

ABER4-3

# A LITTLE REBELLION

## A DUNGEONS & DRAGONS® LIVING FORGOTTEN REALMS ADVENTURE

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The cruel reign of dragons within the Dusk Ports is a misery that can be suffered no longer. Will the spoils of a recent expedition to Melabrauth be enough to spark a revolution to finally drive the heartless tyrants out? *A Living Forgotten Realms* adventure involving the Scions of Amber meta-organization set in Returned Abeir for characters of the Paragon tier (levels 11-20). This is the third chapter and the conclusion of the *Scions of Hope* Major Quest, which began in ABER4-1 and continued in ABER4-2.

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

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## PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in **bold italics** provides player information for you to paraphrase or read aloud when appropriate. Information about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

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

## READING MONSTER STAT BLOCKS

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

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

## IMPORTANT DM INFORMATION

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

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

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

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

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

## APPROPRIATE CHARACTER LEVELS

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

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

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

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

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

## FAILING TO DEFEAT AN ENCOUNTER

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

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

## CHARACTER DEATH

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

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

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

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

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

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

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

## MILESTONES

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

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

## LASTING EFFECTS

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

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

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

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

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

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

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

## DCs BY ADVENTURE LEVEL

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

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

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

## ADVENTURE BACKGROUND

**ABER4-3 A Little Rebellion** is the third and concluding part to the *Scions of Hope* trilogy, which began in **ABER4-1 The Price of Freedom** and continued in **ABER4-2 A Dream Frozen in Amber**. Although this adventure can be run stand-alone, it is recommended that you play all three parts in order for the best play experience.

Despite the small amount of dragonbane amber (a substance that is deadly to dragons) brought back from Marrauk by the PCs in **ABER4-2**, Father Thorn is undeterred in his hope for freedom from the draconic rulers. He wishes to forge a weapon with it that the PCs can use to destroy the Green Duchess, the dragon who rules this area. He hopes that her death will put fear into the hearts of all the dragons of Melabrauth and enough hope in the people of the Dusk Ports to create a rebellion. It is a bold plan that may put both pride and freedom back in the people's heart but it is also risky. Even if the PCs somehow succeed in slaying the Green Duchess there is no guarantee this won't bring the wrath of Melauthaur, the dracolich overlord, upon the Dusk Ports.

But one of the two Shadowkiss (a criminal organization that traffics in poisons and drugs) leaders Zasheena Drethyl has another idea. After the PCs

previous aid to Nandrel Gostur, the other Shadowkiss leader, in previous adventures, she believes that the Shadowkiss might profit from an alliance. She wants to use the dragonbane amber to create a special poison. The poison would affect only dragons, would be slow acting, and would only sometimes be fatal. But it would mimic a wasting disease. She feels that if the poison is subtly introduced to every dragon that comes to the Dusk Ports that the dragons will begin to fear the lands as a diseased place and will shun them. This plan is less bold, more subtle, more difficult to pull off and will take longer to succeed, but will be less dangerous to the people of the Dusk Ports than open rebellion. The PCs must help decide which plan to go with as there is only enough dragonbane amber for one of them. Once decided, they must help implement the plan.

If the PCs decide to go with Father Thorn's plan they must find a way of luring Orlarrakh, or at lower ALs, a different dragon, into an ambush in a public place and slay her with the dragonbane amber weapon.

If the PCs decide to go with Zasheena's plan they must distribute the poison to several rebel groups and deliver some of it personally to Orlarrakh.

## DM'S INTRODUCTION

Father Thorn meets with the PCs and a small group of members from the *Scions of Amber*. Despite the failed expedition to locate the ruins of Djerad Kusold where much less dragonbane amber was recovered than expected, Father Thorn has renewed faith that the recovered dragonbane amber can be used to good purpose. He wants to craft a powerful dragonslayer weapon and use it to slay Orlarrakh or one of her high ranking lieutenants, in a public place, hoping that the victory will inspire the citizens to rise up in revolt against their dragon masters.

During the meeting, Zasheena Drethyl and her cohorts arrive to pitch an alternate plan for using the dragonbane amber. She wants to create a poison dust that can be introduced into the region's food and water supply, which will only affect dragons and that could drive them from the Dusk Ports for years to come. Father Thorn and Zasheena promote their own plans, but agree to follow the plan that the PCs feel is the best, as the PCs are the ones that will have to carry it out.

Father Thorn charts a ship called the *Dazzling Courier* to take the PCs to Lylorn where they will forge a dragonslayer weapon or synthesize the poison dust. On the journey there, the vessel is overtaken by the *Free Dragon* pirate ship and boarded by a dragonborn pirate captain and crew. What appears to be the prelude to an all-out combat turns out to be nothing more than a

theatrical entrance to impress the PCs into allowing the pirates to join them in their plot to overthrow the dragons. The pirates are agents of the Tarandar (Governor) of Tarsith who uses the rule of his draconic masters to skim some extra profit. After his meeting with the PCs in ABER4-1, he has decided to play both sides by sending the pirates to support the rebellion. No matter who wins, he plans to stay in power.

At this point, the adventure takes one of two distinct paths and unless the PCs fail the skill challenge in Encounter 5a, the paths remain divergent for the remainder of the adventure. The two adventure paths are hereafter referred to as the *Dragonslayer* adventure path and the *Poison Dust* adventure path. All encounters labeled with 'a' are for the *Dragonslayer* adventure path (i.e. 3a, 4a, 5a, 6a) and those labeled with a 'b' are for the *Poison Dust* adventure path (i.e. 3b, 4b, 5b, 6b).

### DRAGONSLAYER ADVENTURE PATH

The PCs arrive in Lylorn where they go to the forge of a master weapon smith who assists them in the creation of a powerful dragonslayer weapon infused with dragonbane amber. While forging the weapon, Father Thorn discusses the remainder of his plan to destroy Orlarrakh, or instead at lower ALs one of her lieutenants.

With the weapon in their possession, the PCs travel to their targets Fortress Lair to dispose of the draconic guardians placed there. Father Thorn wants no chances taken and he feels that the guardians could tip the balance in favor of the targeted dragon if they were to be alive to assist her.

The PCs then travel to the manor house of the Lord of Lylorn, Khorinn Hekesh, where they attempt to infiltrate and detain him, thus preventing him from attending at the Fortress Lair and thus drawing the dragon out into a public place to do battle.

If the PCs are successful, dragon faces them down at the manor house, in sight of a large crowd of citizens shopping in a nearby open marketplace.

If the PCs are unsuccessful, they are forced to return to the fortress lair to face the dragon and en route, they encounter her at the watering hole and are forced to deal with her there.

### POISON DUST ADVENTURE PATH

The PCs arrive in Lylorn where they go to Zasheena Drethyl's labs to assist in synthesizing the poison dust. While synthesizing the poison dust, Father Thorn discusses the remainder of Zasheena's plan to poison the region's water and food supply.

With the first batch of poison dust completed, the PCs travel to a cavern system northwest of Lylorn where

they plan to dump the dust into the aquifer for the region. As they search for the aquifer access point, they must face a group of aberrant monsters who've taken up residence in the caves.

Returning to Lylorn, they pick up the remainder of the poison dust and set off in a race against time to distribute the pouches to rebel groups stationed throughout the city. They must be careful to avoid contact with the Draconian Militia that is out in force collecting tribute and stealing sacrifices for the Green Duchess.

Discovering that they still have one pouch of poison dust remaining, Father Thorn insists that they dump it into Orlarrakh's watering hole to strike an immediate blow for the resistance. While performing this task, Orlarrakh's lieutenants arrive and the PCs must battle them to the death.

## PLAYER'S INTRO 1: OLD HAT

If the players have previously played both ABER4-1 and ABER4-2, proceed with this introduction; otherwise skip ahead to Player's Introduction: New Blood.

The adventure begins several days after the PCs return from their expedition to the ruins that had hoped to be the Swallowed City, Djerad Kusold where a great store of dragonbane amber was rumored to be (ABER4-2). The PCs are staying at a local inn in Marrauk thinking that perhaps their work for the *Scions of Amber* has come to an end.

Read or paraphrase the following:

*You recently became involved with a group of freedom fighters known as the Scions of Amber who oppose the rule of dragons in the Dusk Ports of Returned Abeir. Your timely intervention in fending off the feeding frenzy of a huge dragon led to your introduction to the Scions' leader, an elderly dragonborn by the name of Father Thorn. Sympathizing with their situation as mere slaves to their dragon masters, you agreed to spend some time training the rebels how to fight.*

*Having drawn the attention of Orlarrakh, the elder green dragon who rules the Dusk Ports, you were forced to flee from her while taking refuge with the Scions of Amber since.*

*Shortly after, Father Thorn came to you with information that he believed would lead you to the fabled ruins of Djerad Kusold, a legendary stronghold purported to contain a large cache of dragonbane amber, a substance harmful to dragons. Hiring you to lead an expedition through the jungles of Melabrauth, you set out with high hopes of a triumphant return.*

A few days ago, you returned from Melabrauth with great disappointment. Unfortunately, the information given by Father Thorn turned out to be less reliable than hoped for and your expedition ended with the discovery of only a small outpost containing a meager amount of the prized dragonbane amber.

Father Thorn was clearly disenchanted with the fruits of your trip to Melabrauth. Certain that his information about the Djerad Kusold ruins was accurate, he fully expected you to come back with a hoard of dragonbane amber to make weapons for an entire army.

Father Thorn accepted the small amount of amber that you recovered and thanked you for everything you've done for him and the Scions of Amber. Although the failure to locate Djerad Kusold should have left the old man broken and without purpose, you sensed that there was still a spark of hope that something would come of the whole affair.

Your instincts were right. Today you were approached by a messenger who told you that Father Thorn is calling a meeting of the Scions to discuss a new plan to overthrow draconic rule in the Dusk Ports. The messenger didn't know the details of Father Thorn's plan, but said that the old man was confident that with your help and the small amount of dragonbane amber brought back from Melabrauth, that the cruel reign of dragons is about to come to an end.

If the PCs wish to continue helping Father Thorn and the Scions of Amber, proceed to Encounter 1, otherwise the adventure is over.

## PLAYER'S INTRO 2: NEW BLOOD

If the players have not played ABER3-1 and ABER3-2, read this introduction, otherwise read the standard Player's Introduction and skip this one.

*You are approached by a member of a local group of freedom fighters known as the Scions of Amber who oppose the rule of dragons in the Dusk Ports. They've been hard at work taking steps to free the region from the tyranny of dragons and have worked with other adventuring groups to assist in their plots, which has drawn the attentions of Orlarrakh, the elder green dragon sometimes called the Green Duchess, who rules the Dusk Ports.*

A previous adventuring party returned just a few days ago from an expedition to Melabrauth where the Scions' leader, Father Thorn, believed they would find the fabled ruins of Djerad Kusold, a legendary

stronghold purported to contain a large cache of dragonbane amber, a substance harmful to dragons.

Unfortunately, the information given by Father Thorn turned out to be less reliable than hoped for and the expedition ended with the discovery of only a small outpost containing a meager amount of the prized amber.

Although the failure to locate Djerad Kusold should have left the old man broken and without purpose, the elderly Scions of Amber leader has renewed hope of freedom from slavery for the peoples of the Dusk Ports.

Father Thorn is calling a meeting of the Scions to discuss a new plan to overthrow draconic rule in the Dusk Ports and, having a reputation as worthy adventurers yourselves, you have been invited to attend. The details of the new plan are not known, but you are told that the old man is confident that with your help and the small amount of dragonbane amber brought back from Melabrauth, that the cruel reign of dragons is about to come to an end.

If the PCs wish to help Father Thorn and the Scions of Amber, proceed to Encounter 1, otherwise the adventure is over.

# ENCOUNTER 1: THE THORN IN A DRAGON'S SIDE

## IMPORTANT NPCs

**Father Thorn**, Scions of Amber Leader; dragonborn male.

**Aylon Kurrat**, Eskornar Diplomat, human male.

**Zasheena Drethyl**, Shadowkiss Leader; dragonborn female.

The PCs arrive at a pre-arranged location to meet with Father Thorn. In addition to Father Thorn, there are at least a dozen members of the Scions of Amber also present. Light drinks and snacks are served to those gathered in anticipation of Father Thorn's announcement.

Father Thorn nods to the PCs, acknowledging their arrival when they enter. He can be seen across the room speaking with a middle-aged human male who appears to be an outsider among the other Scions.

Several minutes after the PCs arrival, Father Thorn steps forward to address the group. Read or paraphrase the following text:

*Father Thorn begins in a somewhat saddened tone, but there is a hint of excitement beneath his words. "It would seem that our journey to forcibly free the Dusk Ports from draconic rule has come to a dead end. The unexpected results of our quest to Melabrauth with the failure to locate the true ruins of Djerad Kusold have certainly been disconcerting. Many lives have already been sacrificed toward this effort and I mourn their loss as each was like a member of my own family."*

*Murmurs from the crowd begin as each recalls the brave efforts of all the Scions who perished over the last several months, some of them relatives of those present here. Father Thorn holds up his hands to quiet the anxious crowd before continuing.*

*"However, I tell you this day that we are not beaten. All our efforts and those of our brethren have not been in vain. We shall soon strike a blow for freedom to forever squash the rule of dragons from this realm! With the dragonbane amber returned from Melabrauth, I propose that we forge the greatest dragonslayer weapon the realms have ever known! With this great weapon, we shall slay the <AL 12-14 one of the Green Duchess' chief lieutenants/ AL 16-20 the Green Duchess> before a multitude of witnesses and spark a revolution against our evil masters with everything we can muster against them!"*

*The crowd cheers Father Thorn's speech, fists are raised, and there are shouts of "Victory" and "Revenge" from many. Father Thorn once again quiets the crowd.*

*"Before you decide whether or not this plan has merit, I would have you hear the story of another place, in another time, which once bowed to the might of dragons and does so no more. The realm of Eskorn fought free from its dragon rulers, not only through the heroics of human slaves rising in revolt, but due to the valiant deeds of adventurers led by a powerful warrior by the name of Aunglass Roaryl. I present to you Aylon Kurrat, an influential member of King Ornan's court of Eskorn's 5th dynasty."*

*A middle-aged human steps forward to address the group. "Thank you, Father Thorn, and to everyone supporting this effort. I tell you that it would not have been possible for our realm to break free from the reign of dragons if it were not for the efforts of courageous commoners and adventurers such as yourselves."*

*"Some of you undoubtedly know the legend of Aunglass Roaryl from whom the current line of Eskorn kings is descended. What you may not have heard is that it was Aunglass that personally led multiple strikes on powerful dragon targets, not only with a band of experienced adventurers, but with the backing of human slaves. Our revolution didn't happen overnight, but developed over several years and we saw the destruction of our cities and sacrifices of many innocents before we achieved victory, but there are few who would give up that freedom to go back to a life of slavery."*

*"You have the same chance here, today, to begin your own journey to freedom. Don't let that opportunity pass you by."*

As Aylon steps down, the crowd stirs to life and there are more cheers of affirmation for the ideals presented. It seems that there is no denying that the members of the Scions of Amber are committed to this course of action at any cost.

Father Thorn addresses the crowd once more to ask that they take their time to carefully consider the plan before committing themselves and that he and Aylon are available to answer any questions or concerns they may have.

## ESKORN LORE

Players wishing to glean more information about Eskorn after listening to Aylon Kurrat's tale may know the following:



**History DC 10:** Eskorn was delivered from the talons of the dragons, not just by the heroics of human slaves everywhere rising in revolt, but thanks to the specific deeds of adventurers led by the strong and tough warrior Aunglass Roaryl, from whom the current line of kings is descended. Since the Deliverance, as the event is called, five human dynasties have ruled. Four of the dynasties ended violently.

Eskorn is known as the Wild Dragon Realm, not for its draconic past or any prevalence of wild dragons, but for the Wilddragons, one of its former ruling families. Most sages believe that the Wilddragons were exterminated by the usurping Haylraevyn clan, but legends have always insisted that they live on, scattered Eskornar ignorant of their own lineages and whom have spawned many successful adventurers (and outlaws). One day the Wilddragons will return to the throne, ushering in a time of greatness for Eskorn. Some of the eldest and most learned wizards of Returned Abeir have declared that the legends, not the sages, are correct.

**History DC 15:** A few of Eskorn's ruins are rumored to still hold fabulous treasures. Tombs of ancient dragon emperors litter the land, not to mention a single colossal structure rising miles into the steel sky that is said to have housed a Dawn Titan that was never defeated during the Rule of Dragons. However, no one has ever managed to so much as scratch the stone gates that seal the mammoth spire.

If the PCs have any questions, Father Thorn and Aylon can provide the following additional information:

#### Father Thorn

- *How will the dragonslayer weapon be forged?* Father Thorn knows a master weapon smith in the city of Lylorn who has the resources and knowledge to craft the weapon. However, he expects the PCs to contribute their own skills to aiding the weapon smith in the task.
- *How does Father Thorn plan to get them to Lylorn?* He is going to charter a ship to take them there. The dragons' agents are watching all the known portals and the lands routes are thick with militia searching for agents of the Scions. Flying there through the air full of dragons is a death sentence.
- *How will they draw Orlarrakh or her lieutenants into a direct conflict?* Orlarrakh is known to visit the Dusk Ports on a regular rotating schedule. At ALs12-14 She is currently not in residence, but one of her chief lieutenants, her daughter Orlanderkah watches over the city when the

Green Duchess is not in residence. At ALs 16-20 Orlarrakh is due in Lylorn in three days. All Dusk Port cities have a fortress lair for when she is in attendance. Whenever present, she demands an audience with the current lord of the city. This presents an ideal opportunity to manipulate the Green Duchess. If asked for more specifics, Father Thorn says that he's still working out the details, but he will have it all worked out by the time they forge the weapon.

- *What kind of weapon should be forged?* It will have to be a melee weapon, but beyond that Father Thorn has no preference and he defers to the PCs to decide what type of weapon would be best, since one of them will have to wield it.

#### Aylon Kurrat

- *What exactly is Aylon's position in King Ornan's court?* Aylon does not answer this directly. He explains that the ruling hierarchy in Eskorn is too complicated to summarize. He paints himself as an advisor to the king and a diplomat to other realms.
- *If Eskorn's rebellion against the dragons was so successful, why did four other human dynasties fall since the Deliverance?* Aylon believes this is due to poor leadership and unpreparedness for self-rule.
- *What is Eskorn's interest in a rebellion in the Dusk Ports?* Eskorn supports freedom from draconic tyranny through all of the Returned Abeir. The more allies they can garner against the wyrms, the better their position.

Allow the PCs some time to role-play this idea and discuss it in more detail with Father Thorn, but don't let the discussion get too deep. Just when the PCs are getting comfortable with the idea that this is the plan, read the following text aloud:

*The door to the meeting hall bursts open to admit an imposing female dragonborn followed by a small group of dragonborn and humans. The startled crowd turns to see what the commotion is.*

*"Zasheena!" Father Thorn cries out. "What's the meaning of this intrusion?"*

*"My apologies for arriving late, but with travel time this is the earliest I could get here."*

*"Your kind, scoundrels and parasites, were not invited and I fail to see what your interest is here." Father Thorn scowls at Zasheena.*

Zasheena is one of the co-leaders of the Shadowkiss (along with Nandrel Gostur), a criminal organization

that traffics in drugs and poisons. Their black market is not sanctioned by the dragon overlords and exists to enrich the Shadowkiss.

If any PCs have the story award **ABER05 Gratitude of Nandrel Gostur** (meaning they saved Nandrel's son and earned his favor), or **ABER08 Tears of Chalse Sprocketwrench** (meaning they helped and impressed one of Nandrel's chief agents) read the following:

*"My partner, Nandrel, is most grateful that you <ABER05 saved his son from the feeding frenzy of Orlarrakh's companion the Maroon Prince> and/or <ABER08 aided his agent in Marrauk>. Fortunately, the event drew my attention and I've been watching your movements ever since."*

Regardless, continue reading:

*Zasheena pushes through the crowd to stand where Father Thorn first made his pitch to forge a dragonslayer weapon. "I don't know what your plan for the dragonbane amber is, Thorn, but I have an idea that I've long wanted to implement and that is certain to drive the dragons from the Dusk Ports for many years to come. But if my plan has any chance of succeeding, I need the amber—all of it!"*

*The people become restless, voices raised and anger evident. Father Thorn moves closer to challenge Zasheena. "We already have a stratagem and I doubt that any can be persuaded to change our plan."*

*"Why not let your people decide for themselves? After all, it is they who you send to face the true danger. I only ask for a chance to present my idea. You wouldn't deny me that now would you?"*

*Father Thorn steps away in anger and concedes the floor to Zasheena.*

*"I believe that the dragonbane amber can be synthesized into a powerful poison dust that, when introduced into the water and food supply, will multiply and grow like a bacteria. The poison that spreads throughout the entire region shall act as a plague for dragons, a wasting disease that shall cripple their mighty power and leave them vulnerable. The poison would only sometimes be fatal, but should give the impression that the Dusk Ports are dangerous for dragon occupation. The perceived plague will certainly drive them out, freeing us from their cruel reign forever."*

It is obvious by the reactions of the group that Zasheena's plan does seem appealing to some. Their

initial hostility has changed to a willingness to consider the alternative plan. Even Father Thorn seems to have had a change of heart.

*Father Thorn nods his head and steps forward. This time, he addresses your group directly. "I believe both plans have merit, but as Zasheena says, there is clearly only enough amber to execute one of them. As she says, you will face the danger, so I leave it to you to decide. We will go with whatever plan you feel has the best chance of success." Father Thorn glances at Zasheena. "Agreed?" She nods.*

It has been left up to the PCs to decide what plan they will pursue. Allow time to role-play the decision-making process. Below is a list of pros and cons for both plans. Father Thorn and Zasheena Drethyl have agreed to support whatever plan the PCs decide on.

#### FATHER THORN'S PLAN

The following are the pros and cons of Father Thorn's plan to forge a dragonslayer weapon to slay the Green Duchess:

##### Pros

- Requires very little coordination. One group can carry out the plan.
- Successful creation of a dragonslayer weapon is a low risk use of the dragonbane amber. It is known that it will make a weapon, and there are ample heroes who would be willing to pick it up for a just cause.
- There is a high probability that they could eliminate the threat of the Green Duchess and her immediate guard/companions

##### Cons

- There are no guarantees that the citizens of the Dusk Ports will respond as expected and rise up in revolt.
- There is a high risk of retaliation from Melauthaur (the dracolich overlord who's territory also includes the Dusk Ports), including a more personal risk to the PCs themselves.

#### ZASHEENA DRETHYL'S PLAN

The following are the pros and cons of Zasheena Drethyl's plan to create a poison dust to turn the Dusk Ports into a plague land for dragons:

##### Pros

- There is a low risk to the citizens of the Dusk Ports. As the plan is more subtle, it is less likely

that the general citizenry will be slain in retaliation.

- The benefits of the poison could last for many years and require no action to sustain it. The other plan requires that the citizens keep fighting.

#### Cons

- This plan requires an elaborate coordination involving several rebel groups, in addition to the PCs, in order to poison all aquifers and food stores. This means there are more chances to fail before the poisoning is complete.
- It will take much longer to see the results of the effort.
- There is no guarantee of the effectiveness of the poison or its ability to spread, only the belief of the Shadowkiss agents.
- The plan is put forth by the Shadowkiss who, while they are certain not allies of the dragons; they have never been allies of the Scions of Amber, or any just people for that matter.

## ENDING THE ENCOUNTER

The encounter ends when the PCs decide on a course of action and all parties are in agreement. If the PCs decide to go with Father Thorn's plan, they are now on the *Dragonslayer* adventure path (use Encounters designated with an "a" when given a choice). If they decide to go with Zasheena's plan, they are now on the *Poison Dust* adventure path (use Encounters designated with an "b" when given a choice).

#### MILESTONE

This encounter does NOT count toward a milestone.

#### TREASURE

There is no treasure in this encounter.

## ENCOUNTER 2: A PIECE OF THE ACTION

### IMPORTANT NPCs

**Father Thorn**, Scions of Amber Leader; dragonborn male.

**Zasheena Drethyl**, Shadowkiss Leader; dragonborn female.

**Ghedrinn Lissan**, Pirate Captain; dragonborn male

**Bromthor Garenth**, Dazzling Courier Captain; dragonborn male

The PCs travel to Lylorn aboard the *Dazzling Courier* clipper chartered by Father Thorn. The Encounter is broken down into two scenes as follows:

*Scene 1:* The departure and first half of the journey from Marrauk to Lylorn. The PCs have the opportunity to meet the captain and crew of the *Dazzling Courier* and learn about pirate activity on the Dragon Sea.

*Scene 2:* The *Dazzling Courier* is overtaken and boarded by Ghedrinn Lissan and his pirate crew of the *Free Dragon*. They've heard rumors of Zasheena's involvement in a plot against the dragons and are under orders of the Tarandar of Tarsith to join the rebellion.

### SCENE 1: DEPARTURE

The PCs briefly meet the captain and some crewmembers of the *Dazzling Courier* and then depart for Lylorn. Father Thorn and Zasheena plan to travel with the group as far as Lylorn. Zasheena has a secret lab in the city where the PCs can forge the weapon, or help create the poison without worrying about being found by operatives of the dragons.

As the adventurers approach the boat, read:

*You arrive at the docks in Marrauk's busy port on the Dragon Sea. Ships of all kinds are arriving and departing on regular schedules; fishing boats, cargo ships, and even some fighting ships are in operation here.*

*Father Thorn, along with Zasheena, leads the group down one of the piers to a medium-sized clipper where several able seamen are raising sails and making other preparations for departure. The words Dazzling Courier are painted near the prow of the vessel in colors that seem to shift and morph to match the radiant Steelsky overhead. The current color is a copper-hue, which is a portent of a violent storm approaching.*

If asked about the weather, the captain is mildly concerned, but believes they will be one step ahead of the storm front if they get underway quickly. He also remarks that storms like this sometimes just pass them over.

### THE DAZZLING COURIER

The *Dazzling Courier* is a swift clipper that is often chartered on the Dragon Sea to ferry dignitaries, special messengers, and important cargo throughout the Dusk Ports. The ship's dragonborn captain is Bromthor Garenth, a man known for his honesty and integrity.

During the first portion of the journey to Lylorn, the PCs have a chance to settle in, mingle with the crew, and get to know the ship.

The following information can be learned through role-playing conversations with the crew, but be mindful of the time if this adventurer is being played in a time sensitive environment such as a convention.

- Lylar pirates are a staple of Abeiran folklore, and the Lylar rival the Sambrese of the Sword Lands for imagining insults and drawing steel to redress them. They do not regularly slay weaker or older foes, however, but often carry small belt-whips to punish such offenders.
- The *Dazzling Courier* has not often drawn the attentions of pirates, but it has happened on a few rare occasions over the years.
- It is obvious from talking with the captain and crew that Captain Garenth is an honest man who deals with passengers and crew most equitably.
- Captain Garenth likes to tell stories of some of his more interesting voyages. His favorite story is about a dangerous journey sailing to Returned Abeir's northern coast. He recalls the bleak, uninhabited sheer cliffs falling into the waves from the cold, jagged heights of the mountains where Dawn Titans sleep in icy Fimbrul. The *Dazzling Courier* and its crew barely survived the expedition, but he says that he wouldn't trade that experience for anything. (Note: Feel free to embellish the story and add details, but they should be plausible additions; Captain Garenth is honest and doesn't exaggerate.)
- The Dusk Port cities may appear on the surface to be a cooperative collective, but the reality is that they are all fierce rivals and have never agreed on anything. The fact that there is trade at all between cities is a small miracle. The only thing that the cities seem to agree on is that they all defer to Orlarrakh, the elder green dragon, who has kept them under her dominion.

- The crewmembers of the *Dazzling Courier* are all hopeful of a future someday free from the thralls of the Green Duchess, but there is great fear in them that prevents them from taking the necessary steps toward that freedom. The presence of heroes like the PCs gives them a boost of confidence that their hope is realistic.
- Captain Garenth knows the Scions are involved in the PCs' trip, but does not wish to know any more details than necessary. He wants to aid them, but realizes that if taken he could be forced to speak of what he knows.

For additional role-playing opportunities, see Appendix 1 for details on some of the crewmembers of the *Dazzling Courier*.

## SCENE 2: PIRATE GAMBLE

The cook, a dwarf who goes Hardrak, invites passengers to eat in the galley after the PCs have settled in. This occurs after role-playing opportunities begin to die down or the players become restless. The menu includes bread, jerked beef, fish stew, and water. The PCs are not obligated to take a meal at this time, but the crew encourages them. Other possibilities include:

- Remain on deck on the lookout for pirate ships or other dangers
- Help deck crew with the general tasks required to keep the clipper sailing smoothly
- Hang out with the captain at the wheel and listen to more of his fantastic tales
- Take a rest on one of the available hammocks below deck
- Other reasonable requests should be allowed

Once the call for grub goes out, ask the players what their characters want to do. It is important to note where each character is for this scene.

Once the evening meal is well underway, an enchanted pirate vessel, the *Free Dragon*, begins a stealthy approach to overtake the *Dazzling Courier*. Before proceeding, familiarize yourself with the following information about the *Free Dragon*:

### THE FREE DRAGON

The *Free Dragon* is a specially built magic caravel under the command of Captain Ghedrinn Lissan. The vessel has been in service for over forty years, built for Ghedrinn's father with the aid of a powerful wizard. Several special features of the boat allow it to move about stealthily even in highly populated waters. Legend

has it that the wizard's soul is magically bound to the boat and that's what gives the vessel its special powers (DC Moderate History check upon seeing the vessel or hearing the name).

Ghedrinn's father used the boat primarily as a base of operations for a force of freedom fighters that opposed the rule of dragons in the Dusk Ports. Although Ghedrinn grew up on the ship and trained under his father, some of his father's idealistic dreams died when his father was killed by draconic servants in service to Orlarrakh. Since then, the *Free Dragon* has sometimes been used for treasure hunting and even a little piracy when freedom fighting wasn't paying well. A few years ago, Captain Ghedrinn was approached by agents of the Tarandar of Tarsith. He wished to enhance his station and wealth without drawing the eyes of the Green Duchess. As such, he agreed to divert patrols hunting for the *Free Dragon* in exchange for a cut of the pirates' take and the occasional favor. When the Tarandar informed him he wished the pirates to join the rebellion, now that it had a chance of success, it has rekindled the old memories of his father, and he agreed.

The following are special magical enhancements that give the *Free Dragon* a decided edge against any sea-going vessel it encounters:

**Massive Fog Aura (At-Will):** At the command of its captain, a massive cloud of fog surrounds the vessel and moves with the craft. The aura extends up to 1 mile in diameter centered on the boat and provides total concealment. The fog lasts up to 1 hour.

**Silent Running (At-Will):** The entire vessel and everything within is subject to a powerful *silence* spell that is engaged/disengaged with a simple free action by its captain.

**Phasing (Encounter):** The entire vessel and everything within is phasing until the end of the encounter.

**Teleportation (Daily):** The vessel gives to one individual on the vessel the power to teleport up to 20 squares.

### THE PIRATE GAMBLE

A mysterious fog begins rolling in from the southwest and closing fast. If no PCs are on deck, they are not informed of the sudden fog. The captain and crew don't feel it warrants attention. Fogs are common.

The fog is actually the *Free Dragon* coming in under cover. The vessel is currently utilizing the *fog aura*, *phasing*, and *silence* powers. PCs able to fly can go out to investigate the fog before it overtakes the *Dazzling*

*Courier* should they wish to. However, the fog provides total concealment and any flying creatures entering the fog simply pass right through the boat as if it isn't even there. In addition, the silence power prevents anyone not using *telepathy* or similar magic to communicate their findings to anyone aboard the *Dazzling Courier*.

There is actually no threat to the PCs, which is revealed shortly, but the sense that something dreadful is going to happen should definitely be conveyed.

As soon as the *Free Dragon* comes alongside the *Dazzling Courier*, it ceases *phasing* and the pirate crew swings aboard the *Dazzling Courier* via ropes. If there are no PCs on deck, the captain or a crewmember shouts out as soon as they are boarded. This should bring attention to those below deck who can come up to see what's going on.

If no PCs are present, when they finally get on deck they see a large group of dragonborn pirates wielding cutlasses, holding the captain and crew at the edge of a blade, but not attacking.

If PCs are present, they witness the pirates swing aboard on ropes and threaten with cutlasses. Before they take action or just when they are about to take action, the pirate captain, Ghedrinn Lassen, uses the *Free Dragon's* *teleportation* power to appear instantly beside one PC. Pick a suitable character, preferably the group leader, and read the following text aloud to the player running that character:

***Suddenly, a dragonborn pirate in full armor brandishing a cutlass appears inches from you. He snarls and speaks in threatening tones. "If I wanted to kill you, I'd be halfway there. But, alas, I am not here to fight...but to impress." The pirate's mood quickly changes as he breaks out in laughter and sheaths his weapon. "How am I doing?"***

If Zasheena is not on deck, she arrives a few moments after the stealthy intrusion just in time for Ghedrinn to spot her.

***Zasheena recognizes the pirate captain and is visibly upset. "You...!"***

***The pirate captain smiles and bows to Zasheena. "Rumor has it that the seed of rebellion has been planted."***

***Zasheena scoffs at him. "What do you want, Ghedrinn?"***

***"It's quite simple really," he replies. "We want in on it. And we know you're behind it."***

Once Ghedrinn has everyone's attention, the PCs can learn the following information through role-playing:

- Ghedrinn wants to speak specifically with Zasheena and her allies (the PCs). The pirates have learned of a plan to overthrow the rule of dragons in the Dusk Ports (he does not initially specifically say how) and wish to be included.
- Ghedrinn doesn't directly reveal how he knows about the plan, but he smiles and looks at Zasheena, saying ***"You should be more careful in screening your cronies, Zasheena."*** A Moderate Insight DC check suggests that this is a half truth.
- Ghedrinn is hoping that his stealthy boarding is enough to impress the PCs into accepting the pirates as useful allies.
- Ghedrinn does his best to convince the PCs that he and his crew are trustworthy in this endeavor, citing that they wouldn't be pirates at all if it weren't for the draconic rule in the land. They view themselves more as freedom fighters although most would see some of their activities as selfishly motivated and for personal gain. The captain tries to downplay these accusations and says that their activities are largely exaggerated.
- Ghedrinn was Zasheena's former partner in a plot that nearly killed the both of them due to Ghedrinn's impulsive and rash leadership. She is not in favor of allowing the pirates to aid them, knowing they have little talent for subtlety.
- Ghedrinn not only offers the services of his pirate crew to assist rebel groups, but if there are only 4 players in the group then he also offers his services personally.
- A Hard DC Insight suggests that Ghedrinn is holding back some key information. If pressed, he alludes that there are powerful individuals in the draconic government who believe that the rebellion has a chance and they wish to be on the winning side when it comes time to string up the enemies of people.
- If pressed with a Moderate DC Bluff, Diplomacy or Intimidate check, Ghedrinn admits that it is the Tarandar of Tarsith who sent them. After the interaction with a group of adventurers recently (ABER4-1), he has come to believe that the rebels might drive the dragons out and so he wants to help (for selfish reasons). It has taken these many months for the Tarandar's men to find the PCs.

If the PCs accept Ghedrinn without further proof of his capabilities, he thanks them and offers them a magic item as a token of goodwill (see Treasure section). He asks to receive a fair share of any treasure they discover while working together.

If the PCs wish to test his mettle, he graciously accepts and is willing to pit his skills against any PC in

the group to prove his worth. He suggests one or more of the following tests of skill.

### TESTS OF SKILL

Ghedrinn offers to challenge one or more PCs in tests of skill to prove his worthiness to join them or just as a fun way to pass the time aboard ship. If the PCs agree, he suggests one or more of the following challenges:

**Sail Climb Race:** Be the first to climb to the top of the main sail and back down to the deck.

Climbing the sail requires an Easy DC Athletics check to move at half speed. The top of the sail is 7 squares from the deck. Creatures with a climb speed do not require skill checks nor do they suffer from reduced movement.

Ghedrinn prefers this test of skill, using his *rigging monkey* power to gain climb 7 without making checks. He traverses up and down the sail in just 2 rounds, making most any competitor feel foolish for even challenging him. Ghedrinn good-naturedly laughs at anyone who can't keep up. However, if a PC somehow bests him at this competition, he congratulates them with a hearty pat on the back and lets them know how impressed he is.

**Arm Wrestling:** Touch your opponent's hand to the table while keeping your elbow on the table.

Two opponents clasp hands and place their elbows firmly on a flat surface such as a table. When told to start, they must use brute strength to pin their opponent's hand to the table. This challenge involves opposed athletics checks in which one opponent must win two successive checks to gain victory. If the battle see-saws, it indicates that one competitor has the upper hand. Two opposed check successes in a row indicate victory for that competitor.

If a PC is losing the contest, they can attempt to Intimidate Ghedrinn, which cancels Ghedrinn's upper hand and return the two competitors to even. Intimidate may only be used once in this challenge.

To make things more interesting, and to involve the other players, Ghedrinn's pirates cheer him on during the competition, which acts as a group Intimidate (skill value of 8/10/12/14/16). If not opposed, Ghedrinn's competitor suffers -2 on his/her Athletics checks. If the PCs actively encourage cheering and support for their champion then make an opposed Intimidate check against the highest skill value in the party. If the PCs win, then apply the -2 to Ghedrinn's checks instead.

This is definitely not Ghedrinn's best event, but he believes he can hold his own long enough to impress

most anyone. He prefers the sail climb race or the mock swordfight.

**Mock Swordfight:** Defeat your opponent in a mock sword fight or force him to surrender.

Two opponents square off in mock combat. Contestants are only allowed to use melee basic attacks during combat and all damage sustained is considered non-lethal. One combatant wins when their opponent is bloodied. A combatant in violation of the rules is considered defeated and the contest ends.

Ghedrinn mocks his opponent during the fight if he has the upper hand at any time. He also has a flair for the dramatic and loves to use Acrobatics to utilize all available terrain such as leaping onto crates or barrels, moving behind the captain's wheel for cover, or even balancing on the ship's rails. If pushed overboard, he is quickly fetched from the water by the crew and he concedes the battle to his opponent, congratulating them on their battle prowess.

Despite the outcome of any tests of skill, Ghedrinn hopes that he has acquitted himself well enough to prove his value to the group. If there are only four PCs, he becomes a companion character throughout the rest of the adventure. His stats for all five ALs can be found in Appendix 2.

## ENDING THE ENCOUNTER

The encounter ends when the PCs have finalized any arrangements, or lack thereof, with Ghedrinn and his pirates. If the PCs decline any arrangements with the pirates, Ghedrinn and his crew leave peacefully aboard the *Free Dragon*. As they leave, Ghedrinn says, "***It is unfortunate that we are unable to come to an arrangement in this matter. Rest assured, we will be standing by should fortunes change.***" The remainder of the journey is uneventful and they arrive in Lylorn ahead of any storm that might be approaching.

If the PCs are on the *Dragonslayer* adventure path, proceed to Encounter 3a. If the PCs are on the *Poison Dust* adventure path, proceed to Encounter 3b.

### MILESTONE

This encounter does not count toward a milestone.

### TREASURE

The pirate captain Ghedrinn Lassin offers the PCs a *torc of fortune* (+3/Level 14 at AL 12-16, +4/Level 19 at AL 18-20) as a token of goodwill if they accept the help of his pirate band.

## ENCOUNTER 3A: FORGING THE DREAM

### SKILL CHALLENGE, COMPLEXITY 2

#### IMPORTANT NPCs

**Father Thorn**, Scions of Amber Leader; dragonborn male.

**Zasheena Drethyl**, Shadowkiss Leader; dragonborn female.

**Arstra Silverden**, Master Weaponsmith; dwarf female

Run this encounter only if the PCs are on the *Dragonslayer* adventure path. If they are on the *Poison Dust* adventure path, run Encounter 3b instead.

The PCs arrive at Zasheena Drethyl's labs in Lylorn where there was an accidental fire which damaged some of Zasheena's notes and equipment.

When the PCs arrive at Zasheena's labs, read or paraphrase the following:

*You arrive in Zasheena Drethyl's laboratory to find the place in shambles. There is a strange acrid odor and the air is polluted with a dissipating black smoke. Several lab assistants are rushing about the place trying to clean up the mess from an obvious fire.*

The lab assistants were performing an unauthorized experiment that went awry. Zasheena chastises them for going against her orders and then commands them to get the place cleaned up.

Zasheena is furious at the state of the lab and quickly checks on the status of her inventory, instruments, and formula books. She discovers that there was not a lot of damage to chemicals and equipment, but that some of her prized formulas, including the notes on synthesizing the poison dust, have been damaged. She remarks that now she'll probably never get a chance to implement her idea, which she believes would have been her crowning achievement.

After everything settles in the aftermath of the lab cleanup, one of Zasheena's assistants is sent to fetch the master weapon smith who will use Zasheena's personal forge to create the amber-infused dragonslayer weapon.

A short while later, the weapon smith, Arstra Silverden, arrives with an enhanced version of the enchant magic item ritual and additional components for forging the weapon.

Father Thorn introduces Arstra and, while she prepares the forge, Father Thorn takes the PCs aside and speaks with them in private.

Read or paraphrase the following:

*While Arstra prepares the forge for the task of crafting the weapon, Father Thorn quietly takes you aside. He makes sure that Arstra is well out of earshot before he addresses you with a serious concern.*

*"I think there's something you should know about Arstra before you begin this delicate operation. You see, Arstra lost her burly husband of fifty years to Draconian Militiamen who tried to force the great warrior into service to Orlarrakh.*

*"It's been about a year since the incident, but Arstra's fiery passion for freedom was nearly snuffed out on that day. It took quite a bit of doing to get her to agree to help in this matter. Now she's the best weapon smith there is, I assure you of that, but if she's as depressed as I suspect she is..." Thorn glances at her and shakes his head, "...then she's not going to be up to her best work. You're going to have to do whatever it takes to get that woman inspired to give her heart and soul in this or we may be wasting our time after all."*

If the PCs are at a loss as to how to do what he asks, he suggests telling uplifting stories, sharing the hope of freedom they've experienced, crack a joke or two, or anything else they can think of that might lift her spirits and keep her focused and on-task.

#### CREATING THE AMBER-INFUSED DRAGONSLAYER WEAPON

As part of the process of creating the *amber-infused dragonslayer weapon*, Arstra Silverden has access to an enhanced *enchant magic item* ritual and all the necessary components to execute the ritual. The enhanced ritual was passed down to Arstra by her ancestors and kept secret until, as prophesy foretold, it would one day be needed to strike a blow against the dragons. Using the ritual requires no Arcana check to complete, though successful Arcana checks in this skill challenge represent the additional effort required to infuse the weapon with dragonbane amber and give the weapon its extraordinary qualities. Only those PCs that wish to participate in the ritual need participate, though at least some of the party must be involved.

If it hasn't yet been decided, Arstra asks the PCs what type of weapon they wish her to forge. Arstra has the skill to forge any kind of weapon made of steel and she doesn't express a preference unless asked. If so, she is reminded of the weapon her husband favored— the



greataxe—and requests that they craft one in his honor. If the PCs agree, they earn two automatic successes in the skill challenge. The honorable act lifts Arstra's spirits and gives purpose to her otherwise mundane job.

As a finishing touch, Arstra inscribes the weapon with her husband's name, Darresk Silverden, regardless of what type of weapon is forged. Upon completion, she presents it to the PC who will wield it and prays for a blessing from Moradin upon the weapon and its wielder.

## SKILL CHALLENGE: CREATING THE DRAGONSLAYER WEAPON

**Goal:** The PCs need to assist Arstra in creating the amber-infused dragonslayer weapon while keeping her spirits high to insure she does her best work.

**Complexity:** 2 (6 successes before 3 failures)

**Primary Skills:** Arcana, Athletics, Bluff, Diplomacy

**Other Skills:** Insight, Perception, Religion

**Victory:** The PCs help Arstra to forge an *amber-infused dragonslayer weapon* of exceptional quality.

**Defeat:** The PCs help Arstra to forge an *amber-infused dragonslayer weapon* that is less than expected quality.

**Arcana [Moderate DC]** (trained only; 1 success, 2 maximum)

*You use your knowledge of Arcana and the information from the enhanced enchant magic item ritual to artfully infuse the weapon with dragonbane amber.*

**Athletics [Easy DC]** (1 success, 1 maximum)

*You help to keep the forge operating at peak efficiency by assisting with pumping the bellows, moving slabs of metal and all the other physical tasks required by Arstra.*

**Bluff [Easy DC]** (1 success, 1 maximum)

*You tell Arstra comforting lies about her husband to soothe her heartache.*

**Diplomacy [Moderate DC]** (1 success; 3 maximum)

*You keep Arstra engaged in pleasant conversation, deflecting her tendency to focus on negative thoughts.*

**History [Moderate DC]** (trained only; 1 success, 2 maximum)

*You recount some interesting and uplifting event from history that brings good cheer to Arstra.*

**Insight [Moderate DC]** (no successes)

*You begin to gain a deeper understanding of the reasons for Arstra's extreme reaction to her husband's death. Your emotional connection helps turn Arstra's spirits around.*

The use of this successful skill removes a previous Bluff or Diplomacy failure. It can only be used following a failure from one of the skills.

**Perception [Hard DC]** (no successes)

*You notice a personal fact about Arstra that helps you to mitigate Arstra's spiraling feelings.*

Your success removes a previous Bluff or Diplomacy failure. It can only be used following a failure from one of the skills.

**Religion [Moderate DC]** (no successes)

*Your knowledge of the faith of Moradin allows you to avoid a catastrophic failure during the enchantment of the weapon.*

The use of this successful skill removes a previous Arcana failure. It can only be used following a failure from that skill.

## EXPLAINING THE REST OF THE PLAN

While the PCs work to forge the weapon, Father Thorn discusses with them the plan for proceeding once they complete the task.

- Father Thorn wants the PCs to travel to Orlarrakh's Fortress Lair and defeat the guardians there. Dealing with Orlarrakh (AL 16-20) or her daughter (AL 12-14) alone is going to be difficult enough without having to also deal with her draconic guard as well. Leaving them alive could turn the tide of battle in favor of the dragon. Father Thorn believes disposing of them insures the best chance of success when they finally face Orlarrakh, or her daughter, with the dragonslayer weapon.
- Once the draconic guardians are dealt with, Father Thorn wants the PCs to sneak into the Lord of Lylorn's mansion and purposely detain him so that he cannot be in attendance at Orlarrakh's Fortress Lair when she, or her daughter, arrives. Thorn believes this, along with the death of her fortress guardians, will force Orlarrakh into the city to deal with what appears to be a slight against the rightful rulers by the Lord of Lylorn, whether by outright rebellion or simple incompetence. That allows the PCs to defeat her publicly and rally support from the citizens when they see the Green Duchess (or the Green Duchess' daughter who is her chief lieutenant) fall to the hands of heroes. Father Thorn knows that this plan puts the Lord of Lylorn at risk, but he believes it's a chance they

have to take. The life-span for city Lords is not that long to begin with; a sad, but true fact.

- Infiltrating the Lord's manor must be done quietly without causing casualties. If the PCs' actions in the event cause harm to anyone, it could turn the people against the PCs and the goal they are trying to accomplish.

## ENDING THE ENCOUNTER

**Success:** With the help of the PCs, Arstra forges an amber-infused dragonslayer weapon of exceptional quality.

**Failure:** With the help of the PCs, Arstra forges an amber-infused dragonslayer weapon that is less than the expected quality.

In either case, the PCs gain access to the *amber-infused dragonslayer* weapon described in Appendix 3. The PCs gain version 1 of the weapon if they succeeded in this skill challenge and version 2 if they failed this skill challenge.

## MILESTONE

This encounter counts toward a milestone.

## TREASURE

The PCs gain access to the *amber-infused dragonslayer weapon*. At the end of the adventure, the weapon reverts to a *true dragonslayer weapon* for purposes of treasure awards.

## ENCOUNTER 3B: SYNTHESIZING THE DREAM

### SKILL CHALLENGE, COMPLEXITY 2

#### IMPORTANT NPCs

**Father Thorn**, Scions of Amber Leader; dragonborn male.

**Zasheena Drethyl**, Shadowkiss Leader; dragonborn female.

Run this encounter only if the PCs are on the *Poison Dust* adventure path. If they are on the *Dragonslayer* adventure path, run Encounter 3a instead.

The PCs arrive at Zasheena Drethyl's labs in Lylorn where some preparations for synthesizing the poison dust have already been made by Zasheena's band of alchemists. However, actually synthesizing dragonbane amber into a poison dust has never been attempted and the process is going to require the PCs' expertise to accomplish the goal. To complicate matters, there was a lab accident just before the PCs' arrival, which damaged some of Zasheena's notes on how to synthesize the dust.

When the PCs arrive at Zasheena's labs, read or paraphrase the following:

*You arrive in Zasheena Drethyl's laboratory to find the place in shambles. There is a strange acrid odor and the air is polluted with a dissipating black smoke. Several lab assistants are rushing about the place trying to clean up the mess from an obvious fire.*

The lab assistants were performing an unauthorized experiment that went awry. Zasheena chastises them for going against her orders and then commands them to get the place cleaned up.

Zasheena is furious at the state of the lab and quickly checks on the status of her inventory, instruments, and formula books. She discovers that there was not a lot of damage to chemicals and equipment, but that some of her prized formulas, including the notes on synthesizing the poison dust, have been damaged. Most of the information is intact, but she'll need the PCs help to decipher some of it and fill in the blanks for the rest.

Due to the problems associated with this new formula, Zasheena plans to only use a portion of the dragonbane amber to make a trial batch. The process of synthesizing the poison dust turns out to be quite involved and requires the coordination of several individuals. The PCs find themselves having to deliver

chemicals, herbs, plants, and delicate instruments, to move intermediate mixtures around to make room for more materials, etc. Only those PCs that wish to participate in the process need participate, though at least some of the party must be involved. The delicate and harried work is stressful and just keeping everyone organized and calm becomes a difficult part of the task. There is also a very real danger of dropping mixtures, toppling vials, or even breaking delicate instruments during the process. Such an accident could not only end the plan, but it could be lethal to the workers.

#### SKILL CHALLENGE: CREATING THE POISON DUST

**Goal:** The PCs need to assist Zasheena Drethyl and her gang in creating a sample of poison dust.

**Complexity:** 2 (6 successes before 3 failures)

**Primary Skills:** Arcana, Diplomacy, Nature, Perception

**Other Skills:** Acrobatics, History, Thievery

**Victory:** A sample of poison dust is produced that is of exceptional quality.

**Defeat:** A sample of poison dust is produced that is of less than optimal quality.

**Acrobatics [Hard DC]** (no successes)

*You deftly snatch a falling vial of chemicals in mid-air to prevent a disaster.*

Or

*You quickly organize the instruments and vials on the lab table for best efficiency without spilling a single drop or breaking a single instrument. Your efforts help things to proceed without a hitch.*

Your success wipes out a previous failure.

**Arcana [Moderate DC]** (trained only; 1 success, 2 maximum)

*You use your raw knowledge of magic to determine how best to proceed with the poison dust creation.*

**Diplomacy [Hard DC]** (1 success, 2 maximum)

*You take charge of the situation and make sure everyone is focused on their individual tasks in order to keep the operation moving smoothly.*

Or

*You are able to calm members of the team to avoid stress taking a toll and wasting the progress that has already been made.*

### **History [Hard DC]** (no successes)

*You recall details about a famous poison from antiquity that allows you correct a potential mistake.*

Your success removes a previous Arcana or Nature failure. It can only be used following a failure from one of the skills.

### **Perception [Moderate DC]** (1 success, 2 maximum)

*You notice something in the damaged notes that helps Zasheena piece together its meaning. The revelation keeps the group on target for completing the task.*

### **Nature [Moderate DC]** (trained only; 1 success, 2 maximum)

*You use your knowledge of herbs and plants to help turn a mistake around before it's too late.*

### **Thievery [Moderate DC]** (no successes)

*Your knowledge of deadly traps helps design a better poison.*

Your success removes a previous Nature or Perception failure. It can only be used following a failure from one of the skills.

## **EXPLAINING THE REST OF THE PLAN**

While the PCs work to synthesize the poison dust, Zasheena Drethyl discusses with them the plan for proceeding once they complete the task.

- Zasheena explains that she wants the PCs to dump the initial batch of poison dust directly into the main aquifer for the region.
- The aquifer access point is deep in a cavern system to the northwest of Lylorn.
- The aquifer access point was discovered by an adventuring party many years ago.
- Zasheena has a map to the aquifer access point that she obtained from a local historian/sage which she will give to the PCs.
- Zasheena and her people are going to remain behind and start the process of gathering materials and organizing the dust synthesizing operation for the remainder of the dragonbane amber. They plan to time the creation of the next batch poison dust to coincide with the PCs' expected return.
- After returning from the aquifer, the PCs are to distribute pouches of poison dust to specific rebel groups throughout Lylorn. The PCs are to instruct them on where and how to use it; such as

introducing it into the food and drink supply using various methods.

- Part of the distribution plan includes poisoning food and drink being shipped to other Dusk Port cities.
- Once the dust is introduced into the food and drink, the Shadowkiss staff believes it can multiply and grow and is no longer in danger of going stale.

If the PCs suggest that someone from each rebel group meet in Zasheena's lab to fetch the poison dust when it is finished, Father Thorn does not believe that is a good idea.

The Draconian Militia has recently been made aware of the activities of the *Scions of Amber* in various Dusk Port cities. Since then, the members have gone into hiding. It cannot be certain which members of the group are known to the militia. If any are spotted, it could put the entire mission in jeopardy. The PCs faces are relatively unknown in Lylorn and are at less risk moving about the city.

**Important Note:** Do NOT reveal any plans to dump poison dust into Orlarrakh's watering hole. This avoids any possibility that the PCs will insist on doing that task first. This keeps the PCs on track.

## **ENDING THE ENCOUNTER**

**Success:** A sample of poison dust is created and is of exceptional quality. The efforts of the team have been rewarded. The poison dust should work at least as well as predicted. A blueprint for creating more poison dust is now available. Fortunately, the quality of future batches will match the quality of the sample.

**Failure:** A sample of poison dust is created, but it is less than optimal quality. The best efforts of the team have come up a little shy of expectations. The poison dust should still work, but the immediate and long-term effects are now even harder to predict. A blueprint for creating more poison dust is now available. Unfortunately, the quality of future batches will match the quality of the sample.

Once the sample of poison dust is produced, Zasheena has the blueprint for creating more dust under less harried and more precise conditions. Notes were taken during the entire procedure and the process can even be simplified.

Regardless of success or failure, Zasheena's initial analysis of the poison dust reveals some startling information. The dust will only remain fresh for a short

while. If not used fast, it loses its potency and ability to replicate.

The PCs must move quickly to use the initial dust supply to poison the aquifer and then return as fast as possible to pick up more poison dust for distribution to rebel groups. Zasheena plans to prepare everything for the next batch of poison dust so that she can complete the task by the time the PCs return.

To assist the PCs in their mission from this point forward, she donates a suit of *armor of attraction*. It's been lying around in storage for some time and she's had no use for it.

The encounter ends when the PCs take the sample poison dust and head for the aquifer.

#### **MILESTONE**

This encounter counts toward a milestone.

#### **TREASURE**

The PCs obtain a suit of *armor of attraction* as a gift from Zasheena. The PCs also gain a single pouch of poison dust for use in contaminating the aquifer for the region.

## ENCOUNTER 4A: FORTRESS LAIR

ENCOUNTER LEVEL 13/15/17/19/21  
(4200/6000/8400/12000/16800 XP)

### CREATURES

This encounter includes the following creatures at Adventure Level 12:

2 Talons of Tiamat (Level 12) (T)  
2 Drakkoth Venomshots (Level 12) (D)  
Greenspawn Godslayer (Level 12) (G)

This encounter includes the following creatures at Adventure Level 14:

2 Talons of Tiamat (Level 14) (T)  
2 Drakkoth Venomshots (Level 14) (D)  
Greenspawn Godslayer (Level 14) (G)

This encounter includes the following creatures at Adventure Level 16:

2 Talons of Tiamat (Level 16) (T)  
2 Drakkoth Venomshots (Level 16) (D)  
Greenspawn Godslayer (Level 16) (G)

This encounter includes the following creatures at Adventure Level 18:

2 Talons of Tiamat (Level 18) (T)  
2 Drakkoth Venomshots (Level 18) (D)  
Greenspawn Godslayer (Level 18) (G)

This encounter includes the following creatures at Adventure Level 20:

2 Talons of Tiamat (Level 20) (T)  
2 Drakkoth Venomshots (Level 20) (D)  
Greenspawn Godslayer (Level 20) (G)

### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one drakkoth venomshot. Note that if Ghedrinn is present, this does not apply.

**Six PCs:** Add one drakkoth venomshot.

### SETUP

The PCs travel to Orlarrakh's fortress lair to deal with the draconic guardians placed there to protect the place when the Green Duchess (at AL16-20) or her daughter (at ALs 12-14) are not in attendance. The Green Duchess is traveling throughout her lands, her daughter

is known to be out hunting, something she does every few weeks, leaving for days at a time.

As the adventurers enter the area, read:

*The dirt road winds over a mile up the mountain before turning to stone-carved stairs for the remaining forty feet. The stairway leads up to a rock outcropping before a large, two-level fortress built into the mountainside. A twenty-foot wide, twenty foot high opening leads into the lair.*

As the PCs climb the stairs to the fortress lair, the drakkoth venomshots spot the PCs (on the path outside the main level) from their upper level guard post. Sensing an immediate threat, they attack immediately. Approaching PCs must make a Hard DC Perception check to notice movement behind the arrow slits. In addition, roll stealth checks for the drakkoth venomshots to avoid detection as they attempt to gain a surprise round.

Inside the fortress, the greenspawn godslayer has become restless and bored as he awaits the next caravan of dragonborn sacrifices from Lylorn. To amuse himself and pay homage to the Green Duchess, he's decided to construct a monument of bones from all the victims that have perished here. The talons of Tiamat are currently going about the chamber gathering the remains of past victims and arranging them in the shape of a giant pyramid in Orlarrakh's cavern lair. If the venomshots gain a surprise round, they are alerted by the sounds of combat and move to the entrance at the start of the next round.

### FEATURES OF THE AREA

**Illumination:** The encounter takes place during the day. There is bright light in all areas except the cave, which is in dim lighting.

**Outside Stairs:** The stairs leading up to the fortress lair are carved into the mountainside and have no railings or handholds of any kind. A creature pushed off the stairs falls 1d4 x 10 feet and suffers 1d0 damage per 10 feet. Climbing back up to the stairs requires a Moderate DC Athletics check. Stairs are difficult terrain and cost 2 squares of movement.

**Ceiling:** The ceiling height is 30 feet (6 squares) on the main floor and 15 feet (3 squares) on the upper floor.

**Spiral Staircase:** The inside spiral staircase permits access to the upper level of the fortress lair. Stairs are difficult terrain and cost 2 squares of movement.

**Arrow Slits:** The front wall of the upper level has arrow slits spaced every 5 feet to provide the drakkoth

venomshots with the ability to attack approaching targets under superior cover.

**Crevices:** There are two large crevices in the roof of the main fortress hall. They provide a means for the drakkoth venomshots to fire at targets in the main hall from the upper level. Doing so provides partial cover for the venomshots.

**Portcullis:** Stairway access from the upper level is blocked by a portcullis. The drakkoth venomshots have the key to open it. The lock can be picked with an Easy DC Thievery check or it can be forced open with a Moderate DC Strength check. PCs can, of course, *teleport* or *phase* to circumvent the obstruction.

**Bone Pyramid:** The monument of bones is 10 foot square (2x2 squares) and approximately 8 feet high. The pyramid blocks line of sight and line of effect to medium sized or smaller creatures behind it. However, the pyramid is somewhat fragile and can be destroyed by dealing 20/20/30/30/40 points of damage to it. If destroyed, the pyramid collapses into an area of difficult terrain and can no longer be used for cover.

The bone pyramid is not sturdy enough to climb. Trying to do so causes the pyramid to collapse and scatter bones out to a 3x3 area. All squares with bones are difficult terrain and cost 2 squares of movement.

**Throne:** The greenspawn godslayer's throne occupies a 4x4 area and is 2 squares high. It blocks line of effect and line of sight to huge or smaller creatures behind it. It weighs several tons and cannot be moved. Trying to destroy it proves to be difficult, but a secret door in the back of the throne leads to a treasure vault. See the Treasure section for what can be found inside.

## TACTICS

**Talons of Tiamat:** One talon opens the encounter with *geyser of blood* to create a 3x3 zone lasting to the end of the encounter that causes creatures other than talons to fall prone when entering them. The other talon opens with *corrupting blood*.

On the second round, the first talon uses *corrupting blood* while the second follows up with *corrupting soul* unless its *corrupting blood* failed on the first round. In that case, it uses *geyser of blood* to create another 3x3 zone to hamper the PCs.

If allowed to remain at range, the talons then use burning blood on subsequent rounds. The first time they are forced to melee, they use *burning blood spray* as often as it recharges and *dagger* when it isn't.

**Drakkoth Venomshots:** The drakkoth venomshots start combat by blasting the PCs through the arrow slits with their *longbow*. They continue to use this tactic as

long as the PCs are outside the fortress and in view. Once per round when they hit using this tactic, they gain temporary hit points through their *drakkoth rage* power. If attacks from outside the fortress are beginning to become a problem, they move away from the arrow slits to avoid any further damage.

When they are no longer able to hit targets outside the fortress, they move to the edges of the crevices and target PCs in the lower level with *longbow*.

When they are no longer able to attack at range or when they are bloodied, the venomshots use *longsword* and *venomshot hiss*.

**Greenspawn Godslayer:** The greenspawn godslayer is extremely bored and craving dragon or dragonborn flesh. It is upset at being interrupted from its task, but its mood soon changes to an ecstatic fervor if there are any dragons or dragonborn in the PCs' group. It licks its chops and says something to the effect of "**Mmmmm! Feeding time has come early!**" and then joins in the battle with an unmatched lust for dragon flesh.

The godslayer moves to engage dragonborn targets first and then dragon targets second (such as PC mounts). Note that it attacks PC dragonborn targets before attacking Ghedrinn Lissan if he is with the group. It attacks with *double attack* and then immediately spends its action point to follow-up with a *bite* attack. It continues to use *double attack* on subsequent rounds. It uses *awesome blow* whenever pushing a target and knocking it prone is of strategic value. With the godslayer's reach of 3, it can use this tactic to keep targets pinned in zones created by *geyser of blood* and itself remain outside the zone.

## ENDING THE ENCOUNTER

The encounter ends when the PCs defeat the draconic guardians of Orlarrakh's fortress lair and recover the treasure from the secret vault in the throne.

### MILESTONE

This encounter counts toward a milestone.

### TREASURE

The treasure vault in the throne contains a *fleece of renewal* and 400/687/1375/2750/4125 gp.

## ENCOUNTER 4A: FORTRESS LAIR (ADVENTURE LEVEL 12)

Talon of Tiamat	Level 12 Controller
Medium natural humanoid	XP 700
HP 125; Bloodied 62	Initiative +9
AC 26, Fortitude 22, Reflex 25, Will 25	Perception +8
Speed 6	Low-light vision
Resist 15 fire	
STANDARD ACTIONS	
<b>m Dagger</b> (fire, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 1d6 + 10 damage plus 2d6 fire damage.	
<b>r Burning Blood Spittle</b> (acid) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); +15 vs. Reflex	
Hit: 3d6 + 10 damage	
<b>R Corrupting Blood</b> (charm) • <b>Recharge 5-6</b>	
Attack: Ranged 12 (one creature); +15 vs. Will	
Hit: The target is dominated (save ends). The talon of Tiamat can dominate only one creature at a time.	
Afterside: The target is dazed (save ends).	
<b>R Corrupting Soul</b> (psychic) • <b>At-Will</b>	
Attack: Ranged 12 (targets creature dominated by the talon); +15 vs. Will	
Hit: 3d6 + 10 psychic damage.	
<b>A Geyser of Blood</b> (acid, zone) • <b>Encounter</b>	
Attack: Area burst 3 within 20 (creatures in burst); +15 vs. Reflex	
Hit: 3d8 + 8 acid damage, and ongoing 5 acid damage (save ends).	
Effect: The burst creates a zone that lasts until the end of the encounter. Each creature other than the talon of Tiamat that starts its turn within the zone falls prone.	
<b>C Burning Blood Spray</b> (acid) • <b>Recharge 6</b>	
Attack: Close blast 3 (creatures in blast); +15 vs. Reflex	
Hit: 3d8 + 8 acid damage, and the target is blinded until the end of the talon's next turn.	
Str 20 (+11)	Dex 17 (+9)
Con 21 (+11)	Int 24 (+13)
	Wis 14 (+8)
	Cha 20 (+11)
Alignment evil	Languages Abyssal, Common, Draconic
Equipment dagger	

Greenspaw Godslayer	Level 12 Elite Brute
Huge natural humanoid (reptile)	XP 1,400
HP 310; Bloodied 155	Initiative +9
AC 28, Fortitude 28, Reflex 23, Will 25	Perception +11
Speed 8	Low-light vision
Resist 30 poison, 30 acid	
Saving Throws +2; Action Points 1	
TRAITS	
<b>Slayer</b>	
The greenspaw godslayer deals +10 damage against dragons, dragonborn, and immortals.	
STANDARD ACTIONS	
<b>m Greatsword</b> (poison, weapon) • <b>At-Will</b>	
Attack: Melee 3 (one creature); +16 vs. AC	
Hit: 3d6 + 10 damage, plus 2d4 poison damage; see also slayer	
<b>M Double Attack</b> • <b>At-Will</b>	
Effect: The godslayer either makes 2 <i>greatsword</i> attacks or a <i>greatsword</i> and a <i>bite</i> attack. They do not need to be against the same target.	
<b>M Awesome Blow</b> (poison, weapon) • <b>At-Will</b>	
Effect: The godslayer makes a <i>greatsword</i> attack. If the attack hits, it makes a secondary attack against the same target.	
Secondary Attack: +16 vs. Fortitude	
Hit: The target is pushed 3 squares and knocked prone.	
<b>M Bite</b> (poison) • <b>At-Will</b>	
Attack: Melee 2 (one creature); +14 vs. AC	
Hit: 2d6 + 10 damage, plus 2d4 poison damage; see also slayer	
Str 28 (+15)	Dex 19 (+10)
Con 25 (+13)	Int 10 (+6)
	Wis 22 (+12)
	Cha 16 (+9)
Alignment evil	Languages Draconic
Equipment heavy shield, greatsword	
<b>Note:</b> Re-flavored bluespaw godslayer. Added double attack.	

Drakkoth Venomshot	Level 12 Artillery
Medium natural humanoid (reptile)	XP 700
HP 101; Bloodied 50	Initiative +11
AC 24, Fortitude 25, Reflex 24, Will 24	Perception +11
Speed 7	Low-light vision
STANDARD ACTIONS	
<b>m Longsword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 10 damage.	
<b>m Longbow</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 20/40; +19 vs. AC	
Hit: 3d6 + 10 damage, and the target gains vulnerable 5 poison.	
MINOR ACTIONS	
<b>C Venomshot Hiss</b> (poison) • <b>Recharge</b> at the start of its turn while the drakkoth venomshot is bloodied	
Attack: Close blast 3; +17 vs. Reflex	
Hit: 2d8 poison damage, and the target takes ongoing 5 poison damage (save ends).	
OTHER POWERS	
<b>Drakkoth Rage</b>	
Effect: Once per round when the drakkoth venomshot hits with an attack, it gains 5 temporary hit points.	
Str 20 (+11)	Dex 21 (+11)
Con 23 (+12)	Int 15 (+8)
	Wis 21 (+11)
	Cha 14 (+8)
Alignment unaligned	Languages Elven



## ENCOUNTER 4A: FORTRESS LAIR (ADVENTURE LEVEL 14)

Talon of Tiamat		Level 14 Controller
Medium natural humanoid		XP 1,000
HP 141; Bloodied 70		Initiative +10
AC 28, Fortitude 24, Reflex 27, Will 27		Perception +9
Speed 6		Low-light vision
Resist 20 fire		
STANDARD ACTIONS		
<b>m Dagger</b> (fire, weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 1d6 + 12 damage plus 2d6 fire damage.		
<b>r Burning Blood Spittle</b> (acid) • <b>At-Will</b>		
Attack: Ranged 10 (one creature); +17 vs. Reflex		
Hit: 3d6 + 12 damage		
<b>R Corrupting Blood</b> (charm) • <b>Recharge 5-6</b>		
Attack: Ranged 12 (one creature); +17 vs. Will		
Hit: The target is dominated (save ends). The talon of Tiamat can dominate only one creature at a time.		
Aftereffect: The target is dazed (save ends).		
<b>R Corrupting Soul</b> (psychic) • <b>At-Will</b>		
Attack: Ranged 12 (targets creature dominated by the talon); +17 vs. Will		
Hit: 3d6 + 12 psychic damage.		
<b>A Geyser of Blood</b> (acid, zone) • <b>Encounter</b>		
Attack: Area burst 3 within 20 (creatures in burst); +17 vs. Reflex		
Hit: 3d8 + 9 acid damage, and ongoing 5 acid damage (save ends).		
Effect: The burst creates a zone that lasts until the end of the encounter. Each creature other than the talon of Tiamat that starts its turn within the zone falls prone.		
<b>C Burning Blood Spray</b> (acid) • <b>Recharge 6</b>		
Attack: Close blast 3 (creatures in blast); +17 vs. Reflex		
Hit: 3d8 + 9 acid damage, and the target is blinded until the end of the talon's next turn.		
Str 20 (+12)	Dex 17 (+10)	Wis 14 (+9)
Con 21 (+12)	Int 24 (+14)	Cha 20 (+12)
Alignment evil		
Languages Abyssal, Common, Draconic		
Equipment dagger		

Greenspawm Godslayer		Level 14 Elite Brute
Huge natural humanoid (reptile)		XP 2,000
HP 350; Bloodied 175		Initiative +10
AC 30, Fortitude 30, Reflex 25, Will 27		Perception +12
Speed 8		Low-light vision
Resist 30 poison, 30 acid		
Saving Throws +2; Action Points 1		
TRAITS		
<b>Slayer</b>		
The greenspawm godslayer deals +10 damage against dragons, dragonborn, and immortals.		
STANDARD ACTIONS		
<b>m Greatsword</b> (poison, weapon) • <b>At-Will</b>		
Attack: Melee 3 (one creature); +18 vs. AC		
Hit: 3d6 + 11 damage, plus 2d4 poison damage; see also slayer		
<b>M Double Attack</b> • <b>At-Will</b>		
Effect: The godslayer either makes 2 <i>greatsword</i> attacks or a <i>greatsword</i> and a <i>bite</i> attack. They do not need to be against the same target.		
<b>M Awesome Blow</b> (poison, weapon) • <b>At-Will</b>		
Effect: The godslayer makes a <i>greatsword</i> attack. If the attack hits, it makes a secondary attack against the same target.		
Secondary Attack: +18 vs. Fortitude		
Hit: The target is pushed 3 squares and knocked prone.		
<b>M Bite</b> (poison) • <b>At-Will</b>		
Attack: Melee 2 (one creature); +16 vs. AC		
Hit: 2d6 + 11 damage, plus 2d4 poison damage; see also slayer		
Str 28 (+16)	Dex 19 (+11)	Wis 22 (+13)
Con 25 (+14)	Int 10 (+7)	Cha 16 (+10)
Alignment evil		
Languages Draconic		
Equipment heavy shield, greatsword		
<b>Note:</b> Re-flavored bluespawm godslayer. Added double attack.		

Drakkoth Venomshot		Level 14 Artillery
Medium natural humanoid (reptile)		XP 1,000
HP 113; Bloodied 56		Initiative +12
AC 26, Fortitude 27, Reflex 26, Will 26		Perception +12
Speed 7		Low-light vision
STANDARD ACTIONS		
<b>m Longsword</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 3d6 + 11 damage.		
<b>m Longbow</b> (weapon) • <b>At-Will</b>		
Attack: Ranged 20/40; +21 vs. AC		
Hit: 3d6 + 11 damage, and the target gains vulnerable 10 poison.		
MINOR ACTIONS		
<b>C Venomshot Hiss</b> (poison) • <b>Recharge</b> at the start of its turn while the drakkoth venomshot is bloodied		
Attack: Close blast 3; +19 vs. Reflex		
Hit: 2d8 poison damage, and the target takes ongoing 5 poison damage (save ends).		
OTHER POWERS		
<b>Drakkoth Rage</b>		
Effect: Once per round when the drakkoth venomshot hits with an attack, it gains 10 temporary hit points.		
Str 20 (+12)	Dex 21 (+12)	Wis 21 (+12)
Con 23 (+13)	Int 15 (+9)	Cha 14 (+9)
Alignment unaligned		
Languages Elven		

## ENCOUNTER 4A: FORTRESS LAIR (ADVENTURE LEVEL 16)

Talon of Tiamat		Level 16 Controller
Medium natural humanoid		XP 1,400
HP 157; Bloodied 78		Initiative +11
AC 30, Fortitude 26, Reflex 29, Will 29		Perception +10
Speed 6		Low-light vision
Resist 20 fire		
STANDARD ACTIONS		
<b>m Dagger</b> (fire, weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 1d8 + 11 damage plus 2d6 fire damage.		
<b>r Burning Blood Spittle</b> (acid) • <b>At-Will</b>		
Attack: Ranged 10 (one creature); +19 vs. Reflex		
Hit: 3d8 + 11 damage		
<b>R Corrupting Blood</b> (charm) • <b>Recharge 5-6</b>		
Attack: Ranged 12 (one creature); +19 vs. Will		
Hit: The target is dominated (save ends). The talon of Tiamat can dominate only one creature at a time.		
Aftereffect: The target is dazed (save ends).		
<b>R Corrupting Soul</b> (psychic) • <b>At-Will</b>		
Attack: Ranged 12 (targets creature dominated by the talon); +19 vs. Will		
Hit: 3d8 + 11 psychic damage.		
<b>A Geyser of Blood</b> (acid, zone) • <b>Encounter</b>		
Attack: Area burst 3 within 20 (creatures in burst); +19 vs. Reflex		
Hit: 4d6 + 12 acid damage, and ongoing 5 acid damage (save ends).		
Effect: The burst creates a zone that lasts until the end of the encounter. Each creature other than the talon of Tiamat that starts its turn within the zone falls prone.		
<b>C Burning Blood Spray</b> (acid) • <b>Recharge 6</b>		
Attack: Close blast 3 (creatures in blast); +19 vs. Reflex		
Hit: 4d6 + 10 acid damage, and the target is blinded until the end of the talon's next turn.		
Str 20 (+13)	Dex 17 (+11)	Wis 14 (+10)
Con 21 (+13)	Int 24 (+15)	Cha 20 (+13)
Alignment evil		
Languages Abyssal, Common, Draconic		
Equipment dagger		

Greenspawn Godslayer		Level 16 Elite Brute
Huge natural humanoid (reptile)		XP 2,800
HP 390; Bloodied 195		Initiative +11
AC 32, Fortitude 32, Reflex 27, Will 29		Perception +13
Speed 8		Low-light vision
Resist 30 poison, 30 acid		
Saving Throws +2; Action Points 1		
TRAITS		
<b>Slayer</b>		
The greenspawn godslayer deals +10 damage against dragons, dragonborn, and immortals.		
STANDARD ACTIONS		
<b>m Greatsword</b> (poison, weapon) • <b>At-Will</b>		
Attack: Melee 3 (one creature); +20 vs. AC		
Hit: 3d8 + 11 damage, plus 2d6 poison damage; see also slayer		
<b>M Double Attack</b> • <b>At-Will</b>		
Effect: The godslayer either makes 2 <i>greatsword</i> attacks or a <i>greatsword</i> and a <i>bite</i> attack. They do not need to be against the same target.		
<b>M Awesome Blow</b> (poison, weapon) • <b>At-Will</b>		
Effect: The godslayer makes a <i>greatsword</i> attack. If the attack hits, it makes a secondary attack against the same target.		
Secondary Attack: +20 vs. Fortitude		
Hit: The target is pushed 3 squares and knocked prone.		
<b>M Bite</b> (poison) • <b>At-Will</b>		
Attack: Melee 2 (one creature); +18 vs. AC		
Hit: 2d8 + 11 damage, plus 2d6 poison damage; see also slayer		
Str 28 (+17)	Dex 19 (+12)	Wis 22 (+14)
Con 25 (+15)	Int 10 (+8)	Cha 16 (+11)
Alignment evil		
Languages Draconic		
Equipment heavy shield, greatsword		
<b>Note:</b> Re-flavored bluespawn godslayer. Added double attack.		

Drakkoth Venomshot		Level 16 Artillery
Medium 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</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 3d8 + 11 damage.		
<b>m Longbow</b> (weapon) • <b>At-Will</b>		
Attack: Ranged 20/40; +23 vs. AC		
Hit: 3d8 + 11 damage, and the target gains vulnerable 10 poison.		
MINOR ACTIONS		
<b>C Venomshot Hiss</b> (poison) • <b>Recharge</b> at the start of its turn while the drakkoth venomshot is bloodied		
Attack: Close blast 3; +21 vs. Reflex		
Hit: 3d6 poison damage, and the target takes ongoing 5 poison damage (save ends).		
OTHER POWERS		
<b>Drakkoth Rage</b>		
Effect: Once per round when the drakkoth venomshot hits with an attack, it gains 10 temporary hit points.		
Str 20 (+13)	Dex 21 (+13)	Wis 21 (+13)
Con 23 (+14)	Int 15 (+10)	Cha 14 (+10)
Alignment unaligned		
Languages Elven		

## ENCOUNTER 4A: FORTRESS LAIR (ADVENTURE LEVEL 18)

Talon of Tiamat		Level 18 Controller
Medium natural humanoid		XP 2,000
HP 173; Bloodied 86		Initiative +12
AC 32, Fortitude 28, Reflex 31, Will 31		Perception +11
Speed 6		Low-light vision
Resist 20 fire		
STANDARD ACTIONS		
<b>m Dagger</b> (fire, weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 1d8 + 13 damage plus 2d8 fire damage.		
<b>r Burning Blood Spittle</b> (acid) • <b>At-Will</b>		
Attack: Ranged 10 (one creature); +21 vs. Reflex		
Hit: 3d8 + 13 damage		
<b>R Corrupting Blood</b> (charm) • <b>Recharge 5-6</b>		
Attack: Ranged 12; +21 vs. Will		
Hit: The target is dominated (save ends). The talon of Tiamat can dominate only one creature at a time.		
Aftereffect: The target is dazed (save ends).		
<b>R Corrupting Soul</b> (psychic) • <b>At-Will</b>		
Attack: Ranged 12 (targets creature dominated by the talon); +21 vs. Will		
Hit: 3d8 + 13 psychic damage.		
<b>A Geyser of Blood</b> (acid, zone) • <b>Encounter</b>		
Attack: Area burst 3 within 20 (creatures in burst); +21 vs. Reflex		
Hit: 4d6 + 12 acid damage, and ongoing 5 acid damage (save ends).		
Effect: The burst creates a zone that lasts until the end of the encounter. Each creature other than the talon of Tiamat that starts its turn within the zone falls prone.		
<b>C Burning Blood Spray</b> (acid) • <b>Recharge 6</b>		
Attack: Close blast 3 (creatures in blast); +21 vs. Reflex		
Hit: 4d6 + 12 acid damage, and the target is blinded until the end of the talon's next turn.		
Str 20 (+14)	Dex 17 (+12)	Wis 14 (+11)
Con 21 (+14)	Int 24 (+16)	Cha 20 (+14)
Alignment evil		
Languages Abyssal, Common, Draconic		
Equipment dagger		

Greenspawn Godslayer		Level 18 Elite Brute
Huge natural humanoid (reptile)		XP 4,000
HP 430; Bloodied 215		Initiative +12
AC 32, Fortitude 32, Reflex 27, Will 29		Perception +14
Speed 8		Low-light vision
Resist 30 poison, 30 acid		
Saving Throws +2; Action Points 1		
TRAITS		
<b>Slayer</b>		
The greenspawn godslayer deals +10 damage against dragons, dragonborn, and immortals.		
STANDARD ACTIONS		
<b>m Greatsword</b> (poison, weapon) • <b>At-Will</b>		
Attack: Melee 3 (one creature); +22 vs. AC		
Hit: 3d8 + 12 damage, plus 2d8 poison damage; see also slayer		
<b>M Double Attack</b> • <b>At-Will</b>		
Effect: The godslayer either makes 2 <i>greatsword</i> attacks or a <i>greatsword</i> and a <i>bite</i> attack. They do not need to be against the same target.		
<b>M Awesome Blow</b> (poison, weapon) • <b>At-Will</b>		
Effect: The godslayer makes a <i>greatsword</i> attack. If the attack hits, it makes a secondary attack against the same target.		
Secondary Attack: +22 vs. Fortitude		
Hit: The target is pushed 3 squares and knocked prone.		
<b>M Bite</b> (poison) • <b>At-Will</b>		
Attack: Melee 2 (one creature); +20 vs. AC		
Hit: 2d8 + 12 damage, plus 2d8 poison damage; see also slayer		
Str 28 (+18)	Dex 19 (+13)	Wis 22 (+15)
Con 25 (+16)	Int 10 (+9)	Cha 16 (+12)
Alignment evil		
Languages Draconic		
Equipment heavy shield, greatsword		
<b>Note:</b> Re-flavored bluespawn godslayer. Added double attack.		

Drakkoth Venomshot		Level 18 Artillery
Medium 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</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 3d8 + 13 damage.		
<b>m Longbow</b> (weapon) • <b>At-Will</b>		
Attack: Ranged 20/40; +25 vs. AC		
Hit: 3d8 + 13 damage, and the target gains vulnerable 10 poison.		
MINOR ACTIONS		
<b>C Venomshot Hiss</b> (poison) • <b>Recharge</b> at the start of its turn while the drakkoth venomshot is bloodied		
Attack: Close blast 3; +23 vs. Reflex		
Hit: 3d6 poison damage, and the target takes ongoing 5 poison damage (save ends).		
OTHER POWERS		
<b>Drakkoth Rage</b>		
Effect: Once per round when the drakkoth venomshot hits with an attack, it gains 10 temporary hit points.		
Str 20 (+14)	Dex 21 (+14)	Wis 21 (+14)
Con 23 (+15)	Int 15 (+11)	Cha 14 (+11)
Alignment unaligned		
Languages Elven		

## ENCOUNTER 4A: FORTRESS LAIR (ADVENTURE LEVEL 20)

Talon of Tiamat		Level 20 Controller
Medium natural humanoid		XP 2,800
HP 189; Bloodied 94		Initiative +13
AC 34, Fortitude 30, Reflex 33, Will 33		Perception +12
Speed 6		Low-light vision
Resist 20 fire		
STANDARD ACTIONS		
<b>m Dagger</b> (fire, weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 1d8 + 15 damage plus 2d8 fire damage.		
<b>r Burning Blood Spittle</b> (acid) • <b>At-Will</b>		
Attack: Ranged 10 (one creature); +23 vs. Reflex		
Hit: 3d8 + 15 damage		
<b>R Corrupting Blood</b> (charm) • <b>Recharge 5-6</b>		
Attack: Ranged 12 (one creature); +23 vs. Will		
Hit: The target is dominated (save ends). The talon of Tiamat can dominate only one creature at a time.		
Aftereffect: The target is dazed (save ends).		
<b>R Corrupting Soul</b> (psychic) • <b>At-Will</b>		
Attack: Ranged 12 (targets creature dominated by the talon); +23 vs. Will		
Hit: 3d8 + 15 psychic damage.		
<b>A Geyser of Blood</b> (acid, zone) • <b>Encounter</b>		
Attack: Area burst 3 within 20 (creatures in burst); +23 vs. Reflex		
Hit: 4d6 + 11 acid damage, and ongoing 5 acid damage (save ends).		
Effect: The burst creates a zone that lasts until the end of the encounter. Each creature other than the talon of Tiamat that starts its turn within the zone falls prone.		
<b>C Burning Blood Spray</b> (acid) • <b>Recharge 6</b>		
Attack: Close blast 3; +23 vs. Reflex		
Hit: 4d6 + 11 acid damage, and the target is blinded until the end of the talon's next turn.		
Str 20 (+15)	Dex 17 (+13)	Wis 14 (+12)
Con 21 (+15)	Int 24 (+17)	Cha 20 (+15)
Alignment evil		
Languages Abyssal, Common, Draconic		
Equipment dagger		

Greenspawn Godslayer		Level 20 Elite Brute
Huge natural humanoid (reptile)		XP 5,600
HP 470; Bloodied 235		Initiative +13
AC 34, Fortitude 34, Reflex 29, Will 31		Perception +15
Speed 8		Low-light vision
Resist 30 poison, 30 acid		
Saving Throws +2; Action Points 1		
TRAITS		
<b>Slayer</b>		
The greenspawn godslayer deals +10 damage against dragons, dragonborn, and immortals.		
STANDARD ACTIONS		
<b>m Greatsword</b> (poison, weapon) • <b>At-Will</b>		
Attack: Melee 3 (one creature); +24 vs. AC		
Hit: 3d8 + 13 damage, plus 2d8 poison damage; see also slayer		
<b>M Awesome Blow</b> (poison, weapon) • <b>At-Will</b>		
Effect: The godslayer makes a greatsword attack. If the attack hits, it makes a secondary attack against the same target.		
Secondary Attack: +24 vs. Fortitude		
Hit: The target is pushed 3 squares and knocked prone.		
<b>M Bite</b> (poison) • <b>At-Will</b>		
Attack: Melee 2 (one creature); +22 vs. AC		
Hit: 2d8 + 13 damage, plus 2d8 poison damage; see also slayer		
Str 28 (+19)	Dex 19 (+14)	Wis 22 (+16)
Con 25 (+17)	Int 10 (+10)	Cha 16 (+13)
Alignment evil		
Languages Draconic		
Equipment heavy shield, greatsword		
<b>Note:</b> Re-flavored bluespawn godslayer. Added double attack.		

Drakkoth Venomshot		Level 20 Artillery
Medium natural humanoid (reptile)		XP 2,800
HP 149; Bloodied 74		Initiative +15
AC 30, Fortitude 31, Reflex 30, Will 30		Perception +15
Speed 7		Low-light vision
STANDARD ACTIONS		
<b>m Longsword</b> (weapon) • <b>At-Will</b>		
Attack: Melee 1 (one creature); +27 vs. AC		
Hit: 3d8 + 15 damage.		
<b>m Longbow</b> (weapon) • <b>At-Will</b>		
Attack: Ranged 20/40; +27 vs. AC		
Hit: 3d8 + 15 damage, and the target gains vulnerable 10 poison.		
MINOR ACTIONS		
<b>C Venomshot Hiss</b> (poison) • <b>Recharge</b> at the start of its turn while the drakkoth venomshot is bloodied		
Attack: Close blast 3; +25 vs. Reflex		
Hit: 2d6 poison damage, and the target takes ongoing 10 poison damage (save ends).		
OTHER POWERS		
<b>Drakkoth Rage</b>		
Effect: Once per round when the drakkoth venomshot hits with an attack, it gains 15 temporary hit points.		
Str 20 (+15)	Dex 21 (+15)	Wis 21 (+15)
Con 23 (+16)	Int 15 (+12)	Cha 14 (+12)
Alignment unaligned		
Languages Elven		



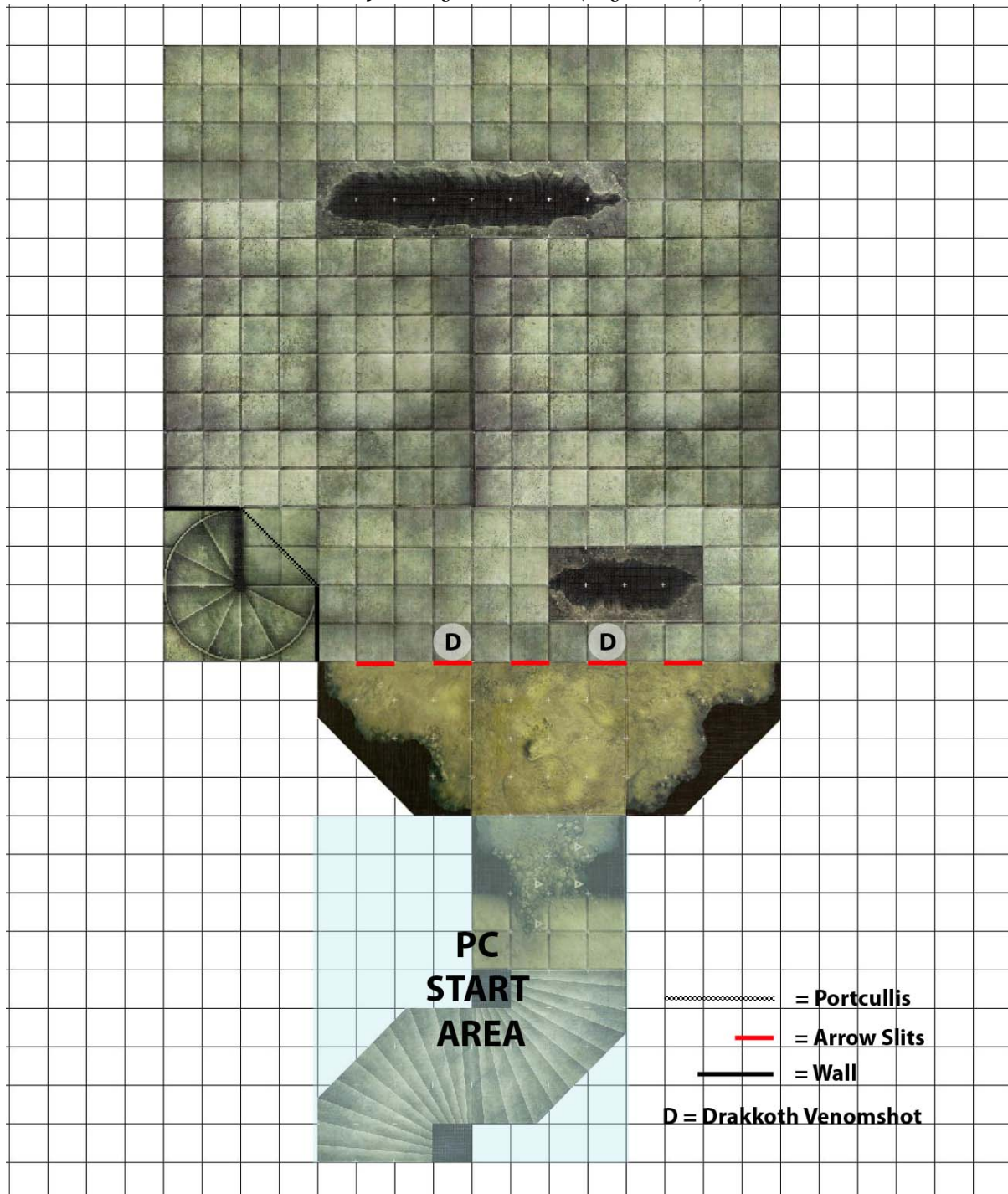
# ENCOUNTER 4A: FORTRESS LAIR - UPPER LEVEL MAP

## TILE SETS NEEDED

*Dungeon Tiles Master Set - The Dungeon* x1

*Caves of Carnage* x1

*Fane of the Forgotten Gods* x1 (Angled Stairs)



## ENCOUNTER 4A: FORTRESS LAIR - MAIN LEVEL MAP

### TILE SETS NEEDED

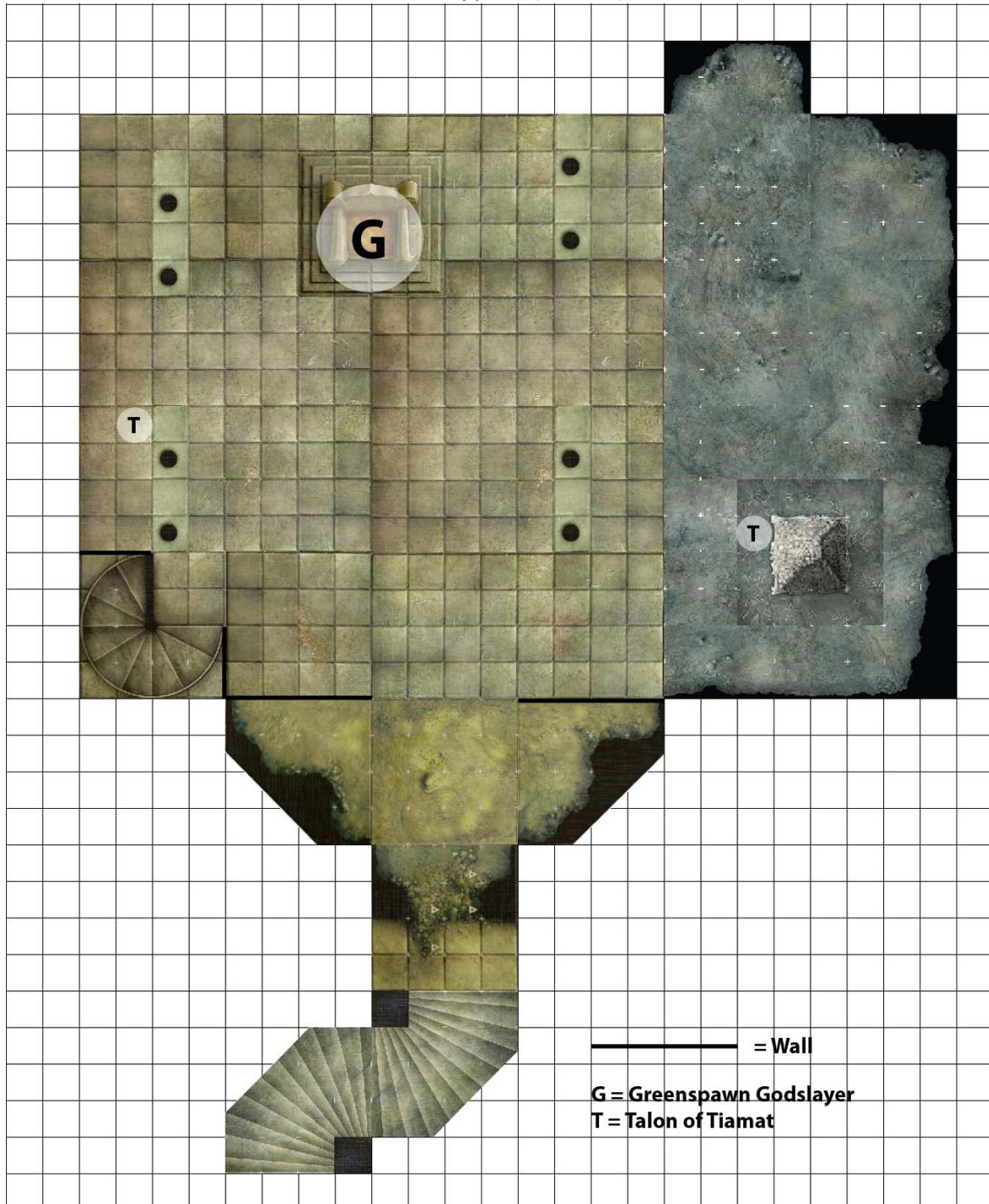
Halls of the Giant Kings x2

Fane of the Forgotten Gods x1 (Angled Stairs & Columns)

Caves of Carnage x1

Lost Caverns of the Underdark x1

Hidden Crypts x1 (Skull Pile)



## ENCOUNTER 4B: AQUIFER

ENCOUNTER LEVEL 13/15/17/19/21  
(4000/5800/8000/11600/16150 XP)

### CREATURES

This encounter includes the following creatures at Adventure Level 12:

**Intellect Predator (Level 14) (P)**  
**2 Destrachan Far Voice (Level 12) (D)**  
**Balhannoth (Level 13) (B)**

This encounter includes the following creatures at Adventure Level 14:

**Intellect Predator (Level 16) (P)**  
**2 Destrachan Far Voice (Level 14) (D)**  
**Balhannoth (Level 15) (B)**

This encounter includes the following creatures at Adventure Level 16:

**Intellect Predator (Level 18) (P)**  
**2 Destrachan Far Voice (Level 16) (D)**  
**Balhannoth (Level 17) (B)**

This encounter includes the following creatures at Adventure Level 18:

**Intellect Predator (Level 20) (P)**  
**2 Destrachan Far Voice (Level 18) (D)**  
**Balhannoth (Level 19) (B)**

This encounter includes the following creatures at Adventure Level 20:

**Intellect Predator (Level 22) (P)**  
**2 Destrachan Far Voice (Level 20) (D)**  
**Balhannoth (Level 21) (B)**

### SCALING THE ENCOUNTER

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

**Four PCs:** Remove 1 destrachan far voice. Note that if Ghedrinn is present, this does not apply.

**Six PCs:** Add 1 destrachan far voice.

### SETUP

Using a crude map provided by a local historian/sage, the PCs travel northwest about twelve miles to arrive at the underground entrance that leads to the aquifer. They travel for several hours deep into a network of tunnels and caves to reach the aquifer's general location.

Before continuing, have the PCs make History checks to see if any of them know the legend surrounding these caverns.

**History, Moderate DC:** A local legend has it that a treasure chest was hidden deep in these caverns long ago by a pirate captain who retired in the region some 75 years ago. Maps of the place, some of which turned out to be false, surfaced over the years and many brave adventurers died chasing after the booty.

**History, Hard DC:** An expedition from Tarsith recently entered these caverns on a quest to recover the pirate treasure purported to be buried here. None returned.

#### GHDRINN LASSAN

If Ghedrinn is with the group, he automatically knows both bits of historical information, but prefers to keep it secret. After the combat and when an opportunity presents itself, he slips away from the group and does a little treasure hunting.

If given about 6 rounds, he recovers the treasure himself and pockets the booty without any intention of sharing it with the others. He returns to the group and apologizes for wandering off and getting lost.

If tracked down before the 6 rounds are up, he is found dangling from a rope tied to the wooden bridge where he is trying to reach a treasure chest hidden in an alcove in the cavern wall below.

If discovered recovering the treasure, the PCs learn that he has a map of his own that specifies the location of the treasure.

Special Note: If Ghedrinn is dangling from the rope and any PCs step onto the bridge, there is a chance for the bridge to collapse. See Features of the Area.

As the adventurers travel to the caverns, read:

*After a three hour hike northwest of Lylorn, you find the mouth of the cavern system referred to by the locals as "Deep Fear." The opening itself seems to be the maw of some shrieking ghost, frozen in stone; the swirling winds from the threatening storm enhancing the effect.*

*Entering, a bitter cold and stale stench assaults you as you are swallowed by the inky darkness. You quickly realize that you can travel no further without light.*

There is no illumination of any kind in the cavern system. Unless all of the PCs have darkvision or some similar extra sense, the PCs must use artificial light sources to continue. Once they've activated light sources, allow them to proceed.

Read or paraphrase the following:

*Travelling the dark cavern system proves to be more difficult than you anticipated. The map provided by Zasheena helps, but the vast network of interconnecting tunnels, many of which are not on the map, sometimes seems like a confusing honeycomb. After several hours of careful navigation, you eventually find yourselves at the point on the map where the aquifer is supposed to be located.*

The PCs arrive at the section of the map marked PC Start Area. Before running combat, the PCs have the opportunity to explore the pit (see Features of the Area). While the PCs are in the start area, make Stealth checks for the intellect predator and destrachan far voices. Unless they are detected, they receive a surprise round as soon as the PCs move into the main cavern off the start tunnel. Otherwise, roll for initiative and run combat normally when the PCs enter there.

## FEATURES OF THE AREA

**Illumination:** The entire area is in complete darkness.

**Pit:** The pit extends down 20 feet and then turns into a narrow, low tunnel (5 feet high) that continues for another 100 feet and then dead-ends. The skeletal remains of several victims are in the pit or along the length of tunnel. One victim has a vellum scroll map that contains a semi-accurate rendering of the cavern system ahead. The map includes an indication of the underwater stream. If the PCs recover this map, draw out the full map (without monsters) of the upcoming combat before the PCs arrive so the players can see what is coming.

**Ceiling:** The ceiling height is 15 feet (3 squares) in corridors and 20 feet (4 squares) in the two larger chambers.

**Underground Stream:** This is a cool, fast rushing stream that is the only known access point to the aquifer for the entire region, which encompasses an area of about 2,500 square miles. The stream is about 15 feet deep (3 squares) and has a current of 2 squares per round. Anyone in the water is automatically slid downstream unless actively fighting against the current with a Moderate DC Athletics check or a swim speed.

**Dead Bodies:** The dead bodies of an eladrin, a human, and a dragonborn are strewn about the floor near the entrance to the large cavern. These adventurers are the lost members of the most recent expedition to recover the fabled pirate treasure. If the PCs know

about the legend and the expedition, they should easily make the connection.

**Blocked Tunnel:** The tunnel between the main cavern and the aquifer access cavern is mostly blocked by a 5'x10' section of rocks and dirt. There is one non-straight hole that extends completely through the blockage, but is only large enough for a tiny creature to get through. However, the sound of rushing water echoes through the hole into the main cavern and can be heard by anyone within 15 feet (3 squares) of the hole. Any sounds in the main cavern travel through the hole and are magnified on the stream side. Unless the PCs successfully use stealth, the balhannoth resting near the stream becomes aware of the PCs as soon as they enter the cavern.

Trying to dig a larger hole for medium sized creatures to go through the blocked tunnel is not impossible, but ill-advised. The effort takes 2 hours and there is a 30% chance every hour that a small cave-in occurs that wipes out the progress of the last hour and inflicts 1d6/1d6/2d6/2d6/3d6 damage to anyone in the tunnel.

Without special assistance, creatures on the main cavern side have blocked line of sight to the balhannoth. Light sources do not penetrate through to the stream area (unless shoved into the hole), causing the stream area to be in total concealment. However, the balhannoth's blindsight affords it the ability to use teleport to cross between the 2 areas.

**Bridge:** The wooden and rope bridge spans a seemingly bottomless chasm and is the only other way to reach the aquifer cavern aside from the blocked tunnel. The bridge is safe for single medium-sized or smaller creatures to cross. If more than one creature or one or more large creatures attempt to cross, there is a chance that the bridge will collapse. Use the following table for the determining the cumulative chance of collapse:

Per Small Sized Creature (beyond 1)	+5%
Per Medium Sized Creature (beyond 1)	+20%
Per Large Sized Creature	+30%

The PCs can investigate the bridge and chasm with the following skills:

- Perception (DC Easy): The wooden bridge is old and shows poor workmanship.
- Perception (DC Hard): While examining the bridge for safety, the PC spots an alcove in the chasm wall about 15 feet beneath the bridge. There appears to be a chest of some sort in the alcove (See Chasm below).



- **Dungeoneering (DC Moderate):** The bridge is in serious disrepair, likely built by someone who didn't understand bridge construction. It has not aged well. It might be safe for one person to cross at a time, but is almost certain to collapse if more people cross at the same time.
- **Dungeoneering (DC Hard):** With a little bit of effort, the bridge could be fortified for safety, allowing a single large-sized creature or 2 medium-sized creatures to cross without danger of collapse.

If the bridge collapses, all creatures on the bridge must make a DC Moderate Acrobatics or Athletics check to grasp a section of the bridge still attached to the ledge on either side. If they fall and cannot fly or teleport to safety, see Chasm below for one more shot to prevent their inevitable death.

**Chasm:** The chasm appears to be bottomless and for all purposes should be treated as such. An alcove in the chasm wall contains an old padlocked chest containing the fabled pirate treasure. The rusty padlock is easily broken to open the chest and reveal its contents (See Treasure).

Characters falling into the chasm have one shot to grab a hold of the alcove ledge to avoid a fatal fall. The PC must make a DC Hard Acrobatics check to successfully grab the ledge.

**Rubble:** Areas of rubble are difficult terrain and cost 2 squares of movement.

## TACTICS

**Intellect Predator:** The intellect predator uses *thought lance* to stun a threatening melee opponent and moves in to attempt *body thief* to dominate the target. It then uses *mind shock* to damage multiple targets and *puppet master* to move itself as necessary. If no targets are under its control, it uses its *claw* attack to punish a target that is within reach. If *thought lance* recharges, the intellect predator uses it on another target and follows up with *body thief*.

**Destrachan Far Voices:** The destrachan far voices use *sound pulse* at range on the same target as long as they are able to stay out of melee or until they are bloodied. They then move in closer and use *reverberate* and *bellowing blast* whenever it recharges. Once *reverberate* is spent and *bellowing blast* is unavailable, they use *claw* attacks.

The destrachan far voices both retreat toward the wooden bridge if they are brought to 1/4 hit points. If not followed, their *bellowing blast* power may recharge as they lie in wait around the bend in the tunnel. They both

unleash the power on unsuspecting PCs attempting to follow them.

**Balhannoth:** The Balhannoth delays its actions until all other combatants have had their turn. When it acts, it turns *invisible* and *teleports* close to the largest grouping of characters. It then uses *whipping tentacles* to hit as many targets as possible. It spends its action point immediately and *teleports* back to its starting position behind the blocked tunnel. On the next round, the balhannoth turns *invisible*, *teleports* back into position, and uses *whipping tentacles* again. On subsequent rounds, the Balhannoth uses *whipping tentacles* if any targets are in range, turns *invisible* and *teleports* to a new position of advantage (ceiling, floor, or walls as necessary). If no targets are in range, the balhannoth moves closer and then attacks. If bloodied, the Balhannoth retreats (*teleports*) to the chamber beyond the blocked tunnel and remains there, invisible, until the PCs show up there later.

## ENDING THE ENCOUNTER

The encounter ends when the PCs successfully deposit the poison dust into the aquifer and leave the area.

If the PCs head toward the section marked "To Unkeyed Tunnels," they find nothing of interest and eventually hit a dead end.

## MILESTONE

This encounter counts toward a milestone.

## TREASURE

The PCs can find the legendary treasure spoken of in local pirate legends. The treasure includes a *tenebrous shroud* and 400/687/1375/2750/4125 gp.

## ENCOUNTER 4B: AQUIFER (ADVENTURE LEVEL 12)

Intellect Predator	Level 14 Controller
Medium aberrant magical beast (blind)	XP 1,000
<b>HP</b> 140; <b>Bloodied</b> 70	<b>Initiative</b> +12
<b>AC</b> 25, <b>Fortitude</b> 26, <b>Reflex</b> 23, <b>Will</b> 27	<b>Perception</b> +18
<b>Speed</b> 8	<b>Blindsight</b> 10, blind
<b>Immune</b> blinded, gaze	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 4d6 + 8 damage.	
<b>M Body Thief (charm, psychic) • At-Will</b>	
Attack: Melee 1 (one stunned creature); +17 vs. Will	
Hit: 2d6 + 6 psychic damage, and the target is dominated (save ends; the target takes a -2 penalty to the saving throw). While the target is dominated by the predator, the predator occupies the target's space and cannot be targeted or take damage. The predator cannot use claw while the target is dominated. When the target saves, the predator appears in the unoccupied space nearest the target.	
Aftereffect: The target is dazed (save ends).	
<b>R Thought Lance • Recharge 5-6</b>	
Attack: Ranged 10 (one creature); +17 vs. Will	
Hit: The target is stunned until the end of the predator's next turn.	
<b>C Mind Shock (psychic) • Encounter</b>	
Attack: Close burst 5 (enemies in burst); +17 vs. Will	
Hit: 1d6 + 6 psychic damage, and the target is dazed (save ends). In addition, the predator slides the target 1 square.	
MINOR ACTIONS	
<b>Puppet Master (charm) • At-Will (1/round)</b>	
Effect: The predator causes the creature dominated by its body thief power to take a move action or a minor action..	
TRIGGERED ACTIONS	
<b>Mind's Resilience • At-Will</b>	
Trigger: The predator takes damage while subject to an effect that a save can end.	
Effect (No Action): The predator makes a saving throw.	
<b>Skills</b> Stealth +17	
<b>Str</b> 16 (+10)	<b>Dex</b> 20 (+12) <b>Wis</b> 16 (+10)
<b>Con</b> 20 (+15)	<b>Int</b> 8 (+6) <b>Cha</b> 22 (+13)
<b>Alignment</b> chaotic evil <b>Languages</b> telepathy 10	

Destrachan Far Voice	Level 12 Artillery
Large aberrant magical beast (blind)	XP 700
<b>HP</b> 104; <b>Bloodied</b> 52	<b>Initiative</b> +11
<b>AC</b> 25, <b>Fortitude</b> 29, <b>Reflex</b> 24, <b>Will</b> 22	<b>Perception</b> +13
<b>Speed</b> 8, dimb 4	<b>Blindsight</b> 20
<b>Immune</b> blinded, gaze	
<b>Resist</b> 15 thunder	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d8 + 9 damage.	
<b>R Sound Pulse (thunder) • At-Will</b>	
Attack: Ranged 10 (one creature); +16 vs. Reflex	
Hit: 3d8 + 9 thunder damage.	
<b>C Bellowing Blast (thunder) • Recharge 3-6</b>	
Attack: Close blast 5 (creatures in blast); +16 vs. Fortitude	
Hit: 4d6 + 10 thunder damage, and the target is dazed (save ends)	
<b>C Reverberate (thunder) • Encounter</b>	
Attack: Close burst 2 (creatures in burst); +16 vs. Fortitude	
Hit: 4d6 + 10 thunder damage, and the target is stunned (save ends).	
Miss: Half damage, and the target is dazed until the end of the destrachan far voice's next turn.	
<b>Skills</b> Bluff +11, Stealth +16	
<b>Str</b> 23 (+12)	<b>Dex</b> 20 (+11) <b>Wis</b> 15 (+8)
<b>Con</b> 26 (+14)	<b>Int</b> 10 (+6) <b>Cha</b> 11 (+6)
<b>Alignment</b> evil <b>Languages</b> Deep Speech	

<b>Balhannoth</b>	<b>Level 13 Elite Lurker</b>
Large aberrant magical beast (blind)	XP 1,600
<b>HP</b> 216; <b>Bloodied</b> 108	<b>Initiative</b> +18
<b>AC</b> 28, <b>Fortitude</b> 27, <b>Reflex</b> 26, <b>Will</b> 24	<b>Perception</b> +16
<b>Speed</b> 4, climb 4 (spider climb); see also <i>reality shift</i>	<b>Blindsight</b> 10
<b>Immune</b> blinded, gaze, illusion	
<b>Saving Throws</b> +2; <b>Action Points</b> 1	
<b>TRAITS</b>	
<b>Combat Advantage</b>	
The balhannoth deals an extra 2d8 damage against any target it has combat advantage against..	
<b>STANDARD ACTIONS</b>	
<b>m Tentacle • At-Will</b>	
Attack: Melee 3 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage.	
<b>C Whipping Tentacles • At-Will</b>	
Attack: Close burst 3 (targets enemies); +18 vs. AC	
Hit: 2d8 + 7 damage, and the target slides to any other square within the burst area.	
<b>MOVE ACTIONS</b>	
<b>Reality Shift (teleportation) • At-Will</b>	
Effect: The balhannoth can teleport 10 squares. Enemies adjacent to the balhannoth before it teleports are dazed until the end of its next turn. The balhannoth automatically gains combat advantage against creatures it teleports adjacent to.	
<b>MINOR ACTIONS</b>	
<b>Invisibility (illusion) • At-Will</b>	
Effect: The balhannoth can turn invisible until the end of its next turn. It turns visible if it takes a standard action..	
<b>Skills</b> Stealth +19	
<b>Str</b> 29 (+15)	<b>Dex</b> 27 (+14)
<b>Con</b> 24 (+13)	<b>Int</b> 3 (+2)
	<b>Wis</b> 20 (+11)
	<b>Cha</b> 8 (+5)
<b>Alignment</b> chaotic evil	<b>Languages</b> Deep Speech

## ENCOUNTER 4B: AQUIFER (ADVENTURE LEVEL 14)

Intellect Predator	Level 16 Controller
Medium aberrant magical beast (blind)	XP 1400
<b>HP</b> 156; <b>Bloodied</b> 78	<b>Initiative</b> +13
<b>AC</b> 27, <b>Fortitude</b> 28, <b>Reflex</b> 25, <b>Will</b> 29	<b>Perception</b> +19
<b>Speed</b> 8	<b>Blindsight</b> 10, blind
<b>Immune</b> blinded, gaze	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 4d6 + 9 damage.	
<b>M Body Thief (charm, psychic) • At-Will</b>	
Attack: Melee 1 (one stunned creature); +19 vs. Will	
Hit: 2d6 + 7 psychic damage, and the target is dominated (save ends; the target takes a -2 penalty to the saving throw). While the target is dominated by the predator, the predator occupies the target's space and cannot be targeted or take damage. The predator cannot use <i>claw</i> while the target is dominated. When the target saves, the predator appears in the unoccupied space nearest the target.	
Aftereffect: The target is dazed (save ends).	
<b>R Thought Lance • Recharge 5-6</b>	
Attack: Ranged 10 (one creature); +19 vs. Will	
Hit: The target is stunned until the end of the predator's next turn.	
<b>C Mind Shock (psychic) • Encounter</b>	
Attack: Close burst 5 (enemies in burst); +19 vs. Will	
Hit: 1d6 + 7 psychic damage, and the target is dazed (save ends). In addition, the predator slides the target 1 square.	
MINOR ACTIONS	
<b>Puppet Master (charm) • At-Will (1/round)</b>	
Effect: The predator causes the creature dominated by its body thief power to take a move action or a minor action..	
TRIGGERED ACTIONS	
<b>Mind's Resilience • At-Will</b>	
Trigger: The predator takes damage while subject to an effect that a save can end.	
Effect (No Action): The predator makes a saving throw.	
<b>Skills</b> Stealth +18	
<b>Str</b> 16 (+11)	<b>Dex</b> 20 (+13)
<b>Con</b> 20 (+16)	<b>Int</b> 8 (+7)
	<b>Cha</b> 22 (+14)
<b>Alignment</b> chaotic evil	<b>Languages</b> telepathy 10

Destrachan Far Voice	Level 14 Artillery
Large aberrant magical beast (blind)	XP 700
<b>HP</b> 116; <b>Bloodied</b> 58	<b>Initiative</b> +12
<b>AC</b> 27, <b>Fortitude</b> 31, <b>Reflex</b> 26, <b>Will</b> 24	<b>Perception</b> +14
<b>Speed</b> 8, dimb 4	<b>Blindsight</b> 20
<b>Immune</b> blinded, gaze	
<b>Resist</b> 15 thunder	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d8 + 10 damage.	
<b>R Sound Pulse (thunder) • At-Will</b>	
Attack: Ranged 10 (one creature); +18 vs. Reflex	
Hit: 3d8 + 10 thunder damage.	
<b>C Bellowing Blast (thunder) • Recharge 3-6</b>	
Attack: Close blast 5 (creatures in blast); +18 vs. Fortitude	
Hit: 4d6 + 11 thunder damage, and the target is dazed (save ends)	
<b>C Reverberate (thunder) • Encounter</b>	
Attack: Close burst 2 (creatures in burst); +18 vs. Fortitude	
Hit: 4d6 + 11 thunder damage, and the target is stunned (save ends).	
Miss: Half damage, and the target is dazed until the end of the destrachan far voice's next turn.	
<b>Skills</b> Bluff +12, Stealth +17	
<b>Str</b> 23 (+13)	<b>Dex</b> 20 (+12)
<b>Con</b> 26 (+15)	<b>Int</b> 10 (+7)
	<b>Cha</b> 11 (+7)
<b>Alignment</b> evil	<b>Languages</b> Deep Speech

<b>Balhannoth</b>	<b>Level 15 Elite Lurker</b>	
Large aberrant magical beast (blind)		XP 2,400
<b>HP</b> 240; <b>Bloodied</b> 120		<b>Initiative</b> +19
<b>AC</b> 30, <b>Fortitude</b> 29, <b>Reflex</b> 28, <b>Will</b> 26		<b>Perception</b> +17
<b>Speed</b> 4, climb 4 (spider climb); see also <i>reality shift</i>		<b>Blindsight</b> 10
Immune blinded, gaze, illusion		
<b>Saving Throws</b> +2; <b>Action Points</b> 1		
TRAITS		
<b>Combat Advantage</b>		
The balhannoth deals an extra 2d8 damage against any target it has combat advantage against..		
STANDARD ACTIONS		
<b>m Tentacle • At-Will</b>		
<i>Attack:</i> Melee 3 (one creature); +20 vs. AC		
<i>Hit:</i> 3d6 + 12 damage.		
<b>C Whipping Tentacles • At-Will</b>		
<i>Attack:</i> Close burst 3 (targets enemies); +20 vs. AC		
<i>Hit:</i> 2d8 + 8 damage, and the target slides to any other square within the burst area.		
MOVE ACTIONS		
<b>Reality Shift (teleportation) • At-Will</b>		
<i>Effect:</i> The balhannoth can teleport 10 squares. Enemies adjacent to the balhannoth before it teleports are dazed until the end of its next turn. The balhannoth automatically gains combat advantage against creatures it teleports adjacent to.		
MINOR ACTIONS		
<b>Invisibility (illusion) • At-Will</b>		
<i>Effect:</i> The balhannoth can turn invisible until the end of its next turn. It turns visible if it takes a standard action..		
<b>Skills</b> Stealth +20		
<b>Str</b> 29 (+16)	<b>Dex</b> 27 (+15)	<b>Wis</b> 20 (+12)
<b>Con</b> 24 (+14)	<b>Int</b> 3 (+3)	<b>Cha</b> 8 (+6)
<b>Alignment</b> chaotic evil	<b>Languages</b> Deep Speech	
<b>Note:</b> None.		

## ENCOUNTER 4B: AQUIFER (ADVENTURE LEVEL 16)

Intellect Predator	Level 18 Controller
Medium aberrant magical beast (blind)	XP 2,000
HP 172; Bloodied 86	Initiative +14
AC 29, Fortitude 30, Reflex 27, Will 31	Perception +20
Speed 8	Blindsight 10, blind
Immune blinded, gaze	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 4d6 + 10 damage.	
<b>M Body Thief (charm, psychic) • At-Will</b>	
Attack: Melee 1 (one stunned creature); +21 vs. Will	
Hit: 2d6 + 8 psychic damage, and the target is dominated (save ends; the target takes a -2 penalty to the saving throw). While the target is dominated by the predator, the predator occupies the target's space and cannot be targeted or take damage. The predator cannot use claw while the target is dominated. When the target saves, the predator appears in the unoccupied space nearest the target.	
Aftersave: The target is dazed (save ends).	
<b>R Thought Lance • Recharge 5-6</b>	
Attack: Ranged 10 (one creature); +21 vs. Will	
Hit: The target is stunned until the end of the predator's next turn.	
<b>C Mind Shock (psychic) • Encounter</b>	
Attack: Close burst 5 (enemies in burst); +21 vs. Will	
Hit: 1d6 + 8 psychic damage, and the target is dazed (save ends). In addition, the predator slides the target 1 square.	
MINOR ACTIONS	
<b>Puppet Master (charm) • At-Will (1/round)</b>	
Effect: The predator causes the creature dominated by its body thief power to take a move action or a minor action.	
TRIGGERED ACTIONS	
<b>Mind's Resilience • At-Will</b>	
Trigger: The predator takes damage while subject to an effect that a save can end.	
Effect (No Action): The predator makes a saving throw.	
Skills Stealth +19	
Str 16 (+12)	Dex 20 (+14) Wis 16 (+12)
Con 20 (+17)	Int 8 (+8) Cha 22 (+15)
Alignment chaotic evil Languages telepathy 10	

Destrachan Far Voice	Level 16 Artillery
Large aberrant magical beast (blind)	XP 1,400
HP 128; Bloodied 64	Initiative +13
AC 29, Fortitude 33, Reflex 28, Will 26	Perception +15
Speed 8, climb 4	Blindsight 20
Immune blinded, gaze	
Resist 15 thunder	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage.	
<b>R Sound Pulse (thunder) • At-Will</b>	
Attack: Ranged 10 (one creature); +20 vs. Reflex	
Hit: 3d8 + 11 thunder damage.	
<b>C Bellowing Blast (thunder) • Recharge 3-6</b>	
Attack: Close blast 5 (creatures in blast); +20 vs. Fortitude	
Hit: 4d6 + 12 thunder damage, and the target is dazed (save ends)	
<b>C Reverberate (thunder) • Encounter</b>	
Attack: Close burst 2 (creatures in burst); +20 vs. Fortitude	
Hit: 4d6 + 12 thunder damage, and the target is stunned (save ends).	
Miss: Half damage, and the target is dazed until the end of the destrachan far voice's next turn.	
Skills Bluff +13, Stealth +18	
Str 23 (+14)	Dex 20 (+13) Wis 15 (+10)
Con 26 (+16)	Int 10 (+8) Cha 11 (+8)
Alignment evil Languages Deep Speech	

<b>Balhannoth</b>	<b>Level 17 Elite Lurker</b>	
Large aberrant magical beast (blind)	XP 3,200	
<b>HP</b> 264; <b>Bloodied</b> 132	<b>Initiative</b> +20	
<b>AC</b> 32, <b>Fortitude</b> 31, <b>Reflex</b> 30, <b>Will</b> 28	<b>Perception</b> +18	
<b>Speed</b> 4, climb 4 (spider climb); see also <i>reality shift</i>	<b>Blindsight</b> 10	
<b>Immune</b> blinded, gaze, illusion		
<b>Saving Throws</b> +2; <b>Action Points</b> 1		
TRAITS		
<b>Combat Advantage</b>		
The balhannoth deals an extra 2d8 damage against any target it has combat advantage against..		
STANDARD ACTIONS		
<b>m Tentacle • At-Will</b>		
<i>Attack:</i> Melee 3 (one creature); +22 vs. AC		
<i>Hit:</i> 3d6 + 13 damage.		
<b>C Whipping Tentacles • At-Will</b>		
<i>Attack:</i> Close burst 3 (targets enemies); +22 vs. AC		
<i>Hit:</i> 2d8 + 9 damage, and the target slides to any other square within the burst area.		
MOVE ACTIONS		
<b>Reality Shift (teleportation) • At-Will</b>		
<i>Effect:</i> The balhannoth can teleport 10 squares. Enemies adjacent to the balhannoth before it teleports are dazed until the end of its next turn. The balhannoth automatically gains combat advantage against creatures it teleports adjacent to.		
MINOR ACTIONS		
<b>Invisibility (illusion) • At-Will</b>		
<i>Effect:</i> The balhannoth can turn invisible until the end of its next turn. It turns visible if it takes a standard action..		
<b>Skills</b> Stealth +22		
<b>Str</b> 29 (+17)	<b>Dex</b> 27 (+16)	<b>Wis</b> 20 (+13)
<b>Con</b> 24 (+15)	<b>Int</b> 3 (+4)	<b>Cha</b> 8 (+7)
<b>Alignment</b> chaotic evil	<b>Languages</b> Deep Speech	
<b>Note:</b> None.		

## ENCOUNTER 4B: AQUIFER (ADVENTURE LEVEL 18)

Intellect Predator	Level 20 Controller
Medium aberrant magical beast (blind)	XP 2,800
<b>HP</b> 188; <b>Bloodied</b> 94	<b>Initiative</b> +15
<b>AC</b> 31, <b>Fortitude</b> 32, <b>Reflex</b> 29, <b>Will</b> 33	<b>Perception</b> +21
<b>Speed</b> 8	<b>Blindsight</b> 10, blind
<b>Immune</b> blinded, gaze	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 4d6 + 11 damage.	
<b>M Body Thief (charm, psychic) • At-Will</b>	
Attack: Melee 1 (one stunned creature); +23 vs. Will	
Hit: 2d6 + 9 psychic damage, and the target is dominated (save ends; the target takes a -2 penalty to the saving throw). While the target is dominated by the predator, the predator occupies the target's space and cannot be targeted or take damage. The predator cannot use <i>claw</i> while the target is dominated. When the target saves, the predator appears in the unoccupied space nearest the target.	
Aftereffect: The target is dazed (save ends).	
<b>R Thought Lance • Recharge 5-6</b>	
Attack: Ranged 10 (one creature); +23 vs. Will	
Hit: The target is stunned until the end of the predator's next turn.	
<b>C Mind Shock (psychic) • Encounter</b>	
Attack: Close burst 5 (enemies in burst); +23 vs. Will	
Hit: 1d6 + 9 psychic damage, and the target is dazed (save ends). In addition, the predator slides the target 1 square.	
MINOR ACTIONS	
<b>Puppet Master (charm) • At-Will (1/round)</b>	
Effect: The predator causes the creature dominated by its body thief power to take a move action or a minor action..	
TRIGGERED ACTIONS	
<b>Mind's Resilience • At-Will</b>	
Trigger: The predator takes damage while subject to an effect that a save can end.	
Effect (No Action): The predator makes a saving throw.	
<b>Skills</b> Stealth +20	
<b>Str</b> 16 (+13)	<b>Dex</b> 20 (+15) <b>Wis</b> 16 (+13)
<b>Con</b> 20 (+18)	<b>Int</b> 8 (+9) <b>Cha</b> 22 (+16)
<b>Alignment</b> chaotic evil <b>Languages</b> telepathy 10	
<b>Note:</b> None.	

Destrachan Far Voice	Level 18 Artillery
Large aberrant magical beast (blind)	XP 2,000
<b>HP</b> 140; <b>Bloodied</b> 70	<b>Initiative</b> +14
<b>AC</b> 31, <b>Fortitude</b> 35, <b>Reflex</b> 30, <b>Will</b> 28	<b>Perception</b> +16
<b>Speed</b> 8, dimb 4	<b>Blindsight</b> 20
<b>Immune</b> blinded, gaze	
<b>Resist</b> 15 thunder	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 12 damage.	
<b>R Sound Pulse (thunder) • At-Will</b>	
Attack: Ranged 10 (one creature); +22 vs. Reflex	
Hit: 3d8 + 12 thunder damage.	
<b>C Bellowing Blast (thunder) • Recharge 3-6</b>	
Attack: Close blast 5 (creatures in blast); +22 vs. Fortitude	
Hit: 4d6 + 13 thunder damage, and the target is dazed (save ends)	
<b>C Reverberate (thunder) • Encounter</b>	
Attack: Close burst 2 (creatures in burst); +22 vs. Fortitude	
Hit: 4d6 + 13 thunder damage, and the target is stunned (save ends).	
Miss: Half damage, and the target is dazed until the end of the destrachan far voice's next turn.	
<b>Skills</b> Bluff +14, Stealth +19	
<b>Str</b> 23 (+15)	<b>Dex</b> 20 (+14) <b>Wis</b> 15 (+11)
<b>Con</b> 26 (+17)	<b>Int</b> 10 (+9) <b>Cha</b> 11 (+9)
<b>Alignment</b> evil <b>Languages</b> Deep Speech	
<b>Note:</b> None.	



<b>Balhannoth</b>	<b>Level 19 Elite Lurker</b>	
Large aberrant magical beast (blind)	XP 4,800	
<b>HP</b> 288; <b>Bloodied</b> 144	<b>Initiative</b> +21	
<b>AC</b> 34, <b>Fortitude</b> 33, <b>Reflex</b> 32, <b>Will</b> 30	<b>Perception</b> +19	
<b>Speed</b> 4, climb 4 (spider climb); see also <i>reality shift</i>	<b>Blindsight</b> 10	
<b>Immune</b> blinded, gaze, illusion		
<b>Saving Throws</b> +2; <b>Action Points</b> 1		
TRAITS		
<b>Combat Advantage</b>		
The balhannoth deals an extra 2d8 damage against any target it has combat advantage against..		
STANDARD ACTIONS		
<b>m Tentacle • At-Will</b>		
<i>Attack:</i> Melee 3 (one creature); +24 vs. AC		
<i>Hit:</i> 3d6 + 14 damage.		
<b>C Whipping Tentacles • At-Will</b>		
<i>Attack:</i> Close burst 3 (targets enemies); +24 vs. AC		
<i>Hit:</i> 2d8 + 10 damage, and the target slides to any other square within the burst area.		
MOVE ACTIONS		
<b>Reality Shift (teleportation) • At-Will</b>		
<i>Effect:</i> The balhannoth can teleport 15 squares. Enemies adjacent to the balhannoth before it teleports are dazed until the end of its next turn. The balhannoth automatically gains combat advantage against creatures it teleports adjacent to.		
MINOR ACTIONS		
<b>Invisibility (illusion) • At-Will</b>		
<i>Effect:</i> The balhannoth can turn invisible until the end of its next turn. It turns visible if it takes a standard action..		
<b>Skills</b> Stealth +23		
<b>Str</b> 29 (+18)	<b>Dex</b> 27 (+17)	<b>Wis</b> 20 (+14)
<b>Con</b> 24 (+16)	<b>Int</b> 3 (+5)	<b>Cha</b> 8 (+8)
<b>Alignment</b> chaotic evil	<b>Languages</b> Deep Speech	
<b>Note:</b> None.		

## ENCOUNTER 4B: AQUIFER (ADVENTURE LEVEL 20)

Intellect Predator	Level 22 Controller
Medium aberrant magical beast (blind)	XP 4,150
<b>HP</b> 204; <b>Bloodied</b> 102	<b>Initiative</b> +16
<b>AC</b> 33, <b>Fortitude</b> 34, <b>Reflex</b> 31, <b>Will</b> 35	<b>Perception</b> +22
<b>Speed</b> 8	<b>Blindsight</b> 10, blind
<b>Immune</b> blinded, gaze	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d6 + 12 damage.	
<b>M Body Thief (charm, psychic) • At-Will</b>	
Attack: Melee 1 (one stunned creature); +25 vs. Will	
Hit: 2d6 + 10 psychic damage, and the target is dominated (save ends; the target takes a -2 penalty to the saving throw). While the target is dominated by the predator, the predator occupies the target's space and cannot be targeted or take damage. The predator cannot use claw while the target is dominated. When the target saves, the predator appears in the unoccupied space nearest the target.	
Aftereffect: The target is dazed (save ends).	
<b>R Thought Lance • Recharge 5-6</b>	
Attack: Ranged 10 (one creature); +25 vs. Will	
Hit: The target is stunned until the end of the predator's next turn.	
<b>C Mind Shock (psychic) • Encounter</b>	
Attack: Close burst 5 (enemies in burst); +25 vs. Will	
Hit: 1d6 + 10 psychic damage, and the target is dazed (save ends). In addition, the predator slides the target 1 square.	
MINOR ACTIONS	
<b>Puppet Master (charm) • At-Will (1/round)</b>	
Effect: The predator causes the creature dominated by its body thief power to take a move action or a minor action..	
TRIGGERED ACTIONS	
<b>Mind's Resilience • At-Will</b>	
Trigger: The predator takes damage while subject to an effect that a save can end.	
Effect (No Action): The predator makes a saving throw.	
<b>Skills</b> Stealth +21	
<b>Str</b> 16 (+14)	<b>Dex</b> 20 (+16) <b>Wis</b> 16 (+14)
<b>Con</b> 20 (+19)	<b>Int</b> 8 (+10) <b>Cha</b> 22 (+17)
<b>Alignment</b> chaotic evil <b>Languages</b> telepathy 10	

Destrachan Far Voice	Level 20 Artillery
Large aberrant magical beast (blind)	XP 2,800
<b>HP</b> 152; <b>Bloodied</b> 76	<b>Initiative</b> +15
<b>AC</b> 33, <b>Fortitude</b> 37, <b>Reflex</b> 32, <b>Will</b> 30	<b>Perception</b> +17
<b>Speed</b> 8, dimb 4	<b>Blindsight</b> 20
<b>Immune</b> blinded, gaze	
<b>Resist</b> 15 thunder	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 13 damage.	
<b>R Sound Pulse (thunder) • At-Will</b>	
Attack: Ranged 10 (one creature); +24 vs. Reflex	
Hit: 3d8 + 13 thunder damage.	
<b>C Bellowing Blast (thunder) • Recharge 3-6</b>	
Attack: Close blast 5 (creatures in blast); +24 vs. Fortitude	
Hit: 4d6 + 14 thunder damage, and the target is dazed (save ends)	
<b>C Reverberate (thunder) • Encounter</b>	
Attack: Close burst 2 (creatures in burst); +24 vs. Fortitude	
Hit: 4d6 + 14 thunder damage, and the target is stunned (save ends).	
Miss: Half damage, and the target is dazed until the end of the destrachan far voice's next turn.	
<b>Skills</b> Bluff +15, Stealth +20	
<b>Str</b> 23 (+16)	<b>Dex</b> 20 (+15) <b>Wis</b> 15 (+12)
<b>Con</b> 26 (+18)	<b>Int</b> 10 (+10) <b>Cha</b> 11 (+10)
<b>Alignment</b> evil <b>Languages</b> Deep Speech	

<b>Balhannoth</b>	<b>Level 21 Elite Lurker</b>	
Large aberrant magical beast (blind)	XP 6,400	
HP 312; Bloodied 156	Initiative +22	
AC 36, Fortitude 35, Reflex 34, Will 32	Perception +20	
Speed 4, climb 4 (spider climb); see also <i>reality shift</i>	Blindsight 10	
Immune blinded, gaze, illusion		
Saving Throws +2; Action Points 1		
TRAITS		
Combat Advantage		
The balhannoth deals an extra 2d8 damage against any target it has combat advantage against..		
STANDARD ACTIONS		
m Tentacle • At-Will		
Attack: Melee 3 (one creature); +26 vs. AC		
Hit: 3d6 + 15 damage.		
c Whipping Tentacles • At-Will		
Attack: Close burst 3 (targets enemies); +26 vs. AC		
Hit: 2d8 + 11 damage, and the target slides to any other square within the burst area.		
MOVE ACTIONS		
Reality Shift (teleportation) • At-Will		
Effect: The balhannoth can teleport 15 squares. Enemies adjacent to the balhannoth before it teleports are dazed until the end of its next turn. The balhannoth automatically gains combat advantage against creatures it teleports adjacent to.		
MINOR ACTIONS		
Invisibility (illusion) • At-Will		
Effect: The balhannoth can turn invisible until the end of its next turn. It turns visible if it takes a standard action..		
Skills Stealth +25		
Str 29 (+19)	Dex 27 (+18)	Wis 20 (+15)
Con 24 (+17)	Int 3 (+6)	Cha 8 (+9)
Alignment chaotic evil Languages Deep Speech		

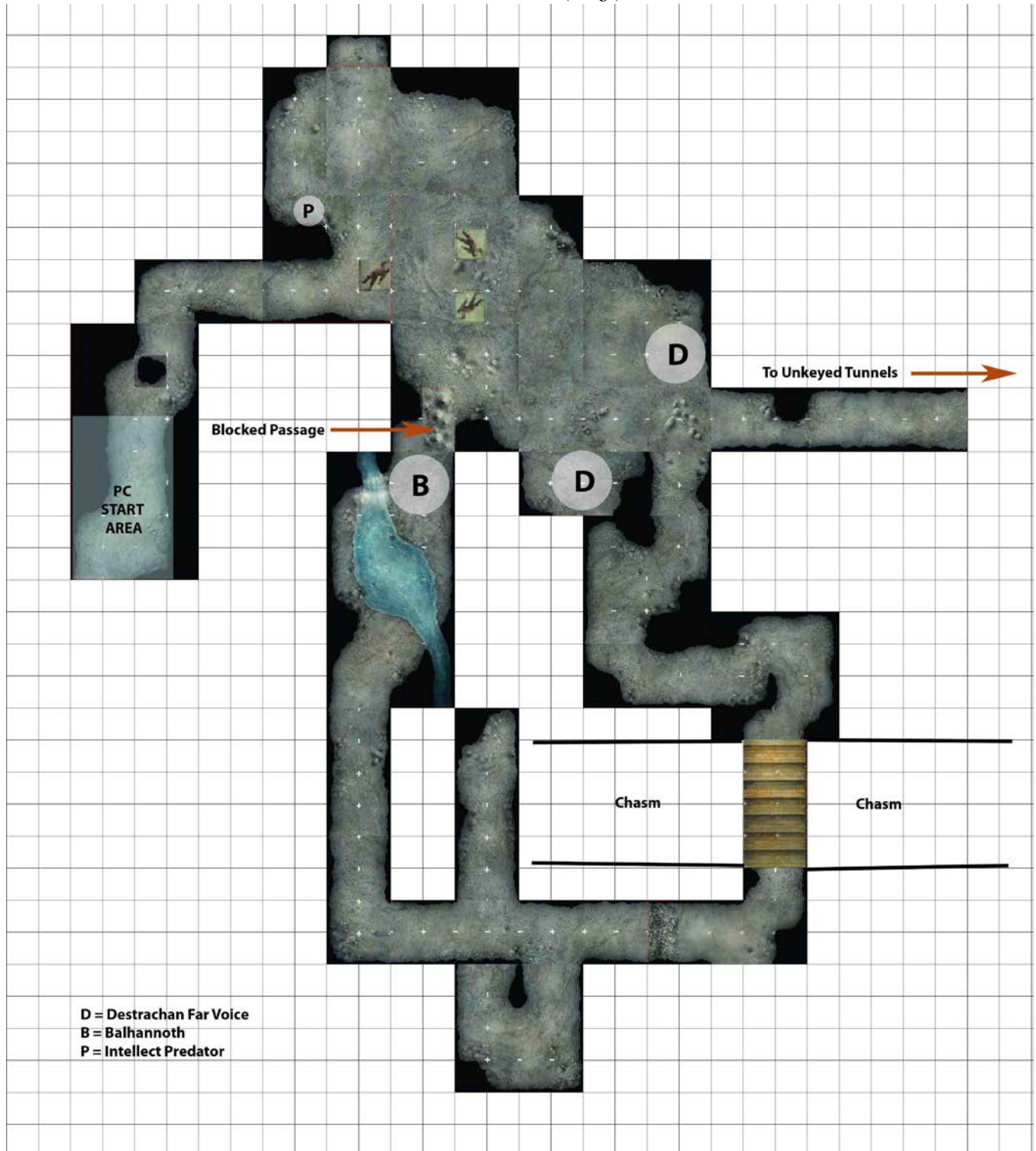
## ENCOUNTER 4B: AQUIFER MAP

### TILE SETS NEEDED

*Lost Caverns of the Underdark* x1

*Dungeon Tiles Master Set - The Dungeon* x1 (dead bodies)

*Arcane Towers* x1 (bridge)



## ENCOUNTER 5A: DRAWING OUT THE POISON

### SKILL CHALLENGE, COMPLEXITY 2

#### IMPORTANT NPC

**Khorinn Hekesh**, The Lord of Lylorn; elderly male dragonborn

Run this encounter only if the PCs are on the *Dragonslayer* adventure path. If they are on the *Poison Dust* adventure path, run Encounter 5b instead.

As Orlarrakh makes her rounds to the various Dusk Port cities, she demands an audience with the city Lord upon her arrival. Her visitations are on a regular rotating schedule and she's known to be very punctual. If the players are playing AL 12 or 14, instead her daughter Orlanderkah is the chief lieutenant left to watch over the city and surrounding lands and is known to meet with the city's Lord when she gets back.

Audiences with a city Lord frequently end in their demise as the Green Duchess or her lieutenants take them as a snack after they've made their final report. It is for this reason that elderly dragonborn are usually voted into the position of city Lord, a position that affords some power and control, albeit short-lived.

The PCs have been instructed to infiltrate the Lord's manor house and quietly detain him, preventing him from being in attendance at Orlarrakh's fortress lair. The PCs are attempting to draw the dragon into the open at the manor house, to slay her in view of the general public. The act is meant to inspire the citizens to rise up in revolt against their tyrant masters.

As the PCs enter the area, read or paraphrase the following:

*Passing through an open-air marketplace at the edge of town, you make your way through a crowded square with hundreds of citizens bartering for goods at several vendor booths. Two warehouses are set equally apart on opposite sides of the market and a large enclosed red tent is to the south of one of these.*

*You cross a stone bridge over a narrow waterway to the edge of a large manor house set behind a copse of trees. A second, smaller building, perhaps the servants' quarters, is separate from the main house. At first glance, you notice at least two pairs of alert Draconian Militiamen patrolling the grounds.*

The task of capturing/detaining the city Lord must be done with stealth. The PCs must also take great care not

to harm anyone, or their actions could turn the citizens against them and the goal they are trying to accomplish.

### SKILL CHALLENGE: CAPTURE THE LORD OF LYLORN

**Goal:** The PCs need to capture the Lord of Lylorn to prevent him from being in attendance at Orlarrakh's fortress lair.

**Complexity:** 2 (6 successes before 3 failures)

**Primary Skills:** Athletics, Bluff, Diplomacy, Intimidate, Stealth, Streetwise

**Other Skills:** Acrobatics, Insight, Perception

**Victory:** The PCs successfully infiltrate the manor house and detain the Lord of Lylorn such that he cannot make an appearance at Orlarrakh's fortress lair as required.

**Defeat:** The PCs allow the Lord of Lylorn to slip through their fingers. He manages to elude them, ducking out a secret passage and escaping out of their reach.

It is possible that the PCs may come up with a creative plan or reason to use a skill in a different scene than listed below. Reward creativity and feel free to role-play as desired within the time allowed. Only the group checks **MUST** be rolled.

#### Penalties

Any PCs that have the story award **ABER04 Marked for Death** suffer -2 on their Stealth, Bluff, and Diplomacy checks. The guards are on the lookout for these known enemies.

#### SCENE 1: SNEAKING INTO THE MANOR

This scene details the PCs sneaking into the manor. It is clear there are many guards and should just one manage to raise the alarm, the entire plan may be in jeopardy. The party must succeed on a group skill check, though some PCs may elect to use invisibility or teleportation powers for automatic successes.

The PCs might wish to watch the manor for awhile before trying to sneak in, granting a Perception check or Streetwise check before the group Stealth check.

#### Perception [Easy DC] (no successes)

*You scout ahead or take time to spy on the manor house to learn something of what goes on there. You discover guard patrol quantity and frequency, servants on the grounds, etc.*

Each PC gains a +2 on the group Stealth check in this scene.

**Stealth [Moderate DC]** (1 success, 1 maximum, group check)

*You successfully move about the manor house grounds undetected, making use of all available cover and concealment.*

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

*You inquire about the Lord of Lylorn from the locals in the area and discover something about his comings and goings as well as where in the house he's likely to be.*

## **SCENE 2: FINDING THE LORD WHILE AVOIDING THE GUARDS**

Once the party is over the wall and past the perimeter guards, the PCs must still locate the Lord without raising the attention of the servants and guards inside.

**Acrobatics [Moderate DC]** (no successes)

*You create an entertaining diversion away from the group that allows the rest of the party to slip past servants or guards. You then double back while your pursuers flounder to catch up with you.*

Everyone gains +2 on a single group Stealth check.

**Bluff [Hard DC]** (1 success, 2 maximum; if PCs offer a bribe of at least AL\*5 along with the bluff, they gain a +4 on their check)

*You make up some lie that allows you to slip past guards or servants without arousing suspicion.*

**Diplomacy [Moderate DC]** (1 success, 1 maximum); if the PCs talk to a servant leaving the manor house  
*You learn the exact location of the Lord of Lylorn and receive brief directions to help expedite you there.*

**Diplomacy [No Check]** (automatic failure; if the PCs talk to one or more guards on the manor house grounds in an attempt to gain allies)

*You risk the complete failure of your plan by revealing your intentions to some of the guards, hoping that they will side with you and join your cause.*

The guards have nothing to gain and everything to lose by listening to treasonous plots against their Lord. They are on the lookout for enemies.

**Intimidate [Easy DC]** (1 success, 2 maximum)

*You use the threat of force to cause guards or servants to remain quiet and not raise an alarm.*

**Insight [Easy DC]** (no successes)

*You are able to read the mood, attitude, and intentions of a servant or guard and can help mitigate a situation that is quickly going south.*

Your success wipes out a previous Diplomacy or Bluff failure.

**Stealth [Moderate DC]** (1 success, 1 maximum, group check)

*You successfully move about the manor house grounds undetected, making use of all available cover and concealment.*

## **SCENE 3: DETAINING THE LORD**

Once the PCs have searched enough of the house, they eventually corner Lord Hekesh in his study. He does not resist quick moving PCs if they go to restrain him.

**Athletics [Moderate DC]** (1 success, 1 maximum)

*You move quickly and restrain the Lord before he can escape.*

**Bluff, Diplomacy or Intimidate [Hard DC]** (1 success, 3 maximum)

*You confront the Lord and convince him to remain where he is.*

**Intimidate [Easy DC]** (1 success, 2 maximum)

*You use the threat of force to cause guards or servants to remain quiet and not raise an alarm.*

## **THE LORD OF LYLORN**

See Appendix 1 for a detailed description and role-playing notes for Lord Khorinn Hekesh. In addition to details there, it is important to note that though weak, Lord Hekesh is extremely uncooperative if captured. He already knows he's got a short life-line and failing to make his appointment with the Green Duchess is a sure way, in his opinion, to speed up his demise.

If captured, Lord Hekesh will try to raise an alarm any way he can, including screaming, causing a noisy accident, etc. If not silenced, guards will arrive and demand his release. All guards, members of the Draconian Militia, are to be treated as low-level minions and easily dealt with using either Intimidation (Easy DC) or brute force. The brute force approach results in casualties and has the potential to be discovered by the general citizenry and cause some to look upon the PCs and their plan for freedom with suspicion. Even though the majority of citizens are not sympathetic to the Draconian Militia, such brutal tactics could be viewed with contempt and breed mistrust.

The PCs can attempt to calm Lord Hekesh and convince him that their plan has merit, possibly helping him to realize that he can live the rest of his life,

however long that may be, without fear if they succeed. This is accomplished with a DC Hard Diplomacy Check.

In any event, when Lord Hekesh has not met with his guards to leave for his scheduled appointment, they become suspicious and go to fetch him. If the PCs are discovered holding him captive, they are easily dealt with using intimidation or force as described above.

## ENDING THE ENCOUNTER

**Success:** The PCs successfully infiltrate the manor house, locate Lord Hekesh, and detain him. After several hours in hiding, Maroon Prince is sent to the manor house to deliver a warning.

Read the following:

*The screams and cries of frightened people draws your attention to the something outside the manor house. Looking out the window, you see the familiar form of the dragon that you faced in Tarsith. The huge beast lands on the lawn outside the front door and tries to peek into the windows of the upper floor.*

*"My mistress is angered at your failure to appear in her court as commanded. Your master has little time to tarry and demands your attendance at once. If you do not comply, she will bring swift retribution! You have been warned!"*

*The dragon takes to the air and flies off in the direction of Orlarrakh's fortress lair. You are left to contemplate that the unexpected appearance of Orlarrakh's companion could certainly make things more difficult than anticipated.*

Maroon Prince threatens them, but doesn't attack. After his warning, he flies to the fortress lair to make a report. His mistress is outraged at the insolence of Lord Hekesh and decides to visit the manor house and deal with him in person.

Proceed to Encounter 6a.

**Failure:** Lord Hekesh's guards are alerted to the PCs' presence and are able to slip the Lord out a secret way and get him out of harm's reach and on the road to the fortress lair.

The PCs are now forced to go to Orlarrakh's fortress lair to battle there. On their way, they will fortuitously meet their target at the watering hole near the fortress as she's just arriving in the region.

Proceed to Encounter 6b.

## MILESTONE

This encounter counts toward a milestone.

## TREASURE

There is no treasure in this encounter.

## ENCOUNTER 5B: DISTRIBUTE THE POISON DUST

### SKILL CHALLENGE, COMPLEXITY 2

Run this encounter only if the PCs are on the *Poison Dust* adventure path. If they are on the *Dragonslayer* adventure path, run Encounter 5a instead.

The PCs must distribute poison dust to specific rebel groups in the area and instruct them on where and how to use it by introducing it primarily into the food chain. With help from Ghedrinn's pirates, this can be done much quicker.

When the PCs are ready to start the encounter, read or paraphrase the following:

*There's no time to lose. You need to get all the pouches of poison dust to the various rebel groups throughout the city, instructing them how and where to use it before the dust becomes stale. You have specific written instructions on how to introduce the dust into farm animal feed, kegs of ale and wine, grain silos, and other food and drink sources.*

*You must be very careful not to draw attention to yourselves. The Draconian Militia is out in force, collecting tribute from the citizenry and choosing sacrifices for the Green Duchess.*

#### SETTING THE ATMOSPHERE

As the PCs perform their task, they may spot Draconian Militia patrols that need to be avoided. These soldiers are a suspicious lot, especially during this time of the month when tribute is being collected and sacrifices are chosen. They are also on the lookout known enemies of the State, such as those PCs with the ABER04 story award.

In addition to small patrols, Draconian Militiamen are going through town with wagons collecting tribute to the Green Duchess and stealing dragonborn children and elderly dragonborn for sacrifices. Parents, particularly the mothers of children, cry out and beg to be spared. Their cries of suffering can easily persuade most anyone to come to their aid, but if the PCs interfere, they earn one automatic failure in the skill challenge.

### SKILL CHALLENGE: DISTRIBUTE THE POISON DUST TO REBEL GROUPS

**Goal:** The PCs need to distribute pouches of poison dust to several rebel groups and instruct them on how to use

it. They are under a severe time constraint and must keep their activities out of the public eye.

**Complexity:** 2 (6 successes before 3 failures)

**Primary Skills:** Athletics, Bluff, Diplomacy, Endurance, Stealth, Streetwise

**Other Skills:** History, Insight, Intimidate, Perception

**Victory:** The PCs successfully distribute the dust and do so in a timely manner.

**Defeat:** The PCs successfully distribute the poison dust, but take much longer than expected. This results in consequences in Encounter 6b. See that Encounter for details.

It is possible that the PCs may come up with a creative plan or reason to use a skill in a different scene than listed below. Reward creativity and feel free to role-play as desired within the time allowed. Only the group checks **MUST** be rolled.

#### Automatic Successes

##### Ghedrinn's Pirates

If the PCs are being helped by Ghedrinn's pirates, they gain 2 automatic successes in this challenge due to the extra manpower.

##### Split the Party

If the PCs split up into multiple groups, they gain 1 automatic success in this challenge. This is solely on the basis of saving time. Only apply 1 automatic success no matter how many groups the PCs split into. If the PCs consult with Father Thorn, he advises against splitting into more than 2 groups since they may not be able to deal with their foes should they be cornered.

#### Penalties and Automatic Failures

Any PCs that have the story award **ABER04 Marked for Death** suffer -2 to their Stealth and Bluff checks.

Coming to the aid of dragonborn being taken for sacrifice earns an automatic failure. Missing sacrifices, or militia, will be noticed and cause a search to begun for the PCs.

#### SCENE 1: MOVING QUICKLY THROUGHOUT THE CITY

The PCs need to move throughout the city rapidly deploying the poison deliveries to agents of the Scions and Shadowkiss. The goal is to get about quickly without being noticed.

**Athletics** [Easy DC] (1 success, 1 maximum; group check)

*You move through the city rapidly, weaving in and out of crowds, hopping obstacles, and avoiding collisions.*



Or

**Endurance [Moderate DC]** (1 success, 1 maximum; group check)

*You keep up a furious pace without giving in to fatigue.*

**Perception [Moderate DC]** (no successes)

*You notice a short cut that makes up valuable time that was lost.*

Your success wipes out a previous failure in this scene.

**Streetwise [Moderate DC]** (1 success; 2 maximum)

*You use your street sense to find the most expeditious routes to gain access to temporary hiding places, and learn valuable information to short-circuit danger points.*

## SCENE 2: POISONOUS INSTRUCTION

The party rendezvous with allies and must teach them the proper handling and deployment of the toxin.

**Diplomacy [Moderate DC]** (1 success, 1 maximum; group check)

*You explain what to do with the poison.*

**History [Hard DC]** (no successes)

*You use analogies from the past when a similar operation was conducted to get your points across.*

You gain a +2 bonus to the Diplomacy check in this scene.

**Insight [Moderate DC]** (no successes)

*You notice one of your allies isn't quite understand how to execute their role, giving you a chance to try to explain it again.*

Your success wipes out a previous failure in this scene.

**Nature [Moderate DC]** (1 success, 2 maximum)

*You explain how to spread the poison throughout the environment.*

## SCENE 3: AVOID ATTENTION

The PCs cross paths with a suspicious Militia patrol and cannot easily just back away.

**Bluff [Moderate DC]** (1 success, 1 maximum)

*You bluff your way out of a sticky situation when Draconian Militiamen take an interest in your activities.*

Or

**Stealth [Moderate DC]** (1 success; 1 maximum; group check)

*When a Draconian Militia patrol is in sight, you slip into shadows and cut through back alleys to avoid being noticed.*

**Intimidate [Moderate DC]** (no successes)

*You are noticed by Draconian Militiamen and questioned, but your forthright confrontational response causes them to turn a blind eye to your group's activities.*

Your success wipes out a previous failure in this scene.

## ENDING THE ENCOUNTER

**Success:** The poison dust is successfully distributed to all rebel groups and the task is completed in a timely manner. If the PCs decide to poison Orlarrakh's watering hole (see below) then they are able to accomplish that task before Orlarrakh or her daughter arrives there (see Encounter 6b).

**Failure:** The poison dust is successfully distributed to all rebel groups, but the task was not completed in a timely manner. If the PCs decide to poison Orlarrakh's watering hole (see below) then they arrive too late to dump the poison into the water and must improvise another method to affect her (see Encounter 6b).

## IT'S NOT OVER YET

In either case, the PCs report to Father Thorn that they have one small bag of poison dust remaining after they complete their task. When he discovers this, Father Thorn expresses concern that it will take too long for the poison dust to proliferate in the water supply and food chain and he desires to strike an immediate blow against Orlarrakh while there's still time. He wants the PCs to go to Orlarrakh's watering hole near the fortress and dump the remainder of the poison dust there. If they are quick, they can expose Orlarrakh to the poison now, before she moves on to her next stop, or catch her allies when they go for a drink.

If the PCs agree to perform this final task, proceed to Encounter 6b. Both Father Thorn and Zasheena Drethyl are in strong agreement that they should do it.

**DM NOTE:** Although a combat with Orlarrakh or her daughter is inevitable should the PCs choose to poison Orlarrakh's watering hole, they must not be forced to take this action. Conversely, they should not feel that they missed an opportunity to confront a dragon if they really want to attack her. Make it clear to your players that this is their choice and there should be no regrets should they choose not to pursue this final option. If they would instead prefer to go on the attack, emphasize that both Father Thorn and Zasheena believe that this idea is not for the best - but if the PCs insist, play Encounter 6a, but use the map from Encounter 4a.

#### **MILESTONE**

This encounter counts toward a milestone.

#### **TREASURE**

There is no treasure in this encounter.

## ENCOUNTER 6A: PUBLIC BRAWL

ENCOUNTER LEVEL 14/16/18/20/22  
(5400/7500/10700/15000/22150 XP)

### CREATURES AND HAZARDS

This encounter includes the following creatures and hazards at Adventure Level 12:

**Orlanderkah, Elder Green Dragon (Level 14)**  
**Panicked Crowd (Level 9)**  
**(Optional) Maroon Prince, Dragon (Level 14)**

This encounter includes the following creatures and hazards at Adventure Level 14:

**Orlanderkah, Elder Green Dragon (Level 16)**  
**Panicked Crowd (Level 10)**  
**(Optional) Maroon Prince, Dragon (Level 16)**

This encounter includes the following creatures and hazards at Adventure Level 16:

**Orlarrakh, Elder Green Dragon (Level 18)**  
**Panicked Crowd (Level 12)**  
**(Optional) Maroon Prince, Dragon (Level 18)**

This encounter includes the following creatures and hazards at Adventure Level 18:

**Orlarrakh, Elder Green Dragon (Level 20)**  
**Panicked Crowd (Level 14)**  
**(Optional) Maroon Prince, Dragon (Level 20)**

This encounter includes the following creatures and hazards at Adventure Level 20:

**Orlarrakh, Elder Green Dragon (Level 22)**  
**Panicked Crowd (Level 16)**  
**(Optional) Maroon Prince, Dragon (Level 22)**

### SCALING THE ENCOUNTER

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

**Four PCs:** Lower the level of Orlarrakh and Maroon Prince by one (-8 Hit Points and -1 to all defenses). Note that if Ghedrinn is present, this does not apply.

**Six PCs:** Increase the level of Orlarrakh and Maroon Prince by one (+8 Hit Points and +1 to all defenses).

#### OPTIONAL: MAROON PRINCE

Regardless of the number of PCs participating, if the PCs are making light work of Orlarrakh/Orlanderkah or

have shown themselves capable throughout the rest of the adventure, the Maroon Prince (Orlarrakh's companion dragon from ABER4-1 who escaped the PCs then) shows up and adds to the threat.

#### THE MAROON PRINCE

The Maroon Prince has arrived in another part of the city and begins to inflict mayhem and murder while the PCs are distracted. *Scions of Amber* rebel groups, *Shadowkiss* rogues and pirates from the *Free Dragon* band together and attack the dragon. They suffer serious casualties, but not before bloodying the rampaging companion. Sensing Orlarrakh is in trouble, the wounded dragon flies to help her.

Read the following:

*Suddenly, the shadow of a familiar dragon passes over the battlefield. Turning your eyes to the boiling Steelsky, you see the companion dragon that you fought in Tarsith. As the dragon swoops down on the panicked citizens in the marketplace, it lets loose a terrible roar and says "A small group of rebels attacked me, my Duchess, but I have dealt with them! Sensing that you needed help I came as quickly as I could!"*

The Maroon Prince attacks citizens in the open marketplace until it draws the attentions of the PCs and then joins in the battle with Orlarrakh.

The option to add an extra dragon is designed to provide an increase in the threat of this encounter for those tables who look for challenging fights. The Maroon Prince fights to the death to protect the Green Duchess.

The Maroon Prince starts combat bloodied from his previous fight. If your table is extremely powerful, you may consider having the Maroon Prince start at 75% of his maximum hit points.

### SETUP

Run this encounter only if the PCs are on the *Dragonslayer* adventure path and succeeded in the skill challenge in Encounter 5a. If they failed that challenge, they are forced to travel to Orlarrakh's fortress lair to face her there. En route, they encounter the Green Duchess at the watering hole. Run Encounter 6b instead.

This encounter picks up after the PCs have been detaining Lord Hekesh for five hours in Encounter 5a. They've had plenty of time to prepare their defenses or cast rituals in anticipation of the Green Duchess's arrival. Allow them a reasonable length of time to position their characters in the house, around the grounds, or out in the open-air marketplace.

When Orlarrakh arrives, read:

*Seemingly out of nowhere, a huge green dragon flies into view from over the treetops beyond the manor house. The powerful dragon swoops over the open-air marketplace, stirring the crowds into a panic, making one quick pass before returning to land on the rooftop of the large warehouse across the stream, nearly crushing it under its weight.*

*"Who dares to defy me? I sense the presence of those who would seek to destroy me! Show yourselves! Those of you who bear witness here today, see how your master deals with insurgents and remember that treachery is dealt with swiftly and without mercy!"*

Check against Orlarrakh's perception to spot any PCs that might be trying to hide with stealth. Roll initiative if there is no surprise and begin combat.

## FEATURES OF THE AREA

**Illumination:** This encounter takes place shortly before dusk. Moonlight provides dim lighting in the entire area.

**Balconies:** Two large open balconies overlook the courtyard below. Ivy growth on the exterior of the house can be climbed to reach the balconies (see below). Creatures on balconies gain partial cover from those below them.

**Bridge:** The bridge provides partial cover for anyone hiding beneath it. This rises to superior cover if the enemy is standing on, or flying directly above, the bridge.

**Crowd:** When the dragon arrives, the crowd panics and clumps into a burst one that is in the market square, moving about randomly in terror. See the crowd's stat block for more information.

**Ivy Growth:** Thick ivy branches grow up the sides of the manor house. They are very strong and cling to the house as if affixed there. Up to medium-sized creatures can climb the ivy with an Easy DC Athletics check. Climbing ivy costs 2 squares of movement. Larger creatures are too heavy and the ivy pulls from the wall under their weight.

**Tent:** The large tent provides complete cover, but the material is weak and easily destroyed. If attacked with fire or lightning, the entire tent goes up in smoke and conveys all damage to those inside as if they were attacked by a close blast.

**Vending Booths:** The market square vending booths can be used to provide partial cover, but they are easily destroyed. Each booth can sustain 20/20/30/30/40 points of damage.

**Waterway:** The waterway has a current of 2 squares in the direction of the left edge of the map. The water is 15' (3 squares) deep. A creature with a swim speed, or who makes a successful Moderate DC Athletics check as a Move action can check the current and stay where they are.

**Warehouses:** The two buildings along the waterway are warehouses. PCs can easily access these buildings and use them to hide out in or, more appropriately, direct panicked citizens into to keep them out of danger.

## TACTICS

**Orlarrakh/Orlanderkah:** If possible, she opens combat with *instinctive flyby*. Otherwise, she opens with *flyby attack* and uses *breath weapon*.

If there are any PCs flying on mounts, she pursues them and uses *claw* twice against the rider. If not, she lands and uses *bite* against a single opponent or *claw* against two opponents. Whenever possible, she uses *luring glare* as a minor action to slide targets

She uses *breath weapon* whenever it recharges, and does so along with *flyby attack* if it affords some advantage.

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

The Maroon Prince uses his bite to group PCs for his breath weapon (which he can use once for each head). If the party stays grouped, he uses his rip and tear to attack as many at once as possible. He tries to move to keep as many PCs as possible in reach while he is not within their reach.

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

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

## ENDING THE ENCOUNTER

With the use of the *amber-infused dragonslayer weapon*, the PCs should be able to defeat Orlarrakh/Orlanderkah. However, there is still the possibility that things could go badly for them. If that is the case, allow them the opportunity to flee.

Orlarrakh/Orlanderkah does not pursue them. She first destroys the manor house, snatching up Lord Hesken for a light snack, and then flies back to her fortress lair and continues business as usual.

However, if she is slain, Melauthaur arrives immediately after the battle to take the Green Duchess's body away.

If Melauthaur comes, read the following text:

*You stand victorious over the slain body of the green dragon. Surrounding you are the citizens of Lylorn cheering loudly for the heroic actions you have displayed here today.*

*The cheers soon change to cries of terror at the arrival of an unexpected visitor. A gigantic black dragon covered in glowing runes stuns the crowd as it flies in suddenly to snatch the broken body of Orlarrakh in its clutches, lifting it effortlessly off the ground with its powerful wings, rising skyward in a slow climb.*

*The ancient black beast opens its jaws to let out the most terrifying roar that your ears have ever heard. It then looks at each one of you with a steely stare that sends chills through your body. "For destroying the Green Duchess, ruler of the Dusk Ports, I mark you as my eternal enemies. Know that I will send my agents to hunt you down and kill you! I, Melauthaur, the Undying One, have spoken. Heed my warning and flee Returned Abeir! There is no place where you can hide from my wrath!"*

*The Undying One takes to the skies and leaves the area, his grim warning still echoing in your mind.*

#### MILESTONE

This encounter counts toward a milestone.

#### TREASURE

If Orlarrakh is slain, the citizens are so thankful that they take a significant portion of the tribute meant for Orlarrakh and give it to the PCs in gratitude. The PCs receive 400 / 2063 / 4125 / 8250 / 12375 gp.

## CONCLUDING THE ADVENTURE

If Orlarrakh is slain, proceed to the Conclusion A.

If the PCs are forced to flee the combat, proceed to Conclusion C.

## ENCOUNTER 6A: PUBLIC BRAWL (ADVENTURE LEVEL 12)

Orlarrakah, Elder Green Dragon	Level 14 Solo Controller
Huge natural magical beast (dragon)	XP 5,000
HP 700; Bloodied 350	Initiative +15
AC 28, Fortitude 26, Reflex 28, Will 24	Perception +14
Speed 10 (forest walk), fly 14	darkvision
Resist 10 poison	
Saving Throws +5; Action Points 2	
TRAITS	
O <b>Poisonous Wounds</b> (poison) • <b>Aura 1</b>	
While Orlarrakh is bloodied, any enemy that ends its turn in the aura takes ongoing 5 poison damage (save ends). This damage increases to 20 if that enemy is bloodied.	
Action Recovery	
Whenever Orlarrakh ends its turn, any dazing, stunning, or dominating effect on it ends.	
Instinctive Flyby	
On an initiative of 10 + its initiative check, Orlarrakh can use a free action to use flyby attack. During the movement from flyby attack, Orlarrakh gains a +4 bonus to all defenses against opportunity attacks. If Orlarrakh cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of Orlarrakh making the attack.	
STANDARD ACTIONS	
m <b>Bite</b> (poison) • <b>At-Will</b>	
Attack: Melee 3 (one creature); +19 vs. AC	
Hit: 3d10 + 11 damage, and ongoing 5 poison damage (save ends).	
Miss: 5 poison damage	
m <b>Claw</b> • <b>At-Will</b>	
Attack: Melee 3 (one or two creatures); +19 vs. AC; if Orlarrakh targets only one creature, she can make this attack twice against that creature.	
Hit: 3d8 + 10 damage, and Orlarrakh shifts up to 2 squares.	
C <b>Breath Weapon</b> (poison) • <b>Recharge 5-6</b>	
Attack: Close blast 5 (enemies in the blast); +17 vs. Fortitude	
Hit: 2d12 + 9 poison damage, and the target is slowed and takes ongoing 10 poison damage (save ends both).	
Aftereffect: The target is slowed (save ends).	
Flyby Attack • <b>Recharge 5-6</b>	
Effect: Orlarrakh flies up to 10 squares and uses <i>bite</i> or <i>breath weapon</i> (if the power is recharged) at any point during the move.	
MINOR ACTIONS	
C <b>Luring Glare</b> (charm) • <b>At-Will</b>	
Attack: Close blast 10 (one creature in the blast); +19 vs. Will	
Hit: Orlarrakh slides the target up to 3 squares.	
TRIGGERED ACTIONS	
C <b>Cunning Glance</b> (charm) • <b>At-Will</b>	
Trigger: An enemy shifts to a square within 2 squares of Orlarrakh.	
Effect: Orlarrakh uses luring glare against the triggering enemy.	
C <b>Bloodied Breath</b> • <b>Encounter</b>	
Trigger: Orlarrakh is first bloodied.	
Effect (free action): <i>Breath weapon</i> recharges and Orlarrakh uses it.	
Skills Bluff +18, Insight +14, Stealth +18	
Str 22 (+12)	Dex 25 (+13)
Con 20 (+11)	Int 16 (+9)
	Cha 14 (+8)
Alignment evil	Languages Common, Draconic

Panicked Crowd	Level 9 Lurker
Hazard	XP 400
<b>Hazard:</b> When triggered, NPCs in the area run around in chaos, running into creatures and objects. It attacks a different part of the area each turn, on its initiative.	
Perception	
No perception check is required to spot the hazard.	
Initiative +4	
Trigger	
Encounter 6a: The panicked crowd hazard is triggered when Orlarrakh arrives at the manor house.	
Encounter 6b: The panicked crowd hazard is triggered when Orlarrakh arrives and the prisoners are free, or when Maroon Prince arrives and the prisoners are free.	
Attack	
<b>Standard Action</b>	<b>Close burst 1</b>
<b>Targets:</b> All creatures in burst	
<b>Attack:</b> +12 vs. Reflex	
<b>Hit:</b> 1d8 + 4 damage	
<b>Miss:</b> Half damage	
<b>Effect:</b> The burst area becomes difficult terrain until the end of the round.	
<b>Secondary Attack:</b> +12 vs. Fortitude	
<b>Hit:</b> The target is knocked prone.	
<b>Sustain Standard:</b> The panicked crowd attacks each round, targeting a different square.	
Countermeasures	
• A character that makes a Moderate DC Diplomacy check as a standard action can get the crowd under control by directing them out of harm's way (e.g. into the warehouses in Encounter 6a or into cover of the woods in Encounter 6b). The hazard can be successfully neutralized if this is done on two successive rounds.	
<b>Note:</b> Modified Cave-In hazard from DMG.	

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

## ENCOUNTER 6A: PUBLIC BRAWL (ADVENTURE LEVEL 14)

Orlarrakah, Elder Green Dragon	Level 16 Solo Controller
Huge natural magical beast (dragon)	XP 7000
<b>HP</b> 780; <b>Bloodied</b> 390	<b>Initiative</b> +16
<b>AC</b> 30, <b>Fortitude</b> 28, <b>Reflex</b> 30, <b>Will</b> 26	<b>Perception</b> +15
<b>Speed</b> 10 (forest walk), fly 14	darkvision
<b>Resist</b> 15 poison	
<b>Saving Throws</b> +5; <b>Action Points</b> 2	
TRAITS	
<b>O Poisonous Wounds</b> (poison) • <b>Aura</b> 1	
While Orlarrakh is bloodied, any enemy that ends its turn in the aura takes ongoing 10 poison damage (save ends). This damage increases to 20 if that enemy is bloodied.	
Action Recovery	
Whenever Orlarrakh ends its turn, any dazing, stunning, or dominating effect on it ends.	
Instinctive Flyby	
On an initiative of 10 + its initiative check, Orlarrakh can use a free action to use flyby attack. During the movement from flyby attack, Orlarrakh gains a +4 bonus to all defenses against opportunity attacks. If Orlarrakh cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of Orlarrakh making the attack.	
STANDARD ACTIONS	
<b>m Bite</b> (poison) • <b>At-Will</b>	
<b>Attack:</b> Melee 3 (one creature); +21 vs. AC	
<b>Hit:</b> 3d10 + 12 damage, and ongoing 10 poison damage (save ends).	
<b>Miss:</b> 10 poison damage	
<b>m Claw</b> • <b>At-Will</b>	
<b>Attack:</b> Melee 3 (one or two creatures); +21 vs. AC; if Orlarrakh targets only one creature, she can make this attack twice against that creature.	
<b>Hit:</b> 3d8 + 11 damage, and Orlarrakh shifts up to 2 squares.	
<b>C Breath Weapon</b> (poison) • <b>Recharge</b> 5-6	
<b>Attack:</b> Close blast 5 (enemies in the blast); +19 vs. Fortitude	
<b>Hit:</b> 2d12 + 10 poison damage, and the target is slowed and takes ongoing 15 poison damage (save ends both).	
<b>Aftereffect:</b> The target is slowed (save ends).	
<b>Flyby Attack</b> • <b>Recharge</b> 5-6	
<b>Effect:</b> Orlarrakh flies up to 10 squares and uses <i>bite</i> or <i>breath weapon</i> (if the power is recharged) at any point during the move.	
MINOR ACTIONS	
<b>C Luring Glare</b> (charm) • <b>At-Will</b>	
<b>Attack:</b> Close blast 10 (one creature in the blast); +21 vs. Will	
<b>Hit:</b> Orlarrakh slides the target up to 3 squares.	
TRIGGERED ACTIONS	
<b>C Cunning Glance</b> (charm) • <b>At-Will</b>	
<b>Trigger:</b> An enemy shifts to a square within 2 squares of Orlarrakh.	
<b>Effect:</b> Orlarrakh uses luring glare against the triggering enemy.	
<b>C Bloodied Breath</b> • <b>Encounter</b>	
<b>Trigger:</b> Orlarrakh is first bloodied.	
<b>Effect (free action):</b> <i>Breath weapon</i> recharges and Orlarrakh uses it.	
<b>Skills</b> Bluff +19, Insight +15, Stealth +19	
<b>Str</b> 22 (+13)	<b>Dex</b> 25 (+14)
<b>Con</b> 20 (+12)	<b>Int</b> 16 (+10)
	<b>Cha</b> 14 (+9)
<b>Alignment</b> evil	<b>Languages</b> Common, Draconic

Panicked Crowd	Level 10 Lurker
Hazard	XP 500
<b>Hazard:</b> When triggered, NPCs in the area run around in chaos, running into creatures and objects. It attacks a different part of the area each turn, on its initiative.	
Perception	
No perception check is required to spot the hazard.	
Initiative +4	
Trigger	
<b>Encounter 6a:</b> The panicked crowd hazard is triggered when Orlarrakh arrives at the manor house.	
<b>Encounter 6b:</b> The panicked crowd hazard is triggered when Orlarrakh arrives and the prisoners are free, or when Maroon Prince arrives and the prisoners are free.	
Attack	
<b>Standard Action</b>	<b>Close burst</b> 1
<b>Targets:</b> All creatures in burst	
<b>Attack:</b> +13 vs. Reflex	
<b>Hit:</b> 1d8 + 4 damage	
<b>Miss:</b> Half damage	
<b>Effect:</b> The burst area becomes difficult terrain until the end of the round.	
<b>Secondary Attack:</b> +13 vs. Fortitude	
<b>Hit:</b> The target is knocked prone.	
<b>Sustain Standard:</b> The panicked crowd attacks each round, targeting a different square.	
Countermeasures	
• A character that makes a Moderate DC Diplomacy check as a standard action can get the crowd under control by directing them out of harm's way (e.g. into the warehouses in Encounter 6a or into cover of the woods in Encounter 6b). The hazard can be successfully neutralized if this is done on two successive rounds.	

**Note:** Modified Cave-In hazard from DMG.



<b>Maroon Prince (level 16)</b>	<b>Level 16 Solo Brute</b>
Huge Natural Magical Beast (dragon)	XP 7,000
<b>HP</b> 764; <b>Bloodied</b> 382	<b>Initiative</b> see multiple heads
<b>AC</b> 28, <b>Fortitude</b> 29, <b>Reflex</b> 27, <b>Will</b> 29	<b>Perception</b> +20
<b>Speed</b> 6, fly 8	Darkvision
<b>Saving Throws</b> +5; <b>Action Points</b> 2	
<b>TRAITS</b>	
<b>Feeding Frenzy</b>	
At the start of his turn, the Maroon Prince may remove a single harmful condition or harmful effect.	
<b>Multiple Heads</b>	
The Maroon Prince gets a full turn at initiative counts 30, 20 and 10. He cannot delay or ready actions. If he is granted an immediate reaction, he can take no more than one after each of his turns.	
<b>Power of Three</b>	
Each of the Maroon Prince's heads has its own breath weapon and <i>rip and tear</i> , and it tracks its usage of those powers separately.	
<b>Mount No More • Aura 3</b>	
At the start of each of the mounted PCs turn, he must make a Moderate DC Nature check to control his mount. Otherwise, the mount bucks the PC off and leaves. Any PC with the Mounted Combat feat gets a +2 bonus to this roll.	
<b>STANDARD ACTIONS</b>	
<b>m Bite • At-Will</b>	
Attack: Melee 3 (one creature); +21 vs. AC	
Hit: 4d6 + 17 damage, and the Maroon Prince slides the target up to 3 squares.	
<b>r Inferno Shot (acid, fire) • At-Will</b>	
Attack: Ranged 10 (one creatures); +19 vs. Reflex	
Hit: 4d6 + 17 acid and fire damage.	
<b>C Breath Weapon • Recharge 6</b>	
Attack: Close blast 5 (creatures in blast); +19 vs. Reflex	
Hit: 3d8 + 14 acid and fire damage.	
Miss: Half damage.	
Effect: The blast creates a zone that lasts until the end of the Maroon Prince's next turn. And creature that ends it turn in one or more of the zones created by this power takes 10 acid and fire damage.	
<b>M Rip and Tear • Encounter</b>	
Attack: Melee 3 (one, two or three creatures); +21 vs. AC	
Hit: 4d6 + 17 damage.	
<b>MOVE ACTIONS</b>	
<b>Cloud of Acid and Fire (Acid, Fire, Polymorph) • Recharge 5 6</b>	
The Maroon Prince transforms into a cloud of fiery acid and shifts a number of squares up to its speed. It can move through occupied squares but must end in a legal space. Any creature whose space the Maroon Prince enters takes 3d6 + 12 damage and is blinded (save ends). The Maroon Prince returns to its normal form at the end of this move.	
<b>TRIGGERED ACTIONS</b>	
<b>C Bloodied Birth • Encounter</b>	
Trigger: The Maroon Prince is first bloodied.	
Effect (No Action): The Maroon Prince sprouts a fourth head, which acts on initiative count 40.	
<b>Skills</b> Arcana +18, Diplomacy +18, History +18, Insight +20, Intimidate +18	
<b>Str</b> 24 (+15)	<b>Dex</b> 15 (+10)
<b>Con</b> 21 (+13)	<b>Int</b> 20 (+13)
	<b>Wis</b> 24 (+15)
	<b>Cha</b> 21 (+13)
<b>Alignment</b> evil	<b>Languages</b> Common, Draconic, Giant, Goblin
<b>Note:</b> Modified Calastryx from <i>Monster Vault: Threats of the Nentir Vale</i> . Replaced Action Recovery with Feeding Frenzy. Added Acid to fire damage powers and Mount No More power. Added brown dragon power sand cloud and reflavored to cloud of acid and fire.	

## ENCOUNTER 6A: PUBLIC BRAWL (ADVENTURE LEVEL 16)

Orlarrakh, Elder Green Dragon	Level 18 Solo Controller
Huge natural magical beast (dragon)	XP 10,000
HP 860; <b>Bloodied</b> 430	Initiative +17
AC 32, <b>Fortitude</b> 30, <b>Reflex</b> 32, <b>Will</b> 28	Perception +16
Speed 10 (forest walk), fly 14	darkvision
Resist 15 poison	
Saving Throws +5; Action Points 2	
TRAITS	
O <b>Poisonous Wounds</b> (poison) • <b>Aura</b> 1	
While Orlarrakh is bloodied, any enemy that ends its turn in the aura takes ongoing 10 poison damage (save ends). This damage increases to 20 if that enemy is bloodied.	
Action Recovery	
Whenever Orlarrakh ends its turn, any dazing, stunning, or dominating effect on it ends.	
Instinctive Flyby	
On an initiative of 10 + its initiative check, Orlarrakh can use a free action to use flyby attack. During the movement from flyby attack, Orlarrakh gains a +4 bonus to all defenses against opportunity attacks. If Orlarrakh cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of Orlarrakh making the attack.	
STANDARD ACTIONS	
m <b>Bite</b> (poison) • <b>At-Will</b>	
Attack: Melee 3 (one creature); +23 vs. AC	
Hit: 3d10 + 13 damage, and ongoing 10 poison damage (save ends).	
Miss: 10 poison damage	
m <b>Claw</b> • <b>At-Will</b>	
Attack: Melee 3 (one or two creatures); +23 vs. AC; if Orlarrakh targets only one creature, she can make this attack twice against that creature.	
Hit: 3d8 + 12 damage, and Orlarrakh shifts up to 2 squares.	
C <b>Breath Weapon</b> (poison) • <b>Recharge</b> 5-6	
Attack: Close blast 5 (enemies in the blast); +21 vs. Fortitude	
Hit: 2d12 + 11 poison damage, and the target is slowed and takes ongoing 15 poison damage (save ends both).	
Aftereffect: The target is slowed (save ends).	
<b>Flyby Attack</b> • <b>Recharge</b> 5-6	
Effect: Orlarrakh flies up to 10 squares and uses <i>bite</i> or <i>breath weapon</i> (if the power is recharged) at any point during the move.	
MINOR ACTIONS	
C <b>Luring Glare</b> (charm) • <b>At-Will</b>	
Attack: Close blast 10 (one creature in the blast); +21 vs. Will	
Hit: Orlarrakh slides the target up to 3 squares.	
TRIGGERED ACTIONS	
C <b>Cunning Glance</b> (charm) • <b>At-Will</b>	
Trigger: An enemy shifts to a square within 2 squares of Orlarrakh.	
Effect: Orlarrakh uses luring glare against the triggering enemy.	
C <b>Bloodied Breath</b> • <b>Encounter</b>	
Trigger: Orlarrakh is first bloodied.	
Effect (free action): <i>Breath weapon</i> recharges and Orlarrakh uses it.	
Skills Bluff +20, Insight +16, Stealth +20	
Str 22 (+14)	Dex 25 (+15) Wis 16 (+11)
Con 20 (+13)	Int 16 (+11) Cha 14 (+10)
Alignment evil	Languages Common, Draconic

Panicked Crowd	Level 12 Lurker
Hazard	XP 700
<b>Hazard:</b> When triggered, NPCs in the area run around in chaos, running into creatures and objects. It attacks a different part of the area each turn, on its initiative.	
Perception	
No perception check is required to spot the hazard.	
Initiative +5	
Trigger	
Encounter 6a: The panicked crowd hazard is triggered when Orlarrakh arrives at the manor house.	
Encounter 6b: The panicked crowd hazard is triggered when Orlarrakh arrives and the prisoners are free, or when Maroon Prince arrives and the prisoners are free.	
Attack	
<b>Standard Action</b>	Close burst 1
<b>Targets:</b> All creatures in burst	
<b>Attack:</b> +15 vs. Reflex	
<b>Hit:</b> 1d8 + 5 damage	
<b>Miss:</b> Half damage	
<b>Effect:</b> The burst area becomes difficult terrain until the end of the round.	
<b>Secondary Attack:</b> +15 vs. Fortitude	
<b>Hit:</b> The target is knocked prone.	
<b>Sustain Standard:</b> The panicked crowd attacks each round, targeting a different square.	
Countermeasures	
• A character that makes a Moderate DC Diplomacy check as a standard action can get the crowd under control by directing them out of harm's way (e.g. into the warehouses in Encounter 6a or into cover of the woods in Encounter 6b). The hazard can be successfully neutralized if this is done on two successive rounds.	

**Note:** Modified Cave-In hazard from DMG.

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

## ENCOUNTER 6A: PUBLIC BRAWL (ADVENTURE LEVEL 18)

Orlarrakh, Elder Green Dragon	Level 20 Solo Controller
Huge natural magical beast (dragon)	XP 14,000
HP 940; <b>Bloodied</b> 470	Initiative +18
AC 34, <b>Fortitude</b> 32, <b>Reflex</b> 34, <b>Will</b> 30	Perception +17
Speed 10 (forest walk), fly 14	darkvision
Resist 15 poison	
Saving Throws +5; Action Points 2	
TRAITS	
<b>O Poisonous Wounds</b> (poison) • <b>Aura</b> 1	
While Orlarrakh is bloodied, any enemy that ends its turn in the aura takes ongoing 10 poison damage (save ends). This damage increases to 20 if that enemy is bloodied.	
Action Recovery	
Whenever Orlarrakh ends its turn, any dazing, stunning, or dominating effect on it ends.	
Instinctive Flyby	
On an initiative of 10 + its initiative check, Orlarrakh can use a free action to use flyby attack. During the movement from flyby attack, Orlarrakh gains a +4 bonus to all defenses against opportunity attacks. If Orlarrakh cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of Orlarrakh making the attack.	
STANDARD ACTIONS	
<b>m Bite</b> (poison) • <b>At-Will</b>	
Attack: Melee 3 (one creature); +25 vs. AC	
Hit: 3d10 + 14 damage, and ongoing 10 poison damage (save ends).	
Miss: 10 poison damage	
<b>m Claw</b> • <b>At-Will</b>	
Attack: Melee 3 (one or two creatures); +25 vs. AC; if Orlarrakh targets only one creature, she can make this attack twice against that creature.	
Hit: 3d8 + 13 damage, and Orlarrakh shifts up to 2 squares.	
<b>C Breath Weapon</b> (poison) • <b>Recharge</b> 5-6	
Attack: Close blast 5 (enemies in the blast); +23 vs. Fortitude	
Hit: 2d12 + 12 poison damage, and the target is slowed and takes ongoing 15 poison damage (save ends both).	
Aftereffect: The target is slowed (save ends).	
<b>Flyby Attack</b> • <b>Recharge</b> 5-6	
Effect: Orlarrakh flies up to 10 squares and uses <i>bite</i> or <i>breath weapon</i> (if the power is recharged) at any point during the move.	
MINOR ACTIONS	
<b>C Luring Glare</b> (charm) • <b>At-Will</b>	
Attack: Close blast 10 (one creature in the blast); +23 vs. Will	
Hit: Orlarrakh slides the target up to 3 squares.	
TRIGGERED ACTIONS	
<b>C Cunning Glance</b> (charm) • <b>At-Will</b>	
Trigger: An enemy shifts to a square within 2 squares of Orlarrakh.	
Effect: Orlarrakh uses luring glare against the triggering enemy.	
<b>C Bloodied Breath</b> • <b>Encounter</b>	
Trigger: Orlarrakh is first bloodied.	
Effect (free action): <i>Breath weapon</i> recharges and Orlarrakh uses it.	
Skills Bluff +21, Insight +17, Stealth +21	
Str 22 (+15)	Dex 25 (+16) Wis 16 (+12)
Con 20 (+14)	Int 16 (+12) Cha 14 (+11)
Alignment evil	Languages Common, Draconic

Panicked Crowd	Level 14 Lurker
Hazard	XP 1,000
<b>Hazard:</b> When triggered, NPCs in the area run around in chaos, running into creatures and objects. It attacks a different part of the area each turn, on its initiative.	
Perception	
No perception check is required to spot the hazard.	
Initiative +6	
Trigger	
<i>Encounter 6a:</i> The panicked crowd hazard is triggered when Orlarrakh arrives at the manor house.	
<i>Encounter 6b:</i> The panicked crowd hazard is triggered when Orlarrakh arrives and the prisoners are free, or when Maroon Prince arrives and the prisoners are free.	
Attack	
<b>Standard Action</b>	<b>Close burst</b> 1
<b>Targets:</b> All creatures in burst	
<b>Attack:</b> +17 vs. Reflex	
<b>Hit:</b> 1d8 + 6 damage	
<b>Miss:</b> Half damage	
<b>Effect:</b> The burst area becomes difficult terrain until the end of the round.	
<b>Secondary Attack:</b> +17 vs. Fortitude	
<b>Hit:</b> The target is knocked prone.	
<b>Sustain Standard:</b> The panicked crowd attacks each round, targeting a different square.	
Countermeasures	
<ul style="list-style-type: none"> <li>A character that makes a Moderate DC Diplomacy check as a standard action can get the crowd under control by directing them out of harm's way (e.g. into the warehouses in Encounter 6a or into cover of the woods in Encounter 6b). The hazard can be successfully neutralized if this is done on two successive rounds.</li> </ul>	

**Note:** Modified Cave-In hazard from DMG.

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

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

## ENCOUNTER 6A: PUBLIC BRAWL (ADVENTURE LEVEL 20)

Orlarrakh, Elder Green Dragon	Level 22 Solo Controller
Huge natural magical beast (dragon)	XP 20,750
HP 1020; Bloodied 510	Initiative +19
AC 36, Fortitude 34, Reflex 36, Will 32	Perception +18
Speed 10 (forest walk), fly 14	darkvision
Resist 15 poison	
Saving Throws +5; Action Points 2	
TRAITS	
O <b>Poisonous Wounds</b> (poison) • <b>Aura 1</b>	
While Orlarrakh is bloodied, any enemy that ends its turn in the aura takes ongoing 10 poison damage (save ends). This damage increases to 20 if that enemy is bloodied.	
Action Recovery	
Whenever Orlarrakh ends its turn, any dazing, stunning, or dominating effect on it ends.	
Instinctive Flyby	
On an initiative of 10 + its initiative check, Orlarrakh can use a free action to use flyby attack. During the movement from flyby attack, Orlarrakh gains a +4 bonus to all defenses against opportunity attacks. If Orlarrakh cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of Orlarrakh making the attack.	
STANDARD ACTIONS	
m <b>Bite</b> (poison) • <b>At-Will</b>	
Attack: Melee 3 (one creature); +27 vs. AC	
Hit: 3d10 + 15 damage, and ongoing 10 poison damage (save ends).	
Miss: 10 poison damage	
m <b>Claw</b> • <b>At-Will</b>	
Attack: Melee 3 (one or two creatures); +27 vs. AC; if Orlarrakh targets only one creature, she can make this attack twice against that creature.	
Hit: 3d8 + 14 damage, and Orlarrakh shifts up to 2 squares.	
C <b>Breath Weapon</b> (poison) • <b>Recharge 5-6</b>	
Attack: Close blast 5 (enemies in the blast); +25 vs. Fortitude	
Hit: 2d12 + 13 poison damage, and the target is slowed and takes ongoing 15 poison damage (save ends both).	
Aftereffect: The target is slowed (save ends).	
<b>Flyby Attack</b> • <b>Recharge 5-6</b>	
Effect: Orlarrakh flies up to 10 squares and uses <i>bite</i> or <i>breath weapon</i> (if the power is recharged) at any point during the move.	
MINOR ACTIONS	
C <b>Luring Glare</b> (charm) • <b>At-Will</b>	
Attack: Close blast 10 (one creature in the blast); +25 vs. Will	
Hit: Orlarrakh slides the target up to 3 squares.	
TRIGGERED ACTIONS	
C <b>Cunning Glance</b> (charm) • <b>At-Will</b>	
Trigger: An enemy shifts to a square within 2 squares of Orlarrakh.	
Effect: Orlarrakh uses luring glare against the triggering enemy.	
C <b>Bloodied Breath</b> • <b>Encounter</b>	
Trigger: Orlarrakh is first bloodied.	
Effect (free action): <i>Breath weapon</i> recharges and Orlarrakh uses it.	
Skills Bluff +22, Insight +18, Stealth +22	
Str 22 (+16) Dex 25 (+17) Wis 16 (+13)	
Con 20 (+15) Int 16 (+13) Cha 14 (+12)	
Alignment evil	Languages Common, Draconic

Panicked Crowd	Level 16 Lurker
Hazard	XP 1,400
<b>Hazard:</b> When triggered, NPCs in the area run around in chaos, running into creatures and objects. It attacks a different part of the area each turn, on its initiative.	
Perception	
No perception check is required to spot the hazard.	
Initiative +7	
Trigger	
Encounter 6a: The panicked crowd hazard is triggered when Orlarrakh arrives at the manor house.	
Encounter 6b: The panicked crowd hazard is triggered when Orlarrakh arrives and the prisoners are free, or when Maroon Prince arrives and the prisoners are free.	
Attack	
<b>Standard Action</b>	<b>Close burst 1</b>
<b>Targets:</b> All creatures in burst	
<b>Attack:</b> +19 vs. Reflex	
<b>Hit:</b> 1d8 + 7 damage	
<b>Miss:</b> Half damage	
<b>Effect:</b> The burst area becomes difficult terrain until the end of the round.	
<b>Secondary Attack:</b> +19 vs. Fortitude	
<b>Hit:</b> The target is knocked prone.	
<b>Sustain Standard:</b> The panicked crowd attacks each round, targeting a different square.	
Countermeasures	
• A character that makes a Moderate DC Diplomacy check as a standard action can get the crowd under control by directing them out of harm's way (e.g. into the warehouses in Encounter 6a or into cover of the woods in Encounter 6b). The hazard can be successfully neutralized if this is done on two successive rounds.	

**Note:** Modified Cave-In hazard from DMG.

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

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



## ENCOUNTER 6A: PUBLIC BRAWL

### TILE SETS NEEDED

*Sinister Woods* x2

*Dungeon Tiles Master Set: The Wilderness* x1

*Streets of Shadow* x2

*Dungeon Tiles Master Set - The City* x2

*Desert of Athas* x1 (Large Tent)





## ENCOUNTER 6B: WATERING HOLE

ENCOUNTER LEVEL 14/16/18/20/22  
(5400/7500/10700/15000/22150 XP)

**DM NOTE:** Use the stat blocks for the Maroon Prince and the Panicked Crowd from Encounter 6a for this encounter. Use the stat blocks for the Talons of Tiamat and Greenspawn Godslayer from Encounter 4a for this encounter.

### CREATURES

This encounter includes the following creatures and hazards at Adventure Level 12:

**Panicked Crowd (Level 9)**  
**Maroon Prince, Dragon (Level 14) (O)**  
**(Optional) 2 Talons of Tiamat (Level 12)**  
**(Optional) Greenspawn Godslayer (Level 12)**

This encounter includes the following creatures and hazards at Adventure Level 14:

**Panicked Crowd (Level 10)**  
**Maroon Prince, Dragon (Level 16) (O)**  
**(Optional) 2 Talons of Tiamat (Level 14)**  
**(Optional) Greenspawn Godslayer (Level 14)**

This encounter includes the following creatures and hazards at Adventure Level 16:

**Panicked Crowd (Level 12)**  
**Maroon Prince, Dragon (Level 18) (O)**  
**(Optional) 2 Talons of Tiamat (Level 16)**  
**(Optional) Greenspawn Godslayer (Level 16)**

This encounter includes the following creatures and hazards at Adventure Level 18:

**Panicked Crowd (Level 14)**  
**Maroon Prince, Dragon (Level 20) (O)**  
**(Optional) 2 Talons of Tiamat (Level 18)**  
**(Optional) Greenspawn Godslayer (Level 18)**

This encounter includes the following creatures and hazards at Adventure Level 20:

**Panicked Crowd (Level 16)**  
**Maroon Prince, Dragon (Level 22) (O)**  
**(Optional) 2 Talons of Tiamat (Level 20)**  
**(Optional) Greenspawn Godslayer (Level 20)**

## SCALING THE ENCOUNTER

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

**Four PCs:** Lower the level of the Maroon Prince by one (-8 Hit Points and -1 to all defenses). Note that if Ghedrinn is present, this does not apply.

**Six PCs:** Increase the level of the Maroon Prince by one (+8 Hit Points and +1 to all defenses).

### OPTIONAL: FORTRESS LAIR PATROL

Regardless of the number of PCs participating, if the PCs are making light work of the Maroon Prince or have shown themselves capable throughout the rest of the adventure, a patrol from the Fortress Lair have come in search of the missing sacrifices. Add a greenspawn godslayer and two talons of Tiamat to the battle.

The patrol was coming down the road looking for the prisoners when they were attacked by a group of Scions coming to reinforce the PCs. They crushed the Scions, and moved quickly to search for the caravan. Seeing the Maroon Prince in trouble, they immediately move to aid him in the name of the Green Duchess.

Read the following:

*Suddenly, the a group of green-skinned draconic humanoids approach the battlefield. Turning your eyes to the road, you see soldiers from the Green Duchess's lair coming to the aid of the Maroon Prince.*

### SETUP

Run this encounter only if either of the following are true. Otherwise, run Encounter 6a instead.

1. The PCs are following the *Poison Dust* adventure path and have come to dump the dust into Orlarrakh's watering hole.
2. The PCs are following the *Dragonslayer* adventure path and have been forced to seek Orlarrakh or her daughter because they failed the skill challenge in Encounter 5a.

The PCs come upon a bend in the road. Continuing on the road would take them to Orlarrakh's Fortress Lair. Off the path to the north is a large pond where Orlarrakh frequently waters herself after long journeys from other Dusk Port cities.

Just ahead of the PCs on the path toward the fortress lair is a caravan led by Draconian Militiamen. Several wagons contain the tribute collected from the citizens of Lylorn and three paddy wagons contain the dragonborn sacrifices being offered to the Green Duchess and her Greenspawn Godslayer.

As the adventurers enter the area, read:

*The road ahead turns left and disappears into the woods near the base of the mountains. Just around the bend in the road, a small bridge crosses over a stream flowing into a large pond. You arrive just in time to see a caravan of wagons led by Draconian Militiamen crossing the bridge heading toward Orlarrakh's fortress lair. The slow-moving caravan consists of several wagons piled with monetary tribute and three paddy wagons where dragonborn children and elderly dragonborn are locked away, huddled in fear.*

If the PCs were successful in the skill challenge in Encounter 5b:

The PCs have arrived before the Maroon Prince. In addition to having the time to deposit the poison dust into the pond, they can take some time to deal with the Draconian Militia leading the caravan. The Draconian Militiamen should all be treated as low-level minions and can be handled without running combat normally. The PCs can either intimidate them into releasing their prisoners (DC Easy Intimidate) or simply kill them, with the former being the preferred method. As soon as the prisoners are released, the Maroon Prince arrives.

If the PCs choose not to free the prisoners, the Maroon Prince arrives shortly after they've deposited the dust in the watering hole. Proceed to the next read-aloud text below.

If the PCs failed the skill challenge in Encounter 5b or failed the skill challenge in Encounter 5a (on the Dragonslayer adventure path), read the following text:

*A huge dragon soars over the towering treetops and lands gently at the edge of the large pond. The terrible three-headed red dragon stops to drink from the fresh water and then dives into its depths to cool itself. A moment later, it bursts into the air and then lands with an earth-shaking shudder, fanning its great wings and taking in the view of the wealth of tribute and ripe sacrifices that he is soon to enjoy.*

*The dragonborn children cry in terror at the sight of the beast, cowering and clutching onto the adult dragonborn with them. You can't blame them for their obvious fear.*

If the PCs are on the Poison Dust adventure path and have arrived too late to poison the watering hole, they still have a chance to use the poison dust to afflict the Maroon Prince. The following are suggested possibilities, but any reasonable alternative should be allowed.

1. The PCs can shoot an arrow with a pouch of poison dust attached.
2. The PCs can pour poison dust into an alchemical item such as *alchemist's fire*, *alchemist's acid*, or something similar that explodes and then use the item normally.

A hit by either method causes normal damage and affects the Maroon Prince on the following round as stated below.

Make it clear that there is enough poison dust for two such attempts. Failure on both attempts ends any chance of afflicting the Maroon Prince with the poison dust.

### POISON DUST EFFECT ON THE MAROON PRINCE

Whether the PCs poison Orlarrakh's watering hole or afflict the Maroon Prince by one of the other methods, he suffers the following effects one round after being exposed:

- All damage inflicted by the Maroon Prince's breath weapon or cloud of acid and fire is reduced by half, including the zone.
- All defenses are at -2
- All attacks are at -2

### FEATURES OF THE AREA

**Illumination:** This encounter takes place shortly before dusk. Moonlight provides dim lighting in the entire area.

**Abandoned Wagon:** A broken down wooden wagon lies just off the main path. The wagon provides partial cover.

**Crowd:** When the dragon arrives, if released the prisoners panic and clump into a burst one that is in the clearing, moving about randomly in terror. See the crowd's stat block for more information.

**Plateaus:** The plateaus are 2 squares high and require a Moderate DC Athletics check to climb.

**Rubble:** Areas of rubble are difficult terrain and cost 2 squares of movement.

**Water:** The water is still, but 6 squares deep. It requires an Easy DC Athletics or swim speed to swim through water squares.

**Woods:** The woods provide partial cover for any creature in the squares adjacent to open terrain and superior cover for creatures 2 or more squares in. Woods are considered difficult terrain and cost 2 squares of movement.

## TACTICS

**Maroon Prince:** If the prisoners are still locked in the paddy wagons, Maroon Prince begins knocking them over, causing the cages to spill open and releasing the prisoners. The would-be sacrifices flee in a panic (triggering the Panicked Crowd Hazard).

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

The Maroon Prince uses his bite to group PCs for his breath weapon (which he can use once for each head). If the party stays grouped, he uses his rip and tear to attack as many at once as possible. He tries to move to keep as many PCs as possible in reach while he is not within their reach.

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

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

**Talons of Tiamat:** One talon opens the encounter with *geyser of blood* to create a 3x3 zone lasting to the end of the encounter that causes creatures other than talons to fall prone when entering them. The other talon opens with *corrupting blood*.

On the second round, the first talon uses *corrupting blood* while the second follows up with *corrupting soul* unless its *corrupting blood* failed on the first round. In that case, it uses *geyser of blood* to create another 3x3 zone to hamper the PCs.

If allowed to remain at range, the talons then use burning blood on subsequent rounds. The first time they are forced to melee, they use *burning blood spray* as often as it recharges and *dagger* when it isn't.

**Greenspawn Godslayer:** The greenspawn godslayer is extremely bored and craving dragon or dragonborn flesh. It is ecstatic if there are any dragons or dragonborn in the PCs' group. It licks its chops and says something to the effect of "*Mmmmm! Feeding time has come early!*" and then joins in the battle with an unmatched lust for dragon flesh.

The godslayer moves to engage dragonborn targets first and then dragon targets second (such as PC mounts). Note that it attacks PC dragonborn targets before attacking Ghedrinn Lissan if he is with the

group. It attacks with *double attack* and then immediately spends its action point to follow-up with a *bite* attack. It continues to use *double attack* on subsequent rounds. It uses *awesome blow* whenever pushing a target and knocking it prone is of strategic value. With the godslayer's reach of 3, it can use this tactic to keep targets pinned in zones created by *geyser of blood* and itself remain outside the zone.

The arrival of the patrol is designed to provide an increase in the threat of encounter for those tables who look for challenging fights. The patrol fights to the death to protect the Maroon Prince.

The Greenspawn Godslayer starts combat bloodied from his previous fight. If your table is extremely powerful, you may consider having the Greenspawn Godslayer start at 75% of his maximum hit points.

## ENDING THE ENCOUNTER

If the PCs are forced to flee, the Maroon Prince does not pursue them. He finishes off the dragonborn caravan and then flies up to the fortress lair, business as usual. Proceed to Conclusion E.

The encounter ends when the PCs defeat the Maroon Prince and free the prisoners or when the PCs are forced to flee.

If the Maroon Prince is slain, Melauthaur arrives immediately after the battle to take the body away.

If Melauthaur comes, read the following text:

*You stand victorious over the slain body of the dragon. Surrounding you are the freed dragonborn cheering loudly for the heroic actions you have displayed here today.*

*The cheers soon change to cries of terror at the arrival of an unexpected visitor. A gigantic black dragon stuns the crowd as it flies in suddenly to snatch the broken body of the Maroon Prince in its clutches, lifting it effortlessly off the ground with its powerful wings, rising skyward in a slow climb.*

*The ancient black beast opens its jaws to let out the most terrifying roar that your ears have ever heard. It then looks at each one of you with a steely stare that sends chills through your body. "For destroying the Maroon prince, consort of the ruler of the Dusk Ports, I mark you as my eternal enemies. Know that I will send my agents to hunt you down and kill you! I, Melauthaur, the Undying One, have spoken. Heed my warning and flee Returned Abeir! There is no place where you can hide from my wrath!"*

*The Undying One takes to the skies and leaves the area, his grim warning still echoing in your mind.*

### MILESTONE

This encounter counts toward a milestone.

### TREASURE

The rescued citizens expect the PCs to return the tribute designated for Orlarrakh, but they are so thankful that they offer a portion of it in gratitude. The PCs receive 400 / 2063 / 4125 / 8250 / 12375 gp.

## CONCLUDING THE ADVENTURE

If the PCs were forced to flee, proceed to Conclusion E.

If the Maroon Prince was slain and the PCs are on the *Dragonslayer* adventure path, proceed to Conclusion B.

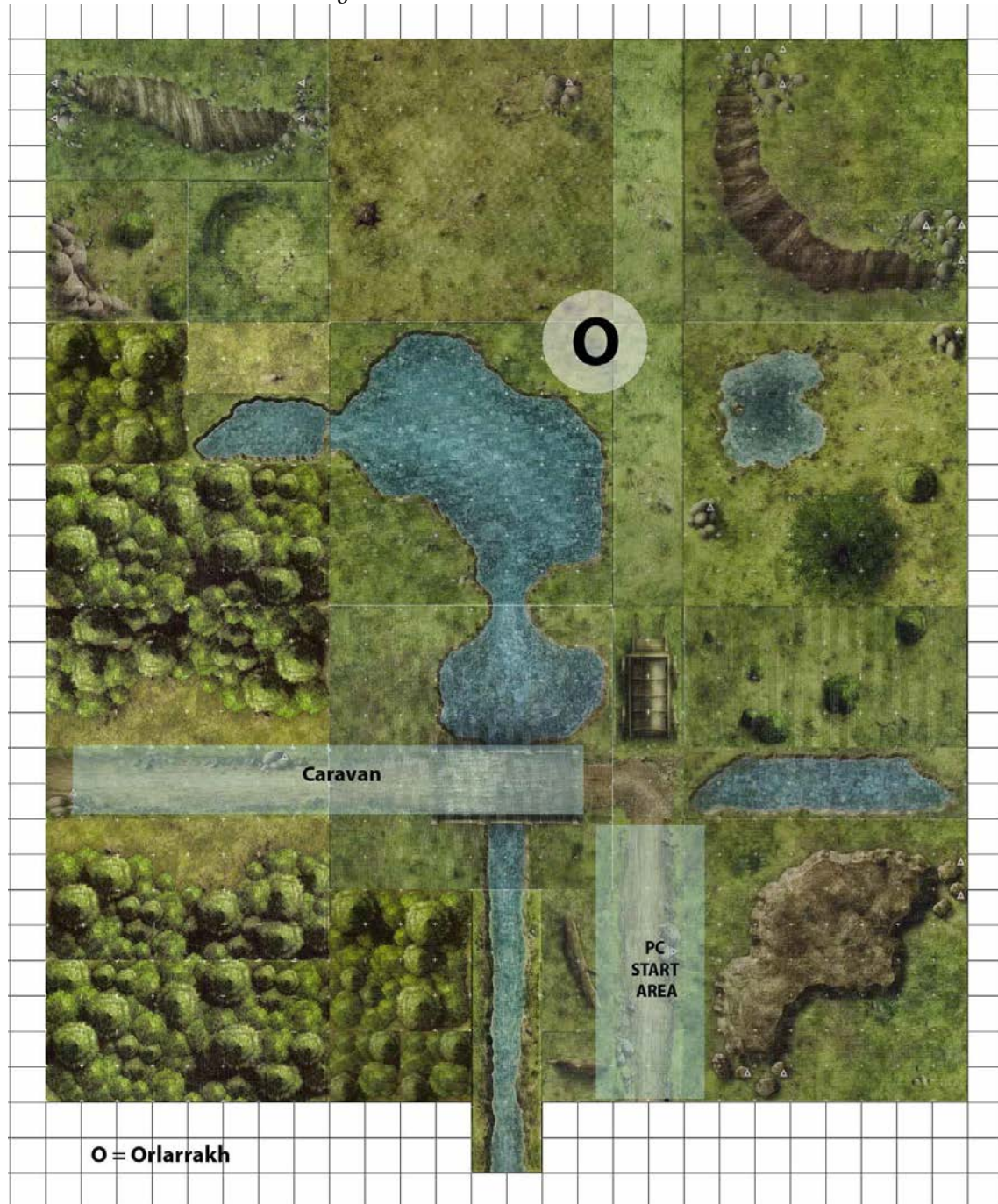
If Orlarrakh was slain and the PCs are on the *Poison Dust* adventure path, proceed to Conclusion D.

# ENCOUNTER 6B: WATERING HOLE

## TILE SETS NEEDED

Sinister Woods x2

Dungeon Tiles Master Set: The Wilderness x2



## CONCLUSION A: DRAGONSLAYER ADVENTURE PATH

Read this conclusion if the PCs ended the adventure on the *Dragonslayer* adventure path via Encounter 6a: Public Brawl.

*In the aftermath of your titanic battle against Orlarrakh, the citizens of Lylorn hail you as heroes while the Draconian Militiamen criticize your actions, prophesying the doom of Lylorn and other Dusk Port cities.*

*Regrouping and returning to Father Thorn and Zasheena Drethyl, you are greeted with heartfelt thanks from all involved, especially members of the Scions of Amber who have lost loved ones in the battle against the dragons.*

*Only time will tell if the citizens respond favorably to the events that have transpired here today. One thing for certain is that your actions in this affair have not gone unnoticed*

This concludes the adventure and the Scions of Hope major quest.

## CONCLUSION B: DRAGONSLAYER ADVENTURE PATH ALTERNATE

Read this conclusion if the PCs ended the adventure on the *Dragonslayer* adventure path via Encounter 6b: Watering Hole.

*In the aftermath of your titanic battle against the Maroon Prince, the dragonborn prisoners hail you as heroes while the Draconian Militiamen criticize your actions, prophesying the doom of Lylorn and other Dusk Port cities.*

*Regrouping and returning to Father Thorn and Zasheena Drethyl, you are greeted with heartfelt thanks from all involved, especially members of the Scions of Amber who have lost loved ones in the battle against the dragons.*

*Only time will tell if the citizens respond favorably to the events that have transpired here today. One thing for certain is that your actions in this affair have not gone unnoticed*

This concludes the adventure and the Scions of Hope major quest.

## CONCLUSION C: DRAGONSLAYER ADVENTURE PATH - ORLARRAAKH SURVIVES

Read this conclusion if the PCs ended the adventure on the *Dragonslayer* adventure path and were forced to flee in Encounter 6a.

*Fleeing from the Green Duchess, you regroup and return to Father Thorn and Zasheena Drethyl. Although your attempt to strike Orlarrakh down has failed, you are greeted with heartfelt thanks from all involved, especially members of the Scions of Amber who have lost loved ones in the battle against the dragons.*

*Only time will tell if the citizens respond favorably to the events that have transpired here today. One thing for certain is that your actions in this affair have not gone unnoticed.*

This concludes the adventure and the Scions of Hope major quest.

## CONCLUSION D: POISON DUST ADVENTURE PATH - THE MAROON PRINCE SLAIN

Read this conclusion if the PCs ended the adventure on the *Poison Dust* adventure path via Encounter 6b.

*In the aftermath of your titanic battle against the Maroon Prince, the dragonborn prisoners hail you as heroes while the Draconian Militiamen criticize your actions, prophesying the doom of Lylorn and other Dusk Port cities.*

*Regrouping and returning to Father Thorn and Zasheena Drethyl, you are greeted with heartfelt thanks from all involved, especially members of the Scions of Amber who have lost loved ones in the battle against the dragons.*

*Only time will tell if the poison dust can actually affect the dragons enough to drive them from the Dusk Ports and only time will tell if the citizens respond favorably to the events that have transpired here today. One thing for certain is that your actions in this affair have not gone unnoticed.*

This concludes the adventure and the Scions of Hope major quest.

## CONCLUSION E: POISON DUST ADVENTURE PATH – THE MAROON PRINCE SURVIVES

Read this conclusion if the PCs ended the adventure on either adventure path and were forced to flee in Encounter 6b.

*Fleeing from the Maroon Prince, you regroup and return to Father Thorn and Zasheena Drethyl. Although your attempt to strike Orlarrakh down has failed, you are greeted with heartfelt thanks from all involved, especially members of the Scions of Amber who have lost loved ones in the battle against the dragons.*

*Only time will tell if the poison dust can actually affect the dragons enough to drive them from the Dusk Ports and only time will tell if the citizens respond favorably to the events that have transpired here today. One thing for certain is that your actions in this affair have not gone unnoticed.*

This concludes the adventure and the Scions of Hope major quest.

## CONCLUSION F: POISON DUST ADVENTURE PATH – THE MAROON PRINCE NOT ATTACKED

Read this conclusion if the PCs ended the adventure on the Poison Dust adventure path and did NOT play in Encounter 6b.

*You've made the decision to not poison Orlarrakh's watering hole, which also avoids a potential encounter with the Maroon Prince himself. Although Father Thorn and Zasheena Drethyl are not in agreement with this decision, they aren't forcing the issue and seem content, in the end, with all the help you did give them. There are genuine and heartfelt thanks from all involved, especially members of the Scions of Amber who have lost loved ones in the battle against the dragons.*

*Only time will tell if the poison dust can actually affect the dragons enough to drive them from the Dusk Ports and only time will tell if the citizens respond favorably to the events that have transpired here today. One thing for certain is that your actions in this affair have not gone unnoticed.*

This concludes the adventure and the Scions of Hope major quest.

## REWARDS SUMMARY

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

## EXPERIENCE POINTS AND BASE GOLD

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

### ADVENTURE LEVEL 12

**Minimum Possible XP:** 1280 XP per PC

**Forge Dragonslayer Weapon or Synthesize Poison Dust:** +140 XP

**Defeat Orlarrakh's Fortress Guards or Poison the Aquifer:** +140 XP

**Defeat Orlarrakh or the Maroon Prince:** +700 XP

**Maximum Possible XP:** 2260 XP per PC

**Base Gold per PC:** 1600 gp

(Encounter 4a or 4b: 400 gp, Encounter 6a or 6b: 1200 gp: 400 gp)

**BONUS: Complete the *Scions of Hope* Major Quest:** +700 XP and +500 gp

### ADVENTURE LEVEL 14

**Minimum Possible XP:** 1800 XP per PC

**Forge Dragonslayer Weapon or Synthesize Poison Dust:** +200 XP

**Defeat Orlarrakh's Fortress Guards or Poison the Aquifer:** +200 XP

**Defeat Orlarrakh:** +1000 XP

**Maximum Possible XP:** 3200 XP per PC

**Base Gold per PC:** 2750 gp

(Encounter 4a or 4b: 687 gp, Encounter 6a or 6b: 2063 gp)

**BONUS: Complete the *Scions of Hope* Major Quest:** +1000 XP and +850 gp

### ADVENTURE LEVEL 16

**Minimum Possible XP:** 2510 XP per PC

**Forge Dragonslayer Weapon or Synthesize Poison Dust:** +280 XP

**Defeat Orlarrakh's Fortress Guards or Poison the Aquifer:** +280 XP

**Defeat Orlarrakh:** +1400 XP

**Maximum Possible XP:** 4470 XP per PC

**Base Gold per PC:** 5500 gp

(Encounter 4a or 4b: 1375 gp, Encounter 6a or 6b: 4125 gp)

**BONUS: Complete the *Scions of Hope* Major Quest:** +1400 XP and +1650 gp



### ADVENTURE LEVEL 18

**Minimum Possible XP:** 3600 XP per PC

**Forge Dragonslayer Weapon or Synthesize Poison Dust:** +400 XP

**Defeat Orlarrakh's Fortress Guards or Poison the Aquifer:** +400 XP

**Defeat Orlarrakh:** +2000 XP

**Maximum Possible XP:** 6400 XP per PC

**Base Gold per PC:** 11000 gp

(Encounter 4a or 4b: 2750 gp, Encounter 6a or 6b: 8250 gp)

**BONUS: Complete the *Scions of Hope* Major Quest:** +2000 XP and +3300 gp

### ADVENTURE LEVEL 20

**Minimum Possible XP:** 5020 XP per PC

**Forge Dragonslayer Weapon or Synthesize Poison Dust:** +560 XP

**Defeat Orlarrakh's Fortress Guards or Poison the Aquifer:** +560 XP

**Defeat Orlarrakh:** +2800 XP

**Maximum Possible XP:** 8940 XP per PC

**Base Gold per PC:** 16500 gp

(Encounter 4a or 4b: 4125 gp, Encounter 6a or 6b: 12375 gp)

**BONUS: Complete the *Scions of Hope* Major Quest:** +2800 XP and +5000 gp

## TREASURE

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

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

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

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

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

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

### EACH PC SELECTS ONE OF THE FOLLOWING:

**Treasure A:** *torc of fortune* (+3/Level 14 at AL 12-16, +4/Level 19 at AL 18-20; P1 *King of the Trollhaunt Warrens*).

Given to the PCs by Ghedrinn Lassen if the PCs agree to let him and his pirates help.

**Treasure B:** *true dragonslayer weapon* (+3/level 14 at AL 12-14, +4/level 19 at AL 16-20; Mordenkainen's Magnificent Emporium). A PC may only select this bundle if they played the *Dragonslayer* adventure path. Created in Encounter 3a.

**Treasure C:** *armor of attraction* (+3/level 14 at AL 12-14, +4/level 19 at AL 16-20; Adventurer's Vault). A PC may only select this bundle if they played the *Poison Dust* adventure path. Given by Zasheena Drethyl Encounter 3b.

**Treasure D:** *fleece of renewal* (+3/Level 13 at AL 12-14, +4/Level 18 at AL 16-20; Adventurer's Vault 2) Found in Encounter 4a.

**Treasure E:** *tenebrous shroud* (+3/Level 13 at AL 12-14, +4/Level 18 at AL 16-20; Dragon Magazine 380)  
Found in Encounter 4b.

**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 aptitude* plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 12: *elixir of aptitude*(Level 15) plus 0 gp  
AL 14: *elixir of aptitude*(Level 15) plus 1000 gp  
AL 16: *elixir of aptitude*(Level 15) plus 1750 gp  
AL 18: *elixir of aptitude*(Level 15) plus 3500 gp  
AL 20: *elixir of aptitude*(Level 15) plus 7000 gp

**Treasure Z (More Gold):** The character finds or is given coin, gems, jewelry, art objects, ritual components, or other non-magical valuables (in addition to his or her Base Gold).

AL 12: 1000 gp  
AL 14: 1750 gp  
AL 16: 3500 gp  
AL 18: 7000 gp  
AL 20: 11000 gp

## STORY AWARDS

Award these if the PC completes the condition for the award in the adventure.

All PCs who assist in slaying Orlarrakh or the Maroon Prince earn ABER09.

### ABER09 Ire of Melauthaur

For defeating the Green Duchess, you have drawn the attentions of Melauthaur, the gigantic, ageless black dragon who rules all of Melabrauth. The Undying One has marked you. His agents attack you on sight and he may send assassins to hunt you down and kill you. Whenever you are in Melabrauth or the Dusk Ports, you are in danger from Melauthaur's servants.

All PCs who earn ABER09 also earn ABER10.

### ABER10 Hero of the Dusk Ports

You have greatly impressed many people who reside in the Dusk Ports. Choose one (1) of the following people you met that you may call on as a contact:

- Father Thorn
- Zasheena Drethyl
- Arstra Silverden
- Ghedrinn Lassar (If Ghedrinn survived)
- Bromthor Garenth
- Khorinn Hekesh

What the chosen contact can do for you is determined by the DM, if the contact is not mentioned specifically in the adventure. Your contact is only available in the Dusk Ports unless otherwise noted in an adventure.

What the chosen contact can do for you is determined by the DM, if the contact is not mentioned specifically in the adventure. This contact is only available in the Dusk Ports itself unless otherwise noted in a future adventure.

Any PC who completes the *Scions of Hope* Major Quest by completing ABER4-1, ABER4-2 and ABER4-3 and received Conclusion A, B, or D earns ABER11

### ABER11 Scion of Hope

You fought against the tyrannical draconic ruler of the Dusk Ports, the Green Duchess Orlarrakh. This Story Award counts as a favor with the Scions of Amber Meta-Organization.

If you also have Story Awards ABER01 and ABER06, you have completed the *Scions of Hope* Major Quest. You are known as a great hero against draconic oppression and gain access to purchase a *ring of the dragonborn emperor* (*Adventurer's Vault* page 161).

## NEW RULES

### **Torc of Fortune +3/+4 (Level 14/19 Uncommon)**

*This large silver hoop of eladrin make is worn around the neck. It is decorated with a fine pattern resembling dragon scales.*

**Price:** 21,000 gp/105,000 gp

**Neck Slot**

**Enhancement Bonus:** Fortitude, Reflex, Will

**Property**

You can shift 2 when you succeed on a saving throw on your turn.

**Power • Daily** (Free Action)

Add 2 to the result of a d20 roll you just made. Use the new result.

Published in P1 King of the Trollhaunt Warrens, page 23.

### **Armor of Attraction +3/+4 (Level 14/19 Uncommon)**

*This stout armor can attract projectiles, allowing you to better protect your allies.*

**Price:** 21,000 gp/105,000 gp

**Armor:** Scale, Plate

**Enhancement Bonus:** AC

**Power • Encounter** (Immediate Interrupt)

Use this power when an attack against AC or Reflex targets an adjacent ally, or when a ranged attack against an ally within 5 squares of you targets AC or Reflex. You become the target of the attack.

Published in Adventurer's Vault, page 40.

### **Fleece of Renewal +3/+4 (Level 14/19 Uncommon)**

*This fleece cloak gives you a boost of vigor each time you charge.*

**Price:** 17,000 gp/85,000 gp

**Neck Slot**

**Enhancement Bonus:** Fortitude, Reflex, Will

**Property**

Free Action. When you charge an enemy, you gain temporary hit points equal to your Constitution modifier until the start of your next turn..

Published in Adventurer's Vault 2, page 111

### **True Dragonslayer Weapon (Level 14/19 Rare)**

*You strike at a dragon, feeling this weapon thrum in anticipation as the blow sends the dragon reeling.*

**Price:** 21,000 gp/105,000 gp

**Weapon:** Any

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

**Critical:** +1d8 damage per plus, or +1d12 damage per plus against dragons

**Properties**

- The DM chooses a damage type: acid, cold, fire, lightning, or poison. While you are holding the weapon, you have resist 10 to that damage type.
- Your attacks with this weapon against a dragon ignore its resistances.

**Utility Power • Encounter** (Minor Action)

*Effect:* Before the end of your turn, your next attack with this weapon against a dragon gains a +6/+9 power bonus to the damage roll against the target. On a hit, you can also knock the dragon prone.

Published in Mordenkainen's Magnificent Emporium, page 32.

### **Tenebrous Shroud +3/+4 (Level 14/19 Uncommon)**

*This cloak wraps around you in inky blackness.*

**Price:** 17,000 gp/85,000 gp

**Neck Slot**

**Enhancement Bonus:** Fortitude, Reflex, Will

**Property**

Gain resist 15 necrotic.

**Power • Daily** (Immediate Reaction)

You can use this power when you are hit by a melee attack. You become invisible until the end of your next turn.

Published in Dragon Magazine 380, page 73.

## APPENDIX 1: NPCs

### FATHER THORN

Male Dragonborn Scions of Amber Leader

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

**Personality:** Jovial, optimistic

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

### AYLON KURRAT

Male Human Eskornar

*Aylon is a middle-aged man who has obviously seen many harsh days in his life. He is stout, sturdy, and strong. His dark black hair is starting to gray on the sides and he has a distinct scar on his right cheek in the shape of a cross.*

**Personality:** Intense, gruff, short-tempered

**History:** Aylon claims to be a member of Ornan Roaryl's court on a mission to help the Dusk Ports overthrow their draconic rulers. He is, in fact, a mercenary hired by Amaunthar Sardron, Ornan's chief rival. Aylon was instrumental in planting the seed of rebellion in Father Thorn and has provided many means for the success of that vision. Though in truth he wishes for the Dusk Ports to rid themselves of their dragon masters, it is for the purpose of forging an alliance that can be used against King Ornan to gain power over both realms.

Aylon's true identity and motives cannot be discovered in this adventure, but he may play a role in a future Returned Abeir adventure.

### ZASHEENA DRETHYL

Female Dragonborn Shadowkiss Leader

*Zasheena is a woman who has seen a lot of action, traveled a great deal, and faced many hardships. Despite her weathered appearance, Zasheena is still very beautiful by dragonborn standards. She has scarlet colored scales and golden eyes.*

**Personality:** Serious, no-nonsense, strong-willed.

**History:** Zasheena has spent the greater part of her life building a powerful underground drug- and poison-vending operation all around the Dragon Sea and particularly in the Dusk Port cities. Built on the wealth of her partner, Nandrel Gostur, the two have worked together, increasing their fortunes off the dregs of Abeiran society.

Zasheena loves adventurers, avidly following news of their exploits, hiring them often, and even seducing them when she thinks doing so is safe enough. She schemes to use her drugs to one day control Orlarrakh.

### BROMTHOR GARENTH

Male Dragonborn Captain of the Dazzling Courier

*Bromthor is renowned for providing reliable and trustworthy transportation on the seas within Returned Abeir. His ship, the Dazzling Courier, is well-known in the region as a fast, sturdy vessel that has survived more than just a few adventures on the high seas. Bromthor has brown scales and pinkish-red eyes.*

**Personality:** Calm, business-like, honest

**History:** Bromthor has made a living his entire adult life as a courier to ports within the seas of Returned Abeir. Bromthor is a seasoned sailor who has traveled to every port within the inner sea and most of those on the Great Sea delivering cargo, messengers, and dignitaries on important diplomatic missions. Bromthor is proud of the great tradition and sterling reputation he has developed as the premiere courier in the region.

Bromthor sometimes accepts charters for adventurers and explorers. He's an adventurer himself at heart and is a font of information about Returned Abeir. Bromthor enjoys recounting tales of some of his more adventurous escapades, some of which he barely escaped alive.

## Ghedrinn LASSAN

Male Dragonborn Pirate Captain of the Free Dragon

*Ghedrinn is young, flamboyant, and courageous, with a thirst for adventure and danger. There is nothing that Ghedrinn has ever feared and he's faced death more times than he can recount. Ghedrinn has bronze-colored scales and deep red eyes.*

**Personality:** High-spirited, outgoing, fun

**History:** Ghedrinn trained to be a freedom fighter under his father, Baranaar Lassar, who helped build the *Free Dragon* caravel that Ghedrinn now captains. Ghedrinn spent most of his time growing up on the deck of the *Free Dragon*, learning a warrior's way through the harsh realities of day-to-day experiences.

Although raised with the best of intentions, some of his father's ideals never stuck with Ghedrinn who has often resorted to piracy when freedom fighting wasn't profitable. Deep down, Ghedrinn wants to live up to his father's reputation, but often feels that following in those footsteps is too much for anyone to manage.

Ghedrinn lost his father to agents of the Green Duchess and he prays to someday have the opportunity to get his revenge on Orlarrakh. Ghedrinn inherited captaincy of the *Free Dragon* after his father's death and he's been running things his way for over 15 years.

## ARSTRA SILVERDEN

Female Dwarf Master Weaponsmith

*Arstra is a woman bereft of joy and hope. Although still young by dwarven standards, she has a weathered and tired look that tells the story of a hard life. Her medium length brown hair is not tied in braids nor maintained in any special way. Her skin is ruddy brown and her eyes are gray.*

**Personality:** Quiet, withdrawn, poor-spirited

**History:** Arstra has been the most respected weapon smith in all of the Dusk Ports for nearly three decades. Her reputation even extends to other areas of Returned Abeir and it is not uncommon for soldiers and adventurers to approach her for custom weapons.

Darresk Silverden discovered Arstra's talents many years before her abilities were discovered by the masses, and the two of them fell in love. Arstra serviced Darresk's greataxe before and after every battle. No other weapon has ever received the same care and attention as the one meant for her husband.

About a year ago, Draconian Militiamen pressed Darresk to join and lead their forces. Darresk refused, but his response was not well-received. The Militiamen set about to trap Darresk and attack him in a place where he could receive no aid. Although no four or even five militiamen were a match for Darresk, a gang of ten was his undoing.

After the incident, the murdering militiamen forced Arstra to give up her general practice and to be their sole supplier of weapons. She's been making and servicing weapons, mostly short swords, for the militia ever since. However, most are of substandard quality.

## KHORINN HEKESH

Elderly Male Dragonborn Lord of Lylorn

*Lord Hekesh is surprisingly spry for his age, getting around fairly well for an aged dragonborn, but his body has begun to deteriorate in his twilight years. The old dragonborn is rapidly thinning and his claws are worn, brittle, and dull. His scales are bronze and his eyes are crimson red.*

**Personality:** Scatter-brained, cowardly

**History:** Khorinn made a living his entire life as a craftsman, primarily working in construction. In his youth, he was stout and strong and could easily do the work of two men. His reputation was well-known in Lylorn and he headed some of the biggest building projects in the city.

The past ten years have seen a downturn for Khorinn. His strength has faded from his body and his mind has started to go. Several on-the-job accidents that cost the lives of workmen forced Khorinn into retirement. He spent the better part of recent years as little more than a burden to his kin.

When the previous Lord of Lylorn perished after a visit by the Green Duchess, Khorinn was voted to replace him. He's managed to stay alive for six months, which is longer than many other Lords before him.

## DRACONIAN MILITIAMEN

Male and Female Humans and Dwarves

*These self-appointed enforcers answer only to the Lord of Lylorn and the Green Duchess herself. Their experience as soldiers is minimal, but their power comes from the fear of Orlarrakh's retribution. These cold-hearted bullies can be identified by their dark green tunics with yellow dragon-eye patches. They are lightly*

*armored and usually carry short swords to enforce the edicts of their Lord and dragon master.*

**Personality:** Cold, heartless, cruel

**History:** The Draconian Militia is made up of humans and dwarves who have banded together to enforce loyalty to Orlarrakh to insure that the citizens of Lylorn stay in line and don't threaten the greater good of the city. They are responsible for collecting tribute to Orlarrakh and choosing dragonborn sacrifices. They are often found in groups of two, patrolling the streets of Lylorn, looking to put a halt to any suspicious activity.

## DAZZLING COURIER CREWMEMBERS

Male and Female Humans, Dwarves, and Dragonborn

The following are brief role-playing notes for a few select members of the *Dazzling Courier* crew. Feel free to make up others for additional role-playing opportunities.

**Hardrak, male dwarf, the cook:** A grizzled veteran of the high seas. Hardrak lives in the galley, rarely poking his head above deck, which has earned him the nickname of the "mole." Hardrak is no gourmet, but he can make a decent bit of grub from just about anything. Just don't ask what's in it if you don't really want to know.

**Shamgar, male dragonborn, first mate:** A brave, adventurous young dragonborn who Bromthor is grooming to one day take over as captain of the *Dazzling Courier*. He can be a bit anxious about advancing to that position, but he trusts in his captain's judgment and does not question his orders.

**Kirana, female human, crewmember:** Kirana is a young, naïve sailor on her maiden voyage aboard the *Dazzling Courier*. She earned a commission from Captain Bromthor through her father's recommendation. Although Kirana has the necessary skills and training to succeed, she has no real-life experience. This does nothing to curb her enthusiasm to do everything she can to prove herself.

## APPENDIX 2: GHEDRINN LASSAN

For a complete description and role-playing for Ghedrinn Lassan, refer to Appendix 1: NPCs. The following are Ghedrinn's stat blocks for all 5 adventure levels in the event that you are using him as a companion character.

Ghedrinn Lassan (AL 12)	Level 12 Soldier (Leader)
<b>Pirate Captain</b>	
Medium natural humanoid (dragonborn)	XP 700
<b>HP 83; Bloodied 41; Healing Surges 10</b>	<b>Initiative +11</b>
<b>AC 27, Fortitude 25, Reflex 25, Will 25</b>	<b>Perception +13</b>
<b>Speed 6</b>	
<b>TRAITS</b>	
<b>Scurvy Dog's Flank</b>	
Ghedrinn gains a +1 bonus to attack rolls against an enemy he is flanking, and his attacks deal 2d6 extra damage to that creature.	
<b>STANDARD ACTIONS</b>	
<b>m Cutlass (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d6 + 7 damage, and the target is slowed (save ends).	
<b>MINOR ACTIONS</b>	
<b>C Vicious Mockery • Encounter</b>	
Effect: Close burst 5 (targets one enemy)	
Effect: The target provokes an opportunity attack from each enemy that is adjacent to it.	
<b>C Dragon Breath (acid) • Encounter</b>	
Attach: Close blast 3; +20 vs. Reflex	
Hit: 2d6 + 4 acid damage.	
<b>Rigging Monkey • Encounter</b>	
Effect: Ghedrinn gains a climb speed of 7 until the end of his next turn.	
<b>TRIGGERED ACTIONS</b>	
<b>C Call to Arms • Encounter</b>	
Trigger: When first bloodied.	
Effect: Close burst 10 (targets allies)	
Effect: The target makes a melee basic attack or shifts 3 squares as a free action.	
<b>OTHER POWERS</b>	
<b>Dragonborn Fury</b>	
Effect: Ghedrinn gains a +1 racial bonus to attack rolls while bloodied.	
<b>Skills</b> Acrobatics +14, Athletics +14, Intimidate +17	
<b>Str 18 (+10)</b>	<b>Dex 16 (+9)</b>
<b>Con 16 (+9)</b>	<b>Int 13 (+7)</b>
	<b>Cha 18 (+10)</b>
<b>Alignment</b> unaligned	<b>Languages</b> Common, Draconic
<b>Equipment</b> cutlass (short sword)	

**Note:** Human pirate captain re-flavored as dragonborn and modified using the companion character guidelines (DMG2).

Ghedrinn Lassan (AL 14)	Level 14 Soldier (Leader)
<b>Pirate Captain</b>	
Medium natural humanoid (dragonborn)	XP 1000
<b>HP 93; Bloodied 46; Healing Surges 10</b>	<b>Initiative +12</b>
<b>AC 29, Fortitude 27, Reflex 27, Will 27</b>	<b>Perception +14</b>
<b>Speed 6</b>	
<b>TRAITS</b>	
<b>Scurvy Dog's Flank</b>	
Ghedrinn gains a +1 bonus to attack rolls against an enemy he is flanking, and his attacks deal 2d6 extra damage to that creature.	
<b>STANDARD ACTIONS</b>	
<b>m Cutlass (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 2d6 + 8 damage, and the target is slowed (save ends).	
<b>MINOR ACTIONS</b>	
<b>C Vicious Mockery • Encounter</b>	
Effect: Close burst 5 (targets one enemy)	
Effect: The target provokes an opportunity attack from each enemy that is adjacent to it.	
<b>C Dragon Breath (acid) • Encounter</b>	
Attach: Close blast 3; +20 vs. Reflex	
Hit: 2d6 + 4 acid damage.	
<b>Rigging Monkey • Encounter</b>	
Effect: Ghedrinn gains a climb speed of 7 until the end of his next turn.	
<b>TRIGGERED ACTIONS</b>	
<b>C Call to Arms • Encounter</b>	
Trigger: When first bloodied.	
Effect: Close burst 10 (targets allies)	
Effect: The target makes a melee basic attack or shifts 3 squares as a free action.	
<b>OTHER POWERS</b>	
<b>Dragonborn Fury</b>	
Effect: Ghedrinn gains a +1 racial bonus to attack rolls while bloodied.	
<b>Skills</b> Acrobatics +15, Athletics +15, Intimidate +18	
<b>Str 18 (+11)</b>	<b>Dex 16 (+10)</b>
<b>Con 16 (+10)</b>	<b>Int 13 (+8)</b>
	<b>Cha 18 (+11)</b>
<b>Alignment</b> unaligned	<b>Languages</b> Common, Draconic
<b>Equipment</b> cutlass (short sword)	

**Note:** Human pirate captain re-flavored as dragonborn and modified using the companion character guidelines (DMG2).

<b>Ghedrinn Lissan (AL 16)</b>	<b>Level 16 Soldier (Leader)</b>
<b>Pirate Captain</b>	
Medium natural humanoid (dragonborn)	XP 1400
<b>HP 103; Bloodied 51; Healing Surges 10</b>	<b>Initiative +13</b>
<b>AC 31, Fortitude 29, Reflex 29, Will 29</b>	<b>Perception +15</b>
<b>Speed 6</b>	
<b>TRAITS</b>	
<b>Scurvy Dog's Flank</b>	
Ghedrinn gains a +1 bonus to attack rolls against an enemy he is flanking, and his attacks deal 2d6 extra damage to that creature.	
<b>STANDARD ACTIONS</b>	
<b>m Cutlass (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 2d6 + 9 damage, and the target is slowed (save ends).	
<b>MINOR ACTIONS</b>	
<b>C Vicious Mockery • Encounter</b>	
Effect: Close burst 5 (targets one enemy)	
Effect: The target provokes an opportunity attack from each enemy that is adjacent to it.	
<b>C Dragon Breath (acid) • Encounter</b>	
Attack: Close blast 3; +20 vs. Reflex	
Hit: 2d6 + 4 acid damage.	
<b>Rigging Monkey • Encounter</b>	
Effect: Ghedrinn gains a climb speed of 7 until the end of his next turn.	
<b>TRIGGERED ACTIONS</b>	
<b>C Call to Arms • Encounter</b>	
Trigger: When first bloodied.	
Effect: Close burst 10 (targets allies)	
Effect: The target makes a melee basic attack or shifts 3 squares as a free action.	
<b>OTHER POWERS</b>	
<b>Dragonborn Fury</b>	
Effect: Ghedrinn gains a +1 racial bonus to attack rolls while bloodied.	
<b>Skills</b> Acrobatics +16, Athletics +16, Intimidate +19	
<b>Str</b> 18 (+12)	<b>Dex</b> 16 (+11) <b>Wis</b> 14 (+10)
<b>Con</b> 16 (+11)	<b>Int</b> 13 (+9) <b>Cha</b> 18 (+12)
<b>Alignment</b> unaligned <b>Languages</b> Common, Draconic	
<b>Equipment</b> cutlass (short sword)	

**Note:** Human pirate captain re-flavored as dragonborn and modified using the companion character guidelines (DMG2).

<b>Ghedrinn Lissan (AL 18)</b>	<b>Level 18 Soldier (Leader)</b>
<b>Pirate Captain</b>	
Medium natural humanoid (dragonborn)	XP 2000
<b>HP 113; Bloodied 56; Healing Surges 10</b>	<b>Initiative +14</b>
<b>AC 33, Fortitude 31, Reflex 31, Will 31</b>	<b>Perception +16</b>
<b>Speed 6</b>	
<b>TRAITS</b>	
<b>Scurvy Dog's Flank</b>	
Ghedrinn gains a +1 bonus to attack rolls against an enemy he is flanking, and his attacks deal 2d6 extra damage to that creature.	
<b>STANDARD ACTIONS</b>	
<b>m Cutlass (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 2d6 + 10 damage, and the target is slowed (save ends).	
<b>MINOR ACTIONS</b>	
<b>C Vicious Mockery • Encounter</b>	
Effect: Close burst 5 (targets one enemy)	
Effect: The target provokes an opportunity attack from each enemy that is adjacent to it.	
<b>C Dragon Breath (acid) • Encounter</b>	
Attack: Close blast 3; +20 vs. Reflex	
Hit: 2d6 + 4 acid damage.	
<b>Rigging Monkey • Encounter</b>	
Effect: Ghedrinn gains a climb speed of 7 until the end of his next turn.	
<b>TRIGGERED ACTIONS</b>	
<b>C Call to Arms • Encounter</b>	
Trigger: When first bloodied.	
Effect: Close burst 10 (targets allies)	
Effect: The target makes a melee basic attack or shifts 3 squares as a free action.	
<b>OTHER POWERS</b>	
<b>Dragonborn Fury</b>	
Effect: Ghedrinn gains a +1 racial bonus to attack rolls while bloodied.	
<b>Skills</b> Acrobatics +17, Athletics +17, Intimidate +20	
<b>Str</b> 18 (+13)	<b>Dex</b> 16 (+12) <b>Wis</b> 14 (+11)
<b>Con</b> 16 (+12)	<b>Int</b> 13 (+10) <b>Cha</b> 18 (+13)
<b>Alignment</b> unaligned <b>Languages</b> Common, Draconic	
<b>Equipment</b> cutlass (short sword)	

**Note:** Human pirate captain re-flavored as dragonborn and modified using the companion character guidelines (DMG2).



<b>Ghedrinn Lissan (AL 20)</b>	<b>Level 20 Soldier (Leader)</b>
<b>Pirate Captain</b>	
Medium natural humanoid (dragonborn)	XP 2800
<b>HP 123; Bloodied 61; Healing Surges 10</b>	<b>Initiative +15</b>
<b>AC 35, Fortitude 33, Reflex 33, Will 33</b>	<b>Perception +17</b>
<b>Speed 6</b>	
<b>TRAITS</b>	
<b>Scurvy Dog's Flank</b>	
Ghedrinn gains a +1 bonus to attack rolls against an enemy he is flanking, and his attacks deal 2d6 extra damage to that creature.	
<b>STANDARD ACTIONS</b>	
<b>m Cutlass (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 2d6 + 11 damage, and the target is slowed (save ends).	
<b>MINOR ACTIONS</b>	
<b>C Vicious Mockery • Encounter</b>	
Effect: Close burst 5 (targets one enemy)	
Effect: The target provokes an opportunity attack from each enemy that is adjacent to it.	
<b>C Dragon Breath (acid) • Encounter</b>	
Attach: Close blast 3; +20 vs. Reflex	
Hit: 2d6 + 4 acid damage.	
<b>Rigging Monkey • Encounter</b>	
Effect: Ghedrinn gains a climb speed of 7 until the end of his next turn.	
<b>TRIGGERED ACTIONS</b>	
<b>C Call to Arms • Encounter</b>	
Trigger: When first bloodied.	
Effect: Close burst 10 (targets allies)	
Effect: The target makes a melee basic attack or shifts 3 squares as a free action.	
<b>OTHER POWERS</b>	
<b>Dragonborn Fury</b>	
Effect: Ghedrinn gains a +1 racial bonus to attack rolls while bloodied.	
<b>Skills</b> Acrobatics +18, Athletics +18, Intimidate +21	
<b>Str</b> 18 (+14)	<b>Dex</b> 16 (+13)
<b>Con</b> 16 (+13)	<b>Int</b> 13 (+11)
<b>Wis</b> 14 (+12)	<b>Cha</b> 18 (+14)
<b>Alignment</b> unaligned	
<b>Languages</b> Common, Draconic	
<b>Equipment</b> cutlass (short sword)	

**Note:** Human pirate captain re-flavored as dragonborn and modified using the companion character guidelines (DMG2).

## APPENDIX 3: AMBER~INFUSED DRAGONSLAYER WEAPON, VERSION 1

This version of the dragonslayer weapon is obtained by PCs that succeed in the skill challenge in Encounter 3a. If they failed the skill challenge, they received Version 2 (see next page).

### True Dragonslayer Weapon (Level 14/19 Rare)

*You strike at a dragon, feeling this weapon thrum in anticipation as the blow sends the dragon reeling.*

**Price:** 21,000 gp/105,000 gp

**Weapon:** Any

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

**Critical:** +1d8 damage per plus, or +1d12 damage per plus against dragons

#### Properties

- The DM chooses a damage type: acid, cold, fire, lightning, or poison. While you are holding the weapon, you have resist 10 to that damage type.
- Your attacks with this weapon against a dragon ignore its resistances.

#### Utility Power • Encounter (Minor Action)

**Effect:** Before the end of your turn, your next attack with this weapon against a dragon gains a +6/+9 power bonus to the damage roll against the target. On a hit, you can also knock the dragon prone.

*Published in Mordenkainen's Magnificent Emporium, page 32.*

In addition to all the properties and abilities of a *true dragonslayer weapon*, the wielder of this weapon also gains the following benefits as Daily powers:

### Weaken Dragon Flesh

One round after a dragon is first hit by this weapon, the following affects are applied for the remainder of the encounter:

- All damage inflicted by the dragon's damage type (e.g. fire, poison, etc...) is reduced by half, including ongoing damage
- All defenses are at -2
- All attacks are at -2

### Fearsome Gaze; Dragonbane Pactmaker Attack 20

*You direct a glare of pure malice at your foe, burning into its brain and soul.*

**One Use • Arcane, Implement, Psychic**

**Standard Action; Ranged 10**

**Target:** One dragon

**Attack:** Charisma vs. Fortitude

**Hit:** 4d12 + Charisma modifier psychic damage, and the target is stunned (save ends).

*Published in Dragon Magazine 369, page 51*

### Fire with Fire; Scourge of Io Attack 20

*As though stealing power from the dragon itself, you breathe a blast of destructive energy and take to the air, sprouting great draconic wings.*

**One Use • Divine, Implement; Acid, Cold, Fire, Lightning, Poison or Thunder**

**Standard Action; Close blast 5**

**Target:** Each creature in the blast

**Attack:** Wisdom vs. Reflex

**Hit:** 3d10 + Wis modifier acid, cold, fire, lightning, poison, or thunder damage.

**Effect:** You gain draconic wings that provide you with fly 5 (hover) until the end of the encounter.

*Published in Dragon Magazine 369, page 48*

## APPENDIX 3: AMBER~INFUSED DRAGONSLAYER WEAPON, VERSION 2

This version of the dragonslayer weapon is obtained by PCs that failed the skill challenge in Encounter 3a. If they succeeded in the skill challenge, they received Version 1 (see previous page).

### **True Dragonslayer Weapon (Level 14/19 Rare)**

*You strike at a dragon, feeling this weapon thrum in anticipation as the blow sends the dragon reeling.*

**Price:** 21,000 gp/105,000 gp

**Weapon:** Any

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

**Critical:** +1d8 damage per plus, or +1d12 damage per plus against dragons

#### **Properties**

- The DM chooses a damage type: acid, cold, fire, lightning, or poison. While you are holding the weapon, you have resist 10 to that damage type.
- Your attacks with this weapon against a dragon ignore its resistances.

#### **Utility Power • Encounter (Minor Action)**

**Effect:** Before the end of your turn, your next attack with this weapon against a dragon gains a +6/+9 power bonus to the damage roll against the target. On a hit, you can also knock the dragon prone.

*Published in Mordenkainen's Magnificent Emporium, page 32.*

In addition to all the properties and abilities of a *true dragonslayer weapon*, the wielder of this weapon also gains the following benefits as Daily powers:

### **Weaken Dragon Flesh**

One round after a dragon is first hit by this weapon, the following affects are applied for the remainder of the encounter:

- All damage inflicted by the dragon's damage type (e.g. fire, poison, etc...) is reduced by half, excluding ongoing damage
- All defenses are at -1
- All attacks are at -1

### **Fearsome Gaze; Dragonbane Pactmaker Attack 20**

*You direct a glare of pure malice at your foe, burning into its brain and soul.*

**One Use • Arcane, Implement, Psychic**

**Standard Action; Ranged 10**

**Target:** One dragon

**Attack:** Charisma vs. Fortitude

**Hit:** 4d12 + Charisma modifier psychic damage, and the target is stunned (save ends).

*Published in Dragon Magazine 369, page 51*

## DUNGEONS & DRAGONS

### LIVING FORGOTTEN REALMS

\_\_\_\_\_  
(character name)

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

**ABER4~ 3 A LITTLE REBELLION**

#### **ABER09 Ire of Melauthaur**

For defeating the Green Duchess, you have drawn the attentions of Melauthaur, the gigantic, ageless black dragon who rules all of Melabrauth. The Undying One has marked you. His agents attack you on sight and he may send assassins to hunt you down and kill you. Whenever you are in Melabrauth or the Dusk Ports, you are in danger from Melauthaur's servants.

#### **ABER10 Hero of the Dusk Ports**

You have greatly impressed many people who reside in the Dusk Ports. Choose one (1) of the following people you met that you may call on as a contact:

- Father Thorn
- Zasheena Drethyl
- Arstra Silverden
- Ghedrinn Lassan (If Ghedrinn survived)
- Bromthor Garenth
- Khorinn Hekesh

What the chosen contact can do for you is determined by the DM, if the contact is not mentioned specifically in the adventure. Your contact is only available in the Dusk Ports unless otherwise noted in an adventure.

#### **ABER11 Scion of Hope**

You fought against the tyrannical draconic ruler of the Dusk Ports, the Green Duchess Orlarrakh. This Story Award counts as a favor with the Scions of Amber Meta-Organization.

If you also have Story Awards ABER01 and ABER06, you have completed the *Scions of Hope* Major Quest. You are known as a great hero against draconic oppression and gain access to purchase a *ring of the dragonborn emperor* (Adventurer's Vault page 161).

## DUNGEONS & DRAGONS

### LIVING FORGOTTEN REALMS

\_\_\_\_\_  
(character name)

HAS RECEIVED STORY AWARDS FROM:  
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## DUNGEONS & DRAGONS

### LIVING FORGOTTEN REALMS

\_\_\_\_\_  
(character name)

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

**ABER4~ 3 A LITTLE REBELLION**

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

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

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

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

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

Player Name	WIN/DCI Number
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# DUNGEONS & DRAGONS

## SESSION TRACKING

### DUNGEON MASTER

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

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

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

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

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# DUNGEONS & DRAGONS

## SESSION TRACKING

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

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