

THE PRICE OF FREEDOM

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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The Dusk Ports of Returned Abeir are considered fairly nice places to live. That is, if you aren't one of the citizens their cruel ruler, the Green Duchess, decides to devour for a snack. A *Living Forgotten Realms* adventure involving the Scions of Amber meta-organization set in Returned Abeir for characters of the Paragon tier (levels 11-20). This adventure is the first part of the *Scions of Hope* trilogy.

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

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

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure 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 about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

This adventure is written to support the entire Paragon tier of play (levels 11-20).

Any character of the appropriate tier may play the adventure, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

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

CHARACTER DEATH

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

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

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

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

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

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

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

MILESTONES

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

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

LASTING EFFECTS

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

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

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

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

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

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

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

DCs BY ADVENTURE LEVEL

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

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

Adventure Level	Easy DC	Moderate DC	Hard DC
12	14	20	28
14	15	21	29
16	16	22	31
18	17	23	32
20	18	25	34

ADVENTURE BACKGROUND

In the War of Fang and Talon, the dragon steeds of the Dawn Titans overthrew their primordial masters and began the Rule of Dragons. With the discovery of dragonbane amber during the Blue Breath of Change, many lands in Returned Abeir were freed of their draconic overlords. Unfortunately for the Dusk Ports, their proximity to the dragons' base of power in Malabrauth made this impossible and draconic rule is still in place. The Dusk Ports are ruled by an elder green dragon named Orlarrakh also known as the Green Duchess.

But where there is an oppressive regime, opposition groups arise. One such group is the Scions of Amber, a group of freedom fighters pledged to fight against draconic tyranny. Up until now, they have been a covert operation amassing support and waiting for the right time to strike.

DM's INTRODUCTION

The PCs arrive at the port city of Tarsith in the Dusk Ports. They have just enough time to take in the local flavor, including an introduction to the Steelsky, before Orlarrakh, the Green Duchess, dragon ruler of the Dusk

Ports, arrives with another dragon, the Maroon Prince, from Malabrauth for a feeding contest.

The PCs are given a chance to witness the raw power of Orlarrakh from a distance before her companion attacks near where the PCs are. Most of the Tarsith residents flee with a practiced panic but a group of children cannot get away and the dragon targets them. If the PCs choose not to intervene, one of the children's parents begs them to, offering monetary rewards if they do so. If the PCs do help, the dragon is outraged by such rebellion and turns its full attention on the PCs. If the PCs do not intervene, the dragon chooses them as its next target anyway. One of the children is the son of Nandrel Gostur, the co-leader of the Shadowkiss. If saved, the PCs gain the attention of the Shadowkiss, a drug and poison cartel operating throughout the Dusk Ports.

Once the PCs defeat the Maroon Prince, it becomes obvious Orlarrakh has become aware of what has happened. The imminent arrival of Orlarrakh and her servants in Tarsith, and the frightened responses of the locals to Orlarrakh's likely response to the killing of a dragon make it obvious the PCs must flee. An elderly dragonborn known as Father Thorn steps forth and tells the PCs he can help them escape. Father Thorn is the local leader of the Scions of Amber. The PCs are pursued by Orlarrakh's allies while being lead to safety by Father Thorn. After temporarily escaping and on the request of Father Thorn, the PCs train the rebels on how to fight. How well they train their group of rebels will determine how believable the diversion in Encounter 4 will be.

Father Thorn eventually leads the PCs to a secret safe location where they meet other rebels who treat them as heroes for slaying a dragon. They are given a chance to meet and befriend several rebels, including a few of the same race and gender as the PCs. Father Thorn was impressed with the PCs' bravery and strength, but explains that they are now all wanted men with a death sentence on their heads.

Father Thorn and several rebels, including the PCs' new friends, take the PCs to a safe house in Dusklan where they are given new identities so that Orlarrakh's allies won't be able to find them. However, agents of the Green Duchess have tracked them there and surround the hideout.

Father Thorn is prepared for this, however. He tells the PCs his forces will distract Orlarrakh's allies while he and the PCs break through the enemy lines in their new disguises. The PCs soon find out what the distraction is as several rebels, including some of the ones they befriended in Tarsith, appear disguised as the PCs. Before the PCs can stop them, the disguised rebels

charge out the front door. Father Thorn tells the PCs that now is the time to go and begs them not to allow the rebel distracters to die in vain by dallying or attempting to help them. The PCs do have the option of helping their doubles or escaping out the back door. If the PCs help their doubles, Orlarrakh and her agents will still want them.

If the PCs leave out the back in disguise, they still need to defeat Orlarrakh's agents. As the PCs break through the enemy lines and make their escape, they see the last of the rebels go down, but they are no longer wanted men.

After the PCs escape, Father Thorn explains that the rebels gave up their lives for the PCs because they saw them as a hope for victory they never had before. But whether the PCs wish to embrace that hope or discard it is up to them, for they are free men who are no longer hunted, as Orlarrakh will now believe them to be dead.

SCIONS OF AMBER META-ORGANIZATION

It is possible that some PCs are already members of the Scions of Amber meta-organization. In this case, Father Thorn will treat the PC as a treasured ally and friend and is even more forthcoming throughout the adventure. In addition, the PC already knows most of the NPC members of the Scions and the DM should be sure to tell that player any useful information and give them Appendix 1 describing the two most important members. Father Thorn trusts the PC even more than any of the others, and tends to put them in charge of any plan, such as the Skill Challenge in Encounter 3.

PLAYER'S INTRODUCTION

This adventure begins as the PCs are visiting the city of Tarsith just in time for the Festival of the Sea. They have been engaged by a merchant named Valen who has heard tales of their previous heroics. Valen has paid for them to come to Tarsith so he might hire them to recover some lost treasure he has found, though so far he has been cagey about what that adventure entails. He has paid for a ritual to teleport them from wherever they were to a market square in the center of Tarsith, where they have been told to enjoy the festival until Valen finds them.

DM Note: If any of the PCs have draconic mounts, see the section on stabling these rare mounts in the city.

For all the PCs, read or paraphrase the following:

A local merchant named Valen who needed people with your particular skill set invited you to Tarsith. After arriving via a teleportation ritual paid for by Valen, you find yourself in the bustling port city of Tarsith. You can clearly see the phenomenon known as the Steelsky. As the teleportation ritual resolves itself, the normal blue sky has been replaced with a metallic-hued vault that arches from horizon to horizon.

Around you, the city of Tarsith is all dressed up for a festival. Vendors in elaborately decorated booths line the streets. Smells of every type of food and drink fill the air. The Tarsith Festival of the Sea is in full swing.

Allow the PCs to roam around the festival sampling foods or purchasing various trinkets. List the nearby booths and allow the PCs to visit the booths of their choosing. Below are examples of booths that the PCs can visit, feel free to create others:

- **Ellie's Eel Soup:** Ellie, a large elderly dragonborn female hawks her eel soup made with freshly caught eel over a bowl of noodle in a uniquely flavored broth. The soup is very healthy and refreshing. Any PC that drinks the soup regains an additional 2 hit points the first time they spend a healing surge in the next encounter. If not used by the end of Encounter One, this benefit is lost.
- **Constantine's Crab Shack:** Constantine, a tall, lanky male eladrin boils up the local rock crabs with a side of drawn butter. The rock crabs are invigorating. Any PC that eats any of the crabs gets a +1 item bonus to the first attack roll in the next encounter. If not used by the end of Encounter One, this benefit is lost.
- **Klay's Steamers:** Klay, a burly dwarf serves up steamed local clams by the dozens. The clams are so tasty that it is hard to stop. Any PC who eats them must make a saving throw to avoid over indulging and eating too many. Those PCs that over eat get indigestion and start the next encounter slowed until the end of their first turn.
- **Hibiki's Harvest Bouquets:** A young, blonde female human sells colorful floral arrangements made from the local fauna. Hibiki talks about her favorite flower, the mungwort. A PC that listens to her whole tale gains a +2 enhancement bonus in Encounter 3, Scene 3 towards the PC's brew potion check.
- **Eel on the Stick:** Mirabi, a greasy, black haired middle-aged male human sells his famous grilled eels on a stick. In addition, he sells a lemon-flavored wine that goes well with his eel. The eels

that Mirabi gets are not too fresh. If the PC also drinks the wine, the alcohol counteracts the staleness of the eel and the PC suffers no ill effects. If the PC only eats the eel, they need to make an Easy DC Endurance check or lose a healing surge, from food poisoning.

- **Surai's Scarves:** A Calimshite woman sells her finely woven scarves and other accessories and jewelry. Any PC that purchases a scarf or other accessories receives a +2 item bonus on social skills in Encounter 3.

Do not tell the PCs the game mechanics of their interaction with the vendors until the beginning of the encounter where the effect occurs when the stress of situation triggers the effects. See Appendix 2 for game mechanic tracking.

DRACONIC MOUNTS

It is clear that draconic mounts terrify the populace. The NPCs will NOT deal with such PCs, and indeed quickly flee the area if a PC with a draconic mount approaches them. They have little choice but to try to stable them. For PCs with draconic mounts, read or paraphrase the following:

Never has it been so hard to find a place to stable your mount in a city. People seem to run before you even pose the question. Eventually, you find Narlon, a greasy-looking vagrant willing to watch your mount while you are in the city, but he will only do it outside the city in the nearby forest for 10 gp per day.

Obviously, he has done this before as he offers to cast a Steed Summons ritual for your mount. For an additional 100 gp, you will be able to summon your mount from anywhere in the city. The necklace will attune to your location and lead your mount there.

Of course, he will need the whistle and necklace back when you are done.

The ritual allows the PC to summon their mount to an adjacent square as a minor action.

Moderate DC History check reveals the reason behind this (or Narlon will explain the behavior if asked). The dragon rulers of the Dusk Ports were once mounts for their Primordial masters until the War of Fang and Talon where they overthrew their oppressors. Most of the populace is terrified of any draconic creature.

ENDING THE ENCOUNTER

When the PCs are done visiting the various booths, proceed to Encounter 1.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

There is no treasure in this encounter, though some of the items purchased from the festival booths may have mechanical effects that last into future encounters.

ENCOUNTER 1: APPETIZERS

ENCOUNTER LEVEL 14/16/18/20/22

CREATURES

This encounter includes the following at Adventure Level 12:

1 Maroon Prince (level 14) (M)

This encounter includes the following at Adventure Level 14:

1 Maroon Prince (level 16) (M)

This encounter includes the following at Adventure Level 16:

1 Maroon Prince (level 18) (M)

This encounter includes the following at Adventure Level 18:

1 Maroon Prince (level 20) (M)

This encounter includes the following at Adventure Level 20:

1 Maroon Prince (level 22) (M)

SCALING THE ENCOUNTER

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

Four PCs: Use the Maroon Prince at one AL lower. At AL 12, subtract 32 hit points and take a -1 to all attacks, damage and defenses.

Six PCs: Use the Maroon Prince at one AL higher. At AL 20, add 32 hit points and take a +1 to all attacks, damage and defenses.

SETUP

After the PCs have spent a little time at the festival, place them on the map then read:

A group of young children all dressed in matching attire chaperoned by an older female human parade in front of you sampling the different foods at the festival.

You see Valen, the merchant who sent for you and paid for your trip to Tarsith. He waves to you across the town square as he waits for the children to pass by.

All of a sudden, people point to the sky as two huge shapes head toward the city. People are panicking and screaming. Valen yells, "The Green Duchess has brought the Maroon Prince for another feeding contest. Run for your lives!"

The dragons split apart and the maroon-colored dragon is heading your way.

Place the children, Valen and the chaperone on the map. There is one child per PC.

Then read the following:

Everyone is scrambling to take cover, but a few of the children are frozen in place, staring at the largest dragon they have ever seen. Valen trips and is immediately snatched up by the Maroon Prince. As it eagerly devours his first snack, the Maroon Prince eyes the children, all frozen in place with fear.

The chaperone pleads, "Someone save the children! Bring them to me and I will hide them here." The fleeing woman points to a set of stairs leading down into a basement restaurant.

The PCs now have an additional thing to worry about in addition to the Maroon Prince. Roll randomly to determine which of the kids is the son of Nandrel Gostur, co-leader of the Shadowkiss. If this kid is saved, the PCs earn **ABER05 Gratitude of Nandrel Gonstur**.

Unbeknownst to the PCs, Father Thorn is hidden in the crowd and blesses those he sees trying to save the innocents and fight against the dragon, casting a spell that grants each PC the following power (see Player Handout 1) to aid in this endeavor:

Save the Kid! • Encounter

Trigger: The Maroon Prince eats a child.

Effect (Immediate Interrupt): The PC moves up to his speed, adjacent to the child, and is hit by the Maroon Prince's attack instead.

To completely save a child, the child must enter the square the chaperone is in. Once there, the chaperone will send them to the basement, effectively removing them from play. Below are suggestions on how this can be done. A child's speed is 4 squares. Children know nothing about avoiding attacks of opportunity. Feel free to allow the PCs to use other creative ideas if they sound reasonable.

- **Carry them to safety:** A PC can use a minor action to pick them the child up and then they can move at half speed. A Moderate DC Athletics can be made to move at full speed, but failure means the PC pushed too hard and dropped the struggling child. If the PC has a power that teleports himself, the power must allow the PC to also teleport another ally to teleport the child as well.
- **Convince the child to run:** A Moderate DC Diplomacy as a standard action can be made to

convince the child to start moving towards the chaperone. The child will then single-move immediately, then run at the beginning of the PC's next turn.

- **Scare a child away:** A Hard DC Intimidate as a standard action can be made to yell at the kid to head towards safety as the kid is frozen in fear by the huge dragon. The child will then single-move immediately, then run at the beginning of the PC's next turn.

FEATURES OF THE AREA

Illumination: It is daylight with full illumination.

Buildings: The buildings are 4 squares high and can only be entered at the entrance. They can be climbed with an Easy DC Athletics.

Fountain: The fountain is blocking terrain for large or smaller creatures. It also provides cover for those creatures.

Merchant Stalls: The stalls are difficult terrain and provide concealment for large or smaller creatures, but not cover.

Destroyed buildings, fountains and merchant stalls: The Maroon Prince can land on any of these and automatically destroy them. Destroyed features become difficult terrain (if it is not already) and require an Easy DC Acrobatics check to move through for large or smaller creatures. On a failure, the creature falls prone and takes 10 damage landing on the rubble.

Falling Maroon Prince: In addition to destroying any terrain features, if a PC is under the Maroon Prince when he falls, make the following attack:

Crushed

Attack: Close burst 0 (any creature under the Maroon Prince); AL + 3 vs. Reflex

Hit: AL x 2 damage and restrained (save ends or until the Maroon Prince moves from that square).

TACTICS

The Maroon Prince initially targets the kids unless the PCs intervene. When targeting a child, the Maroon Prince hits and kills (swallows) the child with any attacks as long as he does not roll a 1. He stays 3 squares out of reach of PCs, but close enough to attack.

The Maroon Prince has a special hatred for mounted characters. Even if the PC is not mounted, but came to Tarsith with a mount, the Maroon Prince can smell it on him and targets him with impunity. The Maroon Prince also has an aura affecting mounted PCs.

The Maroon Prince uses his bite to group PCs for his breath weapon (which he can use once for each head). If the party stays grouped, he uses his rip and tear

to attack as many at once as possible. He tries to move to keep as many PCs as possible in reach while he is not within their reach.

At AL 14 and above, the Maroon Prince gains the cloud of acid and fire power which uses when the PCs start to flee from his tight grouping, again attempting to get as many PCs as possible into the cloud.

At AL 18 and above, the Maroon Prince gains traitorous glance which he uses as often as possible to keep PCs that stay at range attacking fellow party members.

ENDING THE ENCOUNTER

Once the Maroon Prince drops below 20% of hit points (or a hit would normally have killed him), he says,

With a resounding sigh, you hear the Maroon Prince say, "You have not seen the last of the Maroon Prince."

The Maroon Prince steps through a shimmering gate that opens near him and reappears near the Green Duchess then flies away outside the city. Unfortunately, you have now attracted the attention of the Green Duchess and her cronies as they are heading your way.

Note the Maroon Prince does not use a teleport. Powers or items that prevent teleportation do not prevent this effect.

MILESTONE

This encounter counts toward a milestone.

TREASURE

One of the dragon's teeth remains embedded in something—a wall or a PC's shield. The massive tooth can be crafted into a *Dragontooth Blade* or *Wyrmtooth Dagger*.

ENCOUNTER 1: APPETIZERS (AL 12)

Maroon Prince (level 14)	Level 14 Solo Brute
Huge Natural Magical Beast (dragon)	XP 5,000
HP 684; Bloodied 342	Initiative see multiple heads
AC 26, Fortitude 27, Reflex 25, Will 27	Perception +19
Speed 6, fly 8	Darkvision
Saving Throws +5; Action Points 2	
TRAITS	
Feeding Frenzy	
At the start of his turn, the Maroon Prince may remove a single harmful condition or harmful effect.	
Multiple Heads	
The Maroon Prince gets a full turn at initiative counts 30, 20 and 10. He cannot delay or ready actions. If he is granted an immediate reaction, he can take no more than one after each of his turns.	
Power of Three	
Each of the Maroon Prince's heads has its own breath weapon and <i>rip and tear</i> , and it tracks its usage of those powers separately.	
Mount No More • Aura 3	
At the start of each of the mounted PCs turn, he must make a Moderate DC Nature check to control his mount. Otherwise, the mount bucks the PC off and leaves. Any PC with the Mounted Combat feat gets a +2 bonus to this roll.	
STANDARD ACTIONS	
m Bite (necrotic) • At-Will	
Attack: Melee 3 (one creature); +19 vs. AC	
Hit: 3d12 + 8 damage, and the Maroon Prince slides the target up to 3 squares.	
r Inferno Shot (acid, fire) • At-Will	
Attack: Ranged 10 (one creatures); +17 vs. Reflex	
Hit: 3d10 + 6 acid and fire damage.	
C Breath Weapon • Recharge 6	
Attack: Close blast 5 (creatures in blast); +17 vs. Reflex	
Hit: 2d12 + 7 acid and fire damage.	
Miss: Half damage.	
Effect: The blast creates a zone that lasts until the end of the Maroon Prince's next turn. And creature that ends it turn in one or more of the zones created by this power takes 10 acid and fire damage.	
M Rip and Tear • Encounter	
Attack: Melee 3 (one, two or three creatures); +19 vs. AC	
Hit: 2d12 + 11 damage.	
TRIGGERED ACTIONS	
C Bloodied Birth • Encounter	
Trigger: The Maroon Prince is first bloodied.	
Effect (No Action): The Maroon Prince sprouts a fourth head, which acts on initiative count 40.	
Skills Arcana +17, Diplo +17, History +17, Insight +19, Intim +17	
Str 24 (+14)	Dex 15 (+9)
Con 21 (+12)	Int 20 (+12)
	Cha 21 (+12)
Alignment evil	
Languages Common, Draconic, Giant, Goblin	
Note: Modified Calastrix from <i>Monster Vault: Threats of the Nentir Vale</i> . Replaced Action Recovery with Feeding Frenzy. Added Acid to fire damage powers and Mount No More power.	

ENCOUNTER 1: APPETIZERS (AL 14)

damage powers and Mount No More power. Added brown dragon power sand cloud and reflavored to cloud of acid and fire.

Maroon Prince (level 16)	Level 16 Solo Brute
Huge Natural Magical Beast (dragon)	XP 7000
HP 764; Bloodied 382	Initiative see multiple heads
AC 28, Fortitude 29, Reflex 27, Will 29	Perception +20
Speed 6, fly 8	Darkvision
Saving Throws +5; Action Points 2	
TRAITS	
Feeding Frenzy	
At the start of his turn, the Maroon Prince may remove a single harmful condition or harmful effect.	
Multiple Heads	
The Maroon Prince gets a full turn at initiative counts 30, 20 and 10. He cannot delay or ready actions. If he is granted an immediate reaction, he can take no more than one after each of his turns.	
Power of Three	
Each of the Maroon Prince's heads has its own breath weapon and <i>rip and tear</i> , and it tracks its usage of those powers separately.	
Mount No More • Aura 3	
At the start of each of the mounted PCs turn, he must make a Moderate DC Nature check to control his mount. Otherwise, the mount bucks the PC off and leaves. Any PC with the Mounted Combat feat gets a +2 bonus to this roll.	
STANDARD ACTIONS	
m Bite (necrotic) • At-Will	
Attack: Melee 3 (one creature); +21 vs. AC	
Hit: 4d6 + 17 damage, and the Maroon Prince slides the target up to 3 squares.	
r Inferno Shot (acid, fire) • At-Will	
Attack: Ranged 10 (one creatures); +19 vs. Reflex	
Hit: 4d6 + 17 acid and fire damage.	
C Breath Weapon • Recharge 6	
Attack: Close blast 5 (creatures in blast); +19 vs. Reflex	
Hit: 3d8 + 14 acid and fire damage.	
Miss: Half damage.	
Effect: The blast creates a zone that lasts until the end of the Maroon Prince's next turn. And creature that ends it turn in one or more of the zones created by this power takes 10 acid and fire damage.	
M Rip and Tear • Encounter	
Attack: Melee 3 (one, two or three creatures); +21 vs. AC	
Hit: 4d6 + 17 damage.	
MOVE ACTIONS	
Cloud of Acid and Fire (Acid, Fire, Polymorph) • Recharge 5 6	
The Maroon Prince transforms into a cloud of fiery acid and shifts a number of squares up to its speed. It can move through occupied squares but must end in a legal space. Any creature whose space the Maroon Prince enters takes 3d6 + 12 damage and is blinded (save ends). The Maroon Prince returns to its normal form at the end of this move.	
TRIGGERED ACTIONS	
C Bloodied Birth • Encounter	
Trigger: The Maroon Prince is first bloodied.	
Effect (No Action): The Maroon Prince sprouts a fourth head, which acts on initiative count 40.	
Skills Arcana +18, Diplo +18, History +18, Insight +20, Intim +18	
Str 24 (+15)	Dex 15 (+10)
Con 21 (+13)	Int 20 (+13)
	Wis 24 (+15)
	Cha 21 (+13)
Alignment evil	
Languages Common, Draconic, Giant, Goblin	
Note: Modified Calastyrx from <i>Monster Vault: Threats of the Nentir Vale</i> . Replaced Action Recovery with Feeding Frenzy. Added Acid to fire	

ENCOUNTER 1: APPETIZERS (AL 16)

damage powers and Mount No More power. Added brown dragon power sand cloud and reflavored to cloud of acid and fire.

Maroon Prince (level 18)	Level 18 Solo Brute
Huge Natural Magical Beast (dragon)	XP 10,000
HP 844; Bloodied 422	Initiative see multiple heads
AC 30, Fortitude 31, Reflex 29, Will 31	Perception +21
Speed 6, fly 8	Darkvision
Saving Throws +5; Action Points 2	
TRAITS	
Feeding Frenzy	
At the start of his turn, the Maroon Prince may remove a single harmful condition or harmful effect.	
Multiple Heads	
The Maroon Prince gets a full turn at initiative counts 30, 20 and 10. He cannot delay or ready actions. If he is granted an immediate reaction, he can take no more than one after each of his turns.	
Power of Three	
Each of the Maroon Prince's heads has its own breath weapon and <i>rip and tear</i> , and it tracks its usage of those powers separately.	
Mount No More • Aura 3	
At the start of each of the mounted PCs turn, he must make a Moderate DC Nature check to control his mount. Otherwise, the mount bucks the PC off and leaves. Any PC with the Mounted Combat feat gets a +2 bonus to this roll.	
STANDARD ACTIONS	
m Bite (necrotic) • At-Will	
Attack: Melee 3 (one creature); +23 vs. AC	
Hit: 4d6 + 19 damage, and the Maroon Prince slides the target up to 3 squares.	
r Inferno Shot (acid, fire) • At-Will	
Attack: Ranged 10 (one creatures); +21 vs. Reflex	
Hit: 4d6 + 19 acid and fire damage.	
C Breath Weapon • Recharge 6	
Attack: Close blast 5 (creatures in blast); +21 vs. Reflex	
Hit: 4d6 + 15 acid and fire damage.	
Miss: Half damage.	
Effect: The blast creates a zone that lasts until the end of the Maroon Prince's next turn. And creature that ends it turn in one or more of the zones created by this power takes 15 acid and fire damage.	
M Rip and Tear • Encounter	
Attack: Melee 3 (one, two or three creatures); +23 vs. AC	
Hit: 4d6 + 19 damage.	
MOVE ACTIONS	
Cloud of Acid and Fire (Acid, Fire, Polymorph) • Recharge 5 6	
The Maroon Prince transforms into a cloud of fiery acid and shifts a number of squares up to its speed. It can move through occupied squares but must end in a legal space. Any creature whose space the Maroon Prince enters takes 3d8 + 11 damage and is blinded (save ends). The Maroon Prince returns to its normal form at the end of this move.	
TRIGGERED ACTIONS	
C Bloodied Birth • Encounter	
Trigger: The Maroon Prince is first bloodied.	
Effect (No Action): The Maroon Prince sprouts a fourth head, which acts on initiative count 40.	
Skills Arcana +19, Diplo +19, History +19, Insight +21, Intim +19	
Str 24 (+16)	Dex 15 (+11)
Con 21 (+14)	Int 20 (+14)
	Wis 24 (+16)
	Cha 21 (+14)
Alignment evil	
Languages Common, Draconic, Giant, Goblin	
Note: Modified Calastyrx from <i>Monster Vault: Threats of the Nentir Vale</i> . Replaced Action Recovery with Feeding Frenzy. Added Acid to fire	

ENCOUNTER 1: APPETIZERS (AL 18)

Maroon Prince (level 20)		
Huge Natural Magical Beast (dragon)		XP 14,000
HP 924; Bloodied 462	Initiative see multiple heads	
AC 32, Fortitude 33, Reflex 31, Will 33	Perception +22	
Speed 6, fly 8	Darkvision	
Saving Throws +5; Action Points 2		
TRAITS		
Feeding Frenzy		
At the start of his turn, the Maroon Prince may remove a single harmful condition or harmful effect.		
Multiple Heads		
The Maroon Prince gets a full turn at initiative counts 30, 20 and 10. He cannot delay or ready actions. If he is granted an immediate reaction, he can take no more than one after each of his turns.		
Power of Three		
Each of the Maroon Prince's heads has its own breath weapon and <i>rip and tear</i> , and it tracks its usage of those powers separately.		
Mount No More • Aura 3		
At the start of each of the mounted PCs turn, he must make a Moderate DC Nature check to control his mount. Otherwise, the mount bucks the PC off and leaves. Any PC with the Mounted Combat feat gets a +2 bonus to this roll.		
STANDARD ACTIONS		
m Bite (necrotic) • At-Will		
Attack: Melee 3 (one creature); +25 vs. AC		
Hit: 4d8 + 17 damage, and the Maroon Prince slides the target up to 3 squares.		
r Inferno Shot (acid, fire) • At-Will		
Attack: Ranged 10 (one creatures); +23 vs. Reflex		
Hit: 4d8 + 17 acid and fire damage.		
C Breath Weapon • Recharge 6		
Attack: Close blast 5 (creatures in blast); +23 vs. Reflex		
Hit: 4d6 + 17 acid and fire damage.		
Miss: Half damage.		
Effect: The blast creates a zone that lasts until the end of the Maroon Prince's next turn. And creature that ends it turn in one or more of the zones created by this power takes 15 acid and fire damage.		
M Rip and Tear • Encounter		
Attack: Melee 3 (one, two or three creatures); +25 vs. AC		
Hit: 4d8 + 17 damage.		
MOVE ACTIONS		
Cloud of Acid and Fire (Acid, Fire, Polymorph) • Recharge 5 6		
The Maroon Prince transforms into a cloud of fiery acid and shifts a number of squares up to its speed. It can move through occupied squares but must end in a legal space. Any creature whose space the Maroon Prince enters takes 3d8 + 13 damage and is blinded (save ends). The Maroon Prince returns to its normal form at the end of this move.		
MINOR ACTIONS		
R Traitorous Glance (charm) • At-Will (1/turn)		
Attack: Ranged 10 (one creature); +23 vs. Will		
Hit: The target makes a basic attack as a free action against a creature of the Maroon Prince's choice.		
TRIGGERED ACTIONS		
C Bloodied Birth • Encounter		
Trigger: The Maroon Prince is first bloodied.		
Effect (No Action): The Maroon Prince sprouts a fourth head, which acts on initiative count 40.		
Skills Arcana +20, Diplo +20, History +20, Insight +22, Intim +20		
Str 24 (+17)	Dex 15 (+12)	Wis 24 (+17)
Con 21 (+15)	Int 20 (+15)	Cha 21 (+15)

Alignment evil **Languages** Common, Draconic, Giant, Goblin
Note: Modified Calastrix from *Monster Vault: Threats of the Nentir Vale*. Replaced Action Recovery with Feeding Frenzy. Added Acid to fire damage powers and Mount No More power. Added brown dragon power sand cloud and reflavored to cloud of acid and fire. Reflavored dracolich's mesmerizing glance power to traitorous glance.

ENCOUNTER 1: APPETIZERS (AL 20)

Maroon Prince (level 22)	Level 22 Solo Brute
Huge Natural Magical Beast (dragon)	XP 20,750
HP 1004; Bloodied 502	Initiative see multiple heads
AC 34, Fortitude 35, Reflex 33, Will 35	Perception +23
Speed 6, fly 8	Darkvision
Saving Throws +5; Action Points 2	
TRAITS	
Feeding Frenzy	
At the start of his turn, the Maroon Prince may remove a single harmful condition or harmful effect.	
Multiple Heads	
The Maroon Prince gets a full turn at initiative counts 30, 20 and 10. He cannot delay or ready actions. If he is granted an immediate reaction, he can take no more than one after each of his turns.	
Power of Three	
Each of the Maroon Prince's heads has its own breath weapon and <i>rip and tear</i> , and it tracks its usage of those powers separately.	
Mount No More • Aura 3	
At the start of each of the mounted PCs turn, he must make a Moderate DC Nature check to control his mount. Otherwise, the mount bucks the PC off and leaves. Any PC with the Mounted Combat feat gets a +2 bonus to this roll.	
STANDARD ACTIONS	
m Bite (necrotic) • At-Will	
Attack: Melee 3 (one creature); +27 vs. AC	
Hit: 4d8 + 20 damage, and the Maroon Prince slides the target up to 3 squares.	
r Inferno Shot (acid, fire) • At-Will	
Attack: Ranged 10 (one creatures); +25 vs. Reflex	
Hit: 4d8 + 20 acid and fire damage.	
C Breath Weapon • Recharge 6	
Attack: Close blast 5 (creatures in blast); +25 vs. Reflex	
Hit: 4d6 + 19 acid and fire damage.	
Miss: Half damage.	
Effect: The blast creates a zone that lasts until the end of the Maroon Prince's next turn. And creature that ends it turn in one or more of the zones created by this power takes 20 acid and fire damage.	
M Rip and Tear • Encounter	
Attack: Melee 3 (one, two or three creatures); +27 vs. AC	
Hit: 4d8 + 20 damage.	
MOVE ACTIONS	
Cloud of Acid and Fire (Acid, Fire, Polymorph) • Recharge 5 6	
The Maroon Prince transforms into a cloud of fiery acid and shifts a number of squares up to its speed. It can move through occupied squares but must end in a legal space. Any creature whose space the Maroon Prince enters takes 3d8 + 15 damage and is blinded (save ends). The Maroon Prince returns to its normal form at the end of this move.	
MINOR ACTIONS	
R Traitorous Glance (charm) • At-Will (1/turn)	
Attack: Ranged 10 (one creature); +25 vs. Will	
Hit: The target makes a basic attack as a free action against a creature of the Maroon Prince's choice.	
TRIGGERED ACTIONS	
C Bloodied Birth • Encounter	
Trigger: The Maroon Prince is first bloodied.	
Effect (No Action): The Maroon Prince sprouts a fourth head, which acts on initiative count 40.	
Skills Arcana +21, Diplo +21, History +21, Insight +23, Intim +21	
Str 24 (+18)	Dex 15 (+13)
Con 21 (+16)	Int 20 (+16)
	Wis 24 (+18)
	Cha 21 (+16)

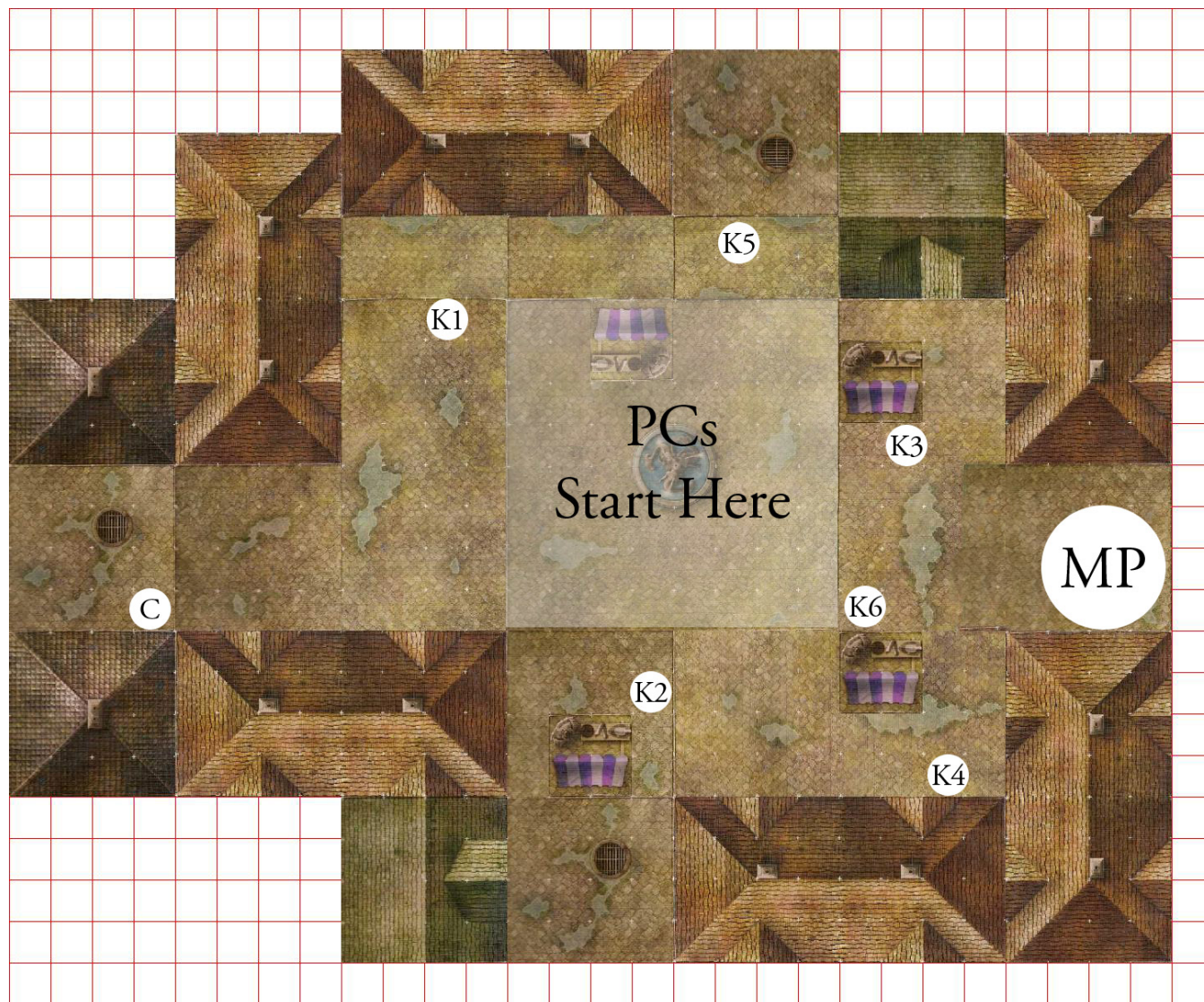
Alignment evil **Languages** Common, Draconic, Giant, Goblin

Note: Modified Calastrix from *Monster Vault: Threats of the Nentir Vale*. Replaced Action Recovery with Feeding Frenzy. Added Acid to fire damage powers and Mount No More power. Added brown dragon power sand cloud and reflavored to cloud of acid and fire. Reflavored dracolich's mesmerizing glance power to traitorous glance.

ENCOUNTER 1: APPETIZERS

TILE SETS NEEDED

Streets of Shadows x4



C = Chaperone

K1-K6 = Kids

MP = Maroon Prince

ENCOUNTER 2: A QUICK ESCAPE

IMPORTANT NPC

Father Thorn, Scion of Amber, elderly dragonborn male.

As your enemy disappears into the metallic sky, the crowd of gawkers and onlookers quickly disperses, but a muscle-bound, elderly dragonborn wearing priest's vestments and a black eye patch remains. He hurriedly approaches you, a grin curling up his reptilian face, and a glint in his single eye, as he speaks.

"Heroes are in short supply in Tarsith, and there will be several fewer if we remain on the streets long enough for news of this to spread. Quickly, come with me before the Green Duchess, herself, decides to investigate."

The PCs can already see guards massing at the edges of the square, questioning people on the streets who are pointing their way. It is also likely that the Green Duchess will make her way to the market shortly. Father Thorn ducks into an ally and throws open a cellar door and waves for the PCs to follow him in.

If the PCs hesitate, ten guards stream into the square, blocking all other exits while a pair of horse-sized dragons circle overhead. This number doubles every round until the party is either captured or retreats. Rather than play out this combat, these monsters do each players' healing surge value in damage (after resistances and regeneration) every round until all PCs are unconscious. Any PCs that do not follow Father Thorn—either by staying and fighting or by attempting to flee another way—are eventually tracked down and captured.

If any PCs are defeated or captured: They are taken to a dungeon beneath the Tarandar's (Governor's) mansion. Tarandar's torturers assume the PCs are involved with the Scions of Amber, and attempt to torture the information out of them. Even dead PCs are not safe: they are resurrected, since live bodies provide more answers than dead ones. The torturers also joke that once the PCs are suitably tenderized, they'll make a fine meal for Orlarrakh.

Father Thorn, however, organizes a rescue attempt, tunneling into the Tarandar's complex in the middle of the night. The scars of torture remain: captured PCs have their maximum number of healing surges is reduced to two for the remainder of the adventure.

If only some of the PCs are captured, this rescue can take place as part of Encounter 3 – see below.

If the PCs follow Father Thorn: The cellar contains a false wall that opens into the sewer system below Tarsith. Father Thorn leads the PCs through a dizzying maze of tunnels, talking as they go.

Once the PCs are with Father Thorn he explains the following:

- The dragon they fought was present in Tarsith at the invitation of Orlarrakh, the "Green Duchess" who rules the Dusk Ports through terror and murder.
- Father Thorn has contacts in a group called the Scions of Amber, an organization fighting the tyrannical rule of dragons.
- Orlarrakh will be aware of these events with complete details shortly, and will not brook such open defiance. Without aid the PCs will be hunted, tortured and eaten. Her power is vast and far-reaching. It is quite likely that even if the PCs plan to flee the country, her rage will follow them.
- Combat experience is a rarity amongst the Scions' volunteers, although enthusiasm and cunning is not. If the PCs are willing, the Scions might be able to keep the PCs safe in exchange for aid in training their men.
- Secrecy, above all else, would be paramount. Any infiltration by the dragon's minions could cost hundreds of lives.

Father Thorn then stops speaking and points to a grate in the ceiling above. If the PCs are unwilling to help, they can take their chances on their own (ending the adventure). But if they wish to help good men earn their freedom from tyranny, this is their chance and they can instead come with him.

If the PCs agree, he knocks on hollow brick and another false wall slides open, and he ushers the PCs quickly inside. Several rag-tag people attend to him as he enters, and it's obvious that he is not a mere contact, but their leader. If questioned about the deception, he shrugs and says that the PCs couldn't know how important he was until they could be trusted. He is happy to answer any more of their questions, but there is much to do and little time to do it.

ENDING THE ENCOUNTER

The encounter ends when the PCs decide to help train the Scions of Amber. If the PCs do not wish to assist the Scions of Amber or take Father Thorns help, they are welcome to flee, right out of the adventure. However if

only some of the PCs refuse, they are eventually captured (as described above) and can be rescued by the other PCs during Encounter Three, Scene 6. Proceed with Encounter 3.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

This encounter contains no treasure.

ENCOUNTER 3: TRAINING MONTAGE

SKILL CHALLENGE, COMPLEXITY 4

SETUP

The PCs are provided with food, water and a change of clothing. While the accommodations are spartan and dank, they're safe. Father Thorn can also provide the *Raise Dead* ritual for any PCs that need it. He introduces the his lieutenants (see Player Handout 2 for more information on the lieutenants), then suggests they get to know each other while he gets an update from his right-hand-man and nephew, Drogen. If there are six players, upon doing so, he finds out Drogen has been captured in his absence. Father Thorn excuses himself to go speak with some agents who might know what happened.

Despite the damp humidity, the stink of unwashed bodies in close proximity and the incessant dripping, you quickly learn why Scions call this base The Hive. A constant stream of people seems to enter and leave. Most of them seem little more than common merchants and fisherfolk—hardly the well-trained army required to take down the Duchess. You have plenty of work ahead of you.

During the next two hours, the PCs may rest or speak with some of the Scions and learn the following through conversation or eavesdropping:

- The Tarandar, the title given to the governor of Tarsith, is a puppet of the Green Duchess, and would readily do anything to appear useful—including turning over the PCs. There is no aid to be found among the city's government. The current Tarandar is a fancily-dressed dragonborn with a feather hat and a magical cane given to him by Orlarrakh.
- Moving about the city undetected will be moderately difficult, as most people will be aware of a bounty on the PC's heads. In addition, the Green Duchess will no doubt have agents searching for the PCs.
- Sneaking out of the city is almost impossible, as the city watch guards all walls and gates to prevent both the theft of Tarsith's trade secrets: looms renowned across Returned Abeir to make the best sails and ropes, and to keep the population of Tarsith high enough for the Duchess' frequent hunts. Indeed those watching

the gates and walls are not mere guardsmen, but include powerful wizards employing magic to watch those who come in and out.

- The guards at the walls and gates will likely fight harshly, but do not often give chase for those who flee back into the city, unwilling to desert their posts. *DM Note:* PCs caught by the guards could easily fight their way out, but doing so without attracting attention is impossible. Fighting past the guards costs a PC 2 healing surges.
- None of the Tarandar's guards are so loyal as to be above receiving hush money. They won't allow someone to escape the city, but they might overlook small transgressions or suspicious behavior for the right price. *DM Note:* Any failed skill check involving guards can be turned into a success by paying an APL x 250 gold. Every time a PC pays off the guards, the price of silence increases by 500 gold.
- *DM Note:* During the skill challenge, their best powers can help the PCs teach through example or get out of a tight spot. Where appropriate, a PC can expend a daily attack or utility power to gain a bonus to a skill check equal to the power's level.

Once the PCs have had a chance to rest, heal, and talk to their fellow rebels, Father Thorn then returns and unveils his plan. He has composed a list of tasks that the PCs can help with. Once these tasks are complete, the Scions should be able to function in Tarsith without Father Thorn or the PCs and he suggests they will move on to Dusklan where it is less likely that they will be looked for. Task 5 and 6 only if there are five or six PCs, respectively. He asks each PC to choose a task to complete without duplication of tasks:

1. Train the rank-and-file Scions to fight, in case the headquarters is attacked.
2. Orlarrakh may attempt to use divination to find their location, so a ritual must be cast to prevent scrying, and the novice spellcasters taught how to maintain it. Father Thorn has a scroll with the ritual, but he does not have the requisite talent to cast it.
3. Find a way to extend the duration of Potions of Mimicry for infiltration into the Green Duchess' organization to plant a spy to delay pursuit. The Scions currently rely on these potions, but their short duration is a liability.
4. Oversee the excavation of an escape route to the docks, and find a ship that can get them to Dusklan.

5. Inspect the latest recruits and make sure they're fit. Decide what tasks they might be good at, and look for any potential spies or traitors.
6. Organize a rescue mission. If any of the PCs were captured, those PCs are rescued, otherwise only Drogen has been captured.

Once all of these tasks are complete PCs will flee by sea to Dusklan, where the Green Duchess has less of a presence and the Scions have a safe house prepared. From there, they should be safe from the dragon's reach, at least temporarily.

Each PC must also choose one of Father Thorns lieutenants to act as sidekick, shadowing the PC and learn from his or her actions. A PC can ask his sidekick to attempt a skill check for him or provide him aid, if necessary. Remind the PCs that Father Thorn's tasks will require a wide range of skills, so the PCs should choose their companions carefully.

SCALING THE ENCOUNTER

Generally, skill challenges are not scaled. However, since each task is completed individually, each PC should only have to complete a single task.

Four PCs: The PCs must complete tasks 1 - 4.

Six PCs: The PCs must complete tasks 1 - 6.

SKILL CHALLENGE: EXECUTE THE PLAN

Goal: The PCs have to complete each of the tasks assigned to them without attracting attention.

Complexity: 4 (Special; see below)

Primary Skills: Varies.

Other Skills: Varies.

Victory: The Green Duchess learns of the PC's location, but when the attack comes the PCs are prepared. Proceed to Encounter 4. The PCs have the option of playing Encounter 5A or 5B

Defeat: The PCs are indiscrete in their tasks, failing three or more scenes, and the Green Duchess discovers the details of the plan, attacking just before the PCs can escape. The PCs have no choice but to hack their way through the Tarandar's soldiers in order to escape. Encounter 5A is not available to them and the PCs must proceed directly to Encounter 5B

The skill challenge is broken down into four, five or six individual tasks according to the number of PCs. Each task has three phases, which last several hours each. Some tasks can be completed in any order, others require a specific order. Each PC and his sidekick must complete his task without the assistance of the other PCs.

As the DM, you can choose to either run these asks in order, or weave the tasks together, leaving each PC at a cliffhanger in between each skill check. These scenes have ample opportunity for role-playing, but if this adventure is being played in a time-sensitive setting, such as a convention with timed slots, the DM is encouraged to be mindful of time and not spend too much time on any particular scene.

Each task requires three successes before two failures. A task is completed regardless of success or failure, but failing a task adds a failure to the skill challenge. If for some reason one of the tasks is not attempted then the PCs fail the overall skill challenge regardless of the number of successes.

Throughout the skill challenge, the PCs may use a variety of skills other than the example skills that are provided in each task. You should feel free to improvise as much as needed. However, the following should remain true:

- No skill check may be used twice in the same task. Each roll is intended to represent the overall culmination of all of the rolls for that skill made during the scene.
- Each task should have one easy, one moderate and one hard skill check.
- Where appropriate, the PCs should be able to expend appropriate encounter powers to gain a bonus to skill checks equal to the half of the power's level (round up). The use of a daily power should either give a bonus to skill checks equal to the power's level, or an automatic success if they are particularly appropriate.
- When a failing skill check may cause the PC physical harm or fatigue, that failure should also cost the PC a healing surge.

It is important that each PC has an opportunity to attempt his task, and that each PC attempts all three phases of his task, regardless of success or failure, as failure may cost PCs additional resources necessary for the last combat.

TROUBLESHOOTING

It is possible the PCs might decide that there is little to be gained from training the Scions, and instead insist the right choice is simply for them to take on the Green Duchess on their own. Father Thorn strongly tries to dissuade them from this path for the following reasons:

- The Green Duchess is legendary. The stories say that she was there what the dragons rose up against the Dawn Titans, and that was in ancient times. She can only have become more powerful since then.

- Father Thorn and the Scions of Amber have agents scouring the land for ways they might strike back against all the Dragon Overlords. The Scions will need the party's aid to implement any such plan should one come to light; not just kill one of the many dragon foes.
- Should the PCs abandon the Scions of Amber, is quite likely that even should the PCs succeed the Green Duchess' minions will take out their wrath on the Scions. They would be slaughtered without the PCs' training and aid.

SCENE 1: TEACH THE SCIONS TO FIGHT

The Scions have cleared a makeshift dojo from an underground spillway that prevents seasonal floods from the River Esmur from inundating Tarsith. They have piled up weapons to practice with and various empty crates to use as obstacles or targets. Read or paraphrase the following:

Your pupils appear to be any of the common folk strong enough to wield a cudgel, and barroom brawls seem to be the most experience any of them has. Yet the Scions are undeterred by the rusty training swords, the stink of pressed bodies or the perilous slickness of the training area's paving stones.

Skill check for this task can be completed in any order. Any PC of a martial class gets a +2 bonus to these checks. Particularly good ideas to motivate training might or role-playing might garner another +2 bonus.

Acrobatics or Athletics [Hard DC] (1 success; 1 maximum)

Through sparring and constant drilling, the PC gives his trainees the weapon skills that may save their lives in battle. A PC can expend a daily attack power to gain bonus to this check equal to the power's level.

Bluff [Moderate DC] (1 success; 1 maximum)

The character lies about the successful training of the recruits, instilling them with confidence that might be better than nothing.

Diplomacy or History [Easy DC] (1 success; 1 maximum)

The character instills warriors with either the bravura or the tactical knowledge required on the battlefield.

Endurance [Moderate DC] (1 success; 1 maximum)

The long hours of training take their toll through fatigue and minor injuries. As an additional cost of failing this check, the PC loses a healing surge.

Dungeoneering or Thievery [Hard DC] (1 success; 1 maximum)

The PC helps the Scions lay traps throughout the tunnels. A PC can expend a daily attack power to gain bonus to this check equal to the power's level. Failing this check causes a trap to backfire, costing the PC a healing surge.

ENDING THE SCENE

For better or for worse, the PC Scions have some experience in combat.

Success: Once the PC obtains three successes in this scene, Task 1 is complete, and the Scion recruits are competently trained.

Failure: If the PC receives two failures during this scene, the Scion recruits will still fight to the death, but lack the training to hold off the Tarandar's guards for long enough to make a clean escape. It's also possible that the PC and his sidekick suffered injuries that slow them down.

SCENE 2: PREVENT SCRYING

The center of the Scion headquarters has been turned into a ritual room. Read or paraphrase the following:

Keeping the magical prying of a mighty dragon away from you is going to be a challenge, especially with the motley collection of dabblers and magicians the Scions have managed to gather.

Father Thorn has acquired the ritual scroll required to cast, although it must be maintained for the entirety of the skill challenge.

Arcana, Nature or Religion [Hard DC] (1 success; 1 maximum)

The character casts the required ritual. The PC may also cast any of the following rituals: *Masking Shroud*, *Eye of Warning*, *Scry Trap*, *Forbiddance* or *Deceive Sensor* to gain a bonus to this check equal to half the ritual's level. Any PC with the ritual casting feat gets a +2 bonus to the check.

Diplomacy or Intimidate [Moderate DC] (1 success; 1 maximum)

The PC teaches the other Scions' spellcasters in magic, allowing them to aid in maintaining the ritual. A PC may expend a daily Arcane, Divine, Primal or Psionic attack power to gain a bonus to this check equal to the power's level.

Dungeoneering or Perception [Moderate DC] (1 success; 1 maximum)

The PC changes the appearance of the Hive to look like it is somewhere else, making scrying attempts that view the area less likely to aid the spy.

Endurance [Easy DC] (1 success; 1 maximum)

Channeling the massive amounts of magical energy to power this ritual is grueling work. Failing this check also costs the PC a healing surge.

ENDING THE SCENE

The PCs erect a ritual to prevent scrying and are able to maintain it for the duration of the skill challenge.

Success: With three successes in this scene, the PCs are able to delay Orlarrakh's attempts to divine their location, providing them with enough time to escape.

Failure: After two failures, the Green Duchess detects the PC's attempt at preventing her scrying. The PC and his sidekick are acutely aware that the dragon has seen them distinctly.

SCENE 3: POTIONS OF EXTENDED MIMICRY

Important NPCs:

Herseth Frotweld, human male merchant.

Father Thorn has an impressive knowledge of alchemy and he imparts to the PC a plan to extend the duration of the potion. Read or paraphrase the following:

"The problem with a potion of mimicry, of course, is that it doesn't last long enough. But with enough mungwort flowers, we just might be able to extend its duration long enough for a disguise to work that we might use it to place agents in the government, or permanently replace key officials with our own operatives in disguise."

"If I know this, Orlarrakh knows this. But if we can procure them without her knowing, think of what we could accomplish! I have an idea of where to get some of the ingredients, but won't be easy."

Unfortunately, mungwort is an extremely rare flower that loses all magical properties within a few days of picking. In the area it's sold only by a merchant from Stormhar (in Eskorn) named Herseth Frotweld. Frotweld is a known collaborator who cannot be trusted (he has previously sold others out for the reward) and whose disappearance would alert the authorities to the Scions' presence and plans. Unfortunately, beyond knowing Frotweld is in the city, Father Thorn does not know where to find him.

The PC will have to acquire the mungwort flowers and help brew the potion, while ensuring that Frotweld doesn't tip off the Green Duchess as to his motives. To make any checks, the PC will have to sneak into the city.

Stealth [Moderate DC] (1 success; 1 maximum)

The PC sneaks into town and gains access to Frotweld's apothecary. A PC failing this check can buy off the guards and proceed undeterred.

Once the PC has snuck into town, he can do some background research or searching, to locate Frotweld.

Streetwise [Easy DC] (No successes)

The PC asks around about Frotweld. It's fairly common knowledge across Tarsith that he is a member of the Storm Rune, a loose confederation of wealthy tradesmen with allegiance to nothing except their own wealth and power. Frotweld would probably turn the PC in to Orlarrakh, unless the PC can convince him that's not in his best interest. Succeeding in this check gives the PC a +2 bonus to Bluff, Diplomacy, or Intimidate checks with Frotweld.

Perception [Easy DC] (No successes)

The PC cases the apothecary and finds that Frotweld has taken precautions against the most common forms of theft—stealing the flowers will prove difficult. Succeeding in this check gives the PC a +2 bonus to Thievery checks made to steal the flowers.

Once the PC attempts to purchase or steal the flowers, he must do the following:

Bluff, Diplomacy or Intimidate [Hard DC] (1 success; 1 maximum)

The mungwort flowers cost only 100 gold, but Frotweld's silence is much more expensive. For every APLx10 gold the PC is willing to pay above the purchase price, the PC gains a cumulative +1 bonus to this skill check. Failing this check earns the PC the enmity of the Storm Rune (Story Award ABER02).

Thievery [Hard DC] (1 success; 1 maximum)

The PC breaks into Frotweld's shop and steals the flowers. Failing this check earns the PC the enmity of the Storm Rune (Story Award ABER02) and alerts the guards, forcing the PC to buy his way out of their capture, although the PCs sidekick manages to escape with the flowers.

Once the PC has the mungwort flowers, he can assist Father Thorn in creating the potions.

Arcana, Nature or Religion [Easy DC] (1 success; 1 maximum)

With some help from Father Thorn, the PC is able to brew as many potions of mimicry as there are party members, and extend their duration with the mungwort flowers. Any PC with the brew potion ritual gets a +2 bonus to this check.

ENDING THE SCENE

Success: Three successes in this scene, the PCs are in possession of potions of mimicry that will last for several days—long enough to get them from Tarsith to Dusklan in disguise and for the Scions to place agents in the government to aid in the escape and delay pursuit.

Failure: Depending on where the PC's second failure occurred, either the PCs may have unstable potions that may not last long enough to ensure their deception, or (if there are enough PCs to warrant the extra task) may be captured.

SCENE 4: ESCAPE ROUTE

The Scions have been working in the drainage and tunnels and sewers beneath Tarsith for years, but constant casualties have prevented full knowledge of the system from remaining within the organization. Father Thorn appoints one PC to determine the best possible route out of the city.

Read or paraphrase the following:

The tunnels under Tarsith are a fetid, dripping maze designed centuries ago to prevent the city from succumbing to the tides and seasonal floods of the surrounding waters, and help dispose of the waste of city above. In order to get out of the city, they must be scouted for the best escape route.

The PC's task is to determine the best place to excavate, construct an escape tunnel, and then secure passage on a Dusklan-bound ship to ensure the PCs escape.

Dungeoneering or Perception [Hard DC] (1 success; 1 maximum)

The PC maps the sewers and tunnels, determining which are nearest to the city walls and which are partially submerged at various times of day. Failing this check means the PC gets lost for several hours, and loses a healing surge due to exposure before a Scion search party finds him. A PC who is trained in Endurance or Nature may make a saving throw to resist this loss.

Athletics or Endurance [Easy DC] (1 success; 1 maximum)

While the rank-and-file Scions do most of the digging, the PC is forced to pitch in when the team runs into a submerged boulder or the tunnel collapses. Failure in this check also costs the PC a healing surge.

Once the tunnel to the docks is complete, the PC must secure passage on one of the Dusklan-bound ships. The three ships departing soon are:

- A shipping barge. Although it doesn't take passengers, a forged packing slip on a large enough crate could allow the PCs to stow away.
- The Dusk Treader is a charter ship captained by a money-grubbing loner with no allegiance to the dragon. The ship is on its last legs, but he swears it's seaworthy.
- A massive passenger galleon, the Emerald Glory, departs for Toril shortly, with a short landfall in Dusklan. The ship is full up on passenger and PCs would have to sneak aboard.

Thievery [Moderate DC] (1 success; 1 maximum)

The PC forges a packing slip on a crate large enough to house the PCs, Father Thorn and Drogen, allowing them to stow away on the shipping barge.

Failing this check means the ship's crew catches the PC messing with their cargo, and throws him bodily overboard, costing him a healing surge. The crew does not notice the false packing slip.

Bluff, Diplomacy or Intimidate [Moderate DC] (1 success; 1 maximum)

The PC hires the Dusk Treader for APL x 50 gold, and convinces the captain not to turn in the PCs. For every 100 gold above the base price, the PC gains a +1 bonus to the skill check.

Failing this check means the captain will still take the PCs, but brags about his helping the Scions to anyone who will listen at the local inn.

Stealth [Moderate DC] (1 success; 1 maximum)

The PC sneaks aboard the Green Glory and discovers that the group could easily climb the ship's anchor chain, then duck inside its lifeboats undetected. The PC sets up a place for the party to stowaway.

Failing this check causes the ship's crew to catch to catch the PC, and turns him over to the guards, who he must bribe.

ENDING THE SCENE

The scene ends once all of the tasks are complete.

Success: With three successes, the PC completes the escape route with plenty of time.

Failure: After two failures, the delay gives the Tarandar's guards more time to muster against the PCs.

SCENE 5: FRESH BLOOD (OPTIONAL)

Important NPCs:

Thed, orc male dockworker.

Alest, human female brewer/patriot.

Flyn, human child

This scene only exists if there are five PCs. Father Thorn is absorbed in planning the PCs escape, but that doesn't absolve him of his other duties. In an oppressive city like Tarsith, the Scions of Amber find themselves constantly beset by potential recruits—any one of whom could be a spy. Father Thorn explains:

“Popularity with the people can be a curse. Every simpleton wants his share of honor and glory. Many can help us, but some would just weigh us down. Still others could be spies. And once a member knows our secrets...well, there's no such thing as retiring from a revolution.”

Father Thorn introduces the PCs to the three newest recruits; he wants the PC to check them out before they see more of the operation.

- Dock work is slower of late, and Thed has heard that freedom fighting can make good money, and wants in. If accepted, he can help with the heavy lifting, saving the PCs from some fatigue, and allowing them to negate one failure in this skill challenge due to a failed Acrobatics, Athletics or Endurance check.
- Alest was a skilled brewer. After the dragon ate her husband Samuel, all she can think of is revenge. Her special hops blend would allow each PC to recover a healing surge.

- 11-year-old Flyn was orphaned by the latest dragon attack, and seeks shelter with the Scions. He could help the PCs evade surprise by acting as a lookout for any attacks.

Thed's impressive physique and Alest's resolve would both be assets to the Scions, while children make great eyes and ears on the streets—if they can be trusted. This PC must check them out and find out which, if any, can.

Streetwise [Easy DC] (1 success; 1 maximum)

The PC tracks down and interviews friends and family of the recruits. On a success, the PC learns from his fellow workers that work was slow because Thed had an accident involving transported Fire Beetles, which led to Thed being fired. Alest was a popular barmaid at the Drunken Otters tavern until her husband was killed by the dragon a few weeks ago. All leads for information on Flyn lead to dead-ends.

Failure with this check elicits the information but alerts the guards to the PC's prodding, requiring a bribe to buy them off.

Insight [Moderate DC] (1 success; 1 maximum)

Through the PCs careful questioning, they find out the following. Thed seems straightforward: he'd help anyone if the price were right. Alest's motives are clouded by anger. She reveals that her husband was fed to the dragon for showing sympathy to the Scions—and it's possible it's revenge against them she's looking for. Flyn is still a child, but he could be a life-long asset if he can overcome his fear and grief. A PC who is trained in Diplomacy or Bluff gains a +2 to this check.

Upon failing this check, the PC can tell only that Thed is calm, Alest is angry and Flyn is scared.

Father Thorn will turn away any of the recruits the PC recommends against. The new recruits' training proceeds without incident until the day before the escape. The PC must make one of the following checks. If the PC recommends multiple NPCs, the DM should choose which one of the checks the PC is allowed to make (from those options unlocked by the NPCs recommended by the PC); preferably a skill the PC is trained in.

Endurance [Hard DC] (1 success; 1 maximum, if the PC recommended no recruits)

With less help, the work is twice as hard. Long grueling nights moving equipment and supplies through hot sewers. Failing this check costs the PC a healing surge.

Diplomacy or Intimidate [Hard DC] (1 success; 1 maximum, if the PC recommended Thed)

Thed has one drink too many at the local tavern a few days into his training, and is overheard dishing Scion secrets to any who will listen. Fortunately a Scion sympathizer shut him up before he said anything to damaging. It's the PC's job to ensure he doesn't make the same mistake again.

Failing this check means that Thed relapses, and this time word gets back to Orlarrakh. In his drunken stupor he is no help to the PCs, they lose his benefit and a healing surge from having to take on his additional work.

Perception [Hard DC] (1 success; 1 maximum, if the PC recommended Alest)

Alest actually blames the Scions for her husband's death and escapes the complex to inform on them. The PC has to track her down before she spills any vital information. A PC can expend a daily power to gain a bonus to this check equal to the power's level.

Failing this check means that Alest slips away and details the PCs' escape plans to the Tarandar. The PC pursuing her is caught by the guards and must buy his freedom before Alest fingers the PC as a Scion.

Diplomacy [Hard DC] (1 success; 1 maximum, if the PC recommended Flynn)

Throughout his training, Flynn is at the breaking point. The PC becomes a cheerful mentor, raising the boy's spirits.

Failing this check means that Flynn disappears a few days before the escape, and is captured and his knowledge tortured out of him by the Tarandar.

ENDING THE SCENE

The scene ends when the PCs deal with the results of his recruitment choices.

Success: With three successes in this scene, the Scions gain important recruits without any information leaks.

Failure: At least one of the recruits has proven untrustworthy, and information of the escape plan has leaked to Orlarrakh.

SCENE 6: TO THE RESCUE! (OPTIONAL)

This scene only exists if there are six PCs. If one or more of the PCs get captured while trying to complete their tasks (or during Encounter 2), a sixth PC may be called upon to rescue them. If none of the PCs have been captured, Drogen has been picked up by the guards for routine questioning, and must be rescued.

Read the following:

Father Thorn spreads a map across the table in front of you. "We're in luck. My sources tell me all captives have been transferred to a holding area, awaiting an audience with the Duchess. If you move quickly, we can rob the dragon of her dinner."

If Drogen requires rescue, he adds:

"Know this: I'm not afraid of sacrifice. Were he merely my nephew I would not put lives at risk. But Drogen knows nearly as much about the Scions as I do: with his knowledge Orlarrakh could bring down this whole organization. We have to rescue him before they break him!"

Luckily, the Scions are well prepared for this scenario. One PC must lead a small extraction team, but the Scions are able to provide maps to the holding compound, descriptions of guard rotations, a rooftop entry point and details of escape routes back into the sewers.

If multiple PCs insist on going, and Father Thorn will try to dissuade them from doing this as all tasks are important to completed as fast as possible, they may aid for all or part of the extraction; however PCs that aid receive automatic failures to their tasks for each step with which they aid.

These tasks must be completed in order:

Acrobatics or Athletics [Easy DC] (1 success; 1 maximum)

The PC must scale the guard compound's walls and blast a hole through the ceiling with alchemical gear provided by the Scions. Failing this check means the PC succeeds after a vicious fall that costs him a healing surge. Flying PCs automatically succeed.

Bluff or Stealth [Moderate DC] (1 success; 1 maximum)

The PC must sneak into the holding areas without detection. Failing this check means that the PC is spotted and must expend a daily attack power to silence the guards before they raise an alarm.

Endurance, Perception, Streetwise or Thievery [Hard DC] (1 success; 1 maximum)

The explosion isn't subtle, and though the extraction is fairly easy, the PC leads the guards through a rooftop chase with crossbow bolts slamming into the walls inches behind them.

A PC can expend a daily attack power to gain a bonus to this check equal to the power's level. If a PC is being rescued, that PC can aid this check and spend an attack power as well (but may not make the check instead).

Failure means that the PC escapes, but not before sustaining serious injury, costing two healing surges.

ENDING THE SCENE

Once the PC or Drogen is rescued, work must be redoubled, as the Tarandar himself will face Orlarrakh's wrath for losing a valuable prisoner.

Success: With three successes, the PC has rescued an ally from the clutches of Orlarrakh safely.

Failure: Multiple failures mean that the guards have tracked the PC's escape route and are a little bit closer to finding the Hive.

ENDING THE ENCOUNTER

Once each PC has completed a task, the escape is ready, but so is Orlarrakh's revenge. The dragon orders the Tarandar to lead an assault on The Hive, and the PCs have mere moments to escape.

Success: If the PCs have succeeded at the overall skill challenge (failing no more than two individual tasks) then they are prepared for the Tarandar's attack, and have a few extra moments for parting words. Proceed to Encounter 4.

Failure: If the PCs have failed in three or more scenes, they are swarmed by guards in the middle of their work, and have no choice but to hack their way free. Proceed to Encounter 5B.

MILESTONE

This encounter does NOT count toward a milestone, as the PCs have just received an extended rest.

TREASURE

This encounter contains no treasure.

ENCOUNTER 4: ASSAULT ON THE HIVE

IMPORTANT NPC

Father Thorn, Scion of Amber, elderly dragonborn male.

Tension in The Hive has steadily increased, as the preparations for escape come together. Every hour fear that the Green Duchess has learned of the PCs' plans mounts.

You find yourselves with the rare luxury of a meal with Father Thorn, Drogen, and the lieutenants (except Caelyn who commands the watch).

Father Thorn is just about to raise his glass in a toast when suddenly the Hive erupts in a din of shouting. Caelyn bursts through the door, bleeding from several small cuts, and blood on her drawn daggers. "Fighting!" she gasps, "in the tunnels! Guards! Led by the Tarandar himself! Our scouts report the Green Duchess is in the city above!"

Everyone begins talking at once, but Father Thorn quickly assumes control. "We proceed as planned. We're just a little rushed. Lieutenants, you know what to do."

The lieutenants get up and leave the room abruptly.

"Drogen, ready the escape. Heroes, gather your things. We make our escape now. We need to get you to Dusklan for the next phase of the plane!"

The PCs are aware of the following:

- **Insight Easy DC:** Drogen appears as surprised as they are, hesitating slightly before running off.
- **Insight Easy DC:** The lieutenants are quiet, stoic and resolved. They intend to die tonight and will not be convinced otherwise.
- **Perception Easy DC:** The sounds of fighting are getting closer, and it's obvious that the guards will be here in moments.
- Father Thorn begins making his way around the table, bidding farewell to his lieutenants.

Father Thorn simply expects to be obeyed. However, if the PCs refuse to flee it's beyond his ability to stop them. If questioned, he explains the following:

- The lieutenants drank the potions of mimicry to impersonate the PCs and lay down their lives, so the Green Duchess thinks the PCs are dead.

- The PCs are needed for a greater mission that only heroes of their caliber to help overthrow the Green Duchess.
- Father Thorn and Drogen cannot be captured, as they know too much about the Scions' organization across all of the Dusk Ports
- The PCs are a new hope that this fight will be won, and soon. They must escape alive.
- Sacrifices like these are difficult, but they are required when facing a larger and more powerful enemy.
- Father Thorn believes in the PCs, as do all the lieutenants. He believes in them so blindly, that he will risk his own life fighting by their side, if they refuse to flee.

The PCs must choose their next action, and quickly. They may stay and fight, although in doing so they will remain wanted so long as they remain alive. Defeat would also put the entire organization at risk.

ENDING THE ENCOUNTER

The encounter ends when the PCs decide whether to flee or fight. If the PCs flee, the Scions hold off the guards long enough to allow the PCs to escape unseen. Proceed to Encounter 5A. If the PCs decide to stay and fight, proceed to Encounter 5B.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

Why grabbing their gear, PCs have time to gather a *dragondaunt shield*, +3/+4 *shadowdance armor* and valuables worth 200/320/700/1300/1920 gold per PC from The Hive before they escape; anything left behind is looted by the Tarandar's soldiers.

ENCOUNTER 5A: BETRAYED

ENCOUNTER LEVEL 14/16/18/20/22

CREATURES

This encounter includes the following creatures at Adventure Level 12:

- 2 banderhobb abductor (level 14) (A)
- 1 banderhobb instigator (level 14) (I)
- 1 banderhobb warder (level 14) (W)
- 1 impersonator mimic (level 14) (M)

This encounter includes the following creatures at Adventure Level 14:

- 2 banderhobb abductor (level 16) (A)
- 1 banderhobb instigator (level 16) (I)
- 1 banderhobb warder (W)
- 1 impersonator mimic (M)

This encounter includes the following creatures at Adventure Level 16:

- 2 banderhobb abductor (A)
- 1 banderhobb instigator (level 18) (I)
- 1 banderhobb warder (level 18) (W)
- 1 impersonator mimic (level 18) (M)

This encounter includes the following creatures at Adventure Level 18:

- 2 banderhobb abductor (level 20) (A)
- 1 banderhobb instigator (level 20) (I)
- 1 banderhobb warder (level 20) (W)
- 1 impersonator mimic (level 20) (M)

This encounter includes the following creatures at Adventure Level 20:

- 2 banderhobb abductor (level 22) (A)
- 1 banderhobb instigator (level 22) (I)
- 1 banderhobb warder (level 22) (W)
- 1 impersonator mimic (level 22) (M)

SCALING THE ENCOUNTER

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

Four PCs: Remove one banderhobb abductor.

Six PCs: Add one banderhobb abductor.

SETUP

If the PCs decide to escape in order to complete the larger plan and let their duplicates die for them, read the following:

As you race through the tunnels, the sounds of battle fade. The walls echo with the raging, triumphant voice of the Tarandar bellowing taunts above. The ceiling buckles and shudders, but holds long enough to allow you to squeeze through the final drainage pipe, and into the bay near the docks. In the distance, a colossal green dragon flies circles over the city proper, and green smoke rises from the sewers.

As the PCs pull themselves up out of the water, they find a man standing over them, offering the tip of his cane to help them up.

An elegantly coiffed dragonborn stands before you. He leans on a cane that hums with energy, and a tall peacock feather ascends from a wide-brimmed hat.

“I suppose you know who I am, so I won’t bother introducing myself. My double in the sewers no doubt slew someone else. Did you think I had no idea what goes on in my city? It doesn’t matter. If the dragon believes you dead, then I won’t be blamed for failing to capture you.” He shudders. “I remember what happened to my predecessor.”

He then drapes his cane over his shoulder and turns to walk away. “This might just work out for all of us.”

The Tarandar teleports to safety if the PCs try to stop him, otherwise he chuckles to himself and disappears into the crowd. The PCs are then able to make their way to their ship. They can board without incident, and within a few hours are safely en route to Duskan.

Fatigue wears on the group during the travel. Father Thorn never sheds his optimism, or his paranoia. He insists everyone sleep in their armor, with their weapons nearby. Drogen acts sulky and argues incessantly with Father Thorn; hurt that he was excluded from the true plan for the mimicry potions. At some point he moves off alone to sulk.

The Tarandar has arranged a parting gift for the PCs and sabotaged their ship with Drogen’s help (see below). Not long after dusk on the first day the PCs have settled into their cabins, an explosion rocks the ship. The PCs scramble above deck to find that the main mast has fallen and gouged a hole in the deck, and water is streaming into the hold—they must abandon ship or go down with it. The crew and other passengers are already well on their way towards shore in the ship’s longboats.

The water is cold and rough, and PCs without a magical means of avoiding a swim or low ambient temperature must make a moderate DC Athletics or Endurance check or lose a healing surge, as the group crawls its way toward shore as the sun begins to dip below the horizon.

Father Thorn and Drogen are exhausted, and given the remoteness of their landing they ask the PCs set up camp here for the night. They're lucky to have brought tents, if the PCs cannot proffer them.

Father Thorn suggests the PCs set up watch in pairs for three three-hour shifts. Once the PCs have their watch decided, roll randomly to choose which shift is attacked—note that PCs on the first shift will have already gained an extended rest if the party is attacked on the third shift.

Read the following:

Low-hanging clouds obscure the moon and stars, leaving your feeble campfire the only visible light. Buffeted by a chill wind, waves beating the shore seem to roar in the otherwise silent darkness.

Unfortunately this desolate shore is not entirely unwatched. The banderhobb's arrive through the water, attracted by the light of the PCs' campfire. They attempt to sneak up to the PCs camp, hoping to capture the PCs on watch before they can alert their allies.

The banderhobbs aren't looking for the PCs specifically, but have been marauding the countryside for some time, looking for easy pickings. The remains of the ship nearby caused them to expect shipwreck survivors. They know about a bounty placed on the PCs heads following their fight with the Maroon Prince, so they are on the lookout for adventurers in general, but since they cannot speak, they cannot inform on the PCs to Orlarrakh that the PCs are still alive following the raid on The Hive unless the banderhobbs physically bring the PCs to her.

Drogen is actually an impersonator mimic, who long ago killed the real Drogen and has infiltrated the Scions. He informed on the Scions and expected the PCs to be captured, and has begun to panic. When the banderhobbs attack, he uses this moment to turn on the PCs and Father Thorn.

The PCs that aren't on watch, Father Thorn and the mimic are asleep and therefore unconscious until the end of their first turn, their gear is stowed within reach. A PC can also use a standard action to wake an adjacent creature, allowing them to take their actions on their first Initiative as normal though they begin prone.

FEATURES OF THE AREA

Illumination: Due to an overcast night, there is total darkness, except for dim light within in a burst three centered on the campfire. If the PCs refused to light a fire, then there is not even this light.

Tents: The PCs sleep in the pair of tents (unless they refused). These tents block line of sight. Attacking through the tent causes it to collapse as an immediate interrupt, and all creatures inside are restrained until the end of their next turn. Those on opposite sides of a tent (in versus out), have total concealment from those on the other side.

Campfire: Any creature that enters the bonfire's square takes ongoing 5 fire damage (save ends) and douses the fire, removing its light.

Underbrush: The dense underbrush opposite the beach is difficult terrain for Medium-sized or larger creatures, although a Small creature can wriggle through it at full speed. A creature can use a standard action to hack through the vegetation, clearing a single square.

Water: The water is rough, choppy and ice cold with a strong riptide. Creatures without a swim speed that start their turn in the water are Slowed (save ends) unless they ignore ill effects from ambient temperatures of 60 degrees Fahrenheit or make an easy DC Endurance check. Creatures beneath the surface of the water gain cover and total concealment. On the map, light-colored water is five-feet deep; the darker water is 10-feet deep.

TACTICS

The banderhobbs use their forced movement powers to isolate the PCs and draw them away from each other, dividing their attacks to try and swallow as many PCs as possible. If a banderhobb swallows or grabs a PC, it attempts to flee the battle through the water.

Do not allow all four banderhobbs to team up and kill a single PC before the other PCs act—the banderhobbs need their victims alive.

The mimic delays until just before the last PC or NPC leaves the tents. It then uses a free action to knock Father Thorn unconscious, then uses dominate and shapechange power to take the PC's form, and convince the other PCs to attack their ally. The false Drogen's ploy could prove to be too successful. If it would make for a fun ending to the fight or the PCs need help, the banderhobbs can swallow the mimic and flee with him in tow.

Once the mimic's cover has been blown, he tries to use his dominate power to feed a PC to a banderhobb. The banderhobbs are not considered the mimic's allies.

Neither the mimic nor the banderhobbs are interested in fighting to the death, and flee if death appears imminent. When bloodied, the mimic will use his *Ooze Form* to squeeze through the underbrush and try to escape. When it does so, it is not slowed by the difficult terrain.

ENDING THE ENCOUNTER

The encounter ends when all of the monsters have been killed or have fled. If the mimic flees he will report to Orlarrakh and the PCs earn the story award **ABER04 Marked for Death**.

If the PCs attempt to interrogate the mimic, they unravel a convoluted plan to turn the PCs in to Orlarrakh in order to unseat the current Tarandar, who the mimic planned to mimic. The mimic had been investigating the Scions for months, and believed destroying them to be his chance for greatness.

Should any of the PCs be swallowed by one of the Abductors, be transported to the Shadowfell, and kill the abductor before being transported back, they find themselves trapped in the Shadowfell. If they are capable of transporting themselves back (such as by a ritual), there is no additional cost. If they are not capable of such a feat and the party cannot find and help the trapped PC, the PC wanders for a few weeks before finally finding someone willing to transport them back for the cost of 1,200 gp.

Once these creatures have been defeated, the PCs are able to complete their trip to Dusklan without incident. Proceed to the conclusion.

MILESTONE

This encounter counts toward a milestone.

TREASURE

PCs searching Drogen's personal items discover his journal containing names and locations of Scions throughout the Dusk Ports, 1000/1680/2500/3300/4080 gold per PC, a *helm of able defense* and a *Potion of Heroism* he bought in case of an emergency.

ENCOUNTER 5A: BETRAYED (AL 12)

Banderhobb Abductor (level 14)	Level 14 Brute
Large shadow magical beast	XP 1,000
HP 171; Bloodied 85	Initiative +15
AC 26, Fortitude 25, Reflex 28, Will 26	Perception +15
Speed 6, climb 3, swim 6	Darkvision
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d8 + 15 damage.	
r Grasping Tongue • At-Will	
Attack: Ranged 5 (one creature); +17 vs. Reflex	
Hit: 3d6 + 10 damage, and the abductor pulls the target 4 squares to a space adjacent to the abductor and grabs the creature.	
M Gobble • At-Will	
Requirement: The abductor must be bloodied.	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 4d8 + 16 damage, and the abductor grabs the target. If the target is bloodied, the abductor recharges swallow and uses it against the target.	
M Swallow • Recharge 5 - 6	
Attack: Melee 1 (one bloodied creature grabbed by the abductor); +17 vs. Fortitude	
Hit: The target is removed from play. Until the effect ends, the target takes ongoing 10 damage. The target can take actions as normal and can make melee and close attacks against the abductor. The effect ends when the abductor drops to 0 hit points or when the abductor ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the abductor.	
MINOR ACTIONS	
M Tongue Snare • At-Will (1/round)	
Requirement: The banderhobb must not be already grabbing a creature with this power.	
Attack: Melee 3 (one creature); +17 vs. Reflex	
Hit: The banderhobb grabs the target (escape DC 21). Once per turn as a free action, the banderhobb can pull the grabbed target up to 3 squares.	
TRIGGERED ACTIONS	
Cross into Shadow (teleportation) • Encounter	
Trigger: The abductor is first bloodied.	
Effect (No Action): The abductor is removed from play until the start of its next turn. The abductor then appears in an unoccupied space within 10 squares of its last location.	
Skills Athletics +18, Stealth +20	
Str 22 (+13)	Dex 27 (+15) Wis 25 (+14)
Con 21 (+12)	Int 22 (+13) Cha 12 (+8)
Alignment evil Languages understands Goblin	
Note: Tongue snare power from <i>Dungeon Magazine</i> 195 banderhobb article added. Damage expressions updated to Monster Vault levels.	

Banderhobb Instigator	Level 14 Brute (Leader)
Large shadow magical beast	XP 1,000
HP 170; Bloodied 85	Initiative +10
AC 25, Fortitude 23, Reflex 24, Will 22	Perception +11
Speed 6, climb 3, swim 6	Darkvision
TRAITS	
u Inciting Pheromones • Aura 3	
Banderhobbs within the aura gain a +2 power bonus to Will and cannot become dazed.	
Unhindered	
When the instigator moves, it pulls with it any creature grabbed by it. In addition, the creature remains grabbed, and the instigator does not provoke an opportunity attack from the grabbed creature.	
STANDARD ACTIONS	
m Tongue Blade • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d8 + 15 damage.	
M Leaping Tongue Slash • At-Will when first bloodied	
Effect: The instigator jumps 4 squares and then uses tongue blade twice. Any creature hit by one of these attacks takes ongoing 10 damage (save ends). This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
M Flickering Tongue • At-Will	
Requirement: The banderhobb must not have a creature grabbed.	
Trigger: An enemy adjacent to the banderhobb hits it with a melee attack.	
Attack (Immediate Reaction): Melee 1 (triggering enemy); +17 vs. Fortitude	
Hit: The banderhobb grabs the target. Whenever the target attempts to escape the grab and fails, it takes 10 damage.	
Compelling Musk • Recharge 5 - 6	
Trigger: The instigator misses with tongue blade.	
Effect (Free Action): One banderhobb within 3 squares of the instigator can make a basic attack as an opportunity action.	
Skills Athletics +19, Stealth +21	
Str 22 (+13)	Dex 21 (+12) Wis 20 (+12)
Con 20 (+12)	Int 22 (+13) Cha 22 (+13)
Alignment evil Languages understands Goblin	
Note: Dune Reaper Warrior (<i>Dark Sun Creature Catalog</i>) reflavored as a banderhobb. Damage expressions updated to Monster Vault levels.	

Banderhobb Warder (Level 14)	Level 14 Soldier
Large shadow magical beast	XP 1,000
HP 144; Bloodied 72	Initiative +15
AC 30, Fortitude 28, Reflex 26, Will 24	Perception +14
Speed 6, swim 6	Darkvision
STANDARD ACTIONS	
m Long Finger Claw • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage, and the target is marked until the end of the warder's next turn.	
r Lightning Tongue (Lightning) • At-Will	
Attack: Ranged 5 (one creature); +17 vs. Reflex	
Hit: 2d8 + 7 lightning damage, and the target falls prone.	
M Longfinger Clutch • At-Will	
Attack: Melee 2 (one or two creatures); +19 vs. AC	
Hit: 2d8 + 7 damage, and the target is marked until the end of the warder's next turn.	
TRIGGERED ACTIONS	
Swallow • At-Will	
<i>Trigger:</i> A Large or smaller enemy marked by the warder makes an attack that does not include the warder as a target.	
<i>Effect</i> (Immediate Reaction): The warder shifts 3 squares to a space adjacent to the triggering enemy and makes the following attack.	
Attack: Melee 1 (the triggering enemy); +17 vs. Fortitude	
Hit: The target is removed from play. Until the effect ends, the target takes ongoing 10 damage. The target can take actions as normal and can make melee and close attacks against the warder. The effect ends when the warder drops to 0 hit points or when the warder ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the warder.	
MINOR ACTIONS	
M Tongue Snare • At-Will (1/round)	
<i>Requirement:</i> The banderhobb must not be already grabbing a creature with this power.	
Attack: Melee 3 (one creature); +17 vs. Reflex	
Hit: The banderhobb grabs the target (escape DC 21). Once per turn as a free action, the banderhobb can pull the grabbed target up to 3 squares.	
No Escape (Teleportation) • At-Will	
<i>Trigger:</i> An enemy marked by the warder ends its move.	
<i>Effect</i> (Immediate Reaction): The he warder teleports 10 squares to a space adjacent to the triggering enemy warder.	
Skills Athletics +20	
Str 26 (+15)	Dex 23 (+13) Wis 24 (+14)
Con 24 (+14)	Int 22 (+13) Cha 11 (+7)
Alignment evil Languages understands Goblin	
Note: Damage expressions updated to Monster Vault levels.	

Impersonator Mimic (Level 15)	Level 15 Controller
Medium aberrant magical beast	XP 1,200
HP 144; Bloodied 72	Initiative +13
AC 28, Fortitude 27, Reflex 26, Will 25	Perception +12
Speed 6	Darkvision, tremorsense 5
Resist 10 acid	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d6 + 13 damage.	
M Forcible Conversion (Charm) • Recharge 5 6	
Attack: Melee 2 (one creature); +17 vs. Fortitude	
Hit: The target is dominated (save ends).	
MINOR ACTIONS	
R Call to Harvest (Charm) • At-Will 1/round	
Attack: Ranged 10 (one creature); +17 vs. Will	
Hit: The mimic slides the target 4 squares, and the target grants combat advantage until the end of the mimic's next turn.	
Shapeshift (Polymorph) • At-Will 1/round	
<i>Effect:</i> The mimic assumes one of the following forms. It can't change its size. It remains in the chosen form until it uses this power again.	
<i>Ooze Form:</i> The mimic becomes an ooze. When it squeezes while it is in this form, it moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
<i>Humanoid Form:</i> The mimic gains a +4 bonus to Bluff checks. In addition, it can use all the languages known by the last humanoid creature it killed.	
<i>Object Form:</i> While in this form, the mimic has resist 10 to all damage, is immobilized, and cannot attack. In addition, a creature must succeed on a DC 30 Perception check to notice that the mimic is a living creature.	
Skills Bluff +19 (+23 while in human form), Stealth +18	
Str 21 (+12)	Dex 22 (+13) Wis 20 (+12)
Con 24 (+13)	Int 26 (+15) Cha 24 (+14)
Alignment unaligned Languages Common, Deep Speech	
Note: Damage expressions updated to Monster Vault levels.	

ENCOUNTER 5A: BETRAYED (AL 14)

Banderhobb Abductor (level 16)	Level 16 Brute
Large shadow magical beast	XP 1,400
HP 191; Bloodied 95	Initiative +16
AC 28, Fortitude 27, Reflex 30, Will 28	Perception +16
Speed 6, climb 3, swim 6	Darkvision
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 4d8 + 19 damage.	
r Grasping Tongue • At-Will	
Attack: Ranged 5 (one creature); +19 vs. Reflex	
Hit: 3d6 + 12 damage, and the abductor pulls the target 4 squares to a space adjacent to the abductor and grabs the creature.	
M Gobble • At-Will	
Requirement: The abductor must be bloodied.	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 4d8 + 17 damage, and the abductor grabs the target. If the target is bloodied, the abductor recharges swallow and uses it against the target.	
M Swallow • Recharge 5 - 6	
Attack: Melee 1 (one bloodied creature grabbed by the abductor); +19 vs. Fortitude	
Hit: The target is removed from play. Until the effect ends, the target takes ongoing 10 damage. The target can take actions as normal and can make melee and close attacks against the abductor. The effect ends when the abductor drops to 0 hit points or when the abductor ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the abductor.	
MINOR ACTIONS	
M Tongue Snare • At-Will (1/round)	
Requirement: The banderhobb must not be already grabbing a creature with this power.	
Attack: Melee 3 (one creature); +19 vs. Reflex	
Hit: The banderhobb grabs the target (escape DC 22). Once per turn as a free action, the banderhobb can pull the grabbed target up to 3 squares.	
TRIGGERED ACTIONS	
Cross into Shadow (teleportation) • Encounter	
Trigger: The abductor is first bloodied.	
Effect (No Action): The abductor is removed from play until the start of its next turn. The abductor then appears in an unoccupied space within 10 squares of its last location.	
Skills Athletics +19, Stealth +21	
Str 22 (+13)	Dex 27 (+16) Wis 25 (+15)
Con 21 (+13)	Int 22 (+14) Cha 12 (+9)
Alignment evil Languages understands Goblin	
Note: Damage expressions updated to Monster Vault levels.	

Banderhobb Instigator (Level 16)	Level 16 Brute (Leader)
Large shadow magical beast	XP 1,400
HP 190; Bloodied 95	Initiative +11
AC 27, Fortitude 25, Reflex 26, Will 24	Perception +12
Speed 6, climb 3, swim 6	Darkvision
TRAITS	
u Inciting Pheromones • Aura 3	
Banderhobbs within the aura gain a +2 power bonus to Will and cannot become dazed.	
Unhindered	
When the instigator moves, it pulls with it any creature grabbed by it. In addition, the creature remains grabbed, and the instigator does not provoke an opportunity attack from the grabbed creature.	
STANDARD ACTIONS	
m Tongue Blade • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 4d8 + 19 damage.	
M Leaping Tongue Slash • At-Will when first bloodied	
Effect: The instigator jumps 4 squares and then uses tongue blade twice. Any creature hit by one of these attacks takes ongoing 10 damage (save ends). This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
M Flickering Tongue • At-Will	
Requirement: The banderhobb must not have a creature grabbed.	
Trigger: An enemy adjacent to the banderhobb hits it with a melee attack.	
Attack (Immediate Reaction): Melee 1 (triggering enemy); +19 vs. Fortitude	
Hit: The banderhobb grabs the target. Whenever the target attempts to escape the grab and fails, it takes 10 damage.	
Compelling Musk • Recharge 5 - 6	
Trigger: The instigator misses with tongue blade.	
Effect (Free Action): One banderhobb within 3 squares of the instigator can make a basic attack as an opportunity action.	
Skills Athletics +19, Stealth +21	
Str 22 (+14)	Dex 21 (+13) Wis 20 (+13)
Con 20 (+13)	Int 22 (+14) Cha 22 (+14)
Alignment evil Languages understands Goblin	
Note: Dune Reaper Warrior (Dark Sun Creature Catalog) reflavored as a banderhobb. Damage expressions updated to Monster Vault levels.	

Banderhobb Warder		Level 16 Soldier
Large shadow magical beast		XP 1,400
HP 160; Bloodied 80		Initiative +16
AC 32, Fortitude 30, Reflex 28, Will 26		Perception +15
Speed 6, swim 6		Darkvision
STANDARD ACTIONS		
m Long Finger Claw • At-Will		
Attack: Melee 2 (one creature); +21 vs. AC		
Hit: 3d8 + 11 damage, and the target is marked until the end of the warder's next turn.		
r Lightning Tongue (Lightning) • At-Will		
Attack: Ranged 5 (one creature); +19 vs. Reflex		
Hit: 3d6 + 8 lightning damage, and the target falls prone.		
M Longfinger Clutch • At-Will		
Attack: Melee 2 (one or two creatures); +21 vs. AC		
Hit: 3d6 + 8 damage, and the target is marked until the end of the warder's next turn.		
MINOR ACTIONS		
m Tongue Snare • At-Will (1/round)		
Requirement: The banderhobb must not be already grabbing a creature with this power.		
Attack: Melee 3 (one creature); +19 vs. Reflex		
Hit: The banderhobb grabs the target (escape DC 22). Once per turn as a free action, the banderhobb can pull the grabbed target up to 3 squares.		
TRIGGERED ACTIONS		
Swallow • At-Will		
Trigger: A Large or smaller enemy marked by the warder makes an attack that does not include the warder as a target.		
Effect (Immediate Reaction): The warder shifts 3 squares to a space adjacent to the triggering enemy and makes the following attack.		
Attack: Melee 1 (the triggering enemy); +19 vs. Fortitude		
Hit: The target is removed from play. Until the effect ends, the target takes ongoing 10 damage. The target can take actions as normal and can make melee and close attacks against the warder. The effect ends when the warder drops to 0 hit points or when the warder ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the warder.		
No Escape (Teleportation) • At-Will		
Trigger: An enemy marked by the warder ends its move.		
Effect (Immediate Reaction): The he warder teleports 10 squares to a space adjacent to the triggering enemy warder.		
Skills Athletics +21		
Str 26 (+16)	Dex 23 (+14)	Wis 24 (+15)
Con 24 (+15)	Int 22 (+14)	Cha 11 (+8)
Alignment evil Languages understands Goblin		
Note: Damage expressions updated to Monster Vault levels.		

Impersonator Mimic		Level 16 Controller
Medium aberrant magical beast		XP 1,400
HP 160; Bloodied 80		Initiative +14
AC 30, Fortitude 27, Reflex 28, Will 27		Perception +13
Speed 6		Darkvision, tremorsense 5
Resist 10 acid		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 2 (one creature); +21 vs. AC		
Hit: 3d8 + 11 damage.		
M Forcible Conversion (Charm) • Recharge 5 6		
Attack: Melee 2 (one creature); +19 vs. Fortitude		
Hit: The target is dominated (save ends).		
MINOR ACTIONS		
R Call to Harvest (Charm) • At-Will 1/round		
Attack: Ranged 10 (one creature); +19 vs. Will		
Hit: The mimic slides the target 4 squares, and the target grants combat advantage until the end of the mimic's next turn.		
Shapeshift (Polymorph) • At-Will 1/round		
Effect: The mimic assumes one of the following forms. It can't change its size. It remains in the chosen form until it uses this power again.		
Ooze Form: The mimic becomes an ooze. When it squeezes while it is in this form, it moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.		
Humanoid Form: The mimic gains a +4 bonus to Bluff checks. In addition, it can use all the languages known by the last humanoid creature it killed.		
Object Form: While in this form, the mimic has resist 10 to all damage, is immobilized, and cannot attack. In addition, a creature must succeed on a DC 31 Perception check to notice that the mimic is a living creature.		
Skills Bluff +20 (+24 while in human form), Stealth +19		
Str 21 (+13)	Dex 22 (+14)	Wis 20 (+13)
Con 24 (+15)	Int 26 (+16)	Cha 24 (+15)
Alignment unaligned Languages Common, Deep Speech		
Note: Damage expressions updated to Monster Vault levels.		

ENCOUNTER 5A: BETRAYED (AL 16)

Banderhobb Abductor	Level 18 Brute
Large shadow magical beast	XP 2,000
HP 211; Bloodied 105	Initiative +17
AC 30, Fortitude 29, Reflex 32, Will 30	Perception +17
Speed 6, climb 3, swim 6	Darkvision
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 4d6 + 19 damage.	
r Grasping Tongue • At-Will	
Attack: Ranged 5 (one creature); +21 vs. Reflex	
Hit: 3d8 + 11 damage, and the abductor pulls the target 4 squares to a space adjacent to the abductor and grabs the creature.	
M Gobble • At-Will	
<i>Requirement:</i> The abductor must be bloodied.	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 4d10 + 18 damage, and the abductor grabs the target. If the target is bloodied, the abductor recharges swallow and uses it against the target.	
M Swallow • Recharge 5 - 6	
Attack: Melee 1 (one bloodied creature grabbed by the abductor); +21 vs. Fortitude	
Hit: The target is removed from play. Until the effect ends, the target takes ongoing 15 damage. The target can take actions as normal and can make melee and close attacks against the abductor. The effect ends when the abductor drops to 0 hit points or when the abductor ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the abductor.	
MINOR ACTIONS	
m Tongue Snare • At-Will (1/round)	
<i>Requirement:</i> The banderhobb must not be already grabbing a creature with this power.	
Attack: Melee 3 (one creature); +21 vs. Reflex	
Hit: The banderhobb grabs the target (escape DC 23). Once per turn as a free action, the banderhobb can pull the grabbed target up to 3 squares.	
TRIGGERED ACTIONS	
Cross into Shadow (teleportation) • Encounter	
<i>Trigger:</i> The abductor is first bloodied.	
<i>Effect (No Action):</i> The abductor is removed from play until the start of its next turn. The abductor then appears in an unoccupied space within 10 squares of its last location.	
Skills Athletics +20, Stealth +22	
Str 22 (+14)	Dex 27 (+17)
Con 21 (+14)	Int 22 (+15)
	Cha 12 (+10)
Alignment evil	Languages understands Goblin
Note: Damage expressions updated to Monster Vault levels.	

Banderhobb Instigator (Level 18)	Level 19 Brute (Leader)
Large shadow magical beast	XP 2,000
HP 210; Bloodied 105	Initiative +12
AC 29, Fortitude 27, Reflex 28, Will 26	Perception +13
Speed 6, climb 3, swim 6	Darkvision
TRAITS	
u Inciting Pheromones • Aura 3	
Banderhobbs within the aura gain a +2 power bonus to Will and cannot become dazed.	
Unhindered	
When the instigator moves, it pulls with it any creature grabbed by it. In addition, the creature remains grabbed, and the instigator does not provoke an opportunity attack from the grabbed creature.	
STANDARD ACTIONS	
m Tongue Blade • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 4d6 + 19 damage.	
M Leaping Tongue Slash • At-Will when first bloodied	
<i>Effect:</i> The instigator jumps 4 squares and then uses tongue blade twice. Any creature hit by one of these attacks takes ongoing 15 damage (save ends). This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
M Flickering Tongue • At-Will	
<i>Requirement:</i> The banderhobb must not have a creature grabbed.	
<i>Trigger:</i> An enemy adjacent to the banderhobb hits it with a melee attack.	
<i>Attack (Immediate Reaction):</i> Melee 1 (triggering enemy); +22 vs. Fortitude	
<i>Hit:</i> The banderhobb grabs the target. Whenever the target attempts to escape the grab and fails, it takes 15 damage.	
Compelling Musk • Recharge 5 - 6	
<i>Trigger:</i> The instigator misses with tongue blade.	
<i>Effect (Free Action):</i> One banderhobb within 3 squares of the instigator can make a basic attack as an opportunity action.	
Skills Athletics +21, Stealth +23	
Str 23 (+15)	Dex 22 (+15)
Con 20 (+14)	Int 22 (+15)
	Cha 22 (+15)
Alignment evil	Languages understands Goblin
Note: Dune Reaper Warrior (<i>Dark Sun Creature Catalog</i>) reflavored as a banderhobb. Damage expressions updated to Monster Vault levels.	

Banderhobb Warder (Level 18)		Level 18 Soldier
Large shadow magical beast		XP 2,000
HP 176; Bloodied 88		Initiative +17
AC 34, Fortitude 32, Reflex 30, Will 28		Perception +16
Speed 6, swim 6		Darkvision
STANDARD ACTIONS		
m	Long Finger Claw • At-Will	
	Attack: Melee 2 (one creature); +23 vs. AC	
	Hit: 3d8 + 13 damage, and the target is marked until the end of the warder's next turn.	
r	Lightning Tongue (Lightning) • At-Will	
	Attack: Ranged 5 (one creature); +21 vs. Reflex	
	Hit: 3d6 + 9 lightning damage, and the target falls prone.	
M	Longfinger Clutch • At-Will	
	Attack: Melee 2 (one or two creatures); +23 vs. AC	
	Hit: 3d6 + 9 damage, and the target is marked until the end of the warder's next turn.	
MINOR ACTIONS		
m	Tongue Snare • At-Will (1/round)	
	Requirement: The banderhobb must not be already grabbing a creature with this power.	
	Attack: Melee 3 (one creature); +21 vs. Reflex	
	Hit: The banderhobb grabs the target (escape DC 23). Once per turn as a free action, the banderhobb can pull the grabbed target up to 3 squares.	
TRIGGERED ACTIONS		
	Swallow • At-Will	
	Trigger: A Large or smaller enemy marked by the warder makes an attack that does not include the warder as a target.	
	Effect (Immediate Reaction): The warder shifts 3 squares to a space adjacent to the triggering enemy and makes the following attack.	
	Attack: Melee 1 (the triggering enemy); +21 vs. Fortitude	
	Hit: The target is removed from play. Until the effect ends, the target takes ongoing 15 damage. The target can take actions as normal and can make melee and close attacks against the warder. The effect ends when the warder drops to 0 hit points or when the warder ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the warder.	
	No Escape (Teleportation) • At-Will	
	Trigger: An enemy marked by the warder ends its move.	
	Effect (Immediate Reaction): The he warder teleports 10 squares to a space adjacent to the triggering enemy warder.	
Skills Athletics +22		
Str 26 (+17)	Dex 23 (+15)	Wis 24 (+16)
Con 24 (+16)	Int 22 (+15)	Cha 11 (+9)
Alignment evil		Languages understands Goblin
Note: Damage expressions updated to Monster Vault levels.		

Impersonator Mimic (Level 18)		Level 18 Controller
Medium aberrant magical beast		XP 2,000
HP 176; Bloodied 88		Initiative +15
AC 32, Fortitude 29, Reflex 30, Will 29		Perception +14
Speed 6		Darkvision, tremorsense 5
Resist 10 acid		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 2 (one creature); +23 vs. AC		
Hit: 3d8 + 13 damage.		
M Forcible Conversion (Charm) • Recharge 5 6		
Attack: Melee 2 (one creature); +21 vs. Fortitude		
Hit: The target is dominated (save ends).		
MINOR ACTIONS		
R Call to Harvest (Charm) • At-Will 1/round		
Attack: Ranged 10 (one creature); +21 vs. Will		
Hit: The mimic slides the target 4 squares, and the target grants combat advantage until the end of the mimic's next turn.		
Shapeshift (Polymorph) • At-Will 1/round		
Effect: The mimic assumes one of the following forms. It can't change its size. It remains in the chosen form until it uses this power again.		
Ooze Form: The mimic becomes an ooze. When it squeezes while it is in this form, it moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.		
Humanoid Form: The mimic gains a +4 bonus to Bluff checks. In addition, it can use all the languages known by the last humanoid creature it killed.		
Object Form: While in this form, the mimic has resist 10 to all damage, is immobilized, and cannot attack. In addition, a creature must succeed on a DC 32 Perception check to notice that the mimic is a living creature.		
Skills Bluff +21 (+25 while in human form), Stealth +20		
Str 21 (+14)	Dex 22 (+15)	Wis 20 (+14)
Con 24 (+16)	Int 27 (+17)	Cha 25 (+16)
Alignment unaligned		Languages Common, Deep Speech
Note: Damage expressions updated to Monster Vault levels.		

ENCOUNTER 5A: BETRAYED (AL 18)

Banderhobb Abductor (level 20)	Level 20 Brute
Large shadow magical beast	XP 2,800
HP 232; Bloodied 116	Initiative +18
AC 32, Fortitude 31, Reflex 34, Will 32	Perception +18
Speed 6, climb 3, swim 6	Darkvision
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 4d8 + 17 damage.	
r Grasping Tongue • At-Will	
Attack: Ranged 5 (one creature); +23 vs. Reflex	
Hit: 3d8 + 13 damage, and the abductor pulls the target 4 squares to a space adjacent to the abductor and grabs the creature.	
M Gobble • At-Will	
Requirement: The abductor must be bloodied.	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 4d12 + 17 damage, and the abductor grabs the target. If the target is bloodied, the abductor recharges swallow and uses it against the target.	
M Swallow • Recharge 5 - 6	
Attack: Melee 1 (one bloodied creature grabbed by the abductor); +23 vs. Fortitude	
Hit: The target is removed from play. Until the effect ends, the target takes ongoing 15 damage. The target can take actions as normal and can make melee and close attacks against the abductor. The effect ends when the abductor drops to 0 hit points or when the abductor ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the abductor.	
MINOR ACTIONS	
m Tongue Snare • At-Will (1/round)	
Requirement: The banderhobb must not be already grabbing a creature with this power.	
Attack: Melee 3 (one creature); +23 vs. Reflex	
Hit: The banderhobb grabs the target (escape DC 25). Once per turn as a free action, the banderhobb can pull the grabbed target up to 3 squares.	
TRIGGERED ACTIONS	
Cross into Shadow (teleportation) • Encounter	
Trigger: The abductor is first bloodied.	
Effect (No Action): The abductor is removed from play until the start of its next turn. The abductor then appears in an unoccupied space within 10 squares of its last location.	
Skills Athletics +21, Stealth +24	
Str 23 (+15)	Dex 28 (+18) Wis 26 (+18)
Con 22 (+16)	Int 23 (+16) Cha 13 (+11)
Alignment evil Languages understands Goblin	
Note: Damage expressions updated to Monster Vault levels.	

Banderhobb Instigator (Level 20)	Level 20 Brute (Leader)
Large shadow magical beast	XP 2,800
HP 231; Bloodied 115	Initiative +13
AC 31, Fortitude 29, Reflex 30, Will 28	Perception +14
Speed 6, climb 3, swim 6	Darkvision
TRAITS	
u Inciting Pheromones • Aura 3	
Banderhobbs within the aura gain a +2 power bonus to Will and cannot become dazed.	
Unhindered	
When the instigator moves, it pulls with it any creature grabbed by it. In addition, the creature remains grabbed, and the instigator does not provoke an opportunity attack from the grabbed creature.	
STANDARD ACTIONS	
m Tongue Blade • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 4d8 + 17 damage.	
M Leaping Tongue Slash • At-Will when first bloodied	
Effect: The instigator jumps 4 squares and then uses tongue blade twice. Any creature hit by one of these attacks takes ongoing 15 damage (save ends). This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
M Flickering Tongue • At-Will	
Requirement: The banderhobb must not have a creature grabbed.	
Trigger: An enemy adjacent to the banderhobb hits it with a melee attack.	
Attack (Immediate Reaction): Melee 1 (triggering enemy); +23 vs. Fortitude	
Hit: The banderhobb grabs the target. Whenever the target attempts to escape the grab and fails, it takes 15 damage.	
Compelling Musk • Recharge 5 - 6	
Trigger: The instigator misses with tongue blade.	
Effect (Free Action): One banderhobb within 3 squares of the instigator can make a basic attack as an opportunity action.	
Skills Athletics +23, Stealth +24	
Str 24 (+17)	Dex 23 (+16) Wis 21 (+15)
Con 21 (+15)	Int 23 (+16) Cha 23 (+16)
Alignment evil Languages understands Goblin	
Note: Dune Reaper Warrior (Dark Sun Creature Catalog) reflavored as a banderhobb. Damage expressions updated to Monster Vault levels.	

Banderhobb Warder (Level 20)	Level 20 Soldier
Large shadow magical beast	XP 2,800
HP 193; Bloodied 96	Initiative +18
AC 36, Fortitude 34, Reflex 32, Will 30	Perception +17
Speed 6, swim 6	Darkvision
STANDARD ACTIONS	
m Long Finger Claw • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage, and the target is marked until the end of the warder's next turn.	
r Lightning Tongue (Lightning) • At-Will	
Attack: Ranged 5 (one creature); +23 vs. Reflex	
Hit: 3d6 + 11 lightning damage, and the target falls prone.	
M Longfinger Clutch • At-Will	
Attack: Melee 2 (one or two creatures); +25 vs. AC	
Hit: 3d6 + 11 damage, and the target is marked until the end of the warder's next turn.	
MINOR ACTIONS	
m Tongue Snare • At-Will (1/round)	
Requirement: The banderhobb must not be already grabbing a creature with this power.	
Attack: Melee 3 (one creature); +23 vs. Reflex	
Hit: The banderhobb grabs the target (escape DC 25). Once per turn as a free action, the banderhobb can pull the grabbed target up to 3 squares.	
TRIGGERED ACTIONS	
Swallow • At-Will	
Trigger: A Large or smaller enemy marked by the warder makes an attack that does not include the warder as a target.	
Effect (Immediate Reaction): The warder shifts 3 squares to a space adjacent to the triggering enemy and makes the following attack.	
Attack: Melee 1 (the triggering enemy); +23 vs. Fortitude	
Hit: The target is removed from play. Until the effect ends, the target takes ongoing 15 damage. The target can take actions as normal and can make melee and close attacks against the warder. The effect ends when the warder drops to 0 hit points or when the warder ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the warder.	
No Escape (Teleportation) • At-Will	
Trigger: An enemy marked by the warder ends its move.	
Effect (Immediate Reaction): The he warder teleports 10 squares to a space adjacent to the triggering enemy warder.	
Skills Athletics +23	
Str 27 (+18)	Dex 24 (+17) Wis 25 (+17)
Con 25 (+17)	Int 23 (+16) Cha 12 (+10)
Alignment evil Languages understands Goblin	
Note: Damage expressions updated to Monster Vault levels.	

Impersonator Mimic (Level 20)	Level 20 Controller
Medium aberrant magical beast	XP 2,800
HP 193; Bloodied 96	Initiative +16
AC 34, Fortitude 31, Reflex 32, Will 31	Perception +15
Speed 6	Darkvision, tremorsense 5
Resist 10 acid	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage.	
M Forcible Conversion (Charm) • Recharge 5 6	
Attack: Melee 2 (one creature); +23 vs. Fortitude	
Hit: The target is dominated (save ends).	
MINOR ACTIONS	
R Call to Harvest (Charm) • At-Will 1/round	
Attack: Ranged 10 (one creature); +23 vs. Will	
Hit: The mimic slides the target 4 squares, and the target grants combat advantage until the end of the mimic's next turn.	
Shapeshift (Polymorph) • At-Will 1/round	
Effect: The mimic assumes one of the following forms. It can't change its size. It remains in the chosen form until it uses this power again.	
Ooze Form: The mimic becomes an ooze. When it squeezes while it is in this form, it moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
Humanoid Form: The mimic gains a +4 bonus to Bluff checks. In addition, it can use all the languages known by the last humanoid creature it killed.	
Object Form: While in this form, the mimic has resist 10 to all damage, is immobilized, and cannot attack. In addition, a creature must succeed on a DC 33 Perception check to notice that the mimic is a living creature.	
Skills Bluff +23 (+27 while in human form), Stealth +22	
Str 22 (+16)	Dex 23 (+16) Wis 21 (+15)
Con 25 (+17)	Int 28 (+19) Cha 26 (+18)
Alignment unaligned Languages Common, Deep Speech	
Note: Damage expressions updated to Monster Vault levels.	

ENCOUNTER 5A: BETRAYED (AL 20)

Banderhobb Abductor (level 22)	Level 22 Brute
Large shadow magical beast	XP 4,150
HP 252; Bloodied 126	Initiative +19
AC 34, Fortitude 33, Reflex 36, Will 34	Perception +19
Speed 6, climb 3, swim 6	Darkvision
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d8 + 20 damage.	
r Grasping Tongue • At-Will	
Attack: Ranged 5 (one creature); +25 vs. Reflex	
Hit: 3d8 + 15 damage, and the abductor pulls the target 4 squares to a space adjacent to the abductor and grabs the creature.	
M Gobble • At-Will	
Requirement: The abductor must be bloodied.	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d12 + 19 damage, and the abductor grabs the target. If the target is bloodied, the abductor recharges swallow and uses it against the target.	
M Swallow • Recharge 5 - 6	
Attack: Melee 1 (one bloodied creature grabbed by the abductor); +25 vs. Fortitude	
Hit: The target is removed from play. Until the effect ends, the target takes ongoing 20 damage. The target can take actions as normal and can make melee and close attacks against the abductor. The effect ends when the abductor drops to 0 hit points or when the abductor ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the abductor.	
MINOR ACTIONS	
m Tongue Snare • At-Will (1/round)	
Requirement: The banderhobb must not be already grabbing a creature with this power.	
Attack: Melee 3 (one creature); +25 vs. Reflex	
Hit: The banderhobb grabs the target (escape DC 27). Once per turn as a free action, the banderhobb can pull the grabbed target up to 3 squares.	
TRIGGERED ACTIONS	
Cross into Shadow (teleportation) • Encounter	
Trigger: The abductor is first bloodied.	
Effect (No Action): The abductor is removed from play until the start of its next turn. The abductor then appears in an unoccupied space within 10 squares of its last location.	
Skills Athletics +22, Stealth +25	
Str 23 (+16)	Dex 28 (+19) Wis 26 (+19)
Con 22 (+17)	Int 23 (+17) Cha 13 (+12)
Alignment evil Languages understands Goblin	
Note: Damage expressions updated to Monster Vault levels.	

Banderhobb Instigator (Level 22)	Level 22 Brute (Leader)
Large shadow magical beast	XP 4,150
HP 251; Bloodied 125	Initiative +14
AC 33, Fortitude 31, Reflex 32, Will 30	Perception +15
Speed 6, climb 3, swim 6	Darkvision
TRAITS	
u Inciting Pheromones • Aura 3	
Banderhobbs within the aura gain a +2 power bonus to Will and cannot become dazed.	
Unhindered	
When the instigator moves, it pulls with it any creature grabbed by it. In addition, the creature remains grabbed, and the instigator does not provoke an opportunity attack from the grabbed creature.	
STANDARD ACTIONS	
m Tongue Blade • At-Will	
Attack: Melee 2 (one creature); +27 vs. AC	
Hit: 4d8 + 20 damage.	
M Leaping Tongue Slash • At-Will when first bloodied	
Effect: The instigator jumps 4 squares and then uses tongue blade twice. Any creature hit by one of these attacks takes ongoing 20 damage (save ends). This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
M Flickering Tongue • At-Will	
Requirement: The banderhobb must not have a creature grabbed.	
Trigger: An enemy adjacent to the banderhobb hits it with a melee attack.	
Attack (Immediate Reaction): Melee 1 (triggering enemy); +25 vs. Fortitude	
Hit: The banderhobb grabs the target. Whenever the target attempts to escape the grab and fails, it takes 20 damage.	
Compelling Musk • Recharge 5 - 6	
Trigger: The instigator misses with tongue blade.	
Effect (Free Action): One banderhobb within 3 squares of the instigator can make a basic attack as an opportunity action.	
Skills Athletics +24, Stealth +25	
Str 24 (+18)	Dex 23 (+17) Wis 21 (+16)
Con 21 (+16)	Int 23 (+17) Cha 23 (+17)
Alignment evil Languages understands Goblin	
Note: Dune Reaper Warrior (Dark Sun Creature Catalog) reflavored as a banderhobb. Damage expressions updated to Monster Vault levels.	

Banderhobb Warder (Level 22)	Level 22 Soldier
Large shadow magical beast	XP 4,150
HP 209; Bloodied 104	Initiative +19
AC 38, Fortitude 36, Reflex 34, Will 32	Perception +18
Speed 6, swim 6	Darkvision
STANDARD ACTIONS	
m Long Finger Claw • At-Will	
Attack: Melee 2 (one creature); +27 vs. AC	
Hit: 4d6 + 16 damage, and the target is marked until the end of the warder's next turn.	
r Lightning Tongue (Lightning) • At-Will	
Attack: Ranged 5 (one creature); +25 vs. Reflex	
Hit: 3d8 + 9 lightning damage, and the target falls prone.	
M Longfinger Clutch • At-Will	
Attack: Melee 2 (one or two creatures); +27 vs. AC	
Hit: 3d8 + 9 damage, and the target is marked until the end of the warder's next turn.	
MINOR ACTIONS	
m Tongue Snare • At-Will (1/round)	
Requirement: The banderhobb must not be already grabbing a creature with this power.	
Attack: Melee 3 (one creature); +25 vs. Reflex	
Hit: The banderhobb grabs the target (escape DC 27). Once per turn as a free action, the banderhobb can pull the grabbed target up to 3 squares.	
TRIGGERED ACTIONS	
Swallow • At-Will	
Trigger: A Large or smaller enemy marked by the warder makes an attack that does not include the warder as a target.	
Effect (Immediate Reaction): The warder shifts 3 squares to a space adjacent to the triggering enemy and makes the following attack.	
Attack: Melee 1 (the triggering enemy); +25 vs. Fortitude	
Hit: The target is removed from play. Until the effect ends, the target takes ongoing 20 damage. The target can take actions as normal and can make melee and close attacks against the warder. The effect ends when the warder drops to 0 hit points or when the warder ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the warder.	
No Escape (Teleportation) • At-Will	
Trigger: An enemy marked by the warder ends its move.	
Effect (Immediate Reaction): The he warder teleports 10 squares to a space adjacent to the triggering enemy warder.	
Skills Athletics +24	
Str 27 (+19)	Dex 24 (+18) Wis 25 (+18)
Con 25 (+18)	Int 23 (+17) Cha 12 (+11)
Alignment evil Languages understands Goblin	
Note: Damage expressions updated to Monster Vault levels.	

Impersonator Mimic (Level 22)	Level 22 Controller
Medium aberrant magical beast	XP 4,150
HP 209; Bloodied 104	Initiative +17
AC 36, Fortitude 33, Reflex 34, Will 33	Perception +16
Speed 6	Darkvision, tremorsense 5
Resist 10 acid	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +27 vs. AC	
Hit: 4d6 + 16 damage.	
M Forcible Conversion (Charm) • Recharge 5 6	
Attack: Melee 2 (one creature); +25 vs. Fortitude	
Hit: The target is dominated (save ends).	
MINOR ACTIONS	
R Call to Harvest (Charm) • At-Will 1/round	
Attack: Ranged 10 (one creature); +25 vs. Will	
Hit: The mimic slides the target 4 squares, and the target grants combat advantage until the end of the mimic's next turn.	
Shapeshift (Polymorph) • At-Will 1/round	
Effect: The mimic assumes one of the following forms. It can't change its size. It remains in the chosen form until it uses this power again.	
Ooze Form: The mimic becomes an ooze. When it squeezes while it is in this form, it moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
Humanoid Form: The mimic gains a +4 bonus to Bluff checks. In addition, it can use all the languages known by the last humanoid creature it killed.	
Object Form: While in this form, the mimic has resist 10 to all damage, is immobilized, and cannot attack. In addition, a creature must succeed on a DC 34 Perception check to notice that the mimic is a living creature.	
Skills Bluff +24 (+28 while in human form), Stealth +23	
Str 22 (+17)	Dex 23 (+17) Wis 21 (+17)
Con 25 (+18)	Int 28 (+20) Cha 26 (+19)
Alignment unaligned Languages Common, Deep Speech	
Note: Damage expressions updated to Monster Vault levels.	

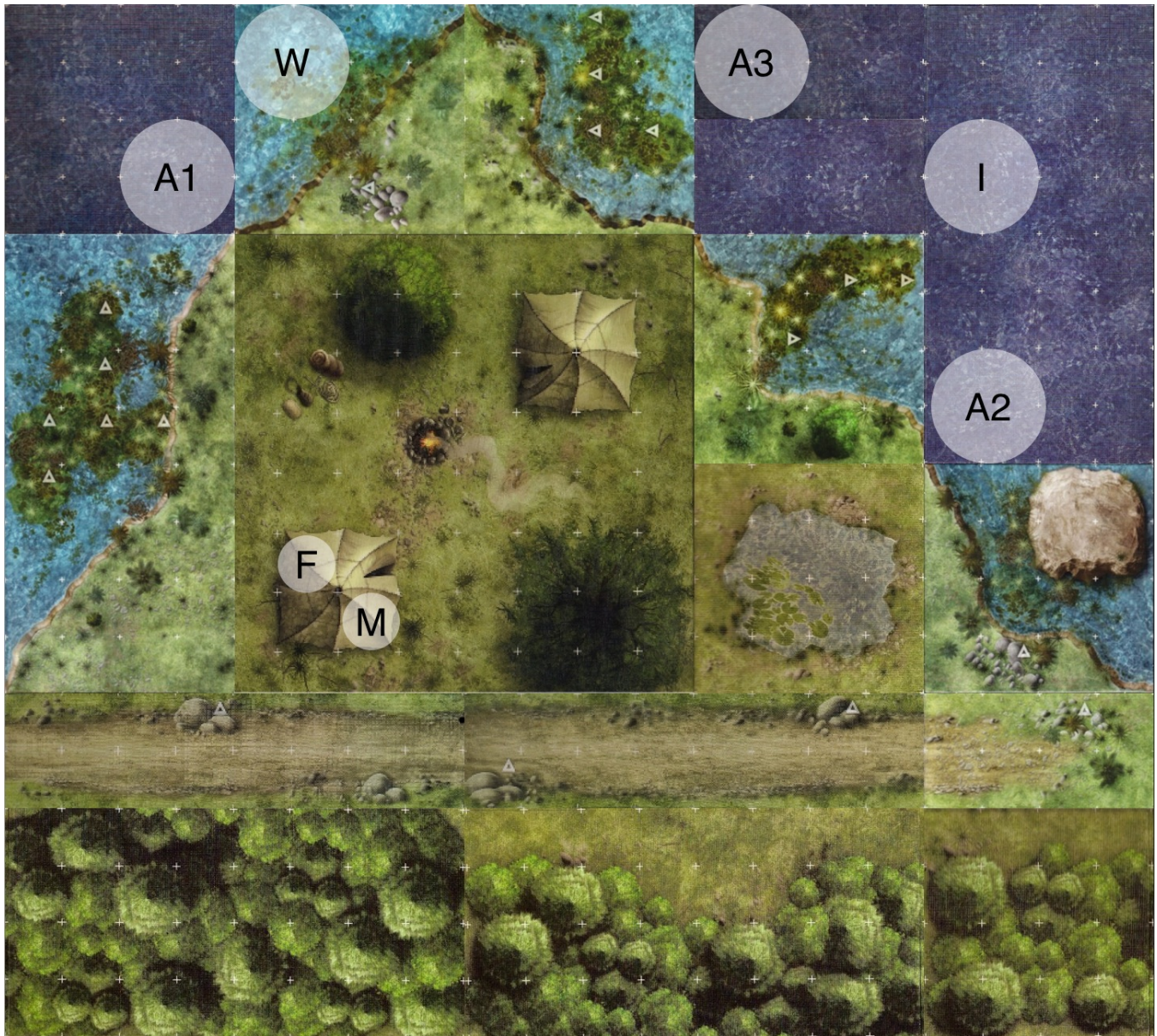
ENCOUNTER 5A: BETRAYED MAP

TILE SETS NEEDED

DU5: Sinister Woods x1

DU7: Desert of Athas x1

ET1: Dungeon Tiles Master Set: The Wilderness x1



ENCOUNTER 5B: NO SACRIFICE NECESSARY

ENCOUNTER LEVEL 14/16/18/20/22

CREATURES

This encounter includes the following creatures at Adventure Level 12:

- 1 Tarandar (level 15) (T)
- 1 Tarandar's Razorscourge (level 12) (W)
- 1 Tarandar's Thunderer (level 15) (M)
- 1 Tarandar's Enforcer (level 12) (D)
- Tarandar's Minions (not on the map)

This encounter includes the following creatures at Adventure Level 14:

- 1 Tarandar (level 17) (T)
- 1 Tarandar's Razorscourge (level 15) (W)
- 1 Tarandar's Thunderer (level 16) (M)
- 1 Tarandar's Enforcer (level 15) (D)
- Tarandar's Minions (not on the map)

This encounter includes the following creatures at Adventure Level 16:

- 1 Tarandar (level 19) (T)
- 1 Tarandar's Razorscourge (level 17) (W)
- 1 Tarandar's Thunderer (level 18) (M)
- 1 Tarandar's Enforcer (level 17) (D)
- Tarandar's Minions (not on the map)

This encounter includes the following creatures at Adventure Level 18:

- 1 Tarandar (level 21) (T)
- 1 Tarandar's Watchman (level 19) (W)
- 1 Tarandar's Mobster (level 20) (M)
- 1 Mithral Dragonkin (level 20) (D)
- Tarandar's Minions (not on the map)

This encounter includes the following creatures at Adventure Level 20:

- 1 Tarandar (level 23) (T)
- 1 Tarandar's Watchman (level 21) (W)
- 1 Tarandar's Mobster (level 22) (M)
- 1 Mithral Dragonkin (level 21) (D)
- Tarandar's Minions (not on the map)

SCALING THE ENCOUNTER

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

Four PCs: Decrease the Tarandar's hit points by 16 and lower all his defenses and attack and damage rolls by 1.

Six PCs: At AL 12 through 16, add another enforcer. At AL 18 and 20, add another watchman.

SETUP

With the PCs deciding to help their sidekicks, read:

Amidst the chaos, your allies, Father Thorn's lieutenants nod to one another and quickly drink the recently brewed potions of mimicry; each becoming a duplicate of you. With wide smiles, they turn towards the bedlam while Father Thorn grabs your arm for some parting words. "This is dire. Our escape is not yet ready. We have no choice but to fight free, however, the rebellion's fate may be tied to your own. DO not sacrifice yourselves needlessly. If you can escape, do so."

Rushing to the sound of battle, you open the door to the mess hall to see a pitched battle with the Duchess' seasoned forces overwhelming the Scions. Your duplicates are quickly taking the worst of it.

An elegantly coiffed dragonborn stands over one of your duplicates. He leans on a cane that hums with energy, and a tall peacock feather ascends from a wide-brimmed hat.

"I knew this was too easy. There is no way these Scions stood against the Maroon Prince. Now, see what the real heroes are made of."

All the duplicates are bloodied. The Tarandar and his allies move past the bloodied sidekicks to engage the PCs while the rest of the Duchess' forces finish them off. Once the PCs arrive, the lieutenants will attempt to flee the room at the end of the round.

FEATURES OF THE AREA

Features of the area include:

Illumination: Well lit from the torches in the room.

Bookcases and shelves: They are 1 square tall and require an Easy DC Athletics to climb. They can be pushed on enemies in a blast 2 with a Strength + 2 attack versus Reflex. Those hit take 2d6 + AL and knocking them prone.

Tables and chairs: They are difficult terrain.

Tarandar's Minions: There is an unending stream of the minions in this encounter. Every round one minion per PC arrives at the top of the map unless the

PCs take actions to stop this. There is a maximum of one minion per PC on the map at a time.

PCs can make a Moderate DC Athletics check as a standard action to move furniture near the opening to block the entrance. This prevents reinforcements from arriving for one round while they clear the furniture.

Some PCs may use a power to put up a wall at the top entrance. This prevents the minions from entering the room as long as it is up.

The PCs can attack the Tarandar's minions. Their AC is AL+14 and the rest of their defenses are AL+12. One hit destroys them. The minions have a speed of 6. The minion swarm always acts last in the round unless a PC delays until after them.

At the end of each round, the minions deal AL points of damage to one target adjacent to them.

Minion Attack - Aura 1

Target: One creature in aura

Effect: AL damage.

Once the Tarandar and his personal guard are defeated, the minions flee.

TACTICS

At AL 12 through 16, the tactics are the following:

- If the Tarandar is not engaged, he opens up with *Tarandar's Wrath* firing to two *Blinding Darts* in an attempt to blind a couple of PCs. Once engaged, he opens up with *Mindburn* or *Shifting Wrath* if he is surrounded. If things look grim, he will use *Dead Zone* to keep the PCs off of him hoping to grant his allies temporary hit points to continue to fight on.
- The razorscourage wades into melee and uses *Ensnaring Lash* to grab the PCs and keep them off the Tarandar. If the PCs are escaping the grab easily, he will revert to using his scourge to mark them.
- The thunderer opens up with *Imperious Thunder* then follows up with *Thunderburst* trying to stay as far away from the PCs as possible.
- The enforcer opens up with *Caustic Bile*. Then he wades into battle using *Dissolving Blitz* every time it recharges.

At AL 18 and 20, the tactics are the following:

- The Tarandar uses *Leaping Polymorph* at every available opportunity. When it doesn't recharge, he uses *Tarandar's Wrath* with two *Chastisements* to keep the PCs away. He will use *Startling*

Displacement when there is a PC close enough to redirect an attack.

- The watchman uses *Symbol of Peace* whenever available and wades into melee to use *Take Down* at every opportunity.
- The mage opens up with *Prism Bomb* and uses it whenever it recharges. When that is not available, he uses *Cinder Cloud* and sustains it as long as there are PCs in the effected area to redo the attack. After that, *Force Barrage* targeting just one creature to knock them prone.
- The dragonkin uses *Dimensional Strike* to attack and move around the battlefield setting up the flank for his allies. He uses his *Dragon Breath* as soon as he can target multiple PCs.

The Tarandar and his bodyguard fight to the death knowing that the Green Duchess will eat them if they fail.

ENDING THE ENCOUNTER

The encounter ends when the PCs have killed the Tarandar and killed or driven off the Tarandar's guards. Once they return to Father Thorn, read the following:

As you fall back, Father Thorn staggers and leans heavily on the table, bleeding from many cuts. At his feet lies a grey, featureless body, a dagger protruding from its chest.

"Drogen, he—" Father Thorn's voice trembles. "This thing had been masquerading as him. I don't know how long. He attacked me as soon as you left. He's the one that led the Tarandar to us."

Father Thorn stands up now, steeling himself. "But there's no time. We must leave as planned before the dragon knows what to make of your victory. We will not be able to withstand a second attack."

A DC 25 Dungeoneering check reveals that the creature is an impersonator mimic, a creature that can take the form of humanoids as well as objects.

Father Thorn puts any surviving Scions in charge of clearing the Hive of anything valuable, and finding a new hideout location, then he takes his leave with the PCs.

Proceed to the Conclusion.

TREASURE

The PCs find various jewelry on the Tarandar and his men worth 400 / 687 / 1375 / 2750 / 4125 gp per character and the *hat of the tarandar* (reflavored circlet of arkhosia).

ENCOUNTER 5B: NO SACRIFICE NECESSARY (AL 12)

Tarandar (level 15)	Level 15 Elite Controller
Medium natural humanoid (dragonborn)	XP 2,400
HP 292; Bloodied 1746	Initiative +12
AC 33, Fortitude 32, Reflex 30, Will 31	Perception +16
Speed 6, teleport 4	
Saving Throws +2; Action Points 1	
TRAITS	
Dragonborn Fury (while bloodied)	
The Tarandar gains a +1 racial bonus to attack rolls.	
Hat of the Tarandar	
When the Tarandar is dazed or stunned, he can make a saving throw at the start of his turn. If the Tarandar saves, he can act normally on his turn. If the Tarandar fails, he can make another saving throw against the effect at the end of his turn.	
STANDARD ACTIONS	
m Caning • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d8 + 10 damage, and the target cannot take immediate actions until the end of the Tarandar's next turn.	
r Blinding Dart (psychic) • At-Will	
Attack: Ranged 20 (one creature); +19 vs. Reflex	
Hit: 3d8 + 10 psychic damage, and the target is blinded until the end of the Tarandar's next turn.	
Tarandar's Wrath • At-Will	
Effect: The Tarandar makes two basic attacks.	
C Dead Zone (fear, necrotic, zone) • Encounter	
Attack: Close burst 2 (enemies in burst); +18 vs. Fortitude	
Hit: 3d6 + 6 necrotic damage.	
Effect: The burst creates a zone of dark haze until the end of the Tarandar's next turn. The zone moves with the Tarandar. Any enemy that starts its turn within the zone takes 15 necrotic damage then receives ongoing 15 necrotic (save ends), and it must attempt to leave the zone by the end of its turn. If an enemy took damage between the end of one of the Tarandar's turns and the start of his next turn, the Tarandar can grant an ally 10 temporary hit points.	
Sustain Minor: The zone persists until the end of the Tarandar's next turn.	
C Mindburn (psychic) • Recharge 4 5 6	
Attack: Close blast 5 (enemies in blast); +18 vs. Reflex	
Hit: 3d6 + 6 psychic damage, and the target is slowed and can use only at-will powers until the end of the Tarandar's next turn.	
C Shifting Wrath • Recharge 6	
Attack: Close burst 2 (creatures in burst); +18 vs. Will	
Hit: The target slides 5 squares and makes a basic attack against the target of the Tarandar's choice.	
MINOR ACTIONS	
C Dragon Breath • Encounter	
Attack: Close blast 10 (creatures in the blast); +20 vs. Reflex	
Hit: 3d6 + 6 acid damage.	
Skills Arcana +20	
Str 15 (+9)	Dex 20 (+12)
Con 18 (+11)	Int 16 (+10)
	Wis 18 (+11)
	Cha 23 (+13)
Alignment Unaligned	Languages Common, Draconic
Equipment robes, cane, Hat of the Tarandar	
Note: Lorishto modified to be a dragonborn. Added dragonbreath and dragonborn fury. Updated to MM3 damage expressions. Fixed defenses to level appropriate. Re-flavored Circlet of Arkhosia to Hat of the Tarandar and added to stat block.	

Tarandar's Razorscourge (level 12)	Level 12 Soldier
Medium natural humanoid (human)	XP 700
HP 123; Bloodied 61	Initiative +11
AC 28, Fortitude 23, Reflex 23, Will 25	Perception +14
Speed 6	
STANDARD ACTIONS	
m Scourge (weapon) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d10 + 4 damage.	
Effect: The target is marked until the razorscourge's next turn.	
M Ensnaring Lash (weapon) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 2d10 + 1 damage, and the target is grabbed (escape DC 23). Until the grab ends, the target takes ongoing 20 damage. The grab ends automatically if the razorscourge uses this power again.	
TRIGGERED ACTIONS	
Heroic Effort • Encounter	
Trigger: The razorscourge misses with an attack roll or saving throw.	
Effect (No Action): The razorscourge gains a +4 racial bonus to the attack roll or saving throw.	
Retributive Flogging • At-Will	
Trigger: An enemy within 2 squares of the razorscourge and marked by it deals damage to one of the razorscourge's allies.	
Effect (Immediate Reation): The razorscourge uses scourge against the triggering enemy.	
Skills Athletics +15, Intimidate +17	
Str 18 (+10)	Dex 17 (+9)
Con 19 (+10)	Int 19 (+10)
	Wis 16 (+9)
	Cha 22 (+12)
Alignment unaligned	Languages Common
Equipment scourge, chainmail	
Note: Drow razorscourge changed to human. Removed darkfire and added heroic effort.	

Tarandar's Thunderer (level 15)		Level 15 Controller	
Medium natural humanoid (human)		XP 1,200	
HP 116; Bloodied 58		Initiative +14	
AC 27, Fortitude 29, Reflex 27, Will 27		Perception +14	
Resist 15 thunder		blindsight 10	
Speed 6, fly 8 (hover)			
STANDARD ACTIONS			
m Scepter (weapon) • At-Will			
Attack: Melee 1 (one creature); +22 vs. AC			
Hit: 3d8 + 10 damage.			
A Thunderburst (thunder) • At-Will			
Attack: Area burst 2 within 20 (creatures in burst); +20 vs. Fortitude			
Hit: 3d6 + 6 thunder damage, and the target is dazed until the end of the thunderer's next turn.			
A Imperious Thunder • Encounter			
Attack: Area burst 2 within 20 (each creature in); +20 vs. Reflex			
Hit: 3d8 + 6 thunder damage, and the target takes ongoing 10 thunder damage (save ends).			
Miss: The target takes ongoing 10 thunder damage (save ends).			
MINOR ACTIONS			
C Zephyr Step (teleportation) • Recharge 6			
The thunderer teleports 20 squares.			
TRIGGERED ACTIONS			
Heroic Effort • Encounter			
Trigger: The thunderer misses with an attack roll or saving throw.			
Effect (No Action): The thunderer gains a +4 racial bonus to the attack roll or saving throw.			
Rage of Storms (thunder) • Encounter			
Trigger: The thunderer is hit with a critical hit.			
Attack (Free Action): Close burst 2 (creatures in burst); +23 vs. Reflex			
Hit: 3d8 + 12 thunder damage, and the thunderer pushes the target 5 squares.			
Effect: The thunderer gains 1 action point.			
Skills Insight +18			
Str 26 (+16)	Dex 23 (+14)	Wis 23 (+14)	
Con 20 (+13)	Int 21 (+13)	Cha 19 (+12)	
Alignment unaligned		Languages Common	
Equipment scepter			
Note: Djinn changed to human. Removed immunities and added heroic effort. Changed size and reach. Updated to MM3 damage expressions.			

Tarandar's Enforcer (level 12)		Level 12 Skirmisher	
Medium natural humanoid (dragonborn)		XP 700	
HP 118; Bloodied 59		Initiative +15	
AC 26, Fortitude 22, Reflex 26, Will 24		Perception +11	
Speed 6		Blindsight 20	
TRAITS			
Dragonborn Fury (while bloodied)			
The enforcer gains a +1 racial bonus to attack rolls.			
Combat Advantage			
The enforcer deals 2d10 extra damage against any creature granting combat advantage to it.			
STANDARD ACTIONS			
m	Shadowformed Blade • At-Will		
Attack: Melee 2 (one creature); +17 vs. AC			
Hit: 2d10 + 6 damage.			
M	Gloom Stride • At-Will		
Effect: The enforcer shifts up to half its speed and uses shadowformed blade. This movement doesn't trigger attack powers.			
M	Dissolving Blitz (acid, polymorph) • Recharge 5 6		
Effect: The enforcer shifts up to its speed and can enter enemies' spaces during this movement. Each time the enforcer enters an enemy's space for the first time during this movement, it can make the following attack against that enemy.			
Attack: Melee 0 (the enemy whose space the enforcer entered); + 15 vs. Reflex			
Hit: 2d8 + 6 acid damage, and the target falls prone. The target is slowed until the end of the enforcer's turn.			
R	Caustic Bile (acid) • Encounter		
Attack: Ranged 5 (one creature); +15 vs. Fortitude			
Hit: 4d6 + 8 acid damage, and the target is blinded (save ends).			
MINOR ACTIONS			
Dragon Breath • Encounter			
Attack: Close blast 3 (creatures in blast); +15 vs. Reflex			
Hit: 3d6 + 4 acid damage.			
Skills Stealth +18			
Str 16 (+9)		Dex 24 (+13)	Wis 21 (+11)
Con 14 (+8)		Int 17 (+9)	Cha 8 (+5)
Alignment unaligned		Languages Common, Draconic	
Note: Changed Keeper Enforcer to dragonborn. Added dragon breath.			

ENCOUNTER 5B: NO SACRIFICE NECESSARY (AL 14)

Tarandar (level 17)		Level 17 Elite Controller
Medium natural humanoid (dragonborn)		XP 3,200
HP 324; Bloodied 162		Initiative +13
AC 31, Fortitude 30, Reflex 28, Will 29		Perception +17
Speed 6, teleport 4		
Saving Throws +2; Action Points 1		
TRAITS		
Dragonborn Fury (while bloodied)		
The Tarandar gains a +1 racial bonus to attack rolls.		
Hat of the Tarandar		
When the Tarandar is dazed or stunned, he can make a saving throw at the start of his turn. If the Tarandar saves, he can act normally on his turn. If the Tarandar fails, he can make another saving throw against the effect at the end of his turn.		
STANDARD ACTIONS		
m	Caning • At-Will	
	Attack: Melee 1 (one creature); +22 vs. AC	
	Hit: 3d8 + 12 damage, and the target cannot take immediate actions until the end of the Tarandar's next turn.	
r	Blinding Dart (psychic) • At-Will	
	Attack: Ranged 20 (one creature); +21 vs. Reflex	
	Hit: 3d8 + 12 psychic damage, and the target is blinded until the end of the Tarandar's next turn.	
Tarandar's Wrath • At-Will		
	Effect: The Tarandar makes two basic attacks.	
C	Dead Zone (fear, necrotic, zone) • Encounter	
	Attack: Close burst 2 (enemies in burst); +20 vs. Fortitude	
	Hit: 3d6 + 8 necrotic damage.	
	Effect: The burst creates a zone of dark haze until the end of the Tarandar's next turn. The zone moves with the Tarandar. Any enemy that starts its turn within the zone takes 15 necrotic damage then receives ongoing 15 necrotic (save ends), and it must attempt to leave the zone by the end of its turn. If an enemy took damage between the end of one of the Tarandar's turns and the start of his next turn, the Tarandar can grant an ally 10 temporary hit points.	
	Sustain Minor: The zone persists until the end of the Tarandar's next turn.	
C	Mindburn (psychic) • Recharge 4 5 6	
	Attack: Close blast 5 (enemies in blast); +20 vs. Reflex	
	Hit: 3d6 + 8 psychic damage, and the target is slowed and can use only at-will powers until the end of the Tarandar's next turn.	
C	Shifting Wrath • Recharge 6	
	Attack: Close burst 2 (creatures in burst); +20 vs. Will	
	Hit: The target slides 5 squares and makes a basic attack against the target of the Tarandar's choice.	
MINOR ACTIONS		
C	Dragon Breath • Encounter	
	Attack: Close blast 10 (creatures in the blast); +24 vs. Reflex	
	Hit: 3d6 + 8 acid damage.	
Skills Arcana +21		
Str 15 (+10)	Dex 20 (+13)	Wis 18 (+12)
Con 18 (+12)	Int 16 (+11)	Cha 23 (+14)
Alignment Unaligned Languages Common, Draconic		
Equipment robes, cane, Hat of the Tarandar		
Note: Lorishto modified to be a dragonborn. Added dragonbreath and dragonborn fury. Updated to MM3 damage expressions. Fixed defenses to level appropriate. Re-flavored Circlet of Arkhosia to Hat of the Tarandar and added to stat block.		

Tarandar's Razorscourge (level 15)		Level 15 Soldier
Medium natural humanoid (human)		XP 1,200
HP 147; Bloodied 73		Initiative +12
AC 31, Fortitude 26, Reflex 26, Will 28		Perception +15
Speed 6		
STANDARD ACTIONS		
m	Scourge (weapon) • At-Will	
	Attack: Melee 2 (one creature); +20 vs. AC	
	Hit: 3d10 + 7 damage.	
	Effect: The target is marked until the razorscourge's next turn.	
M	Ensnaring Lash (weapon) • At-Will	
	Attack: Melee 2 (one creature); +20 vs. AC	
	Hit: 2d10 + 4 damage, and the target is grabbed (escape DC 23). Until the grab ends, the target takes ongoing 20 damage. The grab ends automatically if the razorscourge uses this power again.	
TRIGGERED ACTIONS		
Heroic Effort • Encounter		
	Trigger: The razorscourge misses with an attack roll or saving throw.	
	Effect (No Action): The razorscourge gains a +4 racial bonus to the attack roll or saving throw.	
Retributive Flogging • At-Will		
	Trigger: An enemy within 2 squares of the razorscourge and marked by it deals damage to one of the razorscourge's allies.	
	Effect (Immediate Reaction): The razorscourge uses scourge against the triggering enemy.	
Skills Athletics +16, Intimidate +18		
Str 18 (+11)	Dex 17 (+10)	Wis 16 (+10)
Con 19 (+11)	Int 19 (+11)	Cha 22 (+13)
Alignment unaligned		Languages Common
Equipment scourge, chainmail		
Note: Drow razorscourge changed to human. Removed darkfire and added heroic effort.		

Tarandar's Thunderer (level 16)		Level 16 Controller	
Medium natural humanoid (human)		XP 1400	
HP 122; Bloodied 61		Initiative +15	
AC 28, Fortitude 30, Reflex 28, Will 28		Perception +15	
Resist 15 thunder		blindsight 10	
Speed 6, fly 8 (hover)			
STANDARD ACTIONS			
m Scepter (weapon) • At-Will			
Attack: Melee 1 (one creature); +23 vs. AC			
Hit: 3d8 + 11 damage.			
A Thunderburst (thunder) • At-Will			
Attack: Area burst 2 within 20 (creatures in burst); +21 vs. Fortitude			
Hit: 3d6 + 7 thunder damage, and the target is dazed until the end of the thunderer's next turn.			
A Imperious Thunder • Encounter			
Attack: Area burst 2 within 20 (each creature in); +21 vs. Reflex			
Hit: 3d8 + 7 thunder damage, and the target takes ongoing 10 thunder damage (save ends).			
Miss: The target takes ongoing 10 thunder damage (save ends).			
MINOR ACTIONS			
C Zephyr Step (teleportation) • Recharge 6			
The thunderer teleports 20 squares.			
TRIGGERED ACTIONS			
Heroic Effort • Encounter			
Trigger: The thunderer misses with an attack roll or saving throw.			
Effect (No Action): The thunderer gains a +4 racial bonus to the attack roll or saving throw.			
Rage of Storms (thunder) • Encounter			
Trigger: The thunderer is hit with a critical hit.			
Attack (Free Action): Close burst 2 (creatures in burst); +21 vs. Reflex			
Hit: 3d8 + 10 thunder damage, and the thunderer pushes the target 5 squares.			
Effect: The thunderer gains 1 action point.			
Skills Insight +19			
Str 26 (+16)	Dex 23 (+14)	Wis 23 (+14)	
Con 20 (+13)	Int 21 (+13)	Cha 19 (+12)	
Alignment unaligned		Languages Common	
Equipment scepter			
Note: Djinn changed to human. Removed immunities and added heroic effort. Changed size and reach. Updated to MM3 damage expressions.			

Tarandar's Enforcer (level 15)		Level 15 Skirmisher	
Medium natural humanoid (dragonborn)		XP 1,200	
HP 142; Bloodied 71		Initiative +16	
AC 29, Fortitude 25, Reflex 29, Will 27		Perception +12	
Speed 6		Blindsight 20	
TRAITS			
Dragonborn Fury (while bloodied)			
The enforcer gains a +1 racial bonus to attack rolls.			
Combat Advantage			
The enforcer deals 2d10 extra damage against any creature granting combat advantage to it.			
STANDARD ACTIONS			
m	Shadowformed Blade • At-Will		
Attack: Melee 2 (one creature); +20 vs. AC			
Hit: 2d10 + 9 damage.			
M	Gloom Stride • At-Will		
Effect: The enforcer shifts up to half its speed and uses shadowformed blade. This movement doesn't trigger attack powers.			
M	Dissolving Blitz (acid, polymorph) • Recharge 5 6		
Effect: The enforcer shifts up to its speed and can enter enemies' spaces during this movement. Each time the enforcer enters an enemy's space for the first time during this movement, it can make the following attack against that enemy.			
Attack: Melee 0 (the enemy whose space the enforcer entered); + 18 vs. Reflex			
Hit: 2d8 + 9 acid damage, and the target falls prone. The target is slowed until the end of the enforcer's turn.			
R	Caustic Bile (acid) • Encounter		
Attack: Ranged 5 (one creature); +18 vs. Fortitude			
Hit: 4d6 + 11 acid damage, and the target is blinded (save ends).			
MINOR ACTIONS			
Dragon Breath • Encounter			
Attack: Close blast 3 (creatures in blast); +18 vs. Reflex			
Hit: 3d6 + 7 acid damage.			
Skills Stealth +19			
Str 16 (+10)		Dex 24 (+14)	
Con 14 (+9)		Int 17 (+10)	
		Wis 21 (+12)	
		Cha 8 (+6)	
Alignment unaligned		Languages Common, Draconic	
Note: Changed Keeper Enforcer to dragonborn. Added dragon breath.			

ENCOUNTER 5B: NO SACRIFICE NECESSARY (AL 16)

Tarandar (level 19)		Level 19 Elite Controller	
Medium natural humanoid (dragonborn)		XP 4,800	
HP 352; Bloodied 178		Initiative +14	
AC 33, Fortitude 32, Reflex 30, Will 31		Perception +18	
Speed 6, teleport 4			
Saving Throws +2; Action Points 1			
TRAITS			
Dragonborn Fury (while bloodied)			
The Tarandar gains a +1 racial bonus to attack rolls.			
Hat of the Tarandar			
When the Tarandar is dazed or stunned, he can make a saving throw at the start of his turn. If the Tarandar saves, he can act normally on his turn. If the Tarandar fails, he can make another saving throw against the effect at the end of his turn.			
STANDARD ACTIONS			
m	Caning • At-Will		
Attack: Melee 1 (one creature); +24 vs. AC			
Hit: 3d8 + 14 damage, and the target cannot take immediate actions until the end of the Tarandar's next turn.			
r	Blinding Dart (psychic) • At-Will		
Attack: Ranged 20 (one creature); +23 vs. Reflex			
Hit: 3d8 + 14 psychic damage, and the target is blinded until the end of the Tarandar's next turn.			
Tarandar's Wrath • At-Will			
Effect: The Tarandar makes two basic attacks.			
C	Dead Zone (fear, necrotic, zone) • Encounter		
Attack: Close burst 2 (enemies in burst); +22 vs. Fortitude			
Hit: 3d6 + 10 necrotic damage.			
Effect: The burst creates a zone of dark haze until the end of the Tarandar's next turn. The zone moves with the Tarandar. Any enemy that starts its turn within the zone takes 15 necrotic damage then receives ongoing 15 necrotic (save ends), and it must attempt to leave the zone by the end of its turn. If an enemy took damage between the end of one of the Tarandar's turns and the start of his next turn, the Tarandar can grant an ally 10 temporary hit points.			
Sustain Minor: The zone persists until the end of the Tarandar's next turn.			
C	Mindburn (psychic) • Recharge 4 5 6		
Attack: Close blast 5 (enemies in blast); +22 vs. Reflex			
Hit: 3d6 + 10 psychic damage, and the target is slowed and can use only at-will powers until the end of the Tarandar's next turn.			
C	Shifting Wrath • Recharge 6		
Attack: Close burst 2 (creatures in burst); +22 vs. Will			
Hit: The target slides 5 squares and makes a basic attack against the target of the Tarandar's choice.			
MINOR ACTIONS			
C	Dragon Breath • Encounter		
Attack: Close blast 10 (creatures in the blast); +26 vs. Reflex			
Hit: 3d6 + 10 acid damage.			
Skills Arcana +22			
Str 15 (+11)		Dex 20 (+14)	
Con 18 (+13)		Int 16 (+12)	
		Wis 18 (+13)	
		Cha 23 (+15)	
Alignment Unaligned		Languages Common, Draconic	
Equipment robes, cane, Hat of the Tarandar			
Note: Lorishto modified to be a dragonborn. Added dragonbreath and dragonborn fury. Updated to MM3 damage expressions. Fixed defenses to level appropriate. Re-flavored Circlet of Arkhosia to Hat of the Tarandar and added to stat block.			

Tarandar's Razorscourge (level 17)		Level 17 Soldier
Medium natural humanoid (human)		XP 1,600
HP 163; Bloodied 81		Initiative +13
AC 33, Fortitude 28, Reflex 28, Will 30		Perception +16
Speed 6		
STANDARD ACTIONS		
m Scourge (weapon) • At-Will		
Attack: Melee 2 (one creature); +22 vs. AC		
Hit: 3d10 + 9 damage.		
Effect: The target is marked until the razorscourge's next turn.		
M Ensnaring Lash (weapon) • At-Will		
Attack: Melee 2 (one creature); +22 vs. AC		
Hit: 2d10 + 6 damage, and the target is grabbed (escape DC 23). Until the grab ends, the target takes ongoing 20 damage. The grab ends automatically if the razorscourge uses this power again.		
TRIGGERED ACTIONS		
Heroic Effort • Encounter		
Trigger: The razorscourge misses with an attack roll or saving throw.		
Effect (No Action): The razorscourge gains a +4 racial bonus to the attack roll or saving throw.		
Retributive Flogging • At-Will		
Trigger: An enemy within 2 squares of the razorscourge and marked by it deals damage to one of the razorscourge's allies.		
Effect (Immediate Reaction): The razorscourge uses scourge against the triggering enemy.		
Skills Athletics +17, Intimidate +19		
Str 18 (+12)	Dex 17 (+11)	Wis 16 (+11)
Con 19 (+12)	Int 19 (+12)	Cha 22 (+14)
Alignment unaligned Languages Common		
Equipment scourge, chainmail		
Note: Drow razorscourge changed to human. Removed darkfire and added heroic effort.		

Tarandar's Thunderer (level 18)		Level 18 Controller
Medium natural humanoid (human)		XP 2,000
HP 134; Bloodied 67		Initiative +15
AC 30, Fortitude 32, Reflex 30, Will 30		Perception +15
Resist 15 thunder		blindsight 10
Speed 6, fly 8 (hover)		
STANDARD ACTIONS		
m Scepter (weapon) • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 3d8 + 13 damage.		
A Thunderburst (thunder) • At-Will		
Attack: Area burst 2 within 20 (creatures in burst); +23 vs. Fortitude		
Hit: 3d6 + 9 thunder damage, and the target is dazed until the end of the thunderer's next turn.		
A Imperious Thunder • Encounter		
Attack: Area burst 2 within 20 (each creature in); +23 vs. Reflex		
Hit: 3d8 + 9 thunder damage, and the target takes ongoing 10 thunder damage (save ends).		
Miss: The target takes ongoing 10 thunder damage (save ends).		
MINOR ACTIONS		
C Zephyr Step (teleportation) • Recharge 6		
The thunderer teleports 20 squares.		
TRIGGERED ACTIONS		
Heroic Effort • Encounter		
Trigger: The thunderer misses with an attack roll or saving throw.		
Effect (No Action): The thunderer gains a +4 racial bonus to the attack roll or saving throw.		
Rage of Storms (thunder) • Encounter		
Trigger: The thunderer is hit with a critical hit.		
Attack (Free Action): Close burst 2 (creatures in burst); +23 vs. Reflex		
Hit: 3d8 + 12 thunder damage, and the thunderer pushes the target 5 squares.		
Effect: The thunderer gains 1 action point.		
Skills Insight +20		
Str 26 (+17)	Dex 23 (+15)	Wis 23 (+15)
Con 20 (+14)	Int 21 (+14)	Cha 19 (+13)
Alignment unaligned Languages Common		
Equipment scepter		
Note: Djinn changed to human. Removed immunities and added heroic effort. Changed size and reach. Updated to MM3 damage expressions.		

Tarandar's Enforcer (level 17)		Level 17 Skirmisher
Medium natural humanoid (dragonborn)		XP 1,600
HP 158; Bloodied 79		Initiative +17
AC 31, Fortitude 27, Reflex 31, Will 29		Perception +13
Speed 6		Blindsight 20
TRAITS		
Dragonborn Fury (while bloodied)		
The enforcer gains a +1 racial bonus to attack rolls.		
Combat Advantage		
The enforcer deals 2d10 extra damage against any creature granting combat advantage to it.		
STANDARD ACTIONS		
m Shadowformed Blade • At-Will		
Attack: Melee 2 (one creature); +22 vs. AC		
Hit: 2d10 + 11 damage.		
M Gloom Stride • At-Will		
Effect: The enforcer shifts up to half its speed and uses shadowformed blade. This movement doesn't trigger attack powers.		
M Dissolving Blitz (acid, polymorph) • Recharge 5 6		
Effect: The enforcer shifts up to its speed and can enter enemies' spaces during this movement. Each time the enforcer enters an enemy's space for the first time during this movement, it can make the following attack against that enemy.		
Attack: Melee 0 (the enemy whose space the enforcer entered); +20 vs. Reflex		
Hit: 2d8 + 11 acid damage, and the target falls prone. The target is slowed until the end of the enforcer's turn.		
R Caustic Bile (acid) • Encounter		
Attack: Ranged 5 (one creature); +20 vs. Fortitude		
Hit: 4d6 + 13 acid damage, and the target is blinded (save ends).		
MINOR ACTIONS		
Dragon Breath • Encounter		
Attack: Close blast 3 (creatures in blast); +20 vs. Reflex		
Hit: 3d6 + 9 acid damage.		
Skills Stealth +20		
Str 16 (+11)	Dex 24 (+15)	Wis 21 (+13)
Con 14 (+10)	Int 17 (+11)	Cha 8 (+7)
Alignment unaligned Languages Common, Draconic		
Note: Changed Keeper Enforcer to dragonborn. Added dragon breath.		

ENCOUNTER 5B: NO SACRIFICE NECESSARY (AL 18)

Tarandar (level 21)		Level 21 Elite Controller	
Medium natural humanoid (dragonborn)		XP 6,400	
HP 422; Bloodied 211		Initiative +13	
AC 38, Fortitude 33, Reflex 36, Will 36		Perception +19	
Speed 6, teleport 5			
Resist 10 acid			
Saving Throws +2; Action Points 1			
TRAITS			
Dragonborn Fury (while bloodied)			
The Tarandar gains a +1 racial bonus to attack rolls.			
Hat of the Tarandar			
When the Tarandar is dazed or stunned, he can make a saving throw at the start of his turn. If the Tarandar saves, he can act normally on his turn. If the Tarandar fails, he can make another saving throw against the effect at the end of his turn.			
STANDARD ACTIONS			
m Caning (implement) • At-Will			
Attack: Melee 1 (one creature); +26 vs. AC			
Hit: 4d6 + 15 damage, and the target is dazed and takes a -2 penalty to attack rolls (save end both).			
r Chastisement (fear, implement) • At-Will			
Attack: Ranged 10 (one creature); +25 vs. Will			
Hit: 4d6 + 15 damage, and the target is immobilized (save ends both).			
Tarandar's Wrath • At-Will			
Effect: The Tarandar makes two basic attacks.			
C Telekinetic Hurl • Recharge when the Tarandar hits with a basic attack			
Attack: Close burst 5 (one creature in burst); +25 vs. Reflex			
Hit: 4d6 + 15 damage, and the headmaster slides the target 5 squares and the target is knocked prone.			
R Leaping Polymorph (polymorph) • Recharge 5 6			
Attack: Ranged 10 (one creature); +25 vs. Fortitude			
Hit: The target becomes a tiny lizard (save ends). While in this form, the target cannot use powers or make attacks.			
Aftereffect: One of the target allies within 10 squares suffers from the following attack:			
Attack: Ranged 10 (one creature); +25 vs. Fortitude			
Hit: The target becomes a tiny lizard (save ends). While in this form, the target cannot use powers or make attacks.			
MINOR ACTIONS			
C Dragon Breath • Encounter			
Attack: Close blast 10 (creatures in the blast); +26 vs. Reflex			
Hit: 3d8 + 8 acid damage.			
TRIGGERED ACTIONS			
Startling Displacement (teleportation) • Recharge when first bloodied			
Trigger: The Tarandar is hit with an attack.			
Effect (Immediate Interrupt): The Tarandar swaps places with one creature within 5 squares. The triggering attack hits this creature instead.			
Skills Arcana +22			
Str 15 (+12)		Dex 16 (+13)	
Con 25 (+17)		Int 32 (+21)	
		Wis 27 (+18)	
		Cha 21 (+15)	
Alignment Unaligned		Languages Common, Draconic	
Equipment robes, cane, Hat of the Tarandar			
Note: Headmaster Borage modified to be a dragonborn. Changed resistance to match dragon breath and added dragonbreath and dragonborn fury. Updated to MM3 damage expressions. Re-flavored Circlet of Arkhosia to Hat of the Tarandar and added to stat block.			

Tarandar's Watchman (level 21)		Level 21 Controller
Medium natural humanoid (human)		XP 3,200
HP 202; Bloodied 101		Initiative +16
AC 36, Fortitude 35, Reflex 32, Will 35		Perception +17
Speed 6		
STANDARD ACTIONS		
m	Truncheon (weapon) • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC		
Hit: 4d6 + 15 damage.		
M	Head Crack (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. Fortitude		
Hit: 4d6 + 15 damage, and the target is dazed until the end of the watchman's next turn.		
M	Take Down (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. Reflex		
Hit: 4d6 + 15 damage, and the target is knocked prone, and is grabbed and restrained (until escape). Attempts to escape the grab take a -5 penalty.		
MINOR ACTIONS		
Symbol of Peace • Recharge 4 5 6		
Attack: Ranged 10 (one creature); +25 vs. Will		
Hit: The target can't make attacks (save ends).		
TRIGGERED ACTIONS		
Heroic Effort • Encounter		
Trigger: The watchman misses with an attack roll or saving throw.		
Effect (No Action): The watchman gains a +4 racial bonus to the attack roll or saving throw.		
Str 20 (+15)	Dex 22 (+16)	Wis 25 (+17)
Con 26 (+18)	Int 19 (+14)	Cha 27 (+18)
Alignment unaligned Languages Common		
Equipment truncheon, leather armor		
Note: Exalted watchman changed to human. Removed resistances and added heroic effort. Made symbol of peace a minor action with recharge because not listed in Compendium or Dungeon 172 what type of action it is. Updated to MM3 damage expressions.		

Tarandar's Mobster (level 20)		Level 20 Controller
Medium natural humanoid (human)		XP 2,800
HP 234; Bloodied 117		Initiative +16
AC 32, Fortitude 34, Reflex 31, Will 31		Perception +16
Speed 6		
TRAITS		
Noxious Stench (Poison) • Aura 2		
Any enemy that makes an attack while in the aura takes 10 poison damage, or 20 poison damage while the mobster is bloodied.		
STANDARD ACTIONS		
m Halberd (weapon) • At-Will		
Attack: Melee 2 (one creatures); +25 vs. AC		
Hit: 4d10 + 8 damage.		
M Crushing Blow (weapon) • Recharge 4 5 6		
Attack: Melee 2 (one creatures); +25 vs. AC		
Hit: 6d12 + 8 damage.		
TRIGGERED ACTIONS		
Heroic Effort • Encounter		
Trigger: The mobster misses with an attack roll or saving throw.		
Effect (No Action): The mobster gains a +4 racial bonus to the attack roll or saving throw.		
Str 28 (+19)	Dex 23 (+16)	Wis 23 (+16)
Con 24 (+17)	Int 8 (+9)	Cha 16 (+13)
Alignment unaligned		Languages Common
Equipment leather armor, halberd		
Note: Hezrou changed to human. Removed variable resistance and darkvision. Added heroic effort.		

Mithral Dragonkin (level 19)		Level 19 Skirmisher
Medium natural humanoid (dragonborn)		XP 2,400
HP 186; Bloodied 93		Initiative +16
AC 33, Fortitude 33, Reflex 31, Will 30		Perception +15
Resist 20 radiant		
Speed 8, fly 12 (hover), teleport 10		
TRAITS		
Dragonborn Fury (while bloodied)		
The mithral dragonkin gains a +1 racial bonus to attack rolls.		
STANDARD ACTIONS		
m Longspear (radiant, weapon) • At-Will		
Attack: Melee 2 (one creature); +24 vs. AC		
Hit: 4d6 + 13 damage and ongoing 10 radiant damage (save ends).		
M Dimensional Strike (teleportation) • At-Will		
The mithral dragonkin teleports 5 squares, makes a longspear attack, teleports 5 squares, and makes a longspear attack against a different target.		
MINOR ACTIONS		
Dragon Breath • Encounter		
Attack: Close blast 3 (creatures in blast); +22 vs. Reflex		
Hit: 3d8 + 7 radiant damage, and the target is blinded (save ends).		
TRIGGERED ACTIONS		
Prescient Defense • Recharge 6		
Trigger: The mithral dragonkin is hit with an attack.		
Effect (Immediate Interrupt): The mithral dragonkin gains a +4 bonus to all defenses against the triggering attack. If the attack misses, the mithral dragonkin teleports 5 squares.		
Str 29 (+18)	Dex 21 (+14)	Wis 22 (+15)
Con 26 (+17)	Int 25 (+16)	Cha 22 (+15)
Alignment unaligned		Languages Common
Equipment full plate, longspear		
Note: Updated to MM3 damage expressions.		

ENCOUNTER 5B: NO SACRIFICE NECESSARY (AL 20)

Tarandar (level 23)		Level 23 Elite Controller	
Medium natural humanoid (dragonborn)		XP 10,200	
HP 454; Bloodied 227		Initiative +14	
AC 40, Fortitude 35, Reflex 38, Will 38		Perception +19	
Speed 6, teleport 5			
Resist 10 acid			
Saving Throws +2; Action Points 1			
TRAITS			
Dragonborn Fury (while bloodied)			
The Tarandar gains a +1 racial bonus to attack rolls.			
Hat of the Tarandar			
When the Tarandar is dazed or stunned, he can make a saving throw at the start of his turn. If the Tarandar saves, he can act normally on his turn. If the Tarandar fails, he can make another saving throw against the effect at the end of his turn.			
STANDARD ACTIONS			
m	Caning (implement) • At-Will		
Attack: Melee 1 (one creature); +28 vs. AC			
Hit: 4d6 + 17 damage, and the target is dazed and takes a -2 penalty to attack rolls (save end both).			
r	Chastisement (fear, implement) • At-Will		
Attack: Ranged 10 (one creature); +27 vs. Will			
Hit: 4d6 + 17 damage, and the target is immobilized (save ends both).			
Tarandar's Wrath • At-Will			
Effect: The Tarandar makes two basic attacks.			
C	Telekinetic Hurl • Recharge when the Tarandar hits with a basic attack		
Attack: Close burst 5 (one creature in burst); +27 vs. Reflex			
Hit: 4d6 + 17 damage, and the headmaster slides the target 5 squares and the target is knocked prone.			
R	Leaping Polymorph (polymorph) • Recharge 5 6		
Attack: Ranged 10 (one creature); +27 vs. Fortitude			
Hit: The target becomes a tiny lizard (save ends). While in this form, the target cannot use powers or make attacks.			
Aftereffect: One of the target allies within 10 squares suffers from the following attack:			
Attack: Ranged 10 (one creature); +27 vs. Fortitude			
Hit: The target becomes a tiny lizard (save ends). While in this form, the target cannot use powers or make attacks.			
MINOR ACTIONS			
C	Dragon Breath • Encounter		
Attack: Close blast 10 (creatures in the blast); +28 vs. Reflex			
Hit: 3d8 + 10 acid damage.			
TRIGGERED ACTIONS			
Startling Displacement (teleportation) • Recharge when first bloodied			
Trigger: The Tarandar is hit with an attack.			
Effect (Immediate Interrupt): The Tarandar swaps places with one creature within 5 squares. The triggering attack hits this creature instead.			
Skills Arcana +23			
Str 15 (+13)	Dex 16 (+14)	Wis 27 (+19)	
Con 25 (+18)	Int 32 (+22)	Cha 21 (+16)	
Alignment Unaligned		Languages Common, Draconic	
Equipment robes, cane, Hat of the Tarandar			

Note: Headmaster Borage modified to be a dragonborn. Changed resistance to match dragon breath and added dragonbreath and dragonborn fury. Updated to MM3 damage expressions. Reffavored Circlet of Arkhosia to Hat of the Tarandar and added to stat block.

Tarandar's Watchman (level 19)		Level 19 Controller	
Medium natural humanoid (human)		XP 2,400	
HP 202; Bloodied 101		Initiative +17	
AC 36, Fortitude 35, Reflex 32, Will 35		Perception +16	
Speed 6			
STANDARD ACTIONS			
m Truncheon (weapon) • At-Will			
Attack: Melee 1 (one creature); +24 vs. AC			
Hit: 4d6 + 13 damage.			
M Head Crack (weapon) • At-Will			
Attack: Melee 1 (one creature); +23 vs. Fortitude			
Hit: 4d6 + 13 damage, and the target is dazed until the end of the watchman's next turn.			
M Take Down (weapon) • At-Will			
Attack: Melee 1 (one creature); +23 vs. Reflex			
Hit: 4d6 + 13 damage, and the target is knocked prone, and is grabbed and restrained (until escape). Attempts to escape the grab take a -5 penalty.			
MINOR ACTIONS			
Symbol of Peace • Recharge 4 5 6			
Attack: Ranged 10 (one creature); +23 vs. Will			
Hit: The target can't make attacks (save ends).			
TRIGGERED ACTIONS			
Heroic Effort • Encounter			
Trigger: The watchman misses with an attack roll or saving throw.			
Effect (No Action): The watchman gains a +4 racial bonus to the attack roll or saving throw.			
Str 20 (+14)	Dex 22 (+15)	Wis 25 (+16)	
Con 26 (+17)	Int 19 (+13)	Cha 27 (+17)	
Alignment unaligned		Languages Common	
Equipment truncheon, leather armor			

Note: Exalted watchman changed to human. Removed resistances and added heroic effort. Made symbol of peace a minor action with recharge because not listed in Compendium or *Dungeon* 172 what type of action it is. Updated to MM3 damage expressions.

Tarandar's Mobster (level 22)		Level 22 Controller
Medium natural humanoid (human)		XP 4,150
HP 254; Bloodied 127		Initiative +17
AC 34, Fortitude 36, Reflex 33, Will 33		Perception +17
Speed 6		
TRAITS		
Noxious Stench (Poison) • Aura 2		
Any enemy that makes an attack while in the aura takes 10 poison damage, or 20 poison damage while the mobster is bloodied.		
STANDARD ACTIONS		
m Halberd (weapon) • At-Will		
Attack: Melee 2 (one creatures); +27 vs. AC		
Hit: 4d10 + 10 damage.		
M Crushing Blow (weapon) • Recharge 4 5 6		
Attack: Melee 2 (one creatures); +27 vs. AC		
Hit: 6d12 + 10 damage.		
TRIGGERED ACTIONS		
Heroic Effort • Encounter		
Trigger: The mobster misses with an attack roll or saving throw.		
Effect (No Action): The mobster gains a +4 racial bonus to the attack roll or saving throw.		
Str 28 (+20)	Dex 23 (+17)	Wis 23 (+17)
Con 24 (+18)	Int 8 (+10)	Cha 16 (+14)
Alignment unaligned		Languages Common
Equipment leather armor, halberd		
Note: Hezrou changed to human. Removed variable resistance and darkvision. Added heroic effort.		

Mithral Dragonkin (level 21)		Level 21 Skirmisher
Medium natural humanoid (dragonborn)		XP 3,200
HP 202; Bloodied 101		Initiative +16
AC 35, Fortitude 35, Reflex 33, Will 32		
Resist 20 radiant		Perception +17
Speed 8, fly 12 (hover), teleport 10		
TRAITS		
Dragonborn Fury (while bloodied)		
The mithral dragonkin gains a +1 racial bonus to attack rolls.		
STANDARD ACTIONS		
m Longspear (radiant, weapon) • At-Will		
Attack: Melee 2 (one creature); +26 vs. AC		
Hit: 4d6 + 15 damage and ongoing 10 radiant damage (save ends).		
M Dimensional Strike (teleportation) • At-Will		
The mithral dragonkin teleports 5 squares, makes a longspear attack, teleports 5 squares, and makes a longspear attack against a different target.		
MINOR ACTIONS		
Dragon Breath • Encounter		
Attack: Close blast 3 (creatures in blast); +24 vs. Reflex		
Hit: 3d8 + 9 radiant damage, and the target is blinded (save ends).		
TRIGGERED ACTIONS		
Prescient Defense • Recharge 6		
Trigger: The mithral dragonkin is hit with an attack.		
Effect (Immediate Interrupt): The mithral dragonkin gains a +4 bonus to all defenses against the triggering attack. If the attack misses, the mithral dragonkin teleports 5 squares.		
Str 29 (+19)	Dex 21 (+15)	Wis 22 (+16)
Con 26 (+18)	Int 25 (+17)	Cha 22 (+16)
Alignment unaligned		Languages Common
Equipment full plate, longspear		
Note: Updated to MM3 damage expressions.		

ENCOUNTER 5B: NO SACRIFICE NECESSARY MAP

TILE SETS NEEDED

DU 4: *Arcane Towers* x1

DU 6: *Harrowing Halls* x1



CONCLUDING THE ADVENTURE

The journey to Dusklan is a somber one. Father Thorn remains quiet, mourning the loss of Scion lives, and unable to forgive himself for not being able to tell that his own nephew was a doppelganger acting as a spy.

He leads the PCs through the labyrinthine streets to an unmarked and nondescript house in a quiet cul-de-sac. It's covered in dust as if it's been unoccupied for years, but provides some much-needed rest.

In the morning, he meets the PCs one last time.

“My friends,” Father Thorn says, “we have sacrificed much to get you here. Tarsith is in shambles and even my own—” His voice dies in his throat a moment. “I was not expecting this butcher’s bill, but such is the price of freedom.”

If the PCs succeeded in the Skill Challenge and Green Duchess believes the PCs dead, read the following:

“Our ruse will keep the eyes of the Duchess off of you. Take heart that you will be able to repay your friends’ sacrifice shortly.”

If the PCs fought the Tarandar, instead read:

“Orlarrakh will be appointing a new Tarandar soon—you have bought us some time. But she will not forget this insult. She’ll have a price on your head fit to put every two-bit bounty hunter onto your trail. The only way to end it is to end her.”

Regardless of the outcome, Father Thorn gives these parting words:

“Now is our moment of greatest opportunity. You have the power to end this nightmare and free us all. What say you, heroes? Are you willing to seek a power great enough to lay dragons low?”

The PCs may respond however they like, but Father Thorn's request is a story for another adventure.

If the PCs are not already members of another meta-organization, Father Thorn encourages them to consider joining the Scions of Amber.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC, regardless of whether there were 4, 5, or 6 PCs in the party.

EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective. Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

ADVENTURE LEVEL 12

Minimum Possible XP: 1280 XP per PC

Defeat the Maroon Prince: +700 XP

Train Scions Successfully: +210 XP

Save the Lieutenants or Discover the Traitor: +210 XP

Maximum Possible XP: 2400 XP per PC

Base Gold per PC: 1600 gp

(Encounter 1: 800 gp, Encounter 4: 400 gp, Encounter 5a/5b: 400 gp)

ADVENTURE LEVEL 14

Minimum Possible XP: 1800 XP per PC

Defeat the Maroon Prince: +1000 XP

Train Scions Successfully: +300 XP

Save the Lieutenants or Discover the Traitor: +300 XP

Maximum Possible XP: 3400 XP per PC

Base Gold per PC: 2750 gp

(Encounter 1: 1375 gp, Encounter 4: 687 gp, Encounter 5a/5b: 687 gp)

ADVENTURE LEVEL 16

Minimum Possible XP: 2510 XP per PC

Defeat the Maroon Prince: +1400 XP

Train Scions Successfully: +420 XP

Save the Lieutenants or Discover the Traitor: +420 XP

Maximum Possible XP: 4750 XP per PC

Base Gold per PC: 5500 gp

(Encounter 1: 2750 gp, Encounter 4: 1375 gp, Encounter 5a/5b: 1375 gp)

ADVENTURE LEVEL 18

Minimum Possible XP: 3600 XP per PC

Defeat the Maroon Prince: +2000 XP

Train Scions Successfully: +600 XP

Save the Lieutenants or Discover the Traitor: +600 XP

Maximum Possible XP: 6800 XP per PC

Base Gold per PC: 11000 gp

(Encounter 1: 5500 gp, Encounter 4: 2750 gp, Encounter 5a/5b: 2750 gp)

ADVENTURE LEVEL 20

Minimum Possible XP: 5020 XP per PC

Defeat the Maroon Prince: +2800 XP

Train Scions Successfully: +840 XP

Save the Lieutenants or Discover the Traitor: +840 XP

Maximum Possible XP: 9500 XP per PC

Base Gold per PC: 16500 gp

(Encounter 1: 8250 gp, Encounter 4: 4125 gp, Encounter 5a/5b: 4125 gp)

TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and other monetary awards are included in the “Base Gold per PC.” At the conclusion of the adventure, each character receives the listed amount of gold, less any amounts that they did not find or earn, and may additionally select one Treasure from the following list.

A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold.

If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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

Certain Treasures have a minimum Adventure Level listed. That Treasure is not available if the group played below the listed AL. However, those who played at a higher AL can always choose from the lower-level options. (Treasures X, Y, and Z are always available at every Adventure Level.)

EACH PC SELECTS ONE OF THE FOLLOWING:

Adventure Level 12 and above:

Treasure A: *dragontooth blade* +3 (level 14; *Adventurer's Vault* 2).

Found in Encounter 1

Treasure B: *wyrmtooth dagger* +3 (level 12; *Player's Handbook* 2)

Found in Encounter 1

Treasure C: *shadowdance armor* +3 (level 15; *Seekers of the Ashen Crown*).

Found in Encounter 4

Treasure D: *helm of able defense* (level 14; *Adventurer's Vault* 2).

Found in Encounter 5a

Treasure E: *hat of the tarandar* (level 14; *Player's Handbook* Races: *Dragonborn*).

Reflavored circlet of *arkhosia*

Found in Encounter 5b

Adventure Level 14 and above:

Treasure F: *wyrmtooth dagger* +4 (level 17; *Player's Handbook* 2)

Found in Encounter 1

Treasure G: *dragondaunt shield* (level 16).

Found in Encounter 4

Adventure Level 16 and above:

Treasure H: *dragontooth blade* +4 (level 19; *Adventurer's Vault* 2).

Found in Encounter 1

Treasure I: *shadowdance armor* +4 (level 20; *Seekers of the Ashen Crown*).

Found in Encounter 4

All Adventure Levels:

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

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

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

AL 12: *potion of heroism* (level 16; *Mordenkainen's Magnificent Emporium*)

AL 14: *potion of heroism* (level 16; *Mordenkainen's Magnificent Emporium*)

AL 16: *potion of heroism* (level 16; *Mordenkainen's Magnificent Emporium*) plus 900 gp

AL 18: *potion of heroism* (level 16; *Mordenkainen's Magnificent Emporium*) plus 4,400 gp

AL 20: *potion of heroism* (level 16; *Mordenkainen's Magnificent Emporium*) plus 8,400 gp

Treasure Z (More Gold): The character finds or is given coin, gems, jewelry, art objects, ritual components,

or other non-magical valuables (in addition to his or her Base Gold).

AL 12: 1,000 gp

AL 14: 1,750 gp

AL 16: 3,500 gp

AL 18: 7,000 gp

AL 20: 11,000 gp

STORY AWARDS

In this adventure, the PCs may earn all the listed awards for which they qualify.

PCs that survive the adventure earn ABER01.

ABER01 Gratitude of the Scions of Amber

You aided the Scions of Amber in the fight against their tyrannical draconic ruler, the Green Duchess Orlarrakh.

The Scions' leader, Father Thorn, risked much to keep you alive because he plans to call on you again to further the revolution. This begins a Major Quest, which continues in ABER4-2.

This Story Award also counts as an invitation to join the Scions of Amber. For details, see the *LFR Meta-Organization Guide*.

A PC earns ABER02 if he attempted to steal from Herseth Frotweld and gets caught.

ABER02 Enmity of the Storm Rune

You have made an enemy of Herseth Frotweld. Herseth is an active member of the Storm Rune, a fellowship of merchants and landowners in Eskorn. The ire of a shopkeeper in Tarsith couldn't possibly have serious ramifications elsewhere – could it?

PCs who escape to Duskland without Orlarrakh knowing receive ABER03, otherwise they earn ABER04 if the Green Duchess knows they've escaped. It is not possible to obtain both ABER03 and ABER04.

ABER03 Assumed Dead

Your friends sacrificed themselves in order to fool the Green Duchess into believing you are dead. The bounty on your head has been paid in full, and the tales of your death have spread across Returned Abeir. This ruse may allow you to catch the Green Dragon off guard in the future.

ABER04 Marked for Death

Your efforts against the dragon rulers of the Dusk Ports will not go unpunished. The Green Duchess Orlarrakh has put an impressive bounty on your head, which may

hinder your actions in the area. You suffer a -2 penalty on all social skill checks in the Dusk Ports, except for those involving the Scions of Amber, with whom you receive a +2 bonus on social skill checks.

A PC earns ABER05 if he rescued Nandrel Gostur's son from the Maroon Prince.

ABER05 Gratitude of Nandrel Gostur

The co-leader of the Shadowkiss is grateful for you rescuing his son. He is willing and able to help you obtain access to Uncommon consumable items.

This Story Award grants you purchase access to buy up to 5 doses of Uncommon potions, elixirs, and/or poisons at the beginning of any adventure that takes place in Returned Abeir (requires adventure code ABER or a specific encounter in the adventure that is set in Returned Abeir).

You may purchase 5 identical items, or up to 5 different items, but each item must come from an LFR player resource. All items purchased must have an item level equal to or lower than your character level. You pay full market price. Uncommon consumables do not count toward the limit of Uncommon items you are allowed to possess.

NEW RULES

DRAGONTOOTH BLADE LEVEL 14/19 UNCOMMON

Price: 21,000 gp / 105,000 gp

Weapon: Heavy Blade

Enhancement: +3/+4 attack rolls and damage rolls

Critical: Each enemy marked by you takes ongoing fire damage equal to 3 + the blade's enhancement bonus (save ends).

Property: While you're bloodied, you can score a critical hit with this weapon on a roll of 19-20.

Power (Daily • Fire): Free Action. *Trigger:* You score a critical hit. *Effect:* Make an attack: Close burst 1; targets enemies in burst; Strength vs. Reflex; on a hit, the attack deals 2d6 extra fire damage and the target takes ongoing 10 fire damage (save ends).

Reference: *Adventurer's Vault* 2, page 130.

HAT OF THE TARANDAR LEVEL 14 UNCOMMON

Price: 21,000 gp

Item Slot: Head

Property: When you are dazed or stunned, you can make a saving throw against one of those conditions at the start of your turn. If you save, you can act normally on your turn. If you fail, you can make another saving throw against the effect at the end of your turn.

Reference: Re flavored circlet of arkhosia *Player's Handbook Races: Dragonborn*, page 28.

HELM OF ABLE DEFENSE LEVEL 14

Price: 21,000 gp

Item Slot: Head

Property: You gain a +1 item bonus to Will.

Property: At the start of each encounter, you gain a +2 bonus to all defenses until you take damage for the first time after the end of your first turn (not including a surprise round).

Reference: *Adventurer's Vault* 2, page 118.

POTION OF HEROISM LEVEL 16 UNCOMMON

Price: 1,800 gp

Consumable: Potion

Power (Consumable • Healing): Standard Action. You drink the potion and gain 20 temporary hit points. In addition, you gain a +2 power bonus to saving throws until the end of the encounter.

Reference: *Mordenkainen's Magnificent Emporium*, page 96.

SHADOWDANCE ARMOR LEVEL 15/20 UNCOMMON

Price: 25,000 gp / 125,000 gp

Armor: Cloth or leather

Enhancement: +3/+4 AC

Property: Your area and ranged attacks do not provoke opportunity attacks.

Power (Daily): Free Action. *Trigger:* You move more than 3 squares. *Effect:* In bright light, your space and all adjacent squares become shrouded in dim light until the end of your next turn. If you were already in dim light, your space and all adjacent squares become dark, blocking line of sight, until the end of your next turn. You can see perfectly in this area of dim light or darkness.

Reference: *Seekers of the Ashen Crown*, page 28.

WYRMTOOTH DAGGER LEVEL 12/17 UNCOMMON

Price: 13,000 gp / 65,000 gp

Weapon: Dagger

Enhancement: +3/+4 attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: On a critical hit, the target loses its resistances (save ends).

Power (Daily): Free Action. Until the end of the encounter, sorcerer attack powers you use through this dagger ignore the resistances of any enemy within 10 squares of you.

Reference: *Player's Handbook* 2, page 204.

APPENDIX 1: IMPORTANT NPCs

The following NPCs are the elite members of the Scions of Amber in Tarsith. While there are dozens of recruits, the following are the most trusted leaders and lieutenants.

Father Thorn, male dragonborn

Father of the revolution, adopter of a hundred orphans, Thorndathus Ardenthyn, the aging dragonborn is one of the few—and last surviving—founder of the Scions of Amber. Wise and well-used to a life of secrecy and sabotage, Father Thorn has made a life out of converting believers to his cause: that freedom can and must be won, through force if necessary. And at times at great cost.

Personality: Father Thorn has an easy smile and is quick to laugh. The heavy issues he faces place no load on his character. In his old age he has grown increasingly optimistic, nearly religious in his belief that the time of freedom is at hand.

Appearance: Although his fighting days are long behind him, Father Thorn still cuts an impressive figure. These days he keeps a wispy goatee about his chin and despite his leadership dresses in simple clothes. He wears a black patch over one eye at all times, which he claims keeps his nightvision sharp in the covered eye—a trait Scion recruits frequently ape.

Drogen Ardenthyn, male dragonborn

When Father Thorn's brother, Glythed, and his family were killed by Orlarrakh, it was the final push he needed to sire the revolution. Drogen is Glythed's only surviving son, and has been a member of the Scions since childhood, and has grown to be one of their most trusted lieutenants. Drogen has the most intimate knowledge of all the inner workings of the Scions, second only to Father Thorn.

Personality: Much unlike his charismatic uncle, Drogen is quiet and brooding, with a steely determination to his actions. He speaks little, but gathers reports from all of the other lieutenants.

Appearance: Not as tall as the average dragonborn, nor as broad-chested. Others often joke that Drogen's tragedy stunted his growth. His face still bears a strong resemblance to his uncle.

APPENDIX 2: TARSITH FESTIVAL OF THE SEA TRACKING FORM

Festival Booth	Character Name						Adventure Ramifications
Ellie's Eel Soup							Additional 2 hit points regained the first time the PC spends a healing surge in Encounter 1.
Constantine's Crab Shack							+1 enhancement bonus to first attack roll of Encounter 1.
Klay's Steamers							Slowed until the end of the PCs first turn in Encounter 1.
Hibiki's Harvest Bouquet							The PC gets a +2 enhancement bonus in Encounter 3, Scene 3 towards their brew potion check.
Eel on the Stick							If the PC just eats the eel and not the wine, make an Easy DC Endurance check at the start of encounter 1 to avoid losing a healing surge. If the PC eats and drinks, the PC suffers no ill effect.
Surai's Scarves							+2 item bonus on social skills in Encounter 3.

PLAYER'S HANDOUT 1: SAVE THE KID!

Save the Kid! • Encounter

Trigger: The Maroon Prince eats a child.

Effect (Immediate Interrupt): The PC moves up to his speed, adjacent to the child, and is hit by the Maroon Prince's attack instead.

Save the Kid! • Encounter

Trigger: The Maroon Prince eats a child.

Effect (Immediate Interrupt): The PC moves up to his speed, adjacent to the child, and is hit by the Maroon Prince's attack instead.

Save the Kid! • Encounter

Trigger: The Maroon Prince eats a child.

Effect (Immediate Interrupt): The PC moves up to his speed, adjacent to the child, and is hit by the Maroon Prince's attack instead.

Save the Kid! • Encounter

Trigger: The Maroon Prince eats a child.

Effect (Immediate Interrupt): The PC moves up to his speed, adjacent to the child, and is hit by the Maroon Prince's attack instead.

Save the Kid! • Encounter

Trigger: The Maroon Prince eats a child.

Effect (Immediate Interrupt): The PC moves up to his speed, adjacent to the child, and is hit by the Maroon Prince's attack instead.

Save the Kid! • Encounter

Trigger: The Maroon Prince eats a child.

Effect (Immediate Interrupt): The PC moves up to his speed, adjacent to the child, and is hit by the Maroon Prince's attack instead.

PLAYER'S HANDOUT 2: SCION LIEUTENANTS

Each PC can choose one of the following lieutenants to aid them during encounter 3. Two PCs may not choose the same lieutenant. These lieutenants are significantly lower level than the PCs, but can make or aid with skill checks during the skill challenge if they are trained. All such skill checks are made as if the PC had a +11/12/13/14/15 bonus with the skill.

Galifax, male human artificer (scribe)

Galifax found himself wooed to the cause by Father Thorn's rousing sermons of freedom and camaraderie. He serves as primary engineer for the Scions, designing their more elaborate secret doors and maintaining their tunnels.

Personality: Short, scrawny and with long hair despite his receding hairline.

Appearance: He is constantly dirty, but otherwise appears quite bookish.

Trained Skills: Arcana, Dungeoneering

Caelyn, female human rogue (spy)

Another orphaned daughter of the revolution, sixteen-year-old Caelyn's parents were Scions who were captured and executed. Despite her youth, she has become renowned in the group for her prowess as a cat burglar.

Personality: Sharp-tongued and brash, Caelyn is willing to lash out at friend and foe alike who question her competence.

Appearance: Despite having the unmistakable figure of a teenage girl, she keeps her hair cropped and dresses in men's clothes.

Trained Skills: Athletics, Thievery

Hopwyll, female dragonborn bard (valet)

Hopwyll was lured by the romantic ideal of the revolution. Her flighty personality belies her cunning.

Personality: Boisterous and bubbly, Hopwyll is possessed of unflagging cheer and optimism regardless of the situation.

Appearance: Hopwill has the thick build of a person who enjoys eating. Her nose is constantly in a book when not otherwise engaged.

Trained Skills: Bluff, Diplomacy

Krondal, male orc warlock (sage)

Raised his entire life in slavery, Krondal made a pact with an infernal in order to become powerful enough to escape. He sought out Father Thorn for one reason: revenge against dragonkind and their minions.

Personality: Krondal is gruff and barely hinged. He spends much time muttering to his imp familiar.

Appearance: The muscled orc's body is covered with scars, which he wears like a badge. He doesn't reveal their source.

Trained Skills: Endurance, Religion

Ladwynn, female dragonborn assassin (spy)

She claims to work only for coin, but her years working for Father Thorn have engendered in her a powerful loyalty.

Personality: Laconic to a fault, she says only what needs saying.

Appearance: Slim for a dragonborn, she wears dark clothes that meld into shadow.

Trained Skills: Acrobatics, Stealth

Keg Stouthammer, male dwarf warlord (mercenary)

A lifelong friend of Father Thorn, Keg has always been a student of war. He joined up with the Scions more for the opportunity to play at tactics than for the cause.

Personality: Boisterous and likeable, Keg enjoys pushing others' buttons and seeing how they react.

Appearance: A typical barrel-chested dwarf, he keeps his bushy red beard in a pair of thick braids.

Trained Skills: History, Streetwise

DUNGEONS & DRAGONS **LIVING FORGOTTEN REALMS**

ABER4~1 THE PRICE OF FREEDOM

ABER01 Gratitude of the Scions of Amber

You aided the Scions of Amber in the fight against their tyrannical draconic ruler, the Green Duchess Orlarrakh.

The Scions' leader, Father Thorn, risked much to keep you alive. He plans to call on you again to further the revolution. This Major Quest continues in ABER4-2.

This Story Award counts as an invitation to join the Scions of Amber. For details, see the *LFR Meta-Org Guide*.

ABER02 Enmity of the Storm Rune

You have made an enemy of Herseth Frotweld. Herseth is an active member of the Storm Rune, a fellowship of merchants and landowners in Eskorn. The ire of a shopkeeper in Tarsith couldn't have serious ramifications elsewhere – could it?

ABER03 Assumed Dead

Your friends sacrificed themselves in order to fool the Green Duchess into believing you are dead. The bounty on your head has been paid in full, and the tales of your death have spread across Returned Abeir. This ruse may allow you to catch the Green Dragon off guard in the future.

ABER04 Marked for Death

Your efforts against the dragon rulers of the Dusk Ports will not go unpunished. Orlarrakh has put an impressive bounty on your head, which may hinder your actions in the area. You suffer a -2 penalty on all social skill checks in the Dusk Ports, except for those involving the Scions of Amber, with whom you receive a +2 bonus on social skill checks.

ABER05 Gratitude of Nandrel Gostur

The co-leader of the Shadowkiss is grateful for you rescuing his son. He is willing and able to help you obtain access to Uncommon consumable items.

This Story Award grants you purchase access to buy up to 5 doses of Uncommon potions, elixirs, and/or poisons at the beginning of any adventure that takes place in Returned Abeir (requires adventure code ABER or a specific encounter in the adventure that is set in Returned Abeir).

You may purchase 5 identical items, or up to 5 different items, but each item must come from an LFR player resource. All items purchased must have an item level equal to or lower than your character level. You pay full market price. Uncommon consumables do not count toward the limit of Uncommon items you are allowed to possess.

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

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DUNGEONS & DRAGONS®

SESSION TRACKING

DUNGEON MASTER

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