

# TYING UP LOOSE ENDS

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

BY MARK PEKEL

REVIEWED BY JEFF HERTEL, M. SEAN MOLLEY, AND PIETER SLEIJPEN  
PLAYTESTED BY DEVON BARTHOLOMEW, TROY CALDWELL, TIM CHENG,  
SEAN DONNELLY, BRUCE HIGA, TIM KILGUSS, MAX MOSQUERA, FORREST  
MCDONALD, MIKE RIZZO, CHARLES SHEEHAN, AND MICKEY TAN

Evil cults have menaced the residents of Tymanthor on several past occasions, with threats ranging from Ruinspoke to Djerad Thymar to the Black Ash Plains. New information suggests that now is the time to strike at one particular cult's leadership and put an end to its activities in the region once and for all. But those who supply such valuable secrets often have their own agendas. A *Living Forgotten Realms* adventure set in Tymanthor for characters levels 14-17 (the P2 level band, using the Year 1 / Year 2 mustering rules; see the *LFR Campaign Guide* for details). Characters not within the listed level range may not play this adventure. Damage expressions in this adventure have been updated to *Monster Manual 3* standards.

This adventure is a loose sequel to *TYMA1-3 Tools of the Trade* and a direct sequel to *TYMA1-6 Troubled Roads*, and wraps up storylines from both those adventures. It is therefore of interest to characters who participated in *TYMA1-3* and/or *TYMA1-6*. Play of either or both of the previous adventures is neither required nor assumed, however.

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

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

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

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

© 2011 Wizards of the Coast LLC

For rules questions specific to this document, visit [www.wizards.com/customerservice](http://www.wizards.com/customerservice).

Permission is granted to photocopy this document for personal use.

## THE WIZARDS PLAY NETWORK

If you want to organize public *Living Forgotten Realms* games at a retail game store, you need to be associated with a Wizards Play Network (WPN) store. If you want to organize public LFR games outside of a store, you should be associated with a Wizards Play Network store, but you can be an independent organizer too. To learn more about the Wizards Play Network, visit <http://www.wizards.com/wpn>

If you want to organize LFR games at home, you don't need to be associated with the Wizards Play Network. You don't need to report your event to anyone, and neither the DM nor the players need to have DCI/RPGA membership numbers. Just find the adventure you want to play, download it, and have fun!

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 designed for player characters (PCs) of levels 14-17 (P2 level band). Characters that fall outside of this level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, they must accept the extra risk that comes with their decision. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

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

## FAILING TO DEFEAT AN ENCOUNTER

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

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

objective, even if they failed at some of the individual encounters along the way.

## CHARACTER DEATH

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

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

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

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

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

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

## MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure 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.

## ADVENTURE BACKGROUND

This adventure ties into two different Tymanthor adventures (TYMA1-3 *Tools of the Trade* and TYMA 1-6 *Troubled Roads*). TYMA1-3 dealt with exposing Sseth cultists in Ruinspoke. During TYMA1-6, the PCs discovered and attacked a Cult of the Dragon temple in the Black Ash Plains. However, during the attack, the temple leader escaped and made his way to the Methwood Forest. The Platinum Cadre has received information from Kelsa (secretly, of course) concerning the whereabouts of the cult leader. Lord Tuanek and the Platinum Cadre need adventurers to quickly dispatch the leader of the Cult of the Dragon temple before he moves on and they lose track of him.

The leader of the cult (Wyrmslayer), unknown to everyone except his two dragonborn guards, is a member of the Church of Tiamat who has infiltrated the Cult of the Dragon. He was trying to use the cult's desert temple to recruit members and to otherwise benefit the Church of Tiamat. Wyrmslayer has retreated to the Methwood forest to meet with a group of yuan-ti that he has done other "work" with in the past. He wants to brief them about what has transpired. His next stop will be the Church of Tiamat in the Ruins of Unthalass to plan his next move.

The yuan-ti were responsible for overseeing the Sseth cultists in Ruinspoke (TYMA1-3) and are planning other operations throughout Tymanthor. Lord Tuanek and the Platinum Cadre are currently unaware of the yuan-ti presence in the Methwood forest and the Church of Tiamat. Potentially the adventurers can stop two threats to Tymanthor and expose a new one.

## DM'S INTRODUCTION

Ask if the characters have any of the following Tymanthor story awards: **TYMA01 Recognition of House Jalt** from TYMA1-1 *Elder Wisdom*, **TYMA03 Blue Dragon Charm of House Jalt** from TYMA1-2 *Taking Stock of the Situation*, **TYMA05 Bronze Claw of House Jalt** from TYMA1-3 *Tools of the Trade*, **TYMA10 Onyx Medallion of House Jalt** from TYMA1-5 *From One Dwarf To Another*, **TYMA12 Silver Maw of House Jalt** from TYMA1-6 *Troubled Roads*, **TYMA17 Dragon Token of House Jalt** from TYMA2-1 *Old Enemies*, and/or **TYMA18 Token of Two Houses** from TYMA2-2 *Hand of Darkness*.

Lord Tuanek has called on powerful adventurers to put an end to any resurgence of the Cult of the Dragon's desert temple-related operations. Lord Tuanek has located the cult leader in a cave in the Methwood forest and needs the adventurers to stop them once and for all. TYMA2-4 *Tying Up Loose Ends*

Lord Tuanek and the Platinum Cadre explain the situation to the PCs and give them a map showing the location of a ruined cabin containing an ancient teleportation portal and the cave where the cult leader is located.

Wyrmslayer and the yuan-ti know about the ruined cabin and its teleportation portal and have set up guards to deal with any visitors. After defeating the cabin guards, the PCs are able to travel to the cave where they encounter yuan-ti guards at the cave entrance.

Proceeding farther into the cave, the PCs encounter the leaders with their guards. The leaders have heard the sounds of battle and are ready for the PCs. Searching the place after the battle, the PCs find documents detailing yuan-ti operations and evidence the dragonborn are members of the Church of Tiamat, as well as a dragonborn prisoner.

The PCs rescue the prisoner, who offers them a reward for saving him. The dragonborn leads the PCs outside to a cache of items and then reveals its true form - an adult silver dragon - before flying away.

Once back in Ruinspoke, the PCs report back to Lord Tuanek. Lord Tuanek introduces Kelsa Wheelfixer to the PCs. He explains that she is the source behind the information that the adventurers have been receiving concerning the Cult and other evil organizations in and around Ruinspoke. The PCs will help decide what is to become of her.

## PLAYER'S INTRODUCTION

The adventure begins with the characters being invited to Ruinspoke by Lord Tuanek for an excursion of the seek-and-destroy variety. Once in Ruinspoke, the PCs are to meet with Lord Tuanek and the Platinum Cadre. The Cadre has received information that the leader of the Cult of the Dragon temple in the Black Ash Plains escaped during a raid recently conducted by adventurers.

The characters are greeted warmly by the people of Ruinspoke, especially if they have multiple House of Jalt awards from previous Tymanthor adventures. If multiple PCs have multiple House of Jalt story awards, by the time PCs get to town, Ruinspoke is abuzz with the news of their imminent arrival.

*Responding to an urgent request from Lord Tuanek you have entered Ruinspoke to the warm greetings of the townsfolk. People wave at you and you hear many cheers, but there is an undercurrent of worry. Individuals of your renown and ability are a rare sight in Ruinspoke. What could the Lord need such powerful heroes for?*

# ENCOUNTER 1: HONORED HEROES

## SETUP

### Important NPCs:

**Lord Tuanek**, male dragonborn ruler of Ruinspoke.

**Eshuna Jalt**, male dragonborn knight of the Platinum Cadre.

Once the characters enter House Jalt, they are shown into Lord Tuanek's office. Lord Tuanek and Eshuna are worried that if the cult leader escapes he will rebuild his forces and take revenge on Ruinspoke.

*Upon entering Lord Tuanek's office, you see Lord Tuanek behind his desk conferring with another regal-looking dragonborn. The second dragonborn wears a medallion inscribed with the holy symbol of Bahamut.*

*Lord Tuanek stands and gestures to the chairs. "Please take a seat. It is my pleasure to introduce Eshuna Jalt of the Platinum Cadre. I apologize for my brevity, but we have a matter of great importance to discuss with you. During a recent raid by adventurers into the Black Ash Plains, a temple of the Cult of the Dragon was located and destroyed. We recently learned that the leader of the cult managed to escape during the attack and he is hiding in Methwood forest. I need you to capture this individual and bring him to justice. Time is of the essence in this matter, as we can imagine the evils the cult leader is capable of if he makes his escape."*

Answer any questions using the following information, all of which the NPCs share freely.

- The cult leader is a dragonborn and he has guards with him. There is no information on what type of guards, although the Cult of the Dragon tends use draconic creatures and undead.
- He has been tracked to a cave in the Methwood forest through both divination rituals and mundane methods.
- A map is provided which shows the location of the cave and a nearby ruined cabin containing a teleportation circle, left over from ages past.
- The cave is an hour's travel on foot from the ruined cabin.
- Arrive as quickly as possible, because he is on the run and liable to move at any time - especially if he feels threatened.
- Powerful and experienced adventurers such as yourself should have the means at your disposal to make any necessary travel arrangements.

- Tuanek prefers that the cult leader is brought back alive for questioning.
- If the cult leader gets away it is feared that he will regroup his forces and take revenge on Ruinspoke and Tymanther.
- The cult leader goes by the name Wyrmslayer.
- The reward for your service to Ruinspoke is 800/1400 gp each.
- If the PCs don't have the appropriate ritual to teleport or move quickly, it can be purchased in Ruinspoke. Lord Tuanek covers the costs.
- The PCs don't have to teleport to the site, if they suspect a trap or have another preferred means of travel. The distance from Ruinspoke to the Methwood is about XXX miles.

## ENDING THE ENCOUNTER

The encounter ends when all questions have been answered for the PCs and they are ready to continue. When the PCs teleport to the cabin or otherwise get near the cabin, proceed to Encounter 2. Adjust the setup for Encounter 2 as necessary if the PCs choose a means of travel other than the teleportation circle.

### EXPERIENCE POINTS

None; this encounter does not count towards a milestone.

### TREASURE

None.

## ENCOUNTER 2: PORTAL GUARDIANS

### ENCOUNTER LEVEL 15/17 (6200/8000 XP)

#### SETUP

This encounter includes the following creatures at the low tier:

- 2 drakkoth venomshots (V)
- 1 drakkensteed (D)
- 2 couatl rogue serpents (C)

This encounter includes the following creatures at the high tier:

- 2 drakkoth venomshots (level 17) (V)
- 1 drakkensteed (level 18) (D)
- 2 couatl rogue serpents (level 16) (C)

This assumes that the PCs teleport to the cabin. If they don't, they come across this encounter on their way to the cave (adjust the boxed text and battle map as needed). These creatures have made a deal with the yuan-ti to guard this area and attack any non-yuan-ti using the teleportation circle in the cabin or otherwise approaching. Lord Tuanek is unaware the cabin and portal are being guarded.

*As you emerge from the portal, you see the old stone walls of a long-abandoned cabin. Grass peeks through the stone floor, and only the bare bones of the rafters remain, providing a view of the blue sky above. Through cracks in the north wall you see grass and a thick forest of trees beyond.*

The guardians are hiding 15 feet up in the trees. It is a passive Perception check DC 23/24 to spot the drakkensteed and drakkoth venomshots and DC 27/28 to spot the couatl rogue serpents. They attack once any PC leaves the cabin or when they are attacked.

#### FEATURES OF THE AREA

**Cabin Walls:** Blocking terrain made of stone 10 feet high and 1 foot thick and requires a DC 15 Athletics check to climb.

**Fallen Tree:** Difficult terrain.

**Trees:** Difficult terrain. The trees are 20 feet high and provide cover. Three squares of trees provide superior cover to represent the thickness of the forest.

**Water:** Difficult terrain; 10 feet deep.

#### TACTICS

The drakkensteed and couatl rogue serpents attempt to fight from the air as much as possible and focus their attacks on PCs that have ranged attacks. The couatl bites a couple of characters so it can use its *venomous teleport* and *passing bites* to its best tactical advantage. It flees when nearly dead, surrendering otherwise. It holds no loyalty towards the yuan-ti beyond what it has been paid, but it knows nothing about its employers either.

The drakkensteed uses *flyby attack* as often as possible and uses *fearsome roar* at its first opportunity to catch multiple foes. Like any animal it flees when its masters are dead or gone, or when it is severely wounded.

The drakkoth venomshot attacks from the trees and works with the couatl rogue serpents to maximize their poison damage. If the combat looks like a lost cause, the drakkoth venomshots start retreating back to the cave.

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one drakkoth venomshot.

**Six PCs:** Add another drakkensteed.

#### ENDING THE ENCOUNTER

The encounter is over when either the PCs or the monsters are defeated. When the PCs follow the trail and arrive at the cave mouth (approximately an hour's journey on foot), proceed with Encounter 3.

#### EXPERIENCE POINTS

The PCs earn 1240/1760 XP each for defeating the guardians.

#### TREASURE

The couatl has *totem of the night* +4. One of the drakkoth venomshots has a *skyrender weapon* +4. The drakkoths and couatl carry enough coin to provide 200/1000 gp per PC.



## ENCOUNTER 2: PORTAL GUARDIANS STATISTICS (LOW LEVEL)

| Couatl Rogue Serpent  | Level 14 Skirmisher |
|---|---------------------|
| Large immortal magical beast  | XP 1,000            |
| HP 134; Bloodied 67   | Initiative +14      |
| AC 28, Fortitude 24, Reflex 26, Will 24   | Perception +8       |
| Speed 8, fly 10 (hover)   |                     |
| TRAITS  |                     |
| <b>Radiant Absorption</b>   |                     |
| If a couatl rogue serpent takes radiant damage, its attacks deal 5 extra radiant damage until the end of its next turn.   |                     |
| <b>Twist Free</b>   |                     |
| A couatl makes saving throws against immobilizing or restraining effects at the start of its turn as well as at the end of its turn. In addition, a couatl can make saving throws against immobilizing or restraining effects that do not allow saving throws and would normally end at the end of its turn or at the end of an enemy's turn. |                     |
| STANDARD ACTIONS  |                     |
| <b>m Bite (poison, radiant) • At-Will</b>   |                     |
| Attack: Melee 1 (one creature); +19 vs. AC  |                     |
| Hit: 2d8 + 7 damage, and the target takes ongoing 10 poison and radiant damage and takes 10 poison and radiant damage each time it makes an opportunity attack (save ends both).  |                     |
| <b>M Passing Bite • Recharge 5-6</b>  |                     |
| Effect: The couatl rogue serpent makes a bite attack, shifts its speed, and makes another bite attack.  |                     |
| MOVE ACTIONS  |                     |
| <b>Venomous Teleport (teleportation) • Recharge 5-6</b>   |                     |
| Effect: The couatl rogue serpent swaps positions with a creature within 10 squares of it that is taking ongoing poison and radiant damage.  |                     |
| Skills Bluff +15, Diplomacy +15, Nature +13, Stealth +17  |                     |
| Str 19 (+11)  | Dex 22 (+13)        |
| Con 14 (+9)   | Int 18 (+11)        |
|   | Wis 15 (+9)         |
|   | Cha 19 (+11)        |
| Alignment evil  | Languages Supernal  |
| Note: Damage has been modified up to MM3 standards.   |                     |

| Drakkoth Venomshot   | Level 16 Artillery         |
|--|----------------------------|
| Large natural humanoid (reptile)   | XP 1,400                   |
| HP 125; Bloodied 62  | Initiative +13             |
| AC 28, Fortitude 29, Reflex 28, Will 28  | Perception +13             |
| Speed 7  | Low-light vision           |
| STANDARD ACTIONS   |                            |
| <b>m Longsword (weapon) • At-Will</b>  |                            |
| Attack: Melee 1 (one creature); +23 vs. AC   |                            |
| Hit: 3d6 + 8 damage.   |                            |
| <b>r Longbow (weapon) • At-Will</b>  |                            |
| Attack: Ranged 20/40 (one creature); +23 vs. AC  |                            |
| Hit: 3d8 + 11 damage, and the target gains vulnerable 10 poison (save ends).           |                            |
| MINOR ACTIONS  |                            |
| <b>C Venomshot Hiss (poison) • At-Will 1/round</b>                                     |                            |
| Requirement: The drakkoth venomshot must be bloodied.                                  |                            |
| Attack: Close blast 3 (creatures in blast); +21 vs. Reflex                             |                            |
| Hit: 3d6 + 8 poison damage, and the target takes ongoing 10 poison damage (save ends). |                            |
| TRIGGERED ACTIONS  |                            |
| <b>Drakkoth Rage • At-Will 1/round</b>   |                            |
| Requirement: The drakkoth venomshot is bloodied and hits with an attack.               |                            |
| Effect (Free Action): The drakkoth gains 10 temporary hit points.                      |                            |
| Str 20 (+13)   | Dex 21 (+13)               |
| Con 23 (+14)   | Int 15 (+10)               |
|  | Wis 21 (+13)               |
|  | Cha 14 (+10)               |
| Alignment unaligned  | Languages Common, Draconic |
| Equipment arrows (30), leather armor, longbow, longsword.                              |                            |
| Note: Damage has been modified up to MM3 standards.                                    |                            |

| Drakkensteed  | Level 16 Skirmisher |
|---|---------------------|
| Large natural magical beast (mount, reptile)  | XP 1,400            |
| HP 157; Bloodied 78   | Initiative +15      |
| AC 30, Fortitude 29, Reflex 27, Will 26   | Perception +12      |
| Speed 8, fly 8, overland flight 10  | Low-light vision    |
| TRAITS  |                     |
| <b>Drakkensteed Action (fear, mount)</b>  |                     |
| When the rider (16 <sup>th</sup> level or higher) spends an action point to take an extra action, the drakkensteed's fearsome roar recharges, and the drakkensteed uses it as a free action.  |                     |
| STANDARD ACTIONS  |                     |
| <b>m Claw • At-Will</b>   |                     |
| Attack: Melee 1 (one creature); +21 vs. AC  |                     |
| Hit: 3d8 + 11 damage.   |                     |
| <b>m Wing Swipe • At-Will</b>   |                     |
| Attack: Melee 1 (one creature); +21 vs. AC  |                     |
| Hit: 3d6 + 8 damage.  |                     |
| <b>M Flyby Attack • At-Will</b>   |                     |
| Effect: The drakkensteed flies up to 10 squares and makes one <i>claw</i> attack, or two <i>wing swipes</i> against different creatures, at any point during that movement. The drakkensteed doesn't provoke opportunity attacks when moving away from the targets of the attack. |                     |
| <b>C Fearsome Roar (fear) • Encounter</b>   |                     |
| Attack: Close burst 3 (enemies in burst); +19 vs. Fortitude   |                     |
| Hit: The target is dazed (save ends).   |                     |
| Str 24 (+15)  | Dex 21 (+13)        |
| Con 21 (+13)  | Int 3 (+4)          |
|   | Wis 19 (+12)        |
|   | Cha 10 (+8)         |
| Alignment unaligned   | Languages -         |
| Note: Damage has been modified up to MM3 standards.   |                     |



## ENCOUNTER 2: PORTAL GUARDIANS STATISTICS (HIGH LEVEL)

| Couatl Rogue Serpent (level 16)   | Level 16 Skirmisher |
|---|---------------------|
| Large immortal magical beast  | XP 1,400            |
| HP 150; Bloodied 75   | Initiative +15      |
| AC 30, Fortitude 26, Reflex 28, Will 26   | Perception +9       |
| Speed 8, fly 10 (hover)   |                     |
| TRAITS  |                     |
| <b>Radiant Absorption</b>   |                     |
| If a couatl rogue serpent takes radiant damage, its attacks deal 5 extra radiant damage until the end of its next turn.   |                     |
| <b>Twist Free</b>   |                     |
| A couatl makes saving throws against immobilizing or restraining effects at the start of its turn as well as at the end of its turn. In addition, a couatl can make saving throws against immobilizing or restraining effects that do not allow saving throws and would normally end at the end of its turn or at the end of an enemy's turn. |                     |
| STANDARD ACTIONS  |                     |
| <b>m Bite (poison, radiant) • At-Will</b>   |                     |
| Attack: Melee 1 (one creature); +21 vs. AC  |                     |
| Hit: 3d6 + 8 damage, and the target takes ongoing 10 poison and radiant damage and takes 10 poison and radiant damage each time it makes an opportunity attack (save ends both).  |                     |
| <b>M Passing Bite • Recharge 5-6</b>  |                     |
| Effect: The couatl rogue serpent makes a bite attack, shifts its speed, and makes another bite attack.  |                     |
| MOVE ACTIONS  |                     |
| <b>Venomous Teleport (teleportation) • Recharge 5-6</b>   |                     |
| Effect: The couatl rogue serpent swaps positions with a creature within 10 squares of it that is taking ongoing poison and radiant damage.  |                     |
| Skills Bluff +16, Diplomacy +16, Nature +14, Stealth +18  |                     |
| Str 19 (+12)  | Dex 22 (+14)        |
| Con 14 (+10)  | Int 18 (+12)        |
|   | Wis 15 (+10)        |
|   | Cha 19 (+12)        |
| Alignment evil  | Languages Supernal  |
| Note: Damage has been modified up to MM3 standards.   |                     |

| Drakkoth Venomshot (level 18)  | Level 18 Artillery         |
|--|----------------------------|
| Large natural humanoid (reptile)   | XP 2,000                   |
| HP 137; Bloodied 68  | Initiative +14             |
| AC 30, Fortitude 31, Reflex 30, Will 30  | Perception +14             |
| Speed 7  | Low-light vision           |
| STANDARD ACTIONS   |                            |
| <b>m Longsword (weapon) • At-Will</b>  |                            |
| Attack: Melee 1 (one creature); +25 vs. AC   |                            |
| Hit: 3d6 + 9 damage.   |                            |
| <b>r Longbow (weapon) • At-Will</b>  |                            |
| Attack: Ranged 20/40 (one creature); +25 vs. AC  |                            |
| Hit: 3d8 + 13 damage, and the target gains vulnerable 10 poison (save ends).           |                            |
| MINOR ACTIONS  |                            |
| <b>C Venomshot Hiss (poison) • At-Will 1/round</b>                                     |                            |
| Requirement: The drakkoth venomshot must be bloodied.                                  |                            |
| Attack: Close blast 3 (creatures in blast); +23 vs. Reflex                             |                            |
| Hit: 3d6 + 9 poison damage, and the target takes ongoing 10 poison damage (save ends). |                            |
| TRIGGERED ACTIONS  |                            |
| <b>Drakkoth Rage • At-Will 1/round</b>   |                            |
| Requirement: The drakkoth venomshot is bloodied and hits with an attack.               |                            |
| Effect (Free Action): The drakkoth gains 10 temporary hit points.                      |                            |
| Str 20 (+14)   | Dex 21 (+14)               |
| Con 23 (+15)   | Int 15 (+11)               |
|  | Wis 21 (+14)               |
|  | Cha 14 (+11)               |
| Alignment unaligned  | Languages Common, Draconic |
| Equipment arrows (30), leather armor, longbow, longsword.                              |                            |
| Note: Damage has been modified up to MM3 standards.                                    |                            |

| Drakkensteed (level 18)   | Level 18 Skirmisher |
|---|---------------------|
| Large natural magical beast (mount, reptile)  | XP 2,000            |
| HP 173; Bloodied 96   | Initiative +16      |
| AC 32, Fortitude 31, Reflex 29, Will 28   | Perception +13      |
| Speed 8, fly 8, overland flight 10  | Low-light vision    |
| TRAITS  |                     |
| <b>Drakkensteed Action (fear, mount)</b>  |                     |
| When the rider (18 <sup>th</sup> level or higher) spends an action point to take an extra action, the drakkensteed's fearsome roar recharges, and the drakkensteed uses it as a free action.  |                     |
| STANDARD ACTIONS  |                     |
| <b>m Claw • At-Will</b>   |                     |
| Attack: Melee 1 (one creature); +23 vs. AC  |                     |
| Hit: 3d8 + 13 damage.   |                     |
| <b>m Wing Swipe • At-Will</b>   |                     |
| Attack: Melee 1 (one creature); +23 vs. AC  |                     |
| Hit: 3d6 + 9 damage.  |                     |
| <b>M Flyby Attack • At-Will</b>   |                     |
| Effect: The drakkensteed flies up to 10 squares and makes one <i>claw</i> attack, or two <i>wing swipes</i> against different creatures, at any point during that movement. The drakkensteed doesn't provoke opportunity attacks when moving away from the targets of the attack. |                     |
| <b>C Fearsome Roar (fear) • Encounter</b>   |                     |
| Attack: Close burst 3 (enemies in burst); +21 vs. Fortitude   |                     |
| Hit: The target is dazed (save ends).   |                     |
| Str 24 (+16)  | Dex 21 (+14)        |
| Con 21 (+14)  | Int 3 (+5)          |
|   | Wis 19 (+13)        |
|   | Cha 10 (+9)         |
| Alignment unaligned   | Languages -         |
| Note: Damage has been modified up to MM3 standards.   |                     |

## ENCOUNTER 2: PORTAL GUARDIANS MAP

### TILE SETS NEEDED

*Sinister Woods* x 1



## ENCOUNTER 3: INTRUDER ALERT

### ENCOUNTER LEVEL 15/17 (6600/9000 XP)

#### SETUP

This encounter includes the following creatures at the low tier:

- 2 greenspawn razorfiends (level 15) (G)
- 1 yuan-ti abomination (A)
- 1 yuan-ti malison sharp-eye (S)

This encounter includes the following creatures at the high tier:

- 2 greenspawn razorfiends (level 17) (G)
- 1 yuan-ti abomination (level 16) (A)
- 1 yuan-ti malison sharp-eye (level 15) (S)

It takes about an hour for the PCs to make their way through the forest and locate the cave entrance described by Lord Tuanek. The guards here are constantly on alert, looking for intruders. They are not expecting any visitors. The greenspawn razorfiends hide and attack at the first sign of hostile actions. If the drakkoth venomshot escaped from Encounter 2, add him here with the others, but if the whole group from the previous encounter retreated they should be found in the “cave” after this one.

*After a not-so-brief stroll through the countryside, you have finally reached the cave entrance deep within the Methwood forest.*

*As you enter, torches lining the wall provide warm light, allowing you to see that the cave widens ahead, with a ramp leading to a ledge on the right. As you begin to go deeper, snake-like figures move to attack.*

The yuan-ti are not expecting visitors and have been told not to let anyone in until the dragonborn leave. They attack once the characters enter the cave. They are only hiding if the PCs made a lot of noise approaching the cavern or if they have been forewarned by the drakkoth. It would certainly be possible for the PCs to surprise these creatures with a suitable approach.

#### FEATURES OF THE AREA

**Illumination:** There are torches along the walls providing bright light in the cave.

**Ceiling:** The ceiling is 30 feet high, so on top of the ledge there is only 10 feet from floor to ceiling.

**Ledge:** 20 feet high and requires a DC 20 Athletics check to climb.

**Rocks:** Squares with rocks in them count as hindering terrain and cost two squares of movement. These rocks are coated in acid, and a creature beginning its turn on such a square takes 10 acid damage, and any ongoing poison damage the creature currently has is increased by 5 (up to a maximum of +15).

**Water:** The water is five feet deep and counts as difficult terrain.

**Ramp:** It is steep and costs two squares of movement to go up or down.

#### TACTICS

The yuan-ti abomination uses its *grasping coils* (pulling a target onto a poisoned rock if possible) and *bites* the same creature if no other enemies are adjacent. Otherwise it uses its *bastard sword* attack.

The yuan-ti malison sharp-eye makes *longbow* attacks whenever possible and targets enemies in the abomination's coils first. Secondary targets are characters with ranged attacks.

The greenspawn razorfiends start with *greenspawn spittle* and then attack with *wingblade flurry*. *Horrid glare* is used to move characters around, especially controllers, to within range of the abomination or on a rock. They try to keep ongoing damage on as many targets as possible and attack anyone grabbed by the yuan-ti abomination, sensing an easier target.

All of these creatures fight to the death.

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove a yuan-ti malison sharp-eye.

**Six PCs:** Add a yuan-ti abomination.

#### ENDING THE ENCOUNTER

Once the PCs defeat these foes or are defeated the encounter ends. If the PCs prevail, they can explore farther into the cave; proceed with Encounter 4.

#### EXPERIENCE POINTS

The characters receive 1320/1800 XP each for defeating the yuan-ti and razorfiends.

#### TREASURE

The PCs find a *baldric of tactical positioning* (paragon tier) worn by one of the yuan-ti.

## ENCOUNTER 3: INTRUDER ALERT STATISTICS (LOW LEVEL)

|   |                                  |
|---|----------------------------------|
| <b>Greenspawn Razorfiend (level 15)</b>   | <b>Level 15 Elite Skirmisher</b> |
| Large natural beast (reptile)   | XP 2,400                         |
| <b>HP 298; Bloodied 149</b>   | <b>Initiative +14</b>            |
| <b>AC 31, Fortitude 29, Reflex 28, Will 28</b>  | <b>Perception +10</b>            |
| <b>Speed 8, jump 4</b>  | <b>Darkvision</b>                |
| <b>Resist 10 poison</b>   |                                  |
| <b>Saving Throws +2; Action Points 1</b>  |                                  |
| <b>TRAITS</b>   |                                  |
| <b>Razorwing</b>  |                                  |
| The razorfiend scores a critical with a 19-20 with its wingblade.                     |                                  |
| <b>STANDARD ACTIONS</b>   |                                  |
| <b>m Wingblade • At-Will</b>  |                                  |
| Attack: Melee 2 (one creature); +21 vs. AC  |                                  |
| Hit: 3d6 + 13 damage.   |                                  |
| <b>M Wingblade Flurry • At-Will</b>   |                                  |
| Attack: Melee 2 (one creature); +21 vs. AC  |                                  |
| Hit: 3d6 + 13 damage, and the target takes ongoing 10 damage (save ends).             |                                  |
| Effect: The razorfiend shifts 4 before or after the attack.                           |                                  |
| <b>MINOR ACTIONS</b>  |                                  |
| <b>R Greenspawn Spittle (acid, poison) • Recharge</b> when attack misses              |                                  |
| Attack: Ranged 10 (one creature); +18 vs. Fortitude                                   |                                  |
| Hit: 3d8 + 13 poison damage, and the target takes ongoing 10 acid damage (save ends). |                                  |
| <b>R Horrid Glare (fear) • Recharge</b> when the razorfiend scores a critical         |                                  |
| Attack: Ranged 10 (one creature); +18 vs. Will  |                                  |
| Hit: The target slides 3 squares.   |                                  |
| <b>Str 23 (+13)</b>   | <b>Dex 21 (+12)</b>              |
| <b>Con 21 (+12)</b>   | <b>Int 4 (+4)</b>                |
|   | <b>Wis 16 (+10)</b>              |
|   | <b>Cha 20 (+12)</b>              |
| <b>Alignment evil</b>   | <b>Languages Draconic</b>        |

Note: Damage has been modified up to MM3 standards.

|   |                           |
|---|---------------------------|
| <b>Yuan-ti Abomination</b>  | <b>Level 14 Soldier</b>   |
| Large natural humanoid (reptile)  | XP 1,000                  |
| <b>HP 140; Bloodied 70</b>  | <b>Initiative +13</b>     |
| <b>AC 30, Fortitude 28, Reflex 26, Will 25</b>  | <b>Perception +10</b>     |
| <b>Speed 7, climb 7</b>   |                           |
| <b>Resist 10 poison</b>   |                           |
| <b>STANDARD ACTIONS</b>   |                           |
| <b>m Bastard Sword (poison, weapon) • At-Will</b>   |                           |
| Attack: Melee 2 (one creature); +19 vs. AC  |                           |
| Hit: 2d12 + 4 damage, and the yuan-ti marks the target until the end of the yuan-ti's next turn. In addition, the target takes ongoing 5 poison damage (save ends). |                           |
| <b>M Bite (poison) • At-Will</b>  |                           |
| Attack: Melee 1 (one creature grabbed by the yuan-ti); +17 vs. Fortitude  |                           |
| Hit: 2d12 + 6 poison damage, and ongoing 10 poison damage (save ends).  |                           |
| <b>MINOR ACTIONS</b>  |                           |
| <b>M Grasping Coils • At-Will (1/round)</b>   |                           |
| Requirement: The yuan-ti must not have a creature grabbed.  |                           |
| Attack: Melee 2 (one creature); +17 vs. Reflex  |                           |
| Hit: The yuan-ti pulls the target 1 square and then grabs it (escape DC 21).  |                           |
| <b>Str 22 (+13)</b>   | <b>Dex 18 (+11)</b>       |
| <b>Con 20 (+12)</b>   | <b>Int 12 (+8)</b>        |
|   | <b>Wis 16 (+10)</b>       |
|   | <b>Cha 14 (+9)</b>        |
| <b>Alignment evil</b>   | <b>Languages Draconic</b> |
| <b>Equipment</b> bastard sword  |                           |

|  |                           |
|--|---------------------------|
| <b>Yuan-ti Malison Sharp-Eye</b>   | <b>Level 13 Artillery</b> |
| Medium natural humanoid (reptile)  | XP 800                    |
| <b>HP 98; Bloodied 49</b>  | <b>Initiative +12</b>     |
| <b>AC 27, Fortitude 23, Reflex 26, Will 24</b>                                       | <b>Perception +13</b>     |
| <b>Speed 7</b>   |                           |
| <b>Resist 10 poison</b>  |                           |
| <b>TRAITS</b>  |                           |
| <b>Chameleon Defense</b>   |                           |
| The yuan-ti has partial concealment from creatures more than 3 squares away from it. |                           |
| <b>STANDARD ACTIONS</b>  |                           |
| <b>m Scimitar (weapon) • At-Will</b>   |                           |
| Attack: Melee 1 (one creature); +18 vs. AC   |                           |
| Hit: 3d8 + 4 damage.   |                           |
| <b>r Longbow (poison, weapon) • At-Will</b>  |                           |
| Attack: Ranged 20 (one creature); +20 vs. AC   |                           |
| Hit: 3d10 + 6 damage, and the yuan-ti makes a secondary attack against the target.   |                           |
| Secondary Attack: +18 vs. Fortitude  |                           |
| Hit: The target is dazed and takes ongoing 5 poison damage (save ends both).         |                           |
| <b>Str 18 (+10)</b>  | <b>Dex 23 (+12)</b>       |
| <b>Con 14 (+8)</b>   | <b>Int 12 (+7)</b>        |
|  | <b>Wis 14 (+8)</b>        |
|  | <b>Cha 18 (+10)</b>       |
| <b>Alignment evil</b>  | <b>Languages Draconic</b> |
| <b>Equipment</b> scimitar, longbow, 20 arrows  |                           |



## ENCOUNTER 3: INTRUDER ALERT STATISTICS (HIGH LEVEL)

| Greenspawn Razorfiend (level 17)      Level 17 Elite Skirmisher                        |   |
|--|---|
| Large natural beast (reptile)  | XP 3,200                                |
| HP 330; Bloodied 165   | Initiative +15                          |
| AC 33, Fortitude 31, Reflex 30, Will 30  | Perception +11                          |
| Speed 8, jump 4  | Darkvision                              |
| Resist 10 poison   |   |
| Saving Throws +2; Action Points 1  |   |
| TRAITS   |   |
| <b>Razorwing</b>   |   |
| The razorfiend scores a critical with a 19-20 with its wingblade.                      |   |
| STANDARD ACTIONS   |   |
| <b>m Wingblade • At-Will</b>   |   |
| Attack: Melee 2 (one creature); +23 vs. AC   |   |
| Hit: 3d8 + 14 damage.  |   |
| <b>M Wingblade Flurry • At-Will</b>  |   |
| Attack: Melee 2 (one creature); +23 vs. AC   |   |
| Hit: 3d8 + 14 damage, and the target takes ongoing 10 damage (save ends).              |   |
| Effect: The razorfiend shifts 4 before or after the attack.                            |   |
| MINOR ACTIONS  |   |
| <b>R Greenspawn Spittle (acid, poison) • Recharge</b> when attack misses               |   |
| Attack: Ranged 10 (one creature); +20 vs. Fortitude                                    |   |
| Hit: 3d10 + 14 poison damage, and the target takes ongoing 10 acid damage (save ends). |   |
| <b>R Horrid Glare (fear) • Recharge</b> when the razorfiend scores a critical          |   |
| Attack: Ranged 10 (one creature); +20 vs. Will   |   |
| Hit: The target slides 3 squares.  |   |
| <b>Str</b> 23 (+14)  | <b>Dex</b> 21 (+13) <b>Wis</b> 16 (+11) |
| <b>Con</b> 21 (+13)  | <b>Int</b> 4 (+5) <b>Cha</b> 20 (+13)   |
| <b>Alignment</b> evil <b>Languages</b> Draconic  |   |

Note: Damage has been modified up to MM3 standards.

| Yuan-ti Abomination (level 16)      Level 16 Soldier  |   |
|---|---|
| Large natural humanoid (reptile)  | XP 1,400                                |
| HP 156; Bloodied 78   | Initiative +14                          |
| AC 32, Fortitude 30, Reflex 28, Will 27   | Perception +11                          |
| Speed 7, climb 7  |   |
| Resist 10 poison  |   |
| STANDARD ACTIONS  |   |
| <b>m Bastard Sword (poison, weapon) • At-Will</b>   |   |
| Attack: Melee 2 (one creature); +21 vs. AC  |   |
| Hit: 2d12 + 6 damage, and the yuan-ti marks the target until the end of the yuan-ti's next turn. In addition, the target takes ongoing 5 poison damage (save ends). |   |
| <b>M Bite (poison) • At-Will</b>  |   |
| Attack: Melee 1 (one creature grabbed by the yuan-ti); +19 vs. Fortitude  |   |
| Hit: 2d12 + 8 poison damage, and ongoing 10 poison damage (save ends).  |   |
| MINOR ACTIONS   |   |
| <b>M Grasping Coils • At-Will</b> (1/round)   |   |
| Requirement: The yuan-ti must not have a creature grabbed.  |   |
| Attack: Melee 2 (one creature); +19 vs. Reflex  |   |
| Hit: The yuan-ti pulls the target 1 square and then grabs it (escape DC 22).  |   |
| <b>Str</b> 22 (+14)   | <b>Dex</b> 18 (+12) <b>Wis</b> 16 (+11) |
| <b>Con</b> 20 (+13)   | <b>Int</b> 12 (+9) <b>Cha</b> 14 (+10)  |
| <b>Alignment</b> evil <b>Languages</b> Draconic   |   |
| <b>Equipment</b> bastard sword  |   |

| Yuan-ti Malison Sharp-Eye (level 15)      Level 15 Artillery                         |  |
|--|--|
| Medium natural humanoid (reptile)  | XP 1,200                               |
| HP 110; Bloodied 55  | Initiative +13                         |
| AC 29, Fortitude 25, Reflex 28, Will 26  | Perception +14                         |
| Speed 7  |  |
| Resist 10 poison   |  |
| TRAITS   |  |
| <b>Chameleon Defense</b>   |  |
| The yuan-ti has partial concealment from creatures more than 3 squares away from it. |  |
| STANDARD ACTIONS   |  |
| <b>m Scimitar (weapon) • At-Will</b>   |  |
| Attack: Melee 1 (one creature); +20 vs. AC   |  |
| Hit: 3d8 + 6 damage.   |  |
| <b>r Longbow (poison, weapon) • At-Will</b>  |  |
| Attack: Ranged 20 (one creature); +22 vs. AC   |  |
| Hit: 3d10 + 8 damage, and the yuan-ti makes a secondary attack against the target.   |  |
| Secondary Attack: +20 vs. Fortitude  |  |
| Hit: The target is dazed and takes ongoing 5 poison damage (save ends both).         |  |
| <b>Str</b> 18 (+11)  | <b>Dex</b> 23 (+13) <b>Wis</b> 14 (+9) |
| <b>Con</b> 14 (+9)   | <b>Int</b> 12 (+8) <b>Cha</b> 18 (+11) |
| <b>Alignment</b> evil <b>Languages</b> Draconic                                      |  |
| <b>Equipment</b> scimitar, longbow, 20 arrows  |  |

### ENCOUNTER 3: INTRUDER ALERT MAP

## TILE SETS NEEDED

*Caves of Carnage x2*



## ENCOUNTER 4: DECAPITATION

### ENCOUNTER LEVEL 15/17 (6200/8400 XP)

#### SETUP

This encounter includes the following creatures at the low tier:

**2 yuan-ti malison chanters (I + A)**

**1 dragonborn lasher (T)**

**1 Wyrmslayer (dragonborn fire adept) (level 16) (F)**

This encounter includes the following creatures at the high tier:

**2 yuan-ti malison chanters (level 17) (I + A)**

**1 dragonborn lasher (level 17) (T)**

**1 Wyrmslayer (dragonborn fire adept) (level 18) (F)**

The yuan-ti and dragonborn have heard the sounds of battle in the other part of the cave and are ready for the PCs. They are hiding and waiting.

*Making your way through the tunnels you come to a large cavern. Torches ring the outside wall, with a large pool of water decorated with a snake statue and overgrown greenery occupying the middle of the cavern. As you take another look you notice an exit on the opposite side of the cavern wall.*

The dragonborn and yuan-ti are hiding, waiting for the PCs to enter the room. It takes a passive Perception check DC assuming the creatures rolled a 10 on their Stealth check to notice the foes.

Note that the dragonborn lasher is a towering warrior in scale wielding two steel tipped whips and wearing a large horned helm, giving him a bit of an appearance of a black dragon.

#### FEATURES OF THE AREA

**Ceiling:** The room is 15 feet high and the black areas by the water are stone columns that reach the ceiling.

**Illumination:** Torches along the outside walls and the center column provide bright light.

**Rocks:** The rocks are difficult terrain.

**Pond:** The pond is 10 feet deep and can't be charged through. It counts as difficult terrain. It is a DC 10 Athletics check to swim. The water is poisonous, and any creature starting its turn in the water takes ongoing 10 poison damage (save ends).

**Statue:** The statue is 10 feet square and 5 feet tall and is blocking terrain that provides cover.

**Tangled Vines:** The vines contain fey circles. A creature standing in one of these squares may use a minor action to teleport 5 squares. The creatures know how they work and use them as a quick way to move. It takes a DC 22/23 Arcana check for the PCs to figure out how they work.

#### TACTICS

The dragonborn lasher moves to a front position where it can slide opponents into the cavern up to and including the pool. It tends to wait until the adept has placed a *fiery denial* for maximum effect.

The dragonborn fire adept uses its *fiery denial* to block the exit in the first round. It uses its *dragon's breath* and *immolate* as soon as possible.

If present the yuan-ti abomination attempts to use *grasping coils* to grab a target if one isn't already grabbed and then *bite* them. Otherwise it uses its *bastard sword* attack. It attempts to protect the yuan-ti malison chanters, sticking close to take the hits of the malisons' *deflect attacks*.

The yuan-ti malison chanters attack from range whenever possible and stay next to an ally as much as possible to use *deflect attack*. Against enemies taking ongoing poison damage, a malison uses *poisoned domination* whenever available.

**Note:** If you want to make the fight somewhat more challenging, let the dragonborn use their magic items.

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one yuan-ti malison chanter.

**Six PCs:** Add one yuan-ti abomination (B), level 14/16.

#### ENDING THE ENCOUNTER

Once the PCs defeat the yuan-ti and dragonborn, they can search the rest of the cave. They find documents detailing yuan-ti plans for the region (Player Handout 1). On the dead dragonborn, they find symbols they can identify with a DC 15 Religion check as belonging to the Church of Tiamat. They also find notes stating that a dragonborn busybody captured yesterday is being held in a small cave until he can be disposed of.

Farther into the cave they find a dragonborn that is bound and badly beaten. The dragonborn is really an adult silver dragon in disguise (Encounter 5). Proceed



with Encounter 5 when the PCs are finished searching the outer cave and are ready to continue.

#### EXPERIENCE POINTS

The characters receive 1240/1680 experience points each for defeating the dragonborn and yuan-ti. If they capture Wyrm Slayer alive (as Lord Tuanek requested) they gain an additional 40/40 XP each as a minor quest award.

#### TREASURE

The dragonborn fire adept has a *ring of dragonborn emperor*, a *fire horn* and a small sack of money and gems worth 300/900 gp per PC. The yuan-ti have a *feyslaughter weapon* +4 and 900/2700 gp per PC.

## ENCOUNTER 5: DECAPITATION STATISTICS (LOW LEVEL)

| Dragonborn Lasher   |  | Level 15 Elite Soldier                 |  |
|---|--|--|--|
| Large natural humanoid  |  | XP 2,400                               |  |
| HP 304; Bloodied 152  |  | Initiative +10                         |  |
| AC 31, Fortitude 29, Reflex 24, Will 26   |  | Perception +11                         |  |
| Speed 5   |  |  |  |
| Saving Throws +2; Action Points 1   |  |  |  |
| TRAITS  |  |  |  |
| ○ <b>Lashing Shadows • Aura 5</b>   |  |  |  |
| Any enemy that enters the aura or starts its turn there is marked by the dragonborn lasher until it is no longer in the aura. Enemies marked by the lasher cannot be marked by other creatures while the enemies are in the aura. |  |  |  |
| <b>Dragonborn Fury</b>  |  |  |  |
| A dragonborn gains a +1 racial bonus to attack rolls while bloodied.  |  |  |  |
| STANDARD ACTIONS  |  |  |  |
| m <b>Whip • At-Will</b>   |  |  |  |
| Attack: Melee 10 (one creature); +18 vs. Reflex   |  |  |  |
| Hit: 3d8 + 11 damage, the target is grabbed (escape DC 22) and the lasher pulls the target up to 5 squares. The lasher can only grab a maximum of 2 targets.  |  |  |  |
| M <b>Double Attack • At-Will</b>  |  |  |  |
| Effect: The lasher uses <i>whip</i> twice.  |  |  |  |
| M <b>Crushing Gore • At-Will</b>  |  |  |  |
| Attack: Melee 1 (one creature grabbed by the lasher); +20 vs. AC  |  |  |  |
| Hit: 4d12 + 18 damage.  |  |  |  |
| Miss: Half damage.  |  |  |  |
| MINOR ACTIONS   |  |  |  |
| R <b>Reel • At-Will (1/round)</b>   |  |  |  |
| Attack: Melee 10 (each creature grabbed by the shadow-lasher); +20 vs. Fortitude  |  |  |  |
| Hit: The lasher pulls the target up to 5 squares.   |  |  |  |
| C <b>Dragon Breath (lightning) • Encounter</b>  |  |  |  |
| Attack: Blast 3 (creatures in blast); +18 vs. Reflex  |  |  |  |
| Hit: 2d8 + 8 lightning damage.  |  |  |  |
| TRIGGERED ACTIONS   |  |  |  |
| M <b>Combat Challenge • At-Will</b>   |  |  |  |
| Trigger: An enemy marked by the lasher makes an attack that doesn't include it as a target.   |  |  |  |
| Effect (Immediate Reaction): The lasher uses <i>whip</i> against the triggering enemy.  |  |  |  |
| <b>Skills</b> Athletics +18   |  |  |  |
| <b>Str</b> 22 (+13)   |  | <b>Dex</b> 12 (+8) <b>Wis</b> 18 (+11) |  |
| <b>Con</b> 24 (+14)   |  | <b>Int</b> 14 (+9) <b>Cha</b> 9 (+6)   |  |
| <b>Alignment</b> evil   |  | <b>Languages</b> Draconic              |  |
| <b>Equipment</b> 2 whips, horned helmet   |  |  |  |
| <b>Note:</b> Crag roper reflavored as a dragonborn using whips.   |  |  |  |

| Dragonborn Fire Adept (level 16)  |              | Level 16 Controller |
|---|--------------|---------------------|
| Medium natural humanoid   |              | XP 1,400            |
| HP 159; Bloodied 79   |              | Initiative +14      |
| AC 29, Fortitude 28, Reflex 28, Will 29   |              | Perception +11      |
| Speed 6, fly 6 (clumsy)   |              |                     |
| Resist 10 fire; Vulnerable 10 cold  |              |                     |
| TRAITS  |              |                     |
| <b>Shroud of Flame</b>  |              |                     |
| Any creature that makes a melee attack against a fire adept takes 10 fire damage.   |              |                     |
| <b>Dragonborn Fury</b>  |              |                     |
| A dragonborn gains a +1 racial bonus to attack rolls while bloodied.  |              |                     |
| STANDARD ACTIONS  |              |                     |
| m <b>Claw (fire) • At-Will</b>  |              |                     |
| Attack: Melee 1 (one creature); +21 vs. AC  |              |                     |
| Hit: 3d6 + 8 fire damage.   |              |                     |
| R <b>Immolate (fire) • Recharge 4-6</b>   |              |                     |
| Attack: Ranged 5 (one creatures); +19 vs. Fortitude   |              |                     |
| Hit: 3d6 + 8 fire damage, and the target takes ongoing 10 fire damage and is slowed (save ends both).   |              |                     |
| A <b>Fiery Denial (conjunction, fire) • Recharge 5-6</b>  |              |                     |
| Attack: wall 5 within 10; + (creatures in area); +19 vs. Reflex   |              |                     |
| Hit: 4d6 + 12 fire damage.  |              |                     |
| Miss: Half damage.  |              |                     |
| Effect: This power creates a wall of contiguous squares filled with arcane fire. The wall can be up to 4 squares high and lasts until the end of the fire adept's next turn (sustain minor). Any creature that starts its turn adjacent to the wall takes 10 fire damage. If a creature moves into the wall's space or starts its turn there, it takes 15 fire damage. It can take this damage only once per turn. Entering a square occupied by the wall costs 3 extra squares of movement. The wall blocks line of sight. |              |                     |
| MINOR ACTIONS   |              |                     |
| C <b>Dragon Breath (fire) • Recharges</b> when first bloodied   |              |                     |
| Attack: Blast 5 (creatures in blast); +19 vs. Reflex  |              |                     |
| Hit: 3d6 + 8 fire damage.   |              |                     |
| Skills Arcana +17, History +17, Intimidate +22  |              |                     |
| Str 16 (+11)  | Dex 22 (+14) | Wis 17 (+11)        |
| Con 23 (+14)  | Int 18 (+12) | Cha 14 (+15)        |
| <b>Alignment</b> evil <b>Languages</b> Common, Draconic, Supernal   |              |                     |
| Note: Damage has been modified up to MM3 standards.   |              |                     |

| Yuan-ti Abomination   |              | Level 14 Soldier   |
|---|--------------|--------------------|
| Large natural humanoid (reptile)  |              | XP 1,000           |
| HP 140; Bloodied 70   |              | Initiative +13     |
| AC 30, Fortitude 28, Reflex 26, Will 25   |              | Perception +10     |
| Speed 7, climb 7  |              |                    |
| Resist 10 poison  |              |                    |
| STANDARD ACTIONS  |              |                    |
| m <b>Bastard Sword</b> (poison, weapon) • <b>At-Will</b>  |              |                    |
| Attack: Melee 2 (one creature); +19 vs. AC  |              |                    |
| Hit: 2d12 + 4 damage, and the yuan-ti marks the target until the end of the yuan-ti's next turn. In addition, the target takes ongoing 5 poison damage (save ends). |              |                    |
| M <b>Bite</b> (poison) • <b>At-Will</b>   |              |                    |
| Attack: Melee 1 (one creature grabbed by the yuan-ti); +17 vs. Fortitude  |              |                    |
| Hit: 2d12 + 6 poison damage, and ongoing 10 poison damage (save ends).  |              |                    |
| MINOR ACTIONS   |              |                    |
| M <b>Grasping Coils</b> • <b>At-Will</b> (1/round)  |              |                    |
| Requirement: The yuan-ti must not have a creature grabbed.  |              |                    |
| Attack: Melee 2 (one creature); +17 vs. Reflex  |              |                    |
| Hit: The yuan-ti pulls the target 1 square and then grabs it (escape DC 21).  |              |                    |
| Str 22 (+13)  | Dex 18 (+11) | Wis 16 (+10)       |
| Con 20 (+12)  | Int 12 (+8)  | Cha 14 (+9)        |
| Alignment evil  |              | Languages Draconic |
| Equipment bastard sword   |              |                    |

| Yuan-ti Malison Chanter  |              | Level 15 Artillery         |
|--|--------------|----------------------------|
| Medium natural humanoid (reptile)  |              | XP 1,200                   |
| HP 118; Bloodied 59  |              | Initiative +13             |
| AC 29, Fortitude 25, Reflex 27, Will 28  |              | Perception +13             |
| Speed 7  |              |                            |
| Resist 10 poison   |              |                            |
| TRAITS   |              |                            |
| Bloody Scales  |              |                            |
| While bloodied, the yuan-ti gains a +2 bonus to speed and a +2 to all defenses.  |              |                            |
| STANDARD ACTIONS   |              |                            |
| m <b>Bite</b> (poison) • <b>At-Will</b>  |              |                            |
| Attack: Melee 1 (one creature); +18 vs. Fortitude  |              |                            |
| Hit: 2d6 + 6 damage, and ongoing 5 poison damage (save ends).  |              |                            |
| r <b>Mind Warp</b> (psychic) • <b>At-Will</b>  |              |                            |
| Attack: Ranged 20 (one creature); +20 vs. Will   |              |                            |
| Hit: 4d6 + 9 psychic damage, and the target takes a -2 penalty to attack rolls until the end of the yuan-ti's next turn. |              |                            |
| R <b>Poisoned Domination</b> (charm) • <b>Recharge</b> when first bloodied   |              |                            |
| Attack: Ranged 20 (one creature taking ongoing poison damage); +20 vs. Will  |              |                            |
| Hit: The target is dominated until the end of the yuan-ti's next turn.   |              |                            |
| TRIGGERED ACTIONS  |              |                            |
| Deflect Attack • Recharge 4-6  |              |                            |
| Trigger: A melee or a ranged attack hits the yuan-ti.  |              |                            |
| Effect (Immediate Interrupt): The triggering attack instead hits one of the yuan-ti's allies adjacent to it.             |              |                            |
| Skills Bluff +19, Insight +18, Stealth +18   |              |                            |
| Str 16 (+10)   | Dex 22 (+13) | Wis 22 (+13)               |
| Con 22 (+13)   | Int 25 (+14) | Cha 25 (+14)               |
| Alignment evil   |              | Languages Common, Draconic |

## ENCOUNTER 5: DECAPITATION STATISTICS (HIGH LEVEL)

| Dragonborn Lasher (level 17)   | Level 17 Elite Soldier |
|--|------------------------|
| Large natural humanoid   | XP 2,400               |
| HP 320; Bloodied 160   | Initiative +11         |
| AC 33, Fortitude 31, Reflex 26, Will 28  | Perception +12         |
| Speed 5  |                        |
| Saving Throws +2; Action Points 1  |                        |
| TRAITS   |                        |
| <b>○ Lashing Shadows • Aura 5</b><br>Any enemy that enters the aura or starts its turn there is marked by the dragonborn lasher until it is no longer in the aura. Enemies marked by the lasher cannot be marked by other creatures while the enemies are in the aura. |                        |
| <b>Dragonborn Fury</b><br>A dragonborn gains a +1 racial bonus to attack rolls while bloodied.   |                        |
| STANDARD ACTIONS   |                        |
| <b>m Whip • At-Will</b><br>Attack: Melee 10 (one creature); +20 vs. Reflex<br>Hit: 3d8 + 13 damage, the target is grabbed (escape DC 23) and the lasher pulls the target up to 5 squares. The lasher can only grab a maximum of 2 targets.                             |                        |
| <b>M Double Attack • At-Will</b><br>Effect: The lasher uses <i>whip</i> twice.   |                        |
| <b>M Crushing Gore • At-Will</b><br>Attack: Melee 1 (one creature grabbed by the lasher); +22 vs. AC<br>Hit: 4d12 + 20 damage.<br>Miss: Half damage.   |                        |
| MINOR ACTIONS  |                        |
| <b>R Reel • At-Will (1/round)</b><br>Attack: Melee 10 (each creature grabbed by the shadow-lasher); +22 vs. Fortitude<br>Hit: The lasher pulls the target up to 5 squares.   |                        |
| <b>C Dragon Breath (lightning) • Encounter</b><br>Attack: Blast 3 (creatures in blast); +20 vs. Reflex<br>Hit: 2d8 + 10 lightning damage.  |                        |
| TRIGGERED ACTIONS  |                        |
| <b>M Combat Challenge • At-Will</b><br>Trigger: An enemy marked by the lasher makes an attack that doesn't include it as a target.<br>Effect (Immediate Reaction): The lasher uses <i>whip</i> against the triggering enemy.   |                        |
| Skills Athletics +19<br>Str 22 (+14)      Dex 12 (+9)      Wis 18 (+12)<br>Con 24 (+15)      Int 14 (+10)      Cha 9 (+7)  |                        |
| Alignment evil      Languages Draconic   |                        |
| Equipment 2 whips, horned helmet   |                        |
| Note: Crag roper reflavored as a dragonborn using whips.   |                        |

| Dragonborn Fire Adept (level 18)   | Level 18 Controller |
|--|---------------------|
| Medium natural humanoid  | XP 2,000            |
| HP 175; Bloodied 87  | Initiative +15      |
| AC 31, Fortitude 30, Reflex 30, Will 31  | Perception +12      |
| Speed 6, fly 6 (clumsy)  |                     |
| Resist 10 fire; Vulnerable 10 cold   |                     |
| TRAITS   |                     |
| <b>Shroud of Flame</b><br>Any creature that makes a melee attack against a fire adept takes 10 fire damage.  |                     |
| <b>Dragonborn Fury</b><br>A dragonborn gains a +1 racial bonus to attack rolls while bloodied.   |                     |
| STANDARD ACTIONS   |                     |
| <b>m Claw (fire) • At-Will</b><br>Attack: Melee 1 (one creature); +23 vs. AC<br>Hit: 3d6 + 10 fire damage.   |                     |
| <b>R Immolate (fire) • Recharge 4-6</b><br>Attack: Ranged 5 (one creatures); +21 vs. Fortitude<br>Hit: 3d6 + 10 fire damage, and the target takes ongoing 10 fire damage and is slowed (save ends both).   |                     |
| <b>A Fiery Denial (conjunction, fire) • Recharge 5-6</b><br>Attack: wall 5 within 10; + (creatures in area); +21 vs. Reflex<br>Hit: 4d6 + 15 fire damage.<br>Miss: Half damage.<br>Effect: This power creates a wall of contiguous squares filled with arcane fire. The wall can be up to 4 squares high and lasts until the end of the fire adept's next turn (sustain minor). Any creature that starts its turn adjacent to the wall takes 10 fire damage. If a creature moves into the wall's space or starts its turn there, it takes 15 fire damage. It can take this damage only once per turn. Entering a square occupied by the wall costs 3 extra squares of movement. The wall blocks line of sight. |                     |
| MINOR ACTIONS  |                     |
| <b>C Dragon Breath (fire) • Recharges when first bloodied</b><br>Attack: Blast 5 (creatures in blast); +21 vs. Reflex<br>Hit: 3d6 + 10 fire damage.  |                     |
| Skills Arcana +18, History +18, Intimidate +23<br>Str 16 (+12)      Dex 22 (+15)      Wis 17 (+12)<br>Con 23 (+15)      Int 18 (+13)      Cha 14 (+16)   |                     |
| Alignment evil      Languages Common, Draconic, Supernal   |                     |
| Note: Damage has been modified up to MM3 standards.  |                     |

| Yuan-ti Abomination (level 16)  |              | Level 16 Soldier   |
|---|--------------|--------------------|
| Large natural humanoid (reptile)  |              | XP 1,400           |
| HP 156; Bloodied 78   |              | Initiative +14     |
| AC 32, Fortitude 30, Reflex 28, Will 27   |              | Perception +11     |
| Speed 7, climb 7  |              |                    |
| Resist 10 poison  |              |                    |
| STANDARD ACTIONS  |              |                    |
| m <b>Bastard Sword</b> (poison, weapon) • <b>At-Will</b>  |              |                    |
| Attack: Melee 2 (one creature); +21 vs. AC  |              |                    |
| Hit: 2d12 + 6 damage, and the yuan-ti marks the target until the end of the yuan-ti's next turn. In addition, the target takes ongoing 5 poison damage (save ends). |              |                    |
| M <b>Bite</b> (poison) • <b>At-Will</b>   |              |                    |
| Attack: Melee 1 (one creature grabbed by the yuan-ti); +19 vs. Fortitude  |              |                    |
| Hit: 2d12 + 8 poison damage, and ongoing 10 poison damage (save ends).  |              |                    |
| MINOR ACTIONS   |              |                    |
| M <b>Grasping Coils</b> • <b>At-Will</b> (1/round)  |              |                    |
| Requirement: The yuan-ti must not have a creature grabbed.  |              |                    |
| Attack: Melee 2 (one creature); +19 vs. Reflex  |              |                    |
| Hit: The yuan-ti pulls the target 1 square and then grabs it (escape DC 22).  |              |                    |
| Str 22 (+14)  | Dex 18 (+12) | Wis 16 (+11)       |
| Con 20 (+13)  | Int 12 (+9)  | Cha 14 (+10)       |
| Alignment evil  |              | Languages Draconic |
| Equipment bastard sword   |              |                    |

| Yuan-ti Malison Chanter (level 17)  |              |                            | Level 17 Artillery |
|---|--------------|----------------------------|--------------------|
| Medium natural humanoid (reptile)   |              |                            | XP 1,600           |
| HP 130; Bloodied 65   |              |                            | Initiative +14     |
| AC 31, Fortitude 27, Reflex 29, Will 30   |              |                            | Perception +14     |
| Speed 7   |              |                            |                    |
| Resist 10 poison  |              |                            |                    |
| TRAITS  |              |                            |                    |
| <b>Bloody Scales</b>  |              |                            |                    |
| While bloodied, the yuan-ti gains a +2 bonus to speed and a +2 to all defenses.   |              |                            |                    |
| STANDARD ACTIONS  |              |                            |                    |
| m <b>Bite</b> (poison) • <b>At-Will</b>   |              |                            |                    |
| Attack: Melee 1 (one creature); +20 vs. Fortitude   |              |                            |                    |
| Hit: 2d6 + 8 damage, and ongoing 5 poison damage (save ends).   |              |                            |                    |
| r <b>Mind Warp</b> (psychic) • <b>At-Will</b>   |              |                            |                    |
| Attack: Ranged 20 (one creature); +22 vs. Will  |              |                            |                    |
| Hit: 4d6 + 11 psychic damage, and the target takes a -2 penalty to attack rolls until the end of the yuan-ti's next turn. |              |                            |                    |
| R <b>Poisoned Domination</b> (charm) • <b>Recharge</b> when first bloodied  |              |                            |                    |
| Attack: Ranged 20 (one creature taking ongoing poison damage); +22 vs. Will   |              |                            |                    |
| Hit: The target is dominated until the end of the yuan-ti's next turn.  |              |                            |                    |
| TRIGGERED ACTIONS   |              |                            |                    |
| <b>Deflect Attack</b> • <b>Recharge</b> 4-6   |              |                            |                    |
| Trigger: A melee or a ranged attack hits the yuan-ti.   |              |                            |                    |
| Effect (Immediate Interrupt): The triggering attack instead hits one of the yuan-ti's allies adjacent to it.              |              |                            |                    |
| Skills Bluff +20, Insight +19, Stealth +19  |              |                            |                    |
| Str 16 (+11)  | Dex 22 (+14) | Wis 22 (+14)               |                    |
| Con 22 (+14)  | Int 25 (+15) | Cha 25 (+15)               |                    |
| Alignment evil  |              | Languages Common, Draconic |                    |

## ENCOUNTER 5: DECAPITATION MAP

### TILE SETS NEEDED

*Caves of Carnage* x2, *Sinister Woods* x1



## ENCOUNTER 5: PRISONER

### SETUP

#### Important NPCs:

**Daxon**, adult silver dragon in dragonborn form.

In this encounter, the PCs meet a captured dragonborn that can provide the PCs with some information and a magic item. The dragonborn turns out to be a silver dragon named Daxon that is here for unknown reasons.

*Searching farther into the cave, you find a roughly hollowed out room serving as a prison cell for a dragonborn, who is tightly bound and badly beaten. Unable to speak through the gag in his mouth, he gazes at each of you as you enter, clearly hoping for assistance.*

If the PCs remove the gag from his mouth before untying him:

*As you remove the dirty bandages serving as a gag, he asks “Could you please untie me and help me out of these horrible caves?”*

If the PCs untie him, Daxon tells them the following:

- He calls himself Daxon.
- He was captured yesterday.
- He was investigating rumors of yuan-ti when he was captured by them.
- He does some hunting in the area and noticed some oddities (tracks, changes in animal behavior) and that is why he came to investigate. Once he saw that yuan-ti were involved, he decided to take a closer look, since he knows they are evil and never up to anything good.
- The yuan-ti asked him who he is, who he works for, why he is here, and who knows he is here. He was beaten when he would not cooperate with them or answer their questions.
- He thinks they planned on killing him after they were tired of beating/questioning him.
- He can identify the Church of Tiamat symbols if the characters show him. He asks the PCs where they got them.
- He knows about how many creatures were here, and what types (dragoborn, yuan-ti), but nothing more specific about them.

If the PCs are friendly towards him, he agrees to lead them to a cache of items outside the cave. If the PCs try

to intimidate him, it won't work and he leaves at the first chance.

If the PCs are successful in befriending Daxon, continue with the following.

*Daxon leads you to a large tree about half a mile from the cave and deftly unearths a small leather bag. He hands it over, saying: “Thank you for taking care of the yuan-ti and evil dragonborn. You have ended a threat to this area. If you choose to continue on your current path to fight the Church of Tiamat these items may help you. In any case, for your kindness and bravery, I wish you well. He smiles, nods at you and says “I must take my leave now.”*

*Before your eyes, Daxon transforms into a large silver dragon and takes flight, his form shimmering with reflected light.*

### ENDING THE ENCOUNTER

After Daxon leaves, there is nothing left for the characters to do but return to Ruinspoke. Proceed with Encounter 6. There is no Story Award for freeing Daxon, but the silver dragon may appear in a future Tymanother adventure (or DMs might choose to use him in a My Realms adventure). Ask the players to note on their logsheets that they rescued the silver dragon Daxon.

#### EXPERIENCE POINTS

None; this encounter does not count toward a milestone.

#### TREASURE

A *keicha's* amulet +4 and a map of a Church of Tiamat temple.



## ENCOUNTER 6: BEHIND THE CURTAIN

### SETUP

Important NPCs:

**Lord Tuanek**, male dragonborn ruler of Ruinspoke

**Eshuna Jalt**, male dragonborn knight of the Platinum Cadre.

**Kelsa Wheelfixer**, female halfling shopkeeper and repentant cultist.

*Upon your return to Ruinspoke you are immediately ushered in to see Lord Tuanek. He listens carefully to your report, making notes in a small ledger.*

Through anecdotal evidence, the PCs can explain some of the journal entries and how they could affect Tymanther.

After listening to the characters report and asking a few questions, Lord Tuanek continues.

*“I, House Jalt, and Ruinspoke thank you for your bravery and your assistance in confronting this threat. I would like to introduce you to someone who has made this possible.” He motions to the guard, who opens the door, and in walks an older female halfling. “This is Kelsa Wheelfixer and she was instrumental in your current mission.”*

*He continues after a momentary pause, “She has some more information that she will give and then I need your help in deciding what to do.”*

Lord Tuanek introduces the PCs to Kelsa Wheelfixer. Her presence will probably only mean something to characters that have played previous Tymanther adventures, but basic information about Kelsa is in Player’s Handout 2. Kelsa is the individual that helped expose the Sseth cultists in Ruinspoke and who discovered that the cult leader had escaped from the desert temple. This encounter is for the PCs to decide what to do with Kelsa. She does not hold anything back and accepts any punishment that is ordered. For Tuanek it is an opportunity to observe how the adventurers feel about justice.

At this point, you can simply distribute Handout 2 or you can role-play the conversation. After the PCs have all the information, Lord Tuanek continues.

*Clearing his throat, Lord Tuanek begins anew, “As you can see, this does create a problem for Ruinspoke and*

*for me as its leader. I have yet to decide what exactly should be done, if anything, to Kelsa and any advice you could give would help.”*

Lord Tuanek and Kelsa accept whatever justice/decision the PCs reach, unless the PCs are rude, crass, or obnoxious. If the PCs are any of these, the adventure ends and the PCs do not get to continue. If only one or two of the PCs are rude, they are escorted out and the rest get to continue.

Continue with the following after the PCs make their argument and adjust as needed.

*Lord Tuanek contemplates what you have said for a couple of minutes, then says, “Thank you for your words of wisdom. I have decided that we will do as you have recommended.” He pauses as Kelsa is escorted out of the room. He begins again after Kelsa is gone and the door is shut.*

*“Once again, thank you for coming to the aid of Ruinspoke. You have stopped a threat to Tymanther and answered many questions.” He stops and smiles wryly, “... and of course brought up new ones. I will take my leave now, but Eshuna has something he would like to discuss with you.”*

*At this Lord Tuanek gets up and leaves the office.*

Continue on to the next encounter only for those who have shown the proper respect and diplomacy and have multiple Favors of House Jalt as noted in the DMs Introduction.

If none of the characters have multiple House of Jalt Favors or who have been rude and such the adventure ends.

### ENDING THE ENCOUNTER

If the characters have multiple House of Jalt story awards proceed to Encounter 7, otherwise end the adventure.

### EXPERIENCE POINTS

There are no experience points for this encounter and it does not count towards a milestone.

### TREASURE

The PCs receive 800/1400 gp each from Lord Tuanek. In addition he gives them access to his vaults allowing the PCs to select a common magic item of their level + 2 or less, or an uncommon magic item of their level or less, as a found magic item.

## ENCOUNTER 7: INVITATION

### SETUP

#### Important NPCs:

**Eshuna Jalt**, knight of the Platinum Cadre

After Lord Tuanek leaves, Eshuna moves behind the desk but does not sit down at the desk.

This is where all those previous honors and recognitions in Tymanother adventures come into play. Find out which characters have at least one of the following Tymanother Story Awards: **TYMA01 Recognition of House Jalt** from TYMA1-1 *Elder Wisdom*, **TYMA03 Blue Dragon Charm of House Jalt** from TYMA1-2 *Taking Stock of the Situation*, **TYMA05 Bronze Claw of House Jalt** from TYMA1-3 *Tools of the Trade*, **TYMA10 Onyx Medallion of House Jalt** from TYMA1-5 *From One Dwarf To Another*, **TYMA12 Silver Maw of House Jalt** from TYMA1-6 *Troubled Roads*, **TYMA17 Dragon Token of House Jalt** from TYMA2-1 *Old Enemies*, and/or **TYMA18 Token of Two Houses** from TYMA2-2 *Hand of Darkness*.

For characters who have at least one of the above Story Awards, Eshuna offers the opportunity to join the Lance Defenders (if a dragonborn from Tymanother) or the Platinum Cadre (if a non-dragonborn and/or non-Tymanotherian). For these characters, read the following:

*Eshuna begins, “I wish to personally thank you for coming to the aid of Tymanther and Ruinspoke multiple times. Tymanother, Ruinspoke, House Jalt and myself would like to extend to you the invitation to become a member of the Lance Defenders and the Platinum Cadre.”*

*After pausing for a second he continues, “There is a stipulation to be a member of the Lance Defenders. To become a member, you must be a Dragonborn that calls Tymanother home. The Platinum Cadre has no such restrictions. If other allegiances compel you to decline this honor, of course I understand.*

Eshuna will await the decision of each of the PCs before showing them out. He is very proud and happy if multiple PCs accept this honor. Please note there is no race/residency restriction on becoming a member of the Platinum Cadre, only the Lance Defenders. Dragonborn who accept the honor gain story award **TYMA20 Lance Defender Commission** (which also includes the benefits of TYMA21 Platinum Cadre Membership).

TYMA2-4 *Tying Up Loose Ends*

Non-dragonborn who accept gain **TYMA21 Platinum Cadre Membership** instead.

For those characters who do not have any of the previous Tymanother honors, Eshuna extends his gratitude, and the possibility of membership in the future, but these characters cannot qualify for the Lance Defenders or Platinum Cadre solely on the basis of this adventure. Read the following:

*“For the rest of you, I offer my sincere thanks for your actions in rooting out this cult leader; I hope you understand that our highest honors are reserved for those who have aided our people repeatedly over time. Should you continue to come to Ruinspoke’s and Tymanother’s defense, I have no doubt that a similar honor can be extended to you in the future.”*

Characters who do not qualify for TYMA20 or TYMA21, or those who do qualify but decline the honor, instead receive **TYMA22 Thanks of Eshuna Jalt**.

### CONCLUDING THE ADVENTURE

Whether the PCs accept his offer or not, Eshuna thanks them once again. Lord Tuanek returns and embraces any PCs who have chosen to become Lance Defenders or members of the Platinum Cadre. These characters are invited to remain in his house as honored guests for a night of feasting and celebration. The others are invited to the party, but instead of staying with Lord Tuanek, they are housed in Ruinspoke.

## REWARDS SUMMARY

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

### EXPERIENCE POINTS

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

#### Encounter 2: Portal Guardians

1,240 / 1,600 XP

#### Encounter 3: Intruder Alert

1,320 / 1,800 XP

#### Encounter 4: Decapitation

1,240 / 1,680 XP

#### Minor Quest XP: Capturing Wyrmslayer Alive

40 / 40 XP

#### Total Experience

3,840 / 5,120 XP

#### BONUS: Major Quest Experience

1,200 / 1,600 (only gained if the character played TYMA1-3 *Tools of the Trade* and has the Story Award *Thanks of an Unknown Entity* from that adventure)

#### Total Possible Experience with Major Quest

5,040 / 6,720 XP

#### Base Gold per PC

2,200 / 6,000 gp

(Encounter 2: 200 / 1,000 gp, Encounter 4: 1,200 / 3,600 gp, Encounter 6: 800 / 1,400 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.)

#### EACH PC SELECTS ONE OF THE FOLLOWING:

**Treasure A:** *skyrender weapon +4\** (level 19; Adventurer's Vault 1)

Found in Encounter 2

**Treasure B:** *ring of dragonborn emperor\** (level 15; Adventurer's Vault 1)

Found in Encounter 4

**Treasure C:** *totem of the night +4\** (level 17; Adventurer's Vault 2)

Found in Encounter 2

**Treasure D:** *baldric of tactical positioning\** (level 18; Adventurer's Vault 1)

Found in Encounter 3

**Treasure E:** *feyslaughter weapon +4\** (Level 19; Adventurer's Vault 1)

Found in Encounter 4

**Treasure F:** *fire horn\** (level 18; Player's Handbook 2)

Found in Encounter 4

**Treasure G: Keicha's amulet +4\*** (level 19; Adventurer's Vault 2)

Found in Encounter 5

**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 dragonbreath* (level 17) plus 700 / 3,900 gp. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

**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) worth 3,300 / 6,500 gp.

## STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. A PC who earns TYMA20 also gains TYMA21, but a PC who earns TYMA21 does not gain TYMA20. A PC who gains TYMA22 does not earn either TYMA20 or TYMA21.

### TYMA20 Lance Defenders Captaincy

To gain this Story Award, you must be a dragonborn and have Tymanther as your primary allegiance. (You may change your allegiance to Tymanther as part of accepting this Story Award, but if you have other Story Awards that impose conflicting requirements, you might lose the benefits of those awards.)

For your continuing good deeds and exemplary service to House Jalt and Ruinspoke, you are inducted into the elite Lance Defenders and given the rank of Captain. Lord Tuanek personally sponsors your application, one of the highest honors that any dragonborn head of house can bestow. This Story Award also confers upon you the standard benefits of membership in the Platinum Cadre (see TYMA21).

For full details on the rights, responsibilities, and benefits of your position in the Lance Defenders, please see the *Living Forgotten Realms Meta-Organization Guide*.

### TYMA21 Platinum Cadre Membership

For continued good service and deeds in defense of Ruinspoke and House Jalt, you have been invited to join the Platinum Cadre. If you have loyalties in other regions, this title is honorary only and does not conflict with those obligations, but if you choose to settle in Tymanther and swear loyalty to the dragonborn you can gain rank and position amongst the elite defenders of Tymanther.

For full details on the rights, responsibilities, and benefits of membership in the Platinum Cadre, please see the *Living Forgotten Realms Meta-Organization Guide*.

### TYMA22 Thanks of Eshuna Jalt

You assisted the Platinum Cadre in dealing with a significant threat to Ruinspoke and Tymanther. Knight Eshuna Jalt of the Platinum Cadre has taken note of your deeds and will regard you favorably should you meet him again in the future.

Note: For space reasons, details on the benefits of gaining membership in the Lance Defenders and/or the Platinum Cadre will be found in the *Living Forgotten Realms Meta-Organization Guide*.

## NEW RULES

### BALDRIC OF TACTICAL POSITIONING

**Level:** 18

**Price:** 85,000 gp

**Item Slot:** Waist

**Power (Encounter):** Minor Action. Choose one square adjacent to you. That square counts as an ally for the purpose of flanking until the end of your next turn. You can use this power twice per encounter.

**Source:** *Adventurers Vault*, page 163.

### ELIXIR OF DRAGONBREATH

**Level:** 17

**Price:** 2,600 gp

**Potion**

**Power (Consumable • Acid, Cold, Fire, Lightning, or Poison):** Minor Action. Use this power after you drink the elixir. Until the end of the encounter, you gain an at-will attack power that requires a standard action to use: Close blast 3; +20 vs. Reflex; on a hit, deal 3d6 + Constitution modifier damage of a type determined when the elixir is created: acid, cold, fire, lightning, or poison.

**Special:** Consuming this elixir counts as a use of a magic item daily power.

**Source:** *Adventurer's Vault*, page 186.

### FEYSLAUGHTER WEAPON

**Level:** 19

**Price:** 105,000 gp

**Weapon:** Any

**Enhancement:** +4 attack rolls and damage rolls

**Critical:** +4d6 damage

**Property:** When you hit a creature with this weapon, that creature cannot teleport until the end of your next turn.

**Property:** On a critical hit you deal +4d10 damage instead of +4d6 against fey creatures.

**Source:** *Adventurers Vault*, page 68.

### FIRE HORN

**Level:** 18

**Price:** 85,000 gp

**Wondrous Item**

**Power (Daily):** Minor Action. Each enemy in a close blast 5 is affected by this power. An affected enemy that does not have resistance or immunity to fire gains vulnerable 10 fire (save ends). An affected enemy that has resistance or immunity to fire loses that resistance or immunity (save ends).

**Source:** *Players Handbook 2*, page 210.

### KEICHA'S AMULET

**Level:** 19

**Price:** 105,000 gp

**Item Slot:** Neck

**Enhancement:** +4 Fortitude, Reflex, and Will

**Property:** After an extended rest, choose acid, cold, fire, lightning, or poison. You gain resist 10 to the chosen damage type.

**Power (Encounter):** Minor. You grant an ally within 5 squares of you the resistance from the amulet (losing that resistance yourself) until the end of the encounter.

**Source:** *Adventurers Vault 2*, page 134.

### RING OF THE DRAGONBORN EMPEROR

**Level:** 15

**Price:** 25,000 gp

**Item Slot:** Ring

**Property:** Gain a +3 item bonus to damage rolls with close attacks. If you are dragonborn, gain a +5 item bonus to damage rolls with your dragon breath.

**Power (Daily):** Immediate Reaction. Use this power when you become bloodied. Use one of your encounter powers. If you've reached at least one milestone today, you can use an encounter power that you have already expended. If you use a power that has not already been expended, you don't expend the use of that power.

**Source:** *Adventurers Vault*, page 161.

### SKYRENDER WEAPON

**Level:** 19

**Price:** 105,000 gp

**Weapon:** Any ranged

**Enhancement:** +4 attack rolls and damage rolls

**Critical:** +4d6 damage

**Property:** When you hit a flying target with this weapon, halve the target's fly speed until the end of your next turn.

**Property:** On a critical hit you deal 4d12 damage against a flying target.

**Power (Daily):** Free Action. Use this power when you hit an airborne target using this weapon. The target falls 10 squares. If it hits the ground, it is prone but takes no damage from the fall.

**Source:** *Adventurer's Vault 1*, page(s) 78.

### TOTEM OF THE NIGHT

**Level:** 17

**Price:** 65,000 gp

**Implement (Totem)**

**Enhancement:** +4 attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** You gain low-light vision. If you already have low-light vision, you instead gain darkvision.

**Power (Daily):** Minor. Until the end of your turn, your attacks using this totem ignore cover and concealment, but not superior cover or total concealment.

**Source:** *Adventurers Vault 2*, page 46.

# PLAYER'S HANDOUT 1

All ledger entries are in Draconic and are only partial paragraphs, sentences, and such. It appears that the notes were jotted down and not a lot of detail was provided.

## YUAN~TI LEDGER ENTRIES

- Arrived from Okoth and setting up base of operations in Methwood forest.
- Attracting a few cultist followers.
- Started logging operations in Methwood forest.
- Establishing a covert outpost of cultist members in Ruinspoke.
- Made contact with temple in Black Ash Plains.
- Established slave trading arrangement with temple in Black Ash Plains.
- Establishing contacts with underground elements in Djerad Thymar.
- Smuggling precious metals, stones and exotic goods through Djerad Thymar contacts proving to be very lucrative.
- Setbacks from unknown entity in establishing Ruinspoke outpost.
- Discovered teleportation circle nearby that can be used for our operations - Need to set up guards.
- Exploring possibilities of piracy and smuggling in Sea of Fallen Stars.
- Abandoning Ruinspoke - run out by adventurers.
- Smuggling operations progressing well - looking to expand.
- Desert temple overrun by adventurers, operations ended.
- Djerad Thymar only avenue for slave trading now - doing well.

## PLAYER'S HANDOUT 2: KELSA WHEELFIXER'S STORY

Kelsa is an elderly female halfling that runs the Spoke n' Spoke general store in Ruinspoke with her husband (Jiran). They were wilderness guides until several years ago when a bad accident ended their careers and they settled in Ruinspoke to open the store.

Kelsa likes the area and the people. She considers the established people of Ruinspoke a part of her extended family and will do almost anything to keep them safe. This is one of the main reasons that they opened the store. She also found out that this was a good way to get information and find out "things". She is much more intelligent and wise than she comes across, as most people assume that she is a country bumpkin. For many years she has used the information that she gains and other "skills" to help keep Ruinspoke and its people safe.

She also started receiving information and other help from an unknown source. The source would provide her valuable information about threats to Ruinspoke and its people. She found out later that the source was the Cult of the Dragon. At first, she didn't like what this meant but she "reasoned" with herself and decided to keep receiving aid from them. The "reason" is because they were doing more good than harm.

After time, though, this changed, and she has come to realize just how bad the Cult really is. She found out that the Cult is behind some of the illegal and evil things happening in and around Ruinspoke and Djerad Thymar. She approached Lord Tuanek and told him everything and is leaving it up to him to decide what her punishment should be.



## DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:  
*TYMA2~3 TYING UP LOOSE ENDS*

### **TYMA20 Lance Defenders Captaincy**

To gain this Story Award, you must be a dragonborn and have Tymanthor as your primary allegiance. (You may change your allegiance to Tymanthor as part of accepting this Story Award, but if you have other Story Awards that impose conflicting requirements, you might lose the benefits of those awards.)

For your continuing good deeds and exemplary service to House Jalt and Ruinspoke, you are inducted into the elite Lance Defenders and given the rank of Captain. Lord Tuanek personally sponsors your application, one of the highest honors that any dragonborn head of house can bestow. This Story Award also confers upon you the standard benefits of membership in the Platinum Cadre (see TYMA21).

For full details on the rights, responsibilities, and benefits of your position in the Lance Defenders, please see the *Living Forgotten Realms Meta-Organization Guide*.

### **TYMA21 Platinum Cadre Membership**

For continued good service and deeds in defense of Ruinspoke and House Jalt, you have been invited to join the Platinum Cadre. If you have loyalties in other regions, this title is honorary only and does not conflict with those obligations, but if you choose to settle in Tymanthor and swear loyalty to the dragonborn you can gain rank and position amongst the elite defenders of Tymanthor.

For full details on the rights, responsibilities, and benefits of membership in the Platinum Cadre, please see the *Living Forgotten Realms Meta-Organization Guide*.

### **TYMA22 Thanks of Eshuna Jalt**

You assisted the Platinum Cadre in dealing with a significant threat to Ruinspoke and Tymanthor. Knight Eshuna Jalt of the Platinum Cadre has taken note of your deeds and will regard you favorably should you meet him again in the future.

## DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:  
*TYMA2~3 TYING UP LOOSE ENDS*

### **TYMA20 Lance Defenders Captaincy**

To gain this Story Award, you must be a dragonborn and have Tymanthor as your primary allegiance. (You may change your allegiance to Tymanthor as part of accepting this Story Award, but if you have other Story Awards that impose conflicting requirements, you might lose the benefits of those awards.)

For your continuing good deeds and exemplary service to House Jalt and Ruinspoke, you are inducted into the elite Lance Defenders and given the rank of Captain. Lord Tuanek personally sponsors your application, one of the highest honors that any dragonborn head of house can bestow. This Story Award also confers upon you the standard benefits of membership in the Platinum Cadre (see TYMA21).

For full details on the rights, responsibilities, and benefits of your position in the Lance Defenders, please see the *Living Forgotten Realms Meta-Organization Guide*.

### **TYMA21 Platinum Cadre Membership**

For continued good service and deeds in defense of Ruinspoke and House Jalt, you have been invited to join the Platinum Cadre. If you have loyalties in other regions, this title is honorary only and does not conflict with those obligations, but if you choose to settle in Tymanthor and swear loyalty to the dragonborn you can gain rank and position amongst the elite defenders of Tymanthor.

For full details on the rights, responsibilities, and benefits of membership in the Platinum Cadre, please see the *Living Forgotten Realms Meta-Organization Guide*.

### **TYMA22 Thanks of Eshuna Jalt**

You assisted the Platinum Cadre in dealing with a significant threat to Ruinspoke and Tymanthor. Knight Eshuna Jalt of the Platinum Cadre has taken note of your deeds and will regard you favorably should you meet him again in the future.

## DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:  
*TYMA2~3 TYING UP LOOSE ENDS*

### **TYMA20 Lance Defenders Captaincy**

To gain this Story Award, you must be a dragonborn and have Tymanthor as your primary allegiance. (You may change your allegiance to Tymanthor as part of accepting this Story Award, but if you have other Story Awards that impose conflicting requirements, you might lose the benefits of those awards.)

For your continuing good deeds and exemplary service to House Jalt and Ruinspoke, you are inducted into the elite Lance Defenders and given the rank of Captain. Lord Tuanek personally sponsors your application, one of the highest honors that any dragonborn head of house can bestow. This Story Award also confers upon you the standard benefits of membership in the Platinum Cadre (see TYMA21).

For full details on the rights, responsibilities, and benefits of your position in the Lance Defenders, please see the *Living Forgotten Realms Meta-Organization Guide*.

### **TYMA21 Platinum Cadre Membership**

For continued good service and deeds in defense of Ruinspoke and House Jalt, you have been invited to join the Platinum Cadre. If you have loyalties in other regions, this title is honorary only and does not conflict with those obligations, but if you choose to settle in Tymanthor and swear loyalty to the dragonborn you can gain rank and position amongst the elite defenders of Tymanthor.

For full details on the rights, responsibilities, and benefits of membership in the Platinum Cadre, please see the *Living Forgotten Realms Meta-Organization Guide*.

### **TYMA22 Thanks of Eshuna Jalt**

You assisted the Platinum Cadre in dealing with a significant threat to Ruinspoke and Tymanthor. Knight Eshuna Jalt of the Platinum Cadre has taken note of your deeds and will regard you favorably should you meet him again in the future.

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

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

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

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

| Player Name | WIN/DCI Number   |
|-------------|--|
| 1           | <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> |
| 2           | <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> |
| 3           | <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> |
| 4           | <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> |
| 5           | <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> |
| 6           | <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> |

# DUNGEONS & DRAGONS

## SESSION TRACKING

### DUNGEON MASTER

DM Name: \_\_\_\_\_

|                      |                      |                      |                      |                      |                      |                      |                      |                      |                      |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2011 Wizards of the Coast LLC

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

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

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

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

| Player Name | WIN/DCI Number   |
|-------------|--|
| 1           | <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> |
| 2           | <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> |
| 3           | <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> |
| 4           | <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> |
| 5           | <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> |
| 6           | <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> |

# DUNGEONS & DRAGONS

## SESSION TRACKING

### DUNGEON MASTER

DM Name: \_\_\_\_\_

|                      |                      |                      |                      |                      |                      |                      |                      |                      |                      |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2011 Wizards of the Coast LLC