

GOBLINS STRIKE BACK

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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The death of their leader Ekrilliek was supposed to end the threat of the goblins of Brikklext. Instead, it led to an opportunity for the demon Morthak to seize control of the goblins with promises of sweet revenge for their fallen chief. Now, with the aid of Morthak and his powerful allies, the goblins are preparing to launch a decisive attack against the people of Impiltur. Will heroes rise up to stop the impending invasion? A *Living Forgotten Realms* adventure set in Impiltur for characters levels 17-20. Characters that have previously played IMPI2-2 *Wetwork* and/or IMPI2-3 *Rooting out Corruption* may find this adventure particularly interesting.

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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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 a WPN event (see above), complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. 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 17-20. 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

Adventuring can be a dangerous business. Your character might succumb to those dangers. However, death is usually a temporary situation for powerful adventurers (and even for less-powerful adventurers who have powerful friends). If your character dies during the course of an adventure, you always have at least one option (accepting Death Charity) and you might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if your group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost should be divided evenly amongst the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost. The total cost for Raise Dead when using an outside source is 600 gp for Heroic tier, 6,000 gp for Paragon tier, and 60,000 gp for Epic tier.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; otherwise, a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. Some heroes seem to have been marked by fate to fulfill a special purpose; their destinies do not include an ignoble demise. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. (To be clear, invoking Death Charity is completely optional; some players prefer to let their dead characters stay dead if the circumstances seem dramatically appropriate. A character that does not return from the dead is

retired from play.) There is no cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Regardless of which option is chosen, any character who dies during an adventure gains less XP from that adventure. At the end of the game session, when the DM announces the XP each character earns, your character suffers a 20% penalty (so you get 80% of the amount earned by those characters that did not die during the adventure). If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if the DM believes that the group as a whole might not have succeeded without the dead character's sacrifice. The penalty also does not apply in the event of a TPK (Total Party Kill), because the DM reduces the entire group's XP award to reflect the fact that the party as a whole failed to complete the adventure.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. A **death penalty** almost always applies to any character brought back from the dead (see the next section).

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

MILESTONES

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

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

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 an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. 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 Adventure Log and tracked across adventures. It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

ADVENTURE BACKGROUND

With the death of their leader in *IMPI2-2 Wetwork*, the goblins of Brikklext were once again divided under various leaders, each struggling to increase his own individual power. Meanwhile, in the northern hills of Impiltur, Morthak the Everhungry, a demon loosed on the world when the Weave fell, had been biding his time. Morthak amassed a small following out of sight of the civilized folks of Impiltur. Thanks to the leadership vacuum among the goblins of Brikklext, Morthak now has the opportunity to carry out his plans for conquest and destruction. Slaying the goblin leaders vying for power, Morthak seized control of the goblins of Brikklext and has begun a massive invasion of the cities of Impiltur, using the goblins as his ground troops.

When the adventure begins, Morthak's army is rampaging through the countryside and has already overrun several small villages en route to New Sarshel. On hearing the news of goblin attacks on outlying villages, the Grand Council of Impiltur dispatched a veteran officer, Major Uvar, with a battalion of soldiers to put down the goblin army. Major Uvar and his troops were ambushed and slaughtered before they could reach the village of Meadowbrook.

Several days have passed since the captain's report was due to the Council, and they are very concerned. Therefore, the PCs are asked to investigate.

DM'S INTRODUCTION

The PCs are sent to the same village where the captain was headed. On their way to the village, the PCs find the massacre of the captain and his battalion. A lone survivor tells of a great goblin horde with demonic overlords smashing them before they got to the village. The survivor overheard a conversation with the enemies talking of an imminent attack on New Sarshel.

After reporting their findings back to the council, the PCs are tasked with placement of the Impilturan army throughout New Sarshel and shoring up of the defensive perimeter surrounding the city. With the council fractured by the betrayal of one of its own in *IMPI2-3 Rooting out Corruption* (Lord Belgaros), the PCs represent the best option not to show favoritism to any council members.

PCs with the story awards: **IMPI04 Favor of van Deesbrock**, **IMPI05 Savior of Lost Souls**, **IMPI19 Minor Lord of Impiltur**, **IMPI20 Honored by the Grand Council** and/or **IMPI02 Favor of Halder** or the New Sarshel Enforcer feat find it easier to influence people in the city. On the other hand, PCs with the story awards **IMPI11 Dishonest** and/or **IMPI21 Noble**

Disfavor find it a little more difficult (see **Appendix 2** for a chart of pertinent story awards).

If the PCs played *IMP2-2 Wetwork*, ascertain whether or not the bugbear Ekrilliek was captured alive and brought to New Sarshel. If he is still alive and in New Sarshel, there is an optional scene you can add to Encounter 2.

The rest of the adventure involves the battle for New Sarshel, with the PCs in charge of the city's defenses. Morthak's army begins its attack on the city at sunset. The PCs and their troops move throughout the city as various areas come under attack. The Impilturan army is hard-pressed on every front, but the presence of the PCs should be enough to blunt the initial assault. Any PC with the story award **IMPI18 Enemy of Brikklext** finds the goblins focused on them.

As the battle progresses, a second front opens up: a horde of sea creatures swarm the docks district. The PCs must bolster the dock district defenses as the enemy force there is too much for the regular army to handle.

Finally, having recognized the PCs' influence on the battle, the balor Morthak leads his personal guard in a direct attack on the adventurers, seeking to end the battle with a single decisive strike. This final showdown determines the fate of New Sarshel – and perhaps all of Impiltur.

If any of the PCs played *IMPI2-3 Rooting out Corruption*, find out what they did with the crown (as noted down in the story award **IMPI22 Fate of the Crown**). If the crown was not destroyed, Morthak is able to use it during the battle.

PLAYER'S INTRODUCTION

The adventure begins in the city of New Sarshel. The PCs have been summoned to the manor of Lord Pettigrew. Read or paraphrase the following:

You find yourselves in a well-appointed sitting room waiting for your host, Lord Pettigrew of the Grand Council of Impiltur, to arrive. Food and refreshments sit on a finely crafted table. There are several other seasoned individuals in the room.

If the PCs haven't already done so, this is a good time for them to introduce themselves to one another. When everyone is ready, proceed:

A middle-aged, well-dressed gentleman enters the room. He has a noble demeanor, and his precisely coiffed hair and well-groomed beard speak of his wealth and importance. He settles himself in a high-backed chair

and addresses you. “Greetings and well met. I am Lord Pettigrew. I have called you here to ask a favor of you.”

“A tenday ago, the Grand Council received reports of a goblin war band, led by demons, ravaging the countryside near the village of Meadowbrook. The Grand Council dispatched a force from New Sarshel to deal with the goblins. The commander of that force, Major Uvar, took most of the city’s garrison with him.

“It has been nearly five days since they left, and we have heard nothing from our soldiers or the village of Meadowbrook.

“I would like to commission you to investigate what happened to the expeditionary force, and - if indeed the worst has happened - to see if there is anything left to save of Meadowbrook.”

Here are some pieces of information that Lord Pettigrew can give the PCs:

- The garrison commander, Major Uvar, led the expeditionary force. He is a veteran of several campaigns against goblins and an exceptional soldier. It is completely out of his character not to report back in a timely fashion, so the Council fears the worst.
- Major Uvar took a full battalion (about 500 soldiers) with him. Only a small reserve force remains in New Sarshel. The troops left in the garrison are all well trained and properly equipped to fight, but they lack real combat experience. Reinforcements have been called from elsewhere in Impiltur, but they will not arrive quickly.
- If the PCs find that the battalion and Meadowbrook are under siege or similar peril, they should send word back to New Sarshel and try to hold out until the Grand Council can send a rescue force.
- If the worst has happened, and the battalion has somehow been killed or captured, the PCs should try to figure out what happened and report back to New Sarshel at once.
- The village of Meadowbrook is a peaceful village near the foothills of the northern hills. It is about two days travel on foot from New Sarshel. Lord Pettigrew assumes that the PCs are able to travel by means that a larger force could not, but he can offer horses if the PCs have no mounts of their own (he will be surprised if they ask, though).
- Lord Pettigrew understands that the PCs are experienced and powerful individuals (which is why he’s comfortable sending a handful of people to explore an area where an entire army

has just disappeared). He offers 5000/6000 gold pieces per character for news of the missing battalion and the village of Meadowbrook.

- If pressed (for example, if the PCs ask why the Council is not sending its own forces to investigate), Lord Pettigrew admits that the Grand Council selected adventurers for this job since they are viewed as politically independent. Various nobles and merchant princes fear that if one of their own takes on this responsibility, that person’s actions will favor certain Houses at the expense of others. Such strife is never a good thing during war. Lord Pettigrew is not quick to admit this since it shames him that his once-proud nation is reduced to petty political infighting at a time when its very existence is potentially threatened.

When the PCs are done conversing with Lord Pettigrew, proceed to Encounter 1.

IMPORTANT NOTE

This adventure puts the PCs in charge of coordinating the defense of an entire city against an invading army of demons and goblins. This is a task that is worthy of high Paragon tier. Nevertheless, there is no way for us to anticipate all of the resources that the PCs might have at their disposal. Try to encourage creative ideas and good roleplaying. Let the players take advantage of all the power and influence that their characters have accumulated.

For example, during Encounter 2, the PCs have several days to prepare the city’s defenses. A character who can cast teleportation rituals and who has story awards granting her the favor of powerful nobles from various nations of the Realms might offer to teleport around to various countries and call in those favors for additional supplies, magic items, mercenaries, or what have you. As long as a plan proposed by the players makes sense and can plausibly be completed during the available time, run with it.

Also, during the battle scenes, the focus should almost always be on the PCs. These characters can engage in larger-than-life acts of individual bravery and heroism. The vast majority of the combatants (on both sides) are the equivalent of level 1 creatures. By comparison, the PCs are at the height of the Paragon tier and are on the verge of entering the Epic tier. Let them feel like it! It’s not plausible for the PCs to single-handedly destroy the entire army (although they do get to strike down the balor leading the army) but it’s certainly reasonable that the PCs can account for a staggering number of enemy casualties by themselves.

ENCOUNTER 1: A DREADFUL DISCOVERY

SETUP

Important NPCs:

Corporal Cedric Jenkins, human male, last survivor of Major Uvar's battalion.

Major Uvar's battalion ran into a much larger goblin force than the Grand Council had expected. Thousands of goblins overwhelmed the few hundred soldiers and rampaged through Meadowbrook, taking anything that could be used. They did not waste the time to raze the village, as they needed to acquire supplies quickly and return to the main army. When the PCs arrive at Meadowbrook, the battle is long over. All of the villagers and the soldiers sent to protect them have been slain. There is only one survivor.

As you approach the village of Meadowbrook it is obvious that something is amiss. You can see hundreds of carrion birds circling above the settlement. It is near midday, but you can't hear any of the sounds of day-to-day life that one would expect.

When the PCs arrive in town, they see the carnage of a battle. There are dead villagers and soldiers everywhere. The PCs can determine what happened by searching the area. You may call for appropriate skill checks to represent the search (Perception and Nature, for example) but the DCs are unimportant.

- There are thousands of humanoid tracks running through the village. The PCs can identify these tracks as those of various goblinoid species (goblins, hobgoblins, and bugbears).
- There were also a number of other creatures that weren't goblinoids. The PCs can identify these tracks as belonging to demonic creatures.
- All stocks of food are gone.
- All metal objects have been looted.
- The soldiers' weapons and gear have been taken, but some of the bodies still have coins and other items of value on them, suggesting that the scavengers were in a hurry.
- Although they have been looted, the buildings in the village remain more or less intact.
- There is a single survivor lying amongst a pile of dead bodies, a human soldier. He is unconscious and badly wounded, but reviving the man is not hard for high-level PCs (a Heal check or any sort of healing magic will do).

If the PCs revive the wounded man, he awakens abruptly, and is overcome by fear (the last thing he remembers is the chaotic battle as he and his companions were overrun and slaughtered). If the PCs make any effort to calm him down, they can get him to speak more coherently. His name is Cedric Jenkins, and he is a corporal in the Impilturan 23rd Battalion. He can provide the following information to the PCs:

- The goblin army was well trained and ready for a battle.
- He recognized the markings of several different war bands of goblinoids, all united.
- There were a mix of goblins, hobgoblins, and bugbears, aided by several demonic creatures.
- He doesn't know how many creatures attacked the village, but he estimates the number had to be in the thousands.
- The last thing Cedric heard before he was struck down was one of the goblins saying to one of the demons that someone called "Morthak" would be pleased.
- A DC 25 History check reveals that Morthak the Everhungry is a balor who holds court in the northern hills of Impiltur.
- Assuming that Meadowbrook was just a stop along the goblin army's path, a force of that size would be in position to launch an attack on the city of New Sarshel by the next new moon, which is just over three days from now.

Corporal Jenkins' duty is to go to New Sarshel to warn the inhabitants of the coming threat. He is in no shape to make the journey alone in time. He asks the PCs to escort him. The length of the return journey depends on the PCs' method of travel (and whether it can accommodate an extra person or not). It's about 60 miles, so determine how much time elapses. Once back, the PCs are quickly received by Lord Pettigrew, who asks them to report their findings. Lord Pettigrew then excuses himself to convey the news to the rest of the Grand Council.

Several hours after the briefing, he returns. With so much of the garrison destroyed, including most of the veteran soldiers, the city is in trouble. A call for help has been sent, but it will take days before reinforcements arrive, and the city does not have that much time. The Grand Council asks the PCs to help prepare the city for the coming battle and lead the city's defense.

If the PCs ask to take the fight directly to the goblins, Lord Pettigrew strongly discourages that course of action. The city has some fortifications, and even such powerful heroes as the PCs are unlikely to be able to

directly assault an army of thousands of goblins and demons. If they knew where Morthak was, perhaps a surgical strike to try and take out the demon lord would work, but that doesn't seem to be an option. (If the PCs later try to use rituals, aerial reconnaissance, or other means to locate the balor, they find that Morthak is warded against divination and does not seem to be obviously visible amongst his army. However, they can easily determine that the combined goblin-demon army is indeed marching toward New Sarshel.)

If the PCs seem reluctant to help, Lord Pettigrew reminds them that the Grand Council has already offered them a significant payment. He reluctantly offers them 1500/2000 gp each as an extra incentive, payable upon successful defense of the city from the invading army. If the PCs still refuse to help, Lord Pettigrew angrily dismisses them, and the adventure is over.

ENDING THE ENCOUNTER

If the PCs accept the task to help defend New Sarshel, continue to Encounter 2.

EXPERIENCE POINTS

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

TREASURE

There is no treasure in this encounter.

ENCOUNTER 2: BUILDING THE DEFENSES

SKILL CHALLENGE LEVEL 18/20, COMPLEXITY 2 (4000/5600 XP)

SETUP

The townsfolk of New Sarshel have just heard about the imminent goblin attack. Most of them are scared and confused as to what they should do. Some of the townspeople are arguing whether the Grand Council's decision to stay and fight is wise, while others are preparing to defy the Grand Council and flee the city.

Amid all of this chaos, the PCs find themselves trying to decide how best to organize the city's defenses.

Making good on your promise to Lord Pettigrew to help defend the city is going to be a herculean task. You can see fear in the faces of everyone you meet. In the distance, you hear a group of townsfolk arguing whether or not it is best to stay. The market is deserted. Some merchants are busy trying to bar the doors to their shops while others try to hide their goods.

Amid all of this activity there doesn't seem to be anyone in control. It is up to you to organize the townsfolk to defend the city.

If the PCs are stuck on what to do, Lord Pettigrew approaches them to provide advice. He notes that the citizens are worried. The PCs need to get them working to take their minds off of the impending attack. Options are to train anyone fit enough to wield a weapon, to reinforce the city wall, and so on.

SKILL CHALLENGE: BUILDING UP THE DEFENSES

Goal: The PCs have to accomplish 3 basic tasks. First, they must recruit and train commoners to defend the city. Second, they must build fortifications. Lastly, they need to gather supplies to support the defenders.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Varies (depending on task)

Victory: If the PCs succeed, the city of New Sarshel is well prepared for the goblin attack.

Defeat: If the PCs fail, the city of New Sarshel is less prepared to face the goblins.

Each task (represented by a skill check) takes about a day to complete. The PCs must complete this skill challenge within 2 days (or 3 days if they were able to return from Meadowbrook in less than a day's travel time). This means that each PC only gets to make 2 or 3 skill checks during this skill challenge. The PCs should split up to try and accomplish all of the tasks at once. A minimum of one success is required for each task. If the PCs cannot complete a given task in spite of having the requisite number of success to complete the skill challenge, the overall skill challenge ends in a failure.

If the PCs captured Ekrilliek in *IMPI2-2 Wetwork*, they can attempt to convince the bugbear to help them in the battle against the demon-led goblin army (see the optional task at the end of this skill challenge).

Give the players the map of New Sarshel (see **Appendix 1**). The PCs can use the city layout to help plan the defenses around New Sarshel.

Before the actual skill challenge begins, the PCs have an opportunity to walk around the city and assess the overall situation. Have each PC make a Streetwise check (these are not successes or failures for the skill challenge). They can discover the following information:

Automatic:

- Most of the raw materials for fabricating weapons and armor are kept by merchants in the Merchant Quarter.
- Most of the food is brought in by street vendors at the City Market.
- All of the Lords of Impiltur have their own personal guards.
- There are about 100 members of the City Watch.

Streetwise DC 23/25:

- Vendors in the City Market are reluctant to give up their supplies, but are willing to negotiate for them.
- The City Watch and the remainder of the garrison in New Sarshel are ready for a fight, but need some direction as to what to do.
- Some of the local Lords have hired personal fencing masters to teach them and their heirs self-defense.
- To secure the merchants' cooperation, you need to talk to the local guild masters.

Streetwise DC 32/34:

- Lord Hendriks has a secret deal with one of the merchants which the Merchant Guild does not know about. Lord Hendriks also sits on the committee that oversees the City Watch.

The PCs can also make Perception checks (or use passive Perception) to discover the following as they complete their initial survey of the city:

Automatic:

- The main gate is showing signs of age. It is in need of repairs.
- The plains to the west are flat and have little cover. Any enemy approaching over the plains would be seen coming from miles away.
- The citadel in the Western District is the highest point in the city. It would be the best place to set up an observation post to oversee the battlefield.
- There are relatively few defenses guarding the approach from the sea (docks district). Then again, goblins aren't known for their naval prowess.

Perception DC 23/25:

- A section of wall near the Merchant Quarter has several cracks and needs to be reinforced.
- The ruins of Old Sarshel to the north could be a useful source of building materials.
- There is a small forest to the west that could be used to build siege engines or a higher palisade wall around the city.

If any PC has **IMPI04 Favor of van Deesbrock** from *IMPI1-2 Breaking Point*, **IMPI05 Savior of Lost Souls** from *IMPI1-3 Lost Souls* or *New Sarshel Enforcer* feat, that character receives a +2 bonus to Bluff, Diplomacy, and Intimidate checks in this skill challenge.

If at least one PC has either **IMPI19 Minor Lord of Impiltur** from *IMPI2-2 Wetwork* or **IMPI20 Honored by the Grand Council** from *IMPI2-3 Rooting out Corruption*, the party receives one automatic success in either Task 1 or 3. (They can get one free success for each of these two story awards, but the party as a whole cannot gain more than one free success for each of the two awards, even if multiple PCs have the award.)

If a PC has **IMPI11 Dishonest** from *IMPI1-6 The Ancient Temple* or **IMPI21 Noble Disfavor** from *IMPI2-3 Rooting Out Corruption*, the PC suffers a -2 penalty to Bluff, Diplomacy, and Intimidate in this skill challenge.

If the PCs use any ritual that could help fortify the city (such as Earthen Ramparts or Arcane Barrier) they get one automatic success. Since most rituals do not take an entire day to complete, assume that the PC is casting the ritual several times throughout the day, or needs time to find "the right spot" to cast it. The city covers the component costs for each casting after the first (so the cost to the PCs is limited to the cost of the initial casting).

TASK 1: RECRUIT AND TRAIN THE TOWNSFOLK [1 SUCCESS MINIMUM]

The loss of Major Uvar's battalion means that you and your fellow adventurers are the only people with any significant battle experience. It is now up to you to raise an army from the commoners of New Sarshel.

The PCs are required to recruit and train the common folk of New Sarshel to wage war against the oncoming goblin threat. The following are examples of various scenarios that the PCs might pursue for this goal, but feel free to let the players come up with their own ideas.

- **Borrow the Nobles' Guards:** Each noble and merchant prince has his own group of well-trained guards. None is willing to relinquish control over their own forces, fearing treachery from their enemies, so the PCs will need to allay those concerns. Lord Pettigrew could be very helpful in this regard if the PCs think to ask him.
- **Hire Some Teachers:** There are a few fencing schools in New Sarshel, but getting these proud and competitive teachers to work together and train the citizens is not easy.
- **Blackmail a Local Lord:** The PCs dig up some dirt on one of the minor lords. He agrees to release his personal bodyguard to help defend the city.
- **Train the Militia:** The PCs have access to a small number of trained soldiers, though these men and women are lacking in battlefield experience. Under the PCs' leadership, however, they can at least help the civilians learn how to aim and fire a bow or handle a sword. The typical goblin isn't terribly well-trained either so this isn't as much of a mismatch as it might seem.

The following are some examples of skills the PCs can use to recruit and train the civilians. As always, free to adjust or create your own:

Athletics DC 23/25 (1 success)

It takes a lot of work, but after several days of rigorous training, the PC manages to get some of the new trainees into shape.

Bluff 23/25 (1 success)

Occasionally, it is necessary to embellish some of the facts to get the desired results. The PC manages to convince a group of craftsmen to enlist in the militia. Further attempts to trick commoners into joining suffer a -2 penalty to the check, as more and more people become suspicious of the PC's slick words.

Diplomacy DC 23/25 (1 success)

Using oration, the PC inspires the crowd to defend New Sarshel from the oncoming enemy. They eagerly join the militia to protect their homes, their families, and their way of life against the goblin invaders.

History DC 31/32 (1 success)

While the bulk of the militia gets basic training, the PC invests his time training some of the recruits how to be leaders. The PC teaches them about military strategy and tactics, focusing on facing goblins.

Insight 23/25 (not a success or failure)

It doesn't take much to realize that all of the citizens of New Sarshel are afraid. A successful skill check gives the next Diplomacy or Bluff check a +2 bonus.

Intimidate DC 23/25 (1 success)

Harsh training techniques get results, just as much as slick words.

Stealth DC 23/25 (1 success; 1 maximum)

The PC trains the citizens how to hide and take advantage of the shadows to put themselves in advantageous positions in combat.

TASK 2: BUILD FORTIFICATIONS [1 SUCCESS MINIMUM]

Looking at the layout of the city, you can't help but realize that the city's defenses are woefully inadequate. If the city is going to survive it will be necessary for you to build up the fortifications.

This task entails the PCs creating new defenses around New Sarshel. The following are examples of various scenarios that the PCs can be involved in:

- **Repairing the Walls:** PCs reinforce the southern gate and fix the section of wall that has started to crack.
- **Clearing and Building:** The PCs clear the woods to the west and build a palisade around the city.
- **Enemy's Road:** The PCs create obstacles which force the enemy to approach over the western plains.

The following examples show some (but not all) of the ways by which PCs can use their skills to contribute to the completion of this task.

Acrobatics or Athletics DC 23/25 (1 success)

The PC helps with the building of defensive structures, either high up on the scaffolds or through hard physical labor.

Arcana or Thievery DC 31/32 (1 success)

Setting traps, both mechanical and magical, requires precision. The PC creates a series of obstacles that is certain to create massive havoc in the enemy's approach and slow their advance to a crawl.

Dungeoneering or History DC 23/25 (1 success; 1 maximum each)

The PC's knowledge of structures allows the PC to give advice on how and where to build the fortifications.

Endurance DC 23/25 (1 success)

It doesn't take a lot of skill to dig a hole and pile up dirt, but it does take a lot of perseverance to create a series of earthworks to protect the Merchant's Gate to the city.

Perception DC 23/25 (1 success)

There isn't enough time or resources available to completely fortify the entire city. By studying the area outside of New Sarshel carefully, the PC determines the most likely areas the enemy will try to attack.

TASK 3: BEANS, BOLTS, AND BANDAGES [1 SUCCESS MINIMUM]

Without the proper support an army does not last long. Crossbows need quarrels, the infantry need weapons and armor, and casualties need to be cared for. Food and other provisions need to be secured in case the goblins besiege the city. The list of preparations seems endless, but if New Sarshel hopes to resist the goblin threat, all of these needs have to be met.

This part of the skill challenge deals with the logistics necessary to sustain the people of New Sarshel (both the combatants on the front line as well as those in the rear). Using the information from the Perception and Streetwise checks at the beginning of the encounter, the PCs can collect supplies from the outlying areas. Some of the city officials can be bribed (or extorted) to give aid to the defense of the city. The PCs can also go into the woods to the west to look for healing herbs or forage for food.

If at least one PC has **IMPI02 Favor of Haldar** from *IMPI1-1 Alone*, the party receives one automatic success in this scene, as the halfling willingly donates the entire contents of his general store to the PCs in thanks for their previous assistance.

Diplomacy or Streetwise DC 23/25 (1 success)

By talking to citizens the PC convinces them to contribute goods to the city's defense.

Intimidate DC 31/32 (1 success)

Through strong-arm tactics, the PC manages to convince reluctant merchants to make “generous donations” to defend the city.

Heal DC 23/25 (1 success)

There are a few clerics in New Sarshel, but most of the care for wounded soldiers is going to be done using mundane methods. With the PC’s knowledge of healing techniques, the character is able to fashion lists of goods and gear to help stock the field hospitals, or train civilians in basic first aid.

Nature DC 23/25 (1 success)

The character scouts the outlying areas for food and healing herbs.

Thievery DC 23/25 (1 success)

Stealing the necessary goods is always an option. The quartermasters are too grateful for your procurement skills to inquire about its source.

OPTIONAL TASK: HELP FROM AN OLD FRIEND

This optional scene is only available if the PCs captured Ekrilliek and brought him to New Sarshel alive in the adventure IMPI2-2 Wetwork. This scene contributes neither successes nor failures to the skill challenge, but provides a benefit in the next encounter.

In a special underground prison, you come face to face once again with the mighty Ekrilliek. He growls when he sees you. He strains against his chains, which are etched with arcane sigils to suppress the Spellplague power he wields. Fire and lightning rise from the bugbear’s skin to lash out at you, but the sigils flare brightly, negating the attack. Ekrilliek growls at you and mutters curses at you in goblin.

A successful skill check in this optional task convinces Ekrilliek to provide his knowledge of the goblins’ battle tactics (which he knows very well as their former chieftain). This negates the penalty from **IMPI18 Enemy of Brikklext**, replacing it with a +2 bonus in dealing with the goblins.

Bluff or Intimidate DC 23/25 (not a success or failure)

Whether through lies or threats, the character convinces Ekrilliek to help defeat this new threat to New Sarshel. (For example, the PCs might try to convince Ekrilliek that the leaders of New Sarshel will free him if he helps with the city’s defense – which is absolutely not true, but it’s something the bugbear would like to believe.)

Diplomacy DC 31/32 (not a success or failure)

The character convinces Ekrilliek that it is in his best interest to help the city against the usurper to his throne. The DC is much higher for this option because of Ekrilliek’s obvious disdain for the PCs. However, the bugbear also knows that even if the goblins sack the city and discover his prison, the tribe’s current demonic leaders are unlikely to give Ekrilliek his old place back.

ENDING THE ENCOUNTER

Regardless of whether the PCs succeed or fail, the goblin army arrives as expected and the battle commences at sunset on the third day. Continue to Encounter 3. The city’s state of preparedness affects the overall combat readiness of the defenders in later encounters.

Lord Pettigrew meets you to discuss how the preparations are going. After reviewing your progress, he opens a pouch filled with smooth ivory stones and hands one to each of you.

“These are the Stones of Sarshel. Within the city, they allow communication between the bearers of the stones. They also have the power to teleport you instantly to any location inside the city. Use them wisely.”

As Lord Pettigrew finishes speaking, you see a rider approaching the city at full gallop. You recognize him as one of the scouts that was sent out earlier this morning. He shouts a warning: “The goblins are coming!”

Your preparations are about to be put to the ultimate test.

Success: If the PCs have achieved at least 6 successes before 3 failures, and have at least one success in each of the 3 tasks, the city of New Sarshel is considered **prepared** for the goblin attack.

Failure: If the PCs have 3 failures or did not complete one of tasks, the city of New Sarshel is **not prepared** for the goblin attack

EXPERIENCE POINTS

The PCs receive 800/1120 XP each for this encounter.

TREASURE

The *stones of Sarshel* are only on loan to the PCs. They allow communication between the PCs from anywhere in the city. They also allow teleportation to anywhere in the city, requiring a few minutes to recharge between activations. There is no other treasure in this encounter.

ENCOUNTER 3: THE BATTLE FOR NEW SARSHEL

**SKILL CHALLENGE LEVEL 18/20,
COMPLEXITY 3 (6000/8400 XP)**

SETUP

The initial phase of the battle is tracked through a skill challenge. The PCs do not directly fail the skill challenge by failing a certain number of skill checks, however. Instead, failed skill checks reduce the city's morale, and if morale gets too low, the PCs fail the skill challenge. The city defenders' morale starts at 100 points. For each failed skill check in this encounter, the defenders lose 10 points of morale. If morale drops to 75 points or less, the defenders become demoralized and begin to flee.

Any PC can mitigate the loss of morale by spending a healing surge. This represents the PCs sacrificing their own personal safety to protect the commoners. Not all PCs have to spend surges; it's up to each individual player to decide if and when to burn surges for morale. For each healing surge spent, the defenders regain 1 point of morale (or 2 points per surge if the PCs succeeded in building up the defenses in Encounter 2). There is no upper limit to the amount of healing surges that a single PC can spend to reduce the defenders' casualties.

As the last rays of sunlight shine over New Sarshel, you stare off into the distance to catch a glimpse of the enemy that will soon test your hastily constructed defenses and new recruits. You do not have to wait long, for as twilight begins to descend upon the city you see hundreds - no, thousands - of torches bearing down upon the city. The battle for New Sarshel is about to begin.

As the battle unfolds, the PCs have to deal with a number of crises. The PCs can tackle each situation as a group, but you should emphasize that there are a lot of things happening at once, and that it might be better to split the party to cover more emergencies at once, rather than risk one crisis getting out of hand. Remind the players of the *stones of Sarshel*, to encourage them to split up to work to their individual strengths. During this skill challenge each PC is only allowed to make 3 skill checks (4 each for a 4 player table). If the PCs fail to achieve 8 successes after this, they fail this skill challenge.

Each of the following scenes represents different situations the PC can face depending upon what role the

PC wishes to play in the coming battle. If the PC wants to be in the thick of the fight, use Scene 1. If the PC wants to be in command and control the overall flow of the battle, use Scene 2. If the PC just wants to support the defenders without participating in the combat, use Scene 3. If the PC wishes to try to infiltrate the enemy's lines and try to disrupt the enemy forces, use Scene 4. These scenes are merely some of the options open to the PCs; feel free to adjust or create your own to suit the strengths and desires of the players.

After 4 successes, or whenever you feel the time is appropriate, go to Encounter 4. Once they are done with Encounter 4, continue with this skill challenge.

If the PCs use rituals that allow them to remotely observe the enemy, or that alert them of scrying by the enemy (such as View Location or Eye of Warning), they earn an automatic success in Scene 2.

SKILL CHALLENGE: THE BATTLE FOR NEW SARSHEL

Goal: The PCs help defend the city of New Sarshel. Their actions are critical to maintaining the defenders' resolve to fight the goblin hordes.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Varies.

Victory: The PCs and the defenders successfully defend New Sarshel from the invaders.

Defeat: The goblins manage to break through the defensive lines and rout the defenders.

Any PCs that have **IMPI18 Enemy of Brikklext** from **IMPI2-2 Wetwork** suffer a -2 penalty to any skill check made to deal with the goblins, representing their focused anger toward that PC (unless they successfully completed the optional task in Encounter 2).

SCENE 1: CLOSING THE BREACH IN THE LINE

From your position in the line you see that the goblins have amassed a huge force that is pushing back the defenders on your right. If the defenders are pushed back much further, the entire line will collapse and the city may fall.

This scene deals with PCs that want to be in the forefront of combat. The PCs could attempt to inspire the city defenders, help to brace the main gate against the attacker's battering rams, or to look for and reinforce gaps in the defensive line.

Athletics DC 23/25 (1 success)

The goblins have managed to break through the gate to the city. The PC uses brute strength to close the gate,

stopping the goblin advance and clipping some goblin arms as it closes. Once the gate is closed the defenders quickly barricade the breach. Further Athletics checks can be made with a +2 bonus to resist the goblins' attempts to once again breach the entrance.

Acrobatics DC 23/25 (1 success; 1 maximum)

The line is holding, but only barely. The PC helps the defenders by creating a distraction behind the enemy's front line getting there through an amazing display of tumbling prowess.

Diplomacy DC 23/25 (1 success)

The character inspires the defenders, strengthening their resolve. If successful, any further additional Diplomacy checks made by this PC gain a +2 bonus.

Endurance DC 23/25 (1 success)

Sometimes the best way to inspire the troops is to show the enemy that they cannot hurt you.

Insight or Perception DC 23/25 (1 success; 1 maximum)

Through the fog of war the PC notices the goblins amassing heavily at a specific spot. Realizing the threat allows the defenders to react accordingly.

Intimidate DC 31/32 (1 success; 1 maximum)

Fear can be a good motivator, both to get the defenders to hold fast and to scare away the attackers. Scaring commoners into fighting can backfire, and with the backup of an army the goblins are not easily impressed.

SCENE 2: COMMAND AND CONTROL

You have taken up a position behind the front lines. From here you can help the commanders formulate the best way to allocate resources.

This scene is for PCs that want to help plan and coordinate the overall strategy for the defense of New Sarshel. PCs can try to advise the commanders on goblin and demon tactics, or how previous battles were waged.

Arcana or Nature DC 17/18 (not a success or failure)

Basic knowledge on goblinoids and demons is a great boon in coordinating the defenses. Success gives the next Insight or History check a +2 bonus to the roll.

History DC 23/25 (1 success)

Insight into historical battles is a great boon to any commander running a battle. The character's lessons are

instrumental in formulating the best plan of action for the city's defense.

Insight DC 23/25 (1 success)

Looking over the battlefield, the character gets a sense of what the goblins are planning to do next. The PC has the uncanny knack for determining which maneuvers are real threats, and which are mere feints.

Perception DC 31/32 (1 success)

It is difficult to see what is happening on the battlefield. Smoke from burning buildings, dust raised by thousands of combatants, and the darkness of night all make observation nearly impossible. But with keen senses the character can make out what is going on. This bit of situational awareness of the battlefield is invaluable.

SCENE 3: COLLATERAL DAMAGE

Not everyone is suited to lead the charge or plan strategy and tactics. There are unsung heroes who work behind the lines to save property and lives.

This scene is for PCs that want to support the defense of New Sarshel without taking an active role in combat. These situations focus on saving property as well as the lives of the townsfolk and wounded warriors. Those in the rear have to put out fires that threaten homes and businesses, clear the streets of debris so that troops and rescuers can move about more swiftly, as well as treat the wounded, establish supply lines for food and water, and manage the field hospital.

Acrobatics, Athletics, or Endurance DC 23/25 (1 success)

Rescuing people from collapsing houses, burning buildings, or other dangerous situations requires agility, strength or simple endurance.

Diplomacy DC 23/25 (1 success)

Fires threaten to destroy the entire city unless they are put down quickly. Using persuasive skills the character manages to organize them into an ad hoc fire brigade.

Heal DC 23/25 (1 success)

Running the field hospital requires skill, both in treating the wounded and in determining who needs aid first and who can wait.

Nature DC 23/25 (1 success)

Knowledge of fire and the weather are a great boon when dealing with large-scale fires. Combined with knowledge of the street layout, the character can

determine the best way to allocate resources to contain the fires.

Streetwise DC 23/25 (1 success)

Knowledge on the layout of the streets, sewers, and hidden water cisterns and how people behave in crowds is a great help when organizing the defenses.

SCENE 4: SPECIAL OPERATIONS

Using your unique skill set, you have been selected to command a small unit of troops that operate behind the lines to disrupt the enemy's command and control, and to gather information.

In this scene the PCs try to infiltrate the goblin lines and disrupt their chain of command. PCs may attempt to sneak through the lines, barrel through them, or evade them. Once behind enemy lines, they can attempt to gather information on the enemy's plan of attack or sow the seeds of confusion by planting false information.

Acrobatics or Athletics DC 32/34 (1 success; cannot be combined with Stealth)

Getting past enemy lines through physical prowess is not easy. In the end the PC manages to evade the enemy pursuit and infiltrate the enemy's lines.

Bluff DC 23/25 (1 success)

By creating false messages and other distractions the character manages to confuse the enemy army's tactics.

Perception DC 23/25 (1 success)

Through careful observation at the enemy headquarters the character manages to acquire much needed information on their tactics and plans.

Stealth DC 23/25 (1 success; cannot be combined with Acrobatics / Athletics)

The character sneaks past the enemy lines, remaining undetected while spying and sabotaging.

Thievery DC 23/25 (1 success)

The characters sabotage supply lines, siege engines, and other mechanical devices, or the PC simply steals messages and enemy plans.

ENDING THE ENCOUNTER

This skill challenge determines who is in control of New Sarshel at the end of the goblin attack.

Success: If the PCs earned at least 8 successes without breaking morale or running out of skill checks, the goblin attackers have been repelled. The defenders

of New Sarshel have managed to maintain control of their city. Also note where each PC participated in the battle. This affects the final story award.

Failure: If the defenders' morale has dropped to 75 points or less, or the PCs used up all their skill checks without achieving at least 8 successes, the city defenders have been routed. The city of New Sarshel has fallen to the goblins. All subsequent encounters are now a matter of trying to help as many of the survivors out of New Sarshel.

Either way, the PCs are called to the town square (the market area marked on the map in Appendix 1) where Lord Pettigrew awaits a status update. Morthak decides to take this opportunity to try and end the battle by killing the PCs himself, which the demon (correctly) assumes would remove any chance of the defenders holding out against his army. Proceed to Encounter 5.

EXPERIENCE POINTS

The characters receive 1200/1680 experience points for completing the skill challenge.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 4: PROTECTING THE SEWERS

ENCOUNTER LEVEL 16/18 (7200/10400 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 2 mavawhans (level 17) (M)
- 2 yagnodemons (level 16) (Y)
- 5 demon-tainted sea goblins (level 15) (G)

This encounter includes the following creatures at the high tier:

- 2 mavawhans (M)
- 2 yagnodemons (level 18) (Y)
- 5 demon-tainted sea goblins (level 17) (G)

This encounter occurs halfway through Encounter 3 (after their fourth success). The battle for New Sarshel expands, as a second front opens up in the docks district. The defenders are hard-pressed and request aid, which Lord Pettigrew relays to the PCs through the *stones of Sarshel*. The PCs can use the *stones* to teleport from wherever they are in the city to the docks.

As you arrive at the docks, the defenders are in full retreat. Deformed goblins with gills rise from the sea, led by large reptilian demons with giant black harpoons. Circling above, you see blue bird-like demons with long sharp talons diving from above.

The PCs arrive on the map in either start area A or B. If they make a rousing speech to rally the defenders (DC 31/32 Diplomacy or Intimidate), there is one less minion per round as some of the militia say to fight.

Each round, 5 more sea goblins appear on the edge of the pier on their initiative. If the PCs are having an easy time with the minions, add one or two more per round. Once all the demons are defeated, no more minions appear on the map. Once a sea goblin is in the sewers, it escapes. Each minion that escapes into the sewers lowers the city's morale for Encounter 3 by 1 point. Keep track of how many goblins escape, as they reappear in Encounter 5.

FEATURES OF THE AREA

Illumination: The defenders have set torches around the buildings, providing dim illumination.

Buildings: They are 15 feet high and require a DC 15 Athletics check to climb.

Ice Statues: Blocking terrain. They take one hit to shatter. Destroying an ice statue kills the victim.

Sea: The water is churning as the demons pour forth from the sea, so a DC 15 Athletics check is needed to swim. The water line is 5 feet below the docks.

Sewer Entrances: The sewer grates can be removed with a minor action and a DC 15 Athletics check. Standing over them prevents anybody else from entering. The tunnels start 15 feet below street level.

Pools of water on street: These are slippery and require a DC 15 Acrobatics check when entered or the creature falls prone.

TACTICS

The goal of the sea goblins is to reach the sewer entrances. The mavawhans and the yagnodemons are there to clear a path to the sewer entrances. The sea goblins double move toward the sewers each turn, using their teleportation to avoid opportunity attacks. When they are adjacent to a sewer, they can teleport in without removing the grate.

The mavawhans start at 20 feet above the ground and swoop down from above using *ice-venom talons* at every opportunity to turn the PCs to ice. If a group of PCs are bunched together, it uses its *icy blast*.

The yagnodemons use their *abyssal harpoons* to lock down defenders to keep them away from the sewer entrances and goblins.

SCALING THE ENCOUNTER

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

Four PCs: Remove one yagnodemon. Also remove one demon-tainted sea goblin per round.

Six PCs: Add another yagnodemon. Also add one extra demon-tainted sea goblin per round.

ENDING THE ENCOUNTER

Once the PCs defeat the demons, the defenders rally and push the remaining enemies back to the sea. The PCs are free to continue with Encounter 3.

EXPERIENCE POINTS

The PCs receive 1440/2080 experience points each for defeating the demons.

TREASURE

One of the mavawhans wears a *hood of the wolf* and one of the yagnodemons has a *ring of dimensional escape*.

ENCOUNTER 4: PROTECTING THE SEWERS (LOW LEVEL)

Mavawhan (level 17)	Level 17 Skirmisher
Medium elemental humanoid (demon)	XP 1600
HP164; Bloodied 82	Initiative +16
AC 30, Fortitude 29, Reflex 30, Will 28	Perception +17
Speed 6, fly 6 (hover)	Low-light vision
Resist 10 cold	
TRAITS	
Blizzard Soul	
At the start of each of the mavawhan's turns, it slides each enemy adjacent to it 1 square.	
STANDARD ACTIONS	
m Claw (cold, poison) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 6d6 + 3 cold and poison damage.	
M Ice-Venom Talons (cold, poison) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 4d6 + 3 damage, and the target takes ongoing 10 cold damage and is slowed (save ends both).	
First Failed Saving Throw: The target takes ongoing 15 cold damage and is slowed (save ends both).	
Second Failed Saving Throw: The target is petrified, but turned into ice instead of stone.	
C Icy Blast (cold) • Encounter	
Attack: Close blast 5 (creatures in blast); +20 vs. Fortitude	
Hit: 4d8 + 6 cold damage, and the area of the blast becomes difficult terrain until the end of the encounter.	
MOVE ACTIONS	
Wing Burst • At-Will	
Effect: The mavawhan shifts 3 squares.	
TRIGGERED ACTIONS	
Variable Resistance • 2/Encounter	
Trigger: The mavawhan takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The mavawhan gains resist 10 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Skills Stealth +19	
Str 21 (+13)	Dex 23 (+14)
Con 20 (+13)	Int 6 (+6)
	Wis 19 (+12)
	Cha 10 (+8)
Alignment chaotic evil	Languages Abyssal

Yagnodemon (level 16)	Level 16 Soldier
Large elemental humanoid (demon)	XP 1400
HP 155; Bloodied 77	Initiative +12
AC 31, Fortitude 30, Reflex 27, Will 28	Perception +17
Speed 8, teleport 5	Low-light vision
STANDARD ACTIONS	
m Abyssal Harpoon (weapon) • At-Will	
Attack: Melee 3 (one creature); +21 vs. AC	
Hit: 3d10 + 8 damage, and the target is immobilized (save ends). If the target is already immobilized, this attack deals 1d10 extra damage.	
C Acid Breath (acid) • Encounter	
Attack: Close blast 3 (creatures in blast); +19 vs. Fortitude	
Hit: 4d6 + 10 acid damage, and the target is blinded (save ends).	
TRIGGERED ACTIONS	
Lightning Discharge (lightning) • Recharge 5 6	
Trigger The yagnodemon hits with a melee attack.	
Effect (Free Action): The triggering attack deals 1d8 extra lightning damage, or 2d8 extra lightning damage if the yagnodemon is bloodied.	
Soul Reaper • At-Will	
Trigger: The yagnodemon reduces an enemy to 0 hit points or fewer.	
Effect (No action): The yagnodemon gains 10 temporary hit points.	
Variable Resistance • 2/Encounter	
Trigger: The yagnodemon takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The yagnodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Skills Athletics +20, Insight +17, Intimidate +15	
Str 24 (+15)	Dex 15 (+10)
Con 19(+12)	Int 16 (+11)
	Wis 19 (+12)
	Cha 14 (+10)
Alignment chaotic evil	Languages Abyssal, Common
Equipment abyssal harpoon	
Note: Due to <i>ring of dimensional escape</i> their teleport speed is 5 instead of 4.	

Demon-tainted Sea Goblin (level 15)	Level 15 Minion Soldier
Smail natural humanoid (aquatic, demon)	XP 300
HP 1; a missed attack never damages a minion.	Initiative +12
AC 30, Fortitude 32, Reflex 27, Will 28	Perception +18
Speed 8, swim 4, teleport 4	truesight 10
STANDARD ACTIONS	
m Longspear (Thunder, Weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 10 damage plus 3 thunder, and the target is pushed 1 square.	
TRIGGERED ACTIONS	
Hardy Minion • At-Will	
Trigger: When the demon-tainted sea goblin is hit by an attack.	
Effect: Roll 1d6. On a 5 or 6 the sea goblin takes no damage from the attack.	
Str 30 (+17)	Dex 21 (+12)
Con 23 (+13)	Int 12 (+8)
	Wis 23 (+13)
	Cha 13 (+8)
Alignment unaligned	Languages Goblin
Equipment longspear	
Note: Reffavored Marut Escort from <i>Dungeon Magazine</i> 168, page 58.	

ENCOUNTER 4: PROTECTING THE SEWERS (HIGH LEVEL)

Mavawhan	Level 19 Skirmisher
Medium elemental humanoid (demon)	XP 2400
HP180; Bloodied 90	Initiative +17
AC 32, Fortitude 31, Reflex 32, Will 30	Perception +18
Speed 6, fly 6 (hover)	Low-light vision
Resist 10 cold	
TRAITS	
Blizzard Soul	
At the start of each of the mavawhan's turns, it slides each enemy adjacent to it 1 square.	
STANDARD ACTIONS	
m Claw (cold, poison) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 6d6 + 5 cold and poison damage.	
M Ice-Venom Talons (cold, poison) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 4d6 + 5 damage, and the target takes ongoing 10 cold damage and is slowed (save ends both).	
First Failed Saving Throw: The target takes ongoing 15 cold damage and is slowed (save ends both).	
Second Failed Saving Throw: The target is petrified, but turned into ice instead of stone.	
C Icy Blast (cold) • Encounter	
Attack: Close blast 5 (creatures in blast); +22 vs. Fortitude	
Hit: 4d8 + 8 cold damage, and the area of the blast becomes difficult terrain until the end of the encounter.	
MOVE ACTIONS	
Wing Burst • At-Will	
Effect: The mavawhan shifts 3 squares.	
TRIGGERED ACTIONS	
Variable Resistance • 2/Encounter	
Trigger: The mavawhan takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The mavawhan gains resist 10 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Skills Stealth +20	
Str 21 (+14)	Dex 23 (+15)
Con 20 (+14)	Int 6 (+7)
	Wis 19 (+13)
	Cha 10 (+9)
Alignment chaotic evil	Languages Abyssal

Yagnodemon (level 18)	Level 18 Soldier
Large elemental humanoid (demon)	XP 2000
HP 171; Bloodied 85	Initiative +13
AC 33, Fortitude 32, Reflex 29, Will 30	Perception +18
Speed 8, teleport 5	Low-light vision
STANDARD ACTIONS	
m Abyssal Harpoon (weapon) • At-Will	
Attack: Melee 3 (one creature); +23 vs. AC	
Hit: 3d10 + 10 damage, and the target is immobilized (save ends). If the target is already immobilized, this attack deals 1d10 extra damage.	
C Acid Breath (acid) • Encounter	
Attack: Close blast 3 (creatures in blast); +21 vs. Fortitude	
Hit: 4d6 + 11 acid damage, and the target is blinded (save ends).	
TRIGGERED ACTIONS	
Lightning Discharge (lightning) • Recharge 5 6	
Trigger The yagnodemon hits with a melee attack.	
Effect (Free Action): The triggering attack deals 1d8 extra lightning damage, or 2d8 extra lightning damage if the yagnodemon is bloodied.	
Soul Reaper • At-Will	
Trigger: The yagnodemon reduces an enemy to 0 hit points or fewer.	
Effect (No action): The yagnodemon gains 10 temporary hit points.	
Variable Resistance • 2/Encounter	
Trigger: The yagnodemon takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The yagnodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Skills Athletics +21, Insight +18 Intimidate +16	
Str 24 (+16)	Dex 15 (+11)
Con 19 (+13)	Int 16 (+12)
	Wis 19 (+13)
	Cha 14 (+11)
Alignment chaotic evil	Languages Abyssal, Common
Equipment abyssal harpoon	
Note: Due to ring of dimensional escape their teleport speed is 5 instead of 4.	

Demon-tainted Sea Goblin (level 17)	Level 17 Minion Soldier
Smail natural humanoid (aquatic, demon)	XP 400
HP 1; a missed attack never damages a minion.	Initiative +13
AC 32, Fortitude 34, Reflex 29, Will 30	Perception +19
Speed 8, swim 4, teleport 4	truesight 10
STANDARD ACTIONS	
m Longspear (Thunder, Weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 11 damage plus 3 thunder, and the target is pushed 1 square.	
TRIGGERED ACTIONS	
Hardy Minion • At-Will	
Trigger: When the demon-tainted sea goblin is hit by an attack.	
Effect: Roll 1d6. On a 5 or 6 the sea goblin takes no damage from the attack.	
Str 30 (+18)	Dex 21 (+13)
Con 23 (+14)	Int 12 (+9)
	Wis 23 (+14)
	Cha 13 (+9)
Alignment unaligned	Languages Goblin
Equipment longspear	
Note: Re-flavored Marut Escort from <i>Dungeon Magazine</i> 168, page 58.	

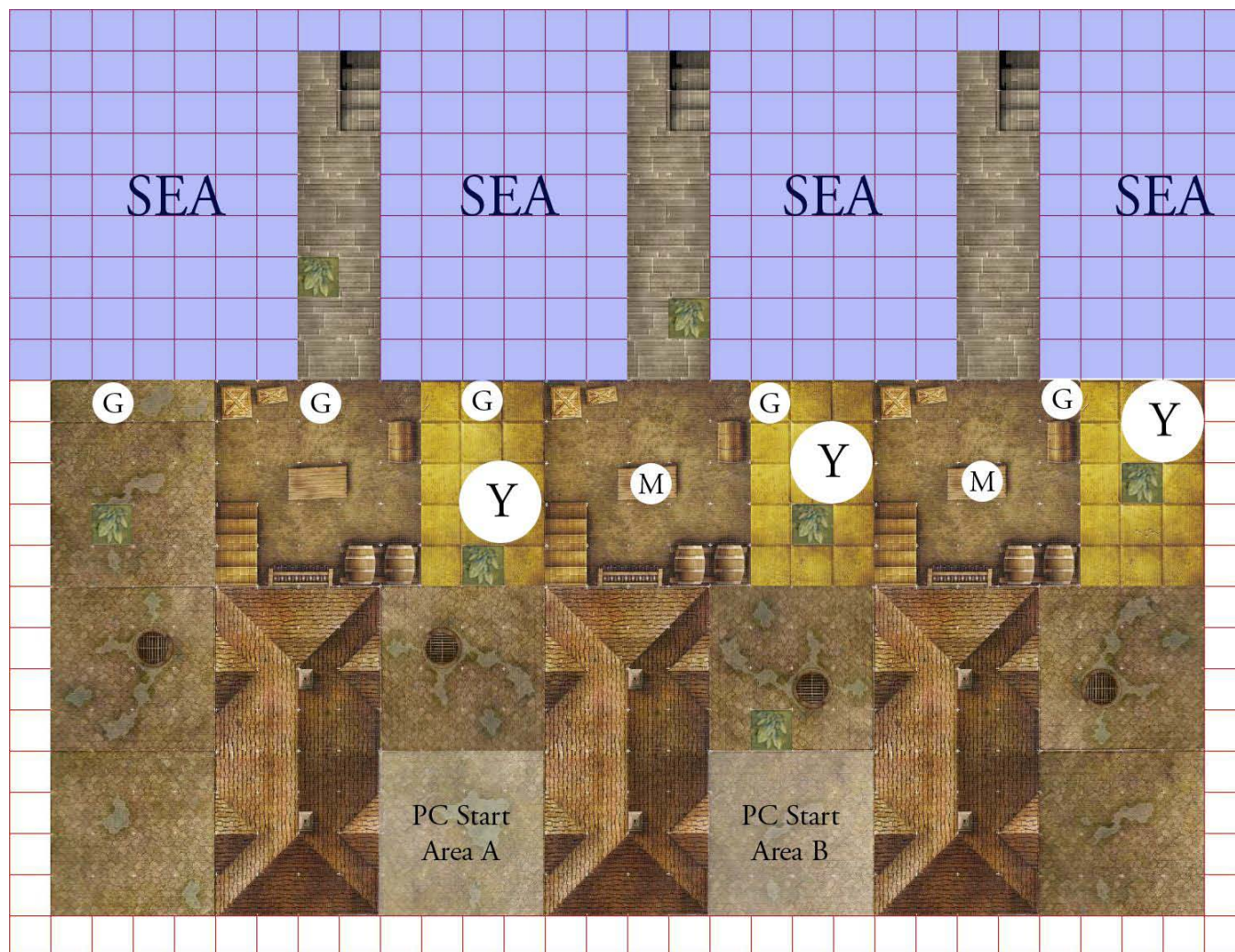
ENCOUNTER 4: PROTECTING THE SEWERS

TILE SETS NEEDED

Street of Shadows x2

Dungeon Tiles x2

Caves of Carnage x3



Y = Yagnodemon

M = Mavawhan

G = Demon-tainted Sea Goblin

ENCOUNTER 5: MORTHAK'S MAYHEM

ENCOUNTER LEVEL 20/22 (14400/19800 XP)

SETUP

This encounter includes the following creatures at the low tier:

Morthak, balor (level 20) (M)

1 dream hag (H)

2 nabassu deathwings (level 21) (N)

This encounter includes the following creatures at the high tier:

Morthak, balor (level 22) (M)

1 dream hag (level 21) (H)

2 nabassu deathwings (level 22) (N)

The demon-tainted sea goblins that escaped to the sewers in Encounter 4 appear on the sewer entrances at their initiative in the first round. 3 appear each round, one on each of the sewer entrances until they are all on the map. Their statistics are provided in this encounter. Any PC who has **IMPI18 Enemy of Brikklext** from **IMPI2-2 Wetwork** is a preferred target of the demon-tainted sea goblins.

As you report to the headquarters in the town square, screams of terror sound. The few remaining defenders point to a portal opening. A huge demon, carrying a lightning sword and a flame whip, flies out of the portal over you. This could only be Morthak, the Everhungry. Strangely, the demon is carrying a black-robed old woman on his back.

As Morthak lands and the old woman shifts behind him, he cracks his flaming whip and large feral gargoyles fly up from the portal.

A loud bellowing voice rings throughout the city as Morthak's fiery whip crackles once again. "Foolish heroes, do you think that you could stand in the way of Morthak's greatest conquest? I shall end you myself. Prepare to meet your doom!"

If the PCs played the adventure **IMPI2-3 Rooting out Corruption** and did not destroy the crown, read:

With a flash of light, the crown that you recovered in your last mission appears upon Morthak's head.

"The crown is mine. Bow down before the new King of Impiltur."

The crown generates an aura 10 around Morthak that gives enemies a -2 penalty to all their saving throws. As the crown gets attuned to Morthak, it grows stronger. At the beginning of round 3, the aura taps into Morthak's lightning and fire energy by doing 10 fire and lightning damage to any enemies who start their turn in the aura. At the beginning of round 6, the fire and lightning damage increases to 15. A DC 23/25 Arcana check reveals the progressive nature of the crown's power - and that it can be suppressed for a round with a DC 31/32 Arcana or Religion check as a standard action while within 5 squares of Morthak. The only way to stop the aura is to kill Morthak.

FEATURES OF THE AREA

Illumination: There are torches on the sides of the building that provide dim light.

Buildings: They are 15 feet high and require a DC 15 Athletics check to climb.

Stalls: They provide cover and are blocking terrain. They can be kicked over with a DC 23/25 Athletics check as part of a move action. When it is kicked over it counts as difficult terrain.

Fountain: 15 feet high and provides cover. It can be climbed with a DC 15 Athletics check and is considered blocking terrain.

Portal: The portal is a link to the Abyss. While adjacent, a DC 23/25 Arcana check reveals this and that it can only be closed with the death of Morthak. Any non-demon that starts its turn within 3 squares of the portal takes 10 fire and necrotic damage. The portal is blocking terrain and is 15 feet high.

Sewer Entrances: The sewer grates can be removed with a minor action and a DC 15 Athletics check. Standing over them prevents anybody else from exiting. The tunnels start 15 feet below street level.

Pools of water on street: These are slippery and require a DC 15 Acrobatics check when entered or the creature falls prone.

TACTICS

The dream hag opens with *sleep's undeniable grasp* followed by *dust of dreams* for any remaining foes. The hag always tries to stay near the unconscious enemies to activate her *nightmare weaver* aura.

Morthak is fearless and wades into battle using his *fire and lightning* at every opportunity. Morthak uses *beheading blade* at the first opportunity to catch more

than one enemy in it. Remember that this power recharges when the balor is first bloodied.

The nabassu deathwings start at 20 feet in the air. A nabassu targets non-defender PCs (if possible) with *soul devour*, and uses *life-stealing lunge* at every opportunity. The nabassu deathwings try to stay within 3 squares of the portal to make use of their *portal link* trait.

SCALING THE ENCOUNTER

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

Four PCs: Remove one nabassu deathwing.

Six PCs: Add another nabassu deathwing.

ENDING THE ENCOUNTER

Once the PCs defeat Morthak and his allies, the city is saved and the goblin army disperses if the defenders' morale was above 75 points at the end of Encounter 3. If morale failed, the city falls, but goblin army is still thrown into disarray by Morthak's destruction, and the defenders' retreat from New Sarshel is successful.

EXPERIENCE POINTS

The PCs receive 2880/3960 experience points each for defeating Morthak and his allies.

TREASURE

Morthak has *foe caller gauntlets* and the hag wears jewelry worth 2000/5500 gp per character.

ENCOUNTER 5: MORTHAK'S MAYHEM (LOW LEVEL)

Morthak, Balor (level 20)	Level 20 Elite Brute
Huge elemental humanoid (demon)	XP 5600
HP480; Bloodied 240	Initiative +14
AC 33, Fortitude 33, Reflex 30, Will 32	Perception +20
Speed 8, fly 12 (clumsy)	Blindsight 6, darkvision
Resist 20 fire	
Saving Throws +2; Action Points 1	
TRAITS	
Flaming Body (fire) • Aura 2, or 3 when the balor is bloodied	
Any enemy that starts its turn in the aura takes 10 fire damage, or 20 fire damage while the balor is bloodied.	
STANDARD ACTIONS	
m Lightning Sword (lightning, weapon) • At-Will	
Attack: Melee 3 (one creature); +25 vs. AC	
Hit: 4d10 + 8 lightning damage, or 3d10 + 48 lightning damage if the balor scores a critical hit.	
M Flaming Whip (fire) • At-Will	
Attack: Melee 5 (one creature); +23 vs. Reflex	
Hit: 2d8 + 8 fire damage, and ongoing 15 fire damage (save ends).	
The balor pulls the target up to 5 squares to a square adjacent to it.	
M Fire and Lightning • At-Will	
Effect: The balor uses <i>lightning sword</i> once and <i>flaming whip</i> once.	
C Beheading Blade (lightning, weapon) • Recharge when first bloodied	
Attack: Close blast 3 (enemies in the blast); +25 vs. AC	
Special: This attack can score a critical hit on a roll of 15-20.	
Hit: 4d10 + 8 lightning damage, or 3d10 + 48 lightning damage if the balor scores a critical hit.	
TRIGGERED ACTIONS	
C Death Burst (fire)	
Trigger: The balor drops to 0 hit points.	
Attack: Close burst 10 (enemies in burst); +23 vs. Reflex	
Hit: 5d10 fire damage.	
Miss: Half damage.	
Effect: The balor is destroyed.	
Variable Resistance • 3/Encounter	
Trigger: The balor takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The balor gains resist 20 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Skills Bluff +17, Insight +20, Intimidate +17	
Str 28 (+19) Dex 19 (+14) Wis 21 (+15)	
Con 30 (+20) Int 12 (+11) Cha 14 (+12)	
Alignment chaotic evil Languages Abyssal, Common	
Equipment lightning sword, flaming whip	
Note: Paragon-suitable version of the <i>Monster Vault</i> balor.	

Nabassu Deathwing (level 21)	Level 21 Skirmisher
Large elemental humanoid (demon)	XP 3200
HP 199; Bloodied 149	Initiative +20
AC 35, Fortitude 33, Reflex 34, Will 32	Perception +19
Speed 8, fly 8 (hover); teleport 4	Darkvision
TRAITS	
Portal Link	
Whenever the deathwing starts its turn within 3 squares of a portal leading to the Abyss or to a region of the Shadowfell controlled by Orcus, it becomes insubstantial and is phasing, and its teleportation increases to 8. This effect lasts until the start of the deathwing's next turn.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 5d6 + 12 damage.	
M Life-Stealing Gaze (necrotic) • Recharge 5-6	
Effect: The deathwing flies 8 squares and makes an attack.	
Attack: Melee 1 (one creature); +24 vs. Fortitude	
Hit: Ongoing 25 necrotic damage (save ends). If the target is under the effect of the nabassu's <i>soul devour</i> , it instead takes ongoing 35 necrotic damage (save ends).	
M Soul Devour (necrotic) • Recharge when first bloodied	
Attack: Melee 1 (one creature unaffected by <i>soul devour</i>); +24 vs. Fortitude	
Hit: The target loses three healing surges. In addition, until the end of the encounter, whenever the target hits and deals damage to the deathwing, the target takes 10 necrotic damage.	
TRIGGERED ACTIONS	
Variable Resistance • 3/Encounter	
Trigger: The deathwing takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The deathwing gains resist 15 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Skills Stealth +23	
Str 25 (+17) Dex 26 (+18) Wis 18 (+14)	
Con 23 (+16) Int 10 (+10) Cha 22 (+16)	
Alignment chaotic evil Languages Abyssal	

Dream Hag	Level 19 Controller
Medium fey humanoid	XP 2400
HP 179; Bloodied 89	Initiative +11
AC 33, Fortitude 29, Reflex 31, Will 32	Perception +21
Speed 6	Low-light vision
TRAITS	
Nightmare Weaver (charm) • Aura 3	
Any unconscious enemy that starts its turn within the aura stands up and is dominated until the end of its next turn. The enemy remains unconscious but takes a single action during its turn, chosen by the dream hag.	
STANDARD ACTIONS	
m Staff of Mindless Reverie (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +24 vs. AC	
<i>Hit:</i> 2d6 + 10 damage, and the target is dazed until the end of the hag's next turn.	
R Nightmare Vision (charm, implement, psychic) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +22 vs. Will	
<i>Hit:</i> 3d8 + 14 psychic damage, and the hag slides the target 5 squares.	
C Dust of Dreams (charm, sleep) • Recharge 5-6	
<i>Attack:</i> Close blast 5 (enemies in blast); +22 vs. Will	
<i>Hit:</i> The target is dazed (save ends).	
<i>First Failed Saving Throw:</i> The target falls unconscious (save ends).	
C Sleep's Undeniable Grasp (charm, implement, sleep) • Encounter	
<i>Attack:</i> Close blast 5 (enemies in blast); +22 vs. Will	
<i>Hit:</i> The target falls unconscious (save ends). This effect also ends if the target is attacked by the hag or one of its allies.	
Skills Bluff +18, Diplomacy +18, Insight +21	
Str 10 (+9)	Dex 14 (+11)
Con 19 (+13)	Int 21 (+14)
	Wis 24 (+16)
	Cha 19 (+13)
Alignment unaligned	Languages Common, Elven, Supernal
Equipment staff	

Demon-tainted Sea Goblin (level 15)	Level 15 Minion Soldier
Smail natural humanoid (aquatic, demon)	XP 300
HP 1; a missed attack never damages a minion.	Initiative +12
AC 30, Fortitude 32, Reflex 27, Will 28	Perception +18
Speed 8, swim 4, teleport 4	truesight 10
STANDARD ACTIONS	
m Longspear (Thunder, Weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +22 vs. AC	
<i>Hit:</i> 10 damage plus 3 thunder, and the target is pushed 1 square.	
TRIGGERED ACTIONS	
Hardy Minion • At-Will	
<i>Trigger:</i> When the demon-tainted sea goblin is hit by an attack.	
<i>Effect:</i> Roll 1d6. On a 5 or 6 the sea goblin takes no damage from the attack.	
Str 30 (+17)	Dex 21 (+12)
Con 23 (+13)	Int 12 (+8)
	Wis 23 (+13)
	Cha 13 (+8)
Alignment unaligned	Languages Goblin
Equipment longspear	
Note: Re-flavored Marut Escort from <i>Dungeon Magazine</i> 168, page 58.	

ENCOUNTER 5: MORTHAK'S MAYHEM (HIGH LEVEL)

Morthak, Balor (level 22)	Level 22 Elite Brute
Huge elemental humanoid (demon)	XP 8300
HP520; Bloodied 260	Initiative +15
AC 35, Fortitude 35, Reflex 32, Will 34	Perception +21
Speed 8, fly 12 (clumsy)	Blindsight 6, Darkvision
Resist 20 fire	
Saving Throws +2; Action Points 1	
TRAITS	
Flaming Body (fire) • Aura 2, or 3 when the balor is bloodied	
Any enemy that starts its turn in the aura takes 10 fire damage, or 20 fire damage while the balor is bloodied.	
STANDARD ACTIONS	
m Lightning Sword (lightning, weapon) • At-Will	
Attack: Melee 3 (one creature); +27 vs. AC	
Hit: 4d10 + 10 lightning damage, or 3d10 + 50 lightning damage if the balor scores a critical hit.	
M Flaming Whip (fire) • At-Will	
Attack: Melee 5 (one creature); +25 vs. Reflex	
Hit: 2d8 + 10 fire damage, and ongoing 15 fire damage (save ends). The balor pulls the target up to 5 squares to a square adjacent to it.	
M Fire and Lightning • At-Will	
Effect: The balor uses <i>lightning sword</i> once and <i>flaming whip</i> once.	
C Beheading Blade (lightning, weapon) • Recharge when first bloodied	
Attack: Close blast 3 (enemies in the blast); +27 vs. AC	
Special: This attack can score a critical hit on a roll of 15-20.	
Hit: 4d10 + 10 lightning damage, or 3d10 + 50 lightning damage if the balor scores a critical hit.	
TRIGGERED ACTIONS	
C Death Burst (fire)	
Trigger: The balor drops to 0 hit points.	
Attack: Close burst 10 (enemies in burst); +25 vs. Reflex	
Hit: 5d10 fire damage.	
Miss: Half damage.	
Effect: The balor is destroyed.	
Variable Resistance • 3/Encounter	
Trigger: The balor takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The balor gains resist 20 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Skills Bluff +18, Insight +21, Intimidate +18	
Str 28 (+20) Dex 19 (+15) Wis 21 (+16)	
Con 30 (+21) Int 12 (+12) Cha 14 (+13)	
Alignment chaotic evil Languages Abyssal, Common	
Equipment lightning sword, flaming whip	
Note: Paragon-suitable version of the <i>Monster Vault</i> balor.	

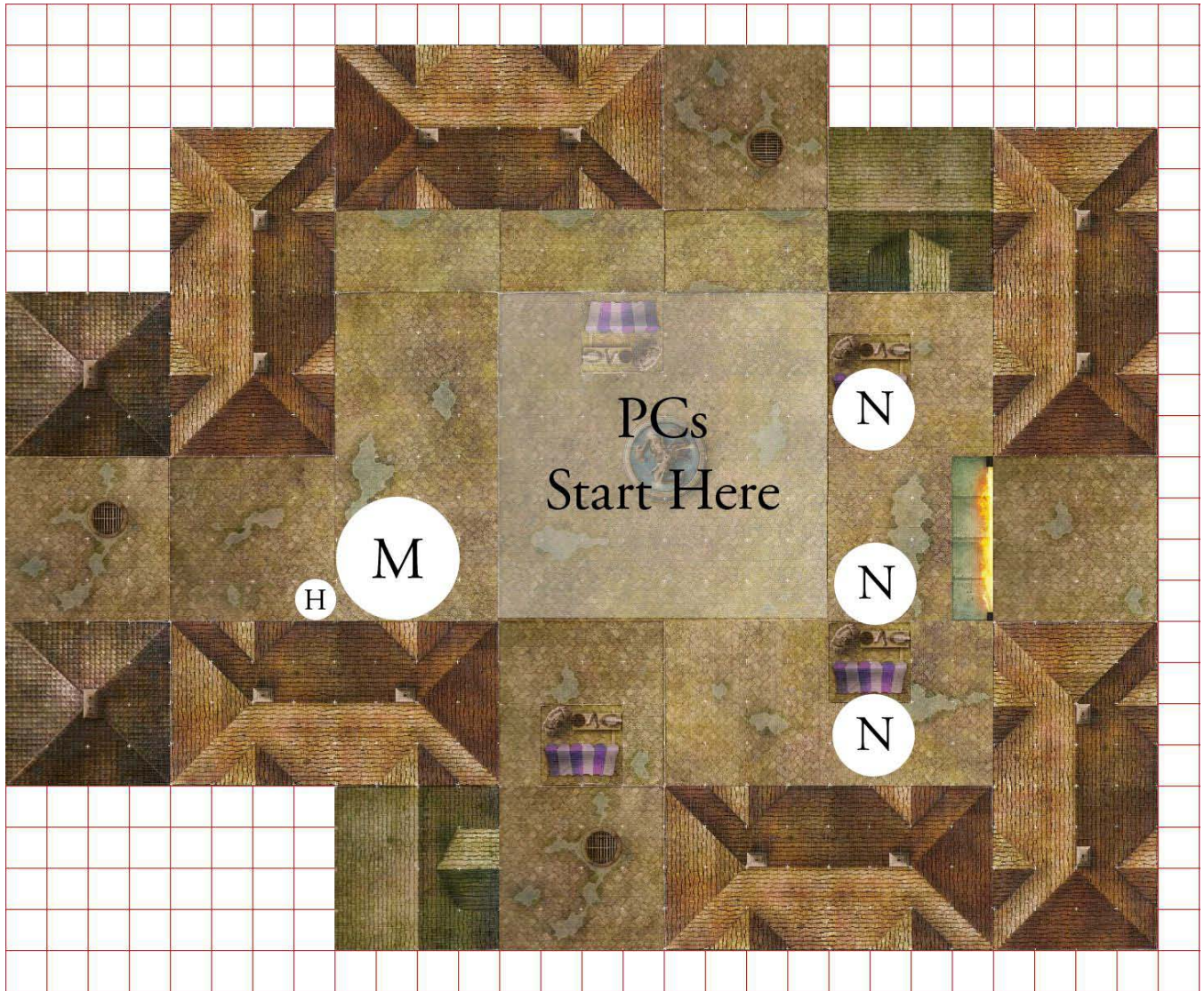
Nabassu Deathwing (level 22)	Level 22 Skirmisher
Large elemental humanoid (demon)	XP 4150
HP 207; Bloodied 153	Initiative +21
AC 36, Fortitude 34, Reflex 35, Will 33	Perception +20
Speed 8, fly 8 (hover); teleport 4	Darkvision
TRAITS	
Portal Link	
Whenever the deathwing starts its turn within 3 squares of a portal leading to the Abyss or to a region of the Shadowfell controlled by Orcus, it becomes insubstantial and is phasing, and its teleportation increases to 8. This effect lasts until the start of the deathwing's next turn.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +27 vs. AC	
Hit: 5d6 + 13 damage.	
M Life-Stealing Gaze (necrotic) • Recharge 5-6	
Effect: The deathwing flies 8 squares and makes an attack.	
Attack: Melee 1 (one creature); +25 vs. Fortitude	
Hit: Ongoing 25 necrotic damage (save ends). If the target is under the effect of the nabassu's <i>soul devour</i> , it instead takes ongoing 35 necrotic damage (save ends).	
M Soul Devour (necrotic) • Recharge when first bloodied	
Attack: Melee 1 (one creature unaffected by <i>soul devour</i>); +25 vs. Fortitude	
Hit: The target loses three healing surges. In addition, until the end of the encounter, whenever the target hits and deals damage to the deathwing, the target takes 10 necrotic damage.	
TRIGGERED ACTIONS	
Variable Resistance • 3/Encounter	
Trigger: The deathwing takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The deathwing gains resist 15 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Skills Stealth +24	
Str 25 (+18) Dex 26 (+19) Wis 18 (+15)	
Con 23 (+17) Int 10 (+11) Cha 22 (+17)	
Alignment chaotic evil Languages Abyssal	

Dream Hag (level 21)	Level 21 Controller
Medium fey humanoid	XP 3200
HP 195; Bloodied 97	Initiative +12
AC 35, Fortitude 31, Reflex 33, Will 34	Perception +22
Speed 6	Low-light vision
TRAITS	
Nightmare Weaver (charm) • Aura 3	
Any unconscious enemy that starts its turn within the aura stands up and is dominated until the end of its next turn. The enemy remains unconscious but takes a single action during its turn, chosen by the dream hag.	
STANDARD ACTIONS	
m Staff of Mindless Reverie (weapon) • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 2d6 + 12 damage, and the target is dazed until the end of the hag's next turn.	
R Nightmare Vision (charm, implement, psychic) • At-Will	
Attack: Ranged 5 (one creature); +24 vs. Will	
Hit: 3d8 + 16 psychic damage, and the hag slides the target 5 squares.	
C Dust of Dreams (charm, sleep) • Recharge 5 6	
Attack: Close blast 5 (enemies in blast); +24 vs. Will	
Hit: The target is dazed (save ends).	
First Failed Saving Throw: The target falls unconscious (save ends).	
C Sleep's Undeniable Grasp (charm, implement, sleep) • Encounter	
Attack: Close blast 5 (enemies in blast); +24 vs. Will	
Hit: The target falls unconscious (save ends). This effect also ends if the target is attacked by the hag or one of its allies.	
Skills Bluff +19, Diplomacy +19, Insight +22	
Str 10 (+10)	Dex 14 (+12) Wis 24 (+17)
Con 19 (+14)	Int 21 (+15) Cha 19 (+14)
Alignment Unaligned Languages Common, Elven, Supernal	
Equipment staff	

Demon-tainted Sea Goblin (level 17)	Level 17 Minion Soldier
Smail natural humanoid (aquatic, demon)	XP 400
HP 1; a missed attack never damages a minion.	Initiative +13
AC 32, Fortitude 34, Reflex 29, Will 30	Perception +19
Speed 8, swim 4, teleport 4	truesight 10
STANDARD ACTIONS	
m Longspear (Thunder, Weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 11 damage plus 3 thunder, and the target is pushed 1 square.	
TRIGGERED ACTIONS	
Hardy Minion • At-Will	
Trigger: When the demon-tainted sea goblin is hit by an attack.	
Effect: Roll 1d6. On a 5 or 6 the sea goblin takes no damage from the attack.	
Str 30 (+18)	Dex 21 (+13) Wis 23 (+14)
Con 23 (+14)	Int 12 (+9) Cha 13 (+9)
Alignment unaligned Languages Goblin	
Equipment longspear	
Note: Reffavored Marut Escort from <i>Dungeon Magazine</i> 168, page 58.	

ENCOUNTER 5: MORTHAK'S MAYHEM

TILE SETS NEEDED
Streets of Shadows x4



M = Morthak

H = Dream Hag

N = Nabassu Deathwing

ENCOUNTER 6: THE FATE OF NEW SARSHEL

SETUP

Important NPCs

Lord Pettigrew, Male human aristocrat

CONCLUSION A: TOTAL VICTORY

If the PCs defeated Morthak, and the city defenders' morale was not broken (i.e. the morale is 76 points or greater) then the PCs have achieved total victory. They earn the story award **IMPI23 Honored Defender of New Sarshel**. Depending upon how each PC participated in Encounter 3, each character can choose different rewards. Each PC may take only one sobriquet (and the boon is only available to PCs with the story awards **IMPI19** or **IMPI20**).

- If the PC earned at least one success in Scene 1, the PC can elect to take the sobriquet, "High Commander" as well as the *high commander* boon.
- If the PC earned at least one success in Scene 2, the PC can elect to take the sobriquet, "Master Strategist" as well as the *master strategist* boon.
- If the PC earned at least one success in Scene 3, the PC can elect to take the sobriquet, "Grand Protector" as well as the *grand protector* boon.
- If the PC earned at least one success in Scene 4, the PC can elect to take the sobriquet, "Spy Master" as well as the *spy master* boon.

In addition, if any PC also has story award **IMPI19 Minor Lord of Impiltur**, the PC earns the title of Lord-Chancellor.

CONCLUSION B: NEW SARSHEL CAPTURED

If the PCs failed to defeat Morthak in Encounter 5, **OR** the city defenders' morale was broken (i.e. the morale is 74 points or less) the city of New Sarshel has fallen to the goblin attackers. The PCs earn story reward **IMPI24 Defeated at New Sarshel**.

For Conclusion B only, the final morale rating determines the percentage of the city's residents who survived the battle. (For example, if the morale rating is 80, then 20% of the city's population died.) However, even if the morale rating is less than 50, half of the population successfully fled the city. The PCs have played a role in saving those townsfolk and are properly thanked for it. With this many survivors there is still hope for New Sarshel.

CONCLUSION C: NEW SARSHEL RAZED

If the PCs fail to defeat Morthak in Encounter 5, **AND** the city defenders' morale was broken, the PCs earn story reward **IMPI25 Scapegoat of New Sarshel**.

As New Sarshel is plundered and then burned to the ground, only a handful of the defenders manage to escape. It is unlikely that the city will be rebuilt.

EXPERIENCE POINTS

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

TREASURE

In Conclusions A and B, Lord Pettigrew survived the battle and rewards the PCs personally, paying them all the gold he promised and also offering a selection of magic items (Treasure A).

In Conclusion C, Lord Pettigrew was killed and his body lost somewhere in the rubble of New Sarshel, but the Grand Council still pays the PCs whatever gold was promised to them by Lord Pettigrew (though not without some grumbling).

Treasures B, C, and D were discovered on the battlefield if the PCs defeated the appropriate monsters.

If the PCs achieved either Conclusion A or B, they are offered an *eager hero's tattoo* (Treasure E) to commemorate the battle of New Sarshel.

Treasures F, G, H, and I (the boons that go with each of the possible titles) are only available if the PCs reached Conclusion A, and only to those characters who also possess story award **IMPI19** or **IMPI20**. Each PC may only choose from among the boons that correspond to the titles he or she is eligible for, as determined by his or her participation in Encounter 3.

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 2: Building Up the Defenses
800/1120 XP

Encounter 3: Battle for New Sarshel
1200/1680 XP

Encounter 4: Protecting the Sewers
1440/2080 XP

Encounter 5: Morthak's Mayhem
2880/3960 XP

Total Possible Experience
6320/8840 XP

Base Gold per PC
8500/13,500 gp
(Introduction: 5000/6000 gp, Encounter 1: 1500/2000 gp, Encounter 5: 2000/5500 gp)

TREASURE

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

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

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

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:

Treasure A: Any Common magic item of your level + 2 or less, or any Uncommon magic item of your level or less, from any player resource.
Conclusion A or B required to receive this Treasure

Treasure B: *hood of the wolf** (20th level; *Dragon* 364)
Found in Encounter 3

Treasure C: *ring of dimensional escape** (20th level; *Manual of the Planes*)
Found in Encounter 3

Treasure D: *foe caller gauntlets** (22nd level; *Dragon* 381)
Found in Encounter 5

Treasure E: *eager hero's tattoo** (20th level; *Adventurer's Vault* 2)
Conclusion A or B required to receive this Treasure

Treasure F: *high commander boon** (reflavored *battle-scarred champion boon*) (23rd level; *Dark Sun Campaign Setting*)
Conclusion A and IMPI19 or IMPI20 required

Treasure G: *grand protector boon** (reflavored *Pelor's sun blessing divine boon*) (23rd level; *Dungeon Master's Guide* 2)
Conclusion A and IMPI19 or IMPI20 required

Treasure H: *master strategist boon** (reflavored *Erathis's beacon divine boon*) (23rd level; *Dungeon Master's Guide* 2)
Conclusion A and IMPI19 or IMPI20 required

Treasure I: *spymaster boon** (reflavored *Sehanine's mark of the dark moon divine boon*) (23rd level; *Dungeon Master's Guide* 2)
Conclusion A and IMPI19 or IMPI20 required

Consumable plus Gold: If a player doesn't want to select one of the Treasures listed above for their character, they can choose to add a *potion of clarity* (20th level) plus 3500/7500 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. 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 Treasures listed above for their character, they can choose to add 8500/12,500 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other Treasure.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. These three story awards are mutually exclusive. If the PCs earn IMPI23, the available boons are based on which scenes each character participated in during Encounter 3. Different PCs will likely have a different selection of boons to choose from. The character is not required to take the boon in order to receive the associated title; if the character does take the boon, it counts as his or her Treasure for this adventure. (You may wish to print extra copies of the New Rules page to give to players who choose these boons.)

IMPI23 Honored Defender of New Sarshel

You have been recognized by the Grand Council and all the inhabitants of Impiltur as one of the heroes of New Sarshel. Your legendary deeds on the battlefield will be commemorated in story and song for many years to come. You may choose one of the following appellations:

- **High Commander:** *high commander boon* (reflavored *battle-scarred champion* boon)
- **Master Strategist:** *master strategist boon* (reflavored *Erathis's beacon* divine boon)
- **Grand Preserver:** *grand protector boon* (reflavored *Pelor's sun blessing* divine boon)
- **Spy Master:** *spymaster boon* (reflavored *Sehanine's mark of the dark moon* divine boon)

If you have story award **IMPI19** and/or story award **IMPI20**, the title also comes with a glory boon, which you may choose as your Treasure from this adventure. Picking the boon does not count as one of your found magic items, but it still follows all the rules for boons in

the *Living Forgotten Realms Campaign Guide*. You receive the Level 23 version of the boon.

If you have story award **IMPI19 Minor Lord**, the Grand Council offers you the title of Lord-Chancellor, which gives you the right to advise the Grand Council. To receive this promotion, you must make Impiltur your home region (and you lose the title along with its attendant rights and privileges if you ever change allegiances). If you do not have **IMPI19**, you are still made a minor lord, which does not require a change of region or the forswearing of other allegiances.

IMPI24 Defeated at New Sarshel

While the Grand Council does not openly blame you for the fall of New Sarshel, there are whispers that you could and should have done more to preserve the city from the invading army. However, the survivors of New Sarshel greatly appreciate your efforts, which made it possible for many to escape once the city had fallen.

IMPI25 Scapegoat of New Sarshel

The Grand Council loudly and publicly blames you for the crushing defeat of Impilturan forces at New Sarshel. Any previous privileges, titles, or benefits bestowed upon you by the Grand Council are hereby revoked, including **IMPI19 Minor Lord** or **IMPI20 Honored by the Grand Council**. Also, because of the city's destruction, you lose any and all of your story awards that give you benefits while you are in New Sarshel or that come from NPCs who are specifically based in New Sarshel, nor may you receive such awards in future adventures.

NEW RULES

All magic items have a rarity of Uncommon unless otherwise specified

Eager Hero's Tattoo

Level 20

Lvl 20 125,000 gp

Wondrous Item

Property: When you take a short rest, you gain temporary hit points equal to 10 + twice the number of healing surges you have spent since your last extended rest.

Reference: *Adventurer's Vault* 2, page 86.

Hood of the Wolf

Level 20

Lvl 20 125,000 gp

Item Slot: Head

Property: Gain darkvision and a +4 item bonus to Insight, Perception and Intimidate checks.

Power (Daily): Minor Action. Choose an enemy. Until the end of the encounter, that enemy does not benefit from concealment, total concealment, cover, superior cover or invisibility against you.

Reference: *Dragon Magazine* 364, page 52.

Foe Caller Gauntlets

Level 22

Level: 22

Price: 325,000 gp

Item Slot: Hands

Power (Encounter * Teleportation): Immediate Interrupt. Trigger: An enemy marked by you makes an attack that does not include you. Effect: You teleport the enemy 10 squares to a space adjacent to you and make a melee basic attack against that enemy.

Reference: *Dragon Magazine* 381, page(s) 96.

Grand Protector Boon

Level 23

Lvl 23 425,000 gp

Glory Boon

Property: If you deal damage to a target that has vulnerability to radiant damage, you deal extra damage equal to your Wisdom or Constitution modifier, whichever is higher.

Power (At-Will): Minor Action. You emit bright light in a 5-square radius. As a minor action, you can stop emitting light.

Power (Daily • Healing): Minor Action. An ally within 5 squares of you can spend a healing surge regaining 2d6 additional hit points, and that ally gains a +2 item bonus to saving throws until the end of the encounter.

Reference: *Dungeon Master's Guide* 2, page 141.

This is a reflavored *Pelor's sun blessing* divine boon.

High Commander Boon

Level 23

Lvl 23 425,000 gp

Glory Boon

Property: You gain a +3 item bonus to your healing surge value.

Power (Daily): Immediate Action. *Trigger:* An enemy bloodies you, but does not reduce you to 0 hit points or fewer. *Effect:* You make a melee basic attack against the triggering enemy.

Reference: *Dark Sun Campaign Setting*, page 212.

This is a reflavored *battle-scarred champion* glory boon.

Master Strategist Boon

Level 23

Lvl 23 425,000 gp

Glory Boon

Property: When you use an aid another action, you grant your ally a +4 bonus rather than +2.

Power (Daily • Healing): Minor Action. An ally within 5 squares of you can spend a healing surge and regains 2d6 additional hit points. That ally gains a +3 bonus to his or her next attack roll.

Reference: *Dungeon Master's Guide* 2, page 140.

This is a reflavored *Erathis's beacon* divine boon.

Potion of Clarity

Level 20

Lvl 20 5,000 gp

Potion

Power (Consumable): Minor action. When you drink this potion, you must spend a daily magic item use. Once, before the end of the encounter, when you make an attack roll with an encounter or daily attack power of 20th level or lower, you can reroll the attack roll, but must use the second result.

Reference: *Adventurer's Vault*, page 188.

Ring of Dimensional Escape

Level 20

Level: 20

Price: 125,000 gp

Item Slot: Ring

Property: Add 1 square to the maximum distance of any teleport you make.

Power (Daily • Teleportation): No Action. Use this power when an attack drops you to 0 hit points or fewer. Teleport 20 squares.

If you've reached at least one milestone today, you also stabilize. You don't make death saving throws unless you take more damage.

Reference: *Manual of the Planes*, page(s) 157.

Spymaster Boon

Level 23

Lvl 23 425,000 gp

Glory Boon

Property: If a creature cannot see you, you take half damage from its attacks that hit you and no damage from its attacks that miss.

Power (Daily • Teleportation): Immediate reaction. *Trigger:* You take damage. *Effect:* You teleport 8 squares, become invisible until the end of your next turn, and can make a Stealth check to hide as a free action.

Reference: *Dungeon Master's Guide* 2, page 142.

This is a reflavored *Sehanine's mark of the dark moon* divine boon.

APPENDIX 1: MAP OF NEW SARSHEL



APPENDIX 2: STORY AWARD TRACKING FORM

Story Awards/Adventure	Character Name						IMPI2-4 Ramifications
IMPI02 Favor of Haldar from <i>IMPI1-1</i>							One automatic success in Task 3 of Encounter 2.
IMPI04 Favor of van Deesbrock from <i>IMPI1-2</i>							The PC receives a +2 bonus to social skill checks during Encounter 2.
IMPI05 Savior of Lost Souls from <i>IMPI1-3</i>							The PC receives a +2 bonus to social skill checks during Encounter 2.
New Sarshel Enforcer feat							The PC receives a +2 bonus to social skill checks during Encounter 2.
IMPI19 Minor Lord of Impiltur from <i>IMPI2-2</i>							One automatic success in either Task 1 or Task 3 of Encounter 2.
IMPI20 Honored by the Grand Council from <i>IMPI2-3</i>							One automatic success in either Task 1 or Task 3 of Encounter 2.
IMPI11 Dishonest from <i>IMPI1-6</i>							The PC suffers a -2 penalty to social skill checks during Encounter 2.
IMPI21 Noble Disfavor from <i>IMPI2-3</i>							The PC suffers a -2 penalty to social skill checks during Encounter 2.
IMPI18 Enemy of Brikklext from <i>IMPI2-2</i>							The PC suffers a -2 penalty to any dealings with the goblins in Encounter 3.
Captured Ekrilliek in <i>IMPI 2-2 Wetwork</i>							Optional skill challenge scene is available in Encounter 2.
IMPI22 Fate of the Crown from <i>IMPI2-3</i>							The crown flies to Morthak in Encounter 5.

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LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED A STORY AWARD FROM:

IMPI2~ 4 GOBLINS STRIKE BACK

IMPI23 Honored Defender of New Sarshel

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- Grand Preserver: *grand protector boon* (reflavored *Pelor's sun blessing* divine boon)
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The *battle-scarred champion* boon is found in the *Dark Sun Campaign Setting*. *Erathis's beacon*, *Pelor's sun blessing*, and *Sehanine's mark of the dark moon* are found in *Dungeon Master's Guide 2*.

If you have story award **IMPI19** and/or story award **IMPI20**, the title also comes with a glory boon, which you may choose as your Treasure from this adventure. Picking the boon does not count as one of your found magic items, but it still follows all the rules for boons in the *Living Forgotten Realms Campaign Guide*. You receive the Level 23 boon.

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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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SESSION TRACKING

DUNGEON MASTER

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