

MISCHIEF IN MEMNON

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

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An uneasy truce between three cities has led to a delicate balance of power. If any two were to wage war, the third could grow strong enough to swiftly conquer all of Calimshan. One ambitious human aims to ensure that the city of Almraiven emerges victorious once the dust has settled. With the cunning and prowess of a small band of adventurers, the last bastion of humanity in the region may yet triumph over the evil empires of Calimport and Memnon. A *Living Forgotten Realms* adventure set in Memnon for characters of the Paragon tier (levels 11-20).

Note: This adventure is playable by characters that had previously played SPEC4-3 when they were Heroic tier.

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 supports the entire paragon tier of play (11-20). Heroic and Epic characters may not play this adventure. Any Paragon-tier character can play, 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 are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Regardless of which option is chosen, any character who dies during an adventure gains 20% less XP from

that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

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

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

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

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying 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	28
16	16	22	31
18	17	23	32
20	18	25	34

ADVENTURE BACKGROUND

Ala'Ammar, first introduced in CALI3-1, has contacted adventurers for an important mission. He is concerned about the delicate balance of power between Almraiven, Calimport, and Memnon. He needs someone to infiltrate the cities of Calimport and Memnon and stir up enough trouble to make the two cities war with each other. In their weakened state, Almraiven's army should be able to sweep in and take control of the region.

Read Handout 1 for more background on the regional events taking place at this time.

DM'S INTRODUCTION

Ala'Ammar has already sent agents to Calimport (via SPEC4-3), and is intending to send two separate teams to Memnon - one team comprised of the PCs, and an NPC team. Unbeknownst to Ala'Ammar, there is a traitor to the cause within the secondary team. The traitor, Vidkun, intends to sell information about the mission to agents of Memnon in exchange for a vast fortune. While the PCs are in Memnon, they need to successfully complete their mission and stop the traitor.

The adventure begins with an information-gathering scene during which the PCs are able to determine two options for inciting war with Calimport. They can choose to start a slave revolt in the Memnon arena, or hijack a shipment of alchemical supplies to destroy Memnon's Crimson Guard headquarters. The NPC team takes on the other task.

After completing the first task, the PCs learn that while the other team was successful they had a traitor. The traitor apparently hired some thugs to take out the remaining members of his team. Additionally, they learn that the traitor on the other team is meeting with a Crimson Guard representative to sell details of Ala'Ammar's plans and the names and locations of the Almraivin sympathizers

Once the PCs have completed their task and silenced the traitor, they can escape Memnon with their mission accomplished.

Find out if any PCs have played CALI3-1, CALI3-2, CALI3-3, or ADCP4-2. Events and story awards from these adventures affect events in this adventure. In particular, the adventure CALI3-2 took place in Memnon, so several NPCs and locations are familiar to those PCs and Story Award CALI04 might be helpful when dealing with certain individuals in Memnon.

Note that the skill challenges in this adventure are more free form than you might have previously encountered. We want to encourage the players/PCs to come up with ideas for what they want to do, not dictate a strict set of scenes and skill checks that must be met. A general description is given of the situation and what obstacles the PCs might face. Also for those DMs less comfortable or less experienced with adlibbing there are examples given of the type of thing that might be expected to happen.

FAST PLAY OPTION

This adventure has two intense combat encounters and multiple opportunities for roleplaying, which may cause the adventure to run longer than a typical 4-hour play session. Some encounters have a section that explains opportunities to shorten the play duration for that particular encounter. These sections are labeled Fast Play Options.

In addition, in convention settings and other occasions, where time is a factor, the DM should call fights when success is a foregone conclusion.

Another method to keep within tight time constraints is to encourage the players to play at the lowest AL possible, as combats resolve more quickly when the monsters are lower level.

In any case, players should be discouraged from "playing up." The monsters in this adventure have been adjusted to MM3 damage expressions. This can cause fights to take longer or "drag" if the PCs are playing up.

PLAYER'S INTRODUCTION

Distribute Player's Handout 1 to any player who is not familiar with the larger plan to liberate the oppressed slaves in Calimshan. Player's Handout 2 offers those players with little or no familiarity with Calimshan an overview of the region and people. Note that some of the information in Handout 2 is available via History checks the PCs can make during the introduction. If the players have played previous adventures in Calimshan then none of the information in Handout 2 should be new to them.

Note that PCs who played CALI3-1, CALI3-2, CALI3-3, or ADCP4-2 have already met Ala'Ammar and are likely on good terms with him.

Read or paraphrase the following:

In the city of Almraiven, the City of Spells, Ala'Ammar of House Asada has requested your aid. You and several other adventurers are gathered in a lavishly furnished sitting room, awaiting his arrival.

Give the PCs a chance to introduce themselves to one another if they have not previously met. If they have questions about Ala'Ammar, they can learn the following information with a History check. (PCs that played CALI3-2 would know this; the players might need a reminder).

DC 10: Ala'Ammar is a well-known and well-liked noble. He and his family have a reputation of being honorable. He has committed many of his personal resources to sheltering escaped slaves and is rumored to have ties to the Brotherhood of Bonded Escape, an organization opposed to slavery in the region.

DC 15: Rumors tell that Ala'Ammar was once a slave himself in the city of Memnon, captured trying to help other slaves escape. When he gained his freedom, he vowed to devote his life to the overthrow of Memnon and to bringing freedom for all those under the yoke of slavery.

DC 20: With the help of the Brotherhood and some outsiders, he was able to retrieve his ancestral artifact, the *Battlecloak of Vycaena*, from the clutches of a noble within Memnon. With the power of the cloak, Ala'Ammar intends to establish his bloodline and raise an army to defeat the evil overlords of Memnon.

Ala'Ammar enters the room. He is a tall human with a large handlebar moustache. He is dressed in fine clothing and wears an emerald-green silk cloak that glows in the dim light of this chamber. He smiles broadly, and speaks in a thick Calishite accent. "My

friends, your reputation as adventurers and heroes precedes you. I have a mission of great import, one which will shape the future of all Calimshan."

He then proceeds to explain his plan.

- With the help of three teams of adventurers, he intends to foment discord between the cities of Calimport and Memnon.
- By causing them to war with one another, Ala'Ammar is confident his army can then be able to sweep across both cities, ridding them of their evil overlords and bringing a new era of freedom and stability to the region.
- He sent one group of adventurers to Calimport to start this process; he expects to hear from them soon.
- He has also sent one team to Memnon, but wants to send another to assure their mission succeeds, since he has a personal grudge against Memnon.
- The PCs are to travel to Memnon under the guise of simple traders or mercenaries (their choice). Anything flashier is sure to draw too much attention, and keeping a low profile is paramount.
- Once in the city, they should rendezvous with a tiefling named Ma'Mun. He is the owner and bartender of The Thirsty Camel and sympathetic to Ala'Ammar's cause. (PCs who played CALI3-2 remember him as the provider of a "safe house" for them in the basement of the bar.)
- To identify themselves, the PCs should ask for a cask of his cheapest desert wine.
- Ma'Mun has further instructions for the PCs and can coordinate their efforts with those of the other team.

Any PC who has **CALI09 Delivered the Battle Cloak** (and chose Ala'Ammar) and **CALI10 Completed the Battlecloak Saga** or **ADCP29 Outpost at Suldolphor** from **ADCP4-2 Lost City of Suldolphor** is offered the use of an *inescapable weapon* (level 13 for AL 12 & AL14, level 18 for all other ALs) from his armory for use during the adventure. See the New Rules section for details.

If the PCs ask about payment, Ala'Ammar assures them that they will be handsomely rewarded for their efforts. He offers the PCs 500 / 900 / 1800 / 3500 / 5000 gp each. In addition he can obtain any Common or Uncommon magic item (from a player resource) of the PC's level + 2 or less (since this is a Special, the rewards offer a higher level of Uncommon item than is normally available from the "Choose an Item" Treasure).

TROUBLESHOOTING

The PCs/players might question the "rightness or ethics" of Ala'Ammar's plan. If they use Insight, then the PCs

can confirm that Ala'Ammar is being honest and forthright about what his plans are. He has no hidden agenda. His personal animosity against and knowledge of Memnon is the reason he is sending 2 teams there.

If they still have doubts, Ala'Ammar can remind them that the slaves in Memnon are used not just as servants or gladiators in the arena, but as workers in dangerous and deadly mines. While their immediate mission won't free all the slaves, it is a step in the overall plan to end slavery and bring peace to Calimshan

TRAVEL TO MEMNON

The 400-mile trip to Memnon is largely uneventful. The players may recall that CALI3-3 involved a very challenging trip across the desert, so you may need to remind them that challenges for heroic characters are often easily overcome by paragon PCs. In addition Ala'Ammar directs them toward a caravan master known for his ability to find oases and uncanny ability to have exactly what is needed whenever there is a problem.

If a PC has Story Award **ADCP29 Outpost at Suldophor**, they know the sigil sequence for Suldophor and can teleport there. Flight to Memnon is risky, given sandstorms and other threats. Likely, the PCs end up traveling with a large caravan. They can travel under the guise of traders, hired guards, or any other plausible cover.

Memnon is an imposing city with walls of smooth black stone. A DC 15 History check reveals that the gate guards are members of the Crimson Guard (Memnon's elite guard unit of tieflings and efreeti).

The gate guards ask a few questions and wave you through without incident. Inside the city, trade is bustling. Genasi, tiefling, and other humanoids move through the streets with a sense of purpose. Ahead the street opens into a large open-air bazaar, and beyond it are sounds of battle from the famed Memnon arena. A palace is visible above the line of buildings on the far side of the city.

The PCs have no trouble finding The Thirsty Camel. (PCs that played CALI3-2 have been there before.) It is

quite possibly the most run-down, dilapidated looking building in the city. The only inhabitants are a couple of earth genasi patrons and a tiefling bartender, all of whom scowl at the PCs as they enter. If they repeat the code phrase, 'a cask of your cheapest desert wine,' read the following.

Ma'Mun grumbles, "Head down to the wine cellar and select your own cask."

Ma'Mun meets them in a few minutes and shows them a secret room. He imparts the following information.

- Ma'Mun thanks PCs who played CALI3-2 for **"once more putting their heads into the lion's mouth"** for the slaves of Memnon.
- He has procured several Calimport mundane items, complete with house insignias. They include a signet ring, a stamp for wax seals, and an ornate dagger with the symbol of Calimport on the hilt. He also has two military uniforms from the Calimport army. The PCs may use these as they see fit.
- The PCs should take a few hours to familiarize themselves with the city, and to identify appropriate tasks to complete their mission.
- If the PCs ask (or need a hint about where to start) Ma'Mun suggests they wander through some of the bazaar (market) areas to both get a feel for the city and ideas of locations or people to talk to.
- If the PCs find more than one target, Ma'Mun has a second team in the city that can help.
- Only if the PCs ask: he admits that if the need arises, Ma'Mun can put the PCs in direct contact with the other team. For security, this should only be done in the case of an emergency.

ENDING THE ENCOUNTER

When the PCs are ready to explore the city to identify targets, continue with Encounter 1.

ENCOUNTER 1: DOOMSDAY CLOCK

The PCs spend some time gathering information while spreading rumors, possibly planting false evidence, and other misdirection designed to reinforce the idea that Calimport is intending to attack the city. During their progress through this encounter, the PCs learn of two significant options to meet their goals.

Note that while there are skill checks associated with interacting with the people of Memnon it is essential that the PCs learn about the two sabotage options.

SABOTAGE OPTIONS

- The current favorite within the Memnon Arena is a Calimport native named Meridius. In addition to being a charismatic warrior, rumor is that his hatred of Memnon runs deep. If the PCs could infiltrate the arena and befriend Meridius, they may be able to incite him to organize the gladiatorial slaves to rise against their masters. If the slaves rampage through the city with Meridius leading the charge, Calimport is surely be blamed. Ma'Mun can arrange for the PCs to show up as gladiators sponsored by a wealthy patron.
- There is a shipment of alchemical fireworks that are in route to the city via caravan for a festival in two days. The fireworks contain enough explosive material to level a large building, even one constructed of the solid black stone of Memnon. Should the PCs acquire this material, Ma'Mun recommends planting it around the Crimson Guard Headquarters and then detonating it. The Crimson Guard is Memnon's elite fighting force, and destruction of this magnitude is sure to cause outrage in the city. Leaving evidence at the scene during the mission should be convincing enough that agents of Calimport caused the explosion. Ma'Mun can show the PCs the caravan's route on a map, along with some good ambush points.

You can run the following scenes in any order, and you need not go through every scene. During each scene, provide clues about the challenges the PCs may face in the other encounters.

FAST PLAY OPTION

Provide the two sabotage options above at the first two locations the PCs visit or the first two NPCs the PCs talk to. Then end the encounter.

RUMORS

The PCs can pick up some of these rumors while talking with the citizens of Memnon or wandering through the bazaar. Provide one rumor for an Easy DC Streetwise check, and an additional rumor for every 5 points the check beats the Easy DC.

- Omar's Oasis is among the best taverns in all of Memnon. (Note PCs that played CALI3-2 are familiar with this location)
- Madame Deliliah is an excellent source of information. She runs a dance studio near the bazaar.
- One of the Crimson Guards, Guard Kadin, has significant gambling debts. He's hoping to make some extra money working a big event at the arena.
- There's a tournament at the arena in honor of an annual Memnon celebration. Sa'Rik the goblin bookie is taking bets in the grand bazaar.
- The fearsome, handsome gladiator Meridius has a new squeeze, a tiefling by the name of Najwa. She was a terrorist before she was caught and branded a slave. (PCs may know Najwa, their contact during CALI3-2.)
- Dark Raiders have been spotted near town recently. They are the most fearsome bandits in the desert! They have tattoos over some or all of their body depending on their level of allegiance. They attack caravans with abandon, and leave no survivors.

The PCs might also choose to spread some rumors of their own about Calimport activists in the area.

SCENE: OMAR'S OASIS (OPTIONAL)

Every table is crowded with humanoids of all types, and slaves hurry to and fro serving exotic drinks and exquisitely spiced foods. Everyone is excited about the upcoming festival for an annual celebration of the efreet Memnon. There is to be a grand display in the arena, as well as a spectacular fire and light show in the sky. This location could be used either to pass on information about the arena and Meridius or to inform the PCs of the expected shipment of fireworks

PCs with the story award CALI04 Branded by the Brotherhood might find a way to talk to the slaves. (Easy Diplomacy check) One, Martena, is despondent because Najwa had been working on a way to get her out of Memnon before the Crimson Guard caught her. Now Najwa fights in the arena. (PCs who played CALI3-2 may recall that Najwa was their tiefling contact.)

SCENE: DELILIAH'S DANCE STUDIO (OPTIONAL)

Deliliah is an elderly yet fit firesoul genasi who teaches the fine art of belly-dancing. She is always interested in

trading tales of far-away places and people. She is very excited about the light show in the sky scheduled in two days! This location could be used to inform the PCs of the expected shipment of fireworks.

SCENE: CRIMSON GUARD HEADQUARTERS (OPTIONAL)

This is a heavily fortified building made of the same smooth black stone as the city walls. Efrete and tiefling guards in military garb patrol the area around the main compound. The guards are excited about an arena tournament, where the Calimshite Meridius, a crowd favorite, will be fighting for his freedom. The PCs can observe the building and find weak points in the structure (Dungeoneering moderate check) as well as the patrol schedule (Perception moderate check). PCs who do this gain a benefit in Encounter 3B.

SCENE: EVALLIS, TIEFLING MERCHANT (USE IF PCs ARE HAVING DIFFICULTIES)

If the PCs are having trouble or appear lost, a tall, thin, middle-aged tiefling approaches the group and offers to sell them a number of copper pots and other trinkets. Evallis is a member of the Brotherhood of Bonded Escape and knows PCs who played CALI3-2. He does what he can to aid the PCs while they are in the city. He can inform the PCs about Meridius and the plight of the slaves forced to fight in the arena. Those who played CALI3-2 are also informed that Najwa, the female tiefling who aided them during that mission is now one of the slaves forced to fight in the arena.

SCENE: SA'RIK, GOBLIN BOOKIE (OPTIONAL)

This particularly fast-talking, shifty-looking goblin can either be found in the grand bazaar or some street corner standing on top of a small crate. He loudly advertises that he is taking bets on Meridius surviving the grand tournament. A wager of 200 gp is at get 3:2 odds for the Calimshite's survival.

If a PC bets (or considers betting) with him, a Moderate DC Insight check reveals that he is intending to abscond with the PC's money. If the PCs confront him, a moderate DC Intimidate check gets him to return the money, and give a tip about one of the arena combatants. The PCs gain +5 to damage rolls against one enemy of their choosing within the Memnon arena.

SCENE: PLANTING FALSE EVIDENCE (OPTIONAL)

At some point, the PCs may want to start their own rumors, presumably that there are Calimport agents sneaking around the city, up to all sorts of mischief. (Bluff or Streetwise moderate DC) As they continue

talking with residents of the city, they should hear the results of this success.

For example, the PCs are trading rumors back and forth with a citizen. Most of the rumors are clearly false or exaggerated, but then a young halfling named Lydia chimes in.

"There's a crazy rumor going around that enemies of Memnon have spies in the city. Some say it's Calimport, but I overheard a conversation that they were talking about spies from somewhere else. Delightfully ridiculous, isn't it?"

Lydia does not remember where she heard the rumors.

TROUBLESHOOTING

It is possible that the PCs might take the information given and come up with a different plan altogether than what the adventure presents. Depending on how much time you have and how comfortable you are at adlibbing you could run a short skill challenge to handle the extra challenge.

Another method to handle this is when the PCs go to tell Ma'Mun about the opportunities they have determined for the NPC to gently nudge them back on track, or simply assigned the "nonstandard option" to the second team.

ENDING THE ENCOUNTER

The encounter ends when the PCs have learned of the two opportunities and return to Ma'Mun with a plan. If they plan to start a slave revolt at the arena, continue with Encounter 2A; if they plan to steal the fireworks to blow up a building, continue with Encounter 3. Ma'Mun informs the PCs that the other team from Almraiven can do the other task.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 2A: IN THIS TOGETHER

IMPORTANT NPCs

Ember: arena master; fire genasi

Craw: gladiator trainer; goliath male

Meridius: gladiator slave; human male native of Calimport

Najwa: gladiator slave; tiefling female, agent of Ala'Ammar

The PCs are presented at the arena as visiting gladiators to participate in the tournament. Ember, a short fire genasi and the arena master, introduces them to the gladiator trainer, a sullen-looking goliath named Craw. He is constantly yelling at the gladiators, pushing them to train harder and fight better. Craw escorts the PCs to the slave pens where the other gladiators and slaves are preparing.

The slave pens are sparsely furnished. There is one large table, and a number of straw pallets used for bedding. Standing around the table are a number of gladiators; some of them look tough and ready to fight while others are more haggard. Most of them are heavily scarred. Meridius steps forward and addresses the PCs.

A large muscular man sporting several tattoos speaks to you. "So, the rumors are true? We had heard there were newcomers to the arena, fresh meat for the fearsome Horde. Or perhaps you are champion material, and can convince Ember to die by my sword instead?"

MERIDIUS

Use the following as guidelines as the PCs talk with Meridius. The PCs' task is to convince Meridius to break out of the arena and lead the others here in a revolt.

- One of his tattoos identifies him as a Calimport slave, and another is similar to the holy symbol of the dead god Tyr.
- Meridius is a proud warrior and not afraid to 'trash talk'. If the PCs show sufficient spirit, he quickly warms up to them.
- While they talk, make it clear that all of the other gladiators respect him and look to him for guidance.
- Meridius informs them that when he wins the tournament, the purse is large enough for him to buy his freedom.
- He suspects Ember plans to stack the deck so that he and his team of gladiators die to the Horde in the finale.

- The Horde is several waves of fearsome reptiles, including a huge desert worm at the end.

SKILL CHECKS: MERIDIUS THE LEADER

Run a brief skill challenge (ideally 1 success per PC) to convince Meridius to consider leading a slave revolt. Allow the PCs to describe their actions. The PCs could appeal to his sense of duty to his fellow slaves, try to convince him that Ember is lying, or use Najwa (see below). Bluff, Diplomacy, Intimidate, and Religion are all likely choices for skill checks.

A Hard DC counts as a success. If the PC succeeds at a Moderate DC, count it as a success, but the gladiators haze the PC in an initiation ritual, costing the PC a healing surge. If the PC does not meet a Moderate DC, they lose a healing surge as above, and they do not earn a success.

Once the PCs reach 4 successes, Meridius is persuaded to consider leading the slaves in revolt instead of simply leaving the arena.

NAJWA

Najwa is a slave in the arena. In her brief time here, she and Meridius have fallen for each other. Meridius does not talk about her, but if the PCs talk to Najwa long enough they are able to pick up on the fact that there is something between the two of them. They may be able to use this to their advantage while trying to convince Meridius to free the slaves, particularly if Najwa already knows one or more PCs.

Najwa is a tiefling agent of Ala'Ammar captured by the Crimson Guard about 4 tendays ago. PCs could use their prior knowledge of her or their connection to the Brotherhood of Bonded Escape (CALI05 story award) to influence her.

This tactic may backfire if not handled delicately. Najwa is conflicted. While she would love nothing more for her, Meridius, and the rest of the slaves to gain their freedom, she is concerned for Meridius' safety in the event of his capture and identification as the leader of a slave revolt. A Moderate DC Diplomacy check with Najwa counts as 1 success (2 with a Hard DC) towards convincing Meridius.

THE HORDE

The main obstacle that could stop Meridius from leading the other slaves to freedom is the Horde. His chances of defeating all of the monsters are slim, and despite his pride, he admits this.

There is a solution. If the PCs face the Horde in the semi-finals and defeat it, Ember will be robbed of his finale, and the slaves and gladiators then turn to Meridius for leadership.

THE TOURNAMENT

When they get his agreement, Meridius explains that the PCs' role in the tournament is tricky. If Ember is stacking the bracket, they need to be canny about how they win. They also need to get the crowd on their side.

Ember is stacking the bracket. At the start of the tournament, the Horde is top-seeded and Meridius and his men are seeded second. If the PCs easily defeat the competition in early rounds, they become the favorites and Meridius and his team would be pitted against the Horde in a semi-final round (2 versus 3), with the winner facing the PCs.

In order to face Meridius in the finals, and earn the respect of the crowd by defeating the Horde, the PCs need to position themselves as the fourth seed. To do that, they need to squeak out victories against opponents they could otherwise easily handle.

In the first round, the PCs are pitted against dire animals. They then advance to face a team of dragonborn gladiators. Allow the PCs to narrate how they defeat these opponents. However, keep an eye on the time, do not let this drag out.

To represent the slim victories the PCs need, they must let their opponents land some hits.

SKILL CHECK: LOSING WELL

Simulate the early rounds of the tournament and the PCs goal of only just defeating the other gladiators by using the PCs skills (one check per PC). While the PCs win each combat round, they must make it appear that they are having a difficult time. Allow the PCs to describe their actions as cinematically as possible. Acrobatics to spend time dodging attacks, Bluff to look less competent, or Endurance to absorb some solid blows are just a few possible strategies. They need not all use the same skill.

A Hard DC counts as a total success. If the PC succeeds at a Moderate DC, they lose a healing surge. At an Easy DC, they lose 2 healing surges or a healing surge and a daily attack or utility power. Below an Easy DC, they lose 2 healing surges and a daily attack or utility power.

THE CROWD

Gladiators know that the edge to victory and survival is getting the crowd behind you. The crowd views the PCs as mercenary outsiders and a threat to their favorite, so they take an initial position of hostile towards the PCs. When the crowds are hostile the PCs find their ability to absorb damage (use healing surges) or extended effort (use Action Points) is hampered (they cannot use either).

The PCs can try to win over the crowd during the preliminary rounds. If they spend a total number of

healing surges equal to the number of PCs, they can improve the crowd's impression of them.

They can do this a twice during the early rounds of combat, each time improving the crowd to unfriendly, to neutral, This sets the crowd's initial reaction to the PCs for the beginning of Encounter 2B.

Let the PCs know that they are additional opportunities to influence the crowd during the next encounter that do not necessitate the expenditure of healing surges.

ENDING THE ENCOUNTER

The encounter ends when the PCs have convinced Meridius to lead a slave revolt, get through the preliminary rounds, and spend any optional resources to get the crowd on their side.

The semi-final pairings are announced. Meridius' team defeats the third seed (another mercenary band of gladiators from Mintar fighting for the glory of Bane) and advances to the finals. The PCs enter the arena to face the Horde in a Ring of Fire match.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

The PCs win 500 / 900 / 1800 / 3500 / 5000 gp each in prize money and wagers during the preliminary rounds.

ENCOUNTER 2B: RING OF FIRE

ENCOUNTER LEVEL SPECIAL (8200 / 12400 / 17200 / 24800 / 34800 XP)

CREATURES

This encounter includes the following creatures at all Adventure Levels:

- 4 thornspike eviscerators (E)
- 3 silk wyrm elders (burrow from the sand)
- 2 Memnon flamespewers (burrow from the sand)
- 1 great sandworm (burrow from the sand)

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 eviscerator and 1 flamespewer.

Six PCs: Add 1 elder and 1 flamespewer.

WAVES

The monsters in this encounter are released in waves. Ember is stacking the bracket, and he wants an entertaining fight! If the PCs are doing well, he releases the next wave ahead of schedule. If they are having difficulty, he delays the release of the next wave.

- Wave 1: The thornspike eviscerators begin on the map and roll initiative normally.
- Wave 2: When there is one eviscerator left or two for 6 PCs (count a bloodied eviscerator as half), the elders are released. They burrow up from the sand and act at the end of the current creature's turn.
- Wave 3: When there are two monsters left (count bloodied monsters as half each), he releases the flamespewers, which act at the end of the current creature's turn.
- Wave 4: When there are three monsters left (count bloodied monsters as half each), or two monsters for 4 PCs, he releases the great sandworm, which acts at the end of the current creature's turn.

SETUP

In this encounter, the PCs fight against several desert beasts. The PCs start spread out on the map on the smaller patches of grey stone. After the PCs are placed, the thornspike eviscerators are released. Roll initiative. The other creatures enter the battlefield (and act immediately) during the combat as they are released

(they are considered delaying until they are released to act).

THE CROWD

Getting the crowd on your side is the key to winning an arena match. A hostile crowd can be disheartening, while a cheering crowd can be inspiring. To represent this, use the following modifiers for the PCs, based on the crowd's impression of them from the end of Encounter 2A. Tell the PCs the benefits and penalties for each crowd category.

- **Hostile:** PCs cannot spend action points or healing surges.
- **Unfriendly:** PCs cannot spend action points.
- **Neutral:** no effect
- **Friendly:** Each PC may spend up to 2 healing surges (no action, occurs immediately).
- **Helpful:** Each PC may recover one encounter power.

Note that the crowd's attitude is towards the team of PCs, and not any one individual. The benefits for friendly and helpful only trigger the first time the crowd reaches that level.

Once per turn, a PC can try to improve the crowd's position by making a Diplomacy or Intimidate check. If a PC has a good justification to use a different skill to appeal to the crowd, allow them to attempt the other skill once.

Diplomacy/Intimidate [minor action]

The PC is especially likeable or terrifying, and some members of the crowd begin cheering wildly for their victory.

With a Moderate DC, score 1 crowd point; for a Hard DC, score 2 crowd points. On a failure, deduct 1 crowd point.

Diplomacy/Intimidate [standard action]

The PC is especially likeable or terrifying, and some members of the crowd begin cheering wildly for their victory.

With an Easy DC, score 1 crowd point; for a Moderate DC, score 2 crowd points; for a Hard DC, score 3 crowd points. On a failure, deduct 1 crowd point.

Each time the PCs accumulate a number of crowd points equal to the number of PCs, the crowd's impression of their team improves one category. If the PCs have negative points from a failure, the crowd is

treated as one category worse until positive points cancel the failure.

FEATURES OF THE AREA

The Ring of Fire: All of the walls of the arena are covered in magical fire. If a creature is forced into a wall it takes 15 points of fire damage. No creature can take this damage more than once per turn.

Blood Rock: The gray stone tiles represent blood rock. A creature in a square of blood rock scores a critical hit on 19-20.

Arena: The arena is warded during matches to keep the crowd safe and the combat entertaining. Once in the arena, no creature can burrow under the ground and all creatures (including PCs) have an altitude limit 1.

TACTICS

The thornspike eviscerators attempt to use *whirling bladestorm* to attack as many PCs as possible. They do not target the wyrms or the sandworm, but the eviscerator's aura still damages them. They try to position themselves so that PCs are within their aura.

The silk wyrm elders use *mesmerizing dread* on whichever PC looks weakest, following up with a *bite* attack. They use *shadow form* as soon as they have a spare minor action to do so, resuming normal form when they are next able to attack. If a wyrm is damaged, it uses *feed*. The wyrms try to stay out of the eviscerator's aura if they can do so and still attack a PC.

The flamespewers target as many of the PCs as possible, and ignore targets that appear resistant to fire.

The great sandworm opens with *psionic detonation* to move PCs closer, and then uses *psionic erosion*, *lashing body*. It does not consider the other monsters in the Horde as enemies.

None of the creatures voluntarily go near the firewall, and attempt to move towards the center of the arena.

ENDING THE ENCOUNTER

Meridius and his men are led out for the finale. The fire wall is turned off, and Ember comes to the center of the arena to announce that this fight is to the death. He allows each team to give their final words to the crowd, for posterity.

The PCs may speak first. Allow them to address the crowd. You may need to remind them of their mission. Allow them to be the focus of the scene.

Meridius makes a minimal speech, following the PCs' lead. If the PCs have laid the groundwork, his speech could be as simple as raising his sword and

shouting "For Calimport!" Otherwise, he can give a brief statement about the end of oppression and Calimport pride.

If Ember is alive at this point, Meridius stabs and kills him. This death of Ember is the spark the slaves need to rise up against their masters. The slaves in the stands improvise weapons and turn on their masters as others storm out of the pens into the crowd. In the chaos, the PCs can easily slip away. Continue with Encounter 4.

MILESTONE

The combination of skill checks and creatures in this encounter counts as a full milestone.

EXPERIENCE

With the accomplishment of this encounter the PCs have achieved one of the major objectives.

TREASURE

While the escaped slaves are running rampant, one of the PCs can find a *savage weapon* +3 [AL12-14], or +4 [AL16-20] and *burning gauntlets* [AL 12-14], or *lightning reflex gloves* [AL 16-20].

ENCOUNTER 2B: RING OF FIRE (ADVENTURE LEVEL 12)

3-4 Thornspike Eviscerator	Level 11 Brute
Large natural magical beast (reptile)	XP 600
HP 142; Bloodied 71	Initiative +11
AC 25 Fortitude 26, Reflex 25, Will 23	Perception +5
Immune disease, poison, sleep	Darkvision
Speed 6	
TRAITS	
Tunnel Fighting	
An eviscerator takes no penalty to attack rolls while squeezing and does not grant combat advantage while squeezing.	
O Whirling Blades • Aura 2	
Creatures that starts their turn in the aura takes 10 damage.	
STANDARD ACTIONS	
m Eviscerating Spike • At-Will	
Attack: Melee 2 (one creature); +14 vs. AC	
Hit: 2d12 + 13 damage (crit 2d12 + 37).	
C Whirling Thornstorm • Recharge 6	
Attack: Close burst 2 (enemies in burst); +14 vs. AC	
Hit: 2d12 + 9 damage (crit 2d12 + 33).	
Str 25 (+12) Dex 22 (+11) Wis 10 (+5)	
Con 22 (+11) Int 1 (+0) Cha 3 (+1)	
Alignment unaligned Languages -	

Note: Reskinned/updated slaughterstone eviscerator

3-4 Silk Wyrms Elder	Level 12 Skirmisher
Large natural magical beast (reptile)	XP 700
HP 109; Bloodied 54	Initiative +15
AC 26, Fortitude 24, Reflex 26, Will 23	Perception +16
Speed 6, burrow 6 (loose earth only)	Low-light vision
Saving Throws +5 against immobilized or slowed	
TRAITS	
Blood Scent	
The elder's attacks against bloodied creatures ignore concealment.	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 1d10 + 4 poison damage, and the target is slowed (save ends).	
First Failed Saving Throw: The target is immobilized (save ends).	
Second Failed Saving Throw: The target is also helpless (save ends).	
M Feed (healing) • Recharge when first bloodied	
Attack: Melee 2; +15 vs. Fortitude	
Hit: 5d10 + 4 damage. The target loses a healing surge, and the elder regains 10 hit points.	
MOVE ACTIONS	
Serpent Strike • At-Will	
Effect: The elder shifts half its speed.	
MINOR ACTIONS	
C Mesmerizing Dread (fear, psychic) • At-Will (1/round)	
Attack: Close burst 5 (one creature in burst); +15 vs. Will	
Hit: 1d10 + 4 psychic damage, and the elder slides the target 3 squares. The target takes a -2 penalty to all defenses until the end of the elder's next turn.	
Shadow Form • Recharge when first bloodied	
Effect: The elder becomes insubstantial and is phasing. While in this form, the elder gains a +5 bonus to stealth checks, but is weakened. It can resume its normal form as a free action.	
Skills Stealth +18	
Str 20 (+11) Dex 24 (+13) Wis 20 (+11)	
Con 20 (+11) Int 8 (+5) Cha 18 (+10)	

Note: Replaced fly with burrow.

2-3 Memnon Flamespewer		Level 12 Artillery
Large natural magical beast (reptile)		XP 700
HP 97; Bloodied 48		Initiative +8
AC 24 Fortitude 24, Reflex 22, Will 22		Perception +8
Resist fire 20		low-light vision
Speed 6, burrow 6		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 3d6 + 10 damage and the target takes 5ongoing fire damage (save ends).		
R Flame Spew (fire) • At-Will		
Attack: Ranged 12 (one creature); +17 vs. Reflex		
Hit: 3d6 + 10 damage and the target takes 5ongoing fire damage (save ends).		
B Flaming Burst (fire) • Recharge 5, 6		
Attack: Area burst 2 within 10 (enemies in burst); +19 vs. Reflex		
Hit: 3d6 + 12 damage and the target takes 5ongoing fire damage (save ends).		
Miss: Half damage and the target takes 5 ongoing fire damage (saves ends).		
Str 18 (+10)	Dex 14 (+8)	Wis 14 (+8)
Con 19 (+10)	Int 2 (+2)	Cha 8 (+5)
Alignment unaligned	Languages -	

Note: Reskinned/updated redspawn flamespewer

Great Sandworm		Level 13 Elite Brute
Huge natural beast		XP 1600
HP 328; Bloodied 164		Initiative +9
AC 25, Fortitude 26, Reflex 23, Will 25		Perception +11
Speed 8, burrow 6 (loose earth only), climb 8		Darkvision
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
m Bite (poison) • At-Will		
Attack: Melee 2 (one creature); +18 vs. AC		
Hit: 3d8 + 8 damage plus 2d8 poison damage.		
C Legs of the Sandworm • At-Will		
Attack: Close burst 2 (enemies in burst); +18 vs. AC		
Hit: 3d8 + 8 damage.		
C Psionic Erosion (psychic) • Encounter		
Attack: Close blast 5 (enemies in burst); +16 vs. Fortitude		
Hit: 3d6 + 7 psychic damage, and ongoing 10 psychic damage (save ends). <i>Aftereffect</i> : 10 psychic damage.		
Miss: Half damage.		
MINOR ACTIONS		
m Lashing Body • Recharge 5-6		
Attack: Melee 2 (one creature); +18 vs. AC		
Hit: 3d6 + 7 damage.		
A Psionic Detonation (force, psychic) • Recharge if the power misses every target		
Attack: Area burst 1 within 5 (enemies in burst); +16 vs. Fortitude		
Hit: 3d8 + 8 psychic and force damage, and the sandworm slides the target 3 squares.		
TRIGGERED ACTIONS		
M Psionic Augmentation (psychic) • Recharge when first bloodied		
<i>Trigger</i> : The sandworm hits with <i>bite</i> or <i>lashing body</i> .		
<i>Effect (Free Action)</i> : The attack deals 3d6 extra damage.		
Str 20 (+11)	Dex 17 (+9)	Wis 21 (+11)
Con 24 (+13)	Int 1 (+1)	Cha 15 (+8)

Note: Reskinned megapede.

ENCOUNTER 2B: RING OF FIRE (ADVENTURE LEVEL 14)

2-4 Thornspike Eviscerator	Level 14 Brute
Large natural magical beast (reptile)	XP 1000
HP 172; Bloodied 86	Initiative +13
AC 28 Fortitude 29, Reflex 28, Will 26	Perception +7
Immune disease, poison, sleep	Darkvision
Speed 6	
TRAITS	
Tunnel Fighting	
An eviscerator takes no penalty to attack rolls while squeezing and does not grant combat advantage while squeezing.	
O Whirling Blades • Aura 2	
Creatures that starts their turn in the aura takes 10 damage.	
STANDARD ACTIONS	
m Eviscerating Spike • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 2d12 + 16 damage (crit 2d12 + 40).	
C Whirling Thornstorm • Recharge 6	
Attack: Close burst 2 (enemies in burst); +17 vs. AC	
Hit: 2d12 + 12 damage (crit 2d12 + 36).	
Str 25 (+14) Dex 22 (+13) Wis 10 (+7)	
Con 22 (+13) Int 1 (+2) Cha 3 (+3)	
Alignment unaligned Languages -	

Note: Reskinned/updated slaughterstone eviscerator from.

1-3 Silk Wyrms Elder	Level 14 Skirmisher
Large natural magical beast (reptile)	XP 1000
HP 125; Bloodied 62	Initiative +16
AC 28, Fortitude 26, Reflex 28, Will 25	Perception +17
Speed 6, burrow 6 (loose earth only)	Low-light vision
Saving Throws +5 against immobilized or slowed	
TRAITS	
Blood Scent	
The elder's attacks against bloodied creatures ignore concealment.	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 2d10 + 6 poison damage, and the target is slowed (save ends).	
First Failed Saving Throw: The target is immobilized (save ends).	
Second Failed Saving Throw: The target is also helpless (save ends).	
M Feed (healing) • Recharge when first bloodied	
Attack: Melee 2; +17 vs. Fortitude	
Hit: 5d10 + 6 damage. The target loses a healing surge, and the elder regains 15 hit points.	
MOVE ACTIONS	
Serpent Strike • At-Will	
Effect: The elder shifts half its speed.	
MINOR ACTIONS	
C Mesmerizing Dread (fear, psychic) • At-Will (1/round)	
Attack: Close burst 5 (one creature in burst); +17 vs. Will	
Hit: 1d10 + 6 psychic damage, and the elder slides the target 3 squares. The target takes a -2 penalty to all defenses until the end of the elder's next turn.	
Shadow Form • Recharge when first bloodied	
Effect: The elder becomes insubstantial and is phasing. While in this form, the elder gains a +5 bonus to stealth checks, but is weakened. It can resume its normal form as a free action.	
Skills Stealth +19	
Str 20 (+12) Dex 24 (+14) Wis 20 (+12)	
Con 20 (+12) Int 8 (+6) Cha 18 (+11)	

Note: Replaced fly with burrow.

2-4 Memnon Flamespewer	Level 14 Artillery
Large natural magical beast (reptile)	XP 1000
HP 109; Bloodied 54	Initiative +9
AC 26 Fortitude 26, Reflex 24, Will 24	Perception +9
Resist fire 20	low-light vision
Speed 6, burrow 6	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d6 + 12 damage and the target takes 5 ongoing fire damage (save ends).	
R Flame Spew (fire) • At-Will	
Attack: Ranged 12 (one creature); +17 vs. Reflex	
Hit: 3d6 + 12 damage and the target takes 5 ongoing fire damage (save ends).	
B Flaming Burst (fire) • Recharge 5, 6	
Attack: Area burst 2 within 10 (enemies in burst); +19 vs. Reflex	
Hit: 3d8 + 12 damage and the target takes 5 ongoing fire damage (save ends).	
Miss: Half damage and the target takes 5 ongoing fire damage (saves ends).	
Str 18 (+11)	Dex 14 (+9)
Con 19 (+11)	Int 2 (+3)
	Wis 14 (+8)
	Cha 8 (+6)
Alignment unaligned	Languages -

Note: Reskinned/updated redspawn flamespewer

Great Sandworm	Level 15 Elite Brute
Huge natural beast	XP 2400
HP 368; Bloodied 184	Initiative +10
AC 27, Fortitude 28, Reflex 25, Will 27	Perception +12
Speed 8, burrow 6 (loose earth only), climb 8	Darkvision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 3d8 + 10 damage plus 2d8 poison damage.	
C Legs of the Sandworm • At-Will	
Attack: Close burst 2 (enemies in burst); +20 vs. AC	
Hit: 3d8 + 10 damage.	
C Psionic Erosion (psychic) • Encounter	
Attack: Close blast 5 (enemies in burst); +18 vs. Fortitude	
Hit: 3d6 + 9 psychic damage, and ongoing 10 psychic damage (save ends). <i>Aftereffect</i> : 10 psychic damage.	
Miss: Half damage.	
MINOR ACTIONS	
m Lashing Body • Recharge 5-6	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 3d6 + 9 damage.	
A Psionic Detonation (force, psychic) • Recharge if the power misses every target	
Attack: Area burst 1 within 5 (enemies in burst); +18 vs. Fortitude	
Hit: 3d8 + 10 psychic and force damage, and the sandworm slides the target 3 squares.	
TRIGGERED ACTIONS	
M Psionic Augmentation (psychic) • Recharge when first bloodied	
<i>Trigger</i> : The sandworm hits with <i>bite</i> or <i>lashing body</i> .	
<i>Effect (Free Action)</i> : The attack deals 3d6 extra damage.	
Str 20 (+12)	Dex 17 (+10)
Con 24 (+14)	Int 1 (+2)
	Wis 21 (+12)
	Cha 15 (+9)

Note: Reskinned megapede.

ENCOUNTER 2B: RING OF FIRE (ADVENTURE LEVEL 16)

2-4 Thornspike Eviscerator	Level 16 Brute
Large natural magical beast (reptile)	XP 1400
HP 192; Bloodied 96	Initiative +14
AC 30, Fortitude 31, Reflex 30, Will 28	Perception +8
Immune disease, poison, sleep	Darkvision
Speed 6	
TRAITS	
Tunnel Fighting	
An eviscerator takes no penalty to attack rolls while squeezing and does not grant combat advantage while squeezing.	
O Whirling Blades • Aura 2	
Creatures that starts their turn in the aura takes 10 damage.	
STANDARD ACTIONS	
m Eviscerating Spike • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 2d12 + 18 damage (crit 2d12 + 42).	
C Whirling Thornstorm • Recharge 6	
Attack: Close burst 2 (enemies in burst); +19 vs. AC	
Hit: 2d12 + 14 damage (crit 2d12 + 38).	
Str 25 (+15) Dex 22 (+14) Wis 10 (+8)	
Con 22 (+14) Int 1 (+3) Cha 3 (+4)	
Alignment unaligned Languages -	

Note: Reskinned/updated slaughterstone eviscerator.

1-3 Silk Wyrms Elder	Level 16 Skirmisher
Large natural magical beast (reptile)	XP 1400
HP 141; Bloodied 70	Initiative +17
AC 30, Fortitude 28, Reflex 30, Will 27	Perception +18
Speed 6, burrow 6 (loose earth only)	Low-light vision
Saving Throws +5 against immobilized or slowed	
TRAITS	
Blood Scent	
The elder's attacks against bloodied creatures ignore concealment.	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 1d10 + 8 poison damage, and the target is slowed (save ends).	
First Failed Saving Throw: The target is immobilized (save ends).	
Second Failed Saving Throw: The target is also helpless (save ends).	
M Feed (healing) • Recharge when first bloodied	
Attack: Melee 2; +19 vs. Fortitude	
Hit: 5d10 + 8 damage. The target loses a healing surge, and the elder regains 15 hit points.	
MOVE ACTIONS	
Serpent Strike • At-Will	
Effect: The elder shifts half its speed.	
MINOR ACTIONS	
C Mesmerizing Dread (fear, psychic) • At-Will (1/round)	
Attack: Close burst 5 (one creature in burst); +19 vs. Will	
Hit: 1d10 + 8 psychic damage, and the elder slides the target 3 squares. The target takes a -2 penalty to all defenses until the end of the elder's next turn.	
Shadow Form • Recharge when first bloodied	
Effect: The elder becomes insubstantial and is phasing. While in this form, the elder gains a +5 bonus to stealth checks, but is weakened. It can resume its normal form as a free action.	
Skills Stealth +20	
Str 20 (+13) Dex 24 (+15) Wis 20 (+13)	
Con 20 (+13) Int 8 (+7) Cha 18 (+12)	

Note: Replaced fly with burrow

2-4 Memnon Flamespewer	Level 16 Artillery
Large natural magical beast (reptile)	XP 1400
HP 121; Bloodied 60	Initiative +10
AC 28 Fortitude 28, Reflex 26, Will 26	Perception +10
Resist fire 20	low-light vision
Speed 6, burrow 6	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 11 damage and the target takes 5 ongoing fire damage (save ends).	
R Flame Spew (fire) • At-Will	
Attack: Ranged 12 (one creature); +21 vs. Reflex	
Hit: 3d8 + 11 damage and the target takes 5 ongoing fire damage (save ends).	
B Flaming Burst (fire) • Recharge 5, 6	
Attack: Area burst 2 within 10 (enemies in burst); +23 vs. Reflex	
Hit: 3d8 + 14 damage and the target takes 5 ongoing fire damage (save ends).	
Miss: Half damage and the target takes 5 ongoing fire damage (saves ends).	
Str 18 (+12)	Dex 14 (+10)
Con 19 (+12)	Int 2 (+4)
	Wis 14 (+10)
	Cha 8 (+7)
Alignment unaligned	Languages -

Note: Reskinned/updated redspawn flamespewer

Great Sandworm	Level 17 Elite Brute
Huge natural beast	XP 3200
HP 408; Bloodied 204	Initiative +11
AC 29, Fortitude 30, Reflex 27, Will 29	Perception +13
Speed 8, burrow 6 (loose earth only), climb 8	Darkvision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 4d8 + 8 damage plus 2d8 poison damage.	
C Legs of the Sandworm • At-Will	
Attack: Close burst 2 (enemies in burst); +22 vs. AC	
Hit: 4d8 + 8 damage.	
C Psionic Erosion (psychic) • Encounter	
Attack: Close blast 5 (enemies in burst); +20 vs. Fortitude	
Hit: 4d6 + 8 psychic damage, and ongoing 10 psychic damage (save ends). <i>Aftereffect</i> : 10 psychic damage.	
Miss: Half damage.	
MINOR ACTIONS	
m Lashing Body • Recharge 5-6	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 4d6 + 8 damage.	
A Psionic Detonation (force, psychic) • Recharge if the power misses every target	
Attack: Area burst 1 within 5 (enemies in burst); +20 vs. Fortitude	
Hit: 4d8 + 8 psychic and force damage, and the sandworm slides the target 3 squares.	
TRIGGERED ACTIONS	
M Psionic Augmentation (psychic) • Recharge when first bloodied	
<i>Trigger</i> : The sandworm hits with <i>bite</i> or <i>lashing body</i> .	
<i>Effect (Free Action)</i> : The attack deals 3d6 extra damage.	
Str 20 (+13)	Dex 17 (+11)
Con 24 (+15)	Int 1 (+3)
	Wis 21 (+13)
	Cha 15 (+10)

Note: Reskinned megapede.

ENCOUNTER 2B: RING OF FIRE (ADVENTURE LEVEL 18)

2-4 Thornspike Eviscerator	Level 18 Brute
Large natural magical beast (reptile)	XP 2000
HP 212; Bloodied 106	Initiative +15
AC 32, Fortitude 33, Reflex 32, Will 30	Perception +9
Immune disease, poison, sleep	Darkvision
Speed 6	
TRAITS	
Tunnel Fighting	
An eviscerator takes no penalty to attack rolls while squeezing and does not grant combat advantage while squeezing.	
O Whirling Blades • Aura 2	
Creatures that starts their turn in the aura takes 10 damage.	
STANDARD ACTIONS	
m Eviscerating Spike • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 2d12 + 20 damage (crit 2d12 + 44).	
C Whirling Thornstorm • Recharge 6	
Attack: Close burst 2 (enemies in burst); +21 vs. AC	
Hit: 2d12 + 16 damage (crit 2d12 + 40).	
Str 25 (+16) Dex 22 (+15) Wis 10 (+9)	
Con 22 (+15) Int 1 (+4) Cha 3 (+5)	
Alignment unaligned Languages -	

Note: Reskinned/updated slaughterstone eviscerator.

1-3 Silk Wyrms Elder	Level 18 Skirmisher
Large natural magical beast (reptile)	XP 2000
HP 157; Bloodied 78	Initiative +18
AC 32, Fortitude 30, Reflex 32, Will 29	Perception +19
Speed 6, burrow 6 (loose earth only)	Low-light vision
Saving Throws +5 against immobilized or slowed	
TRAITS	
Blood Scent	
The elder's attacks against bloodied creatures ignore concealment.	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 1d10 + 10 poison damage, and the target is slowed (save ends).	
First Failed Saving Throw: The target is immobilized (save ends).	
Second Failed Saving Throw: The target is also helpless (save ends).	
M Feed (healing) • Recharge when first bloodied	
Attack: Melee 2; +21 vs. Fortitude	
Hit: 5d10 + 10 damage. The target loses a healing surge, and the elder regains 20 hit points.	
MOVE ACTIONS	
Serpent Strike • At-Will	
Effect: The elder shifts half its speed.	
MINOR ACTIONS	
C Mesmerizing Dread (fear, psychic) • At-Will (1/round)	
Attack: Close burst 5 (one creature in burst); +21 vs. Will	
Hit: 1d10 + 10 psychic damage, and the elder slides the target 3 squares. The target takes a -2 penalty to all defenses until the end of the elder's next turn.	
Shadow Form • Recharge when first bloodied	
Effect: The elder becomes insubstantial and is phasing. While in this form, the elder gains a +5 bonus to stealth checks, but is weakened. It can resume its normal form as a free action.	
Skills Stealth +21	
Str 20 (+14) Dex 24 (+16) Wis 20 (+14)	
Con 20 (+14) Int 8 (+8) Cha 18 (+13)	

Note: Replaced fly with burrow

2-4 Memnon Flamespewer		Level 18 Artillery
Large natural magical beast (reptile)		XP 2000
HP 133; Bloodied 66		Initiative +11
AC 30 Fortitude 30, Reflex 28, Will 28		Perception +11
Resist fire 20		low-light vision
Speed 6, burrow 6		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 3d8 + 13 damage and the target takes 5 ongoing fire damage (save ends).		
R Flame Spew (fire) • At-Will		
Attack: Ranged 12 (one creature); +23 vs. Reflex		
Hit: 3d8 + 13 damage and the target takes 5 ongoing fire damage (save ends).		
B Flaming Burst (fire) • Recharge 5, 6		
Attack: Area burst 2 within 10 (enemies in burst); +25 vs. Reflex		
Hit: 4d6 + 15 damage and the target takes 5 ongoing fire damage (save ends).		
Miss: Half damage and the target takes 5 ongoing fire damage (saves ends).		
Str 18 (+13)	Dex 14 (+11)	Wis 14 (+11)
Con 19 (+13)	Int 2 (+5)	Cha 8 (+8)
Alignment unaligned	Languages -	

Note: Reskinned/updated redspawn flamespewer

Great Sandworm		Level 19 Elite Brute	
Huge natural beast		XP 4800	
HP 448; Bloodied 224		Initiative +12	
AC 31, Fortitude 32, Reflex 29, Will 31		Perception +14	
Speed 8, burrow 6 (loose earth only), climb 8		Darkvision	
Saving Throws +2; Action Points 1			
STANDARD ACTIONS			
m Bite (poison) • At-Will			
Attack: Melee 2 (one creature); +24 vs. AC			
Hit: 4d8 + 10 damage plus 2d8 poison damage.			
C Legs of the Sandworm • At-Will			
Attack: Close burst 2 (enemies in burst); +24 vs. AC			
Hit: 4d8 + 10 damage.			
Effect: The sandworm uses bite.			
C Psionic Erosion (psychic) • Encounter			
Attack: Close blast 5 (enemies in burst); +22 vs. Fortitude			
Hit: 4d6 + 10 psychic damage, and ongoing 15 psychic damage (save ends). <i>Aftereffect</i> : 15 psychic damage.			
Miss: Half damage.			
MINOR ACTIONS			
m Lashing Body • Recharge 5-6			
Attack: Melee 2 (one creature); +24 vs. AC			
Hit: 4d6 + 10 damage.			
A Psionic Detonation (force, psychic) • Recharge if the power misses every target			
Attack: Area burst 1 within 5 (enemies in burst); +22 vs. Fortitude			
Hit: 4d8 + 10 psychic and force damage, and the sandworm slides the target 3 squares.			
TRIGGERED ACTIONS			
M Psionic Augmentation (psychic) • Recharge when first bloodied			
Trigger: The sandworm hits with bite or lashing body.			
Effect (Free Action): The attack deals 4d6 extra damage.			
Str 20 (+14)	Dex 17 (+12)	Wis 21 (+14)	
Con 24 (+16)	Int 1 (+4)	Cha 15 (+11)	

Note: Reskinned megapede.

ENCOUNTER 2B: RING OF FIRE (ADVENTURE LEVEL 20)

2-4 Thornspike Eviscerator	Level 20 Brute
Large natural magical beast (reptile)	XP 2800
HP 232; Bloodied 116	Initiative +16
AC 34, Fortitude 35, Reflex 34, Will 32	Perception +10
Immune disease, poison, sleep	Darkvision
Speed 6	
TRAITS	
Tunnel Fighting	
An eviscerator takes no penalty to attack rolls while squeezing and does not grant combat advantage while squeezing.	
O Whirling Blades • Aura 2	
Creatures that starts their turn in the aura takes 10 damage.	
STANDARD ACTIONS	
m Eviscerating Spike • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 2d12 + 22 damage (crit 2d12 + 46).	
C Whirling Thornstorm • Recharge 6	
Attack: Close burst 2 (enemies in burst); +23 vs. AC	
Hit: 2d12 + 18 damage (crit 2d12 + 42).	
Str 25 (+19) Dex 22 (+16) Wis 10 (+10)	
Con 22 (+16) Int 1 (+5) Cha 3 (+6)	
Alignment unaligned Languages -	

Note: Reskinned/updated slaughterstone eviscerator.

1-3 Silk Wyrms Elder	Level 20 Skirmisher
Large natural magical beast (reptile)	XP 2800
HP 173; Bloodied 86	Initiative +19
AC 35, Fortitude 33, Reflex 35, Will 32	Perception +20
Speed 6 burrow 6 (loose earth only)	Low-light vision
Saving Throws +5 against immobilized or slowed	
TRAITS	
Blood Scent	
The elder's attacks against bloodied creatures ignore concealment.	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 1d10 + 12 poison damage, and the target is slowed (save ends).	
First Failed Saving Throw: The target is immobilized (save ends).	
Second Failed Saving Throw: The target is also helpless (save ends).	
M Feed (healing) • Recharge when first bloodied	
Attack: Melee 2; +23 vs. Fortitude	
Hit: 5d10 + 12 damage. The target loses a healing surge, and the elder regains 20 hit points.	
MOVE ACTIONS	
Serpent Strike • At-Will	
Effect: The elder shifts half its speed.	
MINOR ACTIONS	
C Mesmerizing Dread (fear, psychic) • At-Will (1/round)	
Attack: Close burst 5 (one creature in burst); +23 vs. Will	
Hit: 1d10 + 12 psychic damage, and the elder slides the target 3 squares. The target takes a -2 penalty to all defenses until the end of the elder's next turn.	
Shadow Form • Recharge when first bloodied	
Effect: The elder becomes insubstantial and is phasing. While in this form, the elder gains a +5 bonus to stealth checks, but is weakened. It can resume its normal form as a free action.	
Skills Stealth +22	
Str 20 (+15) Dex 24 (+19) Wis 20 (+15)	
Con 20 (+15) Int 8 (+9) Cha 18 (+14)	

Note: Replaced fly with burrow

2-4 Memnon Flamespewer	Level 20 Artillery
Large natural magical beast (reptile)	XP 2800
HP 145; Bloodied 72	Initiative +11
AC 32 Fortitude 32, Reflex 30, Will 30	Perception +11
Resist fire 20	low-light vision
Speed 6, burrow 6	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 3d8 + 15 damage and the target takes 5 ongoing fire damage (save ends).	
R Flame Spew (fire) • At-Will	
Attack: Ranged 12 (one creature); +25 vs. Reflex	
Hit: 3d8 + 15 damage and the target takes 5 ongoing fire damage (save ends).	
B Flaming Burst (fire) • Recharge 5, 6	
Attack: Area burst 2 within 10 (enemies in burst); +27 vs. Reflex	
Hit: 4d6 + 17 damage and the target takes 5 ongoing fire damage (save ends).	
Miss: Half damage and the target takes 5 ongoing fire damage (saves ends).	
Str 18 (+14)	Dex 14 (+12)
Con 19 (+14)	Int 2 (+6)
	Wis 14 (+12)
	Cha 8 (+9)
Alignment unaligned	Languages -

Note: Reskinned/updated redspawn flamespewer

Great Sandworm	Level 21 Elite Brute
Huge natural beast	XP 6400
HP 488; Bloodied 244	Initiative +13
AC 33, Fortitude 34, Reflex 31, Will 33	Perception +15
Speed 8, burrow 6 (loose earth only), climb 8	Darkvision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 4d8 + 12 damage plus 2d8 poison damage.	
C Legs of the Sandworm • At-Will	
Attack: Close burst 2 (enemies in burst); +26 vs. AC	
Hit: 4d8 + 12 damage.	
Effect: The sandworm uses bite.	
C Psionic Erosion (psychic) • Encounter	
Attack: Close blast 5 (enemies in burst); +24 vs. Fortitude	
Hit: 4d6 + 12 psychic damage, and ongoing 15 psychic damage (save ends). <i>Aftereffect</i> : 15 psychic damage.	
Miss: Half damage.	
MINOR ACTIONS	
m Lashing Body • Recharge 5-6	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 4d6 + 12 damage.	
A Psionic Detonation (force, psychic) • Recharge if the power misses every target	
Attack: Area burst 1 within 5 (enemies in burst); +24 vs. Fortitude	
Hit: 4d8 + 12 psychic and force damage, and the sandworm slides the target 3 squares.	
TRIGGERED ACTIONS	
M Psionic Augmentation (psychic) • Recharge when first bloodied	
Trigger: The sandworm hits with bite or lashing body.	
Effect (Free Action): The attack deals 4d6 extra damage.	
Str 20 (+15)	Dex 17 (+11)
Con 24 (+17)	Int 1 (+5)
	Wis 21 (+15)
	Cha 15 (+12)

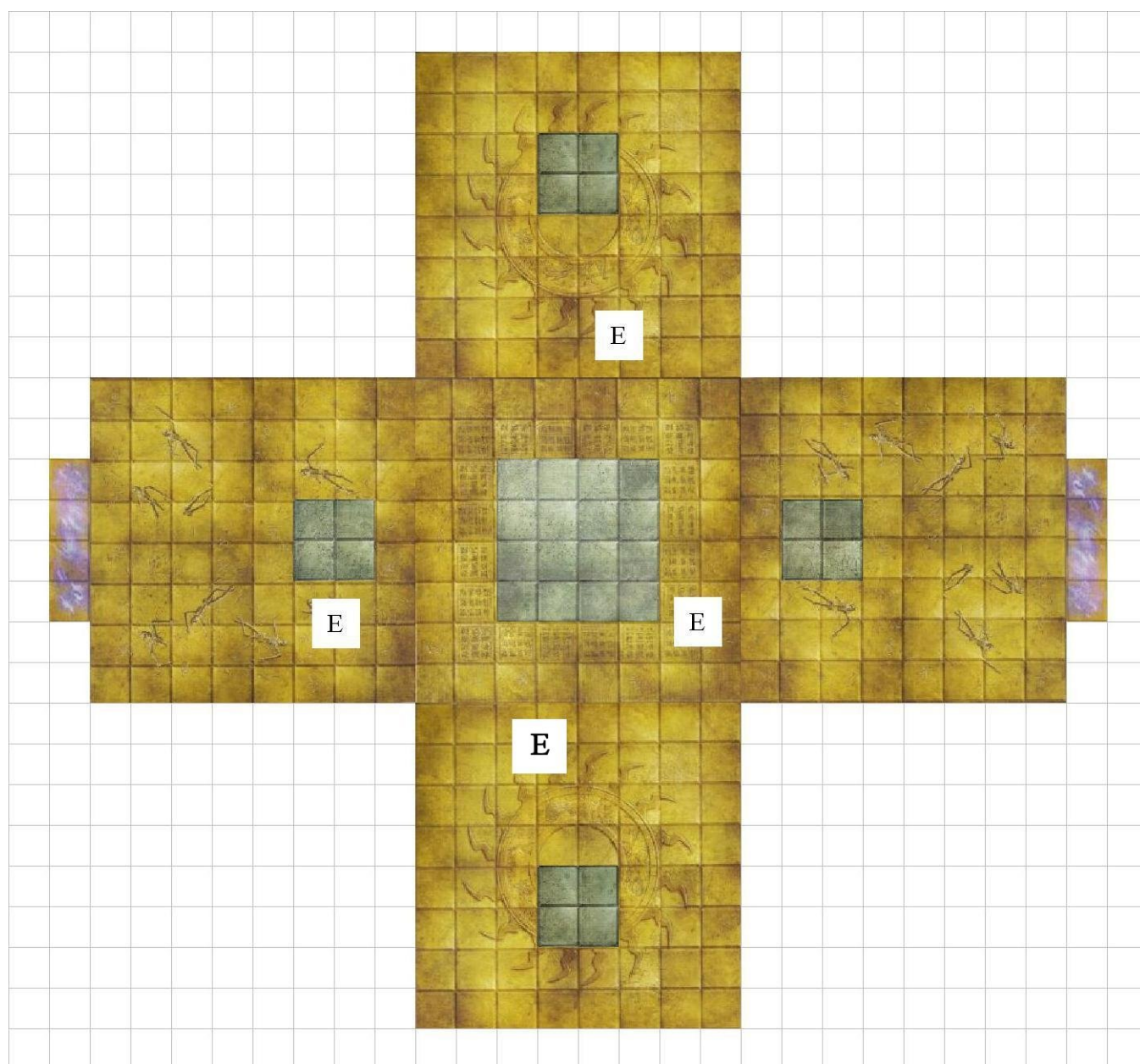
Note: Reskinned megapede.

ENCOUNTER 2B: RING OF FIRE MAP

TILE SETS NEEDED

Dungeon Tiles Master Set: The Dungeon x1

Dire Tombs DT6 x2



E= thornspike eviscerators. PCs are spread out on the map. One PC is on each of the small grey square areas. If there are 5 PCs then one PC is centered in the larger grey square area. If there are 6 PCs then two PCs are in the larger grey square area at opposite corners.

ENCOUNTER 3A: BANDITS

ENCOUNTER LEVEL SPECIAL (9400 / 12000 / 16800 / 24000 / 34600 XP)

CREATURES

This encounter includes the following creatures at all Adventure Levels:

- 3 dragonborn gladiators (D)
- 2 toil templars (T)
- 3 dark raider chargers (wave 2)
- 3 dark raider lords (wave 2)

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 dragonborn gladiator and 1 dark raider charger.

Six PCs: Add 1 toil templar and 1 dark raider lord.

SETUP

The PCs may make any preparations they need in order to ambush the caravan of alchemical supplies on its way to Memnon. Ma'Mun can provide them with two military uniforms from Calimport to wear as they attack the caravan. He suggests that they allow some survivors to escape, so that a report of who is responsible for the attack can reach the Crimson Guard. He can also provide camels for the PCs to intercept the caravan far from the city.

SKILL CHECK: DESERT SURVIVAL

Simulate the trip through the desert and their locating the caravan by running a brief skill challenge (each PC in the group makes one check) The PCs must make their way through the desert and locate the caravan. Allow the PCs to be creative in their descriptions of this task. Nature to navigate a shortcut through the desert, Perception to locate the caravan at a distance, Endurance to deal with the harsh conditions, and Heal to help with dehydration are just a few possible strategies.

A Hard DC counts as a total success. If the PC succeeds at a Moderate DC, they lose a healing surge from the harsh conditions of the desert. At an Easy DC, they lose 2 healing surges or a healing surge and a daily attack or utility power. Below an Easy DC, they lose 2 healing surges and a daily attack or utility power.

A caravan makes its way across the desert. Guards are spread out along the edges. The pack animals (camels) are tethered together in groups. Numerous casks are strapped to their backs. Each group of camels has a merchant or attendant directing them.

The PCs can choose where they are on the map when they attack. Because of the nature of an artifact that one of the merchants is carrying the PCs do not get a surprise round. When the PCs spring their attack, a merchant activates a consumable artifact they are transporting to Memnon. This artifact releases and ancient deific spirit of elemental power. During the course of the battle, the spirit swirls around the battlefield. When that event occurs the PCs hear the following:

A dark and angry voice is heard as the wind swirls around you. "Feel my wrath defilers of the sand and air. You have dared attack those I guard this day."

It begins hostile to the PCs, but they can affect its view of them. Explain the following effects to the PCs.

- The artifact negates any surprise.
- The artifact generates an aura 50.
- The artifact can be manipulated using primarily Nature and Religion.
- When activated, the PCs may sacrifice as many healing surges as they wish to the nature spirit. (They score one Nature Point per surge spent.)

THE NATURE SPIRIT

The nature spirit begins with a hostile attitude towards the PCs, but they can improve its attitude during the course of the encounter. With enough success, the spirit may even help them. Tell the PCs the benefits and penalties for each attitude category of the nature spirit.

- **Hostile:** PCs cannot spend action points or healing surges (this does not include surges spent to appease the nature spirit.)
- **Unfriendly:** PCs cannot spend action points.
- **Neutral:** no effect
- **Friendly:** Each PC may spend up to 2 healing surges (no action required occurs immediately).
- **Helpful:** Each PC may recover one encounter power.

Note that the nature spirit's attitude is towards the team of PCs, and not any one individual. The benefits for friendly and helpful only trigger the first time the nature spirit reaches that level.

Once per turn, a PC can try to improve the nature spirit's attitude by making a Nature or Religion check. If a PC has a good justification to use a different skill to

appeal to the nature spirit, allow them to attempt the other skill once.

Nature/Religion [minor action]

The PC appeases the deific spirit of elemental power with an appropriate channeling of natural energy or an ancient druidic chant.

With a Moderate DC, score 1 nature point; for a Hard DC, score 2 nature points. On a failure, deduct 1 nature point.

Nature/Religion [standard action]

The PC chants and dances in honor of the nature spirit.

With an Easy DC, score 1 nature point; for a Moderate DC, score 2 nature points; for a Hard DC, score 3 nature points. On a failure, deduct 1 nature point.

Each time the PCs accumulate a number of nature points equal to the number of PCs, the nature spirit's attitude towards their team improves one category. If the PCs have negative points from a failure, the nature spirit is treated as one category worse until positive points cancel the failure.

DARK RAIDER ATTACK

A group of dark raiders also had their eye on the caravan. They move up and lay in wait behind the rocks until the PCs finish taking care of the caravan guards. Note that if the fight is spread out, then the dark raider chargers approach from a side. Since the dark raider lords have longer ranged attacks, they can start off further away and could approach from either from behind the chargers or along one end (especially if the camels end up towards one end of the map). If any PC has a Hard DC Passive Perception (or makes a Hard DC Perception check as a minor action during the combat), they notice dark raiders moving around behind the rocks. If spotted and attacked, the dark raiders enter the combat.

When there is only one caravan guard left (or two bloodied), the dark raiders stop delaying and enter the combat immediately, attacking the PCs. If the PCs are having difficulty, the remaining caravan guards flee. (If the PCs did not hear the rumors have the guards yell **"Dark Raiders run for your souls"**) Remind the PCs that they should knock some guards unconscious to report back to Memnon.

Once over half of the dark raiders are defeated or bloodied, the PCs may try to bargain with them. The raiders are willing to call off their attack in exchange for one of the camel herds and its cargo.

FEATURES OF THE AREA

Rocks: All of the rocks are considered to be 5' sand dunes. They are blocking terrain that can be used for superior cover.

Caravan: The three 2x2 caravan squares consist of herds of camels with explosive barrels strapped to them. At the end of each combat round, move each caravan tile 3 squares in a random direction (roll a d8 for each tile to determine its direction). If a tile would hit a creature it stops, and the creature takes AL damage and is knocked prone.

With a minor Hard DC or standard Moderate DC skill check, an adjacent PC can prevent the camel herd from moving for one round. Appropriate skills might include Athletics to hold them in place, Intimidate to scare the camels, or Nature to coax the camels. If the PC scores a Hard DC with a standard action check, they may choose the direction the camels move at the end of the round.

Any burst or blast attack that does fire, lightning, or radiant damage that targets the caravan squares has a chance of setting the fireworks off. Roll a saving throw; on a failed save, the explosives explode doing 3d6 + AL damage to all creatures within 3 squares. **Be sure the PCs are aware that using certain powers has a chance of setting off the fireworks!**

EXPLODING CAMELS

If the PCs lose one of the camel herds, either through an explosion or trading to the raiders, they each take a -2 penalty on skill checks to destroy the Crimson Guard Headquarters. If they lose two camel herds, they take a -5 penalty. If all three camel herds are lost, the PCs cannot complete their mission.

TACTICS

Treat the three merchants / camel attendants as either going down in the first area effect that includes them or running away at the end of the first round.

The caravan guards attack the PCs, preferring ranged attacks over melee, but they are careful to avoid doing anything that would damage the caravan cargo. Once the raiders show up, any remaining caravan guards attempt to flee the map.

The raiders attack caravan guards with opportunity attacks, but otherwise focus on the PCs.

The chargers are true to their nature and charge into the largest group of PCs. They use *horrid bellow* if able to catch two or more PCs in the blast, and otherwise make *rending claw* charge attacks whenever possible.

The lords stay spread out, but delay at first. (In part this is to insure that the fight does not become PCs act then NPCs act.) If a group of camels comes near one of the lords then he attempts to control them and get the camels to move in a direction of his choosing. (After all they came here to steal the merchandize) The other lords use various ranged and area attacks to do as much damage as possible and to provide cover to any lord trying to control a group or two of camels.

ENDING THE ENCOUNTER

Once the fight is over the PCs have the material needed to complete their task. Go to Encounter 3B.

MILESTONE

This encounter counts as a full milestone.

TREASURE

The PCs find some treasure among the caravan goods. In addition to 500 / 900 / 1800 / 3500 / 5000 gp per PC in coins and goods, they find a *cloak of the desert* +3 [AL12-14], and +4 [AL16-20] an *incendiary ring of fireblazing*.

ENCOUNTER 3A: BANDITS (ADVENTURE LEVEL 12)

2-3 Dragonborn Gladiator	Level 12 Soldier
Medium natural humanoid	XP 700
HP 122; Bloodied 61	Initiative +10
AC 26, Fortitude 25, Reflex 22, Will 23	Perception +7
Speed 5	
TRAITS	
Dragonborn Fury	
A dragonborn gains a +1 racial bonus to attack rolls while bloodied.	
Gladiator's Strike	
When the dragonborn gladiator hits an enemy with an opportunity attack, the target is knocked prone.	
Lone Fighter	
The dragonborn gladiator gains a +2 bonus to melee attack rolls when adjacent to only one enemy.	
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage.	
M Finishing Blow (weapon) • At-Will	
Requirement: Target must be bloodied.	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 6d6 + 10 damage, and the dragonborn's allies gain a +2 bonus to attack rolls until the end of the dragonborn gladiator's next turn.	
Berserk Passage • Recharge 5-6	
Effect: This creature makes two basic attacks. It shifts half its speed before, between, or after the attacks and can move through enemies' spaces during the shift.	
MINOR ACTIONS	
C Dragon Breath (fire) • Encounter	
Attack: Close blast 3; +14 vs. Reflex	
Hit: 2d8 + 6 fire damage.	
TRIGGERED ACTIONS	
Shake It Off • Encounter	
Trigger: This creature is subjected to an effect.	
Effect (Immediate Reaction): This creature makes a saving throw against the triggering effect, even if a save cannot normally end the effect.	
Skills Athletics +18, History +9, Intimidate +18	
Str 21 (+11) Dex 15 (+8) Wis 12 (+7)	
Con 18 (+10) Int 10 (+6) Cha 16 (+9)	
Alignment evil Languages Common, Draconic	

Note: Added theme and adjusted to MM3 damage.

2-3Toil Templar	Level 12 Controller
Medium natural humanoid	XP 700
HP 115; Bloodied 57	Initiative +6
AC 24, Fortitude 24, Reflex 22, Will 26	Perception +8
Speed 6	
STANDARD ACTIONS	
m Whip (weapon) • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 3d8 + 7 damage, and the templar pushes the target 2 squares.	
r Eldritch Scourge (force, implement) • At-Will	
Attack: Ranged 5 (one creature); +16 vs. Reflex	
Hit: 3d8 + 5 force damage, and the templar knocks the target prone.	
R Dazing Bolts (lightning, implement) • Encounter	
Attack: Ranged 10 (one or two creatures); +16 vs. Reflex	
Hit: 3d10 + 4 lightning damage, and the target is dazed until the end of the templar's next turn.	
A Sulfurous Detonation (fire, implement, poison, zone) • Encounter	
Attack: Area burst 2 within 10 (enemies in burst); +16 vs. Reflex	
Hit: 4d6 + 6 fire damage.	
Effect: The burst creates a zone that lasts until the end of the templar's next turn. Any enemy that ends its turn in the zone takes 5 poison damage.	
Berserk Passage • Recharge 5-6	
Effect: This creature makes two basic attacks. It shifts half its speed before, between, or after the attacks and can move through enemies' spaces during the shift.	
TRIGGERED ACTIONS	
Shake It Off • Encounter	
Trigger: This creature is subjected to an effect.	
Effect (Immediate Reaction): This creature makes a saving throw against the triggering effect, even if a save cannot normally end the effect.	
Skills Thievery +11, Intimidate +17	
Str 18 (+10) Dex 11 (+6) Wis 15 (+8)	
Con 13 (+7) Int 14 (+7) Cha 22 (+12)	
Alignment evil Languages Common, Draconic	

Note: Added theme

2-3 Dark Raider Charger	Level 12 Brute
Medium elemental humanoid	XP 700
HP 152; Bloodied 76	Initiative +11
AC 24, Fortitude 25, Reflex 24, Will 23	Perception +11
Speed 6, climb 4	Darkvision
TRAITS	
A Soul Stealer • Aura 1	
If an enemy in the aura spends a healing surge, the dark raider makes a melee basic attack against it as a free action with a +5 bonus to its attack and damage rolls.	
Reckless Charger	
When charging, the dark raider gains a +2 bonus to speed and deals 2d6 extra damage if it hits with the charge attack.	
STANDARD ACTIONS	
m Rending Claw • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d8 + 13 damage, and the target takes ongoing 10 damage (save ends).	
C Horrid Bellow (force) • Recharge when first bloodied	
Attack: Close blast 5 (enemies in the blast); +15 vs. Will	
Hit: 2d12 + 12 force damage, and the dark raider pushes the target 3 squares and knocks it prone.	
TRIGGERED ACTIONS	
Tattoo of Shared Vengeance • At-Will	
Trigger: An enemy scores a critical hit against the dark raider and deals damage.	
Effect: (no action) Each other dark raider within sight who also has a tattoo of shared vengeance can charge or make a basic attack against the triggering enemy as a free action.	
Skills Athletics +18, Endurance +17	
Str 25 (+13)	Dex 21 (+11) Wis 20 (+11)
Con 22 (+12)	Int 4 (+3) Cha 9 (+5)
Alignment chaotic evil Languages Common, Primordial	

Note: Reskinned rageborn horror with 'dark raider' theme tattoo and variable resistance changed to soul stealer aura.

3-4 Dark Raider Lord	Level 12 Artillery
Medium elemental humanoid	XP 700
HP 99; Bloodied 49	Initiative +8
AC 26, Fortitude 21, Reflex 23, Will 24	Perception +10
Speed 6	Low-light vision
STANDARD ACTIONS	
m Rotting Staff (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. Fortitude	
Hit: 2d6 + 6 necrotic damage.	
r Bolt of Putrescence (necrotic, implement) • At-Will	
Attack: Ranged 20 (one creature); +17 vs. Reflex	
Hit: 2d10 + 8 necrotic damage.	
R Rain of Ruin (acid, implement) • Recharge 5-6	
Attack: Ranged 10 (two or three creatures); +17 vs. Reflex	
Hit: 2d10 + 3 acid damage.	
C Consuming Shadows (necrotic, implement, zone) • Encounter	
Attack: Area burst 1 within 10 (enemies in burst); +17 vs. Fortitude	
Hit: 3d6 + 12 necrotic damage, and ongoing 5 necrotic damage (save ends).	
Effect: The burst creates a zone that lasts until the end of the lord's next turn. The zone blocks line of sight for the lord's enemies.	
MINOR ACTIONS	
Ghostly Escape • Encounter	
Effect: The dark raider lord is insubstantial and phasing until the end of its next turn.	
TRIGGERED ACTIONS	
Tattoo of Shared Vengeance • At-Will	
Trigger: An enemy scores a critical hit against the dark raider and deals damage.	
Effect: (no action) Each other dark raider within sight who also has a tattoo of shared vengeance can charge or make a basic attack against the triggering enemy as a free action.	
Skills Arcana +16, Bluff +16, Diplomacy +16, History +16	
Str 12 (+7)	Dex 14 (+8) Wis 19 (+10)
Con 21 (+11)	Int 21 (+11) Cha 20 (+11)
Alignment evil Languages Common, Primordial	

Note: Reskinned nagpa carrion lord with 'dark raider' theme tattoo.

ENCOUNTER 3A: BANDITS (ADVENTURE LEVEL 14)

2-3 Dragonborn Gladiator	Level 14 Soldier
Medium natural humanoid	XP 1000
HP 138; Bloodied 69	Initiative +11
AC 28, Fortitude 27, Reflex 24, Will 25	Perception +8
Speed 5	
TRAITS	
Dragonborn Fury	
A dragonborn gains a +1 racial bonus to attack rolls while bloodied.	
Gladiator's Strike	
When the dragonborn gladiator hits an enemy with an opportunity attack, the target is knocked prone.	
Lone Fighter	
The dragonborn gladiator gains a +2 bonus to melee attack rolls when adjacent to only one enemy.	
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage.	
M Finishing Blow (weapon) • At-Will	
Requirement: Target must be bloodied.	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 6d6 + 12 damage, and the dragonborn's allies gain a +2 bonus to attack rolls until the end of the dragonborn gladiator's next turn.	
Berserk Passage • Recharge 5-6	
Effect: This creature makes two basic attacks. It shifts half its speed before, between, or after the attacks and can move through enemies' spaces during the shift.	
MINOR ACTIONS	
C Dragon Breath (fire) • Encounter	
Attack: Close blast 3; +17 vs. Reflex	
Hit: 2d8 + 6 fire damage.	
TRIGGERED ACTIONS	
Shake It Off • Encounter	
Trigger: This creature is subjected to an effect.	
Effect (Immediate Reaction): This creature makes a saving throw against the triggering effect, even if a save cannot normally end the effect.	
Skills Athletics +19, History +10, Intimidate +19	
Str 21 (+12) Dex 15 (+9) Wis 12 (+8)	
Con 18 (+11) Int 10 (+7) Cha 16 (+10)	
Alignment evil Languages Common, Draconic	
Note: Added theme and adjusted to MM3 damage.	

2-3 Toil Templar	Level 14 Controller
Medium natural humanoid	XP 1000
HP 131; Bloodied 65	Initiative +7
AC 26, Fortitude 26, Reflex 24, Will 28	Perception +9
Speed 6	
STANDARD ACTIONS	
m Whip (weapon) • At-Will	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 3d8 + 9 damage, and the templar pushes the target 2 squares.	
r Eldritch Scourge (force, implement) • At-Will	
Attack: Ranged 5 (one creature); +18 vs. Reflex	
Hit: 3d8 + 7 force damage, and the templar knocks the target prone.	
R Dazing Bolts (lightning, implement) • Encounter	
Attack: Ranged 10 (one or two creatures); +18 vs. Reflex	
Hit: 3d10 + 6 lightning damage, and the target is dazed until the end of the templar's next turn.	
A Sulfurous Detonation (fire, implement, poison, zone) • Encounter	
Attack: Area burst 2 within 10 (enemies in burst); +18 vs. Reflex	
Hit: 4d6 + 8 fire damage.	
Effect: The burst creates a zone that lasts until the end of the templar's next turn. Any enemy that ends its turn in the zone takes 5 poison damage.	
Berserk Passage • Recharge 5-6	
Effect: This creature makes two basic attacks. It shifts half its speed before, between, or after the attacks and can move through enemies' spaces during the shift.	
TRIGGERED ACTIONS	
Shake It Off • Encounter	
Trigger: This creature is subjected to an effect.	
Effect (Immediate Reaction): This creature makes a saving throw against the triggering effect, even if a save cannot normally end the effect.	
Skills Thievery +12, Intimidate +18	
Str 18 (+11) Dex 11 (+7) Wis 15 (+9)	
Con 13 (+8) Int 14 (+8) Cha 22 (+13)	
Alignment evil Languages Common, Draconic	
Note: Added theme	

2-3 Dark Raider Charger	Level 14 Brute
Medium elemental humanoid	XP 1000
HP 172; Bloodied 86	Initiative +12
AC 26, Fortitude 27, Reflex 26, Will 25	Perception +12
Speed 6, climb 4	Darkvision
TRAITS	
A Soul Stealer • Aura 1	
If an enemy in the aura spends a healing surge, the dark raider makes a melee basic attack against it as a free action with a +5 bonus to its attack and damage rolls.	
Reckless Charger	
When charging, the dark raider gains a +2 bonus to speed and deals 2d6 extra damage if it hits with the charge attack.	
STANDARD ACTIONS	
m Rending Claw • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d8 + 10 damage, and the target takes ongoing 10 damage (save ends).	
C Horrid Bellow (force) • Recharge when first bloodied	
Attack: Close blast 5 (enemies in the blast); +17 vs. Will	
Hit: 3d12 + 8 force damage, and the dark raider pushes the target 3 squares and knocks it prone.	
TRIGGERED ACTIONS	
Tattoo of Shared Vengeance • At-Will	
<i>Trigger:</i> An enemy scores a critical hit against the dark raider and deals damage.	
<i>Effect:</i> (no action) Each other dark raider within sight who also has a tattoo of shared vengeance can charge or make a basic attack against the triggering enemy as a free action.	
Skills Athletics +19, Endurance +18	
Str 25 (+14)	Dex 21 (+12) Wis 20 (+12)
Con 22 (+13)	Int 4 (+4) Cha 9 (+6)
Alignment chaotic evil Languages Common, Primordial	

Note: Reskinned rageborn horror with 'dark raider' theme tattoo and variable resistance changed to soul stealer aura.

3-4 Dark Raider Lord	Level 14 Artillery
Medium elemental humanoid	XP 1000
HP 111; Bloodied 55	Initiative +9
AC 28, Fortitude 23, Reflex 25, Will 26	Perception +11
Speed 6	Low-light vision
STANDARD ACTIONS	
m Rotting Staff (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. Fortitude	
Hit: 2d6 + 8 necrotic damage.	
r Bolt of Putrescence (necrotic, implement) • At-Will	
Attack: Ranged 20 (one creature); +19 vs. Reflex	
Hit: 2d10 + 10 necrotic damage.	
R Rain of Ruin (acid, implement) • Recharge 5-6	
Attack: Ranged 10 (two or three creatures); +19 vs. Reflex	
Hit: 2d10 + 5 acid damage.	
C Consuming Shadows (necrotic, implement, zone) • Encounter	
Attack: Area burst 1 within 10 (enemies in burst); +19 vs. Fortitude	
Hit: 4d6 + 5 necrotic damage, and ongoing 10 necrotic damage (save ends).	
<i>Effect:</i> The burst creates a zone that lasts until the end of the lord's next turn. The zone blocks line of sight for the lord's enemies.	
MINOR ACTIONS	
Ghostly Escape • Encounter	
<i>Effect:</i> The dark raider lord is insubstantial and phasing until the end of its next turn.	
TRIGGERED ACTIONS	
Tattoo of Shared Vengeance • At-Will	
<i>Trigger:</i> An enemy scores a critical hit against the dark raider and deals damage.	
<i>Effect:</i> (no action) Each other dark raider within sight who also has a tattoo of shared vengeance can charge or make a basic attack against the triggering enemy as a free action.	
Skills Arcana +17, Bluff +17, Diplomacy +17, History +17	
Str 12 (+8)	Dex 14 (+9) Wis 19 (+11)
Con 21 (+12)	Int 21 (+12) Cha 20 (+12)
Alignment evil Languages Common, Primordial	

Note: Reskinned nagpa carrion lord with 'dark raider' theme tattoo.

ENCOUNTER 3A: BANDITS (ADVENTURE LEVEL 16)

2-3 Dragonborn Gladiator	Level 16 Soldier
Medium natural humanoid	XP 1400
HP 154; Bloodied 77	Initiative +12
AC 30, Fortitude 29, Reflex 26, Will 27	Perception +9
Speed 5	
TRAITS	
Dragonborn Fury	
A dragonborn gains a +1 racial bonus to attack rolls while bloodied.	
Gladiator's Strike	
When the dragonborn gladiator hits an enemy with an opportunity attack, the target is knocked prone.	
Lone Fighter	
The dragonborn gladiator gains a +2 bonus to melee attack rolls when adjacent to only one enemy.	
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage.	
M Finishing Blow (weapon) • At-Will	
Requirement: Target must be bloodied.	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 6d8 + 11 damage, and the dragonborn's allies gain a +2 bonus to attack rolls until the end of the dragonborn gladiator's next turn.	
Berserk Passage • Recharge 5-6	
Effect: This creature makes two basic attacks. It shifts half its speed before, between, or after the attacks and can move through enemies' spaces during the shift.	
MINOR ACTIONS	
C Dragon Breath (fire) • Encounter	
Attack: Close blast 3; +19 vs. Reflex	
Hit: 3d8 + 6 fire damage.	
TRIGGERED ACTIONS	
Shake It Off • Encounter	
Trigger: This creature is subjected to an effect.	
Effect (Immediate Reaction): This creature makes a saving throw against the triggering effect, even if a save cannot normally end the effect.	
Skills Athletics +20, History +11, Intimidate +20	
Str 21 (+13) Dex 15 (+10) Wis 12 (+9)	
Con 18 (+12) Int 10 (+8) Cha 16 (+11)	
Alignment evil Languages Common, Draconic	
Note: Added theme and adjusted to MM3 damage.	

2-3 Toil Templar	Level 16 Controller
Medium natural humanoid	XP 1400
HP 147; Bloodied 73	Initiative +8
AC 28, Fortitude 28, Reflex 26, Will 30	Perception +10
Speed 6	
STANDARD ACTIONS	
m Whip (weapon) • At-Will	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 3d8 + 11 damage, and the templar pushes the target 2 squares.	
r Eldritch Scourge (force, implement) • At-Will	
Attack: Ranged 5 (one creature); +20 vs. Reflex	
Hit: 3d8 + 9 force damage, and the templar knocks the target prone.	
R Dazing Bolts (lightning, implement) • Encounter	
Attack: Ranged 10 (one or two creatures); +20 vs. Reflex	
Hit: 3d10 + 8 lightning damage, and the target is dazed until the end of the templar's next turn.	
A Sulfurous Detonation (fire, implement, poison, zone) • Encounter	
Attack: Area burst 2 within 10 (enemies in burst); +20 vs. Reflex	
Hit: 4d6 + 10 fire damage.	
Effect: The burst creates a zone that lasts until the end of the templar's next turn. Any enemy that ends its turn in the zone takes 5 poison damage.	
Berserk Passage • Recharge 5-6	
Effect: This creature makes two basic attacks. It shifts half its speed before, between, or after the attacks and can move through enemies' spaces during the shift.	
TRIGGERED ACTIONS	
Shake It Off • Encounter	
Trigger: This creature is subjected to an effect.	
Effect (Immediate Reaction): This creature makes a saving throw against the triggering effect, even if a save cannot normally end the effect.	
Skills Thievery +13, Intimidate +19	
Str 18 (+12) Dex 11 (+8) Wis 15 (+10)	
Con 13 (+9) Int 14 (+9) Cha 22 (+14)	
Alignment evil Languages Common, Draconic	
Note: Added theme	

2-3 Dark Raider Charger	Level 16 Brute
Medium elemental humanoid	XP 1400
HP 192; Bloodied 96	Initiative +13
AC 28, Fortitude 29, Reflex 28, Will 27	Perception +13
Speed 6, climb 4	Darkvision
TRAITS	
A Soul Stealer • Aura 1	
If an enemy in the aura spends a healing surge, the dark raider makes a melee basic attack against it as a free action with a +5 bonus to its attack and damage rolls.	
Reckless Charger	
When charging, the dark raider gains a +2 bonus to speed and deals 3d6 extra damage if it hits with the charge attack.	
STANDARD ACTIONS	
m Rending Claw • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 13 damage, and the target takes ongoing 10 damage (save ends).	
C Horrid Bellow (force) • Recharge when first bloodied	
Attack: Close blast 5 (enemies in the blast); +19 vs. Will	
Hit: 4d12 + 4 force damage, and the dark raider pushes the target 3 squares and knocks it prone.	
TRIGGERED ACTIONS	
Tattoo of Shared Vengeance • At-Will	
Trigger: An enemy scores a critical hit against the dark raider and deals damage.	
Effect: (no action) Each other dark raider within sight who also has a tattoo of shared vengeance can charge or make a basic attack against the triggering enemy as a free action.	
Skills Athletics +20, Endurance +19	
Str 25 (+15)	Dex 21 (+13) Wis 20 (+13)
Con 22 (+14)	Int 4 (+5) Cha 9 (+7)
Alignment chaotic evil Languages Common, Primordial	
Note: Reskinned rageborn horror with ‘dark raider’ theme tattoo and variable resistance changed to soul stealer aura.	

3-4 Dark Raider Lord	Level 16 Artillery
Medium elemental humanoid	XP 1400
HP 123; Bloodied 61	Initiative +10
AC 30, Fortitude 25, Reflex 27, Will 28	Perception +12
Speed 6	Low-light vision
STANDARD ACTIONS	
m Rotting Staff (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. Fortitude	
Hit: 2d6 + 10 necrotic damage.	
r Bolt of Putrescence (necrotic, implement) • At-Will	
Attack: Ranged 20 (one creature); +21 vs. Reflex	
Hit: 2d10 + 12 necrotic damage.	
R Rain of Ruin (acid, implement) • Recharge 5-6	
Attack: Ranged 10 (two or three creatures); +21 vs. Reflex	
Hit: 2d10 + 7 acid damage.	
C Consuming Shadows (necrotic, implement, zone) • Encounter	
Attack: Area burst 1 within 10 (enemies in burst); +21 vs. Fortitude	
Hit: 4d6 + 7 necrotic damage, and ongoing 10 necrotic damage (save ends).	
Effect: The burst creates a zone that lasts until the end of the lord’s next turn. The zone blocks line of sight for the lord’s enemies.	
MINOR ACTIONS	
Ghostly Escape • Encounter	
Effect: The dark raider lord is insubstantial and phasing until the end of its next turn.	
TRIGGERED ACTIONS	
Tattoo of Shared Vengeance • At-Will	
Trigger: An enemy scores a critical hit against the dark raider and deals damage.	
Effect: (no action) Each other dark raider within sight who also has a tattoo of shared vengeance can charge or make a basic attack against the triggering enemy as a free action.	
Skills Arcana +18, Bluff +18, Diplomacy +18, History +18	
Str 12 (+9)	Dex 14 (+10) Wis 19 (+12)
Con 21 (+13)	Int 21 (+13) Cha 20 (+13)
Alignment evil Languages Common, Primordial	
Note: Reskinned nagpa carrion lord with ‘dark raider’ theme tattoo.	

ENCOUNTER 3A: BANDITS (ADVENTURE LEVEL 18)

2-3 Dragonborn Gladiator	Level 18 Soldier
Medium natural humanoid	XP 2000
HP 170; Bloodied 85	Initiative +13
AC 32, Fortitude 31, Reflex 28, Will 29	Perception +10
Speed 5	
TRAITS	
Dragonborn Fury	
A dragonborn gains a +1 racial bonus to attack rolls while bloodied.	
Gladiator's Strike	
When the dragonborn gladiator hits an enemy with an opportunity attack, the target is knocked prone.	
Lone Fighter	
The dragonborn gladiator gains a +2 bonus to melee attack rolls when adjacent to only one enemy.	
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 13 damage.	
M Finishing Blow (weapon) • At-Will	
Requirement: Target must be bloodied.	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 6d8 + 13 damage, and the dragonborn's allies gain a +2 bonus to attack rolls until the end of the dragonborn gladiator's next turn.	
Berserk Passage • Recharge 5-6	
Effect: This creature makes two basic attacks. It shifts half its speed before, between, or after the attacks and can move through enemies' spaces during the shift.	
MINOR ACTIONS	
C Dragon Breath (fire) • Encounter	
Attack: Close blast 3; +21 vs. Reflex	
Hit: 3d8 + 8 fire damage.	
TRIGGERED ACTIONS	
Shake It Off • Encounter	
Trigger: This creature is subjected to an effect.	
Effect (Immediate Reaction): This creature makes a saving throw against the triggering effect, even if a save cannot normally end the effect.	
Skills Athletics +21, History +12, Intimidate +21	
Str 21 (+14)	Dex 15 (+11) Wis 12 (+10)
Con 18 (+13)	Int 10 (+9) Cha 16 (+11)
Alignment evil	Languages Common, Draconic
Note: Added theme and adjusted to MM3 damage.	

2-3Toil Templar	Level 18 Controller
Medium natural humanoid	XP 2000
HP 163; Bloodied 81	Initiative +9
AC 30, Fortitude 30, Reflex 28, Will 32	Perception +11
Speed 6	
STANDARD ACTIONS	
m Whip (weapon) • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 3d8 + 13 damage, and the templar pushes the target 2 squares.	
r Eldritch Scourge (force, implement) • At-Will	
Attack: Ranged 5 (one creature); +22 vs. Reflex	
Hit: 3d8 + 11 force damage, and the templar knocks the target prone.	
R Dazing Bolts (lightning, implement) • Encounter	
Attack: Ranged 10 (one or two creatures); +22 vs. Reflex	
Hit: 3d10 + 10 lightning damage, and the target is dazed until the end of the templar's next turn.	
A Sulfurous Detonation (fire, implement, poison, zone) • Encounter	
Attack: Area burst 2 within 10 (enemies in burst); +22 vs. Reflex	
Hit: 4d6 + 12 fire damage.	
Effect: The burst creates a zone that lasts until the end of the templar's next turn. Any enemy that ends its turn in the zone takes 5 poison damage.	
Berserk Passage • Recharge 5-6	
Effect: This creature makes two basic attacks. It shifts half its speed before, between, or after the attacks and can move through enemies' spaces during the shift.	
TRIGGERED ACTIONS	
Shake It Off • Encounter	
Trigger: This creature is subjected to an effect.	
Effect (Immediate Reaction): This creature makes a saving throw against the triggering effect, even if a save cannot normally end the effect.	
Skills Thievery +14, Intimidate +20	
Str 18 (+13)	Dex 11 (+9) Wis 15 (+11)
Con 13 (+10)	Int 14 (+10) Cha 22 (+15)
Alignment evil	Languages Common, Draconic
Note: Added theme	

2-3 Dark Raider Charger	Level 18 Brute
Medium elemental humanoid	XP 2000
HP 212; Bloodied 106	Initiative +14
AC 30, Fortitude 31, Reflex 30, Will 29	Perception +14
Speed 6, climb 4	Darkvision
TRAITS	
A Soul Stealer • Aura 1	
If an enemy in the aura spends a healing surge, the dark raider makes a melee basic attack against it as a free action with a +5 bonus to its attack and damage rolls.	
Reckless Charger	
When charging, the dark raider gains a +2 bonus to speed and deals 3d6 extra damage if it hits with the charge attack.	
STANDARD ACTIONS	
m Rending Claw • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 15 damage, and the target takes ongoing 15 damage (save ends).	
C Horrid Bellow (force) • Recharge when first bloodied	
Attack: Close blast 5 (enemies in the blast); +21 vs. Will	
Hit: 4d12 + 6 force damage, and the dark raider pushes the target 3 squares and knocks it prone.	
TRIGGERED ACTIONS	
Tattoo of Shared Vengeance • At-Will	
Trigger: An enemy scores a critical hit against the dark raider and deals damage.	
Effect: (no action) Each other dark raider within sight who also has a tattoo of shared vengeance can charge or make a basic attack against the triggering enemy as a free action.	
Skills Athletics +21, Endurance +20	
Str 25 (+16)	Dex 21 (+14) Wis 20 (+14)
Con 22 (+15)	Int 4 (+6) Cha 9 (+8)
Alignment chaotic evil Languages Common, Primordial	
Note: Reskinned rageborn horror with ‘dark raider’ theme tattoo and variable resistance changed to soul stealer aura.	

3-4 Dark Raider Lord	Level 18 Artillery
Medium elemental humanoid	XP 2000
HP 135; Bloodied 67	Initiative +11
AC 32, Fortitude 27, Reflex 29, Will 30	Perception +13
Speed 6	Low-light vision
STANDARD ACTIONS	
m Rotting Staff (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. Fortitude	
Hit: 2d6 + 12 necrotic damage.	
r Bolt of Putrescence (necrotic, implement) • At-Will	
Attack: Ranged 20 (one creature); +23 vs. Reflex	
Hit: 2d10 + 14 necrotic damage.	
R Rain of Ruin (acid, implement) • Recharge 5-6	
Attack: Ranged 10 (two or three creatures); +23 vs. Reflex	
Hit: 2d10 + 9 acid damage.	
C Consuming Shadows (necrotic, implement, zone) • Encounter	
Attack: Area burst 1 within 10 (enemies in burst); +23 vs. Fortitude	
Hit: 4d6 + 9 necrotic damage, and ongoing 15 necrotic damage (save ends).	
Effect: The burst creates a zone that lasts until the end of the lord’s next turn. The zone blocks line of sight for the lord’s enemies.	
MINOR ACTIONS	
Ghostly Escape • Encounter	
Effect: The dark raider lord is insubstantial and phasing until the end of its next turn.	
TRIGGERED ACTIONS	
Tattoo of Shared Vengeance • At-Will	
Trigger: An enemy scores a critical hit against the dark raider and deals damage.	
Effect: (no action) Each other dark raider within sight who also has a tattoo of shared vengeance can charge or make a basic attack against the triggering enemy as a free action.	
Skills Arcana +19, Bluff +19, Diplomacy +19, History +19	
Str 12 (+10)	Dex 14 (+11) Wis 19 (+13)
Con 21 (+14)	Int 21 (+14) Cha 20 (+14)
Alignment evil Languages Common, Primordial	
Note: Reskinned nagpa carrion lord with ‘dark raider’ theme tattoo.	

ENCOUNTER 3A: BANDITS (ADVENTURE LEVEL 20)

2-3 Dragonborn Gladiator	Level 21 Soldier
Medium natural humanoid	XP 3200
HP 194; Bloodied 97	Initiative +14
AC 35, Fortitude 34, Reflex 31, Will 32	Perception +11
Speed 5	
TRAITS	
Dragonborn Fury	
A dragonborn gains a +1 racial bonus to attack rolls while bloodied.	
Gladiator's Strike	
When the dragonborn gladiator hits an enemy with an opportunity attack, the target is knocked prone.	
Lone Fighter	
The dragonborn gladiator gains a +2 bonus to melee attack rolls when adjacent to only one enemy.	
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 4d6 + 15 damage.	
M Finishing Blow (weapon) • At-Will	
Requirement: Target must be bloodied.	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 8d6 + 15 damage, and the dragonborn's allies gain a +2 bonus to attack rolls until the end of the dragonborn gladiator's next turn.	
Berserk Passage • Recharge 5-6	
Effect: This creature makes two basic attacks. It shifts half its speed before, between, or after the attacks and can move through enemies' spaces during the shift.	
MINOR ACTIONS	
C Dragon Breath (fire) • Encounter	
Attack: Close blast 3; +22 vs. Reflex	
Hit: 4d8 + 10 fire damage.	
TRIGGERED ACTIONS	
Shake It Off • Encounter	
Trigger: This creature is subjected to an effect.	
Effect (Immediate Reaction): This creature makes a saving throw against the triggering effect, even if a save cannot normally end the effect.	
Skills Athletics +22, History +13, Intimidate +22	
Str 21 (+15) Dex 15 (+12) Wis 12 (+11)	
Con 18 (+14) Int 10 (+10) Cha 16 (+13)	
Alignment evil Languages Common, Draconic	
Note: Added theme and adjusted to MM3 damage.	

2-3Toil Templar	Level 21 Controller
Medium natural humanoid	XP 3200
HP 187; Bloodied 93	Initiative +10
AC 33, Fortitude 33, Reflex 31, Will 35	Perception +12
Speed 6	
STANDARD ACTIONS	
m Whip (weapon) • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 4d6 + 15 damage, and the templar pushes the target 2 squares.	
r Eldritch Scourge (force, implement) • At-Will	
Attack: Ranged 5 (one creature); +25 vs. Reflex	
Hit: 4d6 + 15 force damage, and the templar knocks the target prone.	
R Dazing Bolts (lightning, implement) • Encounter	
Attack: Ranged 10 (one or two creatures); +25 vs. Reflex	
Hit: 4d12 + 18 lightning damage, and the target is dazed until the end of the templar's next turn.	
A Sulfurous Detonation (fire, implement, poison, zone) • Encounter	
Attack: Area burst 2 within 10 (enemies in burst); +25 vs. Reflex	
Hit: 4d6 + 18 fire damage.	
Effect: The burst creates a zone that lasts until the end of the templar's next turn. Any enemy that ends its turn in the zone takes 5 poison damage.	
Berserk Passage • Recharge 5-6	
Effect: This creature makes two basic attacks. It shifts half its speed before, between, or after the attacks and can move through enemies' spaces during the shift.	
TRIGGERED ACTIONS	
Shake It Off • Encounter	
Trigger: This creature is subjected to an effect.	
Effect (Immediate Reaction): This creature makes a saving throw against the triggering effect, even if a save cannot normally end the effect.	
Skills Thievery +15, Intimidate +21	
Str 18 (+14) Dex 11 (+10) Wis 15 (+12)	
Con 13 (+11) Int 14 (+11) Cha 22 (+16)	
Alignment evil Languages Common, Draconic	
Note: Added theme	

2-3 Dark Raider Charger	Level 20 Brute
Medium elemental humanoid	XP 2800
HP 232; Bloodied 116	Initiative +15
AC 32, Fortitude 33, Reflex 32, Will 31	Perception +15
Speed 6, climb 4	Darkvision
TRAITS	
A Soul Stealer • Aura 1	
If an enemy in the aura spends a healing surge, the dark raider makes a melee basic attack against it as a free action with a +5 bonus to its attack and damage rolls.	
Reckless Charger	
When charging, the dark raider gains a +2 bonus to speed and deals 3d6 extra damage if it hits with the charge attack.	
STANDARD ACTIONS	
m Rending Claw • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 4d8 + 13 damage, and the target takes ongoing 15 damage (save ends).	
C Horrid Bellow (force) • Recharge when first bloodied	
Attack: Close blast 5 (enemies in the blast); +23 vs. Will	
Hit: 4d12 + 8 force damage, and the dark raider pushes the target 3 squares and knocks it prone.	
TRIGGERED ACTIONS	
Tattoo of Shared Vengeance • At-Will	
Trigger: An enemy scores a critical hit against the dark raider and deals damage.	
Effect: (no action) Each other dark raider within sight who also has a tattoo of shared vengeance can charge or make a basic attack against the triggering enemy as a free action.	
Skills Athletics +22, Endurance +21	
Str 25 (+17)	Dex 21 (+15) Wis 20 (+15)
Con 22 (+16)	Int 4 (+7) Cha 9 (+9)
Alignment chaotic evil Languages Common, Primordial	

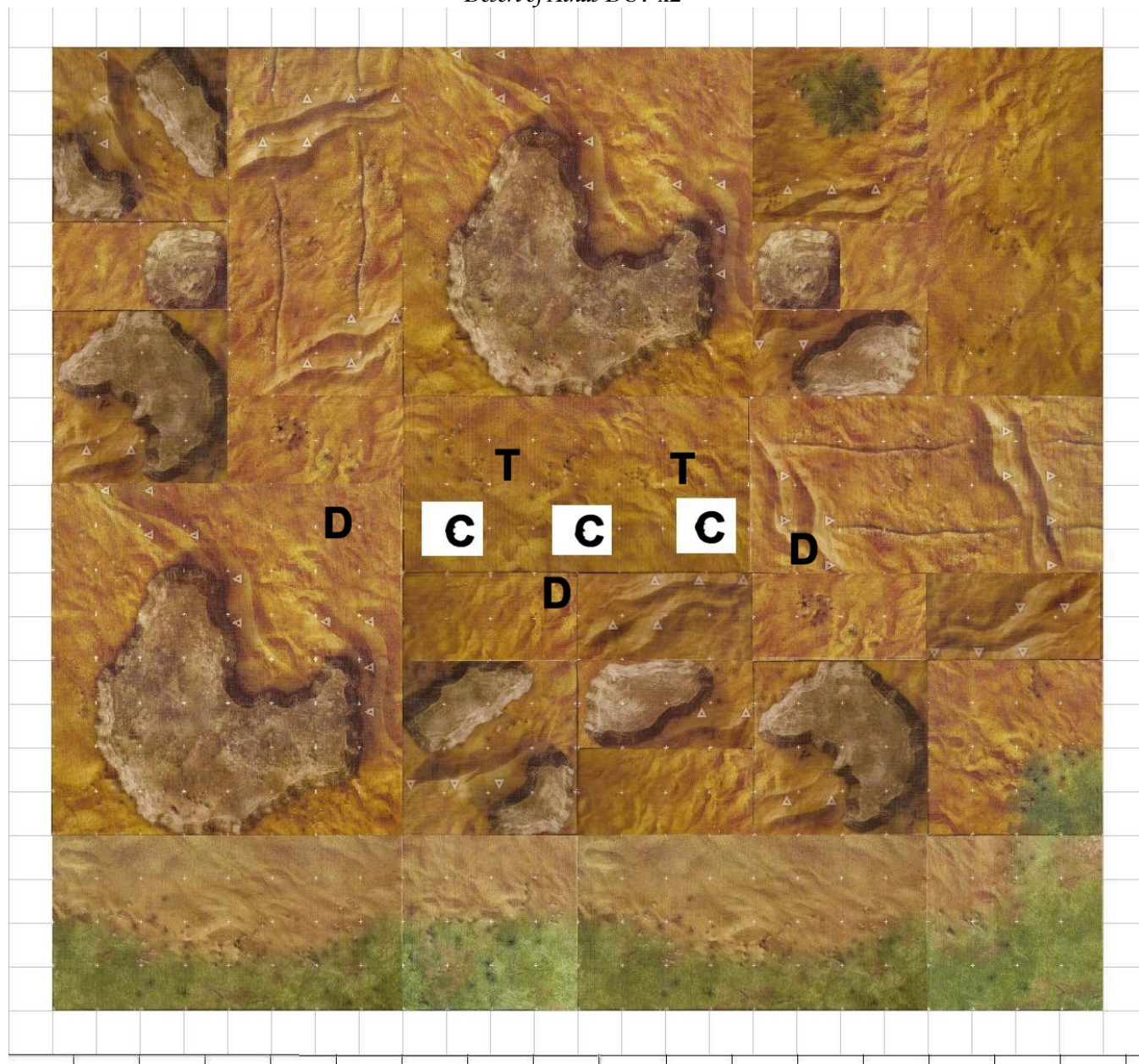
Note: Reskinned rageborn horror with 'dark raider' theme tattoo and variable resistance changed to soul stealer aura.

3-4 Dark Raider Lord	Level 20 Artillery
Medium elemental humanoid	XP 2800
HP 147; Bloodied 73	Initiative +12
AC 34, Fortitude 29, Reflex 31, Will 32	Perception +14
Speed 6	Low-light vision
STANDARD ACTIONS	
m Rotting Staff (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. Fortitude	
Hit: 2d6 + 14 necrotic damage.	
r Bolt of Putrescence (necrotic, implement) • At-Will	
Attack: Ranged 20 (one creature); +25 vs. Reflex	
Hit: 2d10 + 16 necrotic damage.	
R Rain of Ruin (acid, implement) • Recharge 5-6	
Attack: Ranged 10 (two or three creatures); +25 vs. Reflex	
Hit: 2d10 + 11 acid damage.	
C Consuming Shadows (necrotic, implement, zone) • Encounter	
Attack: Area burst 1 within 10 (enemies in burst); +25 vs. Fortitude	
Hit: 4d6 + 11 necrotic damage, and ongoing 15 necrotic damage (save ends).	
Effect: The burst creates a zone that lasts until the end of the lord's next turn. The zone blocks line of sight for the lord's enemies.	
MINOR ACTIONS	
Ghostly Escape • Encounter	
Effect: The dark raider lord is insubstantial and phasing until the end of its next turn.	
TRIGGERED ACTIONS	
Tattoo of Shared Vengeance • At-Will	
Trigger: An enemy scores a critical hit against the dark raider and deals damage.	
Effect: (no action) Each other dark raider within sight who also has a tattoo of shared vengeance can charge or make a basic attack against the triggering enemy as a free action.	
Skills Arcana +20, Bluff +20, Diplomacy +20, History +20	
Str 12 (+11)	Dex 14 (+12) Wis 19 (+14)
Con 21 (+15)	Int 21 (+15) Cha 20 (+15)
Alignment evil Languages Common, Primordial	

Note: Reskinned nagpa carrion lord with 'dark raider' theme tattoo.

ENCOUNTER 3: BANDITS MAP

TILE SETS NEEDED
Desert of Athas DU7 x2



C=a group of caravan camels (2x2 square), D= dragonborn gladiator, T=toil templar.
PCs should determine their starting position

ENCOUNTER 3B: KABOOM!

SKILL CHALLENGE, SPECIAL

The PCs need to transport the alchemical supplies, sneak into the Crimson Guard Headquarters, plant the explosives, and detonate their handiwork.

Now for the fun part: getting back into the city with the alchemical supplies and blowing up the Crimson Guard headquarters.

This encounter should be a free flowing exchange of ideas and results. Allow the PCs to narrate their actions. Try to involve all of the PCs in some aspect of the scheme. Ideally each PC should make one skill check to represent their actions.

The PCs can use any skill. Perception to look out for guards, Stealth to sneak in, Dungeoneering to determine where to plant the explosive materials to cause maximum damage, Arcana to detonate the explosives, and Bluff to blame Calimport are just a few examples of reasonable uses of skills.

Conclude the scene by describing a tremendous explosion and clouds of smoke while the PCs slip away into the city.

If the PCs lost one of the camel herds, either through an explosion or trading to the raiders, they each take a -2 penalty on skill checks to destroy the Crimson Guard Headquarters. If they lost two camel herds, they take a -5 penalty. If all three camel herds are lost, the PCs cannot complete their mission (or this encounter).

FAST PLAY OPTION

There is still one more combat that should take at least 45 to 60 minutes so a quick pace here might be necessary. Assume the PCs easily get the alchemical supplies into the city and focus on the setting of explosives and avoiding / dealing with guard patrols to move things along.

SKILL CHALLENGE: KABOOM!

Setup: The PCs want to use the hard won explosives to blown up the Crimson Guard Headquarters.

Goal: The PCs.

Complexity: Special: 1 success per PC

Primary Skills: Any

Other Skills: Any

Victory: The PCs successfully get the explosives into the headquarters (or strategic points around the outside of the Headquarters) and blow up the building without injuring themselves.

Defeat: A Hard DC counts as a complete success. If the PC succeeds at a Moderate DC, the PC does not get far enough away before the blast, costing the PC a healing surge. If the PC does not meet a Moderate DC, they lose 2 healing surges, as they are caught directly in the blast. Failing an Easy DC results in a loss of 3 healing surges.

SKILL USE EXAMPLES:

Diplomacy/Bluff

You avoid having the guards examine the packs on the camels as you make your way into the city.

If the PC only achieves a Moderate DC, they still get in but it also costs them 200 gp per camel herd to get into the city.

Dungeoneering

You use your knowledge of dungeon construction to discern the best location to place the explosives.

If the PC only hits the Moderate DC, they still identify the correct locations however, they did not correctly estimate how the walls would fall and some member of the group loses a healing surge when the explosion occurs.

Perception

You notice something that should help the group accomplish their goal.

- A quick reconnaissance of the headquarters can confirm the patrol schedule of the outer guards
- (if there are tiefling, fire genasi, or changelings in the group) The PC might acquire guard uniforms (Thievery with a modest bribe thrown in) and replace one of the patrol groups (aid in allowing others to get into the headquarters) or to pose as guards bringing in "supplies"

Streetwise/Insight

If the PCs are having a difficult time coming up with ideas then have them use Streetwise and Insight skills to get hints of possible methods to achieve their goals.

- Distracting a guard patrol could allow others to get the explosives in position, or perhaps allow someone to sneak up on them and knock them out.
- Guard Kadin has gambling debts (rumor from Encounter 1 or found with a streetwise check) perhaps he could be bribed to either supply uniforms or allow someone inside.

Once PCs have the explosives in place they can use either mundane methods, Alchemy, the Arcana skill or

attack powers to ignite the explosives scattered around the complex.

In the chaos resulting from the explosions the PCs easily escape, taking care to leave behind various Calimport insignias and weapons in the rubble.

ENDING THE ENCOUNTER

Once the PCs have blown up the Crimson Guard headquarters they need to report back to Ma'Mun at the Thirsty Camel and discover if the other group was successful.

MILESTONE

By destroying the Crimson Guard headquarters and pinning it on Calimport, the PCs have achieved one of the major objectives of this adventure. However, this encounter does not count toward a milestone, because they already received a full milestone credit for Encounter 3A.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 4: BLOODY BETRAYAL

IMPORTANT NPCs

Ma'Mun: tiefling barkeep and owner of The Thirsty Camel tavern and Almraiven sympathizer

Tesre: female half elf rogue, member of the second team

Ka'tiel: unconscious human thug

The PCs return to the Thirsty Camel to talk to Ma'Mun about what they did. After they report he tells them that the other team has not yet checked in and suggests they come upstairs and have a drink while waiting since he currently has no other customers.

Not long after the PCs report in Ma'Mun answers a knock at the taverns back door. There he finds a severely beat-up Tesre (5 hit points, no surges or daily powers left).

The following text needs to be adjusted based on which task the PCs left for the second team to do.

We had set up a rendezvous point to meet up once we [insert task description] since it was likely we would lose track of each other in the aftermath. We had all made it there except for Vidkun. I spotted him approaching and thought he was signaling that he saw us, but in fact he was notifying some thugs that was time to move in. It was only as he knife Mel in the back (another member of the team) that I realized what he was up to.

- As soon as they could the team scattered, making the thugs chase them individually.
- She managed to turn the tables on this one (she kicks the unconscious body) in an ally not far from here
- Apparently he likes living even more than he does killing others. A few threats and he told me that Vidkun hired them to dispose of us and guard him until he concluded some deal with the Crimson Guard.
- Vidkun told them he would pay them after the meeting at the Tilted Tent Tavern.
- If they ask she tells them that after questioning him she knocked him out and pretended she was helping her drunken husband home to avoid notice. He only gets to live if his information is proven true.
- If the PCs hurry they might get there before Vidkun does.
- She thinks Vidkun is trying to maneuver things so that he gets paid by both Memnon and Almraiven.

- Terse thinks that Vidkun believes he could get paid by Memnon for exposing the subterfuge and by Ala'Ammar by claiming that the team did what he was asked (caused chaos in the town).

ENDING THE ENCOUNTER

Ma'Mun can tell them how to get to the Tilted Tent (named so because the sign maker was not completely sober when making the sign for the bar). Vidkun not only knows that the two acts of sabotage were done by spies from Almraiven, he also knows about Ma'Mun and the secret room in the basement of the Thirsty Camel. He could ruin all of Ala'Ammar's plans.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

There is no treasure in this encounter

ENCOUNTER 5A: KNOW YOUR ENEMY

IMPORTANT NPCs

Major Derren: genasi dervish and Crimson Guard Officer

Crimson Guard: genasi soldiers

The PCs arrive at the Tilted Tent Tavern where Vidkun plans to meet with Major Derren of the Crimson Guard. Vidkun has not yet arrived, so the PCs need to stall Major Derren until the traitor reveals himself.

REPLAYING: TURNING THE TABLES

If the majority of the players are replaying this adventure, you can have Vidkun and his thugs waiting to meet the Crimson Guard contacts. Simply start Encounter 5B with Vidkun and his thugs, then add the Crimson Guards at the appropriate time.

Vidkun explains his plan, knowing backup is on the way. He wants to keep the PCs here, hoping for a bonus from Major Derren. He explains that at the last minute, he realized that he would rather retire wealthy, after selling out Almraiven and the PCs, than continue to live the dangerous life of adventuring.

At some point, he realizes that the PCs have the same information he has and may undercut his price, so he attacks.

FAST PLAY OPTION

If you have less than an hour left, skip this scene and continue with Encounter 5B.

Major Derren knows that there are enemies of Memnon in town, but he does not know the exact number, or what their objectives are. The Major is waiting for Vidkun to show up with the missing information. Combat ensues if the PCs initiate it, if they attempt to leave, or once the card game is concluded.

When the PCs arrive, read the following.

The entrance to the tavern is under a large black archway that looks unsurprisingly like a burned-out bridge. The air inside is cool and musty, and the tavern is almost deserted.

A few members of the Crimson Guard are in the bar, but there is no sign of Vidkun. Major Derren commandeered the bar for an hour in order to conduct his business. The Crimson Guards are engaged in a game of Three-Dragon Ante.

Major Derren looks up and invites the PCs to join them for a drink and a game of cards. He introduces himself, and does his best to appear friendly. If the PCs decline, Major Derren insists that at least a few of the PCs sit with them and play cards. The guards give up their seats and go get a drink from the bar. They keep an eye on the PCs; one stands near the door while the other sits at another table.

During the card game, Major Derren tries to pick up as much information about the PCs as possible through casual conversation. He asks their names, where they from are, what their business is in Memnon, and how long they intend to stay.

As the game progresses, his ego gets the better of him. He starts dropping hints that he knows more about them than he lets on. Whenever a particular card is turned face-up, the Major makes an off-hand comment from the list below.

If you have the time, play out this scene with an actual game of Three-Dragon Ante, or another card game if a normal deck of cards is preferred. If the PCs try to leave the tavern, or if they have not attacked by the time the card game is over, Major Derren and his men attack.

IN THE CARDS

The Adventurer: "Adventurers - you can't trust them. They work for a pittance and hire themselves out to all sorts of disreputable employers. As a result, they are constantly breaking local laws and getting into trouble."

The Dragonslayer: "Ah, yes; the dragonslayer, hero of the mortals. A word of advice - don't ever try to be a hero. Keep your head down and know your place. If you get wrapped up in affairs that are too big for you, you will get burned."

The Druid: "The druid does tend to turn the tables. It's funny, most of the time we play as though he doesn't exist, but everyone knows the threat is out there. And it is inevitable that he will be revealed, only a matter of time."

The Emperor (or a King): "Things just got more interesting! I need a few moments to consider. That gives us more time to get to know one another, and I feel like there is still so much about you that I do not know. For example, why you're really here?"

The Fool (or a Jack): "In my line of work, I am constantly finding fools. Fools who think that they can enter this city - MY city - and cause mischief without my knowledge."

The Queen (or a Queen): "The queen is my favorite card. She punishes those who play at being something they are not."

The Spy (or Ace of Spades): "Do you know what happens to spies that are caught in Memnon? They are publicly executed, but not before a rather lengthy and painful interrogation session."

The Thief (or Ten of Diamonds): "In Memnon we know how to deal with thieves. We cut off their hands, and parade them through the streets as a lesson that excessive greed can lead to ruin. Why, just earlier today I heard from a thief who thought he could make a fortune by selling out his comrades. The rat will certainly get what he deserves."

ENDING THE ENCOUNTER

Once the card game is over, or when one side becomes suspicious enough to attack the other, proceed to Encounter 5B.

TROUBLESHOOTING

If the PCs have a way of escaping before the fight begins, stress that by leaving now they risk losing the traitor. They need to make sure they tie up all loose ends, and Major Derren obviously knows too much.

MILESTONE

This encounter does not count toward a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 5B: WHIRLWIND REAPER

ENCOUNTER LEVEL: SPECIAL
(6000/8800/12000/17600/20800 XP)

CREATURES

This encounter includes the following creatures at all Adventure Levels:

- 1 Major Derren (D)
- 2 crimson bodyguards (G)
- 1 Vidkun
- 2 guild archers

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 crimson guard and 1 guild archer. Also remove the Action Point from Major Derren.

Six PCs: Add 1 crimson guard and 1 guild archer.

SETUP

This fight begins in one of several ways; either one of the PCs initiates an attack, the PC does something to enrage an NPC who attacks them, a PC attempts to leave the bar, or the card game finishes.

PCs can start wherever they wish; PCs who were playing cards should start adjacent to Major Derren's table. The guards are fiercely loyal to Major Derren. They each gain the following power.

TRIGGERED ACTIONS

M Selfless Sacrifice • At-Will

Trigger: Major Derren is hit by an attack.

Effect (Immediate Interrupt): The guard shifts its speed and must end next to Major Derren. The guard is hit by the attack instead of Major Derren.

Do not pace Vidkun or his thugs on the map at the beginning of the encounter. They arrive at the end of the first round and act immediately. The guild archers take up positions outside the windows where they have cover.

FEATURES OF THE AREA

Tables: Once the fight begins, all of the tables are overturned. The table squares are difficult terrain, and may be used as cover.

Bar: The bar provides cover to anyone behind it. (The small tables at the ends of the bar are meant to represent the bar continuing into those squares.)

Windows: Are marked on the Map with a W. Note that if you are using the actual Dungeon Tiles two of the doors on the tiles have been converted to windows for the purposes of this map.

The windows can be broken with a minor action. They are difficult terrain if a creature attempts to climb thru. A moderate DC Acrobatic check allows a creature to tumble thru the window and ignore the difficult terrain.

TACTICS

If a guard starts next to several PCs, he uses *crimson endurance* followed by *offensive form*. In general, each guard uses *offensive form* on different PCs to discourage the PCs from focusing fire.

Major Derren starts by manifesting thunder, and opens with *primordial storm*. He follows up with a *double attack*, preferably against a target granting combat advantage or vulnerable to thunder.

Vidkun uses *shadow step* to become insubstantial and uses *quick rally* if there are at least two crimson guards (including Major Derren) in the burst.

The guild archers stay outside the windows where they have cover and target creatures engaged with Vidkun.

ENDING THE ENCOUNTER

The PCs should make certain that there are no witnesses. If time permits, you could have them discover an innocent bartender who was in a back room. The PCs need to balance treatment of this witness against the importance of their mission.

Once the PCs have tied up all loose ends, continue with the Conclusion.

MILESTONE

This encounter counts as a full milestone.

EXPERIENCE

With the accomplishment of this encounter the PCs have achieved one of the major objectives.

TREASURE

Major Derren has *iron bands of bilarro*. He planned to arrest Vidkun, not pay him. The PCs can also recover 420/ 600/ 1200/ 2700/ 4800 gp in coins and jewelry from their foes.

ENCOUNTER 5B: WHIRLWIND REAPER (ADVENTURE LEVEL 12)

1-3 Crimson Bodyguard	Level 12 Soldier (Leader)
Medium elemental humanoid, genasi	XP 700
HP 122; Bloodied 61	Initiative +12
AC 28, Fortitude 25, Reflex 24, Will 23	Perception +7
Speed 6	
Saving Throws +5 against weakened	
STANDARD ACTIONS	
m Greataxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 4d6 + 6 damage, and the target's marks on the guard's allies end.	
M Leg Strike (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. Fortitude	
Hit: 4d6 + 6 damage, and the target is slowed and cannot shift until the end of the guard's next turn.	
M Skull Cleaver (weapon) • Recharge if the power misses	
Attack: Melee 1 (one creature); +15 vs. Fortitude	
Hit: 5d8 + 7 damage, and the target is dazed and takes a -2 penalty to saving throws (save ends both).	
Aftereffect: The target grants combat advantage (save ends).	
MINOR ACTIONS	
Get Up! • Recharge 5-6	
Effect: One ally adjacent to the guard can stand up as a free action or make a saving throw against an effect that includes the dazed, the immobilized, or the restrained condition and that a save can end.	
Offensive Form • At-Will (1/round)	
Effect: Each enemy adjacent to the guard is marked until the end of the guard's next turn.	
Crimson Endurance • Encounter	
Effect: The guard gains resist 10 to all damage until the end of its next turn.	
TRIGGERED ACTIONS	
M Selfless Sacrifice • At-Will	
Trigger: Major Derren is hit by an attack.	
Effect (Immediate Interrupt): The guard shifts its speed and must end next to Major Derren. The guard is hit by the attack instead of Major Derren	
Skills Athletics +17, Intimidate +14, Nature +12	
Str 22 (+12) Dex 18 (+10) Wis 13 (+7)	
Con 18 (+10) Int 11 (+6) Cha 17 (+9)	
Alignment unaligned	Languages Common, Giant
Note: Reskinned goliath gladiator to genasi and added <i>selfless sacrifice</i> .	

Major Derren	Level 13 Elite Skirmisher
Medium elemental humanoid (air, earth, fire, water)	XP 1600
HP 264; Bloodied 132	Initiative +14
AC 27, Fortitude 25, Reflex 27, Will 25	Perception +10
Resist 10 cold, 10 fire, 10 lightning	
Speed 6, fly 6 (hover), swim 6	
Saving Throws +2; Action Points 1*	
TRAITS	
Elemental Manifestation	
At the start of Major Derren's turn, he chooses fire, lightning, or thunder damage. Derren's double sword attack deals that type of damage until the start of his next turn, when he can choose a different damage type.	
STANDARD ACTIONS	
m Double Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d8 + 8 damage and ongoing 10 damage (save ends), of the type determined by <i>elemental manifestation</i> .	
M Double Attack • At-Will	
Effect: Major Derren makes two double sword attacks.	
M Primordial Storm (weapon) • Recharge 5-6	
Effect: Major Derren shifts 6 squares and can move through enemies' spaces. During his movement, he makes the following three attacks in order, each against a different target.	
Promise of Storm (Thunder) : +16 vs. Fortitude; 3d8 + 6 thunder damage, and the target gains vulnerable 5 thunder (save ends).	
Earth Shock : +16 vs. Fortitude; 3d8 + 6 damage, and the target is dazed until the end of its next turn.	
Lightning Cut (Lightning) : +16 vs. Reflex; 3d8 + 6 damage, and the target gains ongoing 10 lightning damage (save ends).	
TRIGGERED ACTIONS	
M Fiery Riposte (fire) • At-Will	
Trigger: Major Derren is hit by an adjacent enemy.	
Effect (Immediate Reaction): Melee 1 (targets the triggering enemy); +16 vs. Reflex	
Hit: The target takes ongoing 10 fire damage (save ends). If the target is already taking ongoing fire damage, that damage increases by 10.	
Skills Acrobatics +17, Athletics +18, Endurance +18, Intimidate +13, Nature +17	
Str 19 (+10) Dex 24 (+13) Wis 18 (+10)	
Con 20 (+11) Int 16 (+9) Cha 15 (+8)	
Alignment evil	Languages Common, Primordial

Note: Reskinned genasi elemental dervish, updated from MM2.

*For 4 PCs: remove the Action Point from Major Derren.

Vidkun	Level 13 Elite Skirmisher (Leader)
Medium natural humanoid	XP 1600
HP 256; Bloodied 128	Initiative +14
AC 27, Fortitude 23, Reflex 26, Will 25	Perception +10
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage, and Vidkun can slide the target 1 square.	
This attack's damage ignores 10 points of resistance.	
M Lunge (weapon) • Recharge 5-6	
Effect: Before the attack, Vidkun can shift up to half his speed.	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 6d6 + 12 damage. This attack's damage ignores 10 points of resistance.	
MOVE ACTIONS	
Shadow Step (teleportation) • Encounter	
Effect: Vidkun teleports up to 5 squares and becomes insubstantial until the start of his next turn.	
MINOR ACTIONS	
Off-Hand Swipe (weapon) • At-Will (1/round)	
Effect: Before the attack, Vidkun shifts up to 2 squares.	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d6 + 2 damage.	
Quick Rally • Encounter	
Effect: Close burst 3 (allies in burst). Each target can take a free action to shift up to 2 squares and then make a melee basic attack. Each target must attack a different creature.	
Skills Acrobatics +17, Bluff +16, Diplomacy +16, Insight +15	
Str 17 (+9)	Dex 23 (+12) Wis 18 (+10)
Con 16 (+9)	Int 15 (+8) Cha 20 (+11)
Alignment evil	Languages Common, Dwarven, Elven

Note: Reskinned Xander Gravelstoke, removed stone cold slayer.

1-3 Guild Archer		Level 12 Artillery	
Medium natural humanoid		XP 700	
HP 90; Bloodied 45		Initiative +11	
AC 26, Fortitude 24, Reflex 25, Will 22		Perception +9	
Speed 6		Darkvision	
STANDARD ACTIONS			
m Dagger of Death (necrotic, weapon) • At-Will			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 3d6 + 9 necrotic damage.			
r Crossbow of Dread (weapon) • At-Will			
Attack: Ranged 20 (one creature); +19 vs. AC			
Hit: 2d8 + 11 damage, and the archer gains a +4 power bonus to damage rolls against the target until the end of his next turn.			
R Poisoned Shot (necrotic, poison, weapon) • Recharge 5-6			
Attack: Ranged 20 (one creature); +19 vs. AC			
Hit: 2d8 + 11 damage, and ongoing 10 necrotic and poison damage (save ends).			
First Failed Save: The target is immobilized and takes ongoing 10 necrotic and poison damage (save ends both).			
Second Failed Save: The power's other effects end, and the target falls unconscious (save ends).			
TRIGGERED ACTIONS			
Shadow Escape (necrotic, teleportation) • Encounter			
Trigger: An adjacent enemy attacks the archer with a melee attack.			
Effect (Immediate Interrupt): Melee 1 (triggering enemy). The target takes 5 necrotic damage, and the archer teleports up to 5 squares.			
Skills Acrobatics +16, Athletics +15 Bluff +13, Insight +14, Stealth +16			
Str 18 (+10)	Dex 21 (+11)	Wis 17 (+9)	
Con 12 (+7)	Int 17 (+9)	Cha 14 (+8)	
Alignment Evil		Languages Common, Draconic, Elven	

Note: Reskinned Tovin Gravelstoke; removed stone cold slayer.

ENCOUNTER 5B: WHIRLWIND REAPER (ADVENTURE LEVEL 14)

1-3 Crimson Bodyguard	Level 14 Soldier (Leader)
Medium elemental humanoid, genasi	XP 1000
HP 138; Bloodied 69	Initiative +13
AC 30, Fortitude 27, Reflex 26, Will 25	Perception +8
Speed 6	
Saving Throws +5 against weakened	
STANDARD ACTIONS	
m Greataxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 4d6 + 8 damage, and the target's marks on the guard's allies end.	
M Leg Strike (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. Fortitude	
Hit: 4d6 + 8 damage, and the target is slowed and cannot shift until the end of the guard's next turn.	
M Skull Cleaver (weapon) • Recharge if the power misses	
Attack: Melee 1 (one creature); +17 vs. Fortitude	
Hit: 5d8 + 9 damage, and the target is dazed and takes a -2 penalty to saving throws (save ends both).	
Aftereffect: The target grants combat advantage (save ends).	
MINOR ACTIONS	
Get Up! • Recharge 5-6	
Effect: One ally adjacent to the guard can stand up as a free action or make a saving throw against an effect that includes the dazed, the immobilized, or the restrained condition and that a save can end.	
Offensive Form • At-Will (1/round)	
Effect: Each enemy adjacent to the guard is marked until the end of the guard's next turn.	
Crimson Endurance • Encounter	
Effect: The guard gains resist 10 to all damage until the end of its next turn.	
TRIGGERED ACTIONS	
M Selfless Sacrifice • At-Will	
Trigger: Major Derren is hit by an attack.	
Effect (Immediate Interrupt): The guard shifts its speed and must end next to Major Derren. The guard is hit by the attack instead of Major Derren	
Skills Athletics +18, Intimidate +15, Nature +13	
Str 22 (+13)	Dex 18 (+11) Wis 13 (+8)
Con 18 (+11)	Int 11 (+7) Cha 17 (+10)
Alignment unaligned Languages Common, Giant	
Note: Reskinned goliath gladiator to genasi and added <i>selfless sacrifice</i> .	

Major Derren	Level 15 Elite Skirmisher
Medium elemental humanoid (air, earth, fire, water)	XP 2400
HP 296; Bloodied 148	Initiative +15
AC 29, Fortitude 27, Reflex 29, Will 27	Perception +11
Resist 10 cold, 10 fire, 10 lightning	
Speed 6, fly 6 (hover), swim 6	
Saving Throws +2; Action Points 1*	
TRAITS	
Elemental Manifestation	
At the start of Major Derren's turn, he chooses fire, lightning, or thunder damage. Derren's double sword attack deals that type of damage until the start of his next turn, when he can choose a different damage type.	
STANDARD ACTIONS	
m Double Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d8 + 10 damage and ongoing 10 damage (save ends), of the type determined by <i>elemental manifestation</i> .	
M Double Attack • At-Will	
Effect: Major Derren makes two double sword attacks.	
M Primordial Storm (weapon) • Recharge 5-6	
Effect: Major Derren shifts 6 squares and can move through enemies' spaces. During his movement, he makes the following three attacks in order, each against a different target.	
Promise of Storm (Thunder) : +18 vs. Fortitude; 3d8 + 8 thunder damage, and the target gains vulnerable 5 thunder (save ends).	
Earth Shock : +18 vs. Fortitude; 3d8 + 8 damage, and the target is dazed until the end of its next turn.	
Lightning Cut (Lightning) : +18 vs. Reflex; 3d8 + 8 damage, and the target gains ongoing 10 lightning damage (save ends).	
TRIGGERED ACTIONS	
M Fiery Riposte (fire) • At-Will	
Trigger: Major Derren is hit by an adjacent enemy.	
Effect (Immediate Reaction): Melee 1 (targets the triggering enemy); +18 vs. Reflex	
Hit: The target takes ongoing 10 fire damage (save ends). If the target is already taking ongoing fire damage, that damage increases by 10.	
Skills Acrobatics +18, Athletics +19, Endurance +19, Intimidate +14, Nature +18	
Str 19 (+11)	Dex 24 (+14) Wis 18 (+11)
Con 20 (+12)	Int 16 (+10) Cha 15 (+9)
Alignment evil Languages Common, Primordial	

Note: Reskinned genasi elemental dervish, updated from MM2.

*For 4 PCs: remove the Action Point from Major Derren.

Vidkun	Level 15 Elite Skirmisher (Leader)
Medium natural humanoid	XP 1600
HP 288; Bloodied 144	Initiative +15
AC 29, Fortitude 25, Reflex 28, Will 27	Perception +11
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d6 + 13 damage, and Vidkun can slide the target 1 square.	
This attack's damage ignores 10 points of resistance.	
M Lunge (weapon) • Recharge 5-6	
Effect: Before the attack, Vidkun can shift up to half his speed.	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 6d6 + 14 damage. This attack's damage ignores 10 points of resistance.	
MOVE ACTIONS	
Shadow Step (teleportation) • Encounter	
Effect: Vidkun teleports up to 5 squares and becomes insubstantial until the start of his next turn.	
MINOR ACTIONS	
Off-Hand Swipe (weapon) • At-Will (1/round)	
Effect: Before the attack, Vidkun shifts up to 2 squares.	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 2d6 + 4 damage.	
Quick Rally • Encounter	
Effect: Close burst 3 (allies in burst). Each target can take a free action to shift up to 2 squares and then make a melee basic attack. Each target must attack a different creature.	
Skills Acrobatics +18, Bluff +17, Diplomacy +17, Insight +16	
Str 17 (+10)	Dex 23 (+13) Wis 18 (+11)
Con 16 (+10)	Int 15 (+9) Cha 20 (+12)
Alignment evil	Languages Common, Dwarven, Elven

Note: Reskinned Xander Gravelstoke, removed stone cold slayer.

1-3 Guild Archer		Level 14 Artillery
Medium natural humanoid		XP 1000
HP 102; Bloodied 51		Initiative +12
AC 28, Fortitude 26, Reflex 27, Will 24		Perception +10
Speed 6		Darkvision
STANDARD ACTIONS		
m Dagger of Death (necrotic, weapon) • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 3d6 + 11 necrotic damage.		
r Crossbow of Dread (weapon) • At-Will		
Attack: Ranged 20 (one creature); +21 vs. AC		
Hit: 2d8 + 13 damage, and the archer gains a +4 power bonus to damage rolls against the target until the end of his next turn.		
R Poisoned Shot (necrotic, poison, weapon) • Recharge 5-6		
Attack: Ranged 20 (one creature); +21 vs. AC		
Hit: 2d8 + 13 damage, and ongoing 10 necrotic and poison damage (save ends).		
First Failed Save: The target is immobilized and takes ongoing 10 necrotic and poison damage (save ends both).		
Second Failed Save: The power's other effects end, and the target falls unconscious (save ends).		
TRIGGERED ACTIONS		
Shadow Escape (necrotic, teleportation) • Encounter		
Trigger: An adjacent enemy attacks the archer with a melee attack.		
Effect (Immediate Interrupt): Melee 1 (triggering enemy). The target takes 5 necrotic damage, and the archer teleports up to 5 squares.		
Skills Acrobatics +17, Athletics +16, Bluff +14, Insight +15, Stealth +17		
Str 18 (+11)	Dex 21 (+12)	Wis 17 (+10)
Con 12 (+8)	Int 17 (+10)	Cha 14 (+9)
Alignment Evil		Languages Common, Draconic, Elven

Note: Reskinned Tovin Gravelstoke; removed stone cold slayer.

ENCOUNTER 5B: WHIRLWIND REAPER (ADVENTURE LEVEL 16)

1-3 Crimson Bodyguard	Level 16 Soldier (Leader)
Medium elemental humanoid, genasi	XP 1400
HP 154; Bloodied 77	Initiative +14
AC 32, Fortitude 29, Reflex 28, Will 27	Perception +9
Speed 6	
Saving Throws +5 against weakened	
STANDARD ACTIONS	
m Greataxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 4d6 + 10 damage, and the target's marks on the guard's allies end.	
M Leg Strike (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. Fortitude	
Hit: 4d6 + 10 damage, and the target is slowed and cannot shift until the end of the guard's next turn.	
M Skull Cleaver (weapon) • Recharge if the power misses	
Attack: Melee 1 (one creature); +19 vs. Fortitude	
Hit: 5d8 + 11 damage, and the target is dazed and takes a -2 penalty to saving throws (save ends both).	
Aftereffect: The target grants combat advantage (save ends).	
MINOR ACTIONS	
Get Up! • Recharge 5-6	
Effect: One ally adjacent to the guard can stand up as a free action or make a saving throw against an effect that includes the dazed, the immobilized, or the restrained condition and that a save can end.	
Offensive Form • At-Will (1/round)	
Effect: Each enemy adjacent to the guard is marked until the end of the guard's next turn.	
Crimson Endurance • Encounter	
Effect: The guard gains resist 10 to all damage until the end of its next turn.	
TRIGGERED ACTIONS	
M Selfless Sacrifice • At-Will	
Trigger: Major Derren is hit by an attack.	
Effect (Immediate Interrupt): The guard shifts its speed and must end next to Major Derren. The guard is hit by the attack instead of Major Derren	
Skills Athletics +19, Intimidate +16, Nature +14	
Str 22 (+14) Dex 18 (+12) Wis 13 (+9)	
Con 18 (+12) Int 11 (+8) Cha 17 (+11)	
Alignment unaligned	Languages Common, Giant

Note: Reskinned goliath gladiator.

Major Derren	Level 17 Elite Skirmisher
Medium elemental humanoid (air, earth, fire, water)	XP 3200
HP 328; Bloodied 164	Initiative +16
AC 31, Fortitude 29, Reflex 31, Will 29	Perception +12
Resist 10 cold, 10 fire, 10 lightning	
Speed 6, fly 6 (hover), swim 6	
Saving Throws +2; Action Points 1*	
TRAITS	
Elemental Manifestation	
At the start of Major Derren's turn, he chooses fire, lightning, or thunder damage. Derren's double sword attack deals that type of damage until the start of his next turn, when he can choose a different damage type.	
STANDARD ACTIONS	
m Double Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage and ongoing 10 damage (save ends), of the type determined by <i>elemental manifestation</i> .	
M Double Attack • At-Will	
Effect: Major Derren makes two double sword attacks.	
M Primordial Storm (weapon) • Recharge 5-6	
Effect: Major Derren shifts 6 squares and can move through enemies' spaces. During his movement, he makes the following three attacks in order, each against a different target.	
Promise of Storm (Thunder) : +20 vs. Fortitude; 3d8 + 10 thunder damage, and the target gains vulnerable 5 thunder (save ends).	
Earth Shock : +20 vs. Fortitude; 3d8 + 10 damage, and the target is dazed until the end of its next turn.	
Lightning Cut (Lightning) : +20 vs. Reflex; 3d8 + 10 damage, and the target gains ongoing 10 lightning damage (save ends).	
TRIGGERED ACTIONS	
M Fiery Riposte (fire) • At-Will	
Trigger: Major Derren is hit by an adjacent enemy.	
Effect (Immediate Reaction): Melee 1 (targets the triggering enemy); +20 vs. Reflex	
Hit: The target takes ongoing 10 fire damage (save ends). If the target is already taking ongoing fire damage, that damage increases by 10.	
Skills Acrobatics +19, Athletics +20, Endurance +20, Intimidate +15, Nature +19	
Str 19 (+12) Dex 24 (+15) Wis 18 (+12)	
Con 20 (+13) Int 16 (+11) Cha 15 (+10)	
Alignment evil	Languages Common, Primordial

Note: Reskinned genasi elemental dervish, updated from MM2.

*For 4 PCs: remove the Action Point from Major Derren.

Vidkun	Level 17 Elite Skirmisher (Leader)
Medium natural humanoid	XP 3200
HP 320; Bloodied 160	Initiative +16
AC 31, Fortitude 27, Reflex 30, Will 29	Perception +12
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d6 + 15 damage, and Vidkun can slide the target 1 square.	
This attack's damage ignores 10 points of resistance.	
M Lunge (weapon) • Recharge 5-6	
Effect: Before the attack, Vidkun can shift up to half his speed.	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 6d6 + 16 damage. This attack's damage ignores 10 points of resistance.	
MOVE ACTIONS	
Shadow Step (teleportation) • Encounter	
Effect: Vidkun teleports up to 5 squares and becomes insubstantial until the start of his next turn.	
MINOR ACTIONS	
Off-Hand Swipe (weapon) • At-Will (1/round)	
Effect: Before the attack, Vidkun shifts up to 2 squares.	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 2d6 + 6 damage.	
Quick Rally • Encounter	
Effect: Close burst 3 (allies in burst). Each target can take a free action to shift up to 2 squares and then make a melee basic attack. Each target must attack a different creature.	
Skills Acrobatics +19, Bluff +18, Diplomacy +18, Insight +17	
Str 17 (+11)	Dex 23 (+14) Wis 18 (+12)
Con 16 (+11)	Int 15 (+10) Cha 20 (+13)
Alignment evil	Languages Common, Dwarven, Elven

Note: Reskinned Xander Gravelstoke, removed stone cold slayer.

1-3 Guild Archer		Level 16 Artillery	
Medium natural humanoid		XP 1400	
HP 114; Bloodied 57		Initiative +13	
AC 30, Fortitude 28, Reflex 29, Will 26		Perception +11	
Speed 6		Darkvision	
STANDARD ACTIONS			
m Dagger of Death (necrotic, weapon) • At-Will			
Attack: Melee 1 (one creature); +21 vs. AC			
Hit: 3d6 + 13 necrotic damage.			
r Crossbow of Dread (weapon) • At-Will			
Attack: Ranged 20 (one creature); +23 vs. AC			
Hit: 2d8 + 15 damage, and the archer gains a +4 power bonus to damage rolls against the target until the end of his next turn.			
R Poisoned Shot (necrotic, poison, weapon) • Recharge 5-6			
Attack: Ranged 20 (one creature); +23 vs. AC			
Hit: 2d8 + 15 damage, and ongoing 10 necrotic and poison damage (save ends).			
First Failed Save: The target is immobilized and takes ongoing 10 necrotic and poison damage (save ends both).			
Second Failed Save: The power's other effects end, and the target falls unconscious (save ends).			
TRIGGERED ACTIONS			
Shadow Escape (necrotic, teleportation) • Encounter			
Trigger: An adjacent enemy attacks the archer with a melee attack.			
Effect (Immediate Interrupt): Melee 1 (triggering enemy). The target takes 5 necrotic damage, and the archer teleports up to 5 squares.			
Skills Acrobatics +18, Athletics +17, Bluff +15, Insight +16, Stealth +18			
Str 18 (+12)	Dex 21 (+13)	Wis 17 (+11)	
Con 12 (+9)	Int 17 (+11)	Cha 14 (+10)	
Alignment Evil		Languages Common, Draconic, Elven	

Note: Reskinned Tovin Gravelstoke; removed stone cold slayer.

ENCOUNTER 5B: WHIRLWIND REAPER (ADVENTURE LEVEL 18)

1-3 Crimson Bodyguard	Level 18 Soldier (Leader)
Medium elemental humanoid, genasi	XP 2000
HP 170; Bloodied 85	Initiative +15
AC 34, Fortitude 31, Reflex 30, Will 29	Perception +10
Speed 6	
Saving Throws +5 against weakened	
STANDARD ACTIONS	
m Greataxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 4d6 + 12 damage, and the target's marks on the guard's allies end.	
M Leg Strike (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. Fortitude	
Hit: 4d6 + 12 damage, and the target is slowed and cannot shift until the end of the guard's next turn.	
M Skull Cleaver (weapon) • Recharge if the power misses	
Attack: Melee 1 (one creature); +19 vs. Fortitude	
Hit: 6d8 + 10 damage, and the target is dazed and takes a -2 penalty to saving throws (save ends both).	
Aftereffect: The target grants combat advantage (save ends).	
MINOR ACTIONS	
Get Up! • Recharge 5-6	
Effect: One ally adjacent to the guard can stand up as a free action or make a saving throw against an effect that includes the dazed, the immobilized, or the restrained condition and that a save can end.	
Offensive Form • At-Will (1/round)	
Effect: Each enemy adjacent to the guard is marked until the end of the guard's next turn.	
Crimson Endurance • Encounter	
Effect: The guard gains resist 15 to all damage until the end of its next turn.	
TRIGGERED ACTIONS	
M Selfless Sacrifice • At-Will	
Trigger: Major Derren is hit by an attack.	
Effect (Immediate Interrupt): The guard shifts its speed and must end next to Major Derren. The guard is hit by the attack instead of Major Derren	
Skills Athletics +20, Intimidate +17, Nature +15	
Str 22 (+15) Dex 18 (+13) Wis 13 (+10)	
Con 18 (+13) Int 11 (+9) Cha 17 (+12)	
Alignment unaligned Languages Common, Giant	
Note: Reskinned goliath gladiator to genasi and added <i>selfless sacrifice</i> .	

Major Derren	Level 19 Elite Skirmisher
Medium elemental humanoid (air, earth, fire, water)	XP 4800
HP 360; Bloodied 180	Initiative +17
AC 33, Fortitude 31, Reflex 33, Will 31	Perception +13
Resist 15 cold, 15 fire, 15 lightning	
Speed 6, fly 6 (hover), swim 6	
Saving Throws +2; Action Points 1*	
TRAITS	
Elemental Manifestation	
At the start of Major Derren's turn, he chooses fire, lightning, or thunder damage. Derren's double sword attack deals that type of damage until the start of his next turn, when he can choose a different damage type.	
STANDARD ACTIONS	
m Double Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 4d8 + 12 damage and ongoing 15 damage (save ends), of the type determined by <i>elemental manifestation</i> .	
M Double Attack • At-Will	
Effect: Major Derren makes two double sword attacks.	
M Primordial Storm (weapon) • Recharge 5-6	
Effect: Major Derren shifts 6 squares and can move through enemies' spaces. During his movement, he makes the following three attacks in order, each against a different target.	
Promise of Storm (Thunder) : +22 vs. Fortitude; 4d8 + 10 thunder damage, and the target gains vulnerable 10 thunder (save ends).	
Earth Shock : +22 vs. Fortitude; 4d8 + 10 damage, and the target is dazed until the end of its next turn.	
Lightning Cut (Lightning) : +22 vs. Reflex; 4d8 + 10 damage, and the target gains ongoing 15 lightning damage (save ends).	
TRIGGERED ACTIONS	
M Fiery Riposte (fire) • At-Will	
Trigger: Major Derren is hit by an adjacent enemy.	
Effect (Immediate Reaction): Melee 1 (targets the triggering enemy); +22 vs. Reflex	
Hit: The target takes ongoing 15 fire damage (save ends). If the target is already taking ongoing fire damage, that damage increases by 15.	
Skills Acrobatics +20, Athletics +21, Endurance +21, Intimidate +16, Nature +20	
Str 19 (+13) Dex 24 (+16) Wis 18 (+13)	
Con 20 (+14) Int 16 (+12) Cha 15 (+11)	
Alignment evil Languages Common, Primordial	

Note: Reskinned genasi elemental dervish, updated from MM2.

*For 4 PCs: remove the Action Point from Major Derren.

Vidkun	Level 19 Elite Skirmisher (Leader)
Medium natural humanoid	XP 4800
HP 352; Bloodied 176	Initiative +17
AC 33, Fortitude 29, Reflex 32, Will 31	Perception +13
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 4d6 + 15 damage, and Vidkun can slide the target 1 square.	
This attack's damage ignores 15 points of resistance.	
M Lunge (weapon) • Recharge 5-6	
Effect: Before the attack, Vidkun can shift up to half his speed.	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 8d6 + 15 damage. This attack's damage ignores 15 points of resistance.	
MOVE ACTIONS	
Shadow Step (teleportation) • Encounter	
Effect: Vidkun teleports up to 5 squares and becomes insubstantial until the start of his next turn.	
MINOR ACTIONS	
Off-Hand Swipe (weapon) • At-Will (1/round)	
Effect: Before the attack, Vidkun shifts up to 2 squares.	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d6 + 6 damage.	
Quick Rally • Encounter	
Effect: Close burst 3 (allies in burst). Each target can take a free action to shift up to 2 squares and then make a melee basic attack. Each target must attack a different creature.	
Skills Acrobatics +20, Bluff +19, Diplomacy +19, Insight +18	
Str 17 (+12)	Dex 23 (+15) Wis 18 (+13)
Con 16 (+12)	Int 15 (+11) Cha 20 (+14)
Alignment evil	Languages Common, Dwarven, Elven

Note: Reskinned Xander Gravelstoke, removed stone cold slayer.

1-3 Guild Archer		Level 18 Artillery
Medium natural humanoid		XP 2000
HP 126; Bloodied 63		Initiative +14
AC 32, Fortitude 30, Reflex 31, Will 28		Perception +12
Speed 6		Darkvision
STANDARD ACTIONS		
m Dagger of Death (necrotic, weapon) • At-Will		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 4d6 + 12 necrotic damage.		
r Crossbow of Dread (weapon) • At-Will		
Attack: Ranged 20 (one creature); +25 vs. AC		
Hit: 3d8 + 13 damage, and the archer gains a +4 power bonus to damage rolls against the target until the end of his next turn.		
R Poisoned Shot (necrotic, poison, weapon) • Recharge 5-6		
Attack: Ranged 20 (one creature); +25 vs. AC		
Hit: 3d8 + 13 damage, and ongoing 15 necrotic and poison damage (save ends).		
First Failed Save: The target is immobilized and takes ongoing 15 necrotic and poison damage (save ends both).		
Second Failed Save: The power's other effects end, and the target falls unconscious (save ends).		
TRIGGERED ACTIONS		
Shadow Escape (necrotic, teleportation) • Encounter		
Trigger: An adjacent enemy attacks the archer with a melee attack.		
Effect (Immediate Interrupt): Melee 1 (triggering enemy). The target takes 10 necrotic damage, and the archer teleports up to 5 squares.		
Skills Acrobatics +19, Athletics +18, Bluff +16, Insight +17, Stealth +19		
Str 18 (+13)	Dex 21 (+14)	Wis 17 (+12)
Con 12 (+10)	Int 17 (+12)	Cha 14 (+11)
Alignment Evil	Languages Common, Draconic, Elven	

Note: Reskinned Tovin Gravelstoke; removed stone cold slayer.

ENCOUNTER 5B: WHIRLWIND REAPER (ADVENTURE LEVEL 20)

1-3 Crimson Bodyguard	Level 20 Soldier (Leader)
Medium elemental humanoid, genasi	XP 2000
HP 186; Bloodied 93	Initiative +16
AC 36, Fortitude 33, Reflex 32, Will 31	Perception +11
Speed 6	
Saving Throws +5 against weakened	
STANDARD ACTIONS	
m Greataxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 4d6 + 14 damage, and the target's marks on the guard's allies end.	
M Leg Strike (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. Fortitude	
Hit: 4d6 + 14 damage, and the target is slowed and cannot shift until the end of the guard's next turn.	
M Skull Cleaver (weapon) • Recharge if the power misses	
Attack: Melee 1 (one creature); +21 vs. Fortitude	
Hit: 6d8 + 12 damage, and the target is dazed and takes a -2 penalty to saving throws (save ends both).	
Aftereffect: The target grants combat advantage (save ends).	
MINOR ACTIONS	
Get Up! • Recharge 5-6	
Effect: One ally adjacent to the guard can stand up as a free action or make a saving throw against an effect that includes the dazed, the immobilized, or the restrained condition and that a save can end.	
Offensive Form • At-Will (1/round)	
Effect: Each enemy adjacent to the guard is marked until the end of the guard's next turn.	
Crimson Endurance • Encounter	
Effect: The guard gains resist 15 to all damage until the end of its next turn.	
TRIGGERED ACTIONS	
M Selfless Sacrifice • At-Will	
Trigger: Major Derren is hit by an attack.	
Effect (Immediate Interrupt): The guard shifts its speed and must end next to Major Derren. The guard is hit by the attack instead of Major Derren	
Skills Athletics +21, Intimidate +18, Nature +16	
Str 22 (+16)	Dex 18 (+14) Wis 13 (+11)
Con 18 (+14)	Int 11 (+10) Cha 17 (+13)
Alignment unaligned Languages Common, Giant	
Note: Reskinned goliath gladiator to genasi and added <i>selfless sacrifice</i> .	

Major Derren	Level 21 Elite Skirmisher
Medium elemental humanoid (air, earth, fire, water)	XP 6400
HP 392; Bloodied 196	Initiative +18
AC 35, Fortitude 33, Reflex 35, Will 33	Perception +14
Resist 15 cold, 15 fire, 15 lightning	
Speed 6, fly 6 (hover), swim 6	
Saving Throws +2; Action Points 1*	
TRAITS	
Elemental Manifestation	
At the start of Major Derren's turn, he chooses fire, lightning, or thunder damage. Derren's double sword attack deals that type of damage until the start of his next turn, when he can choose a different damage type.	
STANDARD ACTIONS	
m Double Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 4d8 + 14 damage and ongoing 15 damage (save ends), of the type determined by <i>elemental manifestation</i> .	
M Double Attack • At-Will	
Effect: Major Derren makes two double sword attacks.	
M Primordial Storm (weapon) • Recharge 5-6	
Effect: Major Derren shifts 6 squares and can move through enemies' spaces. During his movement, he makes the following three attacks in order, each against a different target.	
Promise of Storm (Thunder) : +24 vs. Fortitude; 4d8 + 12 thunder damage, and the target gains vulnerable 10 thunder (save ends).	
Earth Shock : +22 vs. Fortitude; 4d8 + 12 damage, and the target is dazed until the end of its next turn.	
Lightning Cut (Lightning) : +24 vs. Reflex; 4d8 + 12 damage, and the target gains ongoing 15 lightning damage (save ends).	
TRIGGERED ACTIONS	
M Fiery Riposte (fire) • At-Will	
Trigger: Major Derren is hit by an adjacent enemy.	
Effect (Immediate Reaction): Melee 1 (targets the triggering enemy); +24 vs. Reflex	
Hit: The target takes ongoing 15 fire damage (save ends). If the target is already taking ongoing fire damage, that damage increases by 15.	
Skills Acrobatics +21, Athletics +22, Endurance +22, Intimidate +17, Nature +21	
Str 19 (+14)	Dex 24 (+17) Wis 18 (+14)
Con 20 (+15)	Int 16 (+13) Cha 15 (+12)
Alignment evil Languages Common, Primordial	

Note: Reskinned genasi elemental dervish, updated from MM2.

*For 4 PCs: remove the Action Point from Major Derren.

Vidkun	Level 21 Elite Skirmisher (Leader)
Medium natural humanoid	XP 6400
HP 384; Bloodied 192	Initiative +18
AC 35, Fortitude 31, Reflex 34, Will 33	Perception +14
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 4d6 + 17 damage, and Vidkun can slide the target 1 square.	
This attack's damage ignores 15 points of resistance.	
M Lunge (weapon) • Recharge 5-6	
Effect: Before the attack, Vidkun can shift up to half his speed.	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 8d6 + 17 damage. This attack's damage ignores 15 points of resistance.	
MOVE ACTIONS	
Shadow Step (teleportation) • Encounter	
Effect: Vidkun teleports up to 5 squares and becomes insubstantial until the start of his next turn.	
MINOR ACTIONS	
Off-Hand Swipe (weapon) • At-Will (1/round)	
Effect: Before the attack, Vidkun shifts up to 2 squares.	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 3d6 + 8 damage.	
Quick Rally • Encounter	
Effect: Close burst 3 (allies in burst). Each target can take a free action to shift up to 2 squares and then make a melee basic attack. Each target must attack a different creature.	
Skills Acrobatics +21, Bluff +20, Diplomacy +20, Insight +19	
Str 17 (+13)	Dex 23 (+16) Wis 18 (+14)
Con 16 (+13)	Int 15 (+12) Cha 20 (+15)
Alignment evil	Languages Common, Dwarven, Elven

Note: Reskinned Xander Gravelstoke, removed stone cold slayer.

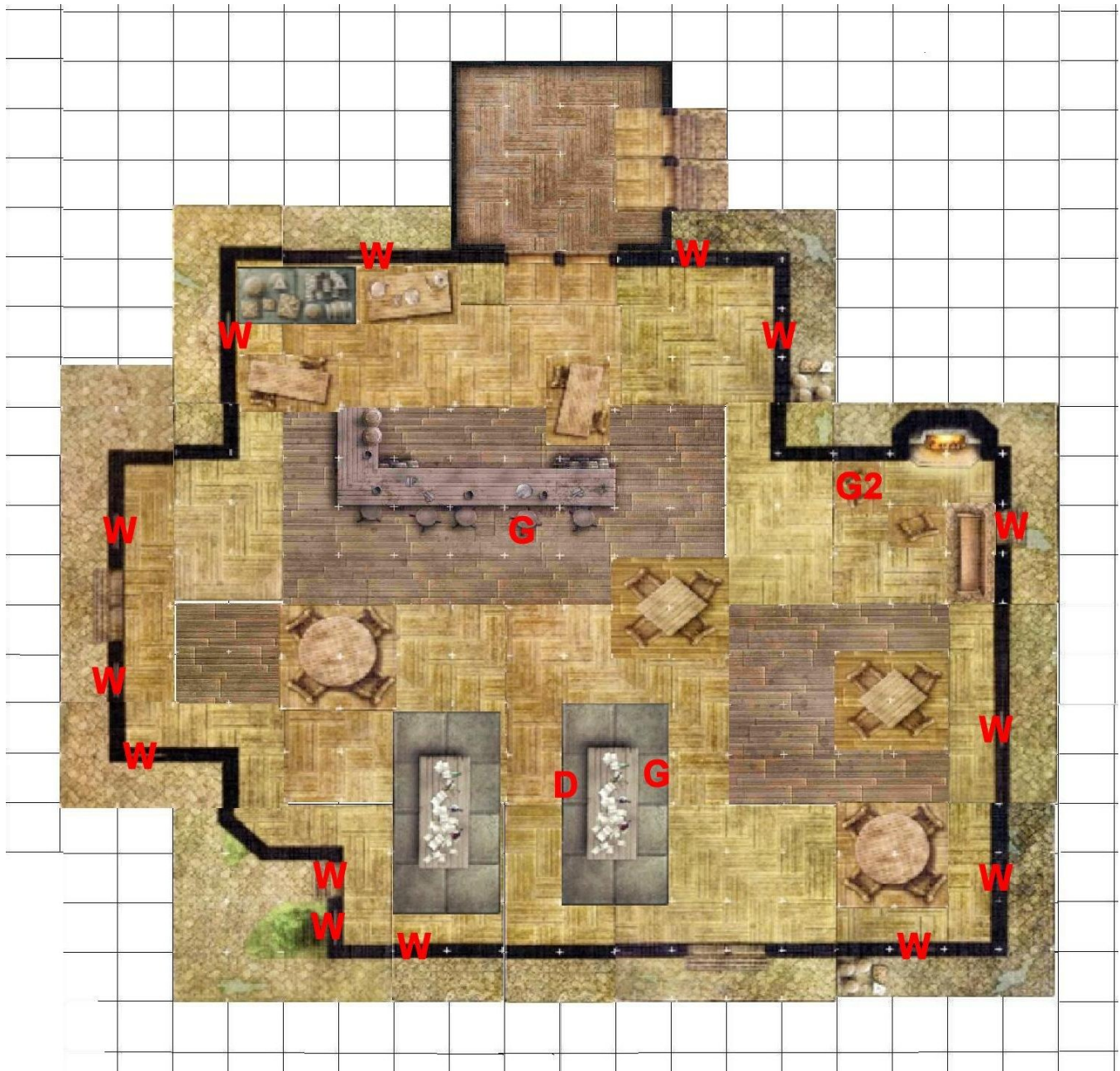
1-3 Guild Archer		Level 20 Artillery
Medium natural humanoid		XP 2800
HP 138; Bloodied 69		Initiative +15
AC 34, Fortitude 32, Reflex 33, Will 30		Perception +13
Speed 6		Darkvision
STANDARD ACTIONS		
m Dagger of Death (necrotic, weapon) • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 4d6 + 14 necrotic damage.		
r Crossbow of Dread (weapon) • At-Will		
Attack: Ranged 20 (one creature); +27 vs. AC		
Hit: 3d8 + 15 damage, and the archer gains a +4 power bonus to damage rolls against the target until the end of his next turn.		
R Poisoned Shot (necrotic, poison, weapon) • Recharge 5-6		
Attack: Ranged 20 (one creature); +27 vs. AC		
Hit: 3d8 + 15 damage, and ongoing 15 necrotic and poison damage (save ends).		
First Failed Save: The target is immobilized and takes ongoing 15 necrotic and poison damage (save ends both).		
Second Failed Save: The power's other effects end, and the target falls unconscious (save ends).		
TRIGGERED ACTIONS		
Shadow Escape (necrotic, teleportation) • Encounter		
Trigger: An adjacent enemy attacks the archer with a melee attack.		
Effect (Immediate Interrupt): Melee 1 (triggering enemy). The target takes 15 necrotic damage, and the archer teleports up to 5 squares.		
Skills Acrobatics +20, Athletics +19, Bluff +17, Insight +18, Stealth +20		
Str 18 (+14)	Dex 21 (+15)	Wis 17 (+13)
Con 12 (+11)	Int 17 (+13)	Cha 14 (+12)
Alignment Evil	Languages Common, Draconic, Elven	

Note: Reskinned Tovin Gravelstoke; removed stone cold slayer.

ENCOUNTER 5B: WHIRLWIND REAPER MAP

TILE SETS NEEDED

Dungeon Tiles Master Set: The City x2, Harrowing Halls DU6 1x, Dungeon Tiles Master Set: The Dungeon x1



W= window, D= Captain Derren, G= crimson bodyguards (G2 designates location of additional guard when there are 6 players), bartender hides in a back room during fight. PCs can enter via any of the doors.

When Vikdun and the archers arrive, the archers spread out and shoot into the building from opposite sides

CONCLUDING THE ADVENTURE

After the PCs have incited a slave revolt in the arena or destroyed the Crimson Guard headquarters, and dealt with the traitor Vidkun, they should have no trouble escaping Memnon and returning to Almraiven.

Ala'Ammar waits eagerly for their report. He expresses concern and dismay at Vidkun's betrayal, and is even more impressed with the PCs for overcoming the additional challenges.

He pays the PCs the promised amount, and suggests that the WeavePasha may be able to use their services to recover shards of the Calimemnon Crystal (CALI4-1, CALI4-2, or CALI4-3), if they have not already completed the Calimemnon Crystal major quest.

If the PCs completed their mission and silenced the traitor, they incited enough hostility for Memnon to launch direct attacks at Calimport. They earn Story Award CALI23. Each PC who has not received a *magic lamp* from Ala'Ammar or the WeavePasha in a previous adventure also receives Story Award LAMP01 in conjunction with CALI23, and all PCs receive a wish for their (new or existing) lamp, which is Story Award WISH02. If the PCs failed to incite Memnon to war and did not earn CALI23 then they cannot get a *magic lamp* or a wish from this adventure.

The PCs earn Story Award CALI24 if they completed either the area or caravan mission (regardless of whether they ended up earning CALI23 or not).

TREASURE

Ala'Ammar gives the PCs 500 / 900 / 1800 / 3500 / 5000 gp each and offers to obtain for each PC any Common or Uncommon magic item of the PC's level + 2 or less. He also makes available all Treasures listed in this adventure, even if the PCs did not find them, with the exception of Treasure A (which is reserved for his best friends).

For any PC with Story Award **CALI09 Delivered the Battle Cloak** (and who chose Ala'Ammar) and **CALI10 Completed the Battlecloak Saga OR ADCP29 Outpost at Suldolphor** from ADCP4-2 *Lost City of Suldolphor*, Ala'Ammar allows them to choose to keep the *inescapable weapon* he gave them at the beginning of the adventure (these characters have access to Treasure A).

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. No character can earn more than the listed maximum XP.

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 16

Minimum Possible XP: 3000 XP per PC
Incited a slave revolt: +1350 XP
Destroyed the Crimson Guard HQ: +1350 XP
Silenced the traitor: +1350 XP
Maximum Possible XP: 5700 XP per PC

Base Gold per PC: 6,600 gp

ADVENTURE LEVEL 18

Minimum Possible XP: 4260 XP per PC
Incited a slave revolt: +1950 XP
Destroyed the Crimson Guard HQ: +1950 XP
Silenced the traitor: +1950 XP
Maximum Possible XP: 8160 XP per PC

Base Gold per PC: 13,200 gp

ADVENTURE LEVEL 12

Minimum Possible XP: 1380 XP per PC
Incited a slave revolt: +750 XP
Destroyed the Crimson Guard HQ: +750 XP
Silenced the traitor: +750 XP
Maximum Possible XP: 2880 XP per PC

Base Gold per PC: 1920 gp

ADVENTURE LEVEL 20

Minimum Possible XP: 6000 XP per PC
Incited a slave revolt: +2700 XP
Destroyed the Crimson Guard HQ: +2700 XP
Silenced the traitor: +2700 XP
Maximum Possible XP: 11,400 XP per PC

Base Gold per PC: 19,800 gp

ADVENTURE LEVEL 14

Minimum Possible XP: 1980 XP per PC
Incited a slave revolt: +1050 XP
Destroyed the Crimson Guard HQ: +1050 XP
Silenced the traitor: +1050 XP
Maximum Possible XP: 4080 XP per PC

Base Gold per PC: 3300 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:

If the PCs are completely successful, they gain access to all Treasures with the exception of Treasure A (only PCs with the appropriate Story Awards can take Treasure A).

Treasures A through E and X through Z are available at all Adventure Levels. Treasures F, G, and H are available at AL 14+; Treasure I is available at AL 16+; and Treasure J is only available at AL 20.

Treasure A: Requires that the PC has CALI09 Delivered the Battlecloak (and chose Ala’Ammar) and CALI10 Completed the Battlecloak Saga OR ADCP29 Outpost at Suldolphor: *inescapable weapon* (level 13/+3 for ALs 12 & 14; level 18/+4 for all other ALs; *Adventurer’s Vault*)

Treasure B: +3 *savage weapon* (level 13, *Dragon* 368)
Found in Encounter 2

Treasure C: *cloak of the desert* +3 (level 13, *Adventurer’s Vault* 2)
Found in Encounter 3

Treasure D: *incendiary ring of fire blazing* (level 14, *Mordenkainen’s Magnificent Emporium*)
Found in Encounter 3

Treasure E: *burning gauntlets* (level 16, *Adventurer’s Vault*)
Found in Encounter 2

At AL 14+, add the following:

Treasure F: +4 *savage weapon* (level 18, *Dragon* 368)
Found in Encounter 2

Treasure G: *cloak of the desert* +4 (level 18, *Adventurer’s Vault* 2)
Found in Encounter 3

Treasure H: *iron armbands of bilarro* (level 18, *Mordenkainen’s Magnificent Emporium*)
Found in Encounter 5

At AL 16+, add the following:

Treasure I: *lightning reflex gloves* (level 19, *Adventurer’s Vault*)
Found in Encounter 2

At AL 20+, add the following:

Treasure J: *iron armbands of bilarro* (level 23, *Mordenkainen’s Magnificent Emporium*)
Found in Encounter 5

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

The player may choose a Common or Uncommon magic item of the character’s level +2 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 PC finds a potion plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 12: *potion of vitality* (level 15)

AL 14: *potion of vitality* (level 15) plus 750 gp

AL 16: *potion of vitality* (level 15) plus 2,500 gp

AL 18: *potion of cure critical wounds* (level 20) plus 2,000 gp

AL 20: *potion of cure critical wounds* (level 20) plus 6,000 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

The PCs gain CALI23 if they successfully completed the arena or caravan mission and silenced the traitor. Those PCs who do not already have a *magic lamp* from a previous adventure also gain LAMP01, and all PCs gain one wish for their lamp (WISH02). (If the PCs do not earn CALI23 then they do not get a *magic lamp* or a wish.)

WISH02 I Wish I Might

This Story Award counts as one wish for your *magic lamp*. Void this award when you spend the wish. See Story Award LAMP01 for details.

CALI23 Memnon Incited to War

Your covert activities have caused the citizens of Memnon to escalate hostilities with Calimport. This call to war is sure to weaken both cities, improving the chances for Almraiven to sweep in and destroy these hubs of evil and tyranny.

This Story Award counts as one of the recommendations needed to qualify to play the adventure QUES4-1 *Liberation*, a special mission for adventurers of the high Paragon tier.

Each PC gains CALI24 if they completed the arena or caravan mission.

CALI24 Boom Goes the Dynamite

You and your allies successfully destroyed the Crimson Guard Headquarters in Memnon and incited a slave revolt in the arena. Some of the alchemical explosive material was left over from the destruction. You gain the following single-use consumable item. Strike through this Story Award when you use it. There is no formula for this item and it cannot be created by player characters.

Alchemical Dynamite	Common
“As soon as men find that in one instant, whole armies can be utterly destroyed, they surely will abide by golden peace.”	
Alchemical Item	
Utility Power ♦ Consumable (Standard Action)	
Attack: Area burst 2 within 10 (creatures in burst); Your character level + 3 vs. Reflex	
Hit: 3d6 + your character level fire and radiant damage	
Miss: Half damage.	

NEW RULES

Burning Gauntlets

Level 16+ Uncommon

Made of iron and constantly trailing wisps of smoke, these plated gloves incite your inner pyromaniac.

Lvl 16 45,000 gp

Lvl 26 1,125,000 gp

Item Slot: Hands

Enhancement: Fortitude, Reflex, and Will

Utility Power (Daily • Fire): Free Action.

Use this power when you make an attack with the fire keyword. The first target hit by the attack, if any, also takes ongoing 5 fire damage (save ends). Also, you deal an extra 1 fire damage on successful attacks with the fire keyword until the end of the encounter.

If you've reached at least one milestone today before using this power, instead deal an extra 2 fire damage on successful attacks with the fire keyword until the end of the encounter.

Level 16: Ongoing 10 fire damage, extra 3 fire damage (4 after milestone).

Level 26: Ongoing 15 fire damage, extra 5 fire damage (6 after milestone).

Reference: *Adventurer's Vault*, page 132.

Cloak of the Desert

Level 13+ Uncommon

This tan cloak blends perfectly with the desert sand.

Lvl 13 +3 17,000 gp

Lvl 23 +5 425,000 gp

Lvl 18 +4 85,000 gp

Lvl 28 +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Minor Action.

You gain concealment until the end of the encounter as sand swirls around you. Until the end of the encounter, you can unleash the sand in an attack: Standard action; Close burst 3; targets each enemy in burst; Constitution + the cloak's enhancement bonus vs. Fortitude; on a hit, the target takes 1d6 damage per plus and is blinded until the end of its next turn. If you make this attack, the concealment granted by this power ends.

Reference: *Adventurer's Vault* 2, page 65.

Potion of Cure Critical Wounds

Level 20 Uncommon

This potion covers your deep wounds in bright silver light.

Consumable: Potion 5,000 gp

Power (Healing): Minor Action.

Effect: You drink the potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 3d8 + 20 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things is true, there is no effect.

Reference: *Mordenkainen's Magnificent Emporium* p 95.

Incendiary Ring of Fireblazing

Level 14 Rare

A shroud of living flame emanates from this ring without harming you. On your command, you can send it blazing outward to sear your enemies.

Price: 21,000 gp

Item Slot: Ring

Property: When you make a basic attack, that attack can deal fire damage instead of its normal damage type.

Attack Power (Daily • Fire): No Action.

Trigger: You hit with an attack that deals fire damage.

Effect: The target and each creature, other than you, adjacent to it takes ongoing 10 fire damage (save ends)

Milestone: If you have reached at least one milestone today, the ongoing damage increases to 20.

Utility Power (At-Will): Minor Action.

Effect: You can ignite any unattended combustible object that you touch, including cloth, oil, paper, tinder, a torch, and so on. You cannot use this power to deal damage to any creature.

Reference: *Mordenkainen's Magnificent Emporium* p 76.

Iron Armbands of Bilarro

Level 18+ Uncommon

This rusty iron sphere has a series of shallow grooves that trace concentric circles across its surface.

Lvl 18 85,000 gp

Lvl 23 425,000 gp

Wondrous Item

Enhancement: Fortitude, Reflex, and Will

Attack Power (Daily): Standard Action.

Attack: Ranged 10 (one creature of size Medium or smaller); the band's level + 3 vs. Reflex

Hit: The target cannot use its arms until it succeeds on an Acrobatics or Athletics check (moderate DC of the band's level) as a move action. Until the effect ends, the target is prevented from doing anything that requires its arms, such as climbing or making a melee attack. When the effect ends, the bands return to you. **Miss:** The bands return to you.

Reference: *Mordenkainen's Magnificent Emporium* p 86.

Lightning Reflex Gloves

Level 19 Uncommon

These light, black gloves grip your arms, making you twitch with nervous energy.

Item Slot: Hands

Lvl 19 105,000 gp

Property: Gain a +2 bonus to opportunity attacks.

Power (Daily): Free Action.

Use this power when an enemy provokes an opportunity attack. Take an opportunity attack, even if you've already used an opportunity attack this turn.

Reference: *Adventurer's Vault*, page 136.

Potion of Vitality Level 15 Common

This curative heals wounds and can fix other ailments.

Consumable: Potion 1,000 gp

Power (Healing): Minor Action.

Drink this potion and spend a healing surge. Instead of the hit points you normally regain, regain 25 hit points and make one saving throw against an effect that a save can end.

Reference: *Player's Handbook* page 255.

Savage Weapon Level 13+ Uncommon

This weapon fuels your courage and alacrity.

Lvl 13 +3 17,000 gp Lvl 23 +5 425,000 gp

Lvl 18 +4 85,000 gp Lvl 28 +6 2,125,000 gp

Weapon: Flail, hammer or mace

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action.

Use this power when you successfully hit with this weapon. You can shift 1 square and make a melee basic attack with this weapon.

Reference: *Dragon* 368, page 65.

Inescapable Weapon Level 13 / 18 Uncommon

This weapon grows increasingly eager to strike those you have trouble hitting.

Lvl 13 +3 17,000 gp

Lvl 18 +4 85,000 gp

Weapon: Any

Enhancement: attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Each time you miss a target with this weapon, you gain a cumulative +1 bonus (up to the weapon's enhancement bonus) to your next attack roll with this weapon against the same target. The bonus ends if you attack another target or you hit.

Reference: *Adventurer's Vault*, page 70

APPENDIX I

CALIMSHAN BACKGROUND

The period between the beginning of the Spellplague and the Year of Holy Thunder (1450 DR) is known locally as the Second Era of Skyfire. What happened that year to send Calim and Memnon back to their home plane no one knows. Their Lieutenants and foot soldiers remain in Calimshan, and continue a bloody war based on little more than opposing philosophies.

The headquarters of the warring genasi factions are the cities of Memnon and Calimport. The human population of both cities serves as slaves and as fodder in the constant battles. Only the city of Almraiven, still rich in magic and well defended, remains under human control. Indeed, it is the last bastion of human rule in Calimshan.

Prior to the genasi uprising, Almraiven was the premier center for magical study within Calimshan. Because the Spellplague left the spellcasters of the city relatively unharmed, they were able to defend it from the genasi rebellion that overthrew human rule in greater Calimshan. Some humans who escaped the clash of Calim and Memnon fled to Almraiven, the last large pocket of humanity in Calimshan. Almraiven's arcane tradition bolsters its defenses, and an arcane college recently founded by the Weave Pasha assures the city's continued attraction for young apprentices. (Source: FRPG p. 84; FRCG p. 98).

ALA'AMMAR

Male Human Patriarch of House Asada

Ala'Ammar, patriarch of House Asada. He is an imposing gentleman, and he twirls a large handlebar moustache as he speaks with a thick accent and an earnest smile.

Personality: Driven, honorable, proud

History: Ala'Ammar, patriarch of House Asada, was once a slave of Memnon. After he gained his freedom, he devoted his life to freeing the slaves of Calimshan.

Ala'Ammar is a well-known and well-liked noble in Almraiven. He has committed many of his personal resources to sheltering escaped slaves and has ties to organizations opposed to slavery in the region, including the Jenessar and the Brotherhood of Bonded Escape.

The first step was establishing bloodline. Since adventurers recovered the legendary *Battlecloak of*

Vycanea, nobles of Almraiven and slaves have flocked to follow the patriarch of this well-respected house.

Now, Ala'Ammar and his supporters feel it is time to take the next step in freeing the enslaved of Calimshan: war against Memnon and Calimport.

THE WEAVEPASHA

Male Human Almraiven Ruler

An old wizard wearing desert garb embroidered with ancient arcane symbols and runes. He has the lingering odor of musty tomes.

Personality: Cautious, pragmatic, sincere

History: The WeavePasha is an old and powerful wizard who has ruled Almraiven for many years. He is also headmaster of the arcane college in Almraiven, which attracts many promising young apprentices. The WeavePasha has managed to maintain Almraiven as the one free human city in the region. Slaves dream of escaping to the safety of Almraiven.

The WeavePasha is sworn to protect Almraiven from the endless threat of war from Calimshan and Memnon. For years he has held back the efreet, djinn and genasi attacks, but the safety of the city is tenuous at best and could fall at any moment. Perhaps the most amazing accomplishment is that the WeavePasha has managed to hide this fact from the citizens of Almraiven, who enjoy the fragile protection with blissful ignorance.

MEMNON

City of Memnon Loyalists; Population 35,000 Founded by the army of the efreet Memnon, this city reveres the entity from which it takes its name. The genasi of Memnon followed Calimport's lead and enslaved the remaining human population, finding the people to be useful pawns in their war against the hated followers of Calim.

The city's outer walls are made of a dark, smooth rock that absorbs heat and shrugs off wear. This same dark rock is mined to the east, in the Marching Mountains, and those slaves who can be spared from the war effort toil in the mines. The life of a slave miner is brutal and short.

(Source: *Forgotten Realms Campaign Guide* p. 99)

HANDOUT 1: BACKGROUND

The WeavePasha of Almraiven stares intently at the map of Calimshan spread before him. A knock at the door interrupts his thoughts. He straightens his robe embroidered with arcane runes and, rising to his feet, invites the visitor into his office.

A large man draped in a voluminous emerald-green, gold-trimmed cloak that glows softly, strides confidently into the room. His face is stern and he gives the WeavePasha a low bow.

The WeavePasha bows deeply at the waist. "Greetings, Ala'Ammar. Thank you for coming."

"You have delayed my efforts long enough," snaps Ala'Ammar. "The people are behind me. We must act now. We cannot allow another day to go by while slaves suffer under the cruel whip of their masters. It is time to march our army across the desert and liberate Memnon, then press on to liberate Calimport!"

The WeavePasha points to the map, tracing the triangle of the cities of Calimport, Memnon, and Almraiven. "You know as well as I do how tenuous the balance is in the region. We cannot launch an assault on either Calimport or Memnon - the other will take the opportunity to wipe out the warring cities and gain control of all of Calimshan. Almraiven has always been a quiet haven for escaped slaves. Stirring up trouble will only weaken us and allow Calimport or Memnon to gain control of the region."

Ala'Ammar grins mischievously and twirls the end of his thick handlebar moustache; "Yes, you are correct that if two sides start a war, both will be weakened and the third will have a significant advantage. I am hiring adventurers to infiltrate both Calimport and Memnon to escalate the hostilities between the two cities. Once they are locked in full battle, we will be able to march across the desert and liberate the slaves."

The WeavePasha's forehead creases in worry. "That is all well and good, Ala'Ammar, but if the Djinn Calim or the Efreet Memnon return, what then? While they have been absent since they broke free from the Calimemnon Crystal, they might return if their cities are threatened. If they were to return, all of Calimshan would be enslaved or destroyed."

"That is where I hoped you could help . . ." trails off Ala'Ammar. The two men sit in deep thought for several minutes.

"Perhaps there is a way," begins the WeavePasha. "If we can gather some large fragments of the Calimemnon Crystal, I should be able to create a new magical prison for Calim or Memnon. The threat of being imprisoned again is enough that it should prevent them from returning to interfere."

"Excellent plan!" booms Ala'Ammar, slamming his fist on the table and rising to his feet. "With full-scale war between Calimport and Memnon and your magical crystal to keep the Djinn Calim and Efreet Memnon at bay, we..."

The conversation is interrupted as a well-dressed gentleman bursts through the door, looking flustered. He nods respectfully to the WeavePasha and quickly prostrates himself before Ala'Ammar. "My Lord, I apologize for the intrusion, but there is urgent news. The Janessar reported that the ruins of an ancient city were discovered after an intense sandstorm shifted the desert sands. It is a key tactical location. Whoever secures these ruins first will gain a significant advantage in Calimshan."

Ala'Ammar nods, pleased, "You bring good news, Rham Sahib. Yes, if we gain control of this city, we could establish an outpost for transportation of troops and supplies to assault either city with ease. That will be much better than marching an entire army across the desert."

"We must coordinate our efforts quickly, then," continues the WeavePasha. "I shall locate the Calimemnon Crystal shards and hire adventurers to recover them as quickly as possible. Meanwhile, Ala'Ammar, you should send trusted mercenaries to stir up trouble between Calimport and Memnon. In the meantime, Rham Sahib will put out a call to the various guilds and adventuring companies to secure the ancient city."

"With all of those pieces in place," replies Ala'Ammar, "the liberation of all still oppressed in Calimshan will be at hand!"

HANDOUT 2: LORE

CALIMSHAN

Calimshan is unthinkableably ancient; before the Spellplague, it was the oldest of all human lands. The Spellplague shattered the high magic that bound the efreet Memnon and the djinn Calim in the *Calimemnon Crystal*. The two were released, along with similarly bound servants, many of whom were genasi. Ancient enemies, Calim and Memnon immediately picked up where they left off - trying to annihilate each other. Many presumed humans among the population revealed themselves as genasi and joined in the fight. Thousands more genasi, descendants of those scattered to the lake of Steam, Tethyr, and Amn after the first djinn and efreet empires fell, returned and promptly declared for air or fire. Even some genasi out of newly arrived Akanul joined the fight. The result was thousands dead, the desert's expansion east across the Spider Swamp, and an explosion in the genasi population.

The period between the beginning of the Spellplague and the Year of Holy Thunder (1450 DR) is known locally as the Second Era of Skyfire. What happened that year to send Calim and Memnon back to their home plane no one knows. Their Lieutenants and foot soldiers remain in Calimshan, and continue a bloody war based on little more than opposing philosophies.

The headquarters of the warring genasi factions are the cities of Memnon and Calimport. The human population of both cities serves as slaves and as fodder in the constant battles. Only the city of Almraiven, still rich in magic and well defended, remains under human control. Indeed, it is the last bastion of human rule in Calimshan.

(Source: *Forgotten Realms Campaign Guide* p. 98)

PEOPLE OF CALIMSHAN

Genasi now comprise over half of Calimshan's population. The region's remaining inhabitants are either enslaved or scratching out a living in the remaining strongholds of freedom. The genasi of Calimport and Memnon are united in only two respects - their hatred for each other and their unrepentant practice of slavery. The genasi of Calimshan are fierce warriors hardened by ongoing war.

Humans remain prevalent in Calimshan, though most serve as slaves. This is a microculture in which strong humans rule over the weak. It is particularly fueled by the bonds of slavery. Genasi encourage this situation, preferring the brawny to the smart.

A large number of tiefling have earned positions of respect and power among the ranks of Memnon's fire genasi.

(Source: *Forgotten Realms Player's Guide* p. 84)

MEMNON

City of Memnon Loyalists; Population 35,000 Founded by the army of the efreet Memnon, this city reveres the entity from which it takes its name. The genasi of Memnon followed Calimport's lead and enslaved the remaining human population, finding the people to be useful pawns in their war against the hated followers of Calim.

The city's outer walls are made of a dark, smooth rock that absorbs heat and shrugs off wear. This same dark rock is mined to the east, in the Marching Mountains, and those slaves who can be spared from the war effort toil in the mines. The life of a slave miner is brutal and short.

(Source: *Forgotten Realms Campaign Guide* p. 99)

EVENT SUMMARY

The results of this adventure will have an impact on the future development of the Calimshan story area!

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please fill out the online survey. If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the Senior DM or Event Organizer, who can then answer the survey online.

<https://www.surveymonkey.com/s/SPEC0404LFR>

The survey period closes on **31 August 2012**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

1. Did the PCs successfully start a slave revolt in the arena?

- a. yes
- b. no

2. Did the PCs successfully destroy the Crimson Guard Headquarters?

- a. yes
- b. no

3. What was the status of Vidkun (the spy) at the end of the adventure?

- a. dead
- b. alive, but imprisoned
- c. alive and free

4. How do the players rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

5 4 3 2 1

5. How does the DM rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

5 4 3 2 1

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM
SPEC4~ 4 MISCHIEF IN MEMNON

WISH02 I Wish I Might

This Story Award counts as one wish for your *magic lamp*. Void this award when you spend the wish. See Story Award LAMP01 for details.

CALI23 Memnon Incited to War

Your covert activities have caused the citizens of Memnon to escalate hostilities with Calimport. This call to war is sure to weaken both cities, improving the chances for Almraiven to sweep in and destroy these hubs of evil and tyranny.

This Story Award counts as one of the recommendations needed to qualify to play the adventure QUES4-1 *Liberation*, a special mission for adventurers of the high Paragon tier.

CALI24 Boom Goes the Dynamite

You and your allies successfully destroyed the Crimson Guard Headquarters in Memnon and incited a slave revolt in the arena. Some of the alchemical explosive material was left over from the destruction. You gain the following single-use consumable item. Strike through this Story Award when you use it. There is no formula for this item and it cannot be created by player characters.

Alchemical Dynamite	Common
"As soon as men find that in one instant, whole armies can be utterly destroyed, they surely will abide by golden peace."	
Alchemical Item	
Utility Power ♦ Consumable (Standard Action)	
Attack: Area burst 2 within 10 (creatures in burst); Your character level + 3 vs. Reflex	
Hit: 3d6 + your character level fire and radiant damage	
Miss: Half damage.	

DUNGEONS & DRAGONS

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DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED A MAGIC LAMP IN CALMISHAN!

LAMP01 Magic Lamp

You have been given a *magic lamp*. It does not cost a found-item slot, but does count as one of your Uncommon magic items. The lamp initially contains zero wishes. You gain wishes for your lamp from Story Awards with the code WISH. Each wish must be documented on its own individual Story Award.

Magic Lamp Uncommon (limit 1 per PC)

You rub the lamp, and your wish is fulfilled!

Wondrous Item

Property

To activate one of the lamp's powers, you must void the number of wishes specified by that power. Multiple characters with *magic lamps* may not pool their unspent wishes.

Wish for Luck ♦ At-Will (No Action)

Requirement: You must have at least one unspent wish.

Effect: Reroll one die that you just rolled and use either the original roll or the new roll as your result (whichever you prefer). This power may only be used once on any die roll.

Wish for Power ♦ At-Will (Standard Action)

Requirement: You must have at least one unspent wish.

Effect: One instantaneous effect approved by the DM. As a general guideline, the power level of this effect should be no greater than the benefit of a level-appropriate ritual (there is no component cost, but the casting time of the ritual is unchanged so most rituals cannot be wished for during a combat encounter), to recharge an expended encounter power, or for an automatic success during a skill challenge.

Wish for Life ♦ At-Will (Standard Action)

Requirement: You must have at least two unspent wishes.

Target: You, or one living or dead ally that you can see

Effect: The target regains hit points equal to its bloodied value without spending healing surges. If the target died within the last hour (and is not undead), it is first restored to life and then regains the hit points. The target does not recover any other resources, such as healing surges or expended powers. The target does not suffer the death penalty for being raised.

Wish for Wealth ♦ At-Will (Standard Action)

Requirement: You must have at least three unspent wishes.

Effect: You gain one Common or Uncommon magic item of your choice from a player resource with an item level no greater than your character level + 3, or an amount of gold pieces equal to the market price of a magic item of that level.

If you gain an item, it does not cost a found-item slot.

Reference: Custom item created for LFR

DUNGEONS & DRAGONS

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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.

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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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DUNGEONS & DRAGONS

SESSION TRACKING

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DM Name: _____

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