyship crew members and their captains in particular have achieved celebrity status in Yaulazna.

- **Company Bez** - Arcane combat is the specialty of Company Bez. Mariss Bez is the current captain of Storm of Vengeance, the company's skyship, which is known for blistering airborne assaults. The vessel has turned Company Bez the tide of more than one battle.
- **Company Errowd** - The most service-oriented of the five, its wizards perform rituals and offer other magical services, especially in the areas of containment, smuggling, and fast transport. Shield of Savras, the company's skyship, is famed for showing up right when needed or wanted. Its captain, Jorrz Errowd, possesses great oracular power.
- **Company Flurrig** - Although it engages in war for profit, Company Flurrig maintains a stricter contract policy than its fellows. Captain Iango Shton, descendant of the Flurrig noble line of Halruaa, prefers the moral high ground. That doesn't mean he and the crew of the Lamassu haven't been on the wrong side of the law, though.
- **Company Tundag** - The best soldiers of the Five Companies belong to Company Tundag, a mixture of dwarves and humans who originally came up with the idea of the mercenary outfit. Tundag's ship, Thunder Hammer, flies under the command of the dwarf Kurkar Randred.
- **Company Yargo** - A prominent Halfling family, descended from the infamous Pirate King Yargo of old Yaulazna, still leads Company Yargo. The company takes all sorts of work, and its members aren't reluctant to spill blood for the right price. Buccaneer's Tear, the skyship captained by the brash Shil Yargo, has been implicated in high seas and overland piracy.

House Jordain - Members of House Jordain are uninterested in Five Companies business. They live to ensure the security of Yaulazna, and the Jordaini member of the Pact Council only guides discussion and never votes except to break ties. Jordaini enforcers, experts in hand-to-hand combat and defensive techniques, police the Mote of the Five.