

OF WILD AND DARKENED WATERS

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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A slew of unprovoked attacks on vessels has disrupted maritime trade on the Dragon Coast. Initially thought to be the next move in an escalating war between powerful criminal factions, evidence points to a new, unannounced player in the game. Scrambling to neutralize this hidden threat, the Nine Golden Swords, Fire Knives and Westgate merchants have forged an uncomfortable alliance aimed at re-establishing the status quo. A *Living Forgotten Realms* adventure set on the Dragon Coast for characters levels 4-7.

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

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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.

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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 4 - 7. 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

A series of unprovoked attacks on vessels has disrupted maritime trade on the Dragon Coast. These persistent attacks have affected commerce in the city of Westgate, which relies heavily on trade to survive.

Powerful factions within the city are baffled as to the motivation of these assaults. Cargos are not being

taken and few survivors can describe the attacker, prompting outlandish tales of an otherworldly avenger. Employment opportunities in the docks district of Westgate have dried up and little money is to be had. As a result, a truce between the City Watch and powerful underworld factions the Nine Golden Swords and Fire Knives has formed to end the threat.

Initial investigations pointed to a tiefling captain by the name of Iaris being responsible for the attacks. Iaris the Sly was tracked down and ultimately proved not to be the culprit (DRAG2-2).

The relentless and random attacks on vessels continue and do not originate from Faerun. An eladrin lord named Osirion travels from the Feywild in a feytouched galley to search for his missing love Cymirae.

A nymph, Cymirae was turned into a wooden statue and taken from the Feywild many years ago by an unknown enemy. Osirion's divinations and auguries reveal she is ship-bound on the Sea of Fallen Stars near Westgate and driven by fear and love, his vicious attacks bring him ever closer to rescuing her.

The feytouched galley can only stay in Faerun for a short period of time due to the magic that binds it, forcing Osirion to scry on likely targets before plane shifting and ram raiding them. Survivors of the attacks are pushed for information but left alone when the galley returns to the Feywild. Osirion has no interest in spoils and is, after many years searching, slowly narrowing down where Cymirae is located.

Unbeknownst to Iaris, the wooden figurehead on his galley, the *Wild Maiden*, is Cymirae. The striking figurehead has become somewhat of a muse to Iaris, as he has ridden a wave of incredible luck since taking ownership of the vessel. Even in her transformed state, the nymph still touches the hearts of mortals and Iaris has fallen deeply under her spell.

With violence erupting on the docks, the factions are again forced into action. To avoid further conflict, the alliance has deferred leadership to an ex-judge named Arwin Billsworth.

Billsworth commands respect from the factions and believes Iaris is connected to the attacks in some way. It is decided that Iaris will transport adventurers hired to track down and eliminate the threat to Westgate once and for all.

DM'S INTRODUCTION

DRAG2-3 *Of Wild and Darkened Waters* is a rollicking sea adventure set on the Dragon Coast. Adventurers travel with the infamous pirate Captain Iaris to track down those responsible for the recent savage attacks on ships.

Note the following nautical terms, as they are referenced throughout the adventure.

Bow: Nautical term for the front end of the ship.

Port: Nautical term for the left side of the ship.

Starboard: Nautical term for the right side of the ship.

Stern: Nautical term for the rear or aft end of the ship.

Check whether the PCs have the following favors as they impact their dealings with the power groups of Westgate:

- DRAG03 or DRAG21 Docks District Enforcer/Liberator/Meddler
- DRAG02 Enmity of the Fire Knives
- DRAG04 Enmity/Enemy of the Fire Knives
- DRAG05 Westgate Reputation - Muscle for the Watch/Troublemaker/Liberator
- DRAG15 Linked to Law
- DRAG16 Connection with Fire
- DRAG 22 Pirate Foe

The adventure begins in Westgate's Old Beard Tavern, as Captain Iaris swoops into a street brawl to rescue some innocents from harm.

In the aftermath of the brawl, affiliated PCs are contacted by powerful factions within Westgate to attend Castle Cormaeril for a meeting. Those with no past connections are summoned by Arwin Billsworth, a retired judge with a good reputation.

Billsworth recruits them to track down and stop those responsible for a series of attacks on ships outside of Westgate, with Captain Iaris providing the transport. Survivors can be found recovering at the nearby port of Teziir, with the factions providing further information.

Despite the PCs being in charge of the investigation, Iaris is the sole authority on the *Wild Maiden* and due to recent crew losses, all on board must contribute. The first mate assigns duties and reminds the adventurers of the Captain's Code (see Player Handout 1). Iaris cares deeply for the ship, as if she was a living thing, something the first mate observes with concern.

At sea on the way to Teziir the *Wild Maiden* must weather a storm. Dropping anchor to ride it out, the ship is attacked by a slaving party of sahuagin who smash the hull to gain entrance below decks. The ship sustains severe damage and the adventurers must take charge of repairs and nurse it to shore before it sinks.

One of the survivors at Teziir was a past crewman with Iaris, who speaks of a black galley appearing from nowhere to board them. The survivor was confronted by an eladrin asking for specific information about Iaris.

The *Wild Maiden* requires further repairs, keeping the ship in dock for several more hours. The time may be spent following leads provided by the factions.

After the ship is repaired, the PCs may seek out a mysterious gnome called Pallebar, a fisherman from the Feywild. Not far off the coast of Teziir the *Wild Maiden* sails into an area of peace from a storm, where Pallebar is fishing.

He informs the heroes a black galley disturbed him not long ago and provides information suggesting an eladrin lord hunts Iaris as he is connected to the kidnapping of his lover Cymirae.

Osirion attacks during the storm and Iaris challenges him to a duel per the Captains Code. The boarders attempt to capture the figurehead, which is revealed to all to be Cymirae.

With Osirion's time limited before the ship returns to the Feywild, the figurehead cannot be safely removed in time. He demands Cymirae be returned to him so she can be reunited with her tree. The PCs negotiate with Osirion and Iaris for her return and report back to Billsworth in Westgate.

Note that the DCs in this adventure are from the *Rules Compendium* in the Essentials line.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

Ask any local and they'll tell you Westgate's fortunes have always ebbed and flowed with the tide on the Sea of Fallen Stars. It is the life blood of the region, bringing exotic goods from faraway ports, food to feed the region and most importantly, keeps citizens honestly and not-so-honestly employed. Lately, however, that blood has ceased to flow.

The streets are full of sailors with time on their hands and no coin in their purse, because the sea is no longer safe; someone is single-mindedly sinking ships and butchering crews. The docks are at a standstill as fear stalks the length and breadth of the Dragon Coast.

That fear has fed violence in the docks district and the balcony of the Old Beard Tavern affords a bird's eye view of the latest street brawl.

A brawl between out of work sailors and dockworkers is escalating out of control. From around the corner a blind man led by beautiful young woman stumble into the middle of the melee and are in need of assistance.

Allow the adventurers to make an appropriate heroic action before continuing with the following:

Seemingly from nowhere a fantastically well-dressed tiefling appears, swinging down on a rope from on high. Crashing into the middle of the brawl, his fists send the belligerents flying.

The girl whispers something to the blind man, who says ‘Captain Iaris, you are indeed a noble man.’ Iaris is rifling through the pockets of the unconscious men as he receives this praise. ‘I am pleased my daughter has had the honor to see you in action.’

Iaris turns to the daughter, takes her in his arms and gives her a passionate kiss. ‘Quite the contrary sir, it is I who is honored.’ A wicked grin follows.

If the PC’s have the DRAG22 Pirate Foe story award:
‘Ahh, we cross paths again.’ He looks into your eyes holding them for a long moment then with a shake looks away. ‘Forgive me, but I am late for a meeting.’ He exits, cloak billowing in a non-existent breeze.

Otherwise:

Wiping blood off his tunic, Iaris turns to you, ‘Come for the show did we? I do hope you enjoyed it. Forgive me, but I am late for a meeting.’ He exits, cloak billowing in a non-existent breeze.

If the adventurers try to follow Iaris, he disappears around a corner and is not able to be found. Iaris the Sly is a tall and lean tiefling dressed flamboyantly and has the air of a charming scoundrel.

PCs with the Dragon Coast regional background get the below information without requiring a check. If the adventurers wish to question locals about Iaris, Streetwise checks yield the following:

- DC 10 - Iaris the Sly is a pirate captain of the *Wild Maiden*. The dashing tiefling is very popular with the common folk of Westgate.
- DC 15 - Iaris is considered unusually lucky and when aboard the *Wild Maiden* he rides this luck with daring acts of piracy and adventure.
- DC 20 - He was recently accused of the diabolical acts off the coast but was cleared by a group of adventurers. Iaris lost many of his crew in the process of getting his name cleared.

If the adventurers wish to find out about recent regional events a Streetwise check reveals the following:

- DC 10 - Shipping off the coast of Westgate has been targeted with crews slaughtered and cargo sunk with their ships.
- DC 15 - The attacks have been indiscriminate with shipping from all factions and neutrals being hit.

- DC 20 - There is talk of survivors of such an attack recovering at Teziir.

Depending on their affiliations, the adventurers are approached by the following contacts after the brawl. Use all of these contacts that make sense for the characters’ previous adventures to encourage the PCs to attend a meeting at Castle Cormaeril:

Westgate Watch: An officer with a rioter in a headlock looks up, recognizes the character and tells him:

Chief Sergeant Featherby’s lookin’ for ya. Somethin’ to do with owing ya one. He’s at the Castle. Hurry, yeah?

Fire Knives: A dagger is flung from the below melee and lands on the table. A message attached reads:

You can afford better than the Old Beard, friend. Join me at the Castle for a frank exchange of ideas. Julian Bleth.

Nine Golden Swords: The PC notices a fortune cookie placed beside their drink. The fortune reads:

Wise men understand the path to enlightenment leads to Castle Cormaeril.

Unaligned adventurers: If all the adventurers are unaligned, they receive a summons from an Arwin Billworth, delivered by two large goliath mercenaries.

You lot! Important people want to talk to you at the Castle, finish your drink and follow us.

ENDING THE ENCOUNTER

If the characters do not wish to go to the meeting, have one of their affiliates (or in the worst case, Billsworth) travel to the Old Beard and request their presence. In this scenario, an affiliated PC is not offered a magic item from any of the factions.

Proceed to Encounter 1 when the characters are ready to attend the meeting.

ENCOUNTER 1: CASTLE CORMAERIL

SETUP

Important NPCs:

Arwin Billsworth: An impeccably dressed old and balding man. He is an honorary judge.

Master Fan-Ji: A slight Shou man of middle age, exudes a calm, watchful aura. He is the head of the Nine Golden Swords in Westgate.

Julian Bleth: A confident young man, blonde hair cut in the latest fashion, with expensive stylish clothes. He is a scion of a wealthy and important family and a member of the Fire Knives.

Orson Featherby: A retired Purple Dragon Knight and now Chief Sergeant of the Watch, this large man looks a little beaten around the edges.

The adventurers make their way to Castle Cormaeril and are ushered towards the Great Hall by expectant staff.

Double doors are opened to reveal a Great Hall decorated in luxurious fashion. From inside comes the sound of fierce argument. Obvious factions are sitting around a huge dining table pointing fingers at each other and making wild accusations.

Party members should recognize various people depending on the favors they have previously obtained. Recognition passes over their eyes when they see you enter.

From the head of the table, Arwin Billsworth turns to you and grumbles 'You are late. Come, sit here', indicating chairs next to a familiar looking tiefling.

Billsworth stands. 'I was just informing this hooligan tiefling he is to provide transportation for an important mission, one I hope you will lend your services to.'

Iaris scoffs and crosses his arms as Billsworth reaches for a stack of reports on the table. 'We must put an end to these attacks on ships off the coast. You are charged with tracking down the offenders and dealing with them in whatever way you see fit. Do you accept?'

Affiliated adventurers receive silent urgings to accept the task. Nods and winks aplenty.

Upon acceptance, Billsworth provides the following information:

- The attacks have been occurring for the past five moons. All types of ships have been targeted.
- No cargo has been taken by the attackers for sale at any known market.
- An unidentified galley has been sighted out in the open oceans near a strange mist.
- The only known survivors of an attack are currently recovering at the Temple of Ilmater at Teziir.
- The adventurers are to go to Teziir on the *Wild Maiden* to speak with survivors.
- The adventurers will receive gold and the thanks of a grateful city if they successfully complete the mission. 50/75 gp each now and a similar amount when successful.

If the party is hesitant or do not agree to the mission, Billsworth clears his throat pointedly. The room falls silent and the PCs are again asked politely if they would assist in this important matter.

Depending on the makeup of personalities at the table, the players may respond to Billsworth producing dossiers on each character, detailing their past activities in Westgate, including their affiliations. Billsworth suggests the party accept his offer, lest this information fall into the 'wrong' hands. Notably, there is also a dossier on Iaris the Sly, suggesting that he too has been strong-armed into service.

When the meeting ends the adventurers are approached by their affiliates and receive the following information:

Orson Featherby: The Chief Sergeant suggests contacting the town guard in Teziir after speaking with the survivors. As a protectorate of Cormyr, the guardsmen can be relied upon to have the public's best interests at heart, according to him.

Featherby offers a *whistle of warning* to any PC with one of the following story awards:

- DRAG03/DRAG21 Docks District Enforcer
- DRAG05 Westgate Reputation - Muscle for the Watch
- DRAG15 Linked to Law

Nine Golden Swords: Shou fishermen in Teziir report a dark galley patrolling the waters off the coast. The galley bears no marks of allegiance to a shipping company or even known pirate alliances. The Shou can be found drinking and gaming upstairs in the *Scarred Seagull*.

Fan-Ji offers a *jade macetail* to any PC with one of the following story awards:

- DRAG03/DRAG21 Docks District Liberator
- DRAG05 Westgate Reputation Liberator

Julian Bleth: Before agreeing to form a unified front, the small Fire Knives chapter in Teziir was investigating the attacks. To make contact with the chapter, grace a beggar's bowl with a gold coin and ask if they have a warm place to spend the night.

Julian offers a *vagabond's die* to any PC with one of the following story awards:

- DRAG03/DRAG21 Docks District Meddler
- DRAG16 Connection with Fire

Arwin Billsworth: Does not trust Iaris the Sly and requests that the adventurers not let him out of their sight. He wants the adventurers to go to Telziir, a known pirate haunt, as information suggests there may be a link to this town and the attacks. Any information about Iaris should also be passed onto him - anything at all.

ENDING THE ENCOUNTER

Iaris eventually herds the party out as the tide is turning and they must set sail. Note that the magic item bundles from this encounter are only selectable at the end of the adventure if they were offered to any of the PCs. For example, if no character at the table has an affiliation with the Fire Knives, the *vagabond's die* is not available to select as a bundle.

Proceed to Encounter 2 when ready.

EXPERIENCE POINTS

There are no experience points for this encounter.

TREASURE

The PC's each receive 50 / 75 gp from Billsworth as upfront payment for the mission. In addition, depending on their affiliation, the PCs may gain a *jade macetail* (level 8), *vagabond's dice* (level 8) or a *whistle of warning* (level 8).

ENCOUNTER 2: THE *WILD MAIDEN*

SETUP

The adventurers are introduced to the *Wild Maiden* and her crew. Iaris may be a flamboyant, relaxed captain but his ship is run by a disciplined crew presided over by First Mate Onyx.

Each PC is assigned a workstation and provided rules by which the *Wild Maiden* operates. These rules are reinforced by Onyx constantly.

Sweating in the oppressive humidity of summer, Iaris leads you down winding streets until you arrive at the docks. Before you, rests a sleek three-masted ship, with a striking figurehead of a beautiful woman.

In good humor, Iaris bows to the figurehead and exclaims, 'My Lady, I return once more and humbly ask you to take me out to sea. With your permission, may I board you?' With one raised eyebrow, he turns to you. 'Hmm, do not be rude. Introduce yourself, and be polite'.

Iaris expects the adventurers to introduce themselves to the ship and waits for them to do so.

Iaris addresses a large, ebony skinned female half-orc on deck. 'Onyx, we have more crew and a new mission. Are we ready to sail?' The half-orc grunts a reply 'The Maiden is ready Captain.'

Iaris turns as he boards his ship 'Onyx will find you a berth and your ships' station'. The half-orc crosses her arms and snorts with contempt, 'I lost good crew in the attack at Pirate Cove so tell me, what can you actually do?'

The *Wild Maiden* lost a number of crew during a recent attack on their hideout (occurring in DRAG2-2). There are a number of work stations available on the galley. Once the adventurers identify their role that is where they are when combat begins in Encounters 3 and 7. The available stations are as follows (see Player Handout 2) (note that it is best not to assign the weakest melee characters to the kitchen):

- Ship's cook: Below deck amidships
- Pumping station: Below deck bow (two PCs can man the pumps)
- Lookout: Crow's nest in the mast closest to the bow
- Deck crew: On deck amidships.
- Maintenance: On deck bow

After the stations have been assigned First Mate Onyx then takes time to read the Captains' Code. These are the rules by which the *Wild Maiden* operates and are contained in Player Handout 1.

The PCs are assigned to the graveyard shift, meaning they are to man at their stations overnight until dawn. Once the *Wild Maiden* is underway, Iaris calls the adventurers to the bow.

Looking to the horizon, Iaris points towards an approaching storm. 'My friends, time is of the essence, for tonight we face down that maelstrom...but of course, my Lady will protect us.' Iaris pats the railing and smiles.

First Mate Onyx soon chases them from the bow and to their workstation. She rules the ship with an iron fist, constantly chasing the adventurers to ensure their work is done. Impress upon the party their role on the ship and how it needs to be done for the good for the entire crew.

More perceptive adventurers (Passive Insight of 15 and above) notice Onyx casting worried glances at Iaris, whenever she is not yelling at the crew.

PCs refusing to perform their duties should be placed in the brig awaiting the Captain's Mast punishment. The brig is found at the bow below deck for the purposes of Encounters 3 and 7.

The brig is a small caged area. A DC 25 Thievery check unlocks it or a DC 28 Strength check bends the bars sufficiently to escape.

ENDING THE ENCOUNTER

Proceed to Encounter 3 once all adventurers have their work stations and understand their duties.

EXPERIENCE POINTS

There are no experience points for this encounter.

ENCOUNTER 3: REPEL BOARDERS!

ENCOUNTER LEVEL 6/8 (1250/1750 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 2 arctic sahuagin raiders (level 6) (R)
- 1 arctic sahuagin priest (level 8) (P)
- 4 sahuagin guards (level 6) (G)
- 1 breached hull hazard (level 3)

This encounter includes the following creatures at the high tier:

- 2 arctic sahuagin raiders (level 9) (R)
- 1 arctic sahuagin priest (level 9) (P)
- 4 sahuagin guards (level 6) (G)
- 1 breached hull hazard (level 7)

The increasing severity of the storm forces Iaris to drop anchor and ride the worst out near a reef. In the early hours of the morning, a sahuagin raiding party breaks through below decks, intent on leaving no survivors. Adventurers should be at their assigned stations when combat begins.

Pummeling wind and rain lash the Wild Maiden, forcing Iaris to drop anchor to allow the storm to pass. The crew visibly relaxes as a shift change brings you back on duty until daybreak.

A short time later, thunderous blows below deck precede cries of alarm from the crew as strange trident-wielding sea creatures break through the hull to board the ship.

“We’re breached!” cries Iaris. “Take the fight to them below decks, I’ll handle the rest.”

FEATURES OF THE AREA

Lighting: Lanterns provide enough light for even those without low-light vision to fight without a problem.

Crow’s Nest: A PC who has been assigned as the lookout starts combat in the crow’s nest, 20 feet up the first mast above the deck. The crow’s nest provides cover and a DC 10 Acrobatics or Athletics check is required to swing down the rope to the deck.

Deck: Movement is normal on the swaying deck unless a creature attempts to run or charge; a DC 15/16

Acrobatics check is required to avoid falling prone in the origin square.

Grate: The grate on deck provides line of sight and line of effect to below decks and. Attack through the grate are hindered by superior cover (-5 penalty to attack) and creatures cannot be forced moved through the grate.

Hull breaches: The breached hull hazard opens a hole to the exterior of the ship in the origin square. The area around the breach (burst 1) is difficult terrain for the duration of the encounter. Attack through the breach are hindered by superior cover (-5 penalty to attack) and creatures cannot force moved through the breach.

Ladders: Two 10 foot ladders toward the stern of the ship offer access to each deck. The hatches are currently closed and require a minor action to open.

Railing: The on deck railing around the ship makes it difficult to force an enemy overboard. The railing provides a +5 bonus on saving throws to prevent being moved over the edge.

A character that goes overboard takes no falling damage and must succeed at a DC 10 Athletics check to swim. A successful DC 20 Athletics check is required to climb unaided and a DC 10 with the assistance of a rope which are quickly flung overboard by one of the sailors.

TACTICS

The arctic sahuagin raiders use the cramped quarters to block PCs from reaching the priest, marking anyone who might get through to take advantage of their *sliding strike* ability.

The arctic sahuagin priest uses *arctic jaws* at every opportunity to convey cold vulnerability onto enemies, usually targeting defenders in order for cold damage from the raider’s *trident* attack to be more effective.

The two sahuagin guards inside the ship are useful as roadblocks between the PCs and the priest, as well as giving flanks to the raiders.

EXTRA CHALLENGE OPTION

The options in this section are provided in order for you to present an adequate challenge for players who seek it. Use your best judgment in deciding which (if any) of these options to include:

- The sahuagin raiders activate the at-will ability of their *frost weapons*, making their weapon damage cold to take advantage of any cold vulnerability imparted by the priest’s *arctic jaws*.
- The sahuagin priest can use his *arctic jaws* ability at-will.

SCALING THE ENCOUNTER

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

Four PCs: Decrease the level of all sahuagin by 1 (reduce all attacks and defenses by 1, subtract 8 hp).

Six PCs: Increase the level of all sahuagin by 1 (increase all attacks and defenses by 1, add 8 hp).

ENDING THE ENCOUNTER

Assuming the PCs are victorious, proceed to Encounter 4 once the players are ready. If they are defeated, the adventure is over.

EXPERIENCE POINTS

PC's earn 250/350 xp each for completing the encounter.

TREASURE

The PC's locate a +2 *frost weapon* (level 8) carried by the sahuagin raiders and a *pavise charm* (level 8) worn by the sahuagin priest.

ENCOUNTER 3: REPEL BOARDERS! STATISTICS (LOW LEVEL)

Arctic Sahuagin Priest (level 8)	Level 8 Artillery
Medium natural humanoid (aquatic)	XP 350
Initiative +11 Senses Perception +8; low-light vision	
HP 71; Bloodied 35	
AC 20; Fortitude 19, Reflex 20, Will 21	
Resist 5 cold	
Speed 5 (7 on a charge, icewalk) swim 6 (7 on a charge)	
m Longspear (standard; at-will) ♦ Cold, Weapon	
Reach 2; +12 vs. AC; +13 against a bloodied target; 1d10 +2 (1d10 +4 to a bloodied target) damage plus 1d8 cold damage, and the target slides 1 square.	
R Freezing Bolt (standard; at-will) ♦ Cold	
Ranged 10; +13 vs. Fortitude; +14 against a bloodied target; 2d6 + 4 (2d6 + 6 to a bloodied target) cold damage, and the target is slowed until the end of the arctic sahuagin priest's next turn.	
R Arctic Jaws (standard; recharges when no target is affected by this power) ♦ Cold	
Ranged 20; +13 vs. Will; +14 against a bloodied target; 2d6 + 4 (2d6 + 6 to a bloodied target) cold damage, and target gains vulnerable 5 cold and is slowed (save ends both).	
Blood Frenzy	
The arctic sahuagin raider gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.	
Alignment Chaotic evil	Languages Abyssal, Common
Str 16 (+9)	Dex 18 (+10) Wis 20 (+11)
Con 16 (+9)	Int 12 (+7) Cha 16 (+9)
Equipment holy symbol, trident	

Sahuagin Guard (level 6)	Level 6 Minion
Medium natural humanoid (aquatic)	XP 63
Initiative +3 Senses Perception +4; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 20; Fortitude 18, Reflex 17, Will 16	
Speed 6, swim 6	
m Trident (standard; at-will) ♦ Weapon	
+11 vs. AC; 5 damage.	
r Trident (standard; at-will) ♦ Weapon	
Ranged 3/6; +11 vs. AC; 5 damage.	
Blood Frenzy	
The sahuagin guard gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.	
Alignment Chaotic evil	Languages Abyssal
Str 16 (+6)	Dex 14 (+5) Wis 12 (+4)
Con 14 (+5)	Int 10 (+3) Cha 10 (+3)
Equipment Trident x2	

Arctic Sahuagin Raider (level 6)	Level 6 Soldier
Medium natural humanoid (aquatic)	XP 250
Initiative +11 Senses Perception +8; low-light vision	
HP 72; Bloodied 36	
AC 22; Fortitude 19, Reflex 18, Will 17	
Speed 5 (7 on a charge, icewalk) swim 6 (7 on a charge)	
m Trident (standard; at-will) ♦ Cold, Weapon	
+13 vs. AC; +14 against a bloodied target; 1d8 + 3 (1d8 + 5 to a bloodied target) damage plus 1d8 cold damage, and the target is marked until the arctic sahuagin raider's next turn.	
R Javelin (standard; at-will) ♦ Weapon	
Ranged 10/20; +13 vs. AC; +14 against a bloodied target; 2d6 + 3 (2d6 + 5 to a bloodied target) damage.	
M Opportunistic Strike (immediate reaction, when a flanked enemy shifts; at-will) ♦ Cold, Weapon	
The arctic sahuagin raider makes a melee basic attack against the enemy.	
M Sliding Strike (immediate interrupt, when a marked enemy makes an attack that doesn't include the arctic sahuagin raider; at-will) ♦ Cold, Weapon	
The arctic sahuagin raider shifts 7 squares adjacent to the triggering enemy, and makes a melee basic attack against that enemy.	
Blood Frenzy	
The arctic sahuagin raider gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.	
Alignment Chaotic evil	Languages Abyssal
Str 20 (+10)	Dex 14 (+7) Wis 12 (+6)
Con 14 (+7)	Int 10 (+5) Cha 10 (+5)
Equipment trident x2	

Breached Hull (level 3)	Level 3 Lurker
Hazard	XP 150
Hazard: Seawater bursts through a gaping hole in the ship as the sahuagin attempt to send you to the bottom of the ocean.	
Perception or Dungeoneering	
A DC 20 Perception or Dungeoneering check reveals that the hull is about to be breached. A successful check provides a +2 bonus to defenses against the attack	
Trigger	
The two sahuagin guards outside of the ship take a standard action each round to breach the hull.	
Attack	
Standard action	Close blast 1
Targets: Creatures in blast	
Attack: +6 vs. Reflex	
Hit: 1d10 + 3 damage and the target is knocked prone and cannot stand while in that square (save ends)	
Miss: Half damage	
Effect: The burst area is difficult terrain after the hull is breached.	

ENCOUNTER 3: REPEL BOARDERS! STATISTICS (HIGH LEVEL)

Arctic Sahuagin Priest (level 9)	Level 9 Artillery
Medium natural humanoid (aquatic)	XP 400
Initiative +11 Senses Perception +8; low-light vision	
HP 77; Bloodied 38	
AC 21; Fortitude 20, Reflex 21, Will 22	
Resist 5 cold	
Speed 5 (7 on a charge, icewalk) swim 6 (7 on a charge)	
m Longspear (standard; at-will) ♦ Cold, Weapon	
Reach 2; +13 vs. AC; +14 against a bloodied target; 1d10 +2 (1d10 +4 to a bloodied target) damage plus 1d8 cold damage, and the target slides 1 square.	
R Freezing Bolt (standard; at-will) ♦ Cold	
Ranged 10; +14 vs. Fortitude; +15 against a bloodied target; 2d6 + 4 (2d6 + 6 to a bloodied target) cold damage, and the target is slowed until the end of the arctic sahuagin priest's next turn.	
R Arctic Jaws (standard; recharges when no target is affected by this power) ♦ Cold	
Ranged 20; +14 vs. Will; +15 against a bloodied target; 2d6 + 4 (2d6 + 6 to a bloodied target) cold damage, and target gains vulnerable 5 cold and is slowed (save ends both).	
Blood Frenzy	
The arctic sahuagin raider gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.	
Alignment Chaotic evil Languages Abyssal, Common	
Str 16 (+9) Dex 18 (+10) Wis 20 (+11)	
Con 16 (+9) Int 12 (+7) Cha 16 (+9)	
Equipment holy symbol, trident	

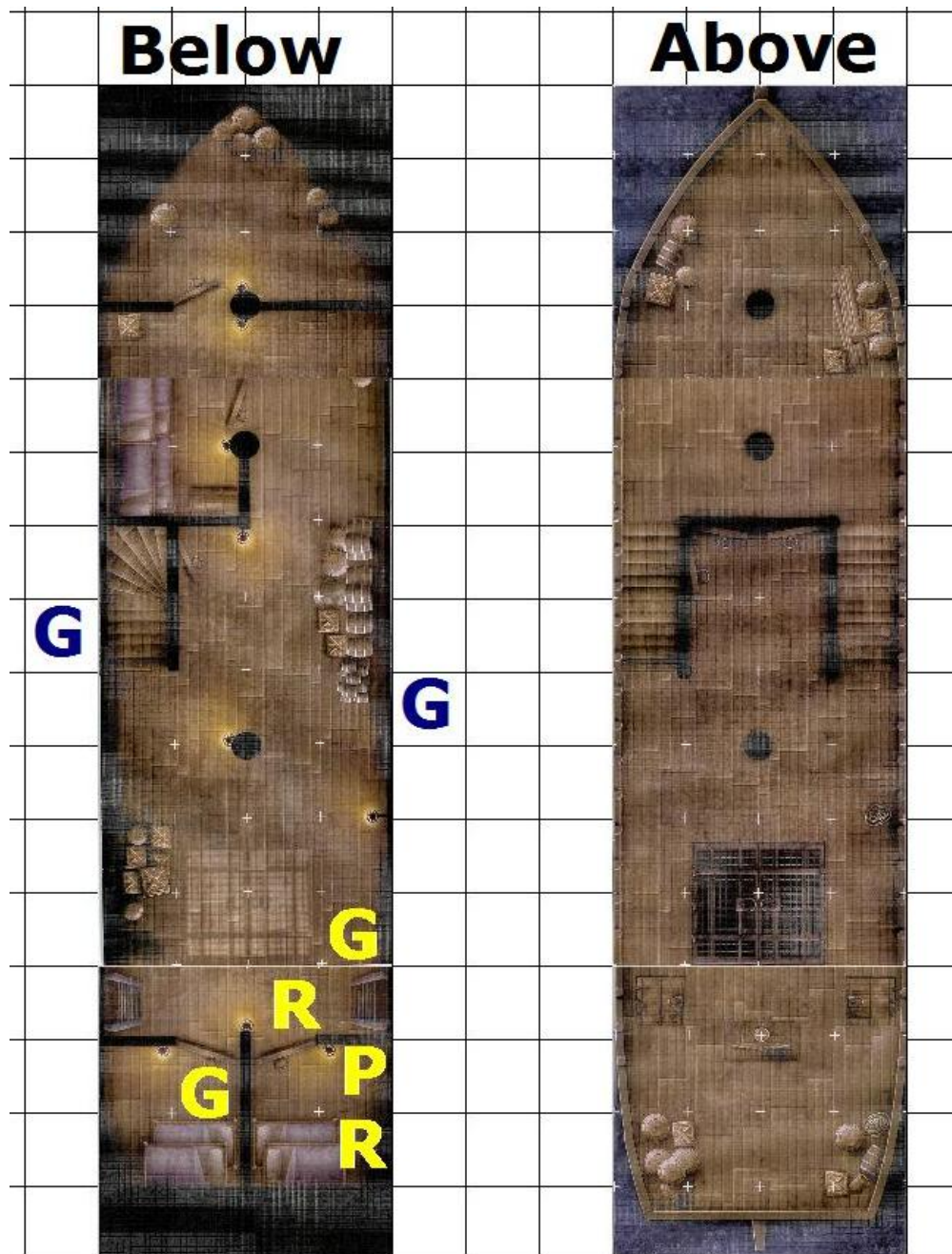
Arctic Sahuagin Raider (level 9)	Level 9 Soldier
Medium natural humanoid (aquatic)	XP 400
Initiative +11 Senses Perception +8; low-light vision	
HP 96; Bloodied 48	
AC 25; Fortitude 22, Reflex 21, Will 20	
Speed 5 (7 on a charge, icewalk) swim 6 (7 on a charge)	
m Trident (standard; at-will) ♦ Cold, Weapon	
+16 vs. AC; +17 against a bloodied target; 1d8 + 4 (1d8 + 6 to a bloodied target) damage plus 1d8 cold damage, and the target is marked until the arctic sahuagin raider's next turn.	
R Javelin (standard; at-will) ♦ Weapon	
Ranged 10/20; +16 vs. AC; +17 against a bloodied target; 2d6 + 4 (2d6 + 6 to a bloodied target) damage.	
M Opportunistic Strike (immediate reaction, when a flanked enemy shifts; at-will) ♦ Cold, Weapon	
The arctic sahuagin raider makes a melee basic attack against the enemy.	
M Sliding Strike (immediate interrupt, when a marked enemy makes an attack that doesn't include the arctic sahuagin raider; at-will) ♦ Cold, Weapon	
The arctic sahuagin raider shifts 7 squares adjacent to the triggering enemy, and makes a melee basic attack against that enemy.	
Blood Frenzy	
The arctic sahuagin raider gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.	
Alignment Chaotic evil Languages Abyssal	
Str 20 (+10) Dex 14 (+7) Wis 12 (+6)	
Con 14 (+7) Int 10 (+5) Cha 10 (+5)	
Equipment trident x2	

Sahuagin Guard (level 6)	Level 6 Minion
Medium natural humanoid (aquatic)	XP 63
Initiative +3 Senses Perception +4; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 20; Fortitude 18, Reflex 17, Will 16	
Speed 6, swim 6	
m Trident (standard; at-will) ♦ Weapon	
+11 vs. AC; 5 damage.	
r Trident (standard; at-will) ♦ Weapon	
Ranged 3/6; +11 vs. AC; 5 damage.	
Blood Frenzy	
The sahuagin guard gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.	
Alignment Chaotic evil Languages Abyssal	
Str 16 (+6) Dex 14 (+5) Wis 12 (+4)	
Con 14 (+5) Int 10 (+3) Cha 10 (+3)	
Equipment Trident x2	

Breached Hull (level 7)	Level 7 Lurker
Hazard	XP 300
Hazard: Seawater bursts through a gaping hole in the ship as the sahuagin attempt to send you to the bottom of the ocean.	
Perception or Dungeoneering	
A DC 24 Perception or Dungeoneering check reveals that the hull is about to be breached. A successful check provides a +2 bonus to defenses against the attack	
Trigger	
The two sahuagin guards outside of the ship take a standard action each round to breach the hull.	
Attack	
Standard action Close blast 1	
Targets: Creatures in blast	
Attack: +10 vs. Reflex	
Hit: 2d6 + 5 damage and the target is knocked prone and cannot stand while in that square (save ends)	
Miss: Half damage	
EReffect: The burst area is difficult terrain after the hull is breached.	

ENCOUNTER 3: REPEL BOARDERS! MAP

TILE SETS NEEDED
RPGA SHIP TILES x2



ENCOUNTER 4: SHE'S TAKING WATER

SKILL CHALLENGE LEVEL 5/9, COMPLEXITY 2 (400/800 XP)

SETUP

The sahuagin smashed large holes below the waterline of the *Wild Maiden*, leaving the PCs below decks on a sinking ship in a storm. Iaris is frantically issuing orders to crew above deck, leaving it up to the PCs to repair the hull before going upstairs to rally the crew and help nurse the *Wild Maiden* to nearby Teziir.

Onyx races towards Iaris sporting a bleeding gash to her forehead. 'Captain, we have been holed and are taking water, orders?'

Iaris looks over the ship in obvious distress before opening a hatch and peering below deck, 'There'll be time to loot the bodies later dammit, keep the Maiden afloat and sailing. We must make it to Teziir!'

SKILL CHALLENGE: STAYING AFLOAT

Goal: Repair the hull breaches and nurse the *Wild Maiden* to nearby Teziir.

Complexity: 2 (6 successes before 3 failures)

Victory: The PCs adequately repair the hull and rigging, while pumping the remaining seawater out. The *Wild Maiden* is almost as good as new.

Defeat: Seawater still gushes through the patched up hull, requiring extra crew to man the pump to stay afloat. Damaged sails and rigging ensure the *Wild Maiden* handles like a barge.

BELOW DECKS

The *Wild Maiden* is taking water and the PCs must stem the flow and repair the damage. A PC using the Make Whole ritual generates two automatic successes but cannot participate in the rest of the skill challenge due to the time pressure.

Skills: DC 15/17 Acrobatics, Athletics, Dungeoneering, Endurance, Perception.

- **1st Success:** The adventurers lead the crew in slowing the flow of water through the damage hull with an interim plug.
- **2nd Success:** The adventurers succeed in closing the gap in the hull using spare timber, canvass and tar.

- **3rd Success:** The PCs utilize the ship's pump get rid of the excess water. Hard laborious work.

ABOVE DECKS

The rigging of the *Wild Maiden* has taken a beating. Canvas needs to be stitched and replaced.

Skills: DC 15/17 Athletics, Acrobatics, Thievery.

- **1st Success:** Sail must be prepared and set in place for hauling into the rigging.
- **2nd Success:** The damaged rigging must be removed and replaced rigging with new rope.
- **3rd Success:** Sail is replaced and the ship is ready.

RALLY THE CREW

The crew is in bad shape from the battle and the adventurers must motivate the crew to get them focused on reaching Teziir.

Skills: DC 15/17 Bluff, Diplomacy, Heal, Insight, Intimidate, Nature.

- **1st Success:** Crew respond to the adventurers through healing or by words. Although still wounded they are more motivated to work.
- **2nd Success:** The crew are able to work together to overcome the loss of manpower. Go team!

ENDING THE ENCOUNTER

The Encounter ends with repairs being made and Iaris rousing from his stupor.

Success: Read or paraphrase the following:

Sweat pouring from your brow, the repairs are finally complete. With a huge smile, Iaris, stripped to the waist comes up from below deck. 'Lads, the Maiden's as good as new! Onyx, set sail for Teziir!' The crew cheer and jump to their stations with renewed energy.

Failure: Many crew are needed to keep bailing water from below decks, allowing Osirion's galley to sneak up unseen in Encounter 8. PCs must make a saving throw at the start of combat to avoid starting prone after the *Wild Maiden* was rammed. Read or paraphrase the following:

Despite your best efforts, the crew can't outpace the water pouring through the hull. Standing at the tiller, Iaris declares, 'she handles like a pregnant manatee but the Maiden still sails! Onyx, set a course for Teziir!'

EXPERIENCE POINTS

PC's earn 80/160 xp for completing the encounter.

ENCOUNTER 5: I FAILED YOU CAPTAIN

SETUP

Morrum: A sickly and pale middle-aged man, balding and weather-beaten from a lifetime at sea.

The battered *Wild Maiden* arrives at the port city of Teziir. Survivors of the latest attack are housed in the small temple of Ilmater, which has been converted into a makeshift hospital. The 20 injured and dying crew of the *Sea Horse* abandoned ship and barely made it back to land.

The smell of decay and death is strong in the Temple of Ilmater. Survivors of the most recent attack by the mysterious ship lay on cots, many fighting off infection from untreated wounds sustained during the battle.

A painbearer nods to you as she rushes to assist an injured sailor. Her patient looks up as you approach, 'Iaris? Captain, is that you?'

The one eyed sailor, with a newly-attached hook for a right hand beckons you to approach with his new appendage. 'Captain, it's me Morrum.'

Morrum was one of Iaris' crew before moving on to the *Sea Horse*. He is in poor condition, suffering from a serious infection. With a gasping voice he gives the following information:

- A strange mist appeared late in the afternoon and a black galley suddenly appeared to port dead amidships, running at ramming speed.
- A black cloaked figure at the bow was screaming something in Elven. Morrum is unable to repeat the words verbatim.
- The crew was tied up by the black cloaked captain, a wild eyed eladrin, who demanded to know if we knew Cymirae and where he could find Iaris the Sly.
- Morrum resisted but eventually told the eladrin everything he knew about Iaris and the *Wild Maiden*.
- After getting his answers, the eladrin left Morrum and the *Sea Horse* to sink as the galley rowed into the mist and disappeared.
- The other survivors have nothing else to add.

Morrum gasps loudly, 'I am sorry Captain, I failed you....I failed you.' With those words the badly wounded sailor passes away. Iaris brow furrows. 'Probably a

jilted lover, this eladrin. What can I say, ladies go crazy for my tail!'

The adventurers must decide what course of action they wish to take. Iaris is concerned repairs to the *Wild Maiden* won't be completed for a few hours yet and suggests doing some more research in Teziir. Affiliated PCs have a number of leads provided in Westgate or alternatively, they could research the name Cymirae by speaking with a sage. Such efforts reveal that Cymirae is a nymph's name.

- **Nine Golden Swords:** Seek out Shou fishermen, who are likely to be settling in at their favorite tavern by now.
- **Fire Knives:** Drop a gold coin in a beggar's cup in Teziir and ask if they have warm place to spend the night. A Fire Knives member makes contact soon after.
- **Watch:** Chief Sergeant Featherby of Westgate's Watch with contacts in Teziir's town guard from his time as a Purple Dragon. Dropping his name at the guardhouse is likely to shake some information loose.

ENDING THE ENCOUNTER

Iaris is keen to get away from Teziir but won't leave until minimum repairs have been completed. In that time, the PCs have time to follow up on a maximum of two leads provided by their affiliates.

If the party has no previous affiliations, make sure to adjust to any creative ideas they may have to track down information. This may involve unwittingly encountering the contacts in Encounters 6A, 6B and 6C.

The encounter ends when the PCs choose their next course of action. Proceed to Encounter 6A to go to the fishermen's tavern and speak with the Shou, Encounter 6B to contact the Fire Knives and Encounter 6C for the town guard.

If the PCs wish to just wait out the time until the *Wild Maiden* is ready, Encounter 7 begins just after leaving port, as Pallebar readies to return home with a full load of fish.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

ENCOUNTER 6A: DOU SHOU QI

SETUP

PCs affiliated with the Nine Golden Swords have been told that Shou fisherman in Teziir usually keep to themselves but are likely to warm to any mention of Master Fan-Ji or a gift of strong spirits, not always in that order.

The Shou can be found upstairs at the *Scarred Seagull*, engaging in boisterous play of an obscure board game. Read or paraphrase the following for PCs looking for the fisherman:

The taverns on Teziir's docks are beginning to fill with fisherman fresh from their day's work. One of the less fragrant ones, the Scarred Seagull, resides a block back from the festhalls proper.

It is upstairs at this rickety tavern that a boisterous group of 20 shou can be heard, most of them keenly observing a board game played by two of their fellows.

Amid the fevered barracking, an older shou looks over to you. 'I suspect you are not here for a round of Dou Shou Qi, state your business stranger'.

Unaffiliated PCs wishing to go to a tavern to relax or gather information before the ship is repaired can also visit the *Scarred Seagull*.

The Shou are playing a game of Don Shou Qi, which translates to 'jungle chess'. PCs who mention their relationship with Master Fan-Ji or the Nine Golden Swords are greeted warmly and offered a seat at the gaming table. Others must work hard to gain their trust.

To gain their trust, a PC must succeed at a DC 22/23 Bluff or Diplomacy check. Offering to buy the Don Shou Qi players a drink lowers the DC by 2 and costs 2 gp, while offering to buy the group a round of drinks lowers the DC by 5 and costs 20 gp.

Once the Shou become comfortable with adventurers, they disclose the following information about the attacks:

- Over the last month the fishermen have sighted a black galley suddenly appearing on the sea as if from another plane. The galley was fitted for war and crewed by fearsome eladrin with longswords.
- Late this afternoon, several of the fishermen encountered a grumpy gnome in the waters off the coast. He mentioned a black galley that had rudely sailed too close to his rowboat and capsized him.

Trusted PCs may wish to play a round of Don Shou Qi, a deceptively simple game involving eight animal tokens and a square board. The group chooses a champion to play and offer a 20 gp bet.

Understandably, the champion is hard to beat, and to win the game, one trusted PC must be chosen to make three skill checks, although up to two assists are allowed per check. A PC may only make one assist, as any more help is considered rude by the shou and disrespectful to the player themselves.

- Nature DC 15 - The PC understands that the different animal tiles are of varying strength, according to the hierarchy of the jungle. A successful check reveals the order in which the animals are ranked.
- Insight DC 15 - A successful check conveys a better understanding of the tactical intricacies of the game.
- Bluff DC 15 - Solid game play won't beat a master of the game - a winning strategy involves bluffing and disguising your intent. A successful check tricks the shou and wins the game.

ENDING THE ENCOUNTER

Win or lose, the Shou are gracious and bid the party farewell. The encounter ends when the PCs have exhausted their conversation topics. PCs affiliated with the Fire Knives or the Watch may visit their contact in Encounter 6B or 6C respectively, otherwise they can board the *Wild Maiden* and proceed to Encounter 7 when ready.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

ENCOUNTER 6B: THE BUM'S RUSH

SETUP

Before embarking on their journey, Julian Bleth told PCs affiliated with the Fire Knives how to contact the group if they needed more information in Teziir.

The task of finding a beggar is sadly an easy one on the streets of Teziir. None dare to make eye contact but all rattle the few copper coins in their begging bowls as you approach.

The method of contacting the Fire Knives is to put a gold coin in a beggar's bowl and ask if they have a warm place to sleep that night. If any party member does this, read or paraphrase the following:

The beggar smiles at hearing the code to contact the local chapter of the Fire Knives, if for no other reason than it means the gold coin in his bowl is probably genuine.

He wordlessly motions for you to follow him through the streets before knocking on a non-descript door facing a narrow side street.

Moments later the door opens and the beggar points inside before running off, gold coin firmly grasped in a grubby fist.

Two local thugs greet the PCs warily but upon hearing of how they got the code, become very helpful very quickly. They offer the following information:

- They have investigated who might be behind the attacks, concluding that no faction is allied with the so-called mysterious black galley responsible.
- Recently, the only ships to be attacked are three-mast vessels, such as the *Sea Horse*. One of the reasons the Fire Knives originally suspected Iaris as the culprit was due to the *Wild Maiden* being built to the same specifications as the *Sea Horse*.
- The black galley fits no known description of ships built in the region. Rumors that it is crewed by eladrin suggest it may be a fey vessel.
- The thugs suggest seeking out a gnome fisherman for more information. Commonly seen deep-sea fishing off the coast, Pallebar has incurred a sizeable gambling debt and owes the Fire Knives

a substantial amount of coin. Pallebar avoids a nasty end by making himself useful to the Fire Knives, providing them with valuable information.

Once the thugs disclose the information, they offer to send their own people to help with repairs to the *Wild Maiden*. This effectively negates any negative effect from failing the skill challenge in Encounter 4.

ENDING THE ENCOUNTER

The encounter ends when the PCs leave the thugs to their business. Heroes affiliated with the Nine Golden Swords or the Watch may visit their contact in Encounter 6A or 6C respectively, otherwise they can board the *Wild Maiden* and proceed to Encounter 7 when ready.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

ENCOUNTER 6C: I KNOW A GUY

SETUP

On Chief Sergeant Featherby's suggestion, PCs affiliated with the Watch may visit Teziir's town guard.

Featherby's relationship with many of the guardsmen stems from his time as a Purple Dragon Knight. He retains their loyalty, despite leaving Cormyr for Westgate. Read or paraphrase the following for PCs looking for information from the guardsmen:

As a protectorate of Cormyr, Teziir's town guard is comprised of a mix of purple dragons and local constables. You arrive at the guardhouse as dozens of armed men are coming and going. The day shift is settling down to play cards as they await dinner, while those on night shift ready to go on patrol.

Unaffiliated PCs wishing to speak with the town guard may do so, although they discover the guardsmen are unwilling to trust them or open up about the attacks off the coast.

The guardsmen are not particularly willing to engage in chatter about the attacks, stating that they fall outside their jurisdiction. PCs who mention their relationship with Chief Sergeant Featherby or the Westgate Watch, however, are greeted warmly and offered inside to swap or story or two about their old commander. Others must work hard to gain their trust.

To get the guardsmen to open about what they know about the attacks, a PC must succeed at a DC 22/23 Bluff or Diplomacy check. The DC is lowered by 2 for any PC with a home region of Cormyr.

Once they become comfortable with adventurers, the guardsmen invite the PCs inside to chat, rather than gossip out on the street. They disclose the following information about the attacks:

- Trade has been badly affected by the pirate attacks, to the point that common folk are starting to take their frustrations out on unemployed sailors, blaming 'their kind' for the situation.
- At mention of Cymirae, one of the guards sheepishly confesses it to be a nymph's name. He knows this from a bedtime story his mother told him every night as a child. This disclosure leads to good-natured mocking from the other guards.

ENDING THE ENCOUNTER

Regardless of whether the PCs gained the confidence of the guardsmen, after a short time they are bid farewell. PCs affiliated with the Nine Golden Swords or Fire Knives may visit their contact in Encounter 6A or 6B respectively, otherwise they can board the *Wild Maiden* and proceed to Encounter 7 when ready.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

ENCOUNTER 7: A GNOME AT SEA

SETUP

Pallebar: An elderly gnome sporting a wide brimmed hat, with fish hooks of varying sizes pinned through it

After several hours of repairs, the *Wild Maiden* sets sail once more. Shortly after losing sight of Teziir, the weather breaks again, as choppy seas and constant rain make performing duties on board miserable. In the middle of the storm the *Wild Maiden* sails into an eerie zone of calmness and a mysterious gnome out for a spot of fishing but sick of being asked questions.

The weather turns sour once more soon after the Wild Maiden loses sight of Teziir. Iaris screams orders to his crew over the din and the newly repaired ship responds despite the pounding she has taken.

The wind and cutting rain suddenly stops and your ears almost ring with silence. In the gloom you can see the tempest beyond an invisible barrier but nearby all is eerily calm nearly two hundred feet across.

In the middle of this stillness a light can be seen. A small figure in a row boat stands raising a lantern and peers out at you as you approach.

A grumpy voice cuts through the silence like thunder, 'Oh come ON...twice in one day?' Stamping his foot in disgust, he throws down what looks to be a fishing rod.

This is Pallebar a gnome from the Feywild.

- He is quite rude when asked a direct question.
- More perceptive adventurers notice that there are no oars.
- He has spent a large amount of money on a Control Weather ritual to keep the sea calm whilst he catches fish for an upcoming feast.
- The *Wild Maiden* is the second ship to have disturbed him in the last few hours.
- He quickly identifies the PCs as adventurers and gives them a hard time about their meddling ways.

To befriend Pallebar the adventurers could do the following:

- Match his insults. The more creative the better. Pallebar loves a good insult, even if he's the target.
- Show interest in fishing. This sparks an in depth conversation on the art of angling (A successful

DC 20 Nature check is required to keep up with him).

- Show proper respect and patience with Pallebar regardless of what is said to them.

Once Pallebar opens up he provides the following information:

- He is fishing the area for silverload sea trout and offers the recipe to anyone who is friendly.
- Not long ago a black galley came by with a very angry eladrin captain by the name of Osirion.
- Apparently someone had kidnapped Osirion's lover from the Feywild.
- Osirion tracked her to Faerun and his investigations led him to believe the kidnapper is here too.
- Osirion is very frustrated that he has not found her and it is pushing him to the brink of madness.

If Pallebar is questioned about Osirion's interest in Iaris, read or paraphrase the following:

'Well he did tell me what he would do to the captain if he found him, Quite ghastly really.' Pallebar pauses and turns to Iaris.

'Well, I have fish to catch or my wife will have words... let's see about getting you out of here.' Without waiting for a reply Pallebar steps out of the boat solidly onto the water. Reaching for a rope he pulls the craft away with short steady strides.

As the edge of the magical field moves closer to the Wild Maiden, Pallebar calls out 'Seems like the kind of night that separates men from boys. With luck, you'll survive to see the dawn.' Once again roaring winds and cutting rain tear at your skin.

ENDING THE ENCOUNTER

If the PCs befriend Pallebar he favors them with his secret recipe for silverload sea trout.

The encounter ends when the *Wild Maiden* enters the storm. Proceed to Encounter 8 when ready.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

ENCOUNTER 8: OSIRION ATTACKS

ENCOUNTER LEVEL 7/9 (1500/2000 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 eladrin mirage adept (A)
- 1 elf raid leader (level 7) (R)
- 2 eladrin bladesingers (level 7) (B)
- 4 eladrin desert blades (M)

This encounter includes the following creatures at the high tier:

- 1 eladrin mirage adept (level 10) (A)
- 1 elf raid leader (level 9) (R)
- 2 eladrin bladesingers (level 9) (B)
- 4 eladrin desert blades (M)

Osirion has finally tracked down the *Wild Maiden* seeking to rescue his beloved Cymirae. Using the storm for cover he strikes from the Feywild in his black galley. The PCs start combat at their workstations or risk the wrath of Onyx.

If the adventurers successfully completed the skill challenge in Encounter 4, paraphrase or read the following:

Over the din of the storm the lookout calls out ‘Ship ahoy! To starboard! A galley and she’s rowing hard!’ Over the rolling waves a black shape is heading straight for the Wild Maiden.

Iaris grips the handrail and snarls at the approaching ship, “brace for impact!”

The PCs have the opportunity to take one action before impact. If they do not choose to brace themselves they must make a save to avoid beginning combat from prone.

If the PCs failed the skill challenge, many of the crew are devoted to bailing out water from below decks, allowing Osirion’s galley to approach unseen. PCs must make a saving throw at the start of combat to avoid starting prone after the *Wild Maiden* was rammed. Paraphrase or read the following:

Over the din of the storm there is a desperate cry from one of the crew. A heartbeat later a black galley appears, its metal-shod ram strikes the Wild Maiden

square. Timbers shatter and the ship shakes, knocking many of the crew to their knees.

Osirion appears at the bow of his ship.

A black cloaked figure with sword in hand declares, ‘find her, and bring her to me.’ Iaris raises his blade in defiance, ‘Osirion, you scurvy dog, the Maiden’s mine! By the Captains Code, I challenge you. Let steel decide the her fate.’

Onyx sends the characters to repel boarders who are heading for the figurehead at the bow.

Iaris and Osirion duel at the stern of the ship. Discourage adventurers from trying to interfere. If necessary have sails or rigging block their attempts or have Onyx remind them of the Captain’s Code.

FEATURES OF THE AREA

Lighting: It is night and darkness is all around except for occasional flashes of lightning off in the distance. On deck lanterns are secured giving illumination to the entire area.

Barrels: Barrels are tied down on each corner of the deck and can be cut loose and kicked toward enemies from an adjacent square.

A DC 16 Acrobatics or Athletics check is required to kick the barrels as a minor action, targeting one enemy within 3 squares. +10 vs. Reflex; the target is knocked prone.

Boom: The boom is secured by rope to the mast closest to the stern but can be cut free or untied to swing across the deck.

A DC 16 Acrobatics or Thievery check is required to cut the boom loose as a minor action, targeting each creature in the blast radius. Blast 3, +10 vs. Reflex; 1d10+3 damage and the target is knocked prone.

Grate: The grate on deck provides line of sight and line of effect to below decks. Any creature targeted with an attack through the grate benefits from superior cover (-5 penalty to attack) and cannot be subject to forced movement through the grate.

Ladders: Two 10 foot ladders toward the stern of the ship offer access to each deck. The hatches are currently closed and require a move action to open.

Railing: The on deck railing around the ship makes it difficult to force an enemy overboard. The railing provides a +5 bonus on saving throws to prevent being moved over the edge.

A character that goes overboard takes no falling damage and must succeed at a DC 10 Athletics check to swim. A successful DC 20 Athletics check is required to

climb unaided and a DC 10 with the assistance of a rope which are quickly flung overboard by one of the sailors.

Sails: The sails on the *Wild Maiden* are attached to the three masts and adjacent creatures can cut them down to fall on enemies. This action can be completed once for each of the three masts.

A DC 16 Acrobatics or Thievery check is required to cut the sails loose from a mast as a minor action, targeting each creature in the blast radius. Blast 3, +10 vs. Reflex; the target is blinded and immobilized (save ends).

Stairs: The stairs are difficult terrain, whether traveling up or down, due to the water on the deck.

TACTICS

The desert blades race to bow to take possession of the figurehead (marked with a C on the map). The eladrin bladesingers open with *wyvern strike* to fly onto the *Wild Maiden* and utilize the terrain (kicking barrels, cutting down sails etc.) to disadvantage the PCs, while the mirage adept and raid leader attack from range on the black galley. The raid leader also uses *focus on the pain* whenever possible on the bladesingers to offset daze, stun and immobilize conditions.

Note that the terrain features are intended to play a big part in the combat, with the enemies making good use of the barrels, boom and sails to hinder the PCs where possible.

EXTRA CHALLENGE OPTION

The options in this section are provided in order for you to present an adequate challenge for players who seek it. Use your best judgment in deciding which (if any) of these options to include:

- The eladrin mirage adept's *phantom foes* power recharges on a roll of 5 or 6.
- After every two rounds, another two eladrin desert blades appear from belowdecks on the enemy ship and join the battle.
- The eladrin bladesinger's *wyvern strike* ability recharges when first bloodied.

SCALING THE ENCOUNTER

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

Four PCs: Decrease the level of all enemies by 1 (reduce all attacks and defenses by 1, subtract 8 hp).

Six PCs: Add an eladrin bladesinger.

ENDING THE ENCOUNTER

Iaris is outmatched in the duel with Osirion and the longer the fight goes on the more obvious that becomes. If combat lasts more than three rounds, Osirion defeats Iaris. Should the PCs dispatch the raiders within three rounds, however, Iaris takes heart from the swift victory and strikes a crippling blow to Osirion.

If the PC's are defeated in combat they are not coup-de-graced as Osirion's crew naturally assumes he wishes to interrogate them as he has done many times before.

Proceed to Encounter 9 once the players are ready.

EXPERIENCE POINTS

PC's earn 250/400 xp each for defeating the eladrin.

TREASURE

The PC's locate *boarding boots* (level 8) and *irrefutable armor* +2 (level 7) carried by one of the eladrin bladesingers, as well as *armor of sudden recovery* +2 (level 8) carried by the eladrin mirage adept.

ENCOUNTER 8: OSIRION ATTACKS STATISTICS (LOW LEVEL)

Eladrin Mirage Adept	Level 7 Controller
Medium fey humanoid	XP 300
Initiative +6 Senses Perception +9; low-light vision	
HP 80; Bloodied 40	
AC 21; Fortitude 19, Reflex 20, Will 19	
Saving Throws +5 against charm effects	
Speed 6; see also <i>fey step</i>	
m Dagger (standard; at-will) ♦ Psychic, Weapon	
+12 vs. AC; 4d4 + 4 psychic damage and the target is slowed until the end of its next turn.	
R Deluding Whispers (standard; at-will) ♦ Charm, Psychic	
Ranged 10; +11 vs. Will; 2d8 + 6 psychic damage, and the adept slides the target 3 squares. Until the end of the target's next turn, the target cannot see creatures that are adjacent to it.	
A Phantom Foes (standard; recharge 6) ♦ Illusion, Psychic	
Area burst 2 within 20; enemies only; +9 vs. Will; 3d8 + 5 psychic damage, and the target is confused (save ends). While confused, whenever it targets an enemy with a melee or ranged attack and one of its allies is also within range of that attack, roll a d20; on a result of 10 or higher, the target instead makes the attack against the nearest ally in range.	
Fey Step (move; encounter)	
The adept teleports 5 squares.	
Alignment Unaligned	Languages Common, Elven
Skills Arcana +12, History +12, Nature +12	
Str 13 (+4)	Dex 16 (+6) Wis 13 (+4)
Con 16 (+6)	Int 19 (+7) Cha 16 (+6)
Equipment leather armor, dagger	

Elf Raid Leader (level 7)	Level 7 Artillery (Leader)
Medium fey humanoid	XP 300
Initiative +9 Senses Perception +11	
HP 61; Bloodied 30	
AC 19; Fortitude 18, Reflex 20, Will 19	
Speed 7	
m Obsidian Short Sword (standard; at-will) ♦ Weapon	
+12 vs. AC; 2d6 + 5 damage and raid leader shifts 1 square.	
R Bone Bow (standard; at-will) ♦ Weapon	
Ranged 20; +14 vs. AC; 2d10 + 5 damage.	
R Harrying Shot (standard; at-will) ♦ Weapon	
Ranged 20; +14 vs. AC; 2d10 + 5 damage, and until the end of the raid leader's next turn, its allies gain combat advantage against the target while adjacent to the target.	
Elven Accuracy (free; encounter)	
The raid leader rerolls one of its attack rolls and uses the second result.	
Focus on the Pain (minor; recharge 6) ♦ Weapon	
One ally within 20 squares of the raid leader takes 5 damage and makes a saving throw with a +2 bonus.	
Wild Step	
The raid leader ignores difficult terrain when it shifts.	
Alignment Unaligned	Languages Common, Elven
Skills Athletics +10, Stealth +14	
Str 14 (+5)	Dex 23 (+9) Wis 16 (+6)
Con 13 (+4)	Int 13 (+4) Cha 13 (+4)
Equipment obsidian short sword, bone bow, 20 bone arrows	

Eladrin Bladesinger (level 7)	Level 7 Skirmisher
Medium fey humanoid	XP 300
Initiative +10 Senses Perception +4; low-light vision	
HP 82; Bloodied 41	
AC 21; Fortitude 19, Reflex 20, Will 19	
Saving Throws +5 against charm effects	
Speed 8; see also <i>fey step</i>	
m Brilliant Blade (standard; at-will) ♦ Radiant, Weapon	
+12 vs. AC; 2d8 + 1 radiant damage and the target takes a -2 penalty to attack rolls against the bladesinger until the end of the bladesinger's next turn.	
m Crippling Strike (standard; at-will) ♦ Weapon	
The bladesinger shifts 3 squares before and after making the attack; +10 vs. Fortitude; the target is weakened and slowed (save ends both). <i>Miss</i> ; the target is slowed (save ends).	
M Dance of Brilliance (standard; at-will) ♦ Radiant, Weapon	
+12 vs. AC; 1d8 + 2 radiant damage and the bladesinger shifts 3 squares and uses <i>brilliant blade</i> against a different target.	
M Wyvern Strike (standard; encounter) ♦ Poison, Weapon	
The bladesinger flies 8 squares and does not provoke opportunity attacks. At any point during the move, the bladesinger makes an attack; +10 vs. Fortitude; 1d8 + 2 damage and ongoing 5 poison damage (save ends).	
Combat Shift (minor; requires combat advantage against an adjacent target; at-will)	
The bladesinger shifts 1 square to a space adjacent to the target.	
Fey Step (move; encounter)	
The adept teleports 5 squares.	
Alignment Unaligned	Languages Common, Elven
Str 13 (+4)	Dex 21 (+8) Wis 13 (+4)
Con 18 (+7)	Int 15 (+5) Cha 18 (+7)
Equipment chainmail, longsword	

Eladrin Desert Blade	Level 7 Minion
Medium fey humanoid	XP 75
Initiative +6 Senses Perception +4; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 21; Fortitude 19, Reflex 19, Will 18	
Resist 5 fire	
Speed 6; see also <i>fey step</i>	
m Scimitar (standard; at-will) ♦ Weapon	
+12 vs. AC; 6 damage (8 damage on a critical hit).	
Fey Step (move; encounter)	
The desert blade teleports 5 squares.	
Heat Stroke	
A desert blade's basic attack deals 1 extra point of damage for each desert blade adjacent to the target.	
Alignment Unaligned	Languages Common, Elven
Str 16 (+6)	Dex 16 (+6) Wis 12 (+4)
Con 12 (+1)	Int 9 (-1) Cha 15 (+5)
Equipment leather armor, scimitar	

ENCOUNTER 8: OSIRION ATTACKS STATISTICS (HIGH LEVEL)

Eladrin Mirage Adept (level 10)	Level 10 Controller
Medium fey humanoid	XP 500
Initiative +8 Senses Perception +11; low-light vision	
HP 104; Bloodied 52	
AC 24; Fortitude 22, Reflex 23, Will 22	
Saving Throws +5 against charm effects	
Speed 6; see also <i>fey step</i>	
m Dagger (standard; at-will) ♦ Psychic, Weapon	
+15 vs. AC; 4d4 + 6 psychic damage and the target is slowed until the end of its next turn.	
R Deluding Whispers (standard; at-will) ♦ Charm, Psychic	
Ranged 10; +14 vs. Will; 2d8 + 8 psychic damage, and the adept slides the target 3 squares. Until the end of the target's next turn, the target cannot see creatures that are adjacent to it.	
A Phantom Foes (standard; recharge 6) ♦ Illusion, Psychic	
Area burst 2 within 20; enemies only; +12 vs. Will; 3d8 + 7 psychic damage, and the target is confused (save ends). While confused, whenever it targets an enemy with a melee or ranged attack and one of its allies is also within range of that attack, roll a d20; on a result of 10 or higher, the target instead makes the attack against the nearest ally in range.	
Fey Step (move; encounter)	
The adept teleports 5 squares.	
Alignment Unaligned Languages Common, Elven	
Skills Arcana +14, History +14, Nature +14	
Str 13 (+6)	Dex 16 (+8) Wis 13 (+6)
Con 16 (+8)	Int 19 (+9) Cha 16 (+8)
Equipment leather armor, dagger	

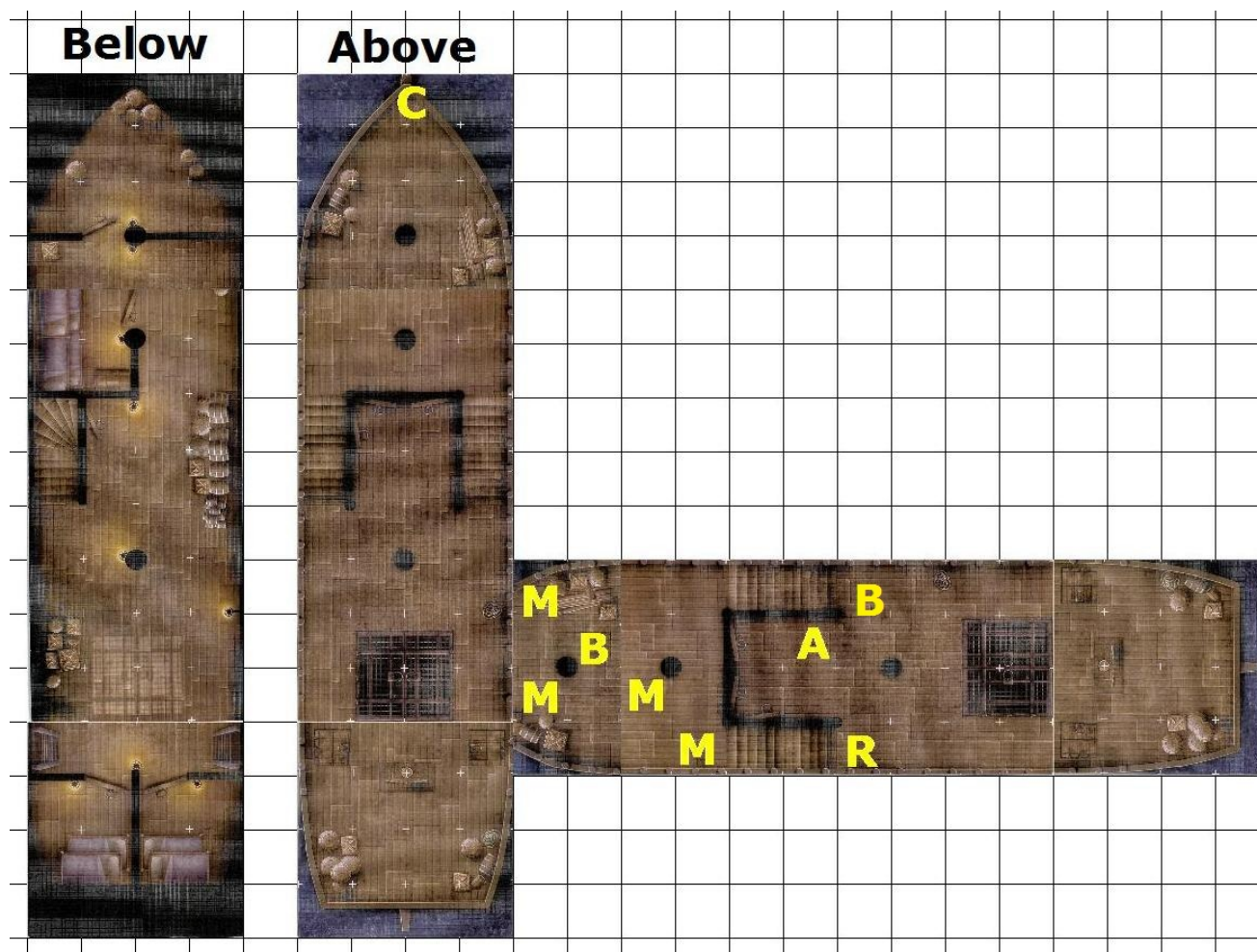
Elf Raid Leader (level 9)	Level 9 Artillery (Leader)
Medium fey humanoid	XP 400
Initiative +10 Senses Perception +12	
HP 73; Bloodied 36	
AC 21; Fortitude 20, Reflex 22, Will 21	
Speed 7	
m Obsidian Short Sword (standard; at-will) ♦ Weapon	
+14 vs. AC; 2d6 + 6 damage and raid leader shifts 1 square.	
R Bone Bow (standard; at-will) ♦ Weapon	
Ranged 20; +16 vs. AC; 2d10 + 6 damage.	
R Harrying Shot (standard; at-will) ♦ Weapon	
Ranged 20; +16 vs. AC; 2d10 + 6 damage, and until the end of the raid leader's next turn, its allies gain combat advantage against the target while adjacent to the target.	
Elven Accuracy (free; encounter)	
The raid leader rerolls one of its attack rolls and uses the second result.	
Focus on the Pain (minor; recharge 6) ♦ Weapon	
One ally within 20 squares of the raid leader takes 5 damage and makes a saving throw with a +2 bonus.	
Wild Step	
The raid leader ignores difficult terrain when it shifts.	
Alignment Unaligned Languages Common, Elven	
Skills Athletics +11, Stealth +15	
Str 14 (+6)	Dex 23 (+10) Wis 16 (+7)
Con 13 (+5)	Int 13 (+5) Cha 13 (+5)
Equipment obsidian short sword, bone bow, 20 bone arrows	

Eladrin Bladesinger (level 9)	Level 9 Skirmisher
Medium fey humanoid	XP 400
Initiative +11 Senses Perception +5; low-light vision	
HP 98; Bloodied 49	
AC 23; Fortitude 21, Reflex 22, Will 21	
Saving Throws +5 against charm effects	
Speed 8; see also <i>fey step</i>	
m Brilliant Blade (standard; at-will) ♦ Radiant, Weapon	
+14 vs. AC; 2d8 + 2 radiant damage and the target takes a -2 penalty to attack rolls against the bladesinger until the end of the bladesinger's next turn.	
m Crippling Strike (standard; at-will) ♦ Weapon	
The bladesinger shifts 3 squares before and after making the attack; +12 vs. Fortitude; the target is weakened and slowed (save ends both). <i>Miss</i> ; the target is slowed (save ends).	
M Dance of Brilliance (standard; at-will) ♦ Radiant, Weapon	
+14 vs. AC; 1d8 + 3 radiant damage and the bladesinger shifts 3 squares and uses <i>brilliant blade</i> against a different target.	
M Wyvern Strike (standard; encounter) ♦ Poison, Weapon	
The bladesinger flies 8 squares and does not provoke opportunity attacks. At any point during the move, the bladesinger makes an attack; +12 vs. Fortitude; 1d8 + 3 damage and ongoing 5 poison damage (save ends).	
Combat Shift (minor; requires combat advantage against an adjacent target; at-will)	
The bladesinger shifts 1 square to a space adjacent to the target.	
Fey Step (move; encounter)	
The adept teleports 5 squares.	
Alignment Unaligned Languages Common, Elven	
Str 13 (+5)	Dex 21 (+3) Wis 13 (+5)
Con 18 (+8)	Int 15 (+6) Cha 18 (+8)
Equipment chainmail, longsword	

Eladrin Desert Blade	Level 7 Minion
Medium fey humanoid	XP 75
Initiative +6 Senses Perception +4; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 21; Fortitude 19, Reflex 19, Will 18	
Resist 5 fire	
Speed 6; see also <i>fey step</i>	
m Scimitar (standard; at-will) ♦ Weapon	
+12 vs. AC; 6 damage (8 damage on a critical hit).	
Fey Step (move; encounter)	
The desert blade teleports 5 squares.	
Heat Stroke	
A desert blade's basic attack deals 1 extra point of damage for each desert blade adjacent to the target.	
Alignment Unaligned Languages Common, Elven	
Str 16 (+6)	Dex 16 (+6) Wis 12 (+4)
Con 12 (+1)	Int 9 (-1) Cha 15 (+5)
Equipment leather armor, scimitar	

ENCOUNTER 8: OSIRION ATTACKS MAP

TILE SETS NEEDED
RPGA SHIP TILES x2



ENCOUNTER 9: CYMIRAE

SETUP

The battle is over and an unnatural calm descends upon the area. The outcome of the duel depends on how swiftly the heroes dealt with the raiders.

If the PCs took more than three rounds to dispatch their enemies, Osirion's greater skills come to bear and he emerges triumphant. With sword at Iaris' neck, he moves to the bow to remove Cymirae from the Wild Maiden and return her home. Read or paraphrase the following:

As the last enemy falls to the deck, movement at the stern of the ship catches your eye. Osirion stands victorious, sword at Iaris' throat.

Bleeding and down on one knee, the tiefling concedes 'I am defeated, to the victor goes the spoils.'

Osirion teleports to the bow of the ship, bloodied and proud. With tears in his eyes he caresses the cheek of the figurehead, 'Cymirae, my love, trapped in a wooden prison, so far from your tree...'

'I must return her to the Feywild to undo this evil curse, but my time here is short. I fear she cannot be safely freed before I must leave.'

'No!' Iaris cries, struggling to his feet. 'I am nothing without my maiden!'

If the PCs dispatched the raiders within three rounds, Iaris takes heart from their swift victory and strikes a crippling blow to Osirion. Read or paraphrase the following:

With a minimum of fuss, the last enemy falls to the deck. Movement at the stern of the ship catches your eye. Iaris strikes a mighty blow, knocking Osirion to his knees. He stands victorious, sword at the eladrin's throat.

Bloodied and proud, Osirion looks to the bow and pleads with Iaris, 'Why did you curse Cymirae to live imprisoned in a wooden cage? What man are you, to keep her as some kind of grotesque trophy?'

Iaris blinks momentarily, 'She's alive? I never knew...'

'My love was taken from me many years ago. I beg you, do not condemn her to live in that prison, return her to the Feywild to undo this evil curse.'

Iaris hesitates as Osirion continues, 'My time here is short. I fear she cannot be safely freed before I must

leave.' A deathly silence descends over the ship as a confused Iaris turns to you for advice.

The PCs must resolve the situation. Cymirae cannot be freed before Osirion's galley shifts back to the Feywild,

Remind the party that the mission is to stop the attacks and regardless of how they feel about Osirion, returning Cymirae to him achieves that goal.

Even in her transformed state, the nymph touches the hearts of mortals and Iaris has fallen deeply under her spell. The striking figurehead is Iaris' muse and he is distraught at the thought of giving her up.

One solution is reminding them of the Captain's Code - Iaris giving an oath to free Cymirae and hand her over to Osirion at a later date is acceptable. Osirion agrees with the arrangement that he pledges to return in three months to collect Cymirae.

Paraphrase the following depending on the agreement struck between Iaris and Osirion:

Osirion nods. 'I will return in three months to this very spot. The Wild Maiden must return, with Cymirae safely removed, upon the word of Iaris the Sly as captain.'

He returns to his galley, which rows away from the crippled Wild Maiden before disappearing in a flash to the Feywild.

Coughing up blood, Iaris sighs and smiles weakly... 'So tell me, can anyone use a scroll of make whole? Quickly now, we seem to be sinking...'

CONCLUDING THE ADVENTURE

Iaris guides the crippled Wild Maiden back to Westgate. With the remainder of the crew he stays behind to arrange for repairs at the docks. The adventurers are sent to Billsworth to provide a report who is pleased with them and will ensure all the city factions are aware of what has happened. After being informed of events, Billsworth discloses the following:

- An attack from the Feywild is concerning. Research must be undertaken to assess the threat of this becoming more common.
- Word spread quickly throughout Westgate, as the docks are reopened for business.
- Each faction shares the concern that a resumption of violence from Osirion relies on the goodwill of Iaris the Sly.

Successfully negotiating a peace between Osirion and Iaris fulfills the minor quest Hunt the Hunter and any character providing Arwin Billsworth with information

on Iaris receives **DRAG24 The Judge's Favor** story award.

Characters who provided information to Arwin Billsworth and were affiliated with any of Westgate's factions instead receive the **DRAG25 Hero of the Docks District** story award for once again serving the people of city.

EXPERIENCE POINTS

There are no experience points for this encounter.

TREASURE

If any PC was given a gift by an affiliated faction in Encounter 1, the whole party gains access to the treasure bundle. These gifts were a *vagabond's die* (level 8) from the Fire Knives, a *jade macetail* (level 8) by the Nine Golden Swords and a *whistle of warning* (level 8) by the Watch. Note that PCs only gain access to the bundle if the gift was given out in Encounter 1.

The PC's also receive the remaining 50 / 75 gp each promised by Billsworth as payment for the mission.

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.

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 3: Repel Boarders!

250 / 350 XP

Encounter 4: She's Taking Water

80 / 160 XP

Encounter 8: Osirion Attacks

300 / 400 XP

Minor Quest: Hunt the Hunter.

40 / 60 XP

Total Possible Experience

640 / 960 XP

Gold per PC

100 / 150 gp

(Encounter 1: 50 / 75 gp, Encounter 9: 50 / 75 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. 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. 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: *jade macetail** (8th level; AV)

Found in Encounter 1

Bundle B: *vagabond's die ** (8th level; AV2)

Found in Encounter 1

Bundle C: *whistle of warning** (8th level; AV2)

Found in Encounter 1

Bundle D: *frost weapon +2* (8th level; PH)

Found in Encounter 3

Bundle E: *pavise charm** (8th level; AV2)

Found in Encounter 3

Bundle F: *armor of sudden recovery +2** (8th level; AV2)

Found in Encounter 8

Bundle G: *irrefutable armor +2** (8th level; AV)

Found in Encounter 8

Bundle H: *boarding boots** (8th level; AV)

Found in Encounter 8

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of stormshield** (level 8) plus 0 / 125 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 125 / 250 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. Normally, if a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session (exceptions to this will be noted in the story award text).

DRAG24 The Judge's Favor

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DRAG25 Hero of the Docks District

Time and again you have aided the common folk of Westgate's docks district. The locals recognize a hero when they see one and although they are short on gold and luxuries, you will never go a day in Westgate without being offered a meal or handed a tumbler of Grayson's Premium.

Like it or not, you are looked upon as a role model and asked for advice on all manner of topics. Wield that power with caution, lest your factional allies decide you are more trouble than you are worth.

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Despite disrupting his fishing trip in the middle of the Sea of Fallen Stars, Pallebar the gnome likes the cut of your jib.

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NEW RULES

Armor of Sudden Recovery

Lvl 8 +2 3,400 gp

Armor: Cloth, leather

Enhancement: +2 AC

Property: You gain a +1 item bonus to saving throws against ongoing damage.

Power (Daily): Minor Action. You can use this power when you're taking ongoing damage. The ongoing damage ends, and you gain regeneration equal to the amount of ongoing damage until the end of the encounter.

Reference: *Adventurer's Vault 2*.

Boarding Boots

Lvl 6 +8 3,400 gp

Item Set: Kamestiri Uniform

Item Slot: Feet

Property: You ignore difficult terrain on a boat, ship or other watercraft

Power (Daily): Standard. You jump a number of squares equal to your speed and use one of your at-will attack powers with a +1 power bonus to the attack roll.

Reference: *Adventurer's Vault 2*.

Irrefutable Armor

Lvl 7 +2 2,600 gp

Armor: Any

Enhancement: +2 AC

Power (Daily): Free Action. Use this power when you miss with an attack that targets Will defense. Reroll your attack with a power bonus equal to the enhancement bonus of this armor

Reference: *Adventurer's Vault*.

Jade Macetail

Level: 8

Price: 3,400 gp

Wondrous Item

Power (Daily o Conjuration): Standard Action. Use this figurine to conjure a macetail behemoth that appears to be made of jade (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

Power (At-Will): Standard Action. The jade macetail recharges its tail sweep power.

Jade Macetail Behemoth	
Large natural animate	
Initiative as conjurer	Senses Perception +5
HP 13; Bloodied 6.	
AC 23; Fortitude 23, Reflex 20, Will 19	
Speed 5	
m Tail Bludgeon (standard; at-will)	
Reach 2; +14 vs. AC; 1d10 + 4 damage.	
C Tail Sweep (move; encounter)	
Close burst 1; +12 vs. Reflex; 1d10+6 damage, and the target is knocked prone if it is Medium size or smaller.	

Alignment Unaligned

Str 22 (+10)

Dex 16 (+7)

Languages –

Wis 14 (+6)

Con 18 (+8)

Int 2 (0)

Cha 6 (+1)

Pavise Charm

Lvl 8 +2 3,400 gp

Item Set: Kamestiri Uniform

Item Slot: Neck

Enhancement: +2 Fortitude, Reflex and Will

Power (Daily): Minor Action. You gain a +2 power bonus to AC and Reflex until you leave your current space.

Reference: *Adventurer's Vault 2*.

Potion of Stormshield

Lvl 8 125 gp

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, once during this encounter, you can use an immediate interrupt action to gain resist 15 lightning or resist 15 thunder against a single attack..

Reference: *Adventurer's Vault*.

Vagabond's Die

Lvl 8 3,400 gp

Power (Daily *Varies): Minor Action. You target a creature within 10 squares and roll a d6.

1: Drunkard's Mug. The target takes a -2 penalty to attack rolls until the end of its next turn.

2: Gambler's Dice. Roll a d20. If the roll is even, the target takes damage equal to the result. If the roll is odd, the target regains hit points equal to the result.

3: Jester's Chair. The target falls prone.

4-5: Soldier's Fist. The first attack that hits the target before the end of your next turn does 2d6 extra damage.

6: Storm's Fury. The target and all creatures adjacent to it take 1d10 lightning damage.

Reference: *Adventurer's Vault 2*.

Whistle of Warning

Lvl 8 3,400 gp

Power (Encounter): Minor Action. Each ally within 10 squares of you who can hear the whistle can shift 1 square or draw a weapon or retrieve an implement as a free action.

Reference: *Adventurer's Vault 2*.

PLAYER HANDOUT 1

The Captains Code on the Sea of Fallen Stars

*A Captain is Lord and Master of the ship and its crew
The dispenser of justice
The arbiter of disputes
The Captain's word is law*

A Captain is bound by blood oath should he swear on his honor before his crew

A Captain is responsible for his crew and the well being of all who travel with him

A Captain ensures a fair share of all spoils

A Captain, by his honor, respects a flag of truce and answers for his crew's actions at such times

A Captain gives parley when asked for, and may end it as required

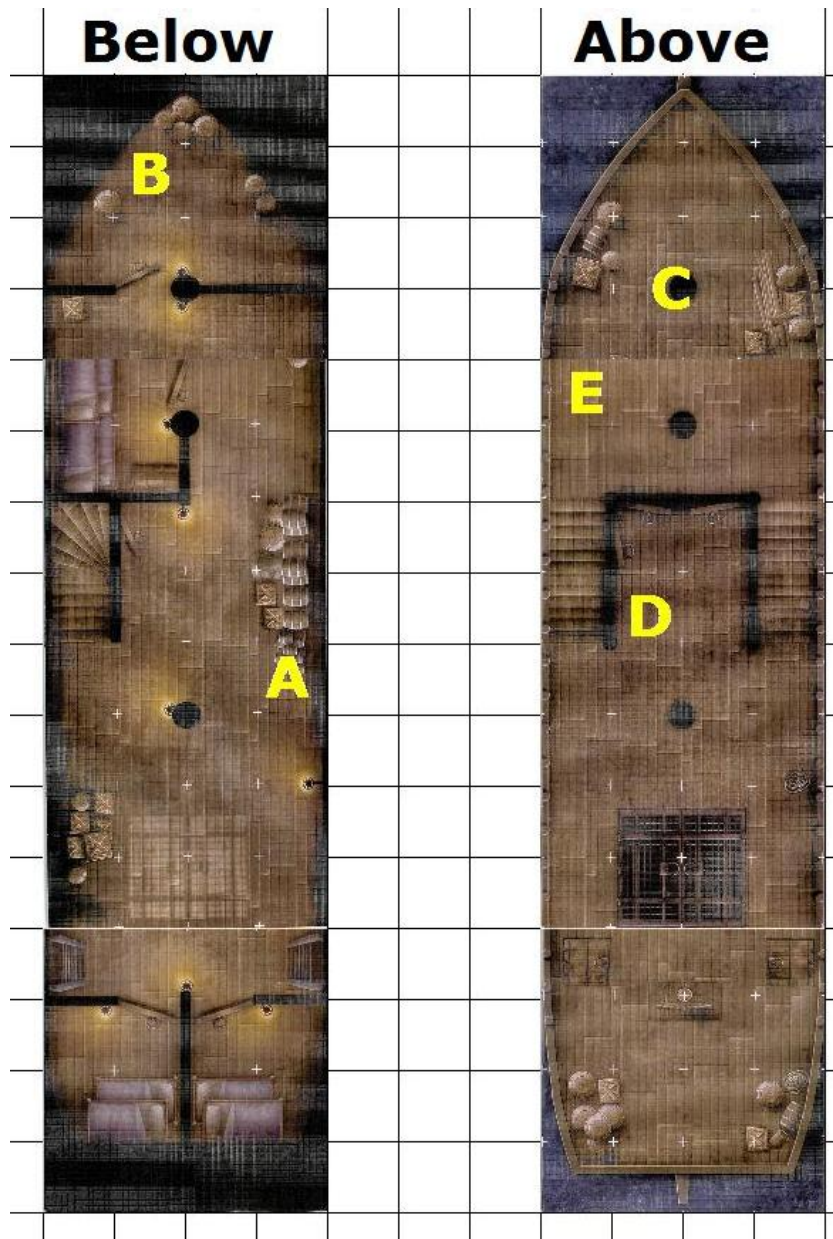
A Captain may seek justice from another Captain for a wrong doing in a trial by combat. Any Captain refusing such justice will do so at the expense of their honor

The Captain and the crew are in compact and the Code is the rules by which they abide

PLAYER HANDOUT 2

Crew duties on the Wild Maiden

- A: Ship's cook: Below deck amidships
- B: Pumping station: Below deck bow (up to 2 PCs)
- C: Lookout: Crow's nest amidships
- D: Deck crew: On deck amidships.
- E: Maintenance: On deck bow



DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

DRAG2~ 3 OF WILD AND DARKENED WATERS

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

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

Player Name	RPGA/DCI Number
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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

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