

# CITY OF DESTINIES

## A DUNGEONS & DRAGONS® *LIVING* *FORGOTTEN REALMS* BATTLE INTERACTIVE

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SPECIAL THANKS TO THE PLAYERS, STAFF, AND DMs OF DDXP 2012

The city of Myth Nantar is the center of the sea elves' society. Although it once rested entirely beneath the waves of the Sea of Fallen Stars, the changes wrought by the Spellplague exposed Myth Nantar's upper levels to the air. Now the sea elves and the surface races mingle and trade freely here, protected from their enemies by ancient elven high magic. Thanks to the mythal, the citizens of Myth Nantar need not fear the threat of the Abolethic Sovereignty. Or so they believe. A two-round continuous-play *Living Forgotten Realms* Battle Interactive for characters of the Heroic and Paragon tiers (levels 1-20, but all characters must be of the same tier and able to play at the chosen Adventure Level).

This adventure is combat-intensive, and the combat encounters are more difficult than those in a typical LFR adventure. You will need good resource management, strong teamwork, and a bit of luck to succeed. It is recommended, but not required, that at least three of the characters at the table be members of the same Adventuring Company. This adventure takes place after (and is directly caused by) the events of SPEC4-1 *Cerulean Dreams* and SPEC4-2 *The Writhing Obelisk*, but play of the prior adventures is not required or assumed.

The encounters in this adventure are designed to be played using the poster maps that are included with the print products *The Book of Vile Darkness* and *Haunted Temples* from Wizards of the Coast. We believe that you will enjoy the adventure more if you use the poster maps, but they are optional.

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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## THE WIZARDS PLAY NETWORK

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

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

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

## PREPARING FOR PLAY

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

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

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

## READING MONSTER STAT BLOCKS

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

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

## IMPORTANT DM INFORMATION

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

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

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

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

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

## APPROPRIATE CHARACTER LEVELS

This adventure is written to support the entire Heroic and Paragon tiers of play (levels 1-20). Epic tier characters may not play this adventure. 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 AL 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.

### COMING BACK FROM THE DEAD

This adventure has special rules for PCs coming back from the dead (see page 8 for details). The standard boilerplate is included here for reference. Characters who die during a mission rejoin the fight on their table's next mission (without having to wait for an extended rest or the end of the adventure). They still suffer the usual 20% XP penalty.

## 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 AND ACTION POINTS

This adventure has special rules for dealing with action points (see page 9 for details). The standard boilerplate is included here, but be sure you are familiar with the additional options that the PCs have for using action points during the battle interactive.

## 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 says 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.

## WHAT'S AN ADVENTURING COMPANY?

In the FORGOTTEN REALMS campaign setting, groups of adventurers often band together under a common cause or motivation. These groups are collectively referred to as "adventuring companies." A "company" is an organized group of adventurers that has taken on a specific name, heraldry or other identifying characteristic, regardless of whether their fundamental motive is one of profit. For example, an adventuring company could be part of an extended family or clan, a small religious sect, or a special team in a military organization. In the *Living Forgotten Realms* campaign, adventuring companies are player-created and player-administered organizations. They are a fun, but completely optional, component of the organized-play experience.

To learn more about the rules and guidelines for creating an adventuring company in *Living Forgotten Realms*, please see the *LFR Meta-Organization Guide*, which can be downloaded from the campaign website at <http://livingforgottenrealms.com>.

This adventure, like all DUNGEONS & DRAGONS® adventures, assumes that the player characters will be working together to achieve their goals. Any elements of competition between adventuring companies are intended to occur in a larger story context rather than taking place at the table. For example, an adventure might include a tournament or other contest in which the PCs score points for their adventuring company, with the company that scores the most points "winning" the overall competition. That's great, but it only works if the PCs at each individual table are working together instead of trying to undermine one another. Therefore, you may not run this adventure for a group of PCs that

does not include at least four characters who are members of the same adventuring company, and it is recommended that all of the PCs be members of the same adventuring company.

If there are players whose characters do not belong to any existing adventuring company at the table, that's fine. They can join another PC's adventuring company or organize a new company on the spot, so long as the rules in the *LFR Campaign Guide* are followed (most notably, the restriction that a character may not change his or her adventuring company membership more than once per character level).

## ORGANIZER INFORMATION

Adventuring company adventures are only available for sanctioned Wizards Play Network (WPN) Public Play events. These adventures are designed to incorporate some meta-game elements (such as an overall scoring system for the participating adventuring companies). These make the most sense and are the most fun when there are a large number of tables all playing the adventure. Public Play events, especially conventions, are the biggest WPN events, draw the most players, and run the most tables, giving them the greatest opportunity to have participants from a variety of different adventuring companies.

Tables of an adventuring company adventure should be treated the same as any other event, including adherence to the General Rules. Each table must include 4-6 players and a DM. In other words, the core D&D experience must be the same, even though there might be some elements that extend beyond an individual table (the interactive elements). Each table DM must complete a Session Tracking Form and turn it in to the Senior DM or event organizer, who is responsible for making sure that the results are reported to the WPN in a timely fashion.

## WHAT'S A BATTLE INTERACTIVE?

The term "Battle Interactive" (BI) is used to denote an adventure where the player characters are taking part in a mass combat environment (such as a war, although formally-declared wars between sovereign nations are rare in the *Forgotten Realms*). The PCs are fighting as part of a much larger force, typically an army. They might have different roles depending on their level (lower-level PCs are likely to be treated more like common soldiers, slugging it out against a horde of foes on the front lines, while higher-level PCs are generally regarded as valuable assets, asked to join war councils and engage in special missions to strike directly at enemy leaders). Regardless of the details, the basic idea



behind a BI is that it represents a clash of two or more opposing forces on a larger scale than would typically be depicted in a normal *Living Forgotten Realms* adventure.

Because it is plausible for a large number of PCs to be fighting at the same time as part of the same army, a BI makes an excellent fit for a convention or game day that can run a large number of tables at the same time. In the *Living Forgotten Realms* campaign we have chosen to present Battle Interactives as Adventuring Company adventures (using the ADCP designation) because it makes sense for factions to recruit large numbers of characters through their adventuring companies, rather than trying to recruit each individual PC one by one.

Organizers are encouraged to set the event up so that all the tables go through each mission of the BI together. Special rules might allow tables to assist or affect one another in ways that are not possible in a normal adventure. For example, if Table #1 is overrun by monsters and forced to retreat, the BI organizer might rule that Table #2 can try to take on the extra monsters in addition to the ones they are already fighting, in hopes of saving Table #1 and closing the gap.

The overall success or failure of a BI is often based on the collective outcomes of all the tables playing. For example, if five tables are playing, the story would change depending on the majority outcome (if three tables failed a mission and two tables succeeded at the same mission, then the official result of that mission would be a failure).

Because a BI is focused on the battlefield, it features more and harder combat encounters than a typical LFR adventure. The XP budget is higher, and the adventure is designed to push PCs to their limits, using up all their resources. Character deaths are more common. Players who enjoy the tactical combat aspect of D&D are more likely to enjoy this adventure than those who don't.

## MONSTER STATISTICS

One of the hardest parts of writing an adventure that can support the entire Heroic and Paragon tiers is the sheer number of stat blocks. For this adventure we are experimenting with a new format that turns each creature's stat block into a template. The DM fills out the template based on the level of each monster, where the monster levels are in turn determined based on the Adventure Level being played and the specific setup instructions for each mission.

To help speed up the process, we have calculated standard damage expressions that are to be used for all monsters. These damage expressions are set to MM3/Essentials standards. See Appendices D1, D2, and D3 for details. Note that these damage expressions will

often vary from the original damage expression that the monster would have had in its original form. We felt that was an acceptable compromise in order to significantly reduce the page count of the adventure by having one stat block per unique monster type instead of 10 stat blocks per unique monster type. However, we welcome your feedback on the [LFR Community Forum](#).

## 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 table on this page, which is also repeated in Appendix D3.

Adventure Level	Easy DC	Moderate DC	Hard DC
2	9	13	20
4	10	14	21
6	11	15	23
8	12	16	24
10	13	18	26
12	14	20	28
14	15	21	29
16	16	22	31
18	17	23	32
20	18	25	34

## ADVENTURE BACKGROUND

The mythal protecting Myth Nantar has been badly damaged on multiple occasions over the last twenty thousand years.

One notable event was the Twelfth Seros War, culminating in the invasion of Myth Nantar in 1359 DR by the Great Ravager Iakhovas (chronicled in the "Threat from the Sea" trilogy of novels by Mel Odom). Though Iakhovas was expelled into the Outer Sea by means of the *Whirlpool Gate*, the victory came at a high cost, including the deaths of several High Mages who had unique knowledge of rejuvenating spells pertaining to the mythal's construction and maintenance.

The second notable event was, of course, the Spellplague, which did not tear down the mythal, but weakened its foundational High Magic even further and caused some of its constant beneficial effects to stop working. (Fortunately, the mythal still provides the

necessary adaptations for water breathers and air breathers to coexist safely within its boundaries.)

Finally, just a few days ago, the aboleth city of Xxiphu came crashing down into the Sea of Fallen Stars, unleashing a massive burst of psychic energy and filling the ocean with alien monsters from the Far Realm. The Abolethic Sovereignty has sent its servitors from across the Sea of Fallen Stars to chase down the perpetrators of the attack on Xxiphu (including those PCs who participated in SPEC4-1 and SPEC4-2). The influx of so many monsters of types that the mythal is supposed to repel was more than the magical barrier could handle, causing this protection to collapse completely.

Though none of these events individually would be enough to destroy the mythal, all of them taken together have caused many of its protections to fail. The leaders of Myth Nantar have actually known for quite some time that the mythal's ability to block most kinds of evil aquatic creatures from entering the city had stopped working; they have been relying on its reputation to keep such creatures from even making the attempt. Unfortunately, the arrival of Xxiphu to the nearby sea floor has revealed the truth of the matter. The mythal alone is no longer sufficient to ward Myth Nantar.

The weakening of the mythal is of particular interest to one demon lord who has long had his eye on Myth Nantar: Dagon, Prince of the Depths. Dagon has been nurturing a small cult of worshippers inside the city itself, as well as recruiting allies from among the local tribes of sahuagin, koalintls, scrags, merrow, morkoths, and ixitxachitl (devil-rays) to augment his own demonic forces. With the arrival of a massive number of angry aberrations from Xxiphu, the time for Dagon and his allies to strike is now. While the forces of the Abolethic Sovereignty strike Myth Nantar from one side, Dagon's monstrous allies strike from the other side, and his demons and cultists rise up from within. Their goal: open the *Whirlpool Gate* (a dimensional portal) so that Dagon can enter the heart of Myth Nantar and make it the seat of his new undersea empire.

## MISSION STRUCTURE

The structure of this Battle Interactive is a bit more free-form than a typical LFR adventure. The BI is divided into two rounds, each of which is intended to take about 4 hours to finish with a 1-2 hour break in between rounds, for an overall running time of 9-10 hours.

During Round 1, there are seven available missions scattered throughout Myth Nantar and nearby points of interest (such as the Sharksbane Wall). Mission 1.6 is Heroic tier only and Mission 1.7 is Paragon tier only, so any given table really has 6 missions to choose from.

### OPTIONAL ELEMENT: SUPER~MONSTERS

This is an optional element of the BI that should only be used if you are running the event with at least 5 tables. This mechanic does draw resources (actions and power usage) away from the PCs, so if a lot of tables are reporting mission failures, you should consider not using it at all or ending it early.

During the BI there are "super-monsters" wandering around the battlefield. They are ancient, colossal creatures that are too powerful for individual tables to fight on their own. Instead, all tables can contribute to defeating (or at least driving off) these foes while still fighting their own individual battles. Super-monsters do not appear on any table's battle map: they are considered to be everywhere at once and can attack and be attacked by anybody no matter what mission they are currently on.

For details on how these creatures work and their game statistics, see **Appendix M**. They are not referred to at all in the main mission descriptions; it's up to the Senior DM to decide when and how to introduce these threats.

Each mission represents a crisis happening in or around the city. All missions include some form of combat encounter, and defeating the monsters is usually an objective: however, most encounters also require diplomacy, puzzle-solving, or other non-combat skills in order to achieve a complete success. All of the Round 1 missions are of equal relative importance, so the PCs must decide (based on short mission briefings) which order they want to tackle these assignments in.

There is a hard time limit of 210 minutes (three and a half hours) for completing missions during Round 1. (The other 30 minutes is for set-up, mustering, boxed text, and bathroom breaks.) Each table plays through missions at its own pace. Whenever a table finishes its current mission, assuming there are more missions remaining, they choose another mission and keep playing. Between each mission the PCs can take as many short rests as they want, but they cannot take an extended rest. Each mission has primary and secondary objectives. The more tables that complete the objectives for a given mission, the better the overall result becomes for everyone. Each mission has a different influence (either good or bad) on the overall outcome of the battle and the fate of Myth Nantar.

In Round 2, we shift back to a more traditional BI structure with all tables playing through the same missions at the same time. Dagon's cult is attempting to open the *Whirlpool Gate* of Myth Nantar and bring their demonic master through. The PCs must fight their way through Dagon's allies and ultimately defeat an aspect of Dagon himself in order to close the gate. If they are especially brave, they may permit Dagon's aspect to

come entirely through the gate and then attempt to activate the *Whirlpool Gate*, giving them the chance to banish Dagon from Myth Nantar permanently. This is risky, as the aspect becomes more powerful once it has fully entered the city. Defeating Dagon before he fully manifests is sufficient to achieve victory.

We strongly recommend that you use a timer to control the start and end times for everyone participating. During Round 1, the tables play at their own speed, but everyone needs to start and end the overall round together so that final results can be tabulated. The overall time limit of three and a half hours for Round 1 missions is important as it forces the players to prioritize which of the eight available missions they believe is most important. (If you have more time at your convention, you can lengthen Round 1, but the overall win/loss ratio will likely be skewed in favor of the PCs if you do.) During Round 2, the start and end of each mission must be synchronized as the overall success or failure of each mission affects the setup for the following mission.

Part of the challenge and the enjoyment of running a large-scale interactive is giving the players the sense that they are all fighting through the battle together. During Round 1, the table DMs must read the beginning and ending boxed text for each mission individually, because each table is playing at its own pace. For Round 2, if the venue has a sound system, the Senior DM can read the boxed text to everyone at once (again reinforcing the sense to the players that they are all in this fight together).

#### COMING BACK FROM THE DEAD

Among the defenders of Myth Nantar are a number of high-level clerics. In recognition of the PCs' willingness to help defend the city, the Raise Dead ritual is always available at no cost. Thanks to the power of the mythal, the Nantari are able to accelerate the casting time of the ritual such that any PC who dies during a mission can be brought back after that mission ends, in time for the character to go on the next mission with his or her companions. **During Round 1, raising a dead PC costs 5 mythal surges.** (The PCs are also free to use their own rituals and powers to bring dead party members back to life; in this case there is no mythal surge cost.)

A character who dies and returns during this adventure suffers the death penalty for his or her next three encounters (not three milestones). Unlike a normal LFR adventure, the death penalty does not carry over from this adventure to a character's subsequent adventures, so it does not need to be tracked on the character's logsheet.

## MISSION SUMMARY

The battle interactive consists of the following missions. Each mission has key objectives that determine how the overall battle progresses. In most missions, the obvious objective is to kill all the monsters. However, certain missions might have other objectives (saving NPCs, defeating a specific enemy, destroying a particular fortification or object, finishing within a certain number of combat rounds, and so forth). You will need a way for each table DM to track the success or failure of each mission's specific objectives, so that the Senior DM can tabulate the overall results.

### ROUND 1 MISSIONS

If possible, track ongoing results in full view of all the tables so that everyone can see the ebb and flow of the battle as it happens. Set up a large poster or whiteboard that is visible to everyone. That way all the players can see which missions have been played the most, which have been played the least, and the running totals of success and failure at the individual mission objectives. The players might choose to work on missions that haven't been played as much yet, or try to make up for bad results that other tables suffered by tackling those same missions and achieving success.

Again, to be clear, during Round 1 each table picks its own missions and plays at its own pace. Whenever they finish their current mission, as long as there is still time on the clock, they immediately pick their next mission and continue without having to wait for any other tables. When the overall time limit is up, all tables stop and the Senior DM tabulates the overall success or failure of each mission using the results of every table that attempted that mission. A single table of PCs will almost certainly not be able to complete all the missions in the available time: this is by design. It's theoretically possible, but they would have to play at a pace of 30 minutes per mission. Emphasize to the players that the goal is not necessarily to complete the most missions: rather, the goal is to achieve total success on every mission that they attempt.

- **Mustering and Introduction (15 minutes):** Allow the players some time to mingle in character while you are forming tables. Remember that each table must consist of 4-6 PCs who all fall within a three levels of each other. Also, any PCs who are not members of an Adventuring Company might wish to form one at this time, to gain the benefit of the bonus Action Point for the table if nothing else. During this interlude, the PCs learn about the current situation in Myth



Nantar and are given brief descriptions of each of the 7 missions that are available in Round 1, along with the overall rules for choosing missions and timing. When everyone is ready to begin, either the event organizer or the individual table DMs can read the Player's Introduction (for a large group it is often best to have one "mission boxed text reader" equipped with a microphone) and then each table picks its first mission and begins playing.

#### HEALING SURGES AND ACTION POINTS

**Healing surges** are crucial in this adventure, but are not a limited resource during most of the interactive. The power of the mythal provides all defenders of Myth Nantar with access to an infinite pool of healing surges. However, each surge consumed draws a trickle of energy away from the mythal. Enough trickles can become a flood, so the total number of healing surges consumed by the PCs during the first round of the interactive has a meaningful effect on the mythal's strength during the second round.

Powers and effects that grant surgeless healing do not count against the mythal's strength, nor do powers and effects that allow PCs to spend their own surges for other PCs (such as a paladin's *lay on hands*) or that specify their own power source (such as an artificer's *curative admixture*). If someone refuses to draw on the mythal's power, a character can always choose to spend his or her own surges, but emphasize to the player that these surges will not come back until after the entire adventure is over, even following an extended rest.

For each mission, there are two things to report: the **degree of success** achieved by the PCs (total success, partial success, or failure) and the **total number of mythal surges** (not counting PCs' own surges) used by the party. It does not matter which characters used more or fewer surges: all mythal surges come from the same pool.

The mythal's strength in Round 2 is based on how much of its power was depleted in Round 1. During Round 2 the PCs can no longer draw on surges from the mythal, so they must use their own surges (which is why they should conserve their own surges during Round 1).

**Action points** are also an important resource. To give them a little bit of an edge, PCs start Round 1 with two action points each. As normal, completing two encounters (missions) constitutes a milestone. It does not matter what order the PCs play the missions in, or whether they succeed or fail. They earn another action point after every two missions.

When spending an action point, a PC can choose to recharge an expended encounter power, or to reroll a single d20 that they just rolled, instead of taking an extra standard action. Each character is still limited to spending one action point per encounter.

- **Mission 1.1:** The PCs are sent to the Sharksbane Wall, where a large contingent of the Myth Nantar army is pinned down by an attacking force of sahuagin. The PCs must defeat the leaders (primary objective) and kill all the other sahuagin (secondary objective) so that the troops can be redeployed to the main battle.
- **Mission 1.2:** The leaders of Myth Nantar are worried that a group of visiting dignitaries from Cormyr have not been heard from since the battle started. Myth Nantar and Cormyr are on the verge of concluding an important treaty and the loss of these emissaries would be a significant setback. The PCs are dispatched to find the envoys and make sure that they are safe. Of course, they aren't: the envoys have in fact been possessed by tsochar (parasitic body thieves from the Far Realm). Even more horrifying, the Cormyreans' brains have been extracted and transformed into a hideous construct called a brain in a jar. The PCs must defeat the envoys in order to drive out the tsochar (primary) and then reunite each envoy's body with its correct brain so that they can be resurrected (secondary).
- **Mission 1.3:** An ancient brass dragon named Khuralosothantar has laired on Mount Halaath for over a thousand years. When the Spellplague lowered the Sea of Fallen Stars, part of the mountain was exposed to the air, including the dragon's cave. Khuralos used to be known as "the Protector" for his willingness to aid the people of Myth Nantar, but he has not been heard from for hundreds of years. If ever the Protector was needed, now is the time. The PCs are asked to find the dragon's lair and convince him to aid the city's defense. What they discover is that Khuralos is deep within a magical dragonsleep, while his lair is being invaded by aberrations led by a corrupted kraken. These creatures intend to capture Khuralos and transform him into a Far Realm monstrosity. The PCs must defend the sleeping dragon (primary), then wake him up and convince him to assist the city (secondary).
- **Mission 1.4:** Innocent citizens of Myth Nantar are being dragged from their homes by servants of the Abolethic Sovereignty. With fighting going on everywhere, there's no way for the city's defenders to protect everyone. The PCs must catch a group of slavers in the act and follow them to find out where the captives are being taken. This location turns out to be an abolethic cyst that has attached itself to the side of the mountain like a giant lamprey. The PCs must find a way into the cyst and destroy the slave-takers

(primary objective) while also rescuing as many prisoners from the abolethic slime as possible (secondary objective). Foes in this mission include grells, chuuls, and abolethic servitors.

- **Mission 1.5:** The Temple of Deep Sashelas is one of the most important sites in Myth Nantar. The god of the sea elves is now an exarch of Corellon, but his worship is still the most important faith in Myth Nantar. The Temple is also an important nexus of magical power and one of the main sources of the mythal's energy. It has been taken over by aquatic monsters who are attempting to steal the temple's power for their patron goddess Blibdoolploop, which would be the ultimate insult to the Dolphin Prince. The PCs must defeat the invading kuo-toans, elementals, and water genasi (primary) and undo the corruption that has happened to the temple's altar (secondary).
- **Mission 1.6 (Heroic Tier Only):** Although there are flashpoints all over the city, somebody has to do the heavy lifting on the front lines. In this mission the PCs join the defenders of Myth Nantar in repelling the armies of Dagon. Opposing forces include koalinths (aquatic hobgoblins), merrow (aquatic ogres), and scraggs (aquatic trolls). This is a mass battle with lots of monsters. The primary objective is to defeat at least two waves of these enemies; the secondary objective is to defeat a third wave. The PCs can earn bonus points by defeating additional waves, but this will chew up more of their precious time.
- **Mission 1.7 (Paragon Tier Only):** The armies of Dagon and their allies are attacking Myth Nantar both above and below sea level. In this mission the PCs must deal with an invading force including ixitxachitls (demon rays) and an eye of the deep (aquatic beholder). These powerful aberrations are wreaking havoc on the defending army, which is not prepared to deal with such a powerful foe. The PCs must take on the dangerous task of destroying an eye of the deep (primary objective) as well as its accompaniment of demons (secondary objective).
- **Interlude 1 and Results (15 minutes):** After time is up for completing Round 1 missions, this section explains how to tabulate and announce the overall results. Once that's done, we recommend that you take a nice long break and then reconvene for Round 2. Between rounds, the PCs get the benefits of an extended rest, but they do not regain any of their own healing surges (non-mythal) they spent during Round 1.

#### EARNING TREASURE AND EXPERIENCE

This adventure does not list specific treasure and XP awards for individual missions. Instead, each party of adventurers accumulates **reward shares** for successfully completing their mission objectives. During Round 1, each primary objective is worth 1 share and each secondary objective is worth 1 share, so the PCs can earn 2 shares per mission. During Round 2, each mission as a whole is worth 2 or 3 shares. There are opportunities for the PCs to earn bonus shares (such as during Mission 1.6 when they can take on extra waves of monsters). Bonus shares that the table earns can be used to offset shares that they did not earn during missions where they failed to achieve all their objectives.

Since the players will ask, in order to earn the maximum possible XP and gold rewards from this adventure, the PCs need a total of 12 shares. There are only 7 shares total available in Round 2, so that means that the PCs need to earn at least 5 during Round 1 if they want the maximum. This can be accomplished in as few as three missions (for example, two complete successes and one partial success), which should be attainable by all tables at all Adventure Levels.

To be clear, every character at the table earns the same number of shares regardless of what they do or don't do in terms of completing specific objectives during any given mission. We assume that over the course of the entire adventure everyone will contribute more or less equally. The players do NOT divide up their shares; all PCs earn the same number of shares based on their collective success or failure during each mission.

## ROUND 2 MISSIONS

At the end of Round 1, the Senior DM should determine the overall success or failure of each of the eight missions. Each mission has consequences (good or bad) for the PCs during Round 2. These consequences are detailed in Appendix C1 (favorable) and Appendix C2 (unfavorable). Some of the beneficial results for successful mission outcomes give the PCs access to unique powers; others give them additional resources or take monsters away from Round 2. Negative outcomes give the DM unique powers that she can use or add extra monsters or hazards to Round 2 missions. Make sure that all table DMs know the final outcome of each mission so that they can apply the appropriate effects.

Round 2 is intended to run for about 4 hours of total time. Most of this time is dedicated to the three missions, but unlike Round 1, all the tables should start and stop each mission together. This helps reinforce the sense that everyone playing is taking part in a single massive battle as they confront Dagon and his cult.

As a reminder, the PCs get the benefits of an extended rest, but do not regain any of their own healing surges that they expended during Round 1.

- **Recap (10 minutes):** If possible, the Senior DM should read the boxed text explaining the situation at the beginning of Round 2 based on the overall success or failure of each Round 1 mission. Also, if the mythal collapsed, the PCs lose all its benefits. Those PCs without the ability to breathe water on their own are probably going to be in trouble. The PCs may need to donate their own (post-rest) healing surges in order to restore some of the mythal's power.
- Also at this time, the table DMs should pass out any power or resource cards that the PCs have earned as a result of the overall success of Round 1 missions and answer any questions about the mechanics of these cards. (The DM's own power or resource cards that she has accrued as a result of PC failures should be kept secret until they can be deployed at a suitably appropriate moment, accompanied by evil, mocking laughter.)
- **Mission 2.1 (75 minutes):** In addition to the problems with the mythal, the defenders are unable to effectively tend to their wounded as the infirmaries are under constant attack by drowned ones (undead zombies). The PCs are asked to deal with the undead while the Dukars (the city's mage guild) tries to figure out what to do about the mythal. The PCs discover that the tomb has already been breached and the Coronal himself is now a malevolent ghost, using an artifact called the *emerald eye of Kyron* to create massive numbers of undead. The PCs must defeat the Coronal and seize or destroy the *emerald eye* (primary) or at least take out the massed undead so they can't attack the city (secondary).
- **Mission 2.2 (60 minutes):** With the mythal weakened, the cult of Dagon has managed to steal some or all of its power (depending on its state at the end of Round 1). The cult has begun a ritual to use the mythal's power to unlock the *Whirlpool Gate* and allow their master to come through. This cannot be allowed to happen or the consequences would be dire for everyone living in or near the Sea of Fallen Stars. However, the artifact fragments that the PCs recovered during Mission 2.1 may be the key to the city's salvation. The PCs must take the shards of the *emerald eye* and use them to disrupt the cult's ritual, while also dealing with the cult leaders: the Tendril, Voice, and Wrath of Dagon.

- **Mission 2.3 (75 minutes):** The final confrontation takes place at the portal itself. The PCs have an interesting choice to make in this encounter. The *Whirlpool Gate* has a unique power. If a creature inside Myth Nantar is expelled from the city through the portal, that creature is permanently banished and can never again enter Myth Nantar. This is so powerful that the city's mages believe it would even be able to affect Dagon himself. In order to push Dagon back out of the gate, however, the PCs would have to let him come all the way through, and the demon lord's power will be much greater if he is allowed to fully manifest within the city. The PCs must do battle with an Aspect of Dagon and its allies (how many allies and which type of allies Dagon has remaining depends on the results of Missions 2.1 and 2.2).
- Before the final fight, each table must decide if they will allow the aspect to manifest fully (in which case it is a much harder fight, but the rewards for success are correspondingly greater) or take the safer route and destroy the Aspect before it reaches its full power.
- The Eldest, ruler of the Abolethic Sovereignty, has been observing the entire battle from the crashed obelisk-city of Xxiphu. The Eldest has its own reasons for wanting Myth Nantar destroyed, so it sends some of its servitors to join the battle on Dagon's side.
- **Conclusion (20 minutes):** Based on the majority decision made by the tables to fight Dagon at half strength or full strength, and their success or failure, the final results of the Battle of Myth Nantar will be determined! The PCs receive treasure, XP, and Story Awards to commemorate their participation in the Battle of Myth Nantar.

#### BATTLE STANCES

It's difficult to calibrate a combat-heavy adventure for the wide variety of possible table configurations and tactical skill levels that inevitably arise when you get a large group of players together. To help adjust the challenge level so that each group gets the type of play experience they prefer, we have included the option for the PCs to pick a **battle stance**. (This is not a substitute for the DM's good judgement, which is always assumed to be in effect.)

At the beginning of each mission, ask the table captain for that mission which stance the party wishes to assume. This affects the quantity and timing of additional monsters that the PCs will face during that mission. (Nearly all of the missions include at least one wave of monster reinforcements, so choosing the harder stances generally means facing additional waves or numbers.)

### BATTLE STANCES (CONTINUED)

The table captain should consult with everyone but ultimately makes the final decision (except for Glory; see below). It's fine for the group to choose different stances for different missions, either based on how well they think the mission briefing fits their capabilities or simply because they found the last mission easier or harder than they expected.

**Normal** is the default stance and should be chosen by most groups for most missions. (Emphasize to the players that this is "normal," not "timid.") This is the expected challenge level, not a scaled-down challenge level. All encounters were written to this standard; the Aggressive and Glory options simply make things harder. Most encounters have a base EL equal to the AL + 1 on Normal.

**Aggressive** is for groups with higher damage output or with stronger synergies between the PCs than normal. A leader-heavy or defender-heavy group could fall into this category, but sometimes having a lot of tanking ability or a lot of healing also translates into lower damage output, meaning that this stance might not be the best fit for all such groups even if they are otherwise tactically sound. Note also that striker-heavy groups might be "glass cannons" if they lack sufficient healing to keep up with the monsters' damage output. The Aggressive option is usually equivalent to about a +1 bump in the EL over Normal.

**Glory** is for those groups who want to go all-out or whose players believe that normal LFR adventures are simply not a challenge even when they play up. Tables choose to fight the Glory option at their own risk and you should not pull any punches when running for such a table. The table captain **cannot** select the Glory stance without the unanimous consent of all the other players.

**There are no extra rewards for assuming the more dangerous stances.** The option is there for those players who enjoy a greater challenge, but a table that plays the entire BI on Aggressive or Glory won't get more XP, more gold, or more item access than one that plays the entire BI on Normal.

## ADVENTURE HOOKS

Characters who have played SPEC4-1 *Cerulean Dreams* or SPEC4-2 *The Writhing Obelisk* came to Myth Nantar after those adventures ended. Ideally (from a story perspective), they arrived immediately after their daring escape from Xxiphu, with the forces of the Abolethic Sovereignty in hot pursuit. It's fair to say that these characters are at least partially responsible for the BI happening in the first place. Dagon would have made his move eventually, but the arrival of a large force of aberrations from the Sovereignty makes it much easier for him to strike while Myth Nantar is weakened.

Characters who did not play one of the Special adventures have come to Myth Nantar for their own reasons. Since the Spellplague, Myth Nantar has been forced to emerge from its historical isolation beneath the ocean and is now a thriving hub of commerce and trade between the undersea races and the surface nations that surround the Sea of Fallen Stars. The characters might be searching for a particular magic item or ritual that the sea elves are rumored to possess. PCs with political ties or a diplomatic bent might have come as emissaries of a powerful meta-organization or nation of which they are a member. Characters who simply love to explore the mysterious and unique places of the world will find Myth Nantar unlike nearly any other city on Faerûn.

This is an Adventuring Company adventure, so the PCs might also have come here with fellow members of their company. If there isn't an Adventuring Company represented at your table, now would be a good time for the PCs to form a new company, so that they can get the extra action point provided when at least three PCs at the table are members of the same company. This can also serve as a bonding moment for players who have not previously met each other in real life.

## ORGANIZATIONAL AND NATIONAL HOOKS

The various groups in the *LFR Meta-Organization Guide* would all want their members to join in the defense of Myth Nantar.

Characters who are members of the Keepers of the Cerulean Sign would come here to help deal with the influx of Far Realm creatures following the successful rescue of prisoners from Xxiphu.

The Knights of Myth Drannor ask all their available representatives to go to Myth Nantar. The two cities have a solid relationship and rumors of cult activity in Myth Nantar are very alarming to the leaders of Myth Drannor, who recently suffered their own problems with a demonic incursion (see ADCP3-1 *Swarm of Chaos* for details).

Characters who have knighthoods or other honors of Cormyr can be told that their kingdom has recently sent some important representatives to Myth Nantar to negotiate trade and defense agreements. These PCs will want to make sure to include Mission 1.2 among their selections during Round 1.

Any PC who hails from a region bordering on the Sea of Fallen Stars (such as Aglarond or the Dragon Coast) has likely heard of Myth Nantar and its reputation as a place where merchants and diplomats from a variety of nations are able to gather in relative safety. These characters would have a reason to rally to the sea elves' defense even if they are not members of a

formal meta-organization. Likewise, any elven or eladrin character can easily justify coming to Myth Nantar.

## IMPORTANT STORY AWARDS

A number of Story Awards from previous adventures might come up during this adventure. In addition to the national/regional influences listed in the previous section, check for the following:

Any character who met the Plaguechanged Thing beneath Westgate during CORE1-11 *Drawing a Blank* receives a mental image from the Thing urging the PC to come to Myth Nantar. The image includes aboleths and kuo-toa dragging sea elves away from the city in chains.

Any character who fought during the Battle of Myth Drannor (ADCP3-1 *Swarm of Chaos*) has heard rumors about increased cult activities in Myth Nantar of late. The cult of Dagon might be trying something similar to the recent demonic invasion of Myth Drannor.

## PLAYER'S INTRODUCTION

When the adventure begins, the PCs have been in Myth Nantar for two days. Distribute **Handout 1**, which is a map of the city, **Handout 2**, which provides general lore about the city and lists some important NPCs and groups within the city's power structure, and **Handout 3**, which describes the city's important locations and what's happening at each location (this is what the players will refer to when choosing Round 1 missions). Also distribute **Handout 4** and **Handout 5** to each player as appropriate for his or her character (see the "Effects of the Mythal" sidebar for details).

Distribute these Handouts as soon as possible, before the Senior DM starts reading the main introduction, so that the players have time to familiarize themselves with the different areas of the city.

*Myth Nantar suffers from both internal and external threats. Within the city, cultists of Dagon have risen up, conducting dark rituals in hopes of winning the favor of their demonic master. Many have been arrested, but the cult's leaders remain at large. Meanwhile, the flying city of Xxiphu, seat of the Abolethic Sovereignty, has reportedly crashed into the Sea of Fallen Stars! Each day, more refugees swim to the safety of the mythal with aboleths and other monstrosities in hot pursuit. Although the Coronal and her forces have been able to maintain order, the situation is precarious. Things could take a turn for the worse at any moment. Fortunately, Myth Nantar is not without friends, and you are among those who have come to help bolster the city's defenses.*

## SUPPLY RUN

Regardless of whether they just came from Xxiphu with the aboleths in hot pursuit or had a more leisurely trip across the Sea of Fallen Stars from Westgate or another port city, the PCs have been in Myth Nantar long enough to rest and resupply before the battle starts. If the players want to stock up on consumables or pick up just the right magic item, they may do so before their first mission, subject to the normal rules in the *LFR Campaign Guide* for purchasing items (they may also take advantage of any Story Awards they have that allow them additional purchase access). Myth Nantar is the equivalent of a large city, so anything that the PCs can legally purchase may be found here.

### EFFECTS OF THE MYTHAL

The entire adventure takes place under the effects of the mythal of Myth Nantar (even the missions that don't happen inside the city proper, such as Missions 1.1 and 1.4). Once a character has been infused with the mythal's power it lasts until the character's next extended rest even if he or she goes beyond the boundary.

The most obvious effect of the mythal is that within its boundaries, land and sea creatures can coexist. Water-breathers are able to breathe air, and air-breathers are able to breathe water.

**Handout 4** details the game-mechanical effects of the mythal that all PCs gain (underwater adaptation). In a nutshell, they can breathe water, gain a swim speed equal to their land speed, and do not suffer the normal penalties to attack rolls in underwater combat.

Certain PCs are more strongly affected by the mythal and receive the **aquatic keyword** in addition to the standard benefits: elves (not eladrin), water genasi, and any character with Story Award SPEC50 from SPEC3-3 *Dance of the Sun and Moon*. Give them **Handout 5** instead of Handout 4. The main difference is that monsters with the aquatic keyword have advantages against non-aquatic targets; those monsters do not get those advantages against PCs who gain the aquatic keyword from the mythal's power. To be clear, none of this has any effect on encounters which do not take place underwater.

In case you're curious, the story reasons for these extra benefits are as follows. Elves get the bonus, but not eladrin, because the sea elves of Faerûn diverged from their fey cousins much earlier and in more drastic ways than surface elves. Water genasi get the benefit because their own elemental nature resonates strongly with the mythal's energies. Characters who sacrificed themselves to the Abolethic Sovereignty discover that certain latent mutations they received are triggered by the mythal's power, which in this case turns out to be a benefit.



## CHOOSING MISSIONS

During Round 1, each player may have the chance to act as the table captain. Although the players should decide as a group which missions they want to tackle, the table captain has a tie-breaking vote and is also the person responsible for reporting the results of the mission to HQ (so that you, the DM, can start preparing for the next mission).

Here's how we want things to work. Before you run your first mission, choose the first table captain. You can have the players roll off, or let the youngest player go first. The first table captain chooses the second table captain, who chooses the third, and so on. A player may not serve as table captain a second time until every player has served as table captain at least once.

The players should then look at the list of available missions and discuss which one they would like to try. The first table captain then tells you which mission the players want to run first. Run that mission. When the mission ends, fill out a Mission Results tracking form (see Appendix T for a sample set of tracking forms you can use) and hand it to the first table captain. The first table captain (and only the table captain: we don't want all the players leaving the table and crowding HQ) will take the form to HQ and turn it in.

Meanwhile, the second table captain and the remaining players should start choosing their second mission. That way, you don't have to wait for the first table captain to get back. As soon as the second table captain has chosen the next mission, you can start setting up the map and getting ready. Meanwhile, the second table captain also chooses who the third table captain is going to be. When the first table captain gets back to the table, you should have all your players and be ready to start the second mission immediately. After the second mission ends, fill out another Mission Results tracking form, hand it to the second table captain, and the second table captain takes it to HQ while the third table captain and the remaining players start choosing the third mission. This process continues until you run out of time and Round 1 ends.

## TROUBLESHOOTING

Time is of the essence during Round 1. The players have exactly three and a half hours (unless the Senior DM has specified a longer duration) to complete as many missions as they can. When the allotted time for Round 1 is up, all of the Round 1 missions are over, for better or worse. There's no going back. As a result, you need to make every effort to keep things moving.

**We Can't Decide:** If the table consists of mostly new or inexperienced players, or if they are having a

hard time agreeing on which mission they should start with, suggest that they pick Mission 1. This mission is straightforward and relatively easy compared to most of the other missions.

**Overachievers:** If your table somehow manages to finish all eight missions and they still have time remaining, they can either re-run one of the "front line" missions (Mission 1.1, Mission 1.6, or Mission 1.7) to earn additional reward shares, or they can relax and see how other tables are doing. They cannot re-run the "plot" missions (1.2 through 1.5) since part of the challenge of those missions is coping with the unexpected twists.

### ADVENTURE LEVELS 1 AND 11

If you have a table that is mostly or all level 1 or level 11 characters, check and see if they are brand-new players. If so, consider scaling things down slightly. The intense time pressure and difficult combats of a battle interactive can be especially challenging for new players who might still be figuring out the rules.

For AL 1 / AL 11, use the AL 2 / AL 12 statistics, but don't ask the table what battle stance they want to use. Instead, run them on Normal, and remove a monster from the initial setup. Then bring that creature into the battle by itself (instead of the listed reinforcements) after a round or two of combat. That way the PCs have one fewer creature on the board to deal with initially, which gives them a couple of rounds to get the situation under control. If they are doing well, then you can subsequently bring in the Normal reinforcements a round or two after that. This way you don't overwhelm them, and if the starting enemy force is enough of a challenge without the Normal reinforcements, the players never have to know that you didn't use the extra monsters.

If you are running AL 11, you might also want to consider ignoring the Paragon tier modifications that are listed with the monsters' stat blocks. These are designed to upgrade the monsters from Heroic tier status to Paragon tier status (or in some cases to put back Paragon tier traits and powers that were removed to bring the monster down to a Heroic tier threat). A group of new 11th-level characters with inexperienced players is probably not ready to face the full challenge level and rules complexity of the Paragon tier.

Of course, the PCs still earn the normal reward shares for completing their mission objectives and get the listed AL 2 / AL 12 XP and treasure, even if you tone the fights down a bit. Veteran players with brand-new level 1 or level 11 characters are welcome to take advantage of this option, too, if they want a less-stressful BI experience. It's all about everyone having fun!

## MISSION 11: SHARKSBANE WALL

This mission is a straightforward battle with sahuagin raiders who have pinned down a large contingent of Myth Nantar's standing army outside the city. The fight occurs along the Sharksbane Wall, a miles-long coral reef which serves as a first line of defense for Myth Nantar. The Sharksbane Wall stood strong for over 15,000 years, but it was badly damaged during the Iakhovan Invasion. However, it still serves as a first line of defense against the sahuagin and is heavily garrisoned by Myth Nantar.

Succeeding at this mission will free up additional defenders who can return to the city and join the fighting there. Each table that undertakes this mission is sent to a different post along the Sharksbane Wall.

If by some chance the PCs finish all of the Round 1 missions and they still have time remaining, they can run this mission again to earn additional reward shares.

### BRIEFING

*An aquatic elf centurion wearing gleaming pearl armor points to a line of coral reefs marked on the sea chart. "Sahuagin are hitting the Sharksbane Wall hard. There's no way that can be a coincidence. A full third of our standing army is always deployed to positions along the Wall, so as long as the sea devils have them pinned down, they can't join the fighting here in the city. I need you to get out there and persuade the sahuagin to break off their assault. If you can kill their leaders, the rest of them should become disorganized in their blood frenzy and we can use that opportunity to redeploy some of our troops. If you can kill them all, that's even better."*

### OBJECTIVES

The PCs' primary objective in this encounter is to defeat the sahuagin baron and a sahuagin priest, without whose leadership the lesser sahuagin will fall into disarray, allowing the Myth Nantar soldiers to stage a fighting withdrawal and join the main battle at the city. The PCs' secondary objective is to defeat all sahuagin forces (and reinforcements) present on the battlefield, which will allow for a faster retreat and minimize casualties among the Myth Nantar defenders.

### FEATURES OF THE AREA

Use Map 7 for this encounter. The entire battlefield is underwater, so remember to apply the benefits of the aquatic keyword when attacking PCs who do not have it.

**Illumination:** The battlefield is brightly lit by phosphorescent growths found amongst the coral.

**Coral Reefs:** The ruined walls and rubble shown on the map represent the coral of the Sharksbane Wall. Assume that the reef stretches from the sea floor out of sight (i.e. it is not possible to swim above the reef; otherwise it would be a poor defensive measure). Because this is an aquatic battle, all creatures are assumed to be swimming, so **squares of rubble** are not treated as difficult terrain and do not block line of sight or line of effect.

**Squares of solid wall** are hazardous, blocking terrain. They block line of sight and line of effect. Coral reefs are extremely sharp, so characters can use them to deal damage. If a creature is subjected to forced movement that would be sufficient to move it into a square of reef, that creature takes 5 / 10 / 15 damage (and stops moving in the last square it entered next to the reef square). As always, a creature may choose to attempt a saving throw to fall prone instead of taking this damage. A creature can take this damage only once per turn. Although none of the monsters in this encounter have forced movement powers, remember that any creature can initiate a bull rush.

Note that Large creatures have to squeeze to get through some of the narrow gaps between the reefs. A creature does not take damage for passing through reef squares while squeezing, but if it has to end its movement while still squeezed, then it does take damage as if it had been forced into a square of coral.

### HEROIC TIER (AL 2, 4, 6, 8, 10)

The following monsters are on the battlefield when the PCs arrive:

**1 sahuagin baron (level AL - 1)**

- at AL 18 and AL 20, the baron's level equals the AL

**1 sahuagin priest (level AL)**

**2 sahuagin raiders (level AL - 1)**

**4 sahuagin guards (level AL - 1)**

### SETUP

Use Map 7 for this encounter. Set the field up as follows:

**Zone A:** 1 baron

**Zone B:** 1 priest, 1 raider, 2 guards

**Zone C:** 1 raider, 2 guards

**Zone D:** PCs

### SCALING

Adjust the starting forces for larger or smaller parties.

**Four PCs:** Remove the raider from Zone B.

**Six PCs:** Add the baron's pet shark to Zone A. The shark's level is equal to the AL.

## REINFORCEMENTS

All reinforcements are cumulative, and have the same level as the original creatures of the same type. Each group of reinforcements arrives one time only.

**Normal:** 4 more guards arrive at the end of round 2. They swim in from either side of the map, in either Zone B or Zone C (pick a zone that the baron is not in).

**Aggressive:** The baron's other pet shark shows up at the end of round 3, in whatever zone the baron is in.

**Glory:** A sahuagin priest arrives at the end of round 3. It enters from the back edge of the map (Zone A).

## PARAGON TIER (AL 12, 14, 16)

As Heroic Tier, but each group of sahuagin guards (original and reinforcements) consists of 5 creatures instead of 4. Remember to add the Paragon tier traits and powers to all the sahuagin, and replace the normal sharks with fleshtearer sharks (level equal to the AL). Variable ongoing damage is 10 points at this tier.

## PARAGON TIER (AL 18, 20)

As Heroic tier, but each group of sahuagin guards (original and reinforcements) consists of 6 creatures instead of 4. Remember to add the Paragon tier traits and powers to all the sahuagin, and replace the normal sharks with fleshtearer sharks (level equal to the AL). Also, the sahuagin baron's level is equal to the AL (instead of the AL minus 1). Variable ongoing damage is 15 points at this tier.

## BEGINNING THE ENCOUNTER

Once you and the players have completed the initial setup, read or paraphrase the following:

*The fighting is fierce along the length of the Sharkbane Wall, a massive coral reef that stretches for miles. The reef shows signs of tremendous battle damage incurred over its fifteen-thousand-year history. Although the reef has been blasted clean through in places, the coral still looks razor-sharp. Through gaps in the wall, you see a group of sahuagin advancing on this position.*

*The water is cloudy with blood from the battles that have already been fought here today. The sahuagin seem to be driven into an even greater frenzy by the scent. With a war cry praising their beloved Sekolah, the sea devils swim toward you!*

Describe each visible monster for the players and then roll initiative. Neither side has the opportunity for surprise, but PCs who positioned themselves such that

they can make Stealth checks due to cover may do so before the battle starts without spending an action.

## TACTICS

Sahuagin are bloodthirsty killers who gleefully fight to the death. The guards and raiders target bloodied characters preferentially, even violating marks or provoking opportunity attacks if it allows them to attack a bloodied creature instead of a non-bloodied creature. They attempt to flank so that the raiders can use *opportunistic strike*.

The baron is supremely confident. If a PC marks the baron then the baron will gladly play along and target all its attacks on that PC. The baron tries to stay within 10 squares of at least one bloodied PC so that the other sahuagin can benefit from its *blood healing* aura. Note that the ongoing claw damage from the baron does not stack with itself.

The priest has the strongest sense of self-preservation (which isn't saying much). The priest attempts to stay out of melee, directing the raiders and guards to intercept PCs who approach it. Remember that the raiders can mark. The priest always uses *spectral jaws* if it is recharged, and uses *water bolt* otherwise.

The sharks (if present) are bonded pets of the baron and obey his mental commands. The baron initially sends them to charge and engage characters in the back rank. If a shark is still alive when the baron dies, whichever PC struck the killing blow becomes the sharks' primary target for the rest of the encounter.

Any PC can flee by moving off the battlefield on the near map edge (Zone D, the direction from which they entered). Assume that the battlefield is infinite in all other directions. The sahuagin do not pursue fleeing PCs, but the character may not return to this encounter.

## ENDING THE ENCOUNTER

The encounter ends when all of the PCs leave the battlefield or all of the PCs remaining on the battlefield have been defeated. The sahuagin kill any PCs who are left on the battlefield, but the sea elf defenders of the Sharkbane Wall fight their way to the PCs' position and drive back the sahuagin long enough to recover any bodies so they can be resurrected in Myth Nantar.

**Total success:** The PCs defeated all foes, including reinforcements. They earn two (2) reward shares.

**Partial success:** The PCs defeated the sahuagin baron and at least one sahuagin priest. They earn one (1) reward share.

**Failure:** The PCs fled before achieving at least a partial success. They do not earn any reward shares.

# MISSION 11: SHARKSBANE WALL

Sahuagin Guard	Minion Brute
Medium natural humanoid (aquatic)	XP Minion
HP 1; a missed attack never damages a minion	Init 2 [+ ]
AC [ ], Fortitude [ ], Reflex [ ], Will [ ]	Per 1 [+ ]
Speed 6, swim 6	Low-light vision
TRAITS	
<b>Aquatic</b>	
The sahuagin can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
<b>Scent Blood</b>	
Against bloodied enemies, the sahuagin gains a +1 bonus to attack rolls and deals 2 extra damage.	
STANDARD ACTIONS	
m <b>Trident</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); 5 [+ ] vs. AC	
Hit: [H: ] damage.	
r <b>Thrown Trident</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 5 (one creature); 5 [+ ] vs. AC	
Hit: [H: ] damage.	
Str 3 [+ ]	Dex 2 [+ ]
Con 2 [+ ]	Int 0 [+ ]
	Wis 1 [+ ]
	Cha 0 [+ ]
Alignment Chaotic evil Languages Abyssal	
Equipment trident	
Source: <i>Dungeon Magazine</i> 193	

Level: Equal to the AL - 1

Level = [+ ] (attacks, defenses)

Half Level = [+ ] (skills, abilities)

AC: Level + 12; Fort: Level + 13; Ref: Level + 12; Will: Level + 11

At Paragon tier, add the following power:

TRIGGERED ACTIONS
M <b>Sahuagin Bloodlust</b> • <b>At-Will</b> (1/round)
Trigger: An enemy within 6 squares of the sahuagin becomes bloodied.
Effect (Free Action): The sahuagin moves up to its speed to a square adjacent to the triggering enemy and makes the following attack.
Attack: Melee 1 (triggering enemy); 3 [+ ] vs. Fortitude
Hit: [ 10 / 15 ] damage, and ongoing [ 10 / 15 ] damage (save ends).

Sahuagin Raider	Soldier
Medium natural humanoid (aquatic)	XP Standard
HP [ ]; Bloodied [ ]	Init 4 [+ ]
AC [ ], Fortitude [ ], Reflex [ ], Will [ ]	Per 1 [+ ]
Speed 6, swim 6	Low-light vision
TRAITS	
<b>Aquatic</b>	
The sahuagin can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
<b>Blood Frenzy</b>	
Against bloodied enemies, the sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls.	
STANDARD ACTIONS	
m <b>Trident</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); 5 [+ ] vs. AC	
Hit: [A: ] damage, and the sahuagin marks the target until the end of the sahuagin's next turn.	
r <b>Thrown Trident</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 5 (one creature); 5 [+ ] vs. AC	
Hit: [A: ] damage.	
TRIGGERED ACTIONS	
M <b>Opportunistic Strike</b> • <b>At-Will</b>	
Trigger: An enemy flanked by the sahuagin shifts.	
Effect (Immediate Interrupt): The sahuagin makes a melee basic attack against the triggering enemy.	
Str 5 [+ ]	Dex 2 [+ ]
Con 2 [+ ]	Int 0 [+ ]
	Wis 1 [+ ]
	Cha 0 [+ ]
Alignment Chaotic evil Languages Abyssal	
Equipment trident	
Source: <i>Dungeon Magazine</i> 193	

Level: Equal to the AL - 1

Level = [+ ] (attacks, defenses)

Half Level = [+ ] (skills, abilities)

HP: (8 x Level) + 22; Bloodied: (4 x Level) + 11

AC: Level + 15; Fort: Level + 13; Ref: Level + 10; Will: Level + 9

At Paragon tier, add the following power:

TRIGGERED ACTIONS
M <b>Indulge the Pain</b> • <b>At-Will</b>
Trigger: The sahuagin takes ongoing damage on its turn.
Effect (Free Action): The sahuagin makes a melee basic attack.

# MISSION 11: SHARKSBANE WALL

Sahuagin Baron	Elite Brute (Leader)
Large natural humanoid (aquatic)	XP Elite
HP [     ]; Bloodied [     ]	Init 4 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 1 [+     ]
Speed 6, swim 8	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
<b>O Blood Healing</b> (healing) • <b>Aura</b> 10	
Any ally in the aura that starts its turn adjacent to a bloodied enemy regains [ 5 / 10 / 15 ] hit points.	
<b>Aquatic</b>	
The sahuagin can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
<b>Blood Hunger</b>	
Against bloodied enemies, the sahuagin gains a +2 bonus to attack rolls and a +5 bonus to damage rolls.	
STANDARD ACTIONS	
<b>m Trident</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); 5 [+     ] vs. AC	
Hit: [B:     ] damage.	
<b>m Claw</b> • <b>At-Will</b>	
Attack: Melee 2 (one creature); 5 [+     ] vs. AC	
Hit: [A:     ] damage, and ongoing [ 5 / 10 / 15 ] damage (save ends)	
<b>r Thrown Trident</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 5 (one creature); 5 [+     ] vs. AC	
Hit: [B:     ] damage.	
<b>M Baron's Fury</b> • <b>At-Will</b>	
Effect: The sahuagin uses trident once and claw twice.	
<b>Skills</b> Intimidate 8 [+     ]	
<b>Str</b> 6 [+     ] <b>Dex</b> 4 [+     ] <b>Wis</b> 1 [+     ]	
<b>Con</b> 4 [+     ] <b>Int</b> 1 [+     ] <b>Cha</b> 3 [+     ]	
<b>Alignment</b> Chaotic evil <b>Languages</b> Abyssal	
<b>Equipment</b> headdress, returning trident	
Source: <i>Dungeon Magazine</i> 193	

**Level:** Equal to the AL - 1 (AL 2-16) or equal to the AL (AL 18, 20)  
**Level** = [+     ] (attacks, defenses)  
**Half Level** = [+     ] (skills, abilities)

**HP:** (20 x Level) + 56; **Bloodied:** (10 x Level) + 28  
**AC:** Level + 12; **Fort:** Level + 13; **Ref:** Level + 11; **Will:** Level + 10

At Paragon tier, add the following traits:

TRAITS
<b>Action Recovery</b>
Whenever the sahuagin ends its turn, any dazing, stunning, or dominating effect on it ends.
<b>Instinctive Fury</b>
On an initiative of 10 + its initiative check, the sahuagin can use a free action to charge or to use trident or thrown trident. If the sahuagin cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of the sahuagin making the attack.

Sahuagin Priest	Artillery
Medium natural humanoid (aquatic)	XP Standard
HP [     ]; Bloodied [     ]	Init 4 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 5 [+     ]
Speed 6, swim 6	Low-light vision
TRAITS	
<b>Aquatic</b>	
The sahuagin can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
<b>Blood Frenzy</b>	
Against bloodied enemies, the sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls.	
STANDARD ACTIONS	
<b>m Trident</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [A:     ] damage.	
<b>r Thrown Trident</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 5 (one creature); 5 [+     ] vs. AC	
Hit: [A:     ] damage.	
<b>R Water Bolt</b> • <b>At-Will</b>	
Attack: Ranged 10, or 20 underwater (one creature); 7 [+     ] vs. AC	
Hit: [A:     ] damage, or [B:     ] damage underwater.	
<b>R Spectral Jaws</b> • <b>Recharge</b> when a creature saves against this power	
Attack: Ranged 20 (one creature); 5 [+     ] vs. Will	
Hit: [B:     ] damage, and the target takes ongoing [ 5 / 10 / 15 ] damage and a -2 penalty to all defenses (save ends both).	
Miss: Half damage, and ongoing [ 5 / 10 / 15 ] damage (save ends).	
<b>Skills</b> Intimidate 8 [+     ]	
<b>Str</b> 3 [+     ] <b>Dex</b> 4 [+     ] <b>Wis</b> 5 [+     ]	
<b>Con</b> 3 [+     ] <b>Int</b> 1 [+     ] <b>Cha</b> 3 [+     ]	
<b>Alignment</b> Chaotic evil <b>Languages</b> Abyssal	
<b>Equipment</b> kelp robe, holy symbol, trident	
Source: <i>Dungeon Magazine</i> 193	

**Level:** Equal to the AL  
**Level** = [+     ] (attacks, defenses)  
**Half Level** = [+     ] (skills, abilities)

**HP:** (6 x Level) + 22; **Bloodied:** (3 x Level) + 11  
**AC:** Level + 14; **Fort:** Level + 11; **Ref:** Level + 12; **Will:** Level + 13

At Paragon tier, add the following trait:

TRAITS
<b>Devoted Mind</b>
When the sahuagin starts its turn subject to a dazing, stunning, or dominating effect, it can make a saving throw to end one such effect, even if the effect does not normally allow a saving throw. The sahuagin makes saves at the end of its turn as normal.



# MISSION 11: SHARKSBANE WALL

Shark (Heroic only)	Brute
Medium natural beast (aquatic)	XP Standard
HP [     ]; Bloodied [     ]	Init 2 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 7 [+     ]
Speed 1 (clumsy), swim 8	Low-light vision
TRAITS	
<b>Aquatic</b>	
The shark can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
<b>Blood Frenzy</b>	
Against bloodied enemies, the shark gains a +2 bonus to attack rolls and a +4 bonus to damage rolls.	
STANDARD ACTIONS	
m <b>Bite • At-Will</b>	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [B:     ] damage.	
Str 4 [+     ]	Dex 2 [+     ]
Con 2 [+     ]	Int -5 [+     ]
	Cha -1 [+     ]
Alignment Unaligned	Languages --
Source: Monster Vault	

Level: Equal to the AL

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (10 x Level) + 25; Bloodied: (5 x Level) + 12

AC: Level + 12; Fort: Level + 13; Ref: Level + 12; Will: Level + 12

Fleshtearer Shark (Paragon only)	Brute
Large natural beast (aquatic)	XP Standard
HP [     ]; Bloodied [     ]	Init 3 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 9 [+     ]
Speed 1 (clumsy), swim 8	Low-light vision
TRAITS	
<b>Aquatic</b>	
The shark can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
<b>Blood Frenzy</b>	
Against bloodied enemies, the shark gains a +2 bonus to attack rolls and a +4 bonus to damage rolls.	
STANDARD ACTIONS	
m <b>Bite • At-Will</b>	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [B:     ] damage.	
M <b>Lockjaw Charge • Recharge</b> when the shark is not grabbing a creature	
Effect: The shark charges and makes a melee basic attack. If the attack hits, the shark grabs the target. When the grab ends, the target takes ongoing [ 10 / 15 ] damage (save ends).	
M <b>Shredding Teeth • At-Will</b>	
Effect: One creature grabbed by the shark takes [C:     ] damage.	
TRIGGERED ACTIONS	
<b>Feeding Frenzy • At-Will</b>	
Trigger: The shark starts its turn within 5 squares of a bloodied creature.	
Effect: The shark must make a bite attack against a creature adjacent to it. If the shark is grabbing a creature, the grab ends.	
Skills Athletics 5 [+     ]	
Str 5 [+     ]	Dex 3 [+     ]
Con 4 [+     ]	Int -4 [+     ]
	Cha 2 [+     ]
Alignment Unaligned	Languages --
Source: Monster Manual 2 (blended with Dark Sun Creature Catalog)	

Level: Equal to the AL

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (10 x Level) + 28; Bloodied: (5 x Level) + 14

AC: Level + 12; Fort: Level + 13; Ref: Level + 11; Will: Level + 12

## MISSION 12: VISITING NOBLES

The leaders of Myth Nantar are worried that a group of visiting dignitaries from Cormyr have not been heard from since the battle started. Myth Nantar and Cormyr are on the verge of concluding an important treaty and the loss of these emissaries would be a significant setback. The PCs are dispatched to the Trade Quarter to find the envoys and make sure that they are safe. Of course, they aren't: the envoys have in fact been possessed by tsochar (parasitic body thieves from the Far Realm). Even more horrifying, the victims' brains have been extracted and transformed into a hideous construct called a brain in a jar.

Succeeding at this mission will have positive repercussions as a grateful Cormyr sends aid to Myth Nantar during the second day of the battle (Round 2). Failure means that there is no assistance forthcoming from the Forest Kingdom.

### BRIEFING

*A merfolk servant swims up to you bearing a request from a sea elf noble for a private meeting. Despite the battles raging throughout Myth Nantar, those with power are still able to command their privileges.*

*"Thank you for accepting my request," says the noble as he offers you a globe of fine wine and some delicious caviar. "This is a matter of some... sensitivity, so I hope you will forgive me for pulling you away from the headquarters area for this discussion.*

*"I will be brief: Myth Nantar has been hosting some very important, and very secret, guests for the last several tendays. They are from the Forest Kingdom of Cormyr.*

*(If any PCs have appropriate rank/title with Cormyr then the noble nods at them and says "I imagine that you can now appreciate why I asked for you in particular.")*

*"We have been negotiating a treaty of mutual military support and certain valuable trade agreements with the Cormyrean delegation, led by Phariel, a man of great influence. Of course, our discussions were interrupted by the rude arrival of those abominations, but the proposed terms of the alliance are not what I am worried about right now.*

*"You see, I could not risk the safety of our guests, so I sent my personal guard to watch over them at their lodgings in the Trade Quarter. That area is far from the fighting and the buildings are in the best shape for surfacers to enjoy. I hoped that our army would deal with this ... interruption ... quickly and then we would be able to resume our negotiations.*

*"Unfortunately, I have not heard from either the delegation or my guards for some hours, and several of my best couriers have also failed to return. I fear that something terrible has happened.*

*"Quite aside from the risk of a diplomatic disaster, I am simply appalled at the notion that a visiting noble under my protection could have met with foul play. My reputation would be ruined. I would consider it a great personal favor if you would look into this matter and do everything in your power to ensure the safety of our Cormyrean guests."*

All the missing people are human. The sea elf noble provides the PCs with the name (Phariel Alsevir) and a detailed description of the man leading the Cormyrean delegation. Phariel is accompanied by two male Purple Dragon Knights, whose names the sea elf has not bothered to learn, and a female War Mage named Duwyn. To be clear, the sea elf noble is not aware of the information in Phariel's journal.

### OBJECTIVES

The PCs must find out where the Cormyreans have gone, defeat the possessed envoys in order to drive out the tsochar parasites (primary objective) and then reunite each brain with its correct body so that they can be raised (secondary).

Remember to ask the table captain what stance the party wishes to assume for this battle (normal, aggressive, or glory-seeking).

### THE LOST DELEGATION

The tsochar noble came to Myth Nantar to retrieve a particular ritual book that predates the Spellplague. The book is warded such that only those of a certain Cormyrean bloodline can open it, specifically the bloodline of the nobleman leading the negotiations. The parasites were able to infest the delegation and are now searching for the ritual book in the ancient library where its author left it. The PCs must search the manor where the visitors were staying, follow the trail to the library, and stop the tsochar before they escape with the book. The entire investigation should not take more than a couple of minutes of real time to play through at the table (to be clear, it is not a skill challenge, though you can call for skill checks as appropriate to give the players the sense that they are actively doing things and not just having you read the story to them).

The PCs have no trouble locating the building where the delegation was housed. If they ask around in the Trade Quarter the PCs learn that a few soldiers and servants bearing the sea elf noble's livery have gone in

during the last several hours, but none have come out. Eventually the PCs will enter the manor, where they discover signs of a struggle and bloodstains everywhere, but no bodies. Interestingly, the battlefield is quite chaotic, as if there was one group of people all fighting each other rather than one side attacking and another side defending. (This is a clue that the Cormyreans have been possessed.)

Among the nobleman's possessions is a journal filled with notes about his family bloodline's connections to Myth Nantar (this is why he volunteered for this mission). Distribute **Handout 6**. It turns out that the nobleman is a descendant of an ancient Royal Mage named Jorunhast, who was exiled from his homeland (though eventually his name was cleared). Rather than return home, Jorunhast chose to stay in Myth Nantar and eventually rose to serve on the Nantarn Council itself. Jorunhast had a small personal research lab that he kept elsewhere in the city. Since there are no bodies here, finding that lab is the PCs' only real lead. Following the trail leads the PCs to an old library. When they get there, set up the map.

The PCs set up in Zone A with no monsters visible on the battlefield. They can hear the sounds of the place being ransacked (shelves knocked over, books hitting the walls and floor) and must decide how they want to approach and enter the building.

Put the PCs on the map and into initiative. If they take more than two rounds of actions before entering the building then the tsochar find the ritual book. In this case the tsochar objective changes: their only goal is for the tsochar noble to escape with the book. If the PCs enter within the first two rounds then the tsochar do not have the book yet and the noble does not try to escape.

## FEATURES OF THE AREA

Use Map 6 for this encounter. This is NOT an underwater combat. The foreign dignitaries are staying in an area of Myth Nantar that is now above sea level.

**Illumination:** The battlefield (both inside and outside the building) is brightly lit.

**Ceiling:** The ceiling height inside the building is 10 feet on each floor, meaning that the open space from the ground to the top of the second floor through the cut-out section (Zone C) is a total of 4 squares high.

**Bookshelves:** The bookshelves are blocking terrain and can be used to make a terrain attack. Those on the ground floor are wider and heavier (Hard DC, Close blast 3) while those upstairs are narrower and lighter (Moderate DC, Close blast 2).

Toppling Bookshelf	Single-Use Terrain Power
Athletics DC Moderate or Hard	Move Action
M Over She Goes (zone) • Encounter (each shelf can be used once)	
Attack: Close blast 2 or 3 (creatures in blast); level + 3 vs. Reflex	
Hit: [D: ] damage, and the target is knocked prone.	
Effect: The area of the blast becomes a zone of difficult terrain that lasts for the rest of the encounter.	

**Cut-Out Floor:** The 5x3 dark section indicated on the map on the upper level of the building is a cutaway section beneath a skylight. Flying PCs who want to make a dramatic entrance can crash in through the skylight as if it was a window (see below).

Characters on the upper level who are adjacent to the edge of Zone C can see and target all the squares on the ground floor in the area beneath the cut-out section.

A flying creature in Zone C with the ability to hover may hover in the open space between the two floors, at a height of 2 squares, allowing the creature to target and be targeted by anyone in the building's interior. The armored brain in a jar may use this tactic.

Creatures on the upper level at the edge of the cut-out can be targeted by creatures on the lower level within the cut-out, but those on the upper level have cover from those on the lower level.

**Doors:** The exterior door is locked by an arcane ritual (Hard DC Thievery or an appropriate unlocking ritual). The interior door is closed but not locked. The outer doors have AC 4, Fortitude 12, Reflex 4, are immune to attacks that target Will, Strength DC 25 to bash open, 40 hit points to destroy, and resist all 5.

**Staircase:** The stairs are difficult terrain (so it requires a total of 6 squares of movement to traverse the entire staircase)

**Windows:** A flying creature outside the windows can see into the second floor, but the windows do block line of effect while they are closed. A character could shatter a window as part of a move action or a charge (Easy DC Athletics) but takes damage equal to the AL in crashing through. A character adjacent to a window can shatter that window as a standard action (no attack roll needed).

**Ignore all decorative terrain features** shown on the map other than those listed above (curtains, papers on the floor, small desks and tables, etc.) These are all treated as normal squares.

## HEROIC TIER (AL 2, 4, 6, 8, 10)

The following monsters are in the library, but are not visible when the PCs arrive, unless the PCs have some way to scout the building without entering (flying up and looking through the second-story windows, using rituals or remote sensing capabilities, etc.)

**1 noble tsochar** (level AL)

**2 tsochar wearers of flesh** (level AL)

**1 tsochar worm servant** (level AL)

**1 brain in an armored jar** (level AL)

### SETUP

Use Map 2 for this encounter. The monsters are in the following initial positions:

**Zone B:** 1 worm servant, 1 wearer of flesh

**Zone D:** 1 tsochar noble, 1 wearer of flesh, 1 brain in an armored jar (on a pedestal in the location where a small table is shown on the poster map). From its initial position the brain is not visible to PCs on the ground floor, even those peering up through the cut-out section.

**Zone A:** PCs (outside the building)

There are no tsochar parasites on the battlefield when the encounter starts. They are produced when a tsochar is reduced to 0 hit points (via *infestation unveiled*) or when the noble tsochar uses *pierce the barrier*. Parasites go after and attempt to infest player characters as described in the parasite's stat block (*burrow into host*).

### SCALING

Adjust the starting forces for larger or smaller parties:

**Four PCs:** Remove one of the wearers of flesh (from Zone D).

**Six PCs:** Add another worm servant (to Zone D). This servant prefers to attack down through the opening in the upper floor rather than exposing itself to melee by going downstairs.

### REINFORCEMENTS

All reinforcements are cumulative, and have the same level as the original creatures of the same type. Note that round numbers here refer to active combat rounds, not including any rounds the PCs spend outside the building before they engage with the tsochar.

**Normal:** The brain in an armored jar is inert for its first turn. It activates and joins the battle on its initiative count during round 2.

**Aggressive:** The brain is elite. Double its hit points, give it +2 to saving throws, and give it 1 action point.

**Glory:** The guards originally sent by the sea elf noble who hired the PCs are also possessed by tsochar.

They have been searching for the book elsewhere. An additional wearer of flesh comes onto the map at the edge of Zone A at the end of round 3. It enters the building on the ground floor and starts attacking what is probably the PCs' back rank.

## PARAGON TIER (AL 12, 14, 16)

As Heroic Tier. Remember to add the paragon tier traits to the brain in an armored jar and the non-minion tsochar. Variable ongoing is 10 points at this tier.

## PARAGON TIER (AL 18, 20)

As Heroic tier, but the level of the noble is AL + 1. Remember to add the paragon tier traits to the brain in an armored jar and the non-minion tsochar. Variable ongoing is 15 points at this tier.

## BEGINNING THE ENCOUNTER

Once you and the players have completed the initial setup, read or paraphrase the following:

*As you enter the library, a number of surprised-looking humans clad in the armor and vestments of Cormyr look up from the bookshelves they are searching. They don't seem to have a lot of care for the contents, briefly looking at each book and page before tossing it aside.*

Depending on the PCs method of entry and approach (guns blazing vs. stealth and subterfuge) the tsochar may try to bluff their way out of the situation by pretending that they really are the people from Cormyr. Their vestments at least support the story; the wearers of flesh are dressed in Purple Dragon Knight armor and the worm servants are dressed as war mages. The bloodstains on their clothes, however, should serve as a warning.

Unfortunately for the tsochar, they don't automatically get all the memories and knowledge of those they inhabit, so any reasonably competent PC will see through their story (passive Insight vs. Moderate DC). Anyone native to Cormyr or who has high honrr (denoted by appropriate Story Awards) gains a +5 bonus on Insight or other checks (such as History) against the tsochar's Bluff.

## TACTICS

If the noble tsochar has the ritual book, it tries to escape. To do this it must get off the map and put a distance of at least 5 squares between itself and any PC pursuit. If this happens then the PCs have failed their primary objective but may still complete the secondary objective

(see below). All the other tsochar and the brain in a jar will sacrifice themselves to help delay the PCs so that the noble can get away with the ritual book.

If the tsochar haven't found the ritual book, then they simply want to deal with the interruption and get back to searching for the ritual book. They all fight to the death, including the noble.

The PCs can flee the encounter by deliberately leaving the map in any direction. (A PC cannot be forced out of the encounter by being involuntarily forced off the map, or by leaving the map in pursuit of the fleeing tsochar noble.) The monsters do not pursue fleeing characters. A character may not return to the encounter after fleeing.

## DURING THE ENCOUNTER

When the first tsochar is reduced to 0 hit points, read:

*As the Cormyrean falls to the ground, a sickening sound of tearing flesh issues from the back of his head. With a spray of blood and bone, a small, thin, worm-like creature burrows its way out of the victim's skull and plops down onto the ground with a wet squish. Bits of brain matter drip from the worm's teeth and tentacles. The interior of the victim's skull is hollowed out like a breakfast melon. The now-lifeless body, bereft of its animating parasite, collapses like a marionette with the strings cut.*

Every time the PCs take out a full-sized tsochar and then kill its tsochar parasite, give them one of the four pieces of the puzzle from **Handout 7**. These are their clues that the Cormyreans can still be raised from the dead but that their minds are trapped inside the brain in a jar. The extra parasites summoned by the noble tsochar's pierce the barrier power do not trigger these visions when destroyed. To be clear, a PC who ends up dominated by a parasite is not insta-killed upon expelling the parasite: the Cormyreans were actually infested over a day ago and their condition is much, much worse.

When the PCs reduce the brain in a jar to 0 hit points, read the following (it does not matter if this happens before or after the last tsochar is defeated):

*As the horrifying construct clatters to the ground, the smell of formaldehyde fills the room. Through cracks in the glass you can see preserving fluid leaking slowly out of the vessel. Four moist brains are crammed inside. A cacophony of voices erupts in your head, gibbering in terror. Do you destroy the device completely?*

If the PC destroys the brain in a jar completely, then the emissaries are dead. The PCs can still complete their primary objective by destroying any remaining tsochar, but they automatically fail their secondary objective. If the PC chooses to "knock unconscious" the brain in a jar rather than destroying it, give them the bottom half of Handout 6 so that they can reunite the brains and bodies, completing the secondary objective.

## BRAIN GAMES

**Objective:** Interrogate the four brains trapped inside the brain in an armored jar.

**Complexity:** 1 (4 successes before 3 failures, or solve the puzzle for an automatic victory).

**Primary Skills:** History, Insight, Streetwise (Moderate DC) to match the personality traits with the descriptions of each of his companions that the noble wrote in his diary. A successful primary skill check orients one of the puzzle pieces.

**Handout 6** recaps the noble's journal entries listing the personality traits for each NPC. **Handout 7** contains the actual puzzle for the players to combine those traits.

Using the information from the diary they found among the noble's possessions, the PCs must match each brain with its body by completing a puzzle. There are four pairs of personality traits that need to line up so that all four pairs match at the same time. Mixed in are a number of negative personality traits that do not have matches. When all four puzzle pieces are in the correct orientation all the matches are made simultaneously. This is the only way to complete the puzzle.

If the PCs correctly reunite each brain with its corresponding body, the clerics of Myth Nantar are able to raise the dead Cormyreans during the extended rest at the end of Round 1. They quickly communicate with the Royal Court via ritual sending and describe the situation; the Coronal of Myth Nantar formally requests any aid that King Foril can provide; and the King acquiesces. This provides a benefit during Round 2, the second and final day of the battle. The PCs have completed their secondary objective for this mission.

## COMPLETING THE SEARCH

Assuming the noble tsochar did not successfully escape with the ritual book, the PCs may wonder exactly what it is that the tsochar were looking for in this library. They could conduct a search of their own, but that would take them away from the battle for long hours. As long as the PCs report back to the sea elf noble that the tsochar seemed to be looking for something, the noble will order



his servants to go through the library. The servants discover the ancient book. If the PCs completed the secondary objective so that the Cormyrean delegation can be raised from the dead, the grateful noble makes sure that the PCs get access to the book as an additional Treasure option without having to spend any of their reward shares to unlock it.

## ENDING THE ENCOUNTER

The encounter ends once the PCs or the monsters are all defeated, or if the PCs flee the battlefield (or abandon the battle in disgust after the noble tsochar escapes with the ritual book).

In the event of a TPK in this encounter, the sea elf noble waits about an hour for the PCs to return. When they fail to show up, he panics and goes directly to the Coronal of Myth Nantar. Missing dignitaries and a group of missing powerful adventures is more than enough of a reason to send high-level NPCs to find out why all these people keep disappearing. That NPC group locates and destroys the tsochar (who by now have also infested all the PCs, so the Nantari are forced to kill the PCs in the same way the PCs were forced to kill the Cormyrean knights and wizards). The PCs are raised from the dead before their next mission but earn no reward shares from this mission, and will probably never be able to look at a bowl of noodles the same way again.

**Total success:** The PCs killed all the tsochar (regardless of whether they discovered the ritual book) and also made it possible for the victims to be resurrected. They earn two (2) reward shares.

**Partial success:** The PCs either defeated all the tsochar but failed to save the Cormyrean brains, or ruined the brains with their bodies but failed to stop the noble tsochar from escaping with the ritual book.

**Failure:** The PCs fled or were defeated without achieving at least a partial success. They do not earn any reward shares.

## MISSION 12: VISITING NOBLES

Tsochar Parasite	Minion Controller
Small aberrant magical beast	XP Minion
<b>HP</b> 1; a missed attack never damages a minion	<b>Init</b> 5 [+ ]
<b>AC</b> [ ], <b>Fortitude</b> [ ], <b>Reflex</b> [ ], <b>Will</b> [ ]	<b>Per</b> 3 [+ ]
<b>Speed</b> 4, climb 4	Darkvision
TRAITS	
<b>Hideous Grasp</b>	
While the tsochar has a creature grabbed, the tsochar gains a +2 power bonus to all defenses.	
STANDARD ACTIONS	
<b>m Tentacles</b> (poison) • <b>At-Will</b>	
<b>Attack:</b> Melee 1 (one creature); 5 [+ ] vs. AC	
<b>Hit:</b> [G: ] damage, and the target is grabbed (escape DC Moderate).	
<b>M Burrow into Host</b> (poison) • <b>At-Will</b>	
<b>Attack:</b> Melee 1 (one humanoid creature grabbed by the tsochar); 3 [+ ] vs. Fortitude	
<b>Hit:</b> The target is dominated (save ends). While the target is dominated, the tsochar is removed from play, though it can still issue commands to the target. If the target is dominated at the end of the encounter, the tsochar takes full control of the target until the target drops below 1 hit point. A Remove Affliction ritual or similar magic can force a tsochar out of its host.	
<b>Aftereffect:</b> The tsochar appears in an unoccupied square adjacent to the target.	
<b>Skills</b> Stealth 10 [+ ]	
<b>Str</b> 1 [+ ] <b>Dex</b> 5 [+ ] <b>Wis</b> 3 [+ ]	
<b>Con</b> 4 [+ ] <b>Int</b> 2 [+ ] <b>Cha</b> 1 [+ ]	
<b>Alignment</b> Chaotic evil <b>Languages</b> Deep Speech, telepathy 10	
<b>Source:</b> <i>The Book of Vile Darkness</i>	

**Level:** Equal to the AL

**Level** = [+ ] (attacks, defenses)

**Half Level** = [+ ] (skills, abilities)

**AC:** Level + 14; **Fort:** Level + 12; **Ref:** Level + 13; **Will:** Level + 11

Tsochar Wearer of Flesh	Soldier
Medium aberrant humanoid	XP Standard
<b>HP</b> [ ]; <b>Bloodied</b> [ ]	<b>Init</b> 2 [+ ]
<b>AC</b> [ ], <b>Fortitude</b> [ ], <b>Reflex</b> [ ], <b>Will</b> [ ]	<b>Per</b> 8 [+ ]
<b>Speed</b> 5	Darkvision
<b>Immune</b> dazed	
TRAITS	
<b>O Psychic Scream</b> (psychic) • <b>Aura</b> 1	
Enemies in the aura take [ 5 / 10 / 15 ] psychic damage whenever the tsochar takes psychic damage.	
<b>Parasitic Mind</b>	
At the start of its turn, the tsochar makes saving throws to end any stunning or dominating effect on it.	
STANDARD ACTIONS	
<b>m Longsword</b> (weapon) • <b>At-Will</b>	
<b>Attack:</b> Melee 1 (one creature); 5 [+ ] vs. AC	
<b>Hit:</b> [A: ] damage.	
<b>Effect:</b> The target is marked until the end of the tsochar's next turn.	
TRIGGERED ACTIONS	
<b>M Guarding Strike</b> • <b>At-Will</b>	
<b>Trigger:</b> An enemy marked by the tsochar shifts or makes an attack that does not include the tsochar as a target.	
<b>Effect (Opportunity Action):</b> The tsochar uses <i>longsword</i> against the triggering enemy.	
<b>Infestation Unveiled</b> • <b>Encounter</b>	
<b>Trigger:</b> The tsochar drops below 1 hit point from an attack that does not deal psychic damage.	
<b>Effect (No Action):</b> A tsochar parasite appears in the tsochar's space or the nearest unoccupied square.	
<b>Skills</b> Bluff 5 [+ ]	
<b>Str</b> 5 [+ ] <b>Dex</b> 0 [+ ] <b>Wis</b> 3 [+ ]	
<b>Con</b> 2 [+ ] <b>Int</b> 2 [+ ] <b>Cha</b> 0 [+ ]	
<b>Alignment</b> Chaotic evil <b>Languages</b> Common, Deep Speech, telepathy 10	
<b>Equipment</b> heavy shield, longsword, plate armor	
<b>Source:</b> <i>The Book of Vile Darkness</i>	

**Level:** Equal to the AL

**Level** = [+ ] (attacks, defenses)

**Half Level** = [+ ] (skills, abilities)

**HP:** (8 x Level) + 23; **Bloodied:** (4 x Level) + 15

**AC:** Level + 16; **Fort:** Level + 14; **Ref:** Level + 11; **Will:** Level + 12

At Paragon tier, add the following:

TRAITS
<b>Relentless Killer</b>
This creature deals +1d8 damage against any creature it has marked or that it has combat advantage against.
AL 18: +2d6 damage
AL 20: +2d8 damage
MINOR ACTIONS
<b>Psychic Challenge</b> • <b>At-Will</b>
<b>Effect:</b> Close burst 5 (one enemy in the burst). The tsochar marks the target until the end of the encounter or until the tsochar uses this power again. While the enemy is marked by the tsochar, it takes [4 + one-half the AL] psychic damage whenever it ends its turn without attacking the tsochar.

## MISSION 12: VISITING NOBLES

Noble Tsochar	Elite Controller (Leader)
Medium aberrant humanoid	XP Elite
HP [     ]; Bloodied [     ]	Init 2 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 9 [+     ]
Speed 5	Darkvision
Immune dazed	
Saving Throws +2; Action Points 1	
TRAITS	
O <b>Psychic Scream</b> (psychic) • <b>Aura 1</b>	
Enemies in the aura take [ 5 / 10 / 15 ] psychic damage whenever the tsochar takes psychic damage.	
Parasitic Mind	
At the start of its turn, the tsochar makes saving throws to end any stunning or dominating effect on it.	
STANDARD ACTIONS	
m <b>Tentacle</b> (poison) • <b>At-Will</b>	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [B:     ] damage.	
R <b>Violet Lightning</b> (implement, lightning, psychic) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); 3 [+     ] vs. Reflex	
Hit: [A:     ] lightning and psychic damage, and the target is dazed until the end of its next turn.	
R <b>Double Attack</b> • <b>At-Will</b>	
Effect: The tsochar uses <i>violet lightning</i> twice.	
A <b>Insanity Vortex</b> (charm, implement, psychic) • <b>Recharge 5 6</b>	
Attack: Area burst 1 within 10 (enemies in the burst); 3 [+     ] vs. Will	
Hit: [F:     ] psychic damage, and the target makes a melee basic attack as a free action against a target the tsochar chooses.	
Miss: Half damage.	
MINOR ACTIONS	
Pierce the Barrier (psychic, zone) • <b>Encounter</b>	
Effect: Area burst 2 within 10. The burst creates a zone that lasts until the end of the tsochar's next turn. Any enemy that ends its turn in the zone takes [ 5 / 10 / 15 ] psychic damage. As the zone ends, four tsochar parasites appear in unoccupied squares in the zone.	
TRIGGERED ACTIONS	
Infestation Unveiled • <b>Encounter</b>	
Trigger: The tsochar drops below 1 hit point from an attack that does not deal psychic damage.	
Effect (No Action): A tsochar parasite appears in the tsochar's space or the nearest unoccupied square.	
Skills Arcana 8 [+     ], Dungeoneering 9 [+     ], Religion 8 [+     ]	
Str -1 [+     ]     Dex 2 [+     ]     Wis 4 [+     ]	
Con 1 [+     ]     Int 3 [+     ]     Cha 6 [+     ]	
Alignment Chaotic evil     Languages Common, Deep Speech, telepathy 10	
Equipment orb, robes	
Source: <i>The Book of Vile Darkness</i>	
Level: Equal to the AL (AL 2-16) or equal to the AL + 1 (AL 18, 20)	
Level = [+     ] (attacks, defenses)	
Half Level = [+     ] (skills, abilities)	
HP: (16 x Level) + 40; Bloodied: (8 x Level) + 20	
AC: Level + 14; Fort: Level + 10; Ref: Level + 12; Will: Level + 15	
At Paragon tier, add the following:	
TRAITS	
O <b>Unsettling Deformity</b> • <b>Aura 2</b>	
Enemies in the aura that can see this creature take a -2 penalty to attack rolls and Will.	

Tsochar Worm Servant	Artillery
Medium aberrant humanoid	XP Standard
HP [     ]; Bloodied [     ]	Init 1 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 8 [+     ]
Speed 5	Darkvision
Immune dazed	
TRAITS	
O <b>Psychic Scream</b> (psychic) • <b>Aura 1</b>	
Enemies in the aura take [ 5 / 10 / 15 ] psychic damage whenever the tsochar takes psychic damage.	
Parasitic Mind	
At the start of its turn, the tsochar makes saving throws to end any stunning or dominating effect on it.	
STANDARD ACTIONS	
m <b>Scourge</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [B:     ] damage.	
r <b>Unhinging Visions</b> (psychic) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); 5 [+     ] vs. Will	
Hit: [D:     ] damage, the tsochar can slide the target up to 2 squares, and the target grants combat advantage until the end of the tsochar's next turn.	
C <b>Madness Storm</b> (psychic) • <b>Encounter</b>	
Attack: Close blast 5 (enemies in the blast); 3 [+     ] vs. Will	
Hit: [F:     ] damage, and the target is dazed (save ends).	
Miss: Half damage, and the target is slowed until the end of its next turn.	
TRIGGERED ACTIONS	
Infestation Unveiled • <b>Encounter</b>	
Trigger: The tsochar drops below 1 hit point from an attack that does not deal psychic damage.	
Effect (No Action): A tsochar parasite appears in the tsochar's space or the nearest unoccupied square.	
Skills Bluff 10 [+     ], Religion 8 [+     ]	
Str 0 [+     ]     Dex 1 [+     ]     Wis 3 [+     ]	
Con 1 [+     ]     Int 3 [+     ]     Cha 5 [+     ]	
Alignment Chaotic evil     Languages Common, Deep Speech, telepathy 10	
Equipment chainmail, scourge	
Source: <i>The Book of Vile Darkness</i>	

Level: Equal to the AL

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (6 x Level) + 18; Bloodied: (3 x Level) + 9

AC: Level + 14; Fort: Level + 10; Ref: Level + 12; Will: Level + 14

At Paragon tier, add the following:

TRIGGERED ACTIONS
Psonian Intensifier (psychic) • <b>Recharge</b> when first bloodied
Trigger: The tsochar hits a target with <i>scourge</i> or <i>unhinging visions</i> .
Effect (No Action): The target gains ongoing [ 10 / 15 ] psychic damage (save ends). The target takes a -2 penalty on saves to end the ongoing damage.
AL 18-20: -5 penalty on saves to end the ongoing damage.

## MISSION 12: VISITING NOBLES

Brain in an Armored Jar	Artillery
Small natural animate	XP Standard
HP [     ]; Bloodied [     ]	Init 3 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 2 [+     ]
Speed fly 6 (hover)	Darkvision
STANDARD ACTIONS	
m <b>Slam</b> • At-Will	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [A:     ] damage.	
R <b>Psychic Overload</b> (psychic) • Recharge 6	
Attack: Ranged 8 (one creature); 5 [+     ] vs. Will	
Hit: The target loses a healing surge, and the brain makes a secondary attack against another creature in range.	
Secondary Attack: Ranged 8 (one creature); 3 [+     ] vs. Will	
Hit: The secondary target takes psychic damage equal to the primary target's healing surge value.	
C <b>Electrical Discharge</b> (lightning) • At-Will	
Attack: Close burst 3 (creatures in burst); 3 [+     ] vs. Reflex	
Hit: [D:     ] damage, and the target takes ongoing [5 / 10 / 15] lightning damage (save ends).	
Miss: Half damage.	
Skills Intimidate 5 [+     ]	
Str 4 [+     ]	Dex 3 [+     ]
Con 3 [+     ]	Int 4 [+     ]
	Wis 2 [+     ]
	Cha 0 [+     ]
Alignment Evil	Languages Common, telepathy 10
Source: <i>Open Grave</i> (with updates and daze changed to ongoing damage)	

Note: A PC must burn a personal surge, not a mythal surge, when hit by the primary attack of *psychic overload*.

Level: Equal to the AL

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (6 x Level) + 23; Bloodied: (3 x Level) + 11

AC: Level + 13; Fort: Level + 11; Ref: Level + 9; Will: Level + 11

At Paragon tier, add the following:

TRAITS
<b>Heavily Armored Jar</b>
This creature gains resist 5 all.
AL 18-20: resist 10 all
STANDARD ACTIONS
C <b>Mantle of the Mind</b> (charm) • Encounter
Attack: Close burst 4 (creatures in the burst); 3 [+     ] vs. Will
Hit: The target cannot make any attack that includes this creature as a target (save ends).

## MISSION 1.3: THE PROTECTOR

An ancient brass dragon named Khuralosothantar has laired on Mount Halaath for over a thousand years. When the Spellplague lowered the Sea of Fallen Stars, part of the mountain was exposed to the air, including the dragon's cave. Khuralos used to be known as "the Protector" for his willingness to aid the people of Myth Nantar, but he has not been heard from for hundreds of years. If ever the Protector was needed, now is the time. The PCs are asked to find the dragon's lair and convince him to aid the city's defense. What they discover is that Khuralos is deep within a magical dragonsleep, while his lair is being invaded by aberrations led by a corrupted kraken that intend to capture Khuralos and transform him into a Far Realm monstrosity.

Succeeding at this mission will free up additional defenders who can return to the city and join the fighting there. Each table that undertakes this mission is sent to a different post along the Sharksbane Wall.

### BRIEFING

*A triton mage wearing the coral badge signifying a member of the Dukars swims over to you. "Although we are beset on all sides, I believe Myth Nantar may have allies who have not yet realized our plight. I would ask you to find and return with one such, if you are willing."*

*"Khuralosothantar the brass dragon was once a great friend to our city. There was a time when he was known simply as 'The Protector' for his many brave and glorious deeds on behalf of the goodly races of Seros. Alas, he has not been seen or heard from in several hundred years, but I have an ancient map showing the location of his lair. It is in a cave on the side of Mount Halaath. Before the Spellplague lowered the Sea of Fallen Stars, the entrance to that cave was underwater, as indeed was the entire mountain; now it is exposed to the air and the cave should be dry. Of course, such matters are trivial to a dragon, but I thought you might want to know."*

*"I am certain that if Khuralos knew of our plight, he would come to the defense of Myth Nantar. All of the legends and stories of him tell of his generous heart and his great hatred of evil. We can only hope that he still lives. Please, go to the cave and see if you can find the dragon or a way to contact him. Even if the dragon himself is gone, I am sure that he would not object to your taking any items from his hoard that you believe would help us win this battle."*

*If ever Myth Nantar had need of The Protector, now is the time!"*

## DRAGON'S LAIR

The PCs' map is accurate and they have little trouble locating the dragon's lair. However, when they arrive, they discover that the dragon's children are not interested in welcoming visitors. Read the following:

*A group of kobolds with shiny metallic scales peer at you from behind makeshift barricades made of the bones of centuries of dragon-snacks. Their leader, a female kobold who has wings sprouting from her back, holds up a clawed hand in warning. She grins at you with a mouth full of broken teeth.*

*"You no look like devil-fish-men, so Three-Teeth not tell Wyrmguard to attack. But great dragon lord say no visitors, and that mean no visitors. You turn around, go home. Maybe come back hundred years or so, if you lucky great dragon lord talk to you then."*

The PCs must plead their case to Three-Teeth and her fellow kobolds (all of whom are obviously of mixed blood including the brass dragon, given the sheen of their scales). The kobolds are not evil, but they don't want to admit that the dragon is sleeping, because they are afraid that if the word gets out that the dragon isn't a threat, adventurers will start showing up all the time to try and loot the dragon's hoard. It requires some good roleplaying (describing the situation in Myth Nantar would help) and a Hard DC social skill check of some sort to persuade the kobolds to reveal more information.

*"Okay, okay, Three-Teeth understand. Situation in Myth Nantar bad, very bad. Great dragon lord always friendly to swimmy-elfs. And he love eating devil-fish, devil-rays, even devil-devils. Mmmmmmm so tasty! But great dragon lord sleeping. Been sleeping long time. Actually Three-Teeth never seen great dragon lord awake. But Four-Teeth tell Three-Teeth, just like Five-Teeth tell Four-Teeth. Great dragon lord be very angry if we wake him up!"*

With an Easy DC Insight check the PCs can pick up on the fact that the kobolds do in fact know a ritual that would rouse Khuralos from his dragonsleep. Again, they must convince the kobolds to assist with a Moderate DC social check (if the interaction has been friendly thus far) or a Hard DC check (if the interaction has been unfriendly). If at any point the PCs attack the kobolds, there is no need to run the fight. The PCs prevail, but without the kobolds' ritual, the PCs will have no way to awaken the dragon. Their only hope is to at least prevent him from being corrupted by the aberrations when they attack.

As long as the PCs have established relatively cordial relations with the kobolds at this point, they allow the PCs to come into the main cave and see for themselves. Khuralos is indeed asleep, atop a giant pile of treasure in the center of the cave. (You can go ahead and show the battle map at this point; the dragon's hoard fills all of Zone A, with the dragon stretched out on top. He is Gargantuan in size, so lying down he fills the entire 3x5 square area.) Read the following:

*A massive pile of gold, gems, and metal objects fills the center of this vast cave. Lying atop this glittering horde is a gargantuan dragon with scales of pure brass. Thunderous, rumbling echoes shake the very ground beneath your feet. It takes a moment to realize that this is the sound of a dragon snoring.*

## UNINVITED GUESTS

If the PCs have enlisted the kobolds' assistance, then they go off-map to perform the ritual, telling the PCs to stay here. Three-Teeth wants her people to be out of the way just in case the dragon is hungry when he wakes up and decides to eat whatever he sees first. If the PCs already killed the kobolds, then they have no hope of waking the dragon up, but should at least attempt to protect him from the Abolethic Sovereignty.

Have the players set up their miniatures in Zone B and then read the following:

*A hideous screech heralds the arrival of a huge, flying creature with squid-like eyes, a vicious beak, and massive, thirty-foot-long tentacles. The stories of Xxiphu, seat of the Abolethic Sovereignty, speak of such aberrations as the guardians of the writhing obelisk. The kraken is accompanied by a number of creatures that look like jellyfish, but they float on air instead of in the water. It looks like these aberrations have come to remove any possibility that the dragon will join the fight on behalf of Myth Nantar.*

Place the initial set of monsters on the map and roll initiative. Each PC may take a single non-attack action before the first round of combat to represent the few seconds that they would have had to prepare when they heard the monsters coming.

## OBJECTIVES

The PCs must defend the sleeping dragon (primary), then wake him up and convince him to join the fight or at least send some magic items to aid Myth Nantar from his hoard (secondary).

Remember to ask the table captain what stance the party wishes to assume for this battle (normal, aggressive, or glory-seeking).

## FEATURES OF THE AREA

Use Map 4 for this encounter. This is NOT an underwater combat. The dragon's cave used to be filled with water, but when the Spellplague lowered the sea level, the entire lair (including the entrance) was exposed to the surface.

**Illumination:** The interior of the cave is brightly lit by magical globes of flickering light. This is totally unnecessary: the dragon has been sleeping for hundreds of years, and his kobold servants have darkvision, but Khuralos likes his treasure hoard to sparkle even when he isn't looking at it.

**Ceiling:** The cave is 20 feet (4 squares) high. Note that the floating mantles have a height limit of 3 squares when flying.

**Bone Walls:** These are blocking terrain and stretch from floor to ceiling.

## HEROIC TIER (AL 2, 4, 6, 8, 10)

The PCs set up on the battlefield before any monsters arrive. The initial set of monsters that join the battle includes the following:

1 Xxiphu flying kraken (level AL)

1 floating mantle bluesting (level AL)

1 floating mantle (level AL)

10 floating mantle polyps (level AL - 1)

**Note:** Variable ongoing damage, variable resistance, and variable vulnerability are all 5 points at Heroic tier.

## SETUP

Use Map 2 for this encounter. Set the field up as follows:

**Zone A:** sleeping dragon

**Zone B:** PCs

**Zone C:** bluesting and 5 polyps

**Zone D:** mantle and 5 polyps

**Zone E:** kraken

## SCALING

Adjust the starting forces for larger or smaller parties:

**Four PCs:** Remove six of the polyps (three from Zone C and three from Zone D)

**Six PCs:** Increase the kraken's hit points by 50% (shortcut: add its bloodied value to its starting hit points, then divide by 2 to get its new bloodied value).

## REINFORCEMENTS

All reinforcements are cumulative, and have the same level as the original creatures of the same type.

**Normal:** At the end of every combat round, 2 more polyps arrive in Zone F. This continues until the kraken has been defeated.

**Aggressive:** When the PCs defeat the floating mantle, on what would have been its next turn, a new floating mantle bluesting arrives in Zone E.

**Glory:** When the PCs defeat the floating mantle, on what would have been its next turn, a new floating mantle arrives in Zone C.

## PARAGON TIER (AL 12, 14, 16)

As Heroic Tier, but add 1 polyp to Zone C and 1 polyp to Zone D (so there are 6 in each zone to start). The Normal reinforcements are 3 polyps per round. Variable ongoing damage is 10 points at this tier; variable resistance is 10 points at this tier; variable vulnerability is 10 points at this tier..

## PARAGON TIER (AL 18, 20)

As Heroic Tier, but add 2 polyps to Zone C and 2 polyps to Zone D (so there are 7 in each zone to start). The Normal reinforcements are 4 polyps per round. Variable ongoing damage is 15 points at this tier; variable resistance is 15 points at this tier. Variable vulnerability is still only 10 points at this tier.

## THE DRAGON

The dragon can survive 20 hits before being killed. Don't worry about rolling damage or tracking hit points; just count all hits (whether they are from monster attacks or PC area-effect powers) as 1 hit each against the dragon. If the PCs target the dragon with an effect that would allow him to spend a healing surge, he has 3 surges and regains 5 hits per surge spent.

The dragon is considered an ally for most PC effects, but is immune to forced movement (even by the kraken), teleportation, banishment, other effects that would remove him from play, and anything else that would trivialize the encounter. The dragon has no resistances, immunities, or vulnerabilities.

The dragon's defenses are:

**AC:** AL + 13; **Fort:** AL + 13; **Ref:** AL + 12; **Will:** AL + 11

## TACTICS

The dragon does not take actions during the combat. Only the polyps attempt to attack the dragon: the floating mantles and the kraken recognize the PCs as

the real threat and focus on them, knowing that they can deal with the dragon later. If they can include the dragon in area attacks, then they will do so, but not at the expense of leaving PCs out of those same attacks.

The kraken's massive reach allows it to go after PCs that normally try to avoid the front lines of combat. There is no limit to the number of PCs that the kraken can have grabbed at the same time (each PC occupies a different tentacle, but the kraken has lots of tentacles). Most rounds it should be able to use *tentacle grab* once and *vile bite* once. Don't forget its encounter attack to blast the PCs with lightning.

The floating mantle is a front-line fighter, using *tentacle rake* and *life leech* most rounds. The bluesting stays out of melee if it can, preferring to use *flinging nettles*; however, if it can stay within 5 squares of the front lines, it will do so in order to allow the polyps to benefit from its aura.

The polyps always go after the dragon if they can do so without provoking opportunity attacks. They will stop and fight if forced to do so by a PC. If the PCs are having a hard time with this encounter but the dragon is unhurt, then one way to make things easier is to have the polyps completely ignore the PCs and go after the dragon even if they have to violate marks and/or provoke opportunity attacks. If the dragon is getting beaten down quickly, then you can have the polyps shift to focus on the PCs for a round or two, giving the players a chance to get the situation back under control.

The PCs can flee the encounter by leaving the map from any map edge. A PC that flees the encounter cannot return. The monsters do not pursue fleeing PCs as their focus is on the dragon.

## WAKING THE PROTECTOR

Once the kraken dies, all reinforcements stop; once the remaining monsters are defeated, the fight is over. The PCs (and the kobolds, if the PCs didn't kill them) can now complete the ritual to awaken the dragon. Any PCs with the Ritual Caster feat can assist.

Improvise a quick roleplaying scene where the dragon wakes up and demands an explanation. Three-Teeth and the other kobolds prostrate themselves with fear, leaving the PCs to explain the situation.

As long as the PCs treated the kobolds well and are reasonably deferential toward the dragon, Khuralos agrees to come to the aid of Myth Nantar. However, if the PCs killed his children then the dragon is very angry. He sends the PCs on their way without agreeing to help, saying only that he will have to think about whether or not Myth Nantar is still the kind of place he wants to be associated with, if the PCs are the sort of



bloodthirsty emissaries that the sea elves are relying on these days.

Of course, if the aberrations killed the dragon, then the mission is a failure. The PCs can pick through the dragon's hoard for a few magic items (no need to describe them) and then go back to the city to report their failure. The aberrations will put the dragon's body to good use during Round 2.

## ENDING THE ENCOUNTER

In the event of a TPK, the kobolds eventually come out of hiding and carry the PCs' bodies back to Myth Nantar, but this is considered a complete failure; the aberrations take the dragon's body back to Xxiphu (it will show up in a new form during Round 2).

**Total success:** The PCs kept the dragon alive and successfully enlisted his aid. They earn two (2) reward shares.

**Partial success:** The PCs kept the dragon alive but were not able to convince him to assist Myth Nantar. They earn one (1) reward share.

**Failure:** The PCs fled or were wiped out, or the dragon was killed. They do not earn any reward shares.

# MISSION 13: THE PROTECTOR

Floating Mantle Polyp	Minion Brute
Tiny aberrant magical beast (blind)	XP Minion
<b>HP</b> 1; a missed attack never damages a minion	<b>Init</b> 8 [+ ]
<b>AC</b> [ ], <b>Fortitude</b> [ ], <b>Reflex</b> [ ], <b>Will</b> [ ]	<b>Per</b> 1 [+ ]
<b>Speed</b> 0, fly 6 (hover; altitude limit 3)	<b>Blindsight</b> 10
<b>Immune</b> blinded, gaze	
STANDARD ACTIONS	
<b>m Tentacle Rake</b> (poison) • <b>At-Will</b>	
Attack: Melee 1 (one creature); 3 [+ ] vs. Reflex	
Hit: [H: ] poison damage.	
TRIGGERED ACTIONS	
<b>C Psychic Scream</b> (psychic) • <b>Encounter</b>	
Trigger: The polyp drops to 0 hit points.	
Attack (No Action): Close burst 2 (creatures in the burst other than floating mantles); 3 [+ ] vs. Will	
Hit: [H: ] psychic damage.	
<b>Str</b> 0 [+ ]	<b>Dex</b> 8 [+ ]
<b>Con</b> 3 [+ ]	<b>Int</b> -4 [+ ]
	<b>Wis</b> 1 [+ ]
	<b>Cha</b> 4 [+ ]
<b>Alignment</b> Unaligned <b>Languages</b> --	
<b>Source:</b> Dark Sun Creature Catalog (removed dazing effect)	

**Level:** Equal to the AL - 1

**Level** = [+ ] (attacks, defenses)

**Half Level** = [+ ] (skills, abilities)

**AC:** Level + 12; **Fort:** Level + 11; **Ref:** Level + 13; **Will:** Level + 12

At Paragon tier, add the following to the floating polyp:

TRAITS
<b>Virulent Poison</b>
When the polyp deals poison damage, it ignores the first 10 points of the target's poison resistance.

At Paragon tier, add the following to the floating bluesting:

STANDARD ACTIONS
<b>C Toxic Burst</b> (poison) • <b>Recharge</b> when first bloodied or whenever a floating mantle polyp within 5 squares of the bluesting drops to 0 hit points
Attack: Close burst 5 (creatures in the burst other than floating mantles); 3 [+ ] vs. Fortitude
Hit: [A: ] poison damage.
Effect: The bluesting creates a floating mantle polyp in an unoccupied square in or adjacent to the burst. The polyp acts immediately after the bluesting in the initiative count.
MINOR ACTIONS
<b>Sudden Birth</b> • <b>Recharge</b> 4 5 6
Requirement: The bluesting must be accompanied by fewer than four floating mantle polyps.
Effect: The bluesting creates a floating mantle polyp in an unoccupied square within 3 squares of the bluesting. The polyp acts immediately after the bluesting in the initiative count.

Floating Mantle Bluesting	Artillery (Leader)
Medium aberrant magical beast (blind)	XP Standard
<b>HP</b> [ ]; <b>Bloodied</b> [ ]	<b>Init</b> 5 [+ ]
<b>AC</b> [ ], <b>Fortitude</b> [ ], <b>Reflex</b> [ ], <b>Will</b> [ ]	<b>Per</b> 4 [+ ]
<b>Speed</b> 0, fly 6 (hover; altitude limit 3)	<b>Blindsight</b> 25
<b>Immune</b> blinded, gaze; <b>Vulnerable</b> [ 5 / 10 ] energy (all types)	
TRAITS	
<b>O Mommy Loves You</b> • <b>Aura</b> 5	
Floating mantle polyps within the aura gain a +1 bonus to attack rolls and deal 2 extra damage. (Paragon tier: +2 attack / +5 damage)	
Virulent Poison	
When the bluesting deals poison damage, it ignores the first [ 5 / 10 / 15 ] points of the target's poison resistance.	
STANDARD ACTIONS	
<b>m Tentacle Rake</b> (poison) • <b>At-Will</b>	
Attack: Melee 3 (one creature); 3 [+ ] vs. Reflex	
Hit: [D: ] poison damage.	
<b>r Flinging Nettles</b> (poison) • <b>At-Will</b>	
Attack: Ranged 20 (one creature); 5 [+ ] vs. Fortitude	
Hit: [A: ] poison damage,	
Miss: Half damage.	
MINOR ACTIONS	
<b>Jet</b> • <b>Recharge</b> when first bloodied	
Effect: The bluesting shifts its speed.	
TRIGGERED ACTIONS	
<b>C Sudden Explosion</b> (varies) • <b>Encounter</b>	
Trigger: The bluesting is reduced to 0 hit points by energy damage.	
Attack (No Action): Close burst 2 (creatures in the burst); 4 [+ ] vs. Reflex	
Hit: [F: ] energy damage of the same type as the triggering effect, and the bluesting pushes the target 1d4 squares.	
Miss: Half damage.	
<b>Str</b> 0 [+ ]	<b>Dex</b> 5 [+ ]
<b>Con</b> 2 [+ ]	<b>Int</b> -3 [+ ]
	<b>Wis</b> 4 [+ ]
	<b>Cha</b> 6 [+ ]
<b>Alignment</b> Unaligned <b>Languages</b> --	
<b>Source:</b> Dark Sun Creature Catalog (with a lot of changes)	

**Level:** Equal to the AL

**Level** = [+ ] (attacks, defenses)

**Half Level** = [+ ] (skills, abilities)

**HP:** (6 x Level) + 21; **Bloodied:** (3 x Level) + 10

**AC:** Level + 13; **Fort:** Level + 11; **Ref:** Level + 12; **Will:** Level + 13

# MISSION 13: THE PROTECTOR

Xxiphu Flying Kraken	Elite Controller
Huge aberrant magical beast	XP Elite
HP [     ]; Bloodied [     ]	Init 3 [+   ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 9 [+   ]
Speed 6, fly 8	Darkvision
Resist [ 5 / 10 / 15 ] lightning, [ 5 / 10 / 15 ] thunder	
Saving Throws +2; Action Points 1	
TRAITS	
<b>Tentacle Snare</b>	
When the kraken moves, all creatures grabbed by it are pulled with it.	
STANDARD ACTIONS	
m <b>Tentacle Rake</b> • At-Will	
Attack: Melee 6 (one creature not grabbed by the kraken); 5 [+     ] vs. AC	
Hit: [A:     ] damage.	
M <b>Tentacle Grab</b> • At-Will	
Attack: Melee 6 (one creature grabbed by the kraken); 5 [+     ] vs. AC	
Hit: [D:     ] damage, the kraken pulls the target up to 5 squares, and the target is grabbed (escape DC Moderate). The target takes ongoing [ 5 / 10 / 15 ] damage until the grab ends.	
M <b>Vile Bite</b> • At-Will	
Attack: Melee 1 (one creature grabbed by the kraken); 5 [+     ] vs. AC	
Hit: [A:     ] damage, and the target cannot spend healing surges until the start of the kraken's next turn.	
<b>Double Attack</b> • At-Will	
Effect: The kraken makes two melee attacks, each against a different target. (It is not limited to basic attacks when using this ability.)	
C <b>Call Lightning</b> (lightning) • Encounter	
Attack: Close blast 5 (enemies in the blast); 3 [+     ] vs. Reflex	
Hit: [F:     ] lightning damage, and the target is slowed until the end of the kraken's next turn.	
Skills Stealth 8 [+     ]	
Str 6 [+     ]     Dex 3 [+     ]     Wis 4 [+     ]	
Con 8 [+     ]     Int 5 [+     ]     Cha 7 [+     ]	
Alignment Evil     Languages Deep Speech, telepathy 20	
Source: <i>Monster Vault: Threats to the Nentir Vale</i> (mooncalf sire)	

Level: Equal to the AL

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (16 x Level) + 70; Bloodied: (8 x Level) + 35

AC: Level + 14; Fort: Level + 14; Ref: Level + 11; Will: Level + 13

At Paragon tier, add the following:

MINOR ACTIONS
C <b>Lure</b> (charm) • At-Will
Attack: Close burst 10 (one creature in the burst); 3 [+     ] vs. Will
Hit: The kraken pulls the target up to 10 squares.
TRIGGERED ACTIONS
<b>Fury of the Storm</b> (aura, lightning, thunder) • Encounter
Trigger: The kraken is bloodied.
Effect (Immediate Reaction): The kraken activates an aura 1 that lasts until the end of the encounter. Any creature that ends its turn in the aura takes [ 10 / 15 ] lightning and thunder damage.

Floating Mantle	Controller
Small aberrant magical beast (blind)	XP Standard
HP [     ]; Bloodied [     ]	Init 4 [+   ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 3 [+   ]
Speed 0, fly 6 (hover; altitude limit 3)	Blindsight 20
Immune blinded, gaze; Vulnerable [ 5 / 10 ] energy (all types)	
STANDARD ACTIONS	
m <b>Tentacle Rake</b> (poison) • At-Will	
Attack: Melee 2 (one creature); 4 [+     ] vs. Reflex	
Hit: [D:     ] damage, and the target is slowed until the end of the floating mantle's next turn.	
MINOR ACTIONS	
M <b>Life Leech</b> (poison) • At-Will (1/round)	
Attack: Melee 2 (one creature granting combat advantage to the floating mantle); 4 [+     ] vs. Fortitude	
Hit: [D:     ] poison damage, and the floating mantle gains [ 5 / 10 / 15 ] temporary hit points..	
<b>Jet</b> • Recharge when first bloodied	
Effect: The floating mantle shifts its speed.	
TRIGGERED ACTIONS	
C <b>Sudden Explosion</b> (varies) • Encounter	
Trigger: The floating mantle is reduced to 0 hit points by energy damage.	
Attack (No Action): Close burst 2 (creatures in the burst); 4 [+     ] vs. Reflex	
Hit: [F:     ] energy damage of the same type as the triggering effect, and the floating mantle pushes the target 1d4 squares.	
Miss: Half damage.	
Str 0 [+     ]     Dex 4 [+     ]     Wis 3 [+     ]	
Con 2 [+     ]     Int -3 [+     ]     Cha 6 [+     ]	
Alignment Unaligned     Languages --	
Source: <i>Dark Sun Creature Catalog</i> (with a lot of changes)	

Level: Equal to the AL

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (8 x Level) + 22; Bloodied: (4 x Level) + 11

AC: Level + 14; Fort: Level + 10; Ref: Level + 12; Will: Level + 14

At Paragon tier, add the following to the floating mantle:

TRAITS
<b>Virulent Poison</b>
When the mantle deals poison damage, it ignores the first 10 points of the target's poison resistance.
TRIGGERED ACTIONS
C <b>Psychic Scream</b> (psychic) • Encounter
Trigger: The floating mantle is first bloodied.
Attack (Free Action): Close burst 2 (creatures in the burst other than floating mantles); 4 [+     ] vs. Will
Hit: [E:     ] psychic damage, and the target takes [ 10 / 15 ] psychic damage whenever it makes an attack against the floating mantle (save ends).

## MISSION 1.4: ABERRANT CYST

Citizens of Myth Nantar are being dragged from their homes by servants of the Abolethic Sovereignty. With fighting going on everywhere, there's no way for the city's defenders to protect everyone. The PCs must catch a group of slavers in the act and follow them to find out where the captives are being taken. This location turns out to be an abolethic cyst that has attached itself to the side of the city like a giant lamprey.

Succeeding at this mission will free up additional defenders who can return to the city and join the fighting there. Each table that undertakes this mission is sent to a different post along the Sharksbane Wall.

### BRIEFING

*You see a haggard sea elf in the robes of a Dukar Peacekeeper surrounded by pleading citizens of Myth Nantar. They are clamoring for her assistance for their brothers, sisters, sons, and daughters. From what little you can discern through the babble of voices, it seems that citizens have been disappearing off the streets even as the battle rages at the edges of the city.*

*"Please, please, good people," says the exasperated wizard. "I understand that you are all worried, and I promise you that the Coronal is concerned for the safety of all her people during these dangerous times. But you must understand, we cannot spare our fighting forces in the middle of a battle for our very survival! As soon as there is a lull in the fighting, I will do everything in my power to see that someone is sent to check up on your loved ones. But until then, I must ask that you please return to your homes and barricade the doors and windows. This is for your own safety!"*

*"Our homes aren't any safer than the streets!" shouts an angry sea elf. "People are being dragged from their beds! You have to do something about this, and you have to do it NOW!"*

*The Peacekeeper looks hopefully to you as the mood of the crowd grows ever more dangerous. "Perhaps... perhaps there is a way to get help sooner?"*

### WHAT'S GOING ON?

The Peacekeeper quickly explains to the PCs that these people are agitated because they have loved ones who have gone missing. Some haven't been seen since the battle started, while there are other reports of lobster-like tentacled monsters dragging people off the streets and even out of their homes (Easy DC Dungeoneering: the description given of the kidnappers matches chuuls).

The Peacekeeper is at his wit's end: he wants to help the civilians, but he knows that there's no way he can

requisition a military detachment while the city is under siege. He knows that the PCs surely have important business of their own, but it would make a big difference to these people to see that someone is looking out for them, and if there really are kidnappers loose in the city, it could mean that there's a breach in the defenses that nobody knows about.

Assuming the PCs agree to undertake the mission, the Peacekeeper thanks them profusely. The PCs can talk to some of the aggrieved civilians and find out the areas of Myth Nantar where their loved ones were taken. Emphasize that what these people want is not only for the PCs to stop the attackers, but also to find out where the captives are being taken and to rescue them if at all possible.

### WHEN A PLAN COMES TOGETHER

Any reasonable plan that the PCs come up with to locate the kidnappers will work. They might start searching the city districts where disappearances have already occurred, patrol the streets, recruit some civilians to serve as bait, or even pose as bait themselves. Whatever plan they enact, eventually they discover (or are discovered by) three chuul nymphs that scuttle from the shadows, grab a civilian each, and begin dragging off the screaming victims (whose screaming is quickly silenced as the chuuls' tentacles wrapped around the victims' faces seem to inject them with some kind of toxin that causes them to fall limp, but they are clearly not dead).

Don't put any miniatures on the battle map yet. Remember, the PCs need to track the slavers back to their hideout or else they have no chance of rescuing all the people who have already been captured. Again, any reasonable plan for doing this will work. Most likely it involves the PCs tailing the chuuls, so call for appropriate skill checks (Stealth, Insight, Streetwise) for the PCs to tail the chuuls back to their lair. If the PCs posed as bait themselves, this is easy because the chuuls take them straight there, but of course it's riskier.

Of course, the PCs could take the option of simply wiping out the chuuls immediately. This rescues the three people who were just captured but does nothing to help the characters find out where the monsters came from. The PCs will need to come up with a new plan and bait another group of chuuls in order to proceed.

Once the PCs establish a successful tail, the chuuls lead them out of the city, where an aboleth cyst has attached itself to the side of the undersea portion of Mount Halaath (nowhere near the dragon's lair in Mission 1.4, just to be clear).

## BEGINNING THE ENCOUNTER

Once the PCs have located the aboleth cyst, read the following:

*The aboleth cyst is a disgusting fleshy blob the size of a small ship. It is attached to the side of the mountain like a lamprey. The chuul nymphs are swimming toward a sphincter-like valve in the outer wall, dragging their captives.*

*Do you want to attack now with the element of surprise, or wait until the door opens to make sure you will be able to get inside?*

The PCs can see that the chuuls are clearly swimming toward the entrance of the cyst. It's up to the players to decide at what point they want to attack. They can get a surprise round if they attack the chuuls outside the cyst, but then they will have to fight their way inside. Alternatively they can wait until the chuuls go inside and then storm the entrance while it is open. Either way, set up the battle map and begin the main encounter.

## OBJECTIVES

The PCs must find a way into the cyst and destroy the slave-takers (primary) while also rescuing as many prisoners from the abolethic slime as possible (secondary).

Remember to ask the table captain what stance the party wishes to assume for this battle (normal, aggressive, or glory-seeking).

## FEATURES OF THE AREA

Use Map 5 for this encounter. The entire battlefield is underwater, so remember to apply the effects of the Aquatic trait against PCs who do not have that keyword.

**Illumination:** The exterior of the cyst is dimly lit. The interior is brightly lit by green light that radiates from the walls, giving everything a sickly, diseased pallor.

**Doorway:** There is no door shown on the map, but the entrance to the cyst is gated by a large muscular valve in the outer wall. This sphincter opens automatically when the chuul nymphs approach, but if the PCs attack first, then they will have to force it open (Hard DC Athletics or 5 x AL hit points worth of damage). The valve remains open for 2 rounds regardless of how it is opened, and then must be forced open again, or the PCs can use the altars to control it (see below).

**Glyphs:** The glyphs shown on the map are used to drain the willpower of victims so that they can be more

easily assimilated into the aboleth jelly. A non-aberrant creature standing on a glyph square grants combat advantage, suffers a -4 penalty to Will, and takes a -2 penalty to saving throws. A glyph can be disabled with an Arcana or Thievery check by a character on or adjacent to the glyph made as a standard action against the Hard DC.

**Statues:** The statues shown on the outside of the cyst are coral outcroppings that have grown out of the side of the mountain and the sea floor. They are blocking terrain but have no other special properties.

Those on the inside are pillars of aboleth jelly containing imprisoned civilians who are being transformed into servitors. A character adjacent to a statue square can attempt to pull the imprisoned servitor free as a standard action with a Moderate DC Athletics check, or as a move action against the Hard DC. A successful check rescues one prisoner (see below). The pillar/statue automatically refills itself with another prisoner from the pit after 1 round.

**Walls:** The solid black areas around the outside of the cyst are impassable walls. The cyst itself is a hemisphere, with an interior height of 20 feet (4 squares). The cyst is flooded with sea water, so the entire battle is underwater, regardless of the hatch being open or closed.

**Pit:** The dark area in the center of the cyst is not a wall, it is a pit filled with aboleth jelly. The PCs can see any number of unconscious sea elves and merfolk floating in the pit. As the servitor transformation process proceeds, new slaves are slurped up out of the pit by the statues, transformed into servitors, and then released. New captives are simply thrown into the pit.

The pit is 10 feet (2 squares) deep and very slippery (DC 25 Athletics to climb up or down). It is filled with aboleth jelly. Any non-aberrant character entering the pit is dazed for as long as it remains within the pit (no saving throw). The PCs should find it easier to rescue prisoners by pulling them out of the jelly pillars than trying to go into the pit and get them.

**Altars:** The altars are bizarre organic machinery connected to the workings of the cyst. A character adjacent to one of the altars can open or close the entrance by activating the altar with a move action. The entrance closes again after 2 rounds unless the altar is reactivated.

**Stairs:** The stairs lead to other sections of the cyst that are not compatible with non-aberrant life forms. Any PC trying to go up or down the stairs is forced back by a curtain of wavering tentacles. There is nothing that the PCs need to do or recover from the off-map areas.

## HEROIC TIER (AL 2, 4, 6, 8, 10)

The following monsters are on the battlefield when the PCs arrive:

**3 chuul nymphs (level AL - 1)**

**1 chuul thickshell (level AL - 1)**

**1 grell strangler (level AL - 1)**

**1 grell cogitator (level AL - 1)**

**4 enslaved citizens (level AL - 1)**

### SETUP

Use Map 3 for this encounter. If the PCs ambush the chuul lurkers before they enter the cyst, then do not place the other monsters until the PCs open the cyst.

**Zone A:** 1 grell cogitator (on the back dais)

**Zone B:** 2 enslaved citizens (on one side of the pit) and 1 chuul thickshell (on the other side of the pit)

**Zone C:** 1 grell strangler (by the altar on the narrow strip in the middle of the pit between the glyphs)

**Zone D:** 3 chuul nymphs dragging unconscious captives (non-combatants unless the "captives" are PCs)

**Zone E:** PCs (other than any being dragged by chuuls)

### SCALING

Adjust the starting forces for larger or smaller parties:

**Four PCs:** Remove a chuul nymph.

**Six PCs:** Add another grell strangler to Zone A.

### REINFORCEMENTS

All reinforcements are cumulative, and have the same level as the original creatures of the same type.

**Normal:** At the end of the second combat round and every round thereafter, another enslaved citizen is expelled from one of the two statues in Zone A. This continues until a total of 4 more enslaved citizens have been added to the fight.

**Aggressive:** At the end of the round when the first grell cogitator dies, another one enters the battlefield by coming down one of the two staircases inside the cyst.

**Glory:** At the end of the round when the chuul thickshell is first bloodied, another chuul thickshell comes onto the map from Zone E. It will likely cause some significant havoc in the PCs' back rank. To avoid dragging the fight out too long, this new chuul thickshell has already taken damage equal to (5 x AL) hit points, which still leaves it above its bloodied value to start.

## PARAGON TIER (AL 12, 14, 16)

As Heroic Tier, but replace the chuul thickshell with a chuul juggernaut with a level equal to the AL. Add the Paragon tier powers to all the monsters (other than the

enslaved citizens). Instead of 4 enslaved citizens at the beginning, there are 5, and the Normal reinforcements are +2 enslaved citizens in the first round, then continue at a rate of +1/round until a total of 5 more have joined the fight. Variable ongoing damage is 10 points at this tier.

## PARAGON TIER (AL 18, 20)

As Heroic tier, but replace the chuul thickshell with a chuul juggernaut with a level equal to the AL. Add the Paragon tier powers to all the monsters (other than the enslaved citizens). Instead of 4 enslaved citizens at the beginning, there are 6, and they arrive at a rate of 2/round instead of 1/round until a total of 6 more have joined the fight. Variable ongoing damage is 15 points at this tier.

## DURING THE ENCOUNTER

As soon as one of the PCs enters the cyst, read the following:

*The interior of the aboleth cyst is like a nightmarish torture chamber. Screams of terror come from a pit filled with mucus and bodies. Pillars of jelly with humanoid shapes trapped within are scattered around according to some alien logic. A massive chuul juggernaut blocks most of the slime-coated tunnel. Hideous floating brains with sharp beaks and dangling tentacles hover nearby.*

## TACTICS

These monsters are here to take slaves for the Abolethic Sovereignty. They neither give nor expect quarter.

The chuul nymphs always try to flank with another creature so that they can benefit from double attack (at Paragon tier, they don't need to do this, but they do it anyway for the bonus to hit). If they get a creature grabbed they attempt to drag it either into one of the glyphs, or all the way into the pit, so that it will be less able to fight back.

The chuul thickshell / juggernaut uses *psychic lure* to drag PCs from the back rank up to the front where the other monsters can get at them. It then goes to town on the nearest PC with *double attack*. Remember its damaging aura at Paragon tier.

The grell strangler uses *grasping tentacles* to get hold of someone and then *haul away* to drag them away from their allies. Like the nymphs, the strangler will deposit a PC onto one of the glyphs or in the pit if possible.

The grell cogitator opens by putting *psychic storm* just outside the entrance to make it difficult for PCs to get in

and out of the cyst or to stand just outside the opening making ranged attacks. Then it blasts away with *lightning lance* until someone gets close, whereupon it starts using *venomous mind*.

The enslaved citizens are mindless and simply charge the closest PC, then fight until rendered unconscious. (Presumably the PCs will knock these unfortunates unconscious rather than killing them at 0 hit points).

The PCs can flee the encounter by leaving the map through Zone E. The monsters do not pursue fleeing characters. A character may not return to the encounter once he or she had fled. In the event of a TPK, the Dukar Peacekeepers eventually get worried and send a more powerful detachment, which wipes out the cyst and recovers the PCs' bodies, but unfortunately all of the kidnapped citizens have already been transformed into aboleth servitors and must be killed (as an act of mercy).

## FREED SLAVES

The PCs cannot free the enslaved citizen monsters without first knocking them unconscious. Any other prisoners that the PCs rescue during the fight (by pulling them out of the pillars as described under Features of the Area) move toward the exit or cower in the corners if the exit is not open. When the last monster is defeated, the cyst begins to die and fall apart. Read the following:

*A terrible shriek echoes in your brain as the cyst itself wails its death cry. The walls of flesh begin to shake and tremble as bloody ooze pours into the central cavity from all directions. You have only a few moments to escape with as many of the captives as you can rescue!*

The PCs now have four rounds to rescue as many more prisoners as they can and then flee the cyst before it collapses completely. Any citizens that the PCs have pulled out of the pillars can take 1 move action per round at a speed of 5 squares. They cannot double move or run. If they think to do so, each PC can also carry one of the unconscious enslaved citizens that they defeated in the battle.

If the PCs rescue at least a total of 2 citizens per PC then they complete their secondary objective.

## ENDING THE ENCOUNTER

The encounter ends when the PCs have defeated all the monsters, saved as many slaves as they can, and exited the cyst before it implodes. Any PCs still inside the cyst when it implodes are killed (so give them plenty of

warning that they need to head for the exit -- and don't forget that the hatch is probably closed!).

**Total success:** The PCs defeated all the monsters and rescued a number of kidnap victims greater than or equal to 2 x the number of PCs. They earn two (2) reward shares.

**Partial success:** The PCs killed all the monsters but didn't rescue enough citizens before the cyst imploded, or they rescued enough citizens during the battle but were unable to finish off all the monsters and had to withdraw from the cyst. They earn one (1) reward share.

**Failure:** The PCs fled or were defeated before killing all the monsters and also did not rescue a sufficient number of kidnap victims. They do not earn any reward shares.



## MISSION 14: ABERRANT CYST

Enslaved Citizen	Minion Brute
Medium natural humanoid	XP Minion
<b>HP</b> 1; a missed attack never damages a minion	<b>Init</b> 1 [+ ]
<b>AC</b> [ ], <b>Fortitude</b> [ ], <b>Reflex</b> [ ], <b>Will</b> [ ]	<b>Per</b> 0 [+ ]
<b>Speed</b> 6	
TRAITS	
<b>Compelled to Serve</b>	
When it drops to 0 hit points, the slave does not fall unconscious until the end of its next turn.	
STANDARD ACTIONS	
<b>m Slam • At-Will</b>	
<b>Attack:</b> Melee 1 (one creature); 5 [+ ] vs. AC	
<b>Hit:</b> [G: ] damage. The slave deals 1 extra damage for each ally adjacent to the target of its attack.	
<b>Str</b> 3 [+ ] <b>Dex</b> 1 [+ ] <b>Wis</b> 0 [+ ]	
<b>Con</b> 1 [+ ] <b>Int</b> -1 [+ ] <b>Cha</b> -2 [+ ]	
<b>Alignment</b> Chaotic evil <b>Languages</b> Deep Speech, telepathy 10	
<b>Source:</b> <i>The Book of Vile Darkness</i>	

**Level:** Equal to the AL - 1

**Level** = [+ ] (attacks, defenses)

**Half Level** = [+ ] (skills, abilities)

**AC:** Level + 12; **Fort:** Level + 14; **Ref:** Level + 12; **Will:** Level + 10

Chuul Nymph	Lurker
Medium aberrant magical beast (aquatic)	XP Standard
<b>HP</b> [ ]; <b>Bloodied</b> [ ]	<b>Init</b> 7 [+ ]
<b>AC</b> [ ], <b>Fortitude</b> [ ], <b>Reflex</b> [ ], <b>Will</b> [ ]	<b>Per</b> 6 [+ ]
<b>Speed</b> 6, swim 6	<b>Darkvision</b>
TRAITS	
<b>Aquatic</b>	
The chuul can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
<b>Powerful Grappler</b>	
When the chuul moves a grabbed target of Medium size or smaller, it gains a +5 bonus to its Strength attack.	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
<b>Attack:</b> Melee 1 (one creature); 5 [+ ] vs. AC	
<b>Hit:</b> [A: ] damage.	
<b>M Double Attack • At-Will</b>	
<b>Requirement:</b> The chuul must have combat advantage against the target.	
<b>Effect:</b> The chuul makes two claw attacks against the same target. If both attacks hit, the target is grabbed (escape DC Moderate).	
<b>M Crushing Claws • At-Will</b>	
<b>Attack:</b> Melee 1 (one creature grabbed by the chuul); 3 [+ ] vs. Fortitude	
<b>Hit:</b> [C: ] damage.	
<b>Skills</b> Stealth 8 [+ ]	
<b>Str</b> 3 [+ ] <b>Dex</b> 3 [+ ] <b>Wis</b> 1 [+ ]	
<b>Con</b> 2 [+ ] <b>Int</b> -3 [+ ] <b>Cha</b> 0 [+ ]	
<b>Alignment</b> Unaligned <b>Languages</b> Deep Speech	
<b>Source:</b> <i>Dungeon Magazine</i> 185 (with additional updates)	

**Level:** Equal to the AL - 1

**Level** = [+ ] (attacks, defenses)

**Half Level** = [+ ] (skills, abilities)

**HP:** (6 x Level) + 21; **Bloodied:** (3 x Level) + 10

**AC:** Level + 14; **Fort:** Level + 13; **Ref:** Level + 13; **Will:** Level + 11

At Paragon tier, the chuul nymph does not need to have combat advantage in order to use *double attack*. Ignore the "Requirement:" line for this power.

## MISSION 14: ABERRANT CYST

Chuul Thickshell (Heroic only)	Elite Soldier
Large aberrant magical beast (aquatic)	XP Elite
HP [     ]; Bloodied [     ]	Init 5 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 4 [+     ]
Speed 6, swim 6	Darkvision
TRAITS	
<b>Aquatic</b>	
The chuul can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
<b>Tentacle Net (poison)</b>	
A creature hit by the chuul's opportunity attack is immobilized until the end of the chuul's next turn.	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 2 (one creature); 5 [+     ] vs. AC	
Hit: [D:     ] damage, or [F:     ] if the target is immobilized.	
<b>M Double Attack (poison) • At-Will</b>	
Effect: The chuul uses claw twice. If both attacks hit the same creature, the chuul makes a secondary attack against it.	
Secondary Attack: 3 [+     ] vs. Fortitude	
Hit: The target is immobilized until the end of the chuul's next turn.	
Str 6 [+     ]	Dex 3 [+     ]
Con 5 [+     ]	Int -3 [+     ]
	Cha 2 [+     ]
Alignment Unaligned	Languages Deep Speech
Source: <i>Dungeon Magazine</i> 192	

Level: Equal to the AL - 1

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (16 x Level) + 58; Bloodied: (8 x Level) + 29

AC: Level + 16; Fort: Level + 13; Ref: Level + 10; Will: Level + 11

Chuul Juggernaut (Paragon only)	Elite Soldier
Large aberrant magical beast (aquatic)	XP Elite
HP [     ]; Bloodied [     ]	Init 6 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 6 [+     ]
Speed 7, swim 7	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
<b>O Spiny Shell • Aura 1</b>	
Any enemy that enters the aura or starts its turn there takes [10 / 15 ] damage.	
<b>Aquatic</b>	
The chuul can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
<b>Tentacle Net (poison)</b>	
A creature hit by the chuul's opportunity attack is immobilized until the end of the chuul's next turn.	
<b>You Can't Stop the Juggernaut!</b>	
Whenever the chuul makes a saving throw, it rolls twice and uses the higher result.	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 2 (one creature); 5 [+     ] vs. AC	
Hit: [A:     ] damage, or [B:     ] if the target is immobilized.	
<b>M Double Attack (poison) • At-Will</b>	
Effect: The chuul uses claw twice. If both attacks hit the same creature, the chuul makes a secondary attack against it.	
Secondary Attack: 3 [+     ] vs. Fortitude	
Hit: The target is immobilized (save ends).	
<b>R Psychic Lure (psychic) • At-Will</b>	
Attack: Ranged 10 (one or two creatures); 3 [+     ] vs. Will	
Hit: [D:     ] psychic damage, and the chuul pulls the target up to 5 squares.	
Str 8 [+     ]	Dex 4 [+     ]
Con 7 [+     ]	Int -3 [+     ]
	Cha 3 [+     ]
Alignment Unaligned	Languages Deep Speech
Source: <i>Dungeon Magazine</i> 193	

Level: Equal to the AL - 1 (Heroic tier) or equal to the AL (Paragon tier)

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (16 x Level) + 66; Bloodied: (8 x Level) + 33

AC: Level + 16; Fort: Level + 14; Ref: Level + 10; Will: Level + 12

## MISSION 14: ABERRANT CYST

Grell Cogitator	Controller
Medium aberrant magical beast (blind)	XP Standard
HP [     ]; <b>Bloodied</b> [     ]	Init 5 [+     ]
AC [     ], <b>Fortitude</b> [     ], <b>Reflex</b> [     ], <b>Will</b> [     ]	Per 7 [+     ]
Immune blinded, gaze	Blindsight 12
Speed 1 (clumsy), fly 6 (hover)	
STANDARD ACTIONS	
m <b>Tentacle Rake</b> (poison) • <b>At-Will</b>	
Attack: Melee 2 (one creature); 5 [+     ] vs. AC	
Hit: [A:     ] damage, and the target is slowed (save ends).	
R <b>Lightning Lance</b> (lightning) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); 3 [+     ] vs. Reflex	
Hit: [D:     ] lightning damage.	
C <b>Venomous Mind</b> (psychic) • <b>At-Will</b>	
Attack: Close burst 3 (enemies in the burst); 3 [+     ] vs. Will	
Hit: [E:     ] psychic damage, and the target takes a -2 penalty to attack rolls until the end of its next turn.	
A <b>Psychic Storm</b> (lightning, psychic, zone) • <b>Encounter</b>	
Attack: Area burst 2 within 10 (creatures in burst); 3 [+     ] vs. Will	
Hit: [F:     ] psychic damage, and the target is dazed (save ends).	
Effect: The burst creates a zone that lasts until the end of the encounter. Any creature that ends its turn in the zone takes [ 5 / 10 / 15 ] lightning damage.	
Skills Arcana 8 [+     ], Stealth 15 [+     ]	
Str 2 [+     ]	Dex 5 [+     ]
Con 3 [+     ]	Int 3 [+     ]
	Wis 2 [+     ]
	Cha 1 [+     ]
Alignment Evil	Languages Deep Speech

**Source:** grell philosopher from *Dungeon Magazine* 192, downgraded from Elite to Standard with corresponding modifications to all powers.

**Level:** Equal to the AL - 1

**Level** = [+     ] (attacks, defenses)

**Half Level** = [+     ] (skills, abilities)

**HP:** (8 x Level) + 24; **Bloodied:** (4 x Level) + 12

**AC:** Level + 14; **Fort:** Level + 10; **Ref:** Level + 13; **Will:** Level + 12

At Paragon tier, add the following:

TRAITS
o <b>Distortion Field</b> • <b>Aura 3</b>
Ranged attacks against this creature and creatures in the aura take a -2 penalty to the attack roll.

MINOR ACTIONS
R <b>Ego Crush</b> (fear) • <b>Recharge</b> when first bloodied
Attack: Ranged 10 (one creature); 3 [+     ] vs. Will
Hit: The target is immobilized and cannot take opportunity actions or immediate actions (save ends both)..
Miss: The target is immobilized until the end of its next turn.

Grell Strangler	Skirmisher
Medium aberrant magical beast (blind)	XP Standard
HP [     ]; <b>Bloodied</b> [     ]	Init 5 [+     ]
AC [     ], <b>Fortitude</b> [     ], <b>Reflex</b> [     ], <b>Will</b> [     ]	Per 6 [+     ]
Immune blinded, gaze	Blindsight 12
Speed 1 (clumsy), fly 6 (hover)	
TRAITS	
<b>Combat Advantage</b>	
The grell deals [ 5 / 10 / 15 ] extra damage against any creature granting combat advantage to it.	
STANDARD ACTIONS	
m <b>Tentacle Lash</b> (poison) • <b>At-Will</b>	
Attack: Melee 2 (one creature); 5 [+     ] vs. AC	
Hit: [A:     ] damage, and the target grants combat advantage until the end of the grell's next turn.	
M <b>Grasping Tentacles</b> • <b>Recharge</b> when the grell has no creature grabbed	
Effect: The grell can shift 1 square before the attack.	
Attack: Melee 2 (one creature); 3 [+     ] vs. Fortitude	
Hit: [D:     ] damage, and the target is grabbed (escape DC Moderate). The grell can shift 1 square and then pull the target up to 2 squares. Until the grab ends, the target takes ongoing [ 5 / 10 / 15 ] damage and cannot make opportunity attacks.	
MOVE ACTIONS	
<b>Haul Away</b> • <b>At-Will</b>	
Requirement: The grell must have a Medium or smaller creature grabbed.	
Effect: The grell shifts up to half its speed, pulling the grabbed creature to a square adjacent to it.	
Skills Stealth 8 [+     ]	
Str 4 [+     ]	Dex 3 [+     ]
Con 2 [+     ]	Int 0 [+     ]
	Wis 1 [+     ]
	Cha -1 [+     ]
Alignment Evil	Languages Deep Speech
<b>Source:</b> <i>Neverwinter Campaign Setting</i>	

**Level:** Equal to the AL - 1

**Level** = [+     ] (attacks, defenses)

**Half Level** = [+     ] (skills, abilities)

**HP:** (8 x Level) + 23; **Bloodied:** (4 x Level) + 11

**AC:** Level + 14; **Fort:** Level + 13; **Ref:** Level + 12; **Will:** Level + 10

At Paragon tier, add the following:

TRAITS
<b>Combat Advantage</b>
The grell strangler deals +2d6 damage against any creature granting combat advantage to it. (AL 18/20: +3d6 damage)
<b>Tensile Strength</b>
All creatures take a -5 penalty on checks to escape the grell's grab.

## MISSION 15: TEMPLE RAIDERS

The Temple of Deep Sashelas is one of the most important sites in Myth Nantar. The god of the sea elves is now an exarch of Corellon, but his worship is still the most important faith in Myth Nantar. The Temple is also an important nexus of magical power and one of the main sources of the mythal's energy. It has been taken over by aquatic monsters who are attempting to steal the temple's power for their patron goddess Blibdoolploop, which would be the ultimate insult to the Dolphin Prince.

Succeeding at this mission will free up additional defenders who can return to the city and join the fighting there. Each table that undertakes this mission is sent to a different post along the Sharksbane Wall.

### BRIEFING

*A distraught sea elf priest in the rainment of Deep Sashelas swims over to you, looking very pale. "Terrible news! Oh, terrible, terrible news! The temple! Our most sacred place! It's fallen to kuo-toa! There were so many of them... and the very water itself rose up to strike at us! We couldn't hold them off. There's no time to waste - you have to get over there NOW and stop them before they corrupt the altar! So many of our protection rituals are anchored to that temple... if the kuo-toa profane it, all those rituals will fail. I can't even imagine the horrible blasphemies they must be committing upon the Dolphin Prince's sacred relics even as we speak!"*

### OBJECTIVES

The PCs must defeat the worshippers of Blibdoolploop (which include kuo-toa, water elementals, and some water genasi who were captured by the kuo-toans long ago and are now completely and utterly insane) and undo the corruption that has already been done to the temple's altar (secondary).

Remember to ask the table captain what stance the party wishes to assume for this battle (normal, aggressive, or glory-seeking).

### FEATURES OF THE AREA

Use Map 1 for this encounter. The temple of Deep Sashelas is underwater, so remember to apply the effects of the Aquatic trait against PCs who do not have that keyword.

**Illumination:** The interior of the temple is brightly lit by globes of magical light carved with silhouettes of dolphins. The globes slowly rotate, making it appear as though the dolphins are leaping and cavorting on all the inside walls.

**Fence:** The fence around the temple is largely decorative, being made of coral and seashells. It costs 2 extra squares of movement to swim over the fence except at the locations marked on the map where there appear to be gaps.

**Doors:** The front doors of the temple are closed and locked (Thievery Hard DC). The outer doors have AC 4, Fortitude 12, Reflex 4, are immune to attacks that target Will, Strength DC 25 to bash open, 40 hit points to destroy, and resist all 5.

**Windows:** A character can break a window as a move action with a Moderate DC Athletics check. It costs 1 extra square of movement to move through the broken window due to the narrow opening.

### HEROIC TIER (AL 2, 4, 6, 8, 10)

The following monsters are on the battlefield when the PCs arrive. Due to the temple windows, the PCs can probably see at least into Zone C and depending on where they choose to set up, might be able to see into Zones B and/or A as well.

- 1 kuo-toa shaman (level AL)
- 2 kuo-toa cutters (level AL - 1)
- 1 crushing wave initiate (level AL)
- 1 crushing wave hierophant (level AL)
- 1 water elemental (level AL)
- 1 corrupted altar trap (level AL)

### SETUP

Use Map 2 for this encounter. Set the field up as follows:

**Zone A:** 1 kuo-toa shaman, 1 crushing wave hierophant, altar hazard (altar is shown on the map)

**Zone B:** 2 kuo-toa cutters

**Zone C:** 1 crushing wave initiate

**Zone D:** 1 water elemental (patrolling the grounds on the far side of the temple, so the PCs may not see it if they all start on the front side of the building)

**Zone E:** PCs (anywhere outside the fence)

### SCALING

Adjust the starting forces for larger or smaller parties:

**Four PCs:** Remove a kuo-toa cutter from Zone B.

**Six PCs:** Add another water elemental in Zone C.

### REINFORCEMENTS

All reinforcements are cumulative, and have the same level as the original creatures of the same type.

**Normal:** No reinforcements. The water elemental in Zone D circles the building while the PCs enter the temple; this should allow it to come around behind them and attack the back rank.

**Aggressive:** The kuo-toa shaman is elite. Double its hit points and give it +2 saves and 1 action point.

**Glory:** When the first kuo-toa cutter is killed, at the end of the round another kuo-toa cutter swims into the battlefield from Zone E at the front of the temple.

## PARAGON TIER (AL 12, 14, 16)

As Heroic tier, but replace the water elemental with a greater water elemental (level equal to the AL) and add the Paragon tier traits to the rest of the monsters. Variable ongoing damage is 10 points at this tier.

## PARAGON TIER (AL 18, 20)

As Heroic tier, but replace the water elemental with a greater water elemental (level equal to the AL) and add the Paragon tier traits to the rest of the monsters. Variable ongoing damage is 15 points at this tier.

## BEGINNING THE ENCOUNTER

Once you and the players have completed the initial setup, read or paraphrase the following:

*The beauty of the temple of Deep Sashelas is slowly being blackened and corrupted by the evil power of Blibdoolploop. A kuo-toa shaman is channeling dark energy into the altar, with the assistance of a water genasi who looks like a spellcaster. Several more kuo-toa with long, serrated knives and another water genasi wearing armor stand guard.*

Depending on how they get the front doors open (or whether they use the doors at all), it's possible that the PCs might be able to sneak into the temple. The monsters (other than the kuo-toa shaman) are alert, but they are watching the shaman corrupt the altar, so they are not actively watching the front entrance. The PCs could also gain surprise by slipping up to the sides of the building and then crashing through the windows, though some of them probably run into the water elemental in Zone D if they do this.

## TACTICS

The kuo-toa cutters always strive for flanking so that they can make use of *crippling strike*. Their *slick maneuver* ability should make this relatively easy. The shaman stays within 5 squares of the altar to benefit from Blibdoolploop's blessing and uses *lightning strike* and *slime vortex* to help the cutters gain combat advantage. The initiates, hierophants, and water elementals are utterly loyal to the kuo-toa and do everything possible to prevent PCs from getting to the shaman.

A PC can flee the encounter by deliberately leaving the map in any direction, but may not return after fleeing. The monsters do not pursue fleeing PCs.

## THE CORRUPTED ALTAR

The corrupted altar attacks the PCs anywhere inside the temple (see its statistics block for details). The PCs can choose to ignore the altar until they have defeated all the monsters, or they can attempt to neutralize it during the battle by making skill checks. Any PC within 5 squares of the altar can attempt to channel energy to combat the corruption of the altar. When someone does this for the first time, put **Handout 9** on the table.

### SKILL CHALLENGE: PURIFY THE ALTAR

**Complexity:** Special (variable number of successes)

**Primary Skills:** Arcana, Nature, Religion, Thievery

**Purify the Altar:** Must be within 5 squares of the altar. Minor Action (Hard DC) or Standard Action (Moderate DC) with any primary skill.

**Success:** Place a purification token (see below).

**Failure:** Necrotic and force damage equal to the AL.

The grid shown on the handout represents the altar. You need dice, coins, or other tokens of two different types (corruption and purification). Place the initial corruption tokens as shown on **Handout 9**. Initially there are no purification tokens on the board.

When a PC makes a successful skill check against the altar, that player gets to place a purification token on the handout in any empty square. Corruption tokens between two purification tokens in a straight line (horizontal, vertical, or diagonal) are removed. When the PCs have removed all the corruption tokens, the altar stops attacking. This should take about 7-8 successful checks in total.

## ENDING THE ENCOUNTER

If the PCs do not return, the priest who sent them rounds up the most powerful clerics of Deep Sashelas, who are able to recover the PCs' bodies from the temple, but the altar is corrupted beyond recovery. This will cost the defenders of Myth Nantar dearly during Round 2.

**Total success:** The PCs killed all the monsters and purified the altar. They earn two (2) reward shares.

**Partial success:** The PCs killed the monsters or purified the altar, but not both. They earn one (1) reward share.

**Failure:** The PCs fled before achieving at least a partial success. They do not earn any reward shares.

# MISSION 15: TEMPLE RAIDERS

Kuo-Toa Cutter	Skirmisher
Medium natural humanoid (aquatic)	XP Standard
HP [     ]; Bloodied [     ]	Init 9 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 4 [+     ]
Speed 6, swim 6	Darkvision
TRAITS	
<b>Aquatic</b>	
The kuo-toa can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
<b>m Barbed Dagger (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [A:     ] damage.	
<b>M Crippling Strike (weapon) • At-Will</b>	
Attack: Melee 1 (one creature granting combat advantage to the cutter); 5 [+     ] vs. AC	
Hit: [D:     ] damage, and the target is slowed and takes ongoing [ 5 / 10 / 15 ] damage (save ends both).	
MOVE ACTIONS	
<b>Slick Maneuver • At-Will</b>	
Requirement: The cutter must be adjacent to an enemy.	
Effect: The cutter shifts 3 squares to another square adjacent to the enemy.	
<b>Skills</b> Acrobatics 12 [+     ], Stealth 12 [+     ]	
<b>Str</b> 5 [+     ] <b>Dex</b> 7 [+     ] <b>Wis</b> 4 [+     ]	
<b>Con</b> 2 [+     ] <b>Int</b> 3 [+     ] <b>Cha</b> 3 [+     ]	
<b>Alignment</b> Evil <b>Languages</b> Deep Speech	
<b>Equipment</b> dagger	
<b>Source:</b> <i>Monster Manual</i> 3	

**Level:** Equal to the AL - 1

**Level** = [+     ] (attacks, defenses)

**Half Level** = [+     ] (skills, abilities)

**HP:** (8 x Level) + 23; **Bloodied:** (4 x Level) + 11

**AC:** Level + 14; **Fort:** Level + 12; **Ref:** Level + 14; **Will:** Level + 11

At Paragon tier, add the following:

TRAITS
<b>Combat Advantage</b>
The kuo-toa deals +2d6 damage against any creature granting combat advantage to it (AL 18, 20: +3d6 damage)
<b>Dagger Expert</b>
The kuo-toa scores critical hits with its weapon attacks on a roll of natural 19-20.
TRIGGERED ACTIONS
<b>M Swift Strike • At-Will</b>
Trigger: An enemy misses the cutter with a melee attack.
Effect (Immediate Reaction): The cutter shifts 4 squares and uses barbed dagger.

Kuo-Toa Shaman	Controller
Medium natural humanoid (aquatic)	XP Standard
HP [     ]; Bloodied [     ]	Init 4 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 8 [+     ]
Speed 6, swim 6	Darkvision
TRAITS	
<b>Aquatic</b>	
The kuo-toa can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
<b>m Bite • At-Will</b>	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [A:     ] damage.	
<b>R Lightning Strike (lightning) • At-Will</b>	
Attack: Ranged 10 (one creature); 3 [+     ] vs. Reflex	
Hit: [D:     ] lightning damage. (Paragon tier only: the target is also blinded until the end of the kuo-toa's next turn.)	
<b>A Slime Vortex • Encounter</b>	
Attack: Area burst 2 within 20 (enemies in the burst); 3 [+     ] vs. Fortitude	
Hit: [E:     ] damage, and the target takes a -2 penalty to attack rolls (save ends). The target falls prone, and the kuo-toa slides it up to 3 squares.	
Miss: Half damage, and the kuo-toa can slide the target 1 square.	
MOVE ACTIONS	
<b>Slick Maneuver • At-Will</b>	
Requirement: The cutter must be adjacent to an enemy.	
Effect: The cutter shifts 3 squares to another square adjacent to the enemy.	
<b>Skills</b> Dungeoneering 8 [+     ], Religion 7 [+     ]	
<b>Str</b> 3 [+     ] <b>Dex</b> 4 [+     ] <b>Wis</b> 3 [+     ]	
<b>Con</b> 5 [+     ] <b>Int</b> 2 [+     ] <b>Cha</b> 4 [+     ]	
<b>Alignment</b> Evil <b>Languages</b> Deep Speech	
<b>Equipment</b> coat, headdress	
<b>Source:</b> <i>Monster Manual</i> 3 but replaced pincer staff with a bite attack for simplicity	

**Level:** Equal to the AL

**Level** = [+     ] (attacks, defenses)

**Half Level** = [+     ] (skills, abilities)

**HP:** (8 x Level) + 28; **Bloodied:** (4 x Level) + 14

**AC:** Level + 14; **Fort:** Level + 12; **Ref:** Level + 11; **Will:** Level + 11

At Paragon tier, add the following:

STANDARD ACTIONS
<b>M Vicious Bite • At-Will</b>
Attack: Melee 1 (one blinded creature); 5 [+     ] vs. AC
Hit: [B:     ] damage.
<b>R Psychic Wave (psychic) • Encounter</b>
Attack: Close burst 2 (enemies in blast); 3 [+     ] vs. Will
Hit: [E:     ] psychic damage, and the target is slowed (save ends).
Effect: The kuo-toa shifts its speed.

# MISSION 15: TEMPLE RAIDERS

Crushing Wave Initiate	Soldier
Medium elemental humanoid (aquatic, water), genasi	XP Standard
HP [     ]; Bloodied [     ]	Init 5 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 2 [+     ]
Resist 5 lightning	
Speed 6, swim 6	
TRAITS	
<b>Aquatic</b>	
The initiate can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
<b>m Longsword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [A:     ] damage, and the initiate marks the target until the end of the initiate's next turn.	
<b>M Stroke of Lightning (lightning) • Encounter</b>	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [B:     ] damage, and the initiate teleports the target to a square of the initiate's choosing within 8 squares of the initiate that does not include hindering terrain. The initiate then makes the following secondary attack, centered on the target:	
Secondary Attack: Close burst 1 (enemies in burst); 3 [+     ] vs. Reflex	
Hit: [E:     ] lightning damage.	
MOVE ACTIONS	
<b>Swift Current • Encounter</b>	
Effect: The initiate shifts 6 squares. During this movement, the initiate can move across liquid and through enemies' spaces, ignoring difficult terrain and hazardous terrain effects. It takes no penalties for squeezing during this movement.	
TRIGGERED ACTIONS	
<b>Elemental Assault • At-Will</b>	
Trigger: An enemy marked by the initiate and within 10 squares of it hits with an attack that does not include the initiate.	
Effect (Immediate Reaction): The initiate teleports to a square adjacent to the triggering enemy and makes a melee basic attack against it as a free action.	
Str 5 [+     ]     Dex 3 [+     ]     Wis 2 [+     ]	
Con 3 [+     ]     Int 0 [+     ]     Cha 3 [+     ]	
Alignment Evil     Languages Common, Primordial	
Equipment chainmail, longsword, holy symbol of Blibdoolploop	
Source: <i>The Plane Below</i> (with significant updates and revisions)	

Level: Equal to the AL

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (8 x Level) + 25; Bloodied: (4 x Level) + 12

AC: Level + 16; Fort: Level + 13; Ref: Level + 12; Will: Level + 12

At Paragon tier, add the following:

TRAITS
<b>Stability</b>
The genasi can make a saving throw to avoid falling prone.
<b>Watery Form</b>
Whenever a critical hit is scored against the genasi, roll 1d20. On a result of 10 or higher, the critical hit becomes a normal hit.

Crushing Wave Hierophant	Artillery (Leader)
Medium elemental humanoid (aquatic, water), genasi	XP Standard
HP [     ]; Bloodied [     ]	Init 4 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 3 [+     ]
Saving Throws +2 against ongoing damage	
Speed 6, swim 6	
TRAITS	
<b>Aquatic</b>	
The hierophant can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
<b>m Hammer (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [A:     ] damage.	
<b>r Force Hammer (force) • At-Will</b>	
Attack: Ranged 20 (one creature); 5 [+     ] vs. AC	
Hit: [B:     ] force damage, and the hierophant slides the target 2 squares.	
<b>C Tide of War • At-Will (1/round)</b>	
Attack: Close burst 10 (one or two allies in burst); no attack roll	
Effect: The target shifts 2 squares. If the target ends this movement adjacent to at least one enemy, it can make a melee basic attack against one of those enemies as a free action.	
<b>A Phantom Rain (force, lightning) • Encounter</b>	
Attack: Area burst 2 within 20; 5 [+     ] vs. Reflex	
Hit: [E:     ] force and lightning damage, and the target is slowed until the end of the hierophant's next turn.	
Miss: Half damage.	
MOVE ACTIONS	
<b>Swift Current • Encounter</b>	
Effect: The hierophant shifts 6 squares. During this movement, the hierophant can move across liquid and through enemies' spaces, ignoring difficult terrain and hazardous terrain effects. It takes no penalties for squeezing during this movement.	
Skills Arcana 7 [+     ], Religion 7 [+     ]	
Str 0 [+     ]     Dex 4 [+     ]     Wis 3 [+     ]	
Con 4 [+     ]     Int 2 [+     ]     Cha 5 [+     ]	
Alignment Evil     Languages Common, Primordial	
Equipment chainmail, hammer, holy symbol of Blibdoolploop	
Source: <i>The Plane Below</i> (with significant updates and revisions)	

Level: Equal to the AL

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (6 x Level) + 24; Bloodied: (3 x Level) + 12

AC: Level + 12; Fort: Level + 12; Ref: Level + 12; Will: Level + 13

At Paragon tier, add the following:

TRIGGERED ACTIONS
<b>Elemental Augmentation • Recharge</b> when first bloodied
Trigger: The hierophant hits with an attack that deals energy damage.
Effect (Free Action): The triggering attack also deals ongoing [ 10 / 15 ] damage (save ends) of the same energy type.



## MISSION 1.5: TEMPLE RAIDERS

Water Elemental (Heroic only)	Controller
Medium elemental magical beast (aquatic, water)	XP Standard
HP [     ]; <b>Bloodied</b> [     ]	Init 3 [+     ]
AC [     ], <b>Fortitude</b> [     ], <b>Reflex</b> [     ], <b>Will</b> [     ]	Per 0 [+     ]
Speed 6, swim 6	
TRAITS	
<b>Aquatic</b>	
The elemental can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
<b>Sensitive to Cold</b>	
Whenever the elemental takes cold damage, it gains vulnerable 5 against the next attack that hits it before the end of its next turn.	
STANDARD ACTIONS	
<b>m Slam • At-Will</b>	
Attack: Melee 1 (one creature); 3 [+     ] vs. Reflex	
Hit: [D:     ] damage, and ongoing 10 damage (save ends).	
<b>C Whirlpool • Encounter</b>	
Attack: Close burst 2 (enemies in burst); 3 [+     ] vs. Fortitude	
Hit: [F:     ] damage, and the elemental slides the target 3 squares..	
MINOR ACTIONS	
<b>Drowning Essence • At-Will (1/round)</b>	
Effect: The elemental slides each creature taking ongoing damage from its slam 2 squares.	
Str 5 [+     ]     Dex 3 [+     ]     Wis 0 [+     ]	
Con 2 [+     ]     Int -3 [+     ]     Cha -1 [+     ]	
Alignment Unaligned     Languages understands Primordial	
Source: <i>Monster Manual</i> 3	

Level: Equal to the AL

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (8 x Level) + 23; **Bloodied**: (4 x Level) + 11

AC: Level + 14; **Fort**: Level + 13; **Ref**: Level + 12; **Will**: Level + 11

Greater Water Elemental (Paragon only)	Controller
Large elemental magical beast (aquatic, water)	XP Standard
HP [     ]; <b>Bloodied</b> [     ]	Init 5 [+     ]
AC [     ], <b>Fortitude</b> [     ], <b>Reflex</b> [     ], <b>Will</b> [     ]	Per 0 [+     ]
Speed 8, swim 8	
TRAITS	
<b>Aquatic</b>	
The elemental can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
<b>Sensitive to Cold</b>	
Whenever the elemental takes cold damage, it gains vulnerable 10 against the next attack that hits it before the end of its next turn.	
STANDARD ACTIONS	
<b>m Slam • At-Will</b>	
Attack: Melee 1 (one creature); 3 [+     ] vs. Reflex	
Hit: [D:     ] damage, and ongoing 15 damage (save ends).	
<b>C Surging Waves • Recharge 5 6</b>	
Attack: Close blast 3 (enemies in blast); 3 [+     ] vs. Fortitude	
Hit: [F:     ] damage, and the elemental slides the target 5 squares..	
MINOR ACTIONS	
<b>Drowning Essence • At-Will (1/round)</b>	
Effect: The elemental slides each creature taking ongoing damage from its slam 4 squares.	
Str 6 [+     ]     Dex 5 [+     ]     Wis 0 [+     ]	
Con 3 [+     ]     Int -3 [+     ]     Cha -1 [+     ]	
Alignment Unaligned     Languages understands Primordial	
Source: <i>Monster Manual</i> 3	

Level: Equal to the AL

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (8 x Level) + 25; **Bloodied**: (4 x Level) + 12

AC: Level + 14; **Fort**: Level + 13; **Ref**: Level + 12; **Will**: Level + 11

Corrupted Altar	Trap
Object	XP Standard
Detect automatic	Init 4 [+     ]
Immune attacks	
TRAITS	
<b>O Blibdoolploop's Blessing • Aura 5</b>	
Worshippers of Blibdoolploop in the aura gain a +1 bonus to all defenses. (Paragon tier: +2 bonus to all defenses)	
STANDARD ACTIONS	
<b>R Purify the Unfaithful (fire, necrotic) • At-Will</b>	
Attack: Ranged sight (one creature in the temple that does not worship Blibdoolploop); 3 [+     ] vs. Will	
Hit: [G:     ] fire and necrotic damage.	
Critical Hit: As above, plus ongoing [ 5 / 10 / 15 ] fire and necrotic damage (save ends).	
COUNTERMEASURES	
<b>Purify</b> : The PCs can purify the altar as described in the encounter.	
<b>Suppress</b> : The PCs can suppress the altar's attacks and/or its aura as described in the encounter.	
<b>Destroy</b> : The altar cannot be destroyed.	

Initiative: 4 + one-half the AL; **Attack**: 3 + the AL vs. Will

## MISSION 16: WAVES UPON WAVES

**Note: This is a Heroic tier mission only.** Paragon tier characters who want to help with the main battle should instead play Mission 1.7.

Although there are smaller flashpoints all over the city, somebody has to do the heavy lifting on the front lines. In this mission the PCs join the defenders of Myth Nantar in repelling the armies of Dagon. Opposing forces include koalinths (aquatic hobgoblins), merrow (aquatic ogres), and scraggs (aquatic trolls). This is a mass battle with lots of monsters.

Succeeding at this mission will enable the city's defenders to launch a counterattack and reclaim the section of Myth Nantar that is currently in enemy hands. Failure means that the defenders will have to continue conceding ground to the invading armies of Dagon.

If by some chance the PCs finish all of the Round 1 missions and they still have time remaining, they can run this mission again to earn additional reward shares.

### BRIEFING

*A burly sea elf lumbers over. At first his heavy armor just seems to be made out of coral, but then you realize that the coral is growing out of his skin.*

*"I know you've been asked to do a lot of things," he says, every word sounding like a boulder crashing down a mountain. "But the fighting around the city is thick, and my men need all the help they can get.*

*"We've been driven back from an entire section of the city by koalinths, merrow, and scraggs. They came from the ocean trenches in greater numbers than we ever suspected. That's the bad news. The good news is that our fallback position is in part of the city that is now above sea level, so you'll probably find the battlefield more like what you're accustomed to on the surface.*

*"It would be inspiring to the troops on the front line for some heroes to lead a charge, and to be honest, if you don't, I'm not sure we can hold our position much longer. What I really want to do is draw their leaders and officers out - the more of the grunts you can kill, the better the chances that some of the really important ones will show up to see what's going on.*

*"What do you say? Want to knock a few heads together?"*

### OBJECTIVES

This mission is straightforward: kill all the monsters. If more monsters show up, kill them too. Repeat until tired. The primary objective is to defeat at least one wave of enemies; the secondary objective is to defeat a

second wave (which includes a koalinth warlord). The PCs can even complete a tertiary objective by defeating a third wave, but this will chew up time that they might use to complete additional missions.

Remember to ask the table captain what stance the party wishes to assume for this battle (normal, aggressive, or glory-seeking).

### PASS THE AMMUNITION

Before the PCs head to the fight, the sea elf captain asks them if they have fire or acid powers. He explains that there have been scraggs (aquatic trolls) sighted among the enemy forces, and those creatures are damnably hard to kill. You have to burn them up after you put them down. The captain offers a total number of flasks of alchemist's fire equal to the number of PCs (the characters can divide these up any way they wish).

He also says that if they need more during the battle, he'll send a runner to their position. This requires one PC to move to any map edge and spend a standard action to signal the Nantari lines. Two rounds later, a runner drops off a bundle containing three more flasks of alchemist's fire. The PCs can do this only once during the battle if they took flasks at the beginning, or twice if they did not.

Alchemist's Fire	Common
<i>When shattered, this flask fills an area with alchemical flame.</i>	
Alchemical Item: Volatile	
Attack Power (fire) ♦ Consumable (Standard Action)	
Make an attack: Area burst 1 within 10 (creatures in burst); Character level + 3 vs. Reflex	
Hit: 2d6 fire damage.	
Miss: Half damage.	
Reference: Adventurer's Vault (simplified version)	

### FEATURES OF THE AREA

Use Map 4 for this encounter. This battle does not take place underwater, so the aquatic keyword effects have been removed from all monster stat blocks even though the monsters are all aquatic.

**Illumination:** The battlefield is brightly lit.

**Rubble:** Squares of rubble are difficult terrain. These squares are not clearly marked with triangles on the poster map, so make a judgment call whether a particular square is passable (but difficult) or impassable.

**Buildings:** Squares that contain walls and other solid objects are blocking terrain. A character can climb up onto anything that looks like a flat surface (10 feet / 2 squares high, Athletics DC 15). Again, use your judgment to determine which squares are building squares and which squares are rubble squares.

**Bodies:** The battlefield is littered with civilians and soldiers. The sheer scale of the destruction here draws malign energy. These squares are not difficult terrain unless they also contain rubble. Any character standing in a square containing a body scores critical hits on a roll of 19-20 but can also have critical hits scored against them on a roll of 19-20.

The merrows and scrag in particular like to stomp around on the dead bodies. (They only need one square of their base to be on a body square to gain the effect.)

## BEGINNING THE ENCOUNTER

Go ahead and set up the first wave of enemies as described below, and have the players set up in Zone C. While the players are setting up, read the following:

*Your arrival on the battlefield changes the tactical situation immediately. The defenders of Myth Nantar cheer wildly as you easily crash through the front lines of koalinths, scattering hobgoblin bodies in all directions. Bereft of their natural aquatic advantage, these creatures are little match for your might.*

*The flow of battle quickly carries you deeper into the enemy ranks, until you find that you have hacked your way nearly to the center of the invading force. Here you meet a stronger resistance, as merrow and scrag join the battle. A koalinth war mage raises his staff to channel necrotic energy, while a captain points his spear at you, ordering the surrounding hobgoblins to charge your position.*

Roll initiative normally and begin combat. When the PCs have defeated the entire first wave of monsters, stop bringing additional reinforcements, pause the combat, and follow the instructions listed for Wave 2.

## WAVE 1 (AL 2, 4, 6, 8, 10)

The following monsters are on the battlefield when the PCs arrive:

- 8 koalinth slayers** (level AL - 1)
- 1 koalinth war mage** (level AL - 1)
- 1 koalinth captain** (level AL - 1)
- 1 merrow** (level AL - 1)
- 1 scrag** (level AL - 1)

## SETUP

Use Map 7. This is NOT an underwater encounter, so the Aquatic trait has been removed from all monsters (even though they all have the keyword, it does not apply in this encounter).

Set the field up as follows:

- Zone A:** 1 war mage, 2 slayers
- Zone B:** 1 captain, 1 merrow, 2 slayers
- Zone C:** PCs
- Zone D:** 1 scrag, 4 slayers

## SCALING

Adjust the starting forces for larger or smaller parties:

**Four PCs:** Remove the 4 slayers from Zone D.

**Six PCs:** Add another 4 slayers (2 in Zone B and 2 in Zone D).

## REINFORCEMENTS

In this encounter, reinforcements apply to each wave of monsters. Between waves, do not bring reinforcements. Reset the clock (number of rounds) for each wave so that you can time the reinforcements appropriately. These adjustments are cumulative.

**Normal:** At the end of each odd-numbered combat round (starting with round 1), two koalinth slayers come onto the battle map in a random zone and from a random direction. Roll 1d8 to choose the zone. If you roll an odd number then the monsters enter from the left side of the map. If you roll an even number then the monsters enter from the right side of the map.

- |             |             |
|-------------|-------------|
| 1-2: Zone A | 5-6: Zone C |
| 3-4: Zone B | 7-8: Zone D |

**Aggressive:** At the end of the round when either the merrow or the scrag is killed, add another merrow. The merrow enters from a randomly rolled location, as described above.

**Glory:** At the end of the round when both the original merrow and the original scrag have been killed, add another scrag. The scrag enters from a randomly rolled location, as described above.

**Important Note:** Always use common sense when adding monsters to the encounter. If the players have deliberately set themselves up with a position where they are using a map edge to protect themselves, don't drop monsters right on top of them without warning them first.

For all these reinforcements, roll the next few entry locations a round or two ahead of time, and give the PCs a Hard DC Perception check as a free action to know which zone and edge will have the next reinforcements. If they beat the DC by 10 or more, also tell them what's coming in the next round.

## WAVE 2: THE LEADERS ARRIVE

Pause the initiative count and stop adding reinforcements when the PCs have defeated all the standard monsters from the initial wave. (If there are one or two minions still alive, that's fine.) Do not adjust any of the PCs' locations on the battle map.

Read the following:

*For a moment, the battlefield falls silent. You stand nearly unopposed, having crushed all resistance and regained the ground that was lost during the monsters' initial invasion.*

*Then the clarion call of a battle horn rings out: you see a mighty koalinth warlord, rallying his troops for another assault. Nearby, a hobgoblin wearing the black robes of a necromancer animates the bodies of the fallen, flesh sloughing off as the skeletons rise to fight again. Lumbering ogres and vicious trolls respond to the warlord's call.*

*Behind you, the ranks of the city's defenders have strengthened. You have won a badly-needed respite for the defenders of Myth Nantar, and there may be other urgent situations around the city that require your attention. Nevertheless, you have before you an opportunity to strike down several of the most important leaders of the invading army. Will you stay and fight, or withdraw and let the reinvigorated forces of Myth Nantar take it from here?*

Tell the players that they have already completed their primary objective for this mission. They can go on to other missions without penalty, if they wish to do so. However, if they stay and fight another wave of monsters, they will face tougher adversaries and the rewards for success will be even greater.

From a metagame standpoint, tell the players that if they stay, the PCs do not get the benefit of a short rest, but each character is able to spend 2 healing surges and recharge 2 encounter powers.

If the players decide to stay and fight, proceed with the Wave 2 combat. If they withdraw, the defenders of Myth Nantar cheer them as they go and prepare to hold the line against the monsters' next assault.

## WAVE 2 (AL 2, 4, 6, 8, 10)

The following monsters join the battle in Wave 2:

**1 koalinth warlord** (level AL)

**1 koalinth necromancer** (level AL)

**4 koalinth slayer skeletons** (level AL - 1)

**1 merrow** (level AL - 1)

**1 scrag** (level AL - 1)

### SETUP

The PCs and any remaining minions are in the same positions they were in when you paused the initiative order. However, each PC may take two move actions (which can only be used for movement) so that the players can establish a new tactical position.

The monsters arrive in each of the four zones. You decide which monsters arrive in which zones based on your assessment of the tactical situation. All the monsters should enter from the same general direction (in terms of map edges) since they are heading toward the PCs, so the PCs should have the luxury of defining the front line.

Roll initiative for the new groups of monsters, add them to the initiative order that you already have in place, and put all the Wave 2 monsters on the map. (They do not spend any of their first turn's worth of actions to get onto the map, but cannot act until their turn in the initiative order.)

**Group 1:** 1 warlord, 4 koalinth slayers

**Group 2:** 1 necromancer, 4 slayer skeletons

**Group 3:** 1 merrow

**Group 4:** 1 scrag

### SCALING

Adjust the Wave 2 forces for larger or smaller parties:

**Four PCs:** Remove the 4 slayers from Group 1.

**Six PCs:** Add another 4 slayers (2 in Group 3 and 2 in Group 4).

### REINFORCEMENTS

As before, all reinforcements listed are cumulative.

**Normal:** The Normal reinforcements work the same way for Wave 2 as they did for Wave 1. Two slayers arrive in a randomly-rolled zone and edge every other round. However, during Wave 2 the additional slayers arrive at the end of every even-numbered round (starting with round 2) instead of every odd-numbered round. Remember that any minions who were still alive at the end of Wave 1 continue to fight during Wave 2.

Furthermore, if the necromancer is alive at the end of any combat round and all of his skeletons are dead, the necromancer uses a free action to raise another 2

skeletons. They appear within 5 squares of the necromancer and have the same initiative count as the previous group of skeletons did. This does not change the rate or number of other reinforcements.

**Aggressive:** The merrow is elite. Double its hit points, give it +2 to saves, and 1 action point.

**Glory:** The scrag is elite. Double its hit points, give it +2 to saves, and 1 action point.

## WAVE 3 AND BEYOND

If the PCs destroy all the standard and elite monsters from Wave 2 (meaning only minions are left), pause and read the following:

*As the last of the koalinth leaders falls to your attack, you can almost feel the morale of the invading monsters snap, as if you had broken the spine of every single one at the same instant. The soldiers of Myth Nantar surge forward, their spirits rejuvenated: it's clear that the Nantari army will be able to reclaim the entire battlefield, although the fighting will remain heavy for some time. Your work here is done, but you can stay and continue to mop up stragglers if you wish.*

There is really no reason for the PCs to stay and fight additional waves unless they have already completed all of the other available missions, but it's up to the players. Repeat Wave 1 over and over again until time runs out or the players decide to move on to another mission. To keep the challenge level ramping up, between Wave 2 and Wave 3 the PCs only get to spend 1 healing surge each and recharge 1 encounter power each. (However, they do gain an action point, since each wave is the equivalent of an entire encounter, so 2 waves constitutes a milestone.)

Should it somehow get that far, between Wave 3 and Wave 4 the PCs get no benefits at all (no surges, no power recharge).

## TACTICS

The koalinths are well-organized and disciplined. The slayers focus on bloodied targets whenever possible, but not at the expense of provoking opportunity attacks.

During Wave 1 the koalinth captain opens with *follow me* so that he can bring several slayers along with him. He repeats the trick once bloodied, but if he's marked at the time, then he delays his turn if possible for the war mage to use *icy stream* to slide the PC marking him far enough away so that he can charge. If a PC goes after the war mage and the captain can get there, he focuses on that PC so that his mark makes it harder to hit the mage.

The war mage attempts to stay out of melee, uses *icy stream* whenever it is recharged to help the captain or to slide a bloodied PC closer to the slayers, and uses *stabbing flame* otherwise.

The merrows are always straight-up sluggers. They charge the nearest PC in order to get in reach for a *grand slam* attack. They only throw rocks if they are unable to get into melee (such as by being slowed or immobilized).

The scraggs are cunning. They prefer to circle around and grab two PCs that aren't wearing heavy armor, if possible, since such characters are much easier to rip apart. If the PCs lack fire or acid powers, remind them that they can call for alchemist's fire from the Nantari troops as described at the beginning of the encounter.

During Wave 2, the koalinth warlord always tries to get combat advantage by flanking with his allies. The necromancer is a more up-close combatant than the war mage, generally wanting to be within 5 squares of the fighting so that he can use *necrotic ray* and trigger his *dark healing* power to give a PC an unpleasant surprise. Don't forget to use *command animate* as a minor action every round so that one of the skeletons can make an extra attack.

The PCs can flee the encounter by leaving the map from any map edge. (A character cannot be forced off the battlefield involuntarily; the map is infinite in all directions if it needs to be.) The monsters do not pursue fleeing PCs, but once a player declares that his or her character is leaving the battlefield, that PC cannot return to the encounter.

## ENDING THE ENCOUNTER

The encounter ends whenever the PCs withdraw from the battlefield, or if they are wiped out. The Nantari stage a recovery mission and locate their bodies if the PCs suffer a TPK, so that they can be raised in time for the next mission.

**Total success:** The PCs defeated both Wave 1 and Wave 2. They earn two (2) reward shares. Each PC can also take one flask of alchemist's fire to use during the remainder of the battle.

**Partial success:** The PCs defeated Wave 1, but did not defeat Wave 2. They earn one (1) reward share and may not take any alchemist's fire with them.

**Bonus:** For Wave 3 and any additional waves defeated, the PCs earn +1 reward share per wave.

**Failure:** The PCs fled or were defeated before defeating Wave 1. They do not earn any reward shares.

## MISSION 16: WAVES UPON WAVES

Koalinth Captain	Soldier (Leader)
Medium natural humanoid, hobgoblin (aquatic)	XP Standard
HP [     ]; Bloodied [     ]	Init 3 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 5 [+     ]
Speed 5, swim 5	Low-light vision
STANDARD ACTIONS	
m <b>Bastard Sword</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [A:     ] damage.	
Effect: The target is marked until the end of the captain's next turn. Until this mark ends, the target grants combat advantage.	
M <b>Follow Me</b> • <b>Recharge</b> when first bloodied	
Effect: The captain charges an enemy. One or two allies within 5 squares of the captain can each take a free action to charge different enemies.	
TRIGGERED ACTIONS	
<b>Koalinth Resilience</b> • <b>Encounter</b>	
Attack: The captain or an ally within 5 squares of it is subjected to an effect that a save can end.	
Effect (Immediate Reaction): The creature subjected to the effect can make a saving throw against it.	
Skills Athletics 8 [+     ], History 9 [+     ], Intimidate 9 [+     ]	
Str 3 [+     ]	Dex 1 [+     ]
Con 2 [+     ]	Int 4 [+     ]
	Cha 4 [+     ]
Alignment Evil	Languages Common, Goblin
Equipment bastard sword, heavy shield, scale armor	
Source: <i>Monster Vault: Threats to the Nentir Vale</i> (daggerburg captain)	

**Captain Level:** Equal to the AL - 1

**Level** = [+     ] (attacks, defenses)

**Half Level** = [+     ] (skills, abilities)

**HP:** (8 x Level) + 22; **Bloodied:** (4 x Level) + 11

**AC:** Level + 16; **Fort:** Level + 11; **Ref:** Level + 12; **Will:** Level + 13

Koalinth War Mage	Artillery
Medium natural humanoid, hobgoblin (aquatic)	XP Standard
HP [     ]; Bloodied [     ]	Init 3 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 4 [+     ]
Speed 6, swim 6	Low-light vision
TRAITS	
<b>Combat Adept</b>	
At the start of an encounter, the war mage's attacks deal 1d10 extra damage against any enemy that has not yet acted during the encounter.	
STANDARD ACTIONS	
m <b>Staff</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [D:     ] damage.	
R <b>Stabbing Flame</b> (fire, implement) • <b>At-Will</b>	
Attack: Ranged 15 (one creature); 5 [+     ] vs. Fortitude	
Hit: [D:     ] damage, and ongoing 5 fire damage (save ends).	
R <b>Icy Stream</b> (cold, implement) • <b>Recharge</b> 5 6	
Attack: Ranged 15 (one creature); 5 [+     ] vs. Reflex	
Hit: [A:     ] damage, and the war mage slides the target up to 3 squares.	
Skills Arcana 10 [+     ]	
Str 2 [+     ]	Dex 3 [+     ]
Con 3 [+     ]	Int 5 [+     ]
	Cha 2 [+     ]
Alignment Evil	Languages Common, Goblin
Equipment staff implement	
Source: <i>Monster Vault: Threats to the Nentir Vale</i> (daggerburg war mage)	

**War Mage Level:** Equal to the AL - 1

**Level** = [+     ] (attacks, defenses)

**Half Level** = [+     ] (skills, abilities)

**HP:** (6 x Level) + 22; **Bloodied:** (3 x Level) + 11

**AC:** Level + 14; **Fort:** Level + 11; **Ref:** Level + 13; **Will:** Level + 12

Koalinth Slayer	Minion Brute
Medium natural humanoid, hobgoblin (aquatic)	XP Minion
HP 1; a missed attack never damages a minion	Init 3 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 3 [+     ]
Speed 6, swim 6	Low-light vision
STANDARD ACTIONS	
m <b>Greataxe</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [H:     ] damage.	
- If the target is already bloodied, the target takes 2 extra damage.	
- If this attack bloodies the target, the target takes 5 extra damage.	
TRIGGERED ACTIONS	
<b>Hobgoblin Resilience</b> • <b>Encounter</b>	
Trigger: The koalinth is subjected to an effect that a save can end.	
Effect (Immediate Reaction): The koalinth makes a saving throw against the triggering effect.	
Str 5 [+     ]	Dex 3 [+     ]
Con 2 [+     ]	Int 0 [+     ]
	Cha 0 [+     ]
Alignment Evil	Languages Common, Goblin
Equipment greataxe	
Source: <i>Monster Vault: Threats to the Nentir Vale</i> (daggerburg slayer converted to a minion).	

Koalinth Necromancer's Pet	Minion Brute
Medium natural animate, skeleton (aquatic)	XP Minion
HP 1; a missed attack never damages a minion	Init 3 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 3 [+     ]
Speed 6, swim 6	Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	

**Level, Attacks, and Statistics:** Identical to Koalinth Slayer

**Slayer / Skeleton Level:** Equal to the AL - 1

**Level** = [+     ] (attacks, defenses)

**Half Level** = [+     ] (skills, abilities)

**AC:** Level + 12; **Fort:** Level + 13; **Ref:** Level + 11; **Will:** Level + 11

## MISSION 16: WAVES UPON WAVES

Koalinth Warlord	Elite Skirmisher (Leader)
Medium natural humanoid, hobgoblin (aquatic)	XP Elite
HP [     ]; Bloodied [     ]	Init 3 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 5 [+     ]
Speed 6, swim 6	Low-light vision
Saving Throws +2; Action Points 1	
TRAITS	
<b>Combat Advantage</b>	
The warlord deals +1 d6 damage against any creature granting combat advantage to him. (AL 8 and AL 10: +2d6 damage)	
STANDARD ACTIONS	
m <b>Spear</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [A:     ] damage.	
Effect: The warlord can shift 1 square.	
R <b>Shortbow</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 15 (one creature); 5 [+     ] vs. AC	
Hit: [D:     ] damage.	
M <b>Skewer</b> (weapon) • <b>Recharge 5 6</b>	
Attack: Melee 1 (one creature); 3 [+     ] vs. Reflex	
Hit: [A:     ] damage, and ongoing 5 damage (save ends).	
AL 8 and AL 10: increase to ongoing 10 damage (save ends).	
Effect: The target grants combat advantage until the end of its next turn.	
TRIGGERED ACTIONS	
<b>Koalinth Resilience</b> • <b>Encounter</b>	
Attack: The warlord or an ally within 5 squares of it is subjected to an effect that a save can end.	
Effect (Immediate Reaction): The creature subjected to the effect can make a saving throw against it.	
Skills Acrobatics 9 [+     ], Bluff 9 [+     ], Stealth 9 [+     ]	
Str 4 [+     ]	Dex 4 [+     ]
Con 3 [+     ]	Int 5 [+     ]
	Wis 2 [+     ]
	Cha 4 [+     ]
Alignment Evil	Languages Common, Goblin
Equipment chainmail, spear, shortbow, arrow x 20	
Source: <i>Monster Vault: Threats to the Nentir Vale</i> (Warlord Delderosh)	

Level: Equal to the AL

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (16 x Level) + 50; Bloodied: (8 x Level) + 25

AC: Level + 14; Fort: Level + 12; Ref: Level + 13; Will: Level + 12

Koalinth Necromancer	Elite Controller (Leader)
Medium natural humanoid, hobgoblin (aquatic)	XP Elite
HP [     ]; Bloodied [     ]	Init 3 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 5 [+     ]
Speed 6, swim 6	Low-light vision
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m <b>Staff</b> (weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [A:     ] damage.	
m <b>Necrotic Ray</b> (implement, necrotic) • <b>At-Will</b>	
Attack: Ranged 5 (one creature); 3 [+     ] vs. Fortitude	
Hit: [B:     ] necrotic damage.	
Effect: The target is slowed until the end of the necromancer's next turn.	
A <b>Sapping Tendrils</b> (implement, necrotic) • <b>Recharge 5 6</b>	
Attack: Area burst 1 within 5 (creatures in the burst);	
3 [+     ] vs. Fortitude	
Hit: [E:     ] necrotic damage, and the target is immobilized and takes ongoing 5 necrotic damage (save ends both).	
MINOR ACTIONS	
<b>Command Animate</b> • <b>At-Will</b> (1/round)	
Effect: One allied animate that the necromancer can see makes a melee basic attack as a free action.	
TRIGGERED ACTIONS	
<b>Dark Healing</b> (healing, necrotic) • <b>Encounter</b>	
Trigger: An enemy within 5 squares of the necromancer regains hit points.	
Effect (Immediate Reaction): The triggering enemy takes	
[C:     ] necrotic damage, and the necromancer regains hit points equal to the damage dealt.	
Skills Intimidate 7 [+     ], Stealth 8 [+     ], Thievery 8 [+     ]	
Str 1 [+     ]	Dex 3 [+     ]
	Wis 5 [+     ]
Con 1 [+     ]	Int 3 [+     ]
	Cha 2 [+     ]
Alignment Evil	Languages Common, Goblin
Equipment staff implement	
Source: <i>Monster Vault: Threats to the Nentir Vale</i> (Gokof, Hobgoblin Necromancer upgraded to elite status)	

Level: Equal to the AL

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (16 x Level) + 40; Bloodied: (8 x Level) + 20

AC: Level + 14; Fort: Level + 11; Ref: Level + 11; Will: Level + 13



## MISSION 16: WAVES UPON WAVES

Merrow	Brute
Large natural humanoid, ogre (aquatic, giant)	XP Standard
HP [     ]; Bloodied [     ]	Init 2 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 0 [+     ]
Speed 8, swim 8	Low-light vision
STANDARD ACTIONS	
m <b>Greatclub</b> (weapon) • <b>At-Will</b>	
Attack: Melee 2 (one creature); 5 [+     ] vs. AC	
Hit: [B:     ] damage.	
R <b>Rock</b> (weapon) • <b>At-Will</b>	
Attack: Ranged 10 (one creature); 5 [+     ] vs. AC	
Hit: [E:     ] damage.	
M <b>Grand Slam</b> (weapon) • <b>Recharge</b> when first bloodied	
Attack: Melee 2 (one creature); 5 [+     ] vs. AC	
Hit: [C:     ] damage, and the ogre pushes the target 2 squares and knocks it prone.	
Miss: Half damage, and the target falls prone.	
Str 5 [+     ]	Dex 2 [+     ]
Con 4 [+     ]	Int -3 [+     ]
	Wis 0 [+     ]
	Cha -2 [+     ]
Alignment Chaotic evil    Languages Common, Giant	
Equipment rock x4, greatclub	
Source: <i>Monster Vault</i> (gave <i>grand slam</i> a recharge and lowered its damage)	

Level: Equal to the AL - 1

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (10 x Level) + 30; **Bloodied**: (5 x Level) + 15

AC: Level + 12; **Fort**: Level + 14; **Ref**: Level + 11; **Will**: Level + 10

Scrag	Soldier
Large natural humanoid, troll (aquatic)	XP Standard
HP [     ]; Bloodied [     ]	Init 4 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 2 [+     ]
Speed 7, swim 7	Low-light vision
TRAITS	
<b>Regeneration</b>	
The troll regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the troll takes fire or acid damage, its regeneration does not function on its next turn.	
<b>Troll Healing</b>	
Whenever an attack that doesn't deal acid or fire damage reduces the troll to 0 hit points, the troll does not die and instead falls unconscious until the start of its next turn, when it becomes conscious with hit points equal to one-half its bloodied value. If the an attack hits the troll and deals any acid or fire damage while the troll is unconscious, it does not return to life in this way.	
STANDARD ACTIONS	
m <b>Claw</b> • <b>At-Will</b>	
Attack: Melee 2 (one creature); 5 [+     ] vs. AC	
Hit: [A:     ] damage.	
Effect: The target is grabbed (escape DC Moderate) if the troll has fewer than two creatures grabbed.	
TRIGGERED ACTIONS	
M <b>Bite</b> • <b>At-Will</b>	
Trigger: A creature grabbed by the troll attacks it or escapes from the grab.	
Attack ( <i>Free Action</i> ): Melee 2 (the triggering creature); 3 [+     ] vs. Reflex	
Hit: [D:     ] damage.	
<b>Savage Demise</b> • <b>Encounter</b>	
Trigger: The troll drops to 0 hit points.	
Effect ( <i>Free Action</i> ): The troll takes a standard action.	
Skills Endurance 10 [+     ]	
Str 6 [+     ]	Dex 2 [+     ]
Con 5 [+     ]	Int -1 [+     ]
	Wis 2 [+     ]
	Cha 0 [+     ]
Alignment Chaotic evil    Languages Common, Giant	
Source: <i>Monster Vault: Threats to the Nentir Vale</i> (bloodspear half-troll)	

Level: Equal to the AL - 1

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (8 x Level) + 28; **Bloodied**: (4 x Level) + 14

AC: Level + 16; **Fort**: Level + 13; **Ref**: Level + 12; **Will**: Level + 11

## MISSION 17: EYES OF THE DEEP

**Note:** This is a Paragon tier mission only. Heroic tier characters who want to join in the main battle for Myth Nantar should instead play Mission 1.6.

The demonic armies of Dagon are attacking Myth Nantar both above and below the sea level. In this mission the PCs must deal with an invading force including ixitxachitls (devil-rays) and eyes of the deep (aquatic beholders). The eyes of the deep are wreaking havoc on the defending armies, which are not prepared to deal with such powerful foes.

If by some chance the PCs finish all of the Round 1 missions and they still have time remaining, they can run this mission again to earn additional reward shares.

### BRIEFING

*A heavily built sea elf whose armor seems to be made of heavy coral growing out of his skin lumbers over to you. "I know you've been asked to do a lot of things," he says, every word sounding like a boulder crashing down a mountain. "But my soldiers are getting ripped to ribbons out there, and I'm not too proud to ask for help. I've seen a lot of things in my time, but frankly, I've never seen anything like what's attacking us right now.*

*"There's an army of demons and aberrations battering at the walls of Myth Nantar - that's nothing you don't already know. But my command post is just about to be completely overrun by ixitxachitls - what most people call demon-rays. Not because of the ixits themselves: we kill them all the time. But they've got an eye of the deep with them and that's a whole different kettle of fish.*

*"I'd heard legends, about how they can turn you to stone, rot the flesh from your bones, cause you to flee in terror, stare at you so you fall over dead, or just burn you to ash outright with those eye beams of theirs. But I never imagined I'd have to see it up close and personal.*

*"My troops are brave, and they'll fight to the death to defend Myth Nantar. Quite a few of them already have. The rest of them are going to die for sure if somebody doesn't take that eye of the deep out. You look like some of the most powerful adventurers I've ever seen. If anybody can take this thing down, it's you.*

*"What do you say? You could save a lot of lives, right here, right now."*

### OBJECTIVES

The PCs must defeat a mighty foe that the regular troops are unable to handle by killing an eye of the deep (primary objective) and, if time permits, also eliminate the remaining aberrations (secondary objective).

Remember to ask the table captain what stance the party wishes to assume for this battle (normal, aggressive, or glory-seeking). Warn the players, however, that this mission has the highest EL of all the Round 1 missions (the Encounter Level is roughly equal to the AL plus 3 when playing on Normal). Even tables that have been handling Aggressive or even Glory in other missions might find it difficult to deal with reinforcements during this mission. (The Normal difficulty includes no reinforcements, for this reason.)

### FEATURES OF THE AREA

Use Map 4 for this encounter. The entire battlefield is underwater, so remember to apply the effects of the Aquatic trait against PCs who do not have that keyword.

**Illumination:** The battlefield is unlit. If the PCs want illumination, they need to provide their own light sources.

**Walls:** The bone walls represent solid coral reefs that rise to a height of 4 squares above the sea floor. They are blocking terrain. Characters who have superior cover behind the walls cannot be targeted by the eye of the deep because it has a height limit of 4 squares and therefore cannot float up high enough to fire over the walls.

**Rubble:** Ignore the difficult terrain squares that are marked on the map, since all combatants are assumed to be swimming.

**Swirling Current:** Strong currents swirl above the battlefield in this area. Creatures cannot swim to a height of greater than 4 squares above the sea floor. A creature that would be moved to an elevation of 5 squares or higher via forced movement is buffeted wildly by the swirling current and moves 1d4 squares in a random direction parallel to the sea floor (staying at a height of 4 squares).

### PARAGON TIER (AL 12, 14, 16)

The following monsters are on the battlefield when the PCs arrive:

- 1 eye of the deep (level AL - 1)
- 2 ixitxachitl demon rays (level AL - 1)
- 2 ixitxachitl priests (level AL - 1)

### SETUP

Use Map 2 for this encounter. Set the field up as follows:

**Zone A:** eye of the deep

**Zone B:** 2 demon rays, 2 priests

**Zone C, D, E, F:** PCs (the PCs may use any or all of these zones as their start area, as they see fit)

The demon rays are in a roughly circular formation, spread out swimming around the eye of the deep, which is blasting away at Myth Nantar (firing eye rays at targets off the map). The PCs have the element of surprise and are able to approach from whatever direction(s) they wish.

### SCALING

Adjust the starting forces for larger or smaller parties:

**Four PCs:** Reduce the eye of the deep's hit points by (8 x AL) + 20, unless this is a very high damage output table, in which case remove a demon ray (not a priest) instead.

**Six PCs:** Add another demon ray (not a priest) in Zone B.

### REINFORCEMENTS

All reinforcements are cumulative, and have the same level as the original creatures of the same type.

**Normal:** No reinforcements - the starting foes are plenty.

**Aggressive:** At the end of the round when the eye of the deep is first bloodied, another ixitxachitl priest swims onto the map in one of the corner zones (your choice).

**Glory:** The level of all monsters in this encounter is equal to the AL instead of the AL minus one.

### PARAGON TIER (AL 18, 20)

As above, but variable effects are 15 instead of 10 and the eye of the deep gains the *lingering eye rays* trait (meaning PCs take a -2 penalty on saving throws against its effects).

### BEGINNING THE ENCOUNTER

Once you and the players have completed the initial setup, read or paraphrase the following:

*You swim among ruined walls and coral formations through the section of Myth Nantar indicated by the sea elf commander as being in dire need of reinforcements. The defenders have been completely routed - all you see are floating bodies and clouds of dark blood. A few demon-ray corpses are mixed in, but most of the casualties have clearly been taken by the Nantari.*

*Your objective soon comes into view. A ten-foot diameter eyeball covered in spiky scales floats in the center of a scene of devastation. Dozens of tiny eye stalks radiate out from the central mass, firing beams of energy in all directions at targets you cannot see.*

*Swimming in circles around this aberration, as a sort of honor guard, are a number of demonic manta-rays with glowing eyes, barbed tails, and vicious teeth.*

*The invaders seem overconfident at the success they have had against the lesser defenders of Myth Nantar. Perhaps you will be able to teach them the error of their ways. The creatures do not seem to have noticed you yet.*

The PCs have the opportunity for a surprise round at the beginning of the encounter. Roll initiative for all combatants and begin.

### TACTICS

The PCs have a straightforward objective in this encounter, which is to kill the eye of the deep by any means necessary. If they feel like taking the extra time, they can kill all the demon rays to fulfill a secondary objective, but this is not required. Once the eye of the deep is dead, the Nantari army can mop up the demon rays with relative ease.

The beholder is mechanically complicated, but a straightforward combatant. It stays within 5 squares of the largest group of PCs so that it can target as many characters as possible with its *central eye ray* and trigger its *random eye rays* at the start of PCs' turns.

The demon rays are there to support the beholder. The priests stay within 5 squares of the beholder so that they can grant it saving throws with their demonic blessing. The regular demon rays are really just there to harass PCs and force them to do more than just focus all their actions on the beholder.

The PCs can flee the encounter by leaving the map from any edge or by floating up to a height of 5 squares or more. Once a PC leaves the encounter, he or she may not return.

### ENDING THE ENCOUNTER

The encounter ends when the PCs defeat the eye of the deep (and, optionally, the demon rays) or when they have been defeated. The sea elf captain is able to recover their bodies in the event of a TPK.

**Total success:** The PCs killed the eye of the deep and all the ixitxachitls. They earn two (2) reward shares.

**Partial success:** The PCs killed the eye of the deep but moved on before killing all the demon rays. They earn one (1) reward share.

**Failure:** The PCs fled or were wiped out before killing the eye of the deep. They do not earn any reward shares.

# MISSION 17: EYES OF THE DEEP

Eye of the Deep	Solo Artillery
Large aberrant magical beast, beholder (aquatic)	XP Solo
HP [     ]; Bloodied [     ]	Init 7 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 8 [+     ]
Speed fly 4 (hover), swim 4	All-around vision, Darkvision
Immune teleportation, banishment, removed from play	
Saving Throws +5; Action Points 2	
TRAITS	
<b>Many-Eyed</b>	
Each time the beholder would become dazed, dominated, or stunned, it instead loses one attack that it would have made using <i>eye rays</i> (on its next turn) or <i>random eye ray</i> (between its turns). The beholder can be dazed or stunned multiple times to stack this effect. While the beholder is blinded, it loses the ability to use <i>central eye ray</i> , but not the ability to use <i>eye rays</i> or <i>random eye ray</i> .	
<b>All-Around Vision</b>	
Enemies can't gain combat advantage by flanking the beholder.	
<b>Aquatic</b>	
The beholder can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
<b>R Eye Rays • At-Will</b>	
<i>Effect:</i> The beholder uses two of the following rays, each against a different target. This attack does not provoke opportunity attacks.	
1. <i>Searing Ray (radiant):</i> Ranged 10; 5 [+     ] vs. Reflex; [B:     ] radiant damage.	
2. <i>Withering Ray (necrotic):</i> Ranged 10; 5 [+     ] vs. Fortitude; [A:     ] necrotic damage, and ongoing [ 10 / 15 ] necrotic damage (save ends).	
3. <i>Sleep Ray (charm):</i> Ranged 10; 5 [+     ] vs. Will; the target falls unconscious (save ends).	
4. <i>Telekinesis Ray:</i> Ranged 10; 5 [+     ] vs. Fortitude; the beholder slides the target up to 4 squares.	
5. <i>Hold Ray:</i> Ranged 10; 5 [+     ] vs. Reflex; the target is restrained (save ends).	
6. <i>Confusion Ray (charm):</i> Ranged 10; 5 [+     ] vs. Will; the target uses a free action to charge the nearest ally it is able to charge.	
7. <i>Terror Ray (fear, psychic):</i> Ranged 10; 5 [+     ] vs. Will; [A:     ] psychic damage, and the target moves its speed as a free action. If it does not end this movement at least 4 squares farther from the beholder than it began, the target takes another [A:     ] psychic damage.	
8. <i>Petrifying Ray:</i> Ranged 10; 5 [+     ] vs. Fortitude; the target is slowed (save ends). <i>First Failed Saving Throw:</i> The target is immobilized (save ends) instead of slowed. <i>Second Failed Saving Throw:</i> The target is petrified.	
9. <i>Death Ray (necrotic):</i> Ranged 10; 5 [+     ] vs. Fortitude; [B:     ] necrotic damage. If the target is bloodied before or after the attack, it is also dazed (save ends). <i>First Failed Saving Throw:</i> The target is dazed and weakened (save ends both). <i>Second Failed Saving Throw:</i> The target dies.	
10. <i>Disintegrate Ray:</i> Ranged 10; 5 [+     ] vs. Fortitude; [A:     ] damage, and ongoing 2d20 damage (save ends).	

STANDARD ACTIONS
<b>R Eye Ray Frenzy • Recharge 6</b>
<i>Requirement:</i> The beholder must be bloodied.
<i>Effect:</i> As <i>eye rays</i> above, except the beholder makes 4 <i>eye ray</i> attacks.
<b>m Bite • At-Will</b>
<i>Attack:</i> Melee 1 (one creature); 5 [+     ] vs. AC
<i>Hit:</i> [A:     ] damage.
MINOR ACTIONS
<b>C Central Eye Ray • At-Will (1/round)</b>
<i>Attack:</i> Close blast 5 (enemies in the blast); 3 [+     ] vs. Will
<i>Hit:</i> The target cannot use encounter or daily attack powers until the end of its next turn.
TRIGGERED ACTIONS
<b>R Random Eye Ray • At-Will</b>
<i>Trigger:</i> The beholder is conscious and an enemy starts its turn within 10 squares of it.
<i>Effect (No Action):</i> The beholder uses one <i>random eye ray</i> against the triggering enemy.
<b>Str</b> 4 [+     ] <b>Dex</b> 7 [+     ] <b>Wis</b> 3 [+     ]
<b>Con</b> 5 [+     ] <b>Int</b> 6 [+     ] <b>Cha</b> 9 [+     ]
<b>Alignment</b> Chaotic evil <b>Languages</b> Deep Speech
<b>Source:</b> <i>Monster Vault</i> (with a few upgrades)

**Level:** Equal to the AL - 1

**Level** = [+     ] (attacks, defenses)

**Half Level** = [+     ] (skills, abilities)

**HP:** (40 x Level) + 100; **Bloodied:** (20 x Level) + 50

**AC:** Level + 14; **Fort:** Level + 10; **Ref:** Level + 12; **Will:** Level + 14

At AL 18 and AL 20 only, add the following:

TRAITS
<b>Lingering Eye Rays</b>
Creatures take a -2 penalty on saving throws against effects created by the beholder.

If the PCs are having too easy a time with this encounter, then change *eye ray frenzy* as follows:

<b>R Eye Ray Frenzy • At-Will</b>
<i>Requirement:</i> The beholder must be bloodied.
<i>Effect:</i> As <i>eye rays</i> above, except the beholder makes 4 <i>eye ray</i> attacks.

## MISSION 17: EYES OF THE DEEP

Ixitxachitl Demon Ray	Skirmisher
Medium elemental magical beast (aquatic, demon)	XP Standard
HP [     ]; Bloodied [     ]	Init 2 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 2 [+     ]
Speed fly 5 (hover), swim 8	Darkvision
TRAITS	
<b>Aquatic</b>	
The demon ray can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
<b>Circle the Prey</b>	
Slowed creatures cannot make attacks against the demon ray.	
STANDARD ACTIONS	
<b>m Bite • At-Will</b>	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [A:     ] damage.	
<b>M Tail Barbs (poison) • At-Will</b>	
Attack: Melee 1 (one creature); 3 [+     ] vs. Fortitude	
Hit: [D:     ] damage plus [ 10 / 15 ] poison damage, and the target is slowed until the end of its next turn.	
Skills Acrobatics 9 [+     ], Athletics 8 [+     ], Stealth 9 [+     ]	
Str 3 [+     ]     Dex 4 [+     ]     Wis 2 [+     ]	
Con 1 [+     ]     Int 2 [+     ]     Cha 0 [+     ]	
Alignment Chaotic evil     Languages Abyssal	
Source: <i>Demonomicon</i> (with subtle but significant modifications)	

Level: Equal to the AL - 1

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (8 x Level) + 21; Bloodied: (4 x Level) + 10

AC: Level + 14; Fort: Level + 9; Ref: Level + 15; Will: Level + 10

Ixitxachitl Priest	Controller (Leader)
Medium elemental magical beast (aquatic, demon)	XP Standard
HP [     ]; Bloodied [     ]	Init 3 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 4 [+     ]
Speed fly 5 (hover), swim 8	Darkvision
TRAITS	
<b>O Dagon's Blessing • Aura 2</b>	
Allies within the aura gain a +5 bonus to damage rolls.	
<b>Aquatic</b>	
The demon ray can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
<b>m Bite • At-Will</b>	
Attack: Melee 1 (one creature); 3 [+     ] vs. Fortitude	
Hit: [A:     ] damage, and the target is dazed until the end of the demon ray's next turn.	
<b>M Vampiric Fangs (necrotic) • At-Will</b>	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: The target takes ongoing [ 10 / 15 ] necrotic damage and is weakened (save ends both).	
MINOR ACTIONS	
<b>Demonic Blessing • At-Will (1/round)</b>	
Target: Close burst 5 (the demon ray or one ally in burst)	
Effect: The target makes a saving throw with a +2 power bonus.	
Skills Acrobatics 8 [+     ], Arcana 8 [+     ], Athletics 7 [+     ]	
Str 2 [+     ]     Dex 3 [+     ]     Wis 4 [+     ]	
Con 4 [+     ]     Int 3 [+     ]     Cha 2 [+     ]	
Alignment Chaotic evil     Languages Abyssal	
Source: <i>Demonomicon</i> (with several modifications)	

Level: Equal to the AL - 1

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (8 x Level) + 26; Bloodied: (4 x Level) + 13

AC: Level + 14; Fort: Level + 14; Ref: Level + 12; Will: Level + 12

## INTERLUDE: A BRIEF RESPITE

After the total time allotted for Round 1 missions is up, call a halt. The players and DMs now get a break while HQ tabulates the results of each mission to determine the overall success or failure (see sidebar). The PCs get the benefits of an extended rest. The following sections provide some boxed text that you can read to the entire BI before you send the players on their break, and then some text that you can use after the break to describe the results of each individual mission.

Note that in game, the BI is a continuous event with no meaningful break in the fighting between Round 1 and Round 2. The PCs get the benefits of an extended rest thanks to the power of the mythal, but there's no reason why the various forces attacking the city would stop and wait for 8 hours.

### BEFORE THE BREAK

*The fighting remains fierce across the entire city and beyond. Reinforcements will surely arrive from Myth Nantar's allies, such as Cormyr and Aglarond, as well as from the many adventuring companies and organizations that have a vested interest in making sure the City of Destinies does not fall to the forces of chaos. Nevertheless, the invaders show no signs of lessening their assault, even as the valiant defenders slaughter wave after wave of monsters and aberrations.*

*Surveying the scene, the Coronal realizes that the situation can only deteriorate if the defenders do not get some respite. The forces arrayed against Myth Nantar seem to have endless reinforcements, and though the sea elf defenders and the mighty heroes of Faerun are individually much stronger than their foes, the attackers must eventually break through on the strength of their sheer numbers and your sheer exhaustion.*

*There is one defender, however, whose vigilance is tireless, who can be everywhere at once, and whose faithfulness is beyond question: the mythal itself. Drawing upon ancient high magic, the Coronal raises her arms and releases the energy of the mythal. Glowing lines of force streak across the battlefield, infusing each of you with the might of all elvenkind. You feel your fatigue vanish, your wounds heal, and your strength return. You are revitalized as if you had just spent the most restful night of your life.*

*The defenders of Myth Nantar are restored. But at what cost to the mythal...?*

### COUNT THE MYTHAL SURGES

The number of mythal surges used (collectively by all tables) during Round 1 determines what condition the

mythal is in after the Coronal further drains it to power the PCs' extended rest.

If time permits you can go around the room and have each table captain report how many surges their table consumed from the mythal. Otherwise, the Senior DM can simply announce the total. To be clear, the following breakpoints are based on the total number of tables playing the BI (you can either figure out the average number of surges per table, or multiply the number of tables by 2 and 6 and compare those numbers to the total). There are three possibilities:

**The Mythal Remains Strong:** The BI as a whole drained less than 2 surges per table (e.g. if there are 17 tables playing, then the BI as a whole used 33 surges or less). In this case the mythal is hardly affected at all. The PCs gain an advantage over the Cult of Dagon during Mission 2.2 (they only need to place 2 out of 3 shards for a total success; see that mission for details).

**The Mythal is Weakened:** The BI as a whole used between 2 and 6 surges per table (e.g. if there are 17 tables playing, then the BI as a whole used between 34 surges and 102 surges). Neither the PCs nor the Cult of Dagon gains an advantage during Mission 2.2 (run the mission as written).

**The Mythal is Drained:** The BI as a whole used more than 6 surges per table (e.g. if there are 17 tables playing, then the BI as a whole used more than 102 surges). The mythal collapses and the PCs must immediately deal with the consequences.

Proceed to the appropriate section based on the state of the mythal after accounting for the number of surges drained by the PCs. Then you can send everyone on their break while you calculate the overall success/failure results for the Round 1 missions.

### THE MYTHAL REMAINS STRONG

*Despite all it has suffered, from the aboleths crashing through its protection, to the city's defenders drawing on its healing energy, to the Coronal unleashing its power to rejuvenate the heroes of Myth Nantar, the ancient mythal never flickers or wavers even for an instant. Almost as one, the assembled monsters and cultists of Dagon cry out in despair as they see your strength renewed before their very eyes!*

*The Coronal's voice rings out far and wide. "Let all those who dare to test themselves against Myth Nantar understand their folly! You face the greatest heroes of this world, a force so mighty that ancient Cormanthor would be proud! Victory is at hand! Hear me, Eldest! Hear me, Dagon! YOU SHALL NOT PREVAIL!"*

*Roaring their approval, the empowered host surges forward, triumphantly rejoining the battle!*

## THE MYTHAL IS WEAKENED

*Despite all it has suffered, from the aboleths crashing through its protection, to the city's defenders drawing on its healing energy, to the Coronal unleashing its power to rejuvenate the heroes of Myth Nantar, the ancient mythal holds. However, its energy is sorely taxed. As your strength is restored, the mythal's strength fades but does not disappear.*

*The Coronal's voice rings out far and wide. "Let all those who dare to test themselves against Myth Nantar understand their folly! You face the greatest heroes of this world!"*

*A deep, watery chuckle echoes across the battlefield in response. An image of a massive, bulbous demon appears before your eyes. It is Dagon, Prince of the Depths. "Your words mean nothing," he snarls, "for I can plainly see that you have drawn too much of the mythal's strength. You cannot keep me out for much longer. Even now my Cult paves the way for my arrival. I look forward to making your city the seat of my glorious undersea empire!"*

*Heartened by the vision of their lord, the monsters surge forward once more, but equally heartened by the Coronal's words and the infusion of power from the mythal, the defenders surge forward to meet them. The clash of armies continues unabated.*

## THE MYTHAL IS DRAINED

*As the Coronal's spell releases the magic of the mythal, each of the city's defenders is shrouded in a glowing nimbus of light. Almost as one, the invaders pull back, as your strength is restored before their eyes!*

*But something is wrong. The mythal has given too much. From the aboleths crashing through, to people drawing on its healing energy, to the Coronal unleashing its power, perhaps even to the Spellplague itself, the ancient barrier flickers and trembles. Its soft glow fades into darkness. The assembled monsters roar in triumph!*

*A deep, watery chuckle echoes across the battlefield. An image of a massive, bulbous demon appears before your eyes. It is Dagon, Prince of the Depths. "Your sacrifice would be admirable," he snarls, "were it not so stupid. You have thrown away your best and last defense. And for what? A few more hours of pathetic defiance? Even now my Cult paves the way for my arrival. I look forward to making your city the seat of my glorious undersea empire!"*

*Heartened by the vision of their lord, the monsters surge forward once more, while the defenders fall back in despair, Dagon's mocking laughter echoing in their ears.*

## RESTORING THE MYTHAL

If the mythal is completely drained, nearly all of the benefits listed on Handouts 4 and 5 end for the PCs. They will not have these benefits during Round 2. (You can deal with this after the players get back from their break.)

To restore the mythal's power the PCs must recharge it from their own life energy. After the extended rest (so that there is a real cost), PCs may donate healing surges. They must collectively contribute enough surges to bring the total number of mythal surges back to a positive number. (In other words, if 120 mythal surges were used during Round 1, the PCs collectively have to donate at least 121 surges at the beginning of Round 2).

You can manage this process however you like; at DDXP, we announced the total number that were needed and then had each player write on an index card how many surges they were willing to put in. That way it wasn't influenced by the defender classes standing up and saying they can give 10 each (which they will always do, because they have plenty). You could instead have someone play the Coronal or one of the Dukar wizards and go around the room soliciting donations.

If the room collectively doesn't donate enough surges to repair the mythal then they lose all the benefits of the mythal (starting with the ability to breathe water) for all of Round 2. This would make underwater combat rather difficult unless people can come up with appropriate magic items and rituals. Since Mission 2.1 is underwater, that's a problem. The PCs assemble in a section of Myth Nantar that is above water to figure out what they want to do. Allow Paragon tier tables to cast rituals on Heroic tier tables, and in a worst-case scenario the sea elves can at least cast Water Breathing on people, but all the component costs have to be paid by PCs. If the PCs donate enough surges then they get to keep the benefits listed on Handouts 4 and 5, but they still suffer a consequence in Mission 2.2.

## DELIBERATELY UNDERMINING THE MYTHAL

You might have a handful of players who are actively attempting to undermine the strength of the mythal during Round 1. (For example, at DDXP, we had both drow infiltrators and undead PCs who were deliberately spending as many mythal surges as possible in hopes of causing the mythal to collapse.)

This is a great role-playing opportunity. Regardless of whether the mythal collapsed or not, if some PCs want to donate their own healing surges to counteract the deliberate malfeasance of other PCs, let them, and have fun with it.



## ROUND 1 OUTCOMES

The Senior DM should now determine the success or failure of each of the available Round 1 missions. There are many ways to do that, but I recommend keeping it simple. This is the formula we used at DDXP 2012.

The goal is to try and avoid having a 100% success rate during Round 1 (it's arguably more interesting from a story standpoint if the battle retains a sense of urgency rather than the players having a sense that they are wiping everything out easily). The time factor means that not all tables will attempt all missions, and we wanted to account for the choices made by the PCs.

Each mission starts with an initial score of 0 points. A complete success on any mission (regardless of battle stance) is worth +2 points for that mission; partial success is worth +1 point, and of course failure is worth no points. (One obvious way to tweak this would be to assign bonus points for tables that play on more aggressive battle stances, allowing them to make up for tables that fail to score any points.)

At the end of Round 1, if the total number of points scored on a given mission is equal to or greater than the total number of tables playing the interactive (NOT the number of tables that went on that mission) then that mission was a success; otherwise it was a failure. (You could also introduce a "draw" option, ruling that a mission is neither a success nor a failure if the number of points scored is very close to the target.)

Remember that only the Heroic tier tables can go on Mission 1.6 and only the Paragon tier tables can go on Mission 1.7, so be sure to set the thresholds for success on those missions appropriately (i.e. based on the total number of tables playing at that tier, since those are the only tables that could have gone on the mission; you don't want to penalize a mission for tables that legally could not play it because they are the wrong tier).

This scoring system means that the players as a whole need to work together to make sure enough people are working on all the different missions. In general, if at least half of the tables that could go on a mission do go on that mission and they all earn a complete success, to be fair that should put the BI as a whole in line for that mission being an overall success. If less than half try, or if not enough of them succeed, then the mission ought to be counted as a failure.

## AFTER THE BREAK

When everyone comes back from the break, the Senior DM can report the results of each individual mission to the entire room, or you can let each table DM do it. The table DMs should also refer to Appendix C1 and Appendix C2 for the specific success or failure

consequences of each mission. (The easiest way to give the players their benefits is to treat Appendix C1 like a player handout and just cross off the benefits that they didn't earn.)

Remember, success or failure should be the same for all tables participating in the BI, rather than their individual mission results. The whole point is to reinforce the sense that everyone is in it together.

## DEVELOPMENT

When everyone is ready, proceed to Mission 2.1. For the remainder of the BI, all the tables will be playing the same missions at the same time. You need to have resolved the following things before starting Mission 2.1:

- All PCs get the benefits of an extended rest except that they do not recover their own healing surges that they expended during Round 1.
- If the mythal was drained, the PCs lose its benefits (Handouts 4 and 5) unless they put in enough of their (post-rest) healing surges to bring the mythal's strength back to at least +1.
- For missions that were an overall success, the PCs get the corresponding benefit listed on Appendix C1
- For missions that were an overall failure, the DM gets to use the corresponding consequence listed on Appendix C2

### SCORING SYSTEM EXAMPLE

This example is drawn from one of the times we ran the BI at DDXP 2012. We had 21 tables playing. 7 tables were Heroic and 14 tables were Paragon.

This meant that in order to succeed at Missions 1.1 through 1.5, the room as a whole had to score at least 21 points (for example, 11 tables scoring a complete success, or 9 tables scoring a complete success and 3 tables scoring a partial success, or any other combination of points adding up to 21 or greater).

If not enough tables attempted a particular mission, it could still be a failure even if all the tables who did play that mission achieved a complete success. For example, if 5 tables tried a mission and each table earned 2 points, that mission would still be counted as an overall failure because it only got 10 points total out of the 21 points required.

For Mission 1.6 (Heroic tier only) the target was 7 points, equal to the number of Heroic tier tables. For mission 1.7 (Paragon tier only) the target was 14 points, equal to the number of Paragon tier tables.

## MISSION 21: THE EMERALD EYE

Reports of drowned ones (undersea zombies) shambling across the sea floor toward Myth Nantar in large numbers must be investigated. The PCs are sent to the tomb of an ancient sea elf Coronal only to discover that the tomb has been breached and the Coronal himself is now a malevolent ghost, using a fragment of an artifact called the *emerald eye of Kyton* to create massive numbers of undead. The PCs can either claim the artifact or destroy it, as they see fit. Either way, they get a vision, potentially their first clue that Dagon is somehow involved.

Succeeding at this mission means that the drowned ones are returned to their rest, freeing up the city's clerics to stop destroying them and start healing the wounded. Failure means that the ghostly Coronal can continue to create more and more powerful undead and send them against Myth Nantar.

### BRIEFING

*You are greeted at the infirmary by a female sea elf wearing crystal bracers etched with leaping dolphins. Her face is creased with worry lines. "My fellow clerics and I find ourselves unable to tend to the wounded," she says. "Instead we are forced to contend with constant attacks by drowned ones on the outskirts of the city. All of our divine energies are being diverted to destroy these undead, and several of us have been wounded ourselves. These are lesser undead, so the army can't pull soldiers off the front lines to deal with them, but we can't let them rampage through Myth Nantar, either.*

*"One of the scouts just reported that the source of the zombies is an ancient tomb outside the city. It's too dangerous for him to enter alone. In ancient times our people used to inter Coronals and other leaders there. The most famous was Essyl Merynth, known as the Mad Coronal when he was alive, apparently for good reason, although I don't know the details.*

*"No one ever goes there any more, because about a hundred years ago some followers of Oghma were researching the old stories of the Mad Coronal and discovered that the tomb had been ransacked. They said that the sarcophagi were broken out from the inside, a most disturbing thought. As far as I know, it's been quiet ever since, but perhaps there was something more that the scholars never discovered.*

*"Please investigate the tomb and if you can find the source of the undead, put a stop to it. If we didn't have to fight off these attacks, we could channel our healing powers to aid the injured, and of course it would also let those poor souls return to their rest."*

### OBJECTIVES

The PCs must defeat the Coronal and find a way to neutralize the Emerald Eye (primary) or at least destroy the next wave of undead that are assembling to attack Myth Nantar (secondary). Remember to ask the table captain what stance the party wishes to assume for this battle (normal, aggressive, or glory-seeking).

**History, Hard DC:** The PC knows the tale of Essyl Merynth, known as the Mad Coronal, who was driven mad by an artifact known as the *emerald eye of Kyron* and turned on his own people. The item itself, which originally belonged to a merfolk king, is reputed to have been involved in dozens of wars and betrayals throughout thousands of years of undersea history.

### FEATURES OF THE AREA

Use Map 2 for this encounter. The entire battlefield is underwater, so remember to apply the effects of the Aquatic trait against PCs who do not have that subtype.

**Murky Water:** This is an abandoned, cursed place and the water is thick with strange shadows. Any creature that moves off the map or rises to a height greater than four squares above the level of the sea floor is unable to see the battlefield. The murky waters provide concealment at an elevation of 4 squares and total concealment at 5 squares (but a creature at a height of 5 squares or more also cannot see outside its own square). The main purpose of this mechanic is so you don't have to deal with combatants at vastly different elevations. It also gives the lacedons an easy way to gain concealment.

**Illumination:** The battlefield is lit by ancient will-o-wisps that once helped family members find the graves of their relatives. Their magic has mostly faded, but they still provide dim, flickering illumination. The wisps normally cluster in the area near the fountain (Zone E).

Any living creature that enters the graveyard area (inside the fence) is automatically chosen by one of these motes of light, which flies over and starts circling his or her head. The wisps have no game statistics; they can be destroyed with a deliberate attack, leaving the PCs in darkness. The undead ignore the globes and are ignored by them.

**Fence:** The fence around the graveyard is constructed of bone. It does not block line of sight, but it is tall. Any creature that wants to swim over the fence must ascend to a height at least two squares above the level of the sea floor.

**Fountain:** The fountain shown on the map is actually a statue of Coronal Merynth. It is four squares tall and counts as blocking terrain.

**Small Mausoleum:** The small mausoleum outside the tomb (Zone G) has already had its door smashed open from the inside. The two sarcophagi in this room are the hiding places for the lacedons.

**Graves:** The graves are difficult terrain on the sea floor, but swimming characters can avoid them. New drowned ones always enter the map by emerging from a square containing a grave.

**Coronal's Tomb:** The building that occupies the top half of the map (Zones A, B, and C) is the ancient tomb of Coronal Essyl Merynth. The front doors and interior doors are destroyed, burst open from the inside. The interior height of the ceiling is only two squares. The windows are made of glass, but it has been blackened such that they do not allow line of sight. A character can shatter a window with a Moderate DC Athletics check, allowing movement through that square at a cost of +2 squares of movement to squeeze through the narrow opening (+1 square for Small creatures).

**Zone B** is a five-foot high raised dais with a bier; it is surrounded by an elaborate floor-to-ceiling latticework. It allows line of sight but blocks movement. Only the staircases are open. A square of the lattice can be destroyed by dealing (3 x AL) damage to it or with a Hard DC Athletics check as a standard action.

**Zone A** is the Coronal's personal mausoleum and is where his coffin is located.

**The benches and bell** inside the main tomb are shattered; treat them as debris fields rather than solid objects, meaning these squares are difficult terrain even for swimmers, but they are not blocking terrain.

## HEROIC TIER (AL 2, 4, 6, 8, 10)

The following monsters are visible when the PCs arrive:

**1 ghost of Coronal Essyl Merynth** (level AL + 1)

- at AL 10 and higher: the ghost is level AL + 2

**6 drowned ones** (level AL - 1)

The following monsters are hidden when the PCs arrive:

**2 sodden lacedons** (level AL)

The following monsters are not initially on the field; they are summoned by the ghost as described under Tactics.

**1 emerald eye mud lasher** (level AL)

### SETUP

Use Map 2 for this encounter. Set the field up as follows:

**Zone D:** ghost of Coronal Essyl Merynth

**Zone E:** 6 drowned ones (scattered around the central area on the squares containing graves)

**Zone G:** 2 sodden lacedons (hidden; roll Stealth)

**Zone F:** PCs (anywhere in the first three rows of squares outside the fence)

### SCALING

Adjust the starting forces for larger or smaller parties:

**Four PCs:** Remove one of the two sodden lacedons from Zone G.

**Six PCs:** When the Coronal disincorporates and teleports to Zone B, two lashers appear in Zone C instead of one.

### REINFORCEMENTS

All reinforcements are cumulative, and have the same level as the original creatures of the same type.

**Normal:** 2 more drowned ones rise from graves at the end of every combat round until a total of 6 more have risen (for a total of 12 including the initial 6). When new drowned ones arrive, spread them out, spawning each one in a grave square at least 2 squares away from any other creature. Don't spawn them all right next to the fountain: there are rows of graves near the fence on both sides, too. The Coronal does not need to be in the graveyard for zombies to spawn; the ritual proceeds on its own until the total number of drowned ones has been reached or the *emerald eye* is disabled.

**Aggressive:** Another sodden lacedon is hiding in one of the graves near the fence (away from the area immediately around the fountain). Choose a square and roll a Stealth check for the lacedon with a +5 bonus; check against PCs' passive Perception if they pass within 2 squares of it while it is hidden, or it can be spotted with an active Perception check that meets or exceeds its Stealth result. This lacedon erupts from its grave at the end of round 3, or sooner if detected.

**Glory:** Increase the Coronal's hit points by 50% (to do this easily, just add his Bloodied value to his starting hit points), give him an additional action point, and apply the (AL-appropriate) enhancement bonus of the *emerald eye* totem to his attack and damage rolls.

## PARAGON TIER (AL 12, 14, 16)

As Heroic Tier. Remember to add the Paragon tier traits to the ghost, lacedons, and mud lashers. The drowned ones do not get more powers, but spawn 3 more each round until a total of 15 have emerged. Variable ongoing damage is 10 points at this tier.

## PARAGON TIER (AL 18, 20)

As Heroic Tier. Remember to add the Paragon tier traits to the ghost, lacedons, and mud lashers. The drowned ones do not get more powers, but spawn 4 more each

round until a total of 18 have emerged. Variable ongoing damage is 15 points at this tier.

## BEGINNING THE ENCOUNTER

Set up the ghost in a non-grave square near the statue (fountain) in Zone E, and set up the initial drowned ones on grave squares scattered throughout the area. Have the players set up their miniatures in Zone F. Roll Stealth checks for the lacedons, but do not place them on the map until they are discovered.

Once you and the players have completed the initial setup, read or paraphrase the following:

*The sea elf scout guided you through dark, murky water to a series of tombs set into the sea floor outside Myth Drannor. Most of the tombs are still and silent, but flashes of green light draw your attention to one site in particular: the mausoleum of the Mad Coronal. A small private graveyard bounded by a bone fence once housed the remains of the Coronal's friends, family, and servants, while the main building held the sea elf leader's body. All of the crypt doors have been shattered.*

*A ghostly figure wreathed in dark energy floats near a statue that bears a striking resemblance to the spirit itself. The flashes of green light seem to be coming from something suspended inside the ghost's incorporeal form. Cackling insanely, the spirit gestures toward the graves. In response, hands and bodies emerge from the sea floor, joining the ranks of newly risen dead forming up for another attack on Myth Nantar.*

There is no chance for surprise and no way for the PCs to conceal their approach through the open water. The ghost (and only the ghost) has the ability to sense living creatures within the area bounded by the bone fence and to the edge of the map.

## DURING THE ENCOUNTER

This encounter unfolds in two phases. The first phase is what the PCs see when they arrive. The ghostly Coronal is not so easy a foe to pin down, however. In the initial phase of the encounter, attacks that hit the Coronal do not reduce his hit points. Instead, treat him like a two-hit minion. The first hit bloodies him and the second hit discorporates him.

When he discorporates, read the following:

*The ghostly figure disappears in a burst of swirling ectoplasm. From the spot where the spirit was floating, a bolt of green light flashes into the small crypt built into*

*the corner of the fence, leaving a trail of dark motes through the open doorway.*

The PCs see the spirit flow into the small mausoleum (Zone G). This is a trick to get them to go in there and trigger the lacedons, who hopefully catch someone by surprise from their hiding places. Don't let the players waste attack powers trying to destroy the discorporated spirit; an easy DC Arcana or Religion check indicates that the ghost will have to resume its form somewhere, and at that point it can be destroyed for good.

When he discorporates, remove the Coronal from the map. The dark motes remain in the crypt until the PCs trigger the lacedons. Once this happens, the ghost returns to his true crypt and assumes his true form. He is not able to discorporate again. If the PCs do not take the bait then the lacedons emerge and attack after two rounds of waiting.

Read the following when the PCs trigger the lacedons:

*A gaunt, long-limbed ghoul with sickly green skin suddenly lunges out of one of the cracked sarcophagi. Mocking laughter echoes throughout the tiny room and the spirit once more flashes across the battlefield, this time passing through the walls and into the much larger crypt to the north of the graveyard. The ground shudders and the small windows of the crypt are filled with flickering green light.*

The Coronal is now in Zone B and has his full starting hit points. The Emerald Eye summons a mud lasher, which appears in Zone C. (If there are 6 PCs, then two mud lashers are summoned.) These monsters then delay until the PCs enter the main tomb, unless the PCs refuse to enter, in which case they eventually come out, with the lashers leading the way.

The lacedons strike and retreat so that they can use *prepare for sacrifice* followed by *for the master*. Outside, they can gain concealment by moving straight up into the murky water to an elevation of 4 squares. They can also use cover (such as from blocking terrain) to make a Stealth check.

The mud lashers protect the Coronal. At Paragon tier one of the lashers always stays within 5 squares so that the Coronal can use *die for me* to redirect damage from himself to the lasher.

The PCs can flee this encounter by leaving the map in any direction (including straight up). The monsters do not pursue fleeing characters. A character may not return to the encounter once he or she has fled.

## THE EMERALD EYE

The artifact is broken into shards, divided among the Coronal and the mud lasher(s). The PCs need all the shards to reassemble and take control of the *emerald eye*. They can achieve this in one of two ways. If the Coronal and all the lashers are dead, then assembling the item is easy and requires no skill checks. However, the shards from the lashers can also be used after killing them but before the Coronal has been defeated, and doing so may allow the PCs to achieve a complete success without having to kill every single monster first.

A mud lasher, when killed, releases a single shard of green gemstone that floats in the square where the lasher died. A character in or adjacent to that square can grab the shard as a minor action. These shards are the right size and shape to fit into the emerald fragment that beats inside the Coronal's ghostly chest. If there are 4 or 5 PCs, there is one shard from the mud lasher and a second shard in the Coronal's coffin (Zone A). If there are 6 PCs, then both shards come from mud lashers.

A character who picks up a shard from a dead mud lasher instantly knows that this is a piece of the gemstone embedded within the Coronal's ghostly form, and understands what he or she needs to do to fuse the shard with the emerald eye and then how to free the artifact.

**Fusing a Shard:** A PC adjacent to the Coronal with a shard in hand can jab the shard into the Coronal's chest as a standard action with a Moderate DC Acrobatics or Athletics check. On a success, the shard fuses with the emerald inside the Coronal. This causes the Coronal to lose his insubstantial trait (save ends).

**Rip it Out:** Once at least one of the two shards has been fused with the emerald as described above, any character adjacent to the Coronal can rip the artifact out of the Coronal's body with a Hard DC Athletics check as a standard action. This provokes opportunity attacks. On a success, the PC ends up with the gemstone, the Coronal is immediately reduced to 0 hit points, and any remaining undead are destroyed. The artifact is the real mastermind, not the ghost. If the PCs kill the Coronal while there are still lashers alive, they fight on, but you can call the combat for time if necessary at this point. Obtaining the *emerald eye* is the primary objective here.

The PC who picks up the *emerald eye* hears a voice whispering in his or her head. The voice is friendly and flattering, thanking the PC for rescuing the artifact from “that horrible, evil, insane, undead THING” and praising the PC for being so brave and strong. If the PC attempts to give the item to a different character then the voice begs and pleads with the PC not to let it go; it says that the two of them are destined to do great things together.

The artifact can make a mental “suggestion” (AL + 10 vs. Will) against the PC to compel the PC not to give it up; however, to the PC this is not perceived as an attack, merely as the character changing his or her mind.

## ENDING THE ENCOUNTER

The encounter ends when the PCs leave the battlefield or are defeated.

**Total success:** The PCs destroyed the Coronal and recovered the *emerald eye of Kyrion*. The undead attacks against Myth Nantar cease immediately. The PCs earn two (2) reward shares.

**Partial success:** The PCs destroyed all the drowned ones and lacedons (but not the Coronal). They have bought some time for the clerics of Myth Nantar to tend to the wounded, but the undead attacks will resume eventually. The PCs earn one (1) reward share.

**Failure:** The PCs fled before achieving at least a partial success. They do not earn any reward shares.

## CONSEQUENCES

If the PCs are victorious, they can use some of the power of the *emerald eye* in a later mission. Give them the “Victory” condition listed below. Remember which PC picked up the artifact; this matters in Mission 2.2.

Fragment of the <i>Emerald Eye of Kyrion</i>	Victory
<i>This powerful artifact has been the cause of war, strife, and discord for centuries, but you managed to chip off a shard.</i>	
<b>Special Consumable</b>	
<b>Attack Power (psychic) ♦ Consumable (Standard Action)</b>	
Make an attack: Ranged 10 (one creature); AL + 5 vs. Will	
<b>Hit:</b> If the target is a minion, it is dominated (save ends, and the minion takes a -5 penalty on its saving throws against this effect). If the target is not a minion, it is dazed and takes ongoing 5 psychic damage (save ends both).	
<b>Paragon Tier:</b> Dazed and ongoing 10 psychic damage (save ends both).	
<b>Reference:</b> Mission 2.1 Success	

If the PCs failed, then the cultists use the *emerald eye* to dominate a randomly-determined character at the beginning of Mission 2.2 (no attack roll required).

Fragment of the <i>Emerald Eye of Kyrion</i>	Defeat
<i>This powerful artifact has been the cause of war, strife, and discord for centuries, and now it is in the hands of the Cult of Dagon.</i>	
<b>Battlefield Effect</b>	
<b>Instantaneous ♦ Beginning of Mission 2.2</b>	
Roll randomly to choose one PC as the target of this effect, but do not reveal the effect until after the players have set up their miniatures and rolled initiative at the start of the mission.	
<b>Effect:</b> The chosen PC begins the mission dominated (save ends). <b>Paragon Tier:</b> The chosen PC takes a -2 penalty on its saving throws to end this effect.	
<b>Reference:</b> Mission 2.1 Failure	

## MISSION 21: THE EMERALD EYE

Emerald Eye Mud Lasher	Brute
Medium elemental magical beast (aquatic, earth, water)	XP Standard
HP [     ]; <b>Bloodied</b> [     ]	Init 2 [+     ]
AC [     ], <b>Fortitude</b> [     ], <b>Reflex</b> [     ], <b>Will</b> [     ]	Per 7 [+     ]
Immune disease, poison	Low-light vision
Speed 5, swim 5	
TRAITS	
<b>Aquatic</b>	
The mud lasher can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
<b>Relentless Assault</b>	
The mud lasher gains a +2 bonus to attack rolls against slowed or immobilized creatures..	
STANDARD ACTIONS	
<b>m Slam • At-Will</b>	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [B:     ] damage, and the target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends).	
<b>M Drowning Slam • Recharge</b> if the power misses	
Attack: Melee 1 (one creature); 3 [+     ] vs. Fortitude	
Hit: [B:     ] damage, and ongoing [ 5 / 10 / 15 ] damage (save ends).	
TRIGGERED ACTIONS	
<b>Amorphous Body • Encounter</b>	
Trigger: The mud lasher is hit by a melee attack.	
Effect (Immediate Reaction): The mud lasher shifts up to 3 squares.	
Str 4 [+     ]     Dex 2 [+     ]     Wis 2 [+     ]	
Con 1 [+     ]     Int -1 [+     ]     Cha 0 [+     ]	
<b>Alignment</b> Chaotic evil <b>Languages</b> Primordial	
<b>Source:</b> <i>Monster Manual 2</i> and other sources (mud lasher; updated and modified)	

**Level:** Equal to the AL

**Level** = [+     ] (attacks, defenses)

**Half Level** = [+     ] (skills, abilities)

**HP:** (10 x Level) + 23; **Bloodied:** (5 x Level) + 11

**AC:** Level + 12; **Fort:** Level + 13; **Ref:** Level + 11; **Will:** Level + 11

At Paragon tier, add the following:

STANDARD ACTIONS
<b>C Torrent of Mud • At-Will</b>
Attack: Close blast 3 (enemies in the blast); 3 [+     ] vs. Fortitude
Hit: [D:     ] damage, and the target falls prone.
TRIGGERED ACTIONS
<b>Last Gasp • Encounter</b>
Trigger: The mud lasher is reduced to 0 hit points.
Effect (No Action): The mud lasher shifts up to 5 squares, recharges <i>drowning slam</i> , and uses it against an adjacent enemy.

Sodden Lacedon	Lurker
Medium natural humanoid (aquatic, undead)	XP Standard
HP [     ]; <b>Bloodied</b> [     ]	Init 4 [+     ]
AC [     ], <b>Fortitude</b> [     ], <b>Reflex</b> [     ], <b>Will</b> [     ]	Per 5 [+     ]
Speed 6, swim 6	Low-light vision
TRAITS	
<b>Aquatic</b>	
The ghoul does not need to breathe. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
<b>Shadow Skulk</b>	
The ghoul can make a Stealth check to become hidden when it has cover or concealment instead of needing superior cover or total concealment.	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [D:     ] damage and the target is immobilized (save ends).	
<b>M Prepare for Sacrifice • At-Will</b>	
Attack: Melee 1 (one creature the ghoul was hidden from at the start of the ghoul's turn); 5 [+     ] vs. AC	
Hit: [A:     ] damage, and the ghoul knocks the target prone and grabs it (escape DC Moderate). The target takes a -2 penalty to escape the grab and cannot stand up until the grab ends.	
<b>M For the Master • At-Will</b>	
Attack: Melee 1 (one prone creature grabbed by the ghoul); 5 [+     ] vs. AC	
Hit: [C:     ] damage.	
<b>Skills</b> Acrobatics 9 [+     ], Stealth 9 [+     ]	
Str 1 [+     ]     Dex 4 [+     ]     Wis 2 [+     ]	
Con 2 [+     ]     Int 0 [+     ]     Cha 0 [+     ]	
<b>Alignment</b> Chaotic evil <b>Languages</b> Common	
<b>Source:</b> <i>Monster Manual 3</i> (ghoul flesh seeker) with aquatic keyword	

**Level:** Equal to the AL

**Level** = [+     ] (attacks, defenses)

**Half Level** = [+     ] (skills, abilities)

**HP:** (6 x Level) + 21; **Bloodied:** (3 x Level) + 10

**AC:** Level + 14; **Fort:** Level + 10; **Ref:** Level + 12; **Will:** Level + 11

At Paragon tier, add the following:

TRAITS
<b>Drowning Embrace</b>
A creature that ends its turn grabbed by the ghoul takes [ 10 / 15 ] damage.
MINOR ACTIONS
<b>M Mouthful of Flesh • At-Will</b> (1/round)
Attack: Melee 1 (one immobilized, stunned, or unconscious creature); 5 [+     ] vs. AC
Hit: [A:     ] damage.

**Source:** *Dungeon 183* (lacedon) with mechanical revisions



# MISSION 21: THE EMERALD EYE

Ghost of Coronal Essyl Merynth	Controller
Medium shadow humanoid (aquatic, undead)	XP Standard
HP [     ]; <b>Bloodied</b> [     ]	Init 2 [+     ]
AC [     ], <b>Fortitude</b> [     ], <b>Reflex</b> [     ], <b>Will</b> [     ]	Per 7 [+     ]
Speed 0, fly 6 (hover), swim 6	Darkvision
Immune daze, disease, dominate, poison, stun	
Saving Throws +2; Action Points 1	
TRAITS	
<b>Aquatic</b>	
The ghost does not need to breathe. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
<b>Insubstantial</b>	
The ghost takes only half damage from any damage source except those that deal force damage.	
STANDARD ACTIONS	
m <b>Spirit Touch</b> (necrotic) • <b>At-Will</b>	
Attack: Melee 1 (one creature); 3 [+     ] vs. Reflex	
Hit: [A:     ] necrotic damage.	
R <b>Death's Visage</b> (fear, psychic) • <b>At-Will</b>	
Attack: Ranged 5 (one creature); 4 [+     ] vs. Will	
Hit: [A:     ] necrotic damage.	
Effect: The target takes a -2 penalty to all defenses (save ends).	
C <b>Terrifying Shriek</b> (fear, psychic) • <b>Recharge</b> 5 6	
Attack: Close burst 5 (enemies in the burst); 4 [+     ] vs. Will	
Hit: [D:     ] psychic damage, the ghost pushes the target up to 5 squares, and the target is immobilized (save ends).	
TRIGGERED ACTIONS	
<b>How Dare You!</b> • <b>Encounter</b>	
Trigger: An enemy hits or misses the ghost with a melee attack.	
Effect (Immediate Interrupt): The ghost teleports 3 squares, uses <i>death's visage</i> against the triggering enemy, and is phasing until the end of its next turn.	
Skills Stealth 7 [+     ]	
Str 2 [+     ]     Dex 2 [+     ]     Wis 2 [+     ]	
Con 1 [+     ]     Int 1 [+     ]     Cha 3 [+     ]	
Alignment Chaotic evil     Languages Common, Elven	
Equipment fragment of the <i>emerald eye</i> of Kyrion	
Source: <i>Dungeon Magazine</i> 191 (wailing ghost) with sea elf traits and additional powers to represent the effect of the <i>emerald eye</i> fragment	
Level: Equal to the AL + 1 (AL 2-16) or equal to the AL + 2 (AL 18, 20)	
Level = [+     ] (attacks, defenses)	
Half Level = [+     ] (skills, abilities)	
HP: (6 x Level) + 13; <b>Bloodied</b> : (3 x Level) + 6	
AC: Level + 12; <b>Fort</b> : Level + 11; <b>Ref</b> : Level + 11; <b>Will</b> : Level + 12	
At Paragon tier, add the following powers to the ghost:	
TRAITS	
<b>Equal and Opposite Reaction</b>	
The ghost may take two immediate actions per round, but only one on any particular opponent's turn.	
TRIGGERED ACTIONS	
C <b>Die for Me</b> • <b>At-Will</b>	
Trigger: The ghost is hit by an attack.	
Effect (Immediate Interrupt): The damage dealt by the triggering attack is instead dealt to one of the ghost's allies within a close burst 5. The triggering attack's damage is calculated as if it had hit the new target directly (so the ghost's insubstantial trait <u>does not</u> apply).	
If it survives the damage, the ally to whom the damage was redirected may then make a melee basic attack.	

Drowned One	Minion Soldier
Medium natural animate (aquatic, undead)	XP Minion
HP 1; a missed attack never damages a minion	Init -2 [+     ]
AC [     ], <b>Fortitude</b> [     ], <b>Reflex</b> [     ], <b>Will</b> [     ]	Per -1 [+     ]
Speed 4, swim 8	
TRAITS	
<b>Aquatic</b>	
The zombie does not need to breathe. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m <b>Slam</b> • <b>At-Will</b>	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [G:     ] damage.	
Str 2 [+     ]     Dex -2 [+     ]     Wis -1 [+     ]	
Con 1 [+     ]     Int -4 [+     ]     Cha -2 [+     ]	
Alignment Unaligned     Languages --	
Source: <i>Open Grave</i>	
Level: Equal to the AL - 1	
Level = [+     ] (attacks, defenses)	
Half Level = [+     ] (skills, abilities)	
HP: (6 x Level) + 22; <b>Bloodied</b> : (3 x Level) + 11	
AC: Level + 14; <b>Fort</b> : Level + 11; <b>Ref</b> : Level + 12; <b>Will</b> : Level + 13	
The drowned one gains no additional powers at Paragon tier.	
<b>The ghost wields the following implement at all ALs.</b>	
All of the ghost's standard action attack powers are considered implement powers for this purpose, but the ghost does not add the item's enhancement bonus to its attack rolls and damage rolls <u>unless</u> the PCs adopted the Glory stance for this encounter.	
The +1 item bonus to fear and charm attacks has <u>already</u> been added to the ghost's statistics block. The ghost may use the item's attack power and benefits from the item's bonus critical hit damage if it scores a critical hit with any of its attack powers (including <i>spirit touch</i> ). <u>For the ghost only</u> , the item also grants immunity to daze, dominate, and stun.	
If a PC claims the item after the battle, he or she may use it for the rest of the adventure with the listed game statistics (enhancement bonus equal to the number of d6's of crit damage at the AL, e.g. +2 at AL 6-10). There is a Story Award and a Treasure relating to this item at the end of the adventure.	
Fragment of the Emerald Eye of Kyrion	Artifact
This artifact has been involved in more wars and coups than can be imagined.	
Implement: Can function as any implement	
Enhancement Bonus: Attack rolls and damage rolls	
Critical: +1d6 damage (AL 2, 4); +2d6 damage (AL 6, 8, 10); +3d6 damage (AL 12, 14); +4d6 damage (AL 16, 18, 20)	
Property	
You gain a +1 item bonus to the attack rolls of fear powers and charm powers used with this implement.	
Property	
When you use an attack power with this implement that deals necrotic damage, you ignore the first [ 5 / 10 / 15 ] points of the target's necrotic resistance, if any.	
Attack Power (Fear) ♦ Daily (No Action)	
Trigger: You hit a creature with an attack using this implement.	
Effect: You push the target up to its speed. If the target ends its turn closer to you than where it started the turn, you regain the use of this power.	
Reference: based on <i>skull of terror</i> ( <i>The Book of Vile Darkness</i> )	



## MISSION 2.2: CULT OF DAGON

The cult of Dagon has begun a ritual to unlock the Wave Gate and allow their master to come through. The PCs must take the fragments of the *emerald eye of Kryon* and use them to strengthen the mythal's magic and counter the cultists' ritual, while also dealing with the powerful cult leaders.

**Special Thanks:** The monsters in this encounter are updated versions of the same creatures that appear in the most excellent adventure *The Last Breaths of Ashenport* by Ari Marmell (*Dungeon* 156). That adventure isn't set in the Forgotten Realms and has nothing to do with this adventure but it is one of my personal favorite *Dungeon* adventures of all time. Highly recommended!

### BRIEFING

The cultists have suborned the power of the mythal to create a barrier of protection around the Whirlpool Gate, which Dagon intends to use to enter Myth Drannor. However, the fragments of the *emerald eye of Kryon* that the PCs recovered during Mission 2.1 can be used to disrupt the cultists' ritual.

The PCs' main objective is to place the three shards in the three locations specified: One on the status of Dagon itself, and another on each of the two small (one-square) menhirs that are diagonally 2 squares away from the menhir containing the statue. The fragments of the emerald are mounted on top of the poles of three battle standards (like spear tips); driving the standard into the ground drives that piece of the emerald eye into the ground and activates both the power of the battle standard (to benefit the PCs) and the power of the relic (to disrupt the cultists' ritual).

Once all three shards have been placed and activated, the ritual is neutralized, allowing the PCs to pass through to the Whirlpool Gate to confront Dagon. If the PCs can also kill the three cult leaders, then that would truly break the back of the cult in Myth Nantar.

**Important Note:** For the rest of this mission the term "relic" refers to a magical *battle standard* with a fragment of the *emerald eye of Kryon* attached (like a spear tip). The three shards have the power of a *battle standard of might*, a *battle standard of the vanguard*, and a *battle standard of healing*, respectively. The players can decide which PC is carrying which shard. The power of each shard does not activate until that shard is planted (and it goes away if the cultists pull the shard up). Rather than worrying about areas of effect, all PCs get the benefit of all the active *battle standards* anywhere on the map.

The PCs have three relics to place in this mission. The power of the *emerald eye* can be used to disrupt the cultists' ritual and restore power to the mythal, but the relics have to be placed in exactly the right spots in order to influence the ley lines and the flow of magic.

Each relic has to be carried by a different character. Their magic is too powerful and the relics would interfere with each other if a single PC were to carry more than one at a time. Make sure you know which PC is carrying which relic, because as soon as the PCs activate their first relic, the monsters all know who's carrying the other two relics, and they will focus fire on those characters. A PC can hand a relic to another PC as a move action, or drop one on the ground as a minor action, or pick one up off the ground as a minor action.

In addition to channeling energy from the cult back to the mythal, when activated each relic functions like a *battle standard*, providing benefits to the PCs. Each relic has a different effect, and they are cumulative. For simplicity's sake, and so that the PCs can actually benefit, each battle standard's aura covers the entire battlefield once it has been placed - the PCs get the listed benefit no matter where they are on the map.

### OBJECTIVES

The PCs must place and activate all three relics to neutralize the cult's ritual and unlock the sealed Wave Gate. As a secondary objective, if the PCs are able to kill the Tendril of Dagon, the Voice of Dagon, and the Wrath of Dagon, then the cult will be crippled without its leaders and unlikely to return as a threat to Myth Nantar anytime soon.

Remember to ask the table captain what stance the party wishes to assume for this battle (normal, aggressive, or glory-seeking).

**Timing Note:** The players have exactly 60 minutes to complete this mission. Remind the players that their primary objective is to place and activate the artifacts. Killing cultists is a bonus, not a requirement. However, some tables will have movement powers and other tricks allowing them to place all three shards very quickly. That's okay if it happens; the PCs still have a reason to keep fighting, to get the bonus for killing all of the cult's leaders.

### FEATURES OF THE AREA

Use Map 8 for this encounter. This is NOT an underwater combat, so the effects of the aquatic keyword are not listed for the monsters.

**Illumination:** The battlefield is brightly lit by the glowing statue of Dagon.

**Menhirs:** All the menhirs shown on the map are flat-topped, 10 feet (2 squares) high, blocking terrain. Characters can climb the side of a menhir with a DC 15 Athletics check.

**Gravity Well:** The statue of Dagon creates a field of energy that prevents PCs from flying higher than 4 squares above the ground. Otherwise certain tables would be able to win the encounter by nuking everything from orbit, which wouldn't be much fun. Any character that moves to a height of 5 squares or greater is automatically dragged back down to a height of 4 squares at the conclusion of the movement.

## HEROIC TIER (AL 2, 4, 6, 8, 10)

The following monsters are on the battlefield when the PCs arrive:

- 2 fish-men of Dagon slayers (level AL)
- 4 fanatic cultists of Dagon (level AL – 1)
- 1 The Tendril of Dagon (level AL – 1)
- 1 The Voice of Dagon (level AL – 1)
- 1 The Wrath of Dagon (level AL – 1)

### SETUP

Use Map 2 for this encounter. Set the field up as follows:

**Zone B:** 1 slayer, 2 fanatics

**Zone C:** Voice of Dagon (on the menhir next to the statue), Tendril of Dagon (on the ground to one side), Wrath of Dagon (on the ground to the other side).

**Zone D:** 1 slayer, 2 fanatics

**Zone A and Zone E:** PCs (divided as they see fit)

**Important:** Make sure the players know which menhirs are their objectives for placing and activating the artifacts. The challenge for the players here is not intended to be guessing where to put the relics.

### SCALING

Adjust the starting forces for larger or smaller parties:

**Four PCs:** Remove one of the slayers from either Zone B or Zone D. Remove the two fanatics from the other zone (so you have a slayer in one zone and two fanatics in the other zone to start with).

**Six PCs:** Add another slayer (in either Zone B or Zone D).

### REINFORCEMENTS

All reinforcements are cumulative, and have the same level as the original creatures of the same type.

**Normal:** 2 fanatic cultists of Dagon arrive at the end of every combat round. They alternate between entering from Zone A and Zone B.

**Aggressive:** When the first elite monster is killed (Tendril, Voice, or Wrath) it rises on its initiative count one round later as a fish-man slayer. The new fish-man slayer has the same statistics as the other slayers and starts at full hit points.

**Glory:** Increase the level of the three elite monsters by 1 (so their level is equal to the AL instead of AL – 1).

## PARAGON TIER (AL 12, 14, 16)

Each group of cultists consists of 5 members instead of 4 (do not add any more cultists to start with, but every other round of reinforcement cultists should be 3 instead of 2). Add the Paragon tier effects to the fish-men and the three elites. Variable ongoing damage is 10 points at this tier.

## PARAGON TIER (AL 18, 20)

Each group of cultists consists of 6 members instead of 4 (so add 2 cultists to the initial set of monsters, and every round of reinforcement cultists should be 3 instead of 2). Add the Paragon tier effects to the fish-men and the three elites. Variable ongoing damage is 15 points at this tier.

## BEGINNING THE ENCOUNTER

Set up the initial monsters before the players set up their miniatures. Then the players get to set up however they want in their starting zones. The PCs can make Stealth checks since they initially have concealment from the cultists. Read the following:

*Cultists dance madly around a glowing statue of Dagon. The fish-men and fanatics are clearly supposed to be on guard while the leaders perform the ritual, but they are entranced by the proceedings and do not seem to have noticed your approach.*

Roll initiative. If the PCs are able to maintain stealth, they can gain a surprise round. If some of the PCs want to use the surprise round to move closer without attacking, they can try. PCs who do not wish to risk breaking the group's stealth may refrain from taking actions while the sneaky characters are doing their thing. Once anybody attacks, the monsters are alerted.

## PLACING THE ARTIFACTS

The PCs have three items that they need to activate, and three targets to place them on. The main target is the menhir containing the statue of Dagon itself. Any of the squares on the menhir containing the statue count for this purpose. The other two targets are the two 1-square

menhirs that form a diagonal line with the statue of Dagon, each of which is 2 squares away from the menhir containing the statue.

To place a relic, a PC must climb up onto the target menhir and use a standard action to plant the relic (each relic functions like a different battle standard, so this action also activates the relic's power. See Handout @XXX for details).

Once a relic has been activated, it remains activated unless a monster enters its square uses a standard action to uproot it. The elite monsters and the fish-men will not do this - they are focused on fighting the PCs. The fanatics, on the other hand, will run toward activated relics and attempt to uproot them. If a PC stands in the square with the relic, then the monsters first have to knock that PC unconscious or use forced movement effects to free up the square before they can enter the square and uproot that relic. This should make it easier for the PCs to protect the relics they've planted, while also limiting their movement options.

If a fanatic uproots a relic, the fanatic then attempts to run away with it. This game of "capture the flag" ends when the PCs kill that fanatic, who drops the relic in his square. The PCs can then reclaim it and attempt to plant it again. Assume that the battlefield is infinite in all directions for purposes of the PCs chasing down fleeing fanatics carrying stolen relics.

When the PCs plant their first relic, read the following:

***Waves of energy ripple from the spot where you drove the fragment of the emerald eye into the ground. The barrier flickers for a moment before steadying.***

***The cultists' eyes glow as their maddened brains are filled with otherworldly knowledge! They stare right at [the PCs carrying the other two shards] - Dagon must have made them aware of the other relics you carry and what these items can do. They track your movements like a dog watching a bone.***

**Optional Complication:** If the PCs have been having a relatively easy time up to this point, then you can increase the challenge of this encounter. When the first relic is placed, the *emerald eye* activates and dominates the PC who claimed it during Mission 2.1 (if the table succeeded at that mission). The voice in the PC's mind demands that the character submit to the will of Dagon. As an immediate interrupt the PC makes a melee basic attack against his or her nearest ally. The character is then dominated (save ends).

When the PCs plant their second relic, read the following:

***The cultists grow increasingly frantic as the protective barrier around the garden containing the Whirlpool Gate begins to waver.***

When the PCs plant their third and final relic, read the following:

***The barrier shatters, as does the statue of Dagon. The cultists wail in fury and frustration. Now they have nothing left to live for other than to kill you and offer your flayed bodies to their demon lord.***

## TACTICS

The cultists initially focus on dealing with the intruders. When the PCs place the first relic, the cultists realize that the PCs are attempting to mess up their ritual. The cultists then start focusing their attacks on the two PCs carrying the other two relics. (Once the first relic has been activated, the cultists have an unerring ability to sense who is carrying a relic.)

The cultists fight to the death. The PCs can flee by leaving the map on either the Zone A end or the Zone E end. The cultists do not pursue fleeing PCs, but once a character leaves the encounter, he or she cannot return.

In the event of a TPK, the PCs who don't fail at the mission are able to rescue the PCs who do fail, allowing them to be raised in time to participate in the final battle. If everyone gets wiped out in this encounter, then Dagon wins.

## ENDING THE ENCOUNTER

The encounter ends when all of the PCs leave the battlefield or all of the PCs remaining on the battlefield have been defeated.

**Total success:** The PCs placed and activated all three relics before time expired. They earn two (2) reward shares.

**Bonus:** The PCs killed the three elite cult leaders (Tendril, Voice, and Wrath of Dagon) before time expired. It does not matter how many fanatics and fish-men were or were not killed. The PCs earn +1 reward share as a bonus.

**Failure:** The PCs fled or were defeated before placing and activating all three relics. They receive no reward shares unless they killed the three elites first (unlikely, but not impossible when factoring in reinforcements and more aggressive battle stances).

## MISSION 2.2: CULT OF DAGON

Fanatic Cultist of Dagon	Minion Skirmisher
Medium natural humanoid, human	XP Minion
HP 1; a missed attack never damages a minion	Init 6 [+ ]
AC [ ], Fortitude [ ], Reflex [ ], Will [ ]	Per -1 [+ ]
Speed 6	
Immune fear	
STANDARD ACTIONS	
m Flail • At-Will	
Attack: Melee 1 (one creature); 5 [+ ] vs. AC	
Hit: [G: ] damage.	
Effect: The fanatic can shift 1 square to a square adjacent to the target.	
TRIGGERED ACTIONS	
Hate • At-Will	
Trigger: An enemy within 5 squares drops an ally of the fanatic to 0 hit points.	
Effect (Immediate Reaction): The fanatic shifts up to 5 squares and uses flail against the triggering enemy.	
Skills Athletics 11 [+ ]	
Str 6 [+ ]	Dex 4 [+ ]
Con 3 [+ ]	Int 0 [+ ]
	Wis -1 [+ ]
	Cha 3 [+ ]
Alignment Chaotic evil	Languages Abyssal, Deep Speech
Equipment flail, robes	
Source: <i>The Book of Vile Darkness</i> (nhagruul fanatic)	

Level: Equal to the AL - 1

Level = [+ ] (attacks, defenses)

Half Level = [+ ] (skills, abilities)

AC: Level + 14; Fort: Level + 14; Ref: Level + 12; Will: Level + 11

Fish-Man of Dagon, Slayer	Lurker
Medium aberrant humanoid (aquatic)	XP Standard
HP [ ]; Bloodied [ ]	Init 9 [+ ]
AC [ ], Fortitude [ ], Reflex [ ], Will [ ]	Per 7 [+ ]
Speed 6, swim 8	Low-light vision
Resist 5 acid, 5 cold, 5 poison	
Paragon Tier: resist 10 acid, 10 cold, 10 poison	
Saving Throws +2 to escape, and against immobilize, restrain, and slow	
TRAITS	
O Vile Stench (poison) • Aura 2	
Enemies in the aura take a -2 penalty to attack rolls.	
Combat Advantage	
The slayer deals +1d8 damage against creatures granting combat advantage to it.	
The Light, it Burns Us!	
When the slayer takes radiant damage, it grants combat advantage and suffers a -2 penalty on attack rolls until the end of its next turn.	
STANDARD ACTIONS	
m Rusty Rapier (poison, weapon) • At-Will	
Attack: Melee 1 (one creature); 5 [+ ] vs. AC	
Hit: [A: ] damage plus 5 poison damage.	
Effect: The target grants combat advantage until the end of its next turn.	
Skills Stealth 11 [+ ]	
Str 3 [+ ]	Dex 6 [+ ]
Con 3 [+ ]	Int 0 [+ ]
	Wis 2 [+ ]
	Cha 0 [+ ]
Alignment Chaotic evil	Languages Abyssal, Deep Speech
Equipment rusty rapier	
Source: <i>Dungeon</i> 156 (updated and modified)	

Level: Equal to the AL

Level = [+ ] (attacks, defenses)

Half Level = [+ ] (skills, abilities)

HP: (6 x Level) + 23; Bloodied: (3 x Level) + 11

AC: Level + 14; Fort: Level + 11; Ref: Level + 14; Will: Level + 11

## MISSION 2.2: CULT OF DRAGON

Wrath of Dagon	Elite Soldier
Medium elemental magical beast (aquatic)	XP Elite
HP [     ]; Bloodied [     ]	Init 7 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 9 [+     ]
Speed 8, climb 4, swim 10	Low-light vision
Resist [ 10 / 15 / 20 ] poison	
Saving Throws +2; Action Points 1	
TRAITS	
○ <b>Disorienting Pheromone</b> (poison) • <b>Aura 5</b>	
Enemies in the aura take a -1 penalty to Will.	
Paragon Tier: -2 penalty to Will	
<b>Leaping Horror</b>	
The Wrath can make long and high jumps as though it had a running start, even if it does not. It gains a +5 racial bonus to Athletics checks made to jump.	
<b>The Light, it Burns Us!</b>	
When the Wrath takes radiant damage, it grants combat advantage and suffers a -2 penalty on attack rolls until the end of its next turn.	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [A:     ] damage, and ongoing [ 5 / 10 / 15 ] poison damage (save ends).	
<b>M Snapping Claws • At-Will</b>	
Effect: The Wrath makes two claw attacks.	
<b>C Wrathful Pheromone</b> (charm) • <b>Encounter</b>	
Attack: Close burst 3 (enemies in the burst); 3 [+     ] vs. Will	
Hit: The target uses a free action to make a basic attack against its nearest ally. If no ally is within range of a basic attack, the target is dominated (save ends).	
TRIGGERED ACTIONS	
<b>Koalinth Resilience • Encounter</b>	
Attack: The warlord or an ally within 5 squares of it is subjected to an effect that a save can end.	
Effect (Immediate Reaction): The creature subjected to the effect can make a saving throw against it.	
Skills Athletics 11 [+     ]	
Str 6 [+     ]     Dex 5 [+     ]     Wis 4 [+     ]	
Con 6 [+     ]     Int 2 [+     ]     Cha 2 [+     ]	
Alignment Chaotic evil     Languages Abyssal, Deep Speech	
Source: <i>Dungeon</i> 156 (updated and modified)	

Level: Equal to the AL - 1

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (16 x Level) + 60; Bloodied: (8 x Level) + 30

AC: Level + 16; Fort: Level + 14; Ref: Level + 13; Will: Level + 13

At Paragon tier, add the following:

STANDARD ACTIONS
<b>C Fearful Pheromone</b> (fear, psychic) • <b>Encounter</b>
Attack: Close burst 3 (enemies in the burst); 3 [+     ] vs. Will
Hit: [D:     ] psychic damage, and the target moves its speed away from the Wrath as a free action.
Effect: The target takes a -2 penalty to attack rolls (save ends).
<b>C Somnolent Pheromone</b> (sleep) • <b>Encounter</b>
Attack: Close burst 1 (enemies in the burst); 3 [+     ] vs. Will
Hit: The target falls asleep (save ends). Any damage automatically awakens the target.

Tendrill of Dagon	Elite Controller
Medium elemental magical beast (aquatic)	XP Elite
HP [     ]; Bloodied [     ]	Init 2 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 6 [+     ]
Speed 8, climb 4, swim 10	Low-light vision
Resist [ 10 / 15 / 20 ] poison	
Saving Throws +2; Action Points 1	
TRAITS	
<b>Tentacle Snare</b>	
When the Tendril moves, all creatures grabbed by it are pulled with it.	
<b>Threatening Reach</b>	
The Tendril can make opportunity attacks against creatures within 2 squares of it.	
<b>The Light, it Burns Us!</b>	
When the Tendril takes radiant damage, it grants combat advantage and suffers a -2 penalty on attack rolls until the end of its next turn.	
STANDARD ACTIONS	
<b>m Tentacles • At-Will</b>	
Requirement: The tentacle must have fewer than two creatures grabbed.	
Attack: Melee 2 (one creature); 5 [+     ] vs. AC	
Hit: [A:     ] damage, and the target is pulled up to 1 square to a square adjacent to the Tendril and grabbed (escape DC Moderate). Creatures take a -2 penalty on checks made to escape.	
<b>C Ink Cloud</b> (poison) • <b>Encounter</b>	
Attack: Close burst 3 (enemies in the burst); 3 [+     ] vs. Fortitude	
Hit: [F:     ] poison damage.	
Effect: The tendril gains concealment until the end of its next turn.	
MINOR ACTIONS	
<b>M Beak • At-Will</b>	
Attack: Melee 1 (one creature grabbed by the Tendril);	
5 [+     ] vs. AC	
Hit: [B:     ] damage.	
Skills Athletics 11 [+     ]	
Str 6 [+     ]     Dex 2 [+     ]     Wis 1 [+     ]	
Con 4 [+     ]     Int 0 [+     ]     Cha 1 [+     ]	
Alignment Chaotic evil     Languages Abyssal, Deep Speech	
Source: <i>Dungeon</i> 156 (updated and modified)	

Level: Equal to the AL - 1

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (16 x Level) + 50; Bloodied: (8 x Level) + 25

AC: Level + 14; Fort: Level + 14; Ref: Level + 12; Will: Level + 10

At Paragon tier, add *ink recharge* and replace *beak* with *vicious beak*.

MINOR ACTIONS
<b>M Vicious Beak • At-Will</b>
Attack: Melee 1 (one creature grabbed by the Tendril);
5 [+     ] vs. AC
Hit: [B:     ] damage, and ongoing [ 10 / 15 ] damage (save ends).
TRIGGERED ACTIONS
<b>Ink Recharge • Encounter</b>
Trigger: The Tendril is first bloodied.
Effect (Free Action): The Tendril's <i>ink cloud</i> power recharges, and the tendril uses it.

## MISSION 2.2: CULT OF DAGON

Voice of Dagon	Elite Artillery
Medium elemental magical beast (aquatic)	XP Elite
HP [     ]; <b>Bloodied</b> [     ]	<b>Init</b> 7 [+     ]
AC [     ], <b>Fortitude</b> [     ], <b>Reflex</b> [     ], <b>Will</b> [     ]	<b>Per</b> 9 [+     ]
Speed 8, climb 4, swim 10	Low-light vision
<b>Resist</b> [ 10 / 15 / 20 ] poison	
<b>Saving Throws</b> +2; <b>Action Points</b> 1	
TRAITS	
<b>O Riptide</b> (poison) • <b>Aura</b> 3	
Enemies treat squares within the aura as difficult terrain.	
<b>Dagon's Proxy</b>	
Against a chaos-touched target, the Voice gains a +2 bonus to attack rolls and deals [ +2d6 / +3d6 / +4d6 ] damage with its attacks.	
<b>The Light, it Burns Us!</b>	
When the Voice takes radiant damage, it grants combat advantage and suffers a -2 penalty on attack rolls until the end of its next turn.	
STANDARD ACTIONS	
<b>m Tentacle</b> • <b>At-Will</b>	
<b>Attack:</b> Melee 1 (one creature); 5 [+     ] vs. AC	
<b>Hit:</b> [A:     ] damage, and the target is chaos-touched (save ends).	
<b>r Chaos Spit</b> • <b>At-Will</b>	
<b>Attack:</b> Ranged 10 (one creature); 5 [+     ] vs. Reflex	
<b>Hit:</b> [A:     ] damage, and the target is chaos-touched (save ends).	
<b>M/R Lash and Spit</b> • <b>At-Will</b>	
<b>Effect:</b> The Wrath makes two basic attacks.	
<b>A Frigid Burst</b> (cold) • <b>Encounter</b>	
<b>Attack:</b> Area burst 2 within 20 (enemies in the burst); 5 [+     ] vs. Reflex	
<b>Hit:</b> [D:     ] cold damage, and the target is chaos-touched and immobilized (save ends both).	
TRIGGERED ACTIONS	
<b>Chaos Warp</b> • <b>At-Will</b>	
<b>Trigger:</b> A chaos-touched creature makes an attack roll, ability check, or saving throw and the Voice dislikes the result.	
<b>Effect (Immediate Interrupt):</b> The triggering creature must reroll, and must use the lower of the two results. The triggering creature is no longer chaos-touched.	
<b>Skills</b> Athletics 10 [+     ], Arcana 11 [+     ]	
<b>Str</b> 5 [+     ] <b>Dex</b> 2 [+     ] <b>Wis</b> 6 [+     ]	
<b>Con</b> 4 [+     ] <b>Int</b> 6 [+     ] <b>Cha</b> 4 [+     ]	
<b>Alignment</b> Chaotic evil <b>Languages</b> Abyssal, Deep Speech	
<b>Source:</b> <i>Dungeon</i> 156 (updated and modified)	

**Level:** Equal to the AL - 1

**Level** = [+     ] (attacks, defenses)

**Half Level** = [+     ] (skills, abilities)

**HP:** (12 x Level) + 48; **Bloodied:** (6 x Level) + 24

**AC:** Level + 13; **Fort:** Level + 13; **Ref:** Level + 12; **Will:** Level + 14

At Paragon tier, add the following:

TRAITS
<b>Dagon's Voice Will Not Be Silent</b>
Whenever the Voice ends its turn, any dazing, stunning, or dominating effect on it ends.
STANDARD ACTIONS
<b>R Dominate</b> • <b>Recharge</b> when no creature is dominated by this power
<b>Attack:</b> Ranged 10 (one chaos-touched creature); 3 [+     ] vs. Will
<b>Hit:</b> The target is chaos-touched and dominated (save ends both).
<b>C Venom Spray</b> (poison) • <b>At-Will</b>
<b>Attack:</b> Close blast 3 (enemies in the blast); 3 [+     ] vs. Fortitude
<b>Hit:</b> [D:     ] poison damage, and the target is chaos-touched and takes ongoing [ 5 / 10 / 15 ] poison damage (save ends both).

## MISSION 2.3: THOSE WHO SLEEP BELOW

The final confrontation takes place at the Wave Gate itself, as Dagon sends his aspect through the gate in an attempt to seize control of the mythal and thereby conquer Myth Nantar. The PCs must do battle with an Aspect of Dagon and its most loyal servitors. What even Dagon does not know is that the Eldest, ruler of the Abolethic Sovereignty, has been observing the entire battle from the crashed obelisk-city of Xxiphu. The Eldest has its own reasons for wanting Myth Nantar destroyed, so it sends some of its powerful servitors to join the battle on Dagon's side.

The PCs have an interesting choice to make in this encounter. The Wave Gate has a unique property. If a creature inside Myth Nantar is expelled from the city through the Wave Gate, that creature is permanently banished and can never again enter Myth Nantar. This is so powerful that the city's mages believe it would even be able to affect Dagon himself. In order to push Dagon back out of the gate, however, the PCs would have to let him come all the way through, and the demon lord's power will be much greater if he is allowed to fully manifest his aspect within the city.

During the fight each table must decide if they will allow the aspect to manifest fully (in which case it is a much harder fight, but the rewards for success are correspondingly greater) or take the safer route and destroy the Aspect before it reaches its full power.

### BEGINNING THE ENCOUNTER

*The Whirlpool Gate is already partially open. You are in time, but just barely. Dagon and his doom flayers have already begun to materialize. You must decide quickly if you will let the demon lord pass all the way into the world, or if you want to stop him before he is able to fully manifest.*

Have the players place their miniatures on the map (they can set up anywhere in Zone D). The table must now decide whether they will wait until Dagon has fully manifested or attack him while his Aspect is only partially through the Whirlpool Gate. Based on their selection, prepare Dagon's stat block as either the normal version (if they don't let him come through all the way) or the empowered version (if they do let him come through).

If the PCs choose to stop Dagon before he has fully manifested, read the following:

*The energy of the Emerald Eye clashes with Dagon's power, cutting the demon's connection to the Whirlpool Gate. He is unable to step through in his full power, but the flickering form of his aspect is still more than dangerous enough to destroy Myth Nantar if it is not destroyed.*

If the PCs choose to allow Dagon to come through the gate and fully manifest in the world, read the following:

*Dagon howls with triumph as he passes through the Whirlpool Gate and into the world. "Now my triumph is complete! Come, fools, and be the first to die! I shall save a place of honor for your souls, as adornments on the throne of my eternal empire!"*

To be clear, the Aspect is able to go anywhere on the battlefield in either case, but if the PCs choose to fight the normal version, the Aspect they are fighting is a flickering echo of Dagon; the true, solid form of Dagon is still visible on the other side of the Whirlpool Gate. If they are fighting the empowered version then the Gate is empty and the Aspect of Dagon is completely solid.

Place Dagon and the doom flayers on the map. Then, the Eldest of Xxiphu makes a surprise move. Read the following:

*The Whirlpool Gate suddenly fills with the purplish energy of the Far Realm. Tiny rifts pop open around the plaza, each disgorging a mote of swirling chaos. The demon lord hesitates momentarily; clearly he did not expect this. Then he nods and says: "Very well. I accept your bargain! In exchange for your aid, I shall return to you all those who were taken from Xxiphu and grant your servants free passage throughout my realm. Let us now strike down the last hope of Myth Nantar together!"*

The Eldest then sends a telepathic message to the PCs telling them that they should have just given the Abolethic Sovereignty its slaves back and left well enough alone, but since they choose to defy the inevitable, the Eldest has chosen to help Dagon eradicate Myth Nantar.

Place the initial group of Far Realm singularities on the map. Roll initiative. The final confrontation begins!

### OBJECTIVES

The PCs have only one objective in this encounter: defeat the Aspect of Dagon. The degree to which Dagon is defeated, however, depends on whether the PCs



chose to stop him before he passed fully into the world (in which case Dagon is defeated, but can try again to conquer Myth Nantar in the future) or allowed his aspect to reach its full manifestation (in which case, if they defeat him and push him back through the *Whirlpool Gate*, the power of the gate will bar Dagon from ever attempting to enter Myth Nantar again).

Ask the table captain which stance (Normal, Aggressive, or Glory) they wish to assume for this battle. However, remind the players that they are already choosing their degree of difficulty by deciding which version of the Aspect of Dagon they will fight. The fully powered-up version is a truly horrifying foe. Fighting on Glory on top of the fully-empowered Aspect of Dagon would be suicidal for all but the most powerful groups. We recommend Normal for most tables, but if the players had an easy time with Missions 2.1 and 2.2, they should be able to handle Aggressive.

**Timing Note:** The players have exactly 90 minutes to complete this mission. If they have not defeated the Aspect of Dagon when time expires, then they fail. If they defeat the Aspect with time remaining, then they should mop up the remaining monsters so that these creatures do not pose a threat to the people of Myth Nantar.

## FEATURES OF THE AREA

Use Map 9 for this encounter. The entire battlefield is underwater, so remember to apply the effects of Dagon's aquatic keyword against PCs who do not have that subtype. The doom flayers and Far Realm singularities do not have the aquatic keyword, but they have underwater adaptation, so they do not take penalties in combat and PCs with the aquatic keyword do not get a bonus when attacking them.

**Illumination:** The battlefield is brightly lit by the swirling energy of the Wave Gate.

**Currents:** The dashed lines shown on the map are strong currents swirling around the Whirlpool Gate. These have the same effect as elevation changes would in a non-aquatic combat: it costs 1 extra square of movement to enter a square containing a current (in either direction). Note that some squares have two current lines drawn through them: it costs 2 extra squares of movement to enter these squares. The currents are infinitely high so it is not possible to swim over them. Dagon can ignore the effects of the current, but the doom flayers and Far Realm singularities cannot.

A creature without the aquatic keyword that ends its turn in a current square and that is not immobilized is swept 2 squares along the path of the current in a clockwise direction. If a creature is on a square with two

current lines and it is swept into a square where they diverge, roll randomly to determine which line the creature follows. Again, this has no effect on Dagon, but the other monsters are subject to it.

**Monoliths:** These 2x2 stone monoliths are carved with ancient sea elven prayers to Deep Sashelas. They are 10 feet (2 squares) high and count as blocking terrain. Any PC or doom flayer adjacent to any monolith (including swimming directly over it) can make checks as part of the *Whirlpool Gate* ritual (see Closing the Gate).

**Far Realm Rifts:** The small colored swirls shown on the map represent squares where the Eldest of Xxiphu has injected tiny rifts between the world and the Far Realm. These are the squares where Far Realm singularities appear, both at the beginning and during the battle. A PC in the same square as an energy swirl can close a rift with a minor action (Hard DC) or standard action (Moderate DC) Arcana, Nature, or Religion check. Once a rift is closed, no more singularities can enter the battlefield on that square for the rest of the encounter.

If the PCs close all six rifts, the Far Realm influence is banished and the PCs feel an influx of energy as the natural world reacts to the removal of the malign touch of chaos. Each PC gains an action point, which they may use in this encounter (so they can spend 2 action points in this encounter if they started with 1, which they should have, since they reached a milestone after Mission 2.2).

## HEROIC TIER (AL 2, 4, 6, 8, 10)

When the Whirlpool Gate activates, the following creatures appear on the battlefield:

**1 aspect of Dagon** (level AL) **OR**

**1 empowered aspect of Dagon** (level AL + 2)

**1 doom flayer** (level AL)

**4 far realm singularities** (level AL)

**Note:** If Mission 2.2 was an overall failure, Dagon has extra allies for this fight. Add another doom flayer (in addition to applying the Scaling and Reinforcements).

## SETUP

Use Map 9 for this encounter. Set the field up as follows:

**Zone A:** Dagon (anywhere inside the gate)

**Zone B:** 1 doom flayer (on the level below the gate, at least 3 squares away from Dagon and any singularities)

**Zone B, C:** far realm singularities (place them on the colored swirls shown on the map)

**Zone D:** PCs (anywhere on the map outside the first dotted line)

## SCALING

Adjust the starting forces for larger or smaller parties:

**Four PCs:** Remove the doom flayer.

**Six PCs:** Add a second doom flayer to Zone B, at least 3 squares away from Dagon and any singularities, preferably on the other side of the gate from the first doom flayer.

## REINFORCEMENTS

All reinforcements are cumulative, and have the same level as the original creatures of the same type.

**Normal:** Another Far Realm singularity appears one one of the rifts (colored swirls on the map) at the end of round 2 and every round thereafter. Roll randomly to see which rift activates (1d6, with rift #1 at the top of the map and rift #6 at the bottom). If you roll a rift that the PCs have already closed, no singularity appears that round. If the square where the singularity would appear is occupied, it instead appears in an unoccupied adjacent square.

**Aggressive:** Another doom flayer appears in Zone C at the end of the round in which the first doom flayer is defeated.

**Glory:** Increase Dagon's level by 2 (keep the version the same, normal or empowered, just increase the level).

## PARAGON TIER (AL 12, 14, 16)

As Heroic Tier, but increase the number of initial Far Realm singularities from 4 to 5. Remember to add the Paragon tier effects to the doom flayers and Dagon. Variable effects are 10 points at this tier.

## PARAGON TIER (AL 18, 20)

As Heroic tier, but increase the number of initial Far Realm singularities from 5 to 6. Remember to add the Paragon tier effects to the doom flayers and Dagon. Variable effects are 15 points at this tier.

## DURING THE ENCOUNTER

When Dagon is first bloodied, the ritual to activate the Whirlpool Gate can begin. Each PC feels a burst of inspiration at seeing Dagon suddenly unsure of himself, and can immediately recharge one encounter power or spend a healing surge (player's choice). This does not count as an action. The PCs can now begin making skill checks toward completion of the Closing the Whirlpool Gate skill challenge. **Make sure that the players know that the skill challenge is now active and explain to them the mechanics for closing the Whirlpool Gate.** The challenge here is not playing "guess the skill" - the challenge is actually doing what needs to be done.

Note that skill checks made to close Far Realm rifts have nothing to do with the gate; they are a bonus objective in addition to the primary objective. Remember that if the PCs close all 6 rifts, they gain a bonus action point per PC that they may use during this encounter in addition to their normal action point.

## TACTICS

Dagon positions himself so that he can reach as many PCs as possible. On a typical round he uses one of his standard action attacks plus *doom drone* (he leads with *form of madness* at Paragon tier). He likes being attacked since this triggers *reactive tentacle strike*.

## CLOSING THE WHIRLPOOL GATE

The PCs must send Dagon back through the Whirlpool Gate in order to end his bid for conquest and save Myth Nantar. Dagon must be bloodied before the PCs can begin making checks toward completing this skill challenge.

When the power of the Gate begins to activate, the four monoliths (the 2x2 stone structures at the corners of the map) begin glowing. Faint lines of energy stream from the tip of each monolith into the swirling Whirlpool Gate. A character must be adjacent to the Gate itself or to one of the four monoliths in order to contribute actions to this skill challenge.

**Complexity:** Special (requires 12 successes for 4 PCs, 15 successes for 5 PCs, or 18 successes for 6 PCs)

**Primary Skills:** Arcana, History, Intimidate, Nature, Religion, Thievery

**Any Primary Skill:** Minor Action (Hard DC) or Standard Action (Easy DC). The PC attempts to complete the ritual to reverse the flow of the Whirlpool Gate and send Dagon back to the Elemental Chaos. Describe the PC's action as appropriate for the skill being used.

**Beat the DC by 0-9:** The PC earns 1 success.

**Beat the DC by 10 or more:** The PC earns 2 successes.

**Failure:** The PC takes damage equal to the AL and does not earn a success. (It is not possible to fail this skill challenge by any means other than a TPK.)

The doom flayers, loyal servants of Dagon, attempt to undo the PCs' efforts once they see the PCs making skill checks to reverse the gate. The doom flayers can act from anywhere on the map (they don't have to be within 3 squares of the gate or 1 square of a monolith). They are trained in several primary skills and use the same

rules as the PCs (minor action Hard DC, standard action Easy DC). Any successes earned by the doom flayers negate successes earned by the PCs. When a doom flayer does this, be sure to describe it, so that the PCs know they need to target and kill the doom flayers.

**When the PCs complete the skill challenge**, the flow of the Whirlpool Gate reverses. Tendrils of energy lash out and wrap around Dagon as the Gate itself attempts to pull him back through and eject him from Myth Nantar. If the demon lord is unconscious, his body is immediately dragged back through the Gate, as are all his remaining servitors, ending the encounter.

If Dagon is still alive, the tendrils of force latch onto him, but he manages to resist the pull. The PCs realize that as long as he is conscious, Dagon is stronger than the Gate, but if they can defeat him, even momentarily, he will be drawn through.

To be clear, once the skill challenge has been successfully completed, the doom flayers cannot undo it, even if Dagon has not yet been defeated (or has been knocked down and gotten back up).

## ENDING THE ENCOUNTER

This is a fight to the finish. The encounter ends when the PCs have defeated the Aspect of Dagon and activated the *Whirlpool Gate* to banish him from Myth Nantar. It does not matter if they complete the skill challenge before or after reducing Dagon to 0 hit points, but note that if the PCs don't work on the skill challenge at all during the fight, they only get one round at a time before he revives (see the *banishment required* ability in Dagon's stat block for details). They are going to have to hustle to complete the skill challenge, or find themselves fighting Dagon over and over again.

If the PCs defeat the empowered version of Dagon and send him back through the Whirlpool Gate, read the following:

***The Whirlpool Gate flashes with brilliant light as Dagon's unconscious body is dragged out of the world.***

***At the last instant, the demon's eyes snap open! His head spins around and he clutches either side of the framework holding the Gate together. He begins pulling himself back into the world, staring balefully at you. With each word he drags himself closer.***

***"This ... is ... NOT ... OVER! You ... cannot ... defeat ... me! I ... shall ..."***

***Suddenly the purple energy of the Far Realm erupts once more. The chaos motes swarm over Dagon, who***

***howls in agony and begins lashing out at the multicolored balls of light burning into his flesh. It would seem that the Eldest is not pleased with the outcome of its bargain.***

***The Gate slams shut, banishing Dagon from Myth Nantar forever!***

If the PCs defeat the normal version of Dagon and send him back through the Whirlpool Gate, read the following:

***The flickering form of the Aspect of Dagon is torn to pieces by the tendrils of energy coming from the Whirlpool Gate. His remaining servitors vanish, their only link to the world having been through their master.***

***Although still surrounded by enemies on all sides, the victory belongs to Myth Nantar. The demoralized forces of Dagon retreat in all directions as the defenders of Myth Nantar inflict massive casualties upon them.***

***As for the aboleths and other creatures of the Far Realm, there is no sign. It would seem that the Eldest made a bad bargain.***

If the PCs are wiped out, read the following:

***Your last sight is of Dagon standing over you. "Now you understand. I am invincible. This city, this ocean, and this world are mine. But you... have been claimed by another. I think you would have preferred serving in my empire."***

***Purple light fills your vision as the glowing balls of chaotic energy engulf you. The power of the Far Realm burns through your body. The mocking laughter of the demon mingles with the sound of your own screams and the world fades away.***

In the event of a TPK, the PCs are eventually recovered by fleeing survivors of Myth Nantar. Dagon's new aquatic empire will soon make the Sea of Fallen Stars incredibly hazardous, to say nothing of his seeming alliance with the Abolethic Sovereignty.

The PCs earn reward shares from this encounter for completing each of the following objectives..

- **Defeat Dagon (normal):** 2 reward shares, OR
- **Defeat Dagon (empowered):** 3 reward shares
- **Close at least 4 of the 6 Far Realm rifts:** +1 reward share (regardless of which version of Dagon was defeated)

## MISSION 2.3: THOSE WHO SLEEP BELOW (BOTH VERSIONS)

Far Realm Singularity	Minion Skirmisher
Small aberrant animate	XP Minion
HP 1; a missed attack never damages a minion	Init 10 [+ ]
AC [ ], Fortitude [ ], Reflex [ ], Will [ ]	Per 1 [+ ]
Speed 0, fly 8 (hover), swim 8	
TRAITS	
<b>Environmental Adaptation</b>	
The singularity does not breathe, eat, or sleep. It ignores the negative effects of all planes of existence. It takes no penalties in underwater combat and creatures with the aquatic keyword do not gain a bonus to attack rolls against the singularity.	
<b>Uncertainty Principle</b>	
When the singularity would be hit by an attack, roll 1d6: - If the result is a prime number (2, 3, or 5) then the attack misses. - If the result is not a prime number (1, 4, or 6) then the attack hits..	
STANDARD ACTIONS	
<b>m String Theory • At-Will</b>	
<i>The singularity attacks simultaneously in all possible realities.</i> <i>Effect:</i> The mote can shift its speed before making this attack. <i>Attack:</i> Melee 1 (one creature); 5 [+ ] vs. AC <i>Hit:</i> [G: ] damage. This damage ignores all resistances, including resist all.	
TRIGGERED ACTIONS	
<b>C Quantum Distortion (force, psychic) • Encounter</b>	
<i>Trigger:</i> The singularity is reduced to 0 hit points by an enemy attack. <i>Effect (No Action):</i> Roll 1d6: 1 - The triggering enemy takes [G: ] force damage. 2 - The triggering enemy may spend a healing surge. 3 - The triggering enemy is teleported into the singularity's square, and the triggering enemy is immobilized (save ends). 4 - The triggering enemy gains [ 5 / 10 / 15 ] temporary hit points. 5 - The triggering enemy takes a -2 penalty on its next d20 roll. 6 - The triggering enemy gains a +2 bonus on its next d20 roll.	
<b>Str</b> 1 [+ ] <b>Dex</b> 8 [+ ] <b>Wis</b> 1 [+ ] <b>Con</b> 1 [+ ] <b>Int</b> 4 [+ ] <b>Cha</b> 1 [+ ]	
<b>Alignment</b> Unaligned <b>Languages</b> --	
<b>Source:</b> Custom creature	

**Level:** Equal to the AL

**Level** = [+ ] (attacks, defenses)

**Half Level** = [+ ] (skills, abilities)

**AC:** Level + 13; **Fort:** Level + 11; **Ref:** Level + 14; **Will:** Level + 11

No changes at Paragon tier.

Doom Flayer	Artillery
Medium natural humanoid	XP Standard
HP [ ]; <b>Bloodied</b> [ ]	Init 1 [+ ]
AC [ ], Fortitude [ ], Reflex [ ], Will [ ]	Per 7 [+ ]
Speed 6, swim 6	Darkvision
TRAITS	
<b>Underwater Adaptation</b>	
The doom flayer can breathe underwater. It takes no penalties in underwater combat and creatures with the aquatic keyword do not gain a bonus to attack rolls against the doom flayer.	
STANDARD ACTIONS	
<b>m Dagger (weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); 3 [+ ] vs. AC <i>Hit:</i> [A: ] damage.	
<b>R Force Leash (force) • At-Will</b>	
<i>Attack:</i> Ranged 10 (one creature); 5 [+ ] vs. Reflex <i>Hit:</i> [A: ] force damage, and the target is slowed until the end of the doom flayer's next turn.	
<b>R Grasping Tentacles • Encounter</b>	
<i>Attack:</i> Ranged 10 (one creature); 5 [+ ] vs. Fortitude <i>Hit:</i> [A: ] damage, and the target is immobilized (save ends). Until the target saves, any ally of the target that starts its turn adjacent to the target is slowed (save ends)..	
<b>A Churning Vortex • Encounter</b>	
<i>Attack:</i> Area burst 1 within 10 (enemies in burst); 5 [+ ] vs. Reflex <i>Hit:</i> [E: ] damage, the doom flayer slides the target 1 square, and the target is knocked prone. <i>Miss:</i> Half damage.	
MINOR ACTIONS	
<b>Doom Foretold • Encounter</b>	
<i>Effect:</i> One enemy that the doom flayer can see grants combat advantage to all creatures until the end of the doom flayer's next turn.	
<b>Skills</b> Arcana 9 [+ ], History 9 [+ ], Religion 9 [+ ]	
<b>Str</b> -1 [+ ] <b>Dex</b> 1 [+ ] <b>Wis</b> 2 [+ ]	
<b>Con</b> 0 [+ ] <b>Int</b> 4 [+ ] <b>Cha</b> 3 [+ ]	
<b>Alignment</b> Chaotic evil <b>Languages</b> Abyssal, Common	
<b>Equipment</b> dagger, robes, mask of Dagon	
<b>Source:</b> <i>Monster Manual 2</i> (with a few simplifications)	

**Level:** Equal to the AL

**Level** = [+ ] (attacks, defenses)

**Half Level** = [+ ] (skills, abilities)

**HP:** (6 x Level) + 17; **Bloodied:** (3 x Level) + 8

**AC:** Level + 12; **Fort:** Level + 10; **Ref:** Level + 12; **Will:** Level + 13

At Paragon tier, replace *doom foretold* with the following:

MINOR ACTIONS
<b>Doom Foretold • Encounter</b>
<i>Effect:</i> One enemy that the doom flayer can see grants combat advantage to all creatures (save ends). <i>Aftereffect:</i> The targeted enemy gains ongoing [ 10 / 15 ] damage (save ends).

## MISSION 2.3: THOSE WHO SLEEP BELOW (NORMAL ONLY)

Aspect of Dagon (normal version)	Solo Soldier
Huge elemental magical beast (aquatic, demon)	XP Solo
HP [     ]; Bloodied [     ]	Init 9 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 12 [+     ]
Immune banishment, removed from play	Darkvision
Speed 4, swim 8, teleport 8	
Saving Throws +5; Action Points 2	
TRAITS	
<b>Action Recovery</b>	
Whenever Dagon ends his turn, any dazing, stunning, or dominating effect on him ends.	
<b>Aquatic</b>	
Dagon can breathe underwater. In aquatic combat, he gains a +2 bonus to attack rolls against nonaquatic creatures.	
<b>Instinctive Fury</b>	
On an initiative of 10 + his initiative check, Dagon can use a free action to charge or to use <i>tentacle strike</i> or <i>doom drone</i> . If Dagon cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of Dagon making the attack.	
STANDARD ACTIONS	
<b>m Tentacle Strike • At-Will</b>	
Attack: Melee 4 (one creature); 5 [+     ] vs. AC	
Hit: [A:     ] damage, and Dagon slides the target 2 squares.	
<b>C Claws of the Deep • At-Will</b>	
Attack: Close burst 1 (enemies in burst); 3 [+     ] vs. Reflex	
Hit: [D:     ] damage.	
<b>C Tentacle Blast • At-Will</b>	
Attack: Close blast 5 (enemies in blast); 5 [+     ] vs. AC	
Hit: [D:     ] damage, and Dagon slides the target 2 squares.	

**Level:** Equal to the AL

**Level** = [+     ] (attacks, defenses)

**Half Level** = [+     ] (skills, abilities)

**HP:** (32 x Level) + 160; **Bloodied:** (16 x Level) + 80

**AC:** Level + 12; **Fort:** Level + 13; **Ref:** Level + 11; **Will:** Level + 11

MINOR ACTIONS
<b>C Doom Drone (psychic) • Recharge 5 6</b>
Attack: Close burst 10 (enemies in burst); 3 [+     ] vs. Will
Hit: [D:     ] damage, and Dagon pulls the target 5 squares.
TRIGGERED ACTIONS
<b>M Reactive Tentacle Strike • At-Will</b>
Trigger: An enemy within 4 squares attacks Dagon.
Attack ( <i>Immediate Interrupt</i> ): Melee 4 (the triggering enemy); 5 [+     ] vs. AC
Hit: [A:     ] damage, and the target is knocked prone.
<b>Banishment Required • At-Will</b>
Trigger: Dagon is reduced to 0 hit points, but the skill challenge to close the <i>Whirlpool Gate</i> has not yet been completed.
Effect ( <i>No Action</i> ): Dagon can take no actions for 1 full round. On his next turn, he regains (8 x Level) + 40 hit points and can again take his full complement of actions.
<b>Skills</b> Arcana 18 [+     ], Diplomacy 14 [+     ], History 18 [+     ], Insight 12 [+     ], Intimidate 12 [+     ], Religion 18 [+     ]
<b>Str</b> 6 [+     ] <b>Dex</b> 7 [+     ] <b>Wis</b> 7 [+     ]
<b>Con</b> 11 [+     ] <b>Int</b> 13 [+     ] <b>Cha</b> 9 [+     ]
<b>Alignment</b> Chaotic evil <b>Languages</b> Abyssal, Common
<b>Source:</b> <i>Monster Manual 2</i> (updated and modified)

At Paragon tier, add the following:

TRAITS
<b>Threatening Reach</b>
Dagon can make opportunity attacks against opponents within 4 squares of him.
<b>Not Without a Fight</b>
While Dagon is bloodied, he scores critical hits on a roll of 19-20.

MINOR ACTIONS
<b>C Form of Madness • Encounter</b>
Attack: Close burst 10 (enemies in burst); 3 [+     ] vs. Will
Hit: [D:     ] damage, and the target is dazed (save ends).

## MISSION 2.3: THOSE WHO SLEEP BELOW (EMPOWERED ONLY)

Aspect of Dagon (empowered version)	Solo Soldier
Huge elemental magical beast (aquatic, demon)	XP Solo
HP [     ]; Bloodied [     ]	Init 9 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 12 [+     ]
Immune banishment, removed from play	Darkvision
Resist Variable (see below)	
Speed 4, swim 8, teleport 8	
Saving Throws +5; Action Points 2	
TRAITS	
<b>Action Recovery</b>	
Whenever Dagon ends his turn, any dazing, stunning, or dominating effect on him ends.	
<b>Aquatic</b>	
Dagon can breathe underwater. In aquatic combat, he gains a +2 bonus to attack rolls against nonaquatic creatures.	
<b>Bleeding Critical</b>	
When Dagon scores a critical hit, the target also gains ongoing [ 5 / 10 / 15 ] damage (save ends).	
<b>Double Actions</b>	
Dagon makes two initiative checks and takes a full turn on each initiative result. Dagon can take two immediate actions per round but only one between one turn and the next.	
<b>Empowered</b>	
Saving throws against effects created by Dagon suffer a -2 penalty.	
STANDARD ACTIONS	
<b>m Tentacle Strike • At-Will</b>	
Attack: Melee 4 (one creature); 5 [+     ] vs. AC	
Hit: [A:     ] damage, and Dagon slides the target 2 squares.	
<b>C Claws of the Deep • At-Will</b>	
Attack: Close burst 1 (enemies in burst); 5 [+     ] vs. Reflex	
Hit: [D:     ] damage.	
<b>C Tentacle Blast • At-Will</b>	
Attack: Close blast 5 (enemies in blast); 5 [+     ] vs. AC	
Hit: [D:     ] damage, and Dagon slides the target 2 squares.	
<b>A Abyssal Tides (force) • At-Will</b>	
Attack: Area burst 2 within 20 (enemies in burst); 5 [+     ] vs. Reflex	
Hit: [D:     ] damage, and the target is immobilized (save ends).	
Effect: Dagon teleports 5 squares.	

Level: Equal to the AL + 2

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (32 x Level) + 160; Bloodied: (16 x Level) + 80

AC: Level + 12; Fort: Level + 13; Ref: Level + 11; Will: Level + 11

MINOR ACTIONS
<b>C Doom Drone (psychic) • Recharge 5 6</b>
Attack: Close burst 10 (enemies in burst); 5 [+     ] vs. Will
Hit: [D:     ] damage, and Dagon pulls the target 5 squares.
TRIGGERED ACTIONS
<b>M Reactive Tentacle Strike • At-Will</b>
Trigger: An enemy within 4 squares attacks Dagon.
Attack (Immediate Interrupt): Melee 4 (the triggering enemy); 5 [+     ] vs. AC
Hit: [A:     ] damage, and the target is knocked prone.
<b>Variable Resistance • At-Will</b>
Trigger: Dagon takes acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage.
Effect (Free Action): Dagon gains resist [ 5 / 10 / 15 ] to the triggering damage type until the end of the encounter or until Dagon uses variable resistance again.
<b>Banishment Required • At-Will</b>
Trigger: Dagon is reduced to 0 hit points, but the skill challenge to close the Whirlpool Gate has not yet been completed.
Effect (No Action): Dagon can take no actions for 1 full round. On his next turn, he regains (8 x Level) + 40 hit points and can again take his full complement of actions.
<b>Skills</b> Arcana 18 [+     ], Diplomacy 14 [+     ], History 18 [+     ], Insight 12 [+     ], Intimidate 12 [+     ], Religion 18 [+     ]
<b>Str</b> 6 [+     ] <b>Dex</b> 7 [+     ] <b>Wis</b> 7 [+     ]
<b>Con</b> 11 [+     ] <b>Int</b> 13 [+     ] <b>Cha</b> 9 [+     ]
<b>Alignment</b> Chaotic evil <b>Languages</b> Abyssal, Common
<b>Source:</b> <i>Monster Manual 2</i> (updated and modified)

At Paragon tier, add the following:

TRAITS
<b>O Eye of the Abyss • Aura 8</b>
Any enemy that starts its turn in the aura is pulled 4 squares.
<b>Threatening Reach</b>
Dagon can make opportunity attacks against opponents within 4 squares of him.
<b>Not Without a Fight</b>
While Dagon is bloodied, he scores critical hits on a roll of 19-20.

MINOR ACTIONS
<b>C Form of Madness • Recharge when Dagon is first bloodied</b>
Attack: Close burst 10 (enemies in burst); 5 [+     ] vs. Will
Hit: [D:     ] damage, and the target is dazed (save ends).

### DETERMINING ROUND 2 SUCCESS / FAILURE

Determining overall success or failure for Round 2 is pretty easy since everybody is playing the same missions at the same time.

For Mission 2.1 it is a success if at least half of the tables defeat the Mad Coronal and recover the fragments of the *emerald eye of Kyron*. From a story perspective this mission has to succeed or else the fragments of the *emerald eye* aren't available to use during Mission 2.2; however, there are some available story workarounds. For example, if the Protector was saved and recruited during Round 1, the brass dragon likely has some ancient High Magic artifacts in his treasure hoard that he could give to the city. Another alternative would be for the Dukars to discover an appropriate ritual in the book of Cormyrean ritual magic from Mission 1.2 and use these ancient spells to create the three relics needed for Mission 2.2.

For Mission 2.2 it is a success if at least half of the tables plant all three relics before time runs out. It does not matter if they kill the cultists or not, but every table that does kill the three Elite cult leaders is eligible for the "beheading the cult" Story Award.

Technically, if the overall outcome of Mission 2.2 is a failure, the event should be over (the bad guys win) but that is probably a bit harsh. It wasn't an issue either time we ran the event at DDXP, although there was one round in which Mission 2.2 was just barely more than halfway successful, so it was close. I would probably do something like force everyone to fight Dagon on his empowered power level, rather than calling the event over and sending everyone home disappointed.

For Mission 2.3 it is a success if at least half the tables defeat Dagon and activate the Whirlpool Gate. It doesn't matter if they fight him on normal or empowered level. Each table fights the version that they picked, but the overall outcome is based on the version that a majority of tables picked. So if a majority picked to let him come through and fight the empowered version, then he is permanently banished from Myth Nantar. If a majority chose to fight him while he was weaker, then he is defeated, but not permanently banished. If the overall result of Mission 2.3 is that less than half of the tables defeated Dagon (in either form) then the overall result is a failure and Myth Nantar becomes the new capital of Dagon's undersea empire.

## CONCLUDING THE ADVENTURE

The Battle of Myth Nantar is over. Let's figure out how things ended up.

If Dagon was defeated in his empowered form at a majority of tables, read the following:

*The Coronal of Myth Nantar stands before her people in triumph. "On this day we faced a threat unlike any in our history. The demon lord Dagon and his monsters joined forces with the Eldest of the Abolethic Sovereignty. They thought that they could lay us low, that they would see Myth Nantar tremble, that we would bow to them. They were wrong!" (pause for cheering)*

*"Dagon has been defeated and by the power of the Whirlpool Gate he cannot return to Myth Nantar. This is more than a victory - with their leader banished forever, the Cult of Dagon has no hope of ever achieving their goals. We shall remain ever vigilant so that they do not infiltrate our city again, but there is nothing here for them and never can be.*

*"You have done all that anyone could ask and more. You are the saviors of Myth Nantar and you will always be welcome among the sea elves. We can never truly repay you, but I offer you what gifts I can, including the blessing of the mythal itself. Your strength and honor are unmatched. You are truly the greatest heroes of all Faerûn. May the Gods always guide you to help others as you have helped my people."*

If Dagon was instead defeated in his normal form at a majority of tables, read the following:

*The Coronal of Myth Nantar stands before her people in triumph. "On this day we faced a threat unlike any in our history. The demon lord Dagon and his monsters joined forces with the Eldest of the Abolethic Sovereignty. They thought that they would lay us low, that they would see Myth Nantar tremble, that we would bow to them. They were wrong!" (pause for cheering)*

*"Dagon's aspect has been defeated and his armies driven from our city. The power of the mythal has been restored. We must remain ever vigilant lest he or his cultists seek to return, but thanks to you, we have that chance.*

*"You have done all that anyone could ask; you are the saviors of Myth Nantar. You will always be welcome among the sea elves. We can never truly repay you, but I offer you what gifts I can. You are among the greatest heroes of all Faerûn. May the Gods always guide you to help others as you have helped my people."*



If, on the other hand, Dagon triumphed at a majority of tables:

*The few survivors of the sacking of Myth Nantar will tell the story for generations. The light of the mythal snuffed out, the dark armies of Dagon surging through the city streets while the aboleths of the Sovereignty dragged countless innocents into the writhing cysts of Xxiphu. Above it all, the endless laughter of the demon lord echoed through the world while the terrifying presence of the Eldest crushed their minds and spirits.*

*Of the Coronal and the other leaders of Myth Nantar, there is no sign. Hopefully they survived and can raise an army from Myth Drannor to try and retake this place. But the corruption will never fade.*

The future of Myth Nantar will be determined by the PCs' actions today, but also by the sea elves' ability to form relationships with all the nations surrounding the Sea of Fallen Stars. With the mythal weakened and no longer able to function as an absolute protection, Myth Nantar will need to build alliances. In particular, the success or failure of Mission 1.2 determines whether Cormyr and Myth Nantar sign a mutual defense treaty.

## REWARDS

The PCs' XP and gold rewards from this adventure are largely based on the number of reward shares they accumulated during their missions. It takes 12 reward shares to earn maximum XP and maximum gold. To be clear, any reward shares earned above 12 are good for bragging rights, but PCs cannot gain more than the maximum XP and gold listed in the Rewards Summary.

### EXPERIENCE POINTS

Each PC earns a minimum XP award, plus additional XP for the party's reward shares, to the listed maximum.

- AL 2: 250 XP + 50 per reward share (max 850 XP)
- AL 4: 300 XP + 75 per share (max 1200 XP)
- AL 6: 500 XP + 100 per share (max 1700 XP)
- AL 8: 600 XP + 150 per share (max 2400 XP)
- AL 10: 1000 XP + 200 per share (max 3400 XP)
- AL 12: 1200 XP + 300 per share (max 4800 XP)
- AL 14: 2000 XP + 400 per share (max 6800 XP)
- AL 16: 3500 XP + 500 per share (max 9500 XP)
- AL 18: 4600 XP + 750 per share (max 13600 XP)
- AL 20: 7000 XP + 1000 per share (max 19000 XP)

## TREASURE

Each PC earns a minimum gold award, plus additional gp for the party's reward shares, to the listed maximum.

- AL 2: 30 gp + 10 per reward share (max 150 gp)
- AL 4: 70 gp + 15 per share (max 250 gp)
- AL 6: 90 gp + 30 per share (max 450 gp)
- AL 8: 180 gp + 60 per share (max 900 gp)
- AL 10: 270 gp + 90 per share (max 1350 gp)
- AL 12: 800 gp + 200 per share (max 3200 gp)
- AL 14: 1900 gp + 300 per share (max 5500 gp)
- AL 16: 3800 gp + 600 per share (max 11000 gp)
- AL 18: 7600 gp + 1200 per share (max 22000 gp)
- AL 20: 9000 gp + 2000 per share (max 33000 gp)

## STORY AWARDS

All PCs earn ADCP22 if they defeated Dagon in the final battle (regardless of whether it was the normal or empowered version).

If the table killed all three cult leaders (the Voice, Tendril, and Wrath of Dagon) during Mission 2.2 then they earn ADCP23. This should be awarded on a table-by-table basis, rather than to the entire BL.

Any PC who wishes to do so may claim a fragment of the *emerald eye of Kyron* as a trophy from the adventure. Each player makes this decision individually; those who do not wish to take a fragment should strike through ADCP24 on their copy of the certificate.

The mission-specific awards (ADCP26, ADCP27, and ADCP28) should be awarded to all tables equally if the corresponding mission was judged a success overall. Since there is not a Story Award for each individual mission, it would not be fair for some tables to get awards and other tables to not get awards simply based on which missions they did or didn't attempt during Round 1. So, either everyone gets these (if the mission succeeded) or no one does (if the mission failed).

## AFTERMATH

As you are wrapping up paperwork and preparing to send everyone on their way, read the following:

*The obelisk of Xxiphu lies within a massive crater beneath the ocean, where it impacted the floor of the Sea of Fallen Stars after plunging from the sky. Servants of the Sovereignty stream back toward Xxiphu from the direction of Myth Nantar. The cyclopean structure is badly damaged, but it is by no means deserted.*

The Keepers of the Cerulean Sign will no doubt have a mighty challenge ahead of them. Perhaps they will be able to count upon the PCs, when the time comes...?

## REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, gold, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

### EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

#### ADVENTURE LEVEL 2

Minimum Possible XP: 250 XP

Per Reward Share: +50 XP (max 12 = +600 XP)

**Maximum Possible XP: 850 XP**

**Base Gold per PC: 150 gp**

(30 minimum + 10 per reward share, max 12 = +120)

#### ADVENTURE LEVEL 4

Minimum Possible XP: 300 XP

Per Reward Share: +75 XP (max 12 = +900 XP)

**Maximum Possible XP: 1,200 XP**

**Base Gold per PC: 250 gp**

(70 minimum + 15 per reward share, max 12 = +180)

#### ADVENTURE LEVEL 6

Minimum Possible XP: 500 XP

Per Reward Share: +100 XP (max 12 = +1200 XP)

**Maximum Possible XP: 1,700 XP**

**Base Gold per PC: 450 gp**

(90 minimum + 30 per reward share, max 12 = +360)

#### ADVENTURE LEVEL 8

Minimum Possible XP: 600 XP

Per Reward Share: +150 XP (max 12 = +1800 XP)

**Maximum Possible XP: 2,400 XP**

**Base Gold per PC: 900 gp**

(180 minimum + 60 per reward share, max 12 = +720)

#### ADVENTURE LEVEL 10

Minimum Possible XP: 1,000 XP

Per Reward Share: +200 XP (max 12 = +2400 XP)

**Maximum Possible XP: 3,400 XP**

**Base Gold per PC: 1,350 gp**

(270 minimum + 90 per reward share, max 12 = +1080)

#### ADVENTURE LEVEL 12

Minimum Possible XP: 1,200 XP

Per Reward Share: +300 XP (max 12 = +3600 XP)

**Maximum Possible XP: 4,800 XP**

**Base Gold per PC: 3,200 gp**

(800 minimum + 200 per reward share, max 12 = +2400)

#### ADVENTURE LEVEL 14

Minimum Possible XP: 2,000 XP

Per Reward Share: +400 XP (max 12 = +4800 XP)

**Maximum Possible XP: 6,800 XP**

**Base Gold per PC: 5,500 gp**

(1900 minimum + 300 per reward share, max 12 = +3600)

**ADVENTURE LEVEL 16**

Minimum Possible XP: 3,500 XP

Per Reward Share: +500 XP (max 12 = +6000 XP)

**Maximum Possible XP: 9,500 XP****Base Gold per PC: 11,000 gp**

(3800 minimum + 600 per reward share, max 12 = +7200)

**ADVENTURE LEVEL 18**

Minimum Possible XP: 4,600 XP

Per Reward Share: +750 XP (max 12 = 9000 XP)

**Maximum Possible XP: 13,600 XP****Base Gold per PC: 22,000 gp**

(7600 minimum + 1200 per reward share, max 12 = +14400)

**ADVENTURE LEVEL 20**

Minimum Possible XP: 7,000 XP

Per Reward Share: +1000 XP (max 12 = 12,000 XP)

**Maximum Possible XP: 19,000 XP****Base Gold per PC: 33,000 gp**

(9000 minimum + 2000 per reward share, max 12 = +24000)

**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 from a list of Treasures.

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

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they

do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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

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 TWO OF THE FOLLOWING:**

You may not select the same Treasure (except More Gold) twice. Treasures A, B, and Z are available at all Adventure Levels. Treasures C through L are only available if the table played at or above the minimum required AL listed for that Treasure.

**Treasure A:** A Common magic item from a player resource with a level up to the character's level + 3

**Treasure B:** An Uncommon magic item from a player resource with a level up to the character's level + 2

**Note:** When choosing Treasures C through L, with a variable item level (such as 8+), the character gets the highest-level version of the item that is within 2 levels of his character level.

**AL 4 and up:**

**Treasure C:** *tidal weapon\** (level 4+; *Heroes of the Elemental Chaos*)

**Treasure D:** *quenchquiver weapon\** (level 7+; *Dragon 381*)

**AL 6 and up:**

**Treasure E:** *crashing tide ki focus\** (level 8+; *Psionic Power*)

**Treasure F:** *waterbane weapon\** (level 8+; *Adventurer's Vault 2*)

### **AL 8 and up:**

**Treasure G:** *pearl sea horse\** (level 9; AV)

**Treasure H:** *symbol of the deep\** (level 9; Dragon 381)

### **AL 10 and up:**

**Treasure I:** *demonskin armor\** (level 13+; *Heroes of the Elemental Chaos*)

### **AL 14 and up:**

**Treasure J:** *battle standard of the tides\** (level 16; Dragon 381)

**Treasure K:** *whirlpool weapon\** (level 15+; Dragon 381)

### **AL 18 and up:**

**Treasure L:** *cloak of the manta ray\** (level 18 Rare; *Mordenkainen's Magnificent Emporium*)

**Treasure Z (More Gold):** If a player doesn't want to select one of the Treasures listed above for their character, they can choose to find more gold. That character (and only that character) then receives the listed amount instead of any other Treasure.

AL 2: +50 gp	AL 12: +1,000 gp
AL 4: +75 gp	AL 14: +1,750 gp
AL 6: +150 gp	AL 16: +3,500 gp
AL 8: +300 gp	AL 18: +7,000 gp
AL 10: +450 gp	AL 20: +11,000 gp

## **STORY AWARDS**

All PCs earn ADCP22 if they defeated Dagon in the final battle (regardless of whether it was the normal or empowered version).

### **ADCP22 Savior of Myth Nantar**

You defended the sea elf city of Myth Nantar from an attack by the combined forces of the Abolethic Sovereignty and the demonic armies of Dagon. At the conclusion of the battle, you were infused with the power of the Whirlpool Gate and have gained the *spirit of storm* elemental gift. You do not need to spend a found-item slot to acquire this boon, and its power automatically increases when you reach the listed character levels. You may only have one alternative reward active at a time. This Story Award counts as a favor with the Knights of Myth Drannor.

### **Spirit of Storm**

Uncommon

*Primordial lightning erupts from your enemy, and thunder booms all around.*

**Alternative Reward:** Elemental gift

#### **Property**

You gain resist 3 lightning and resist 3 thunder.

Level 15: Resist 5 lightning and resist 5 thunder.

Level 25: Resist 10 lightning and resist 10 thunder.

#### **Attack Power** (Lightning, Thunder) ♦ Daily (No Action)

**Trigger:** You hit an enemy with a melee or ranged attack.

**Effect:** The enemy takes 1d6 extra lightning damage, and each of your enemies adjacent to the enemy takes 1d6 thunder damage.

Level 15: 2d6 lightning damage and 2d6 thunder damage.

Level 25: 3d6 lightning damage and 3d6 thunder damage.

**Reference:** *Heroes of the Elemental Chaos*

If the table killed all three cult leaders (the Voice, Tendril, and Wrath of Dagon) during Mission 2.2 then they earn ADCP23. This should be awarded on a table-by-table basis, rather than to the entire BI.

### **ADCP23 Decapitating the Cult of Dagon**

In addition to foiling their master's plan to make Myth Nantar the seat of his new undersea demonic empire, you also killed the leaders of Dagon's cult. It will take many years for the cult to recover from these losses. You have earned the eternal enmity of Dagon and his followers. Among the cult's prized possessions was a *helm of seven deaths* (level 5 Rare). You may spend a found-item slot to claim this item without paying any gold. The souls you collect in this item are released at the end of every adventure (so you always start with 0 souls contained in the helm.)

Any PC who wishes to do so may claim a fragment of the *emerald eye of Kyron* as a trophy from the adventure. Each player makes this decision individually; those who do not wish to take a fragment should strike through this Story Award.

### **ADCP24 Fragment of the Emerald Eye of Kyron**

The attackers of Myth Nantar were bolstered by the power of an ancient relic called the *emerald eye of Kyron*. You have seized a fragment of this artifact and embedded it within a piece of your own equipment. The Coronal's hope is that if enough fragments are carried by enough different adventurers, it will be difficult for Dagon or his allies to ever reassemble the item. The fragment has no game statistics at this time, but sometimes it whispers things to you, encouraging you to betray your allies and loved ones and seize power for yourself. You may or may not find these whisperings entirely unwelcome.

Note: The numbering skips ADCP25 intentionally. We gave ADCP25 out as a separate Story Award at DDXP 2012 but its benefit was combined with ADCP28 for the final version.

The next three Story Awards should be awarded to all tables equally if the corresponding mission was judged a success overall. Since there is not a Story Award for each individual mission, it would not be fair for some tables to get awards and other tables to not get awards simply based on which missions they did or didn't attempt during Round 1. So, either everyone gets these (if the mission succeeded) or no one does (if the mission failed).

Award ADCP26 to everyone if Mission 1.4 was an overall success.

#### **ADCP26 Liberator of Enslaved Innocents**

You destroyed a slaving operation of the Abolethic Sovereignty. This counts as a favor with the Keepers of the Cerulean Sign. When you reach at least character level 15, you may spend a found-item slot to acquire a *ring of freedom of movement* (level 15 Rare) without paying any gold.

Award ADCP27 to everyone if Mission 1.3 was an overall success.

#### **ADCP27 Friend of Khuralosothantar**

You befriended an ancient brass dragon who lairs on the side of Mount Halaath. The dragon is glad to share a few choice tidbits from his hoard. When you reach character level 14, you may spend a found-item slot to receive an *incendiary ring of fireblazing* (level 14 Rare). You do not pay any gold for this item, but it counts against your limit of one Rare item per tier.

Award ADCP28 to everyone if Mission 1.5 was an overall success.

#### **ADCP28 Blessing of Deep Sashelas**

You prevented the Dolphin Prince's temple in Myth Nantar from being corrupted by kuo-toa worshippers of Blibdoolploop. You have purchase access to the following Uncommon consumables: *elixir of protection from evil*, *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of cure critical wounds*, *potion of regeneration*, *scroll of protection*. You may buy these items, with an item level no greater than your character level, at the beginning or end of any adventure.

To be clear, as of the most current version (May 2012) there are no mission-specific Story Awards for Mission 1.2, Mission 1.6, or Mission 1.7. There was only so much room on the certificate. If this changes in a future release of the BI then we will let everyone know via the campaign website and people can claim any additional Story Awards that were not available at the time they played the adventure.

## APPENDIX C1: MISSION CONSEQUENCES (FAVORABLE)

Each of the following consumable powers may be used by any PC (in other words, you don't need to decide who is "carrying" these benefits, even the ones that are described as potions or other physical items). The character activating the benefit uses the action specified and then makes any targeting decisions and/or die rolls required.

Reinforcements from the Sharksbane Wall	Victory
<i>The defenses of Myth Nantar are bolstered by reinforcements. You are able to call down suppressive fire from the sea elves.</i>	
<b>Special Consumable</b>	
<b>Utility Power ♦ Consumable (Minor Action)</b>	
Effect: You and all your allies gain a +2 bonus to all defenses until the end of your next turn.	
Reference: Mission 1.1 Success	

Blessing of Deep Sashelas	Victory
<i>You purified the Dolphin Prince's sacred altar and may now call upon his blessing.</i>	
<b>Special Consumable</b>	
<b>Utility Power ♦ Consumable (Minor Action)</b>	
Effect: You and all your allies gain a +2 bonus to attack rolls until the end of your next turn.	
Reference: Mission 1.5 Success	

Ancient Cormyrean War Magic	Victory
<i>The ritual books of a former Royal Mage are filled with useful incantations.</i>	
<b>Special Consumable</b>	
<b>Utility Power (varies) ♦ Consumable (Minor Action)</b>	
Choose an energy type: acid, cold, fire, lightning, or thunder.	
Effect: All melee and ranged attacks made by you and your allies until the end of your next turn deal an extra 5 damage of the chosen energy type.	
Paragon Tier: 10 energy damage.	
Reference: Mission 1.2 Success	

Vial of Merrow Blood	Victory
<i>The blood of an aquatic troll? I'm sure the alchemists of Myth Nantar can find something to make out of that.</i>	
<b>Special Consumable</b>	
<b>Utility Power (healing) ♦ Consumable (Minor Action)</b>	
Effect: You drink this potion but do not spend a healing surge. Until the end of the encounter, you gain regeneration 5 while you are bloodied.	
Reference: Mission 1.6 Success	

The Protector's Breath	Victory
<i>Khuralos flies over the battlefield, blasting your enemies with fire.</i>	
<b>Special Consumable</b>	
<b>Attack Power (Fire) ♦ Consumable (Minor Action)</b>	
Make an attack: Area burst 2 within 20 (enemies in burst);	
AL + 5 vs. Reflex	
Hit: fire damage equal to the AL + 5, and the target is knocked prone.	
Miss: Half damage.	
Reference: Mission 1.3 Success	

Eyeball of the Deep	Victory
<i>After slaughtering an aquatic beholder, you took this severed eyestalk as a souvenir. Looks like it's still got a little bit of juice in it!</i>	
<b>Special Consumable</b>	
<b>Attack Power ♦ Consumable (Minor Action)</b>	
Make an attack: Ranged 10 (one creature)	
Character level + 5 vs. Reflex	
Hit: The target takes ongoing 2d20 damage (save ends).	
Miss: The target takes ongoing 10 damage (save ends).	
Reference: Mission 1.7 Success	

Glob of Aboleth Jelly	Victory
<i>While freeing prisoners from the clutches of the Abolethic Sovereignty, you got a glob of this disgusting stuff on your boots.</i>	
<b>Special Consumable</b>	
<b>Attack Power (psychic) ♦ Consumable (Minor Action)</b>	
Make an attack: Ranged 10 (one creature)	
Character level + 5 vs. Will	
Hit: The target is dazed (save ends). If the target is immune to dazing, it instead takes psychic damage equal to 10 + twice the AL.	
Miss: The target takes psychic damage equal to 5 + the AL.	
Reference: Mission 1.4 Success	

## APPENDIX C2: MISSION CONSEQUENCES (UNFAVORABLE)

Each of the following consumable powers is available to the monsters during the second round of the battle. Inflict these unhappy circumstances on the PCs at whatever time you think appropriate, or as described (for the Battlefield Effects). Do not use multiple triggered powers back-to-back, though – give them a couple of rounds to recover. When a power refers to “the triggering creature” that means whichever creature you chose to spend its minor action to activate that effect.

Not Enough Troops to Go Around	Defeat
<i>Without the reinforcements from the Sharkbane Wall, the defenders of Myth Nantar are stretched dangerously thin.</i>	
<b>Battlefield Effect</b>	
<b>Instantaneous ♦ Beginning of Mission 2.1</b>	
Effect: The PCs are ambushed by sahuagin raiders on their way to their next mission. All characters start Mission 2.1 with damage equal to their healing surge value.	
Reference: Mission 1.1 Failure	

They've Seized the Supplies	Defeat
<i>The forces of Dagon have taken control of several sections of the city. The hobgoblins have seized control of the city's supplies of alchemist's fire and now rain destruction down upon the defenders.</i>	
<b>Special Consumable</b>	
<b>Attack Power (Fire) ♦ Consumable (Minor Action)</b>	
Make an attack: Area burst 2 within 20 (PCs in burst);	
AL + 5 vs. Reflex	
Hit: fire damage equal to the AL + 5, and the target is knocked prone.	
Miss: Half damage.	
Reference: Mission 1.6 Failure	

Ancient Cormyrean War Magic	Defeat
<i>The ritual books of a former Royal Mage are filled with useful incantations. Too bad those incantations are in the hands of your enemies!</i>	
<b>Special Consumable</b>	
<b>Utility Power (varies) ♦ Consumable (Minor Action)</b>	
Choose an energy type: acid, cold, fire, lightning, or thunder.	
Effect: All melee and ranged attacks made by the monsters until the end of the triggering creature's next turn deal an extra 5 damage of the chosen type.	
Paragon Tier: 10 energy damage.	
Reference: Mission 1.2 Failure	

Blessing of Blibdoolploop	Defeat
<i>The power of the corrupted shrine of Deep Sashelas is channeled against the defenders of Myth Nantar.</i>	
<b>Special Consumable</b>	
<b>Utility Power ♦ Consumable (Minor Action)</b>	
Effect: All PCs suffer a -2 penalty to attack rolls until the end of the triggering creature's next turn. When you activate this power, be sure to describe the sound of chanting kuo-toa, mumbling their insane prayers to their alien goddess.	
Reference: Mission 1.5 Failure	

The Protector, Corrupted	Defeat
<i>A misshapen aberration that might once have been a mighty bronze dragon flies over the battlefield, its unsettling presence punctuated by deadly blasts of psychic energy.</i>	
<b>Special Consumable</b>	
<b>Attack Power (Psychic) ♦ Consumable (Minor Action)</b>	
Make an attack: Area burst 2 within 20 (PCs in burst);	
AL + 5 vs. Will	
Heroic Tier: The target takes psychic damage equal to the AL and gains ongoing 5 psychic damage (save ends).	
Paragon Tier: The target gains ongoing 10 psychic damage and is dazed (save ends both).	
Reference: Mission 1.3 Failure	

Eyes of the Deep	Defeat
<i>The deadly eye rays of aquatic beholders rake across the battlefield. Sure would have been nice if somebody took those things out earlier.</i>	
<b>Battlefield Effect</b>	
<b>Instantaneous ♦ Beginning of Mission 2.3</b>	
Heroic Tier: All PCs begin Mission 2.3 taking ongoing 1d10 damage (save ends).	
Paragon Tier: All PCs begin Mission 2.3 taking ongoing 1d20 damage (save ends).	
Reference: Mission 1.7 Failure	

Loyal Subjects of the Abolethic Sovereignty	Defeat
<i>The kidnapped citizens of Myth Nantar have been transformed into hideous aboleth servitors and sent to rejoin the battle against their former friends and family.</i>	
<b>Battlefield Effect</b>	
<b>Instantaneous ♦ Beginning of Mission 2.2</b>	
Effect: Add an extra 4 frenzied cultists to the battlefield at the beginning of Mission 2.2. They have the same statistics as the other frenzied cultists, but describe them as former citizens of Myth Nantar who have been transformed into aboleth servitors.	
Paragon: AL 12 - 16: +5 cultists; Paragon AL 18-20: +6 cultists	
Reference: Mission 1.4 Failure	



## HANDOUT: ITEMS THE PCs CAN FIND DURING THE BATTLE

Fragment of the Emerald Eye of Kyron	Artifact
<i>This artifact has been involved in more wars and coups than can be imagined.</i>	
<b>Implement:</b> Can function as any implement	
<b>Enhancement Bonus:</b> Attack rolls and damage rolls	
<b>Critical:</b> +1d6 damage (AL 2, 4); +2d6 damage (AL 6, 8, 10); +3d6 damage (AL 12, 14); +4d6 damage (AL 16, 18, 20)	
<b>Property</b>	
You gain a +1 item bonus to the attack rolls of fear powers and charm powers used with this implement.	
<b>Property</b>	
When you use an attack power with this implement that deals necrotic damage, you ignore the first [ 5 / 10 / 15 ] points of the target's necrotic resistance, if any.	
<b>Attack Power (Fear) ♦ Daily (No Action)</b>	
<i>Trigger:</i> You hit a creature with an attack using this implement.	
<i>Effect:</i> You push the target up to its speed. If the target ends its turn closer to you than where it started the turn, you regain the use of this power.	
<b>Reference:</b> based on <i>skull of terror</i> ( <i>The Book of Vile Darkness</i> )	
<b>Found During:</b> Mission 2.1	

Alchemist's Fire	Common
<i>When shattered, this flask fills an area with alchemical flame.</i>	
<b>Alchemical Item:</b> Volatile	
<b>Attack Power (fire) ♦ Consumable (Standard Action)</b>	
Make an attack: Area burst 1 within 10 (creatures in burst); Character level + 3 vs. Reflex	
<i>Hit:</i> 2d6 fire damage.	
<i>Miss:</i> Half damage.	
<b>Reference:</b> Adventurer's Vault (simplified version)	
<b>Found During:</b> Mission 1.6	

## APPENDIX M: GIANT MONSTERS (OPTIONAL)

Only use the giant monsters if you have at least 4 tables (and preferably at least 6-8 tables so that there is a reason for the monster to move around and it isn't just looming over all the players all the time.) They are also a resource drain so if the players as a whole are having a hard time with the BI (especially during Round 1, if they are struggling to complete their missions fast) then I recommend not using the giant monsters.

If you have 4 tables one option would be to just have the monster do drive-by attacks once per hour, instead of always being there. So it would show up after an hour, people could attack it once and be attacked by it once, and then it swims off. It comes back an hour later, etc. Obviously you would track its hits across the entire time so that it eventually dies (during the third or fourth time it comes back it should have taken enough total hits to kill it, although it dies much faster if every single player attacks it).

### RUNNING THE GIANT MONSTER

The short version of how it works is you have an extra DM (or someone from HQ, or whatever) who "comes onto the battlefield" as a giant monster. In Round 1 we added the giant monster after an hour, so that most tables should have had time to complete their first mission. In Round 2 we added the giant monster after Mission 2.2 had been going for about 15 minutes (so each table should have finished at least one full combat round).

The person playing the monster should stand in the middle of the playing area (assuming your tables are all in the same room). Up to 4 tables at a time can "fight" the monster. At any large convention where the tables are organized into rows, think of the layout as if it were a grid of tables. The monster is in the center of a 2x2 grid of tables. Any table that the monster can "reach" is a table that can make attacks against the monster.

### FIGHTING THE GIANT MONSTER

Any player can use a minor action to make an attack against the giant monster. No player can attack the monster more than one time until the monster has gone all the way around the room (so everyone gets a chance to contribute) but everyone at the table can attack at the same time if they want to do so. If it is not a particular player's turn then they just forfeit their minor action on their next turn. That way you don't have to stand there while all 4 tables complete an entire combat round (which could take an hour).

The monster can always be reached by and is always reachable by everyone at the 4 tables in its current area. It is just an abstraction so worrying about space and that kind of thing would be pointless. The monster's defenses and attacks are always based on the AL of the table where the player attacking is sitting. That way you can have an AL 2 table and an AL 20 table both contribute at the same time.

**Defenses:** AC = 14 + AL; **NADs:** 12 + AL.

**Attack:** AL + 5 vs AC.

**Damage:** equal to a brute minion of the AL (column H)

If a player attacks the monster then that player can use any attack power he has as a minor action (even if the power normally requires a standard action) but item powers, encounter powers, and daily powers still count as being used if you throw them at the giant monster, so the players generally used at-wills and saved their limited powers for the monsters they were really fighting. The player makes the attack roll and you look at the table AL to determine the monster's defenses against that player's attack. The monster always counterattacks anybody who attacks it, regardless of whether they hit or miss. (I recommend using a smart phone with a dice roller app so that the person playing the monster doesn't have to carry dice.)

### KILLING THE GIANT MONSTER

Whenever a PC hits the monster, there is no damage roll. The monster doesn't have hit points, it has "hits". Each successful attack is 1 hit. If an attack would do extra stuff then it counts as extra hits, as follows:

- ongoing damage, daze = +1 hit
- stun, dominate, unconscious, remove from play = +2 hits
- if the player crits on the attack = +1 hit

The monster does not track conditions and never has to make saving throws. It is immune to forced movement, teleportation, effects that trigger when it moves or makes an attack, etc. PCs cannot mark the monster or use opportunity actions against the monster. If a PC knocks the monster prone or hits it with an effect that causes it to grant combat advantage the all the other PCs at the same table get a +2 bonus to hit it, but other tables don't get the bonus and it only lasts for one set of attacks. The monster never takes penalties to attack rolls, never

takes penalties to damage, and never carries any other negative effects with it as it moves around the room.

PCs can use interrupts to make an extra attack when the monster hits them, but it counterattacks them again if they do. However, PCs can use interrupts to take the damage for someone else or to boost their defenses or their allies' defenses against the monster's counterattack, and this does not provoke extra attacks from the monster. The monster never loses its ability to counterattack and it can make an unlimited number of counterattacks (it does not have turns or any limit on taking immediate actions).

The monster has a number of "hits" equal to 3 x the number of tables playing the BI. One way to track hits is by giving the person playing the monster a pad of sticky notes or a sheet of stickers. The total number of sheets/stickers should be the monster's total number of hits. When someone hits the monster they get a sticker. When you run out of stickers the monster is dead. Since each player can only attack the monster once per circuit of the room, and not every player will choose to attack, and not every player who attacks will hit, that was generally enough hits to get all the way around the room once and about halfway around the room a second time before the monster dies.

Everybody who hits the monster should track that fact (this is made much easier if you are using the sticker/token method described above for tracking the monster's hits). If you want to be generous you can give the people who miss a token too, but that would require you to use a different tracking method for the monster's hits. When the monster dies, the stickers/tokens turn into action points, and those action points can be used to break the normal limit of 1 action point per encounter. That way everybody who helped kill the monster is rewarded when it dies no matter which table or which PC actually finishes it off.

## DESCRIBING THE GIANT MONSTER

We ran this BI twice at Dungeons & Dragons Experience 2012. For the sake of variety we mixed things up a little bit. You can use these examples or feel free to invent your own.

During Round 1 on the first day, we described the monster as a giant ixitxachitl (demon ray) that was swimming around Myth Nantar crashing into buildings and wrecking the city. During Round 1 on the second day, we instead described it as a giant aboleth that was firing off globs of aboleth jelly that were seeping into people's brains and dominating the citizens of Myth Nantar. When the ixitxachitl critted someone it gave them ongoing necrotic by the same tiering rules (Heroic ongoing 5, AL 12-16 ongoing 10, AL 18-20 ongoing 15).

When the aboleth critted someone it gave them dazed (save ends) at Heroic and dazed + ongoing 10/15 psychic (save ends both) at Paragon.

During Round 2 (both days) we described the monster as "Dagon's consort, the mother of all hydras." The trick here was that whenever anybody attacked the hydra, it would counterattack the entire table -- make one attack roll and all the PCs have to check to see if they are hit (don't roll separately for each PC, that takes forever). So if all 6 people attack the hydra then it counterattacks all 6 PCs all 6 times. That can get ugly quick so make sure they know what is going to happen before they all attack. For the hydra since it was hitting everyone we used the lower minion damage (column G instead of column H). When the hydra critted it knocked all the PCs at the table prone.

## APPENDIX X: EXTRA STAT BLOCKS

(Creatures that were statted out but ended up not getting used for any of the missions in the final version of the BI)

Frozen Racer	Minion Skirmisher
Medium elemental magical beast (aquatic, cold, water)	XP Minion
HP 1; a missed attack never damages a minion	Init 10 [+ ]
AC [ ], Fortitude [ ], Reflex [ ], Will [ ]	Per 1 [+ ]
Speed 6, swim 6	
TRAITS	
<b>Aquatic</b>	
The elemental can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m <b>Frosty Bite</b> (cold) • <b>At-Will</b>	
<i>Effect:</i> The elemental can shift its speed before making this attack.	
<i>Attack:</i> Melee 1 (one creature); 5 [+ ] vs. AC	
<i>Hit:</i> [G: ] cold damage.	
TRIGGERED ACTIONS	
C <b>Frozen Destruction</b> (cold) • <b>Encounter</b>	
<i>Trigger:</i> The elemental is reduced to 0 hit points.	
<i>Attack:</i> Close burst 1 (non-elemental creatures in burst); no attack roll	
<i>Effect:</i> [G: ] cold damage.	
Str 1 [+ ]	Dex 8 [+ ]
Con 1 [+ ]	Int 4 [+ ]
	Wis 1 [+ ]
	Cha 1 [+ ]
Alignment Unaligned	Languages --
Source: <i>Dungeon Magazine</i> 170 (updated to MM3 standards)	

Level: Equal to the AL

Level = [+ ] (attacks, defenses)

Half Level = [+ ] (skills, abilities)

AC: Level + 13; Fort: Level + 11; Ref: Level + 14; Will: Level + 11

Lesser Water Elemental	Controller
Small elemental magical beast (aquatic, water)	XP Standard
HP [ ]; <b>Bloodied</b> [ ]	Init 2 [+ ]
AC [ ], Fortitude [ ], Reflex [ ], Will [ ]	Per 0 [+ ]
Speed 6, swim 6	Low-light vision
TRAITS	
<b>Aquatic</b>	
The elemental can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
<b>Sensitive to Cold</b>	
Whenever the elemental takes cold damage, it gains vulnerable 5 against the next attack that hits it before the end of its next turn.	
STANDARD ACTIONS	
m <b>Slam</b> • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); 3 [+ ] vs. Reflex	
<i>Hit:</i> [D: ] damage, and ongoing 5 damage (save ends).	
C <b>Whelm</b> • <b>Encounter</b>	
<i>Attack:</i> Close blast 3 (enemies in blast); 3 [+ ] vs. Fortitude	
<i>Hit:</i> [F: ] damage, and the elemental pushes the target up to 2 squares and knocks it prone.	
MINOR ACTIONS	
<b>Drowning Essence</b> • <b>At-Will</b> (1/round)	
<i>Effect:</i> The elemental slides each creature taking ongoing damage from its slam 1 square.	
Str 3 [+ ]	Dex 2 [+ ]
Con 1 [+ ]	Int -3 [+ ]
	Wis 0 [+ ]
	Cha -1 [+ ]
Alignment Unaligned	Languages understands Primordial
Source: <i>Monster Vault</i>	

Level: Equal to the AL

Level = [+ ] (attacks, defenses)

Half Level = [+ ] (skills, abilities)

HP: (8 x Level) + 21; **Bloodied:** (4 x Level) + 10

AC: Level + 14; Fort: Level + 13; Ref: Level + 12; Will: Level + 11

## APPENDIX X: EXTRA STAT BLOCKS

Hydrodemon	Skirmisher
Large elemental humanoid (aquatic, demon)	XP Standard
HP [     ]; Bloodied [     ]	Init 9 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 5 [+     ]
Speed 6, swim 8	Darkvision
Resist [ 5 / 10 / 15 ] all	
TRAITS	
<b>Aquatic</b>	
The hydrodemon can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [A:     ] damage.	
<b>r Numbing Spittle (poison) • At-Will</b>	
Attack: Melee 1 (one creature); 3 [+     ] vs. Reflex	
Hit: [A:     ] poison damage, and the target is slowed until the end of its next turn.	
<b>M Swift Strike • At-Will</b>	
Effect: The hydrodemon shifts 6 squares while ignoring difficult and hindering terrain, then uses <i>claw</i> .	
<b>C Runeblast Leap (force) • Recharge</b> when first bloodied	
Attack: Close burst 2 (enemies in burst); 3 [+     ] vs. Reflex	
Hit: [A:     ] force damage, and the hydrodemon pushes the target 1 square. The hydrodemon then shifts 6 squares, ignoring difficult and hindering terrain.	
TRIGGERED ACTIONS	
<b>Defensive Pounce • Recharge</b> 6	
Trigger: A melee attack hits the hydrodemon.	
Effect (Immediate Reaction): The hydrodemon shifts 6 squares.	
Str 4 [+     ]     Dex 7 [+     ]     Wis 5 [+     ]	
Con 6 [+     ]     Int 1 [+     ]     Cha -1 [+     ]	
Alignment Chaotic evil     Languages Abyssal	
Source: <i>Demonomicon</i> (removed variable resistance)	

Level: Equal to the AL

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (8 x Level) + 30; Bloodied: (4 x Level) + 15

AC: Level + 14; Fort: Level + 12; Ref: Level + 13; Will: Level + 10

Piscodemon	Controller (Leader)
Medium elemental magical beast (demon)	XP Standard
HP [     ]; Bloodied [     ]	Init 5 [+     ]
AC [     ], Fortitude [     ], Reflex [     ], Will [     ]	Per 6 [+     ]
Speed 6, swim 6	Darkvision
TRAITS	
<b>O Demonic Rally • Aura</b> 3	
Any bloodied demon in the aura scores critical hits on a roll of 19-20.	
<b>All-Around Vision</b>	
Enemies can't gain combat advantage by flanking the piscodemon.	
STANDARD ACTIONS	
<b>m Claw • At-Will</b>	
Requirement: The piscodemon must not have two creatures grabbed.	
Attack: Melee 1 (one creature); 5 [+     ] vs. AC	
Hit: [A:     ] damage, and the target is grabbed (escape DC Moderate).	
<b>M Writhing Tentacles (poison) • At-Will</b>	
Attack: Melee 1 (one creature grabbed by the piscodemon); 5 [+     ] vs. AC	
Hit: [A:     ] poison damage, and the target takes ongoing [ 5 / 10 / 15 ] poison damage and is weakened (save ends both).	
<b>R Vision of Madness (psychic) • Encounter</b>	
Attack: Ranged 20; 3 [+     ] vs. Will	
Hit: [B:     ] psychic damage, and the target is slowed (save ends). In addition, the target makes a melee basic attack as a free action against a target of the piscodemon's choice.	
<b>A Writhing Ground • Recharge</b> 5 6	
Attack: Area burst 1 within 10 (creatures in burst); 3 [+     ] vs. Reflex	
Hit: [F:     ] damage, and the target is slowed (save ends).	
TRIGGERED ACTIONS	
<b>M Bloodied Wail (fear, thunder) • Encounter</b>	
Trigger: The piscodemon is first bloodied.	
Attack (Immediate Reaction): Close burst 3 (creatures in burst); 3 [+     ] vs. Fortitude	
Hit: [F:     ] thunder damage, and the piscodemon pushes the target 5 squares.	
Skills Arcana 15 [+     ]	
Str 7 [+     ]     Dex 5 [+     ]     Wis 6 [+     ]	
Con 4 [+     ]     Int 10 [+     ]     Cha 8 [+     ]	
Alignment Chaotic evil     Languages Abyssal, telepathy 20	
Source: <i>Demonomicon</i> (with a few simplifications)	

Level: Equal to the AL

Level = [+     ] (attacks, defenses)

Half Level = [+     ] (skills, abilities)

HP: (8 x Level) + 26; Bloodied: (4 x Level) + 13

AC: Level + 13; Fort: Level + 11; Ref: Level + 13; Will: Level + 11

## NEW RULES

### Battle Standard of the Tides

Level 16 Uncommon

**Wondrous Item** (45,000 gp)

**Enhancement:** AC

**Power (Zone): Encounter (Standard Action)**

**Effect:** When you plant the battle standard in your space or in a square adjacent to you, it creates a zone of wind and tides in a close burst 3. Enemies treat the zone as difficult terrain, and when a nonaquatic enemy ends its turn in the zone, it is pushed 3 squares from the standard's square. The zone lasts until the end of the encounter or until the battle standard is removed from the ground. Any characters in or adjacent to the battle standard can remove it from the ground as a standard action.

**Source:** *Dragon* 381

### Cloak of the Manta Ray

Level 18+ Rare

**Neck Slot**

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

**Property:** You gain a swim speed of 8 and can breathe underwater. You also have the aquatic keyword, so in aquatic combat, you gain a +2 bonus to attack rolls against nonaquatic creatures.

**Attack Power (Encounter): Immediate Reaction**

**Trigger:** A creature hits you with a melee attack.

**Effect:** The triggering creature takes 2d6 damage. If you are underwater, that creature is also dazed until the end of its next turn.

Level 23: 3d6 damage.

Level 28: 4d6 damage.

**Source:** *Mordenkainen's Magnificent Emporium*

### Demonskin Armor

Level 13+ Uncommon

**Armor:** Leather, hide

**Enhancement:** AC

**Property:** You gain an item bonus to Intimidate checks. The bonus equals the armor's enhancement bonus.

**Utility Power (Daily): Immediate Reaction**

**Trigger:** You take acid, cold, fire, lightning, or thunder damage.

**Effect:** You gain resist 10 to the triggering damage type until the end of the encounter.

Level 23 or 28: Resist 15.

**Source:** *Heroes of the Elemental Chaos* (and other sources).

### Crashing Tide Ki Focus

Level 8+ Uncommon

**Implement:** Ki Focus

**Enhancement:** Attack rolls and damage rolls

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

**Power (Daily): Free Action**

**Trigger:** You hit an enemy with a melee attack using this ki focus.

**Effect:** You push the target 1 square per point of the ki focus's enhancement bonus, then knock it prone. You then shift the same number of squares.

**Source:** *Psionic Power*

### Pearl Sea Horse

Level 9 Uncommon

**Wondrous Item** (4,200 gp)

**Power (Conjuration): Daily (Standard Action)**

Use this figurine to conjure a Large majestic sea horse (see AV for statistics). There must be a body of water adjacent to you for the sea horse to appear in; otherwise, the figurine cannot be activated. As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

While riding the sea horse, you breathe water as if it were air and can speak normally underwater. The sea horse can carry one Medium or Small character weighing no more than 300 pounds. If more than 300 pounds are placed on it, the creature disappears and cannot be conjured again until after an extended rest.

**Source:** *Adventurer's Vault*

### Symbol of the Deep

Level 9+ Uncommon

**Implement:** Holy symbol

**Enhancement:** Attack rolls and damage rolls

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

**Power (Daily): Free Action**

**Trigger:** You hit an enemy with a melee attack using this holy symbol.

**Effect:** The target is immobilized, cannot make opportunity attacks, and takes a -2 penalty to attack rolls (save ends all).

**Source:** *Dragon Magazine* 381

### Tidal Weapon

Level 4+ Uncommon

**Weapon:** Hammer

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d4 damage per plus, and the target falls prone

**Property:** Whenever you hit one or more targets with an attack power using this weapon and that power has the acid, cold, fire, lightning, or thunder keyword, you can shift a number of squares equal to half the weapon's enhancement bonus (minimum 1).

**Utility Power (Daily): Free Action**

*Trigger:* You use your second wind on your turn.

*Effect:* Choose one creature within 5 squares of you.

You pull that creature up to 4 squares.

**Source:** *Heroes of the Elemental Chaos*

### Quenchquiver Weapon

Level 7+ Uncommon

**Weapon:** Bow or crossbow

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, +1d10 damage per plus against fire creatures

**Property:** You take no attack penalty when using this weapon underwater.

**Property:** This weapon does not require ammunition, although a wielder can use an arrow or bolt if desired. The wielder forms an arrow or bolt of water by drawing the string. An arrow or bolt not used evaporated.

**Power (Daily): Free Action**

*Trigger:* You hit with a ranged attack using this weapon.

*Effect:* The target is pushed 2 squares and falls prone.

**Source:** *Dragon Magazine* 381

### Waterbane Weapon

Level 8+ Uncommon

**Weapon:** Axe, crossbow, heavy blade, light blade, or spear

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, +1d10 damage per plus against creatures that have the aquatic or water keyword

**Property:** You take no attack penalty when using this weapon underwater.

**Power (Daily): Minor Action**

*Effect:* Your next attack with this weapon gains a +2 power bonus to the attack roll if you are underwater, or a +5 power bonus to the attack roll against a creature that has the water or the aquatic keyword.

**Source:** *Adventurer's Vault*

### Whirlpool Weapon

Level 15+ Uncommon

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

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

**Property:** You take no attack penalty when using this weapon underwater.

**Attack Power: Daily (Minor Action)**

*Effect:* You whirl your weapon about to spend spectral water spinning around you in a ghostly vortex. Make the following attack.

**Attack:** Close burst 3 (enemies in the burst); Strength + 4 vs. Fortitude (apply a bonus to the attack roll equal to this weapon's enhancement bonus).

**Hit:** The target is pulled 3 squares and immobilized until the end of your next turn

**Source:** *Dragon* 381



## APPENDIX D1: DAMAGE EXPRESSIONS BY MONSTER LEVEL

Each encounter has a Setup section which tells you which monsters to use, how many of each, and their levels. Cross-reference the monster's level with the columns identified in its stat block for each of its attacks to get the damage.

Level	A	B	C	D	E	F	G	H
1	1d8 + 4	1d10 + 5	2d6 + 6	1d6 + 3	1d8 + 4	1d8 + 6	4	5
2	1d8 + 5	1d10 + 6	2d6 + 7	1d6 + 4	1d8 + 5	1d8 + 7	5	6
3	1d8 + 6	1d10 + 7	2d8 + 7	1d6 + 5	1d8 + 6	2d6 + 5	5	6
4	2d6 + 5	2d8 + 6	2d8 + 9	1d8 + 5	2d6 + 5	2d8 + 5	6	7
5	2d6 + 6	2d8 + 7	3d6 + 9	1d8 + 6	2d6 + 6	2d8 + 6	6	8
6	2d6 + 7	2d8 + 9	3d6 + 10	1d8 + 6	2d6 + 7	2d8 + 7	7	8
7	2d8 + 6	3d6 + 9	3d6 + 12	2d6 + 4	2d8 + 6	2d8 + 8	7	9
8	2d8 + 7	3d6 + 10	3d8 + 11	2d6 + 5	2d8 + 6	2d8 + 9	8	9
9	2d8 + 8	3d6 + 11	3d8 + 13	2d6 + 6	2d8 + 7	3d6 + 9	8	10
10	2d8 + 9	3d6 + 12	3d8 + 14	2d6 + 6	2d8 + 7	3d6 + 10	9	11
11	3d6 + 9	3d8 + 11	4d6 + 15	2d6 + 7	2d8 + 9	3d6 + 11	9	11
12	3d6 + 10	3d8 + 13	4d6 + 17	2d8 + 6	2d8 + 10	3d6 + 12	10	12
13	3d6 + 11	3d8 + 14	4d6 + 18	2d8 + 7	3d6 + 10	3d8 + 11	10	12
14	3d6 + 12	3d8 + 15	4d8 + 16	2d8 + 7	3d6 + 10	3d8 + 12	11	13
15	3d6 + 13	4d6 + 15	4d8 + 17	2d8 + 8	3d6 + 11	3d8 + 13	11	14
16	3d8 + 11	4d6 + 17	4d8 + 19	3d6 + 8	3d6 + 12	3d8 + 14	12	14
17	3d8 + 12	4d6 + 18	4d8 + 20	3d6 + 9	3d6 + 13	3d8 + 15	12	15
18	3d8 + 13	4d6 + 19	4d10 + 18	3d6 + 9	3d8 + 11	4d6 + 15	13	15
19	3d8 + 14	4d8 + 16	4d10 + 19	3d6 + 10	3d8 + 12	4d6 + 16	13	16
20	3d8 + 15	4d8 + 17	4d12 + 17	3d6 + 11	3d8 + 13	4d6 + 17	14	17
21	4d6 + 15	4d8 + 18	4d12 + 18	3d8 + 9	3d8 + 14	4d6 + 18	14	17
22	4d6 + 16	4d8 + 20	4d12 + 19	3d8 + 9	3d8 + 15	4d6 + 19	15	18
23	4d6 + 17	4d10 + 17	5d10 + 20	3d8 + 10	4d6 + 15	4d8 + 17	15	18
24	4d6 + 18	4d10 + 18	5d10 + 21	3d8 + 11	4d6 + 16	4d8 + 18	16	19
25	4d6 + 19	4d10 + 19	6d10 + 17	3d8 + 12	4d6 + 17	4d8 + 19	16	20
26	4d8 + 16	4d12 + 17	6d10 + 18	4d6 + 11	4d6 + 18	4d8 + 20	17	20
27	4d8 + 17	4d12 + 18	6d10 + 20	4d6 + 12	4d6 + 19	4d10 + 17	17	21
28	4d8 + 18	4d12 + 19	6d10 + 21	4d6 + 13	4d8 + 16	4d10 + 19	18	21
29	4d8 + 19	4d12 + 20	6d10 + 23	4d6 + 14	4d8 + 17	4d10 + 20	18	22
30	4d8 + 20	5d10 + 21	6d10 + 25	4d6 + 15	4d8 + 18	4d12 + 18	19	23

Column A = single target, normal  
Column B = single target, brute  
Column C = single target, limited

Column D = multiple targets, normal  
Column E = multiple targets, brute  
Column F = multiple targets, limited

Column G = minion, non-brute

Column H = minion, brute

(Explanation: Column A and Column D are taken directly from WotC's updated MM3 / Essentials damage expressions. The other values are calculated based on core rules guidelines; minion values are based on DMG2 rules with slight updates for Essentials damage formulas.)

## APPENDIX D2: DIFFICULTY CLASS BY ADVENTURE LEVEL

If a DC is listed in the adventure as a numeric value (such as "DC 15") then you should use that value for all ALs.

If a DC is listed with a non-numeric description (such as "Easy DC") then you should use the values below.

Adventure Level	Easy DC	Moderate DC	Hard DC
2	9	13	20
4	10	14	21
6	11	15	23
8	12	16	24
10	13	18	26
12	14	20	28
14	15	21	29
16	16	22	31
18	17	23	32
20	18	25	34

(Explanation: The DCs for each AL are equal to the core rules DCs for challenges of that character level. To keep things simple, we do not recalculate the DCs for each individual PC based on his or her level; we just use the DCs that would be appropriate if the average party level was equal to the Adventure Level being played.)

## APPENDIX D3: MONSTER HIT POINTS BY LEVEL AND ROLE

When determining hit points for standard monsters, use the following table.

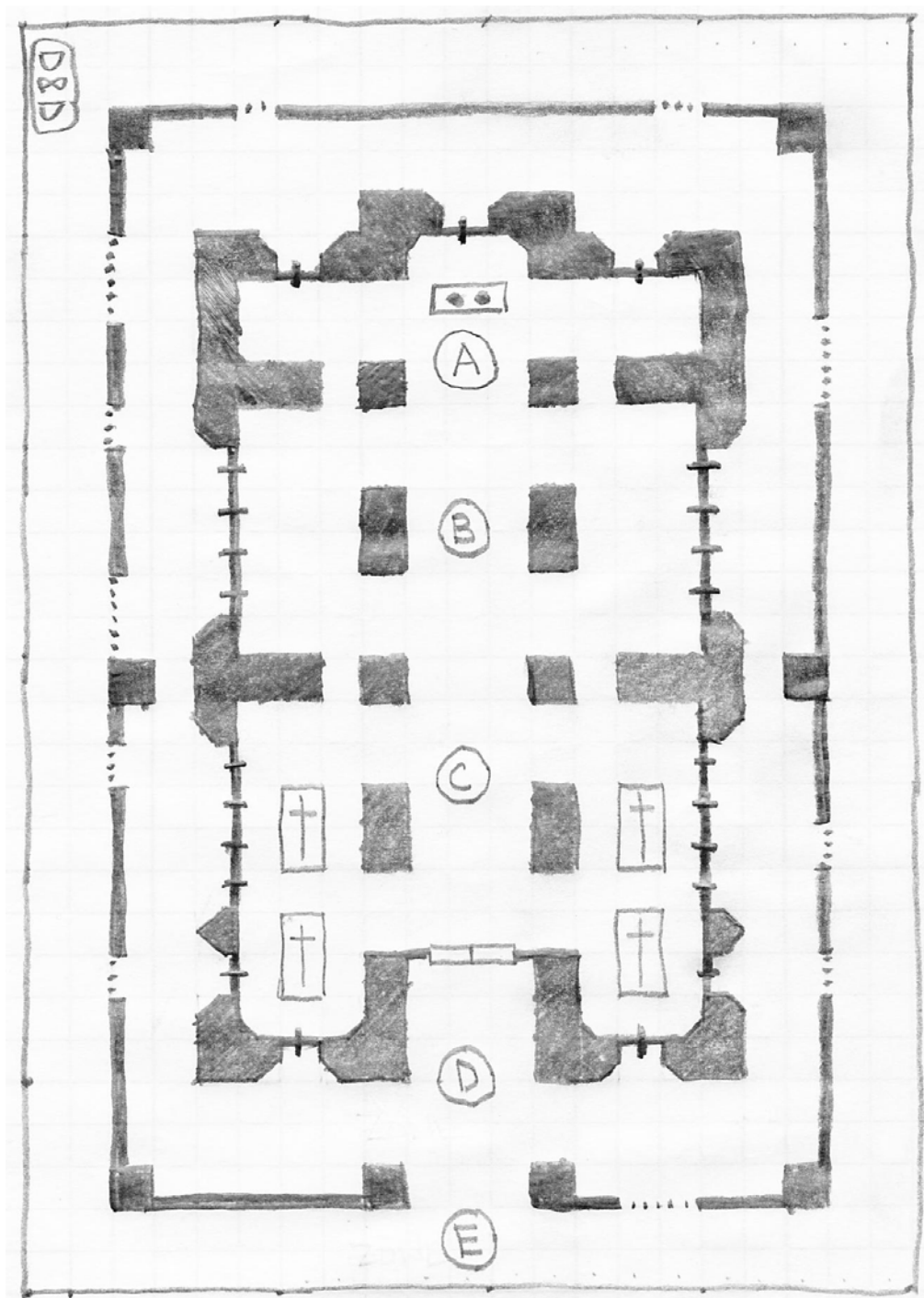
Monster Level	Brute	Controller, Soldier, Skirmisher	Lurker, Artillery
1	20 + Con	16 + Con	12 + Con
2	30 + Con	24 + Con	18 + Con
3	40 + Con	32 + Con	24 + Con
4	50 + Con	40 + Con	30 + Con
5	60 + Con	48 + Con	36 + Con
6	70 + Con	56 + Con	42 + Con
7	80 + Con	64 + Con	48 + Con
8	90 + Con	72 + Con	54 + Con
9	100 + Con	80 + Con	60 + Con
10	110 + Con	88 + Con	66 + Con
11	120 + Con	96 + Con	72 + Con
12	130 + Con	104 + Con	78 + Con
13	140 + Con	112 + Con	84 + Con
14	150 + Con	120 + Con	90 + Con
15	160 + Con	128 + Con	96 + Con
16	170 + Con	136 + Con	102 + Con
17	180 + Con	144 + Con	108 + Con
18	190 + Con	152 + Con	114 + Con
19	200 + Con	160 + Con	120 + Con
20	210 + Con	168 + Con	126 + Con
21	220 + Con	176 + Con	132 + Con
22	230 + Con	184 + Con	138 + Con
23	240 + Con	192 + Con	144 + Con
24	250 + Con	200 + Con	150 + Con
25	260 + Con	208 + Con	156 + Con
26	270 + Con	216 + Con	162 + Con
27	280 + Con	224 + Con	168 + Con
28	290 + Con	232 + Con	174 + Con
29	300 + Con	240 + Con	180 + Con
30	310 + Con	248 + Con	186 + Con

(Explanation: Taken directly from the core rules. Formula is  $(\lceil \text{level} + 1 \rceil \times \text{Role}) + \text{Con}$  for standard monsters. Multiply by 2 for elite monsters. Solo monsters always use 8 hit points per level no matter their role, so treat them as controllers, then multiply by 4 for Heroic tier or by 5 for Paragon tier.)

## BATTLE MAP 1 (LARGE TEMPLE)

Reference: *Haunted Temples* (other side of the same poster as Map 2)

Mission: 1.6 (Temple of Deep Sashelas)

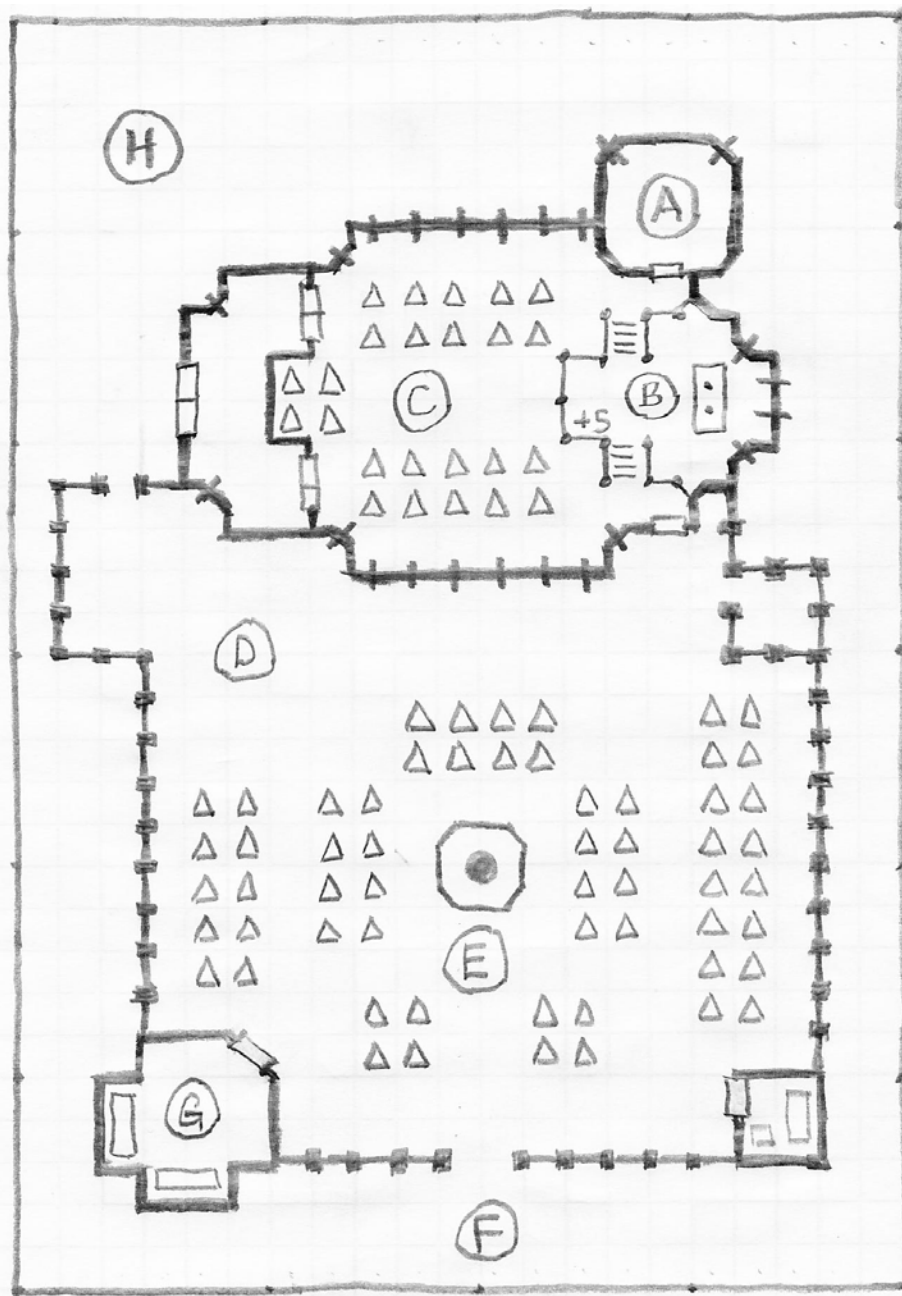


- **Zone A** is the very back section (altar and room containing it)
- **Zone B** is the center section without the sarcophagi
- **Zone C** is the front section including the sarcophagi
- **Zone D** is the temple grounds (inside the fence but outside the temple, all the way around)
- **Zone E** is the entire area outside the fence, all the way around (two squares wide encircling the map)

## BATTLE MAP 2 (SMALL TEMPLE)

Reference: *Haunted Temples* (other side of the same poster as Map 1)

Mission: 2.1 (The Emerald Eye)

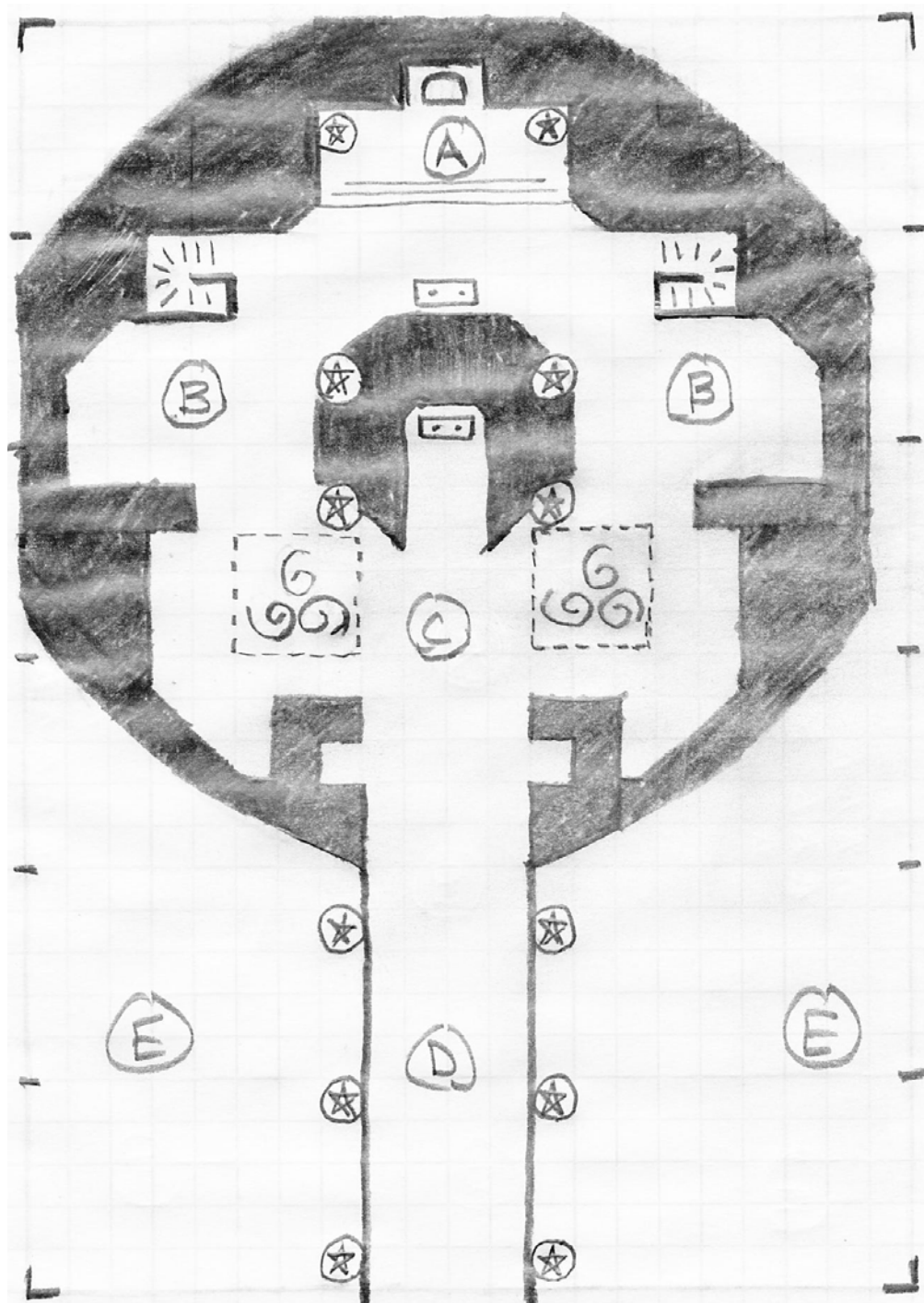


- **Zone A** is the small tower room inside the temple
- **Zone B** is the altar area (which is on a raised dais)
- **Zone C** is the rest of the temple interior (the 5x2 areas of difficult terrain are pews; the 2x2 area is the temple's bell which has fallen and shattered)
- **Zone D** is the open area inside the fence (away from the fountain)
- **Zone E** is near the fountain (which is in the center). All of the difficult terrain squares inside the fence are 2x1 graves.
- **Zone F** is the area outside the fence farthest from the temple
- **Zone G** is the small building in the lower left
- **Zone H** is the open area outside the fence on the side of the map closest to the temple

## BATTLE MAP 3 (MYSTERIOUS TOWER)

**Reference:** *Haunted Temples* (other side of the same poster as Map 4)

**Mission:** 1.4 (Aberrant Cyst)

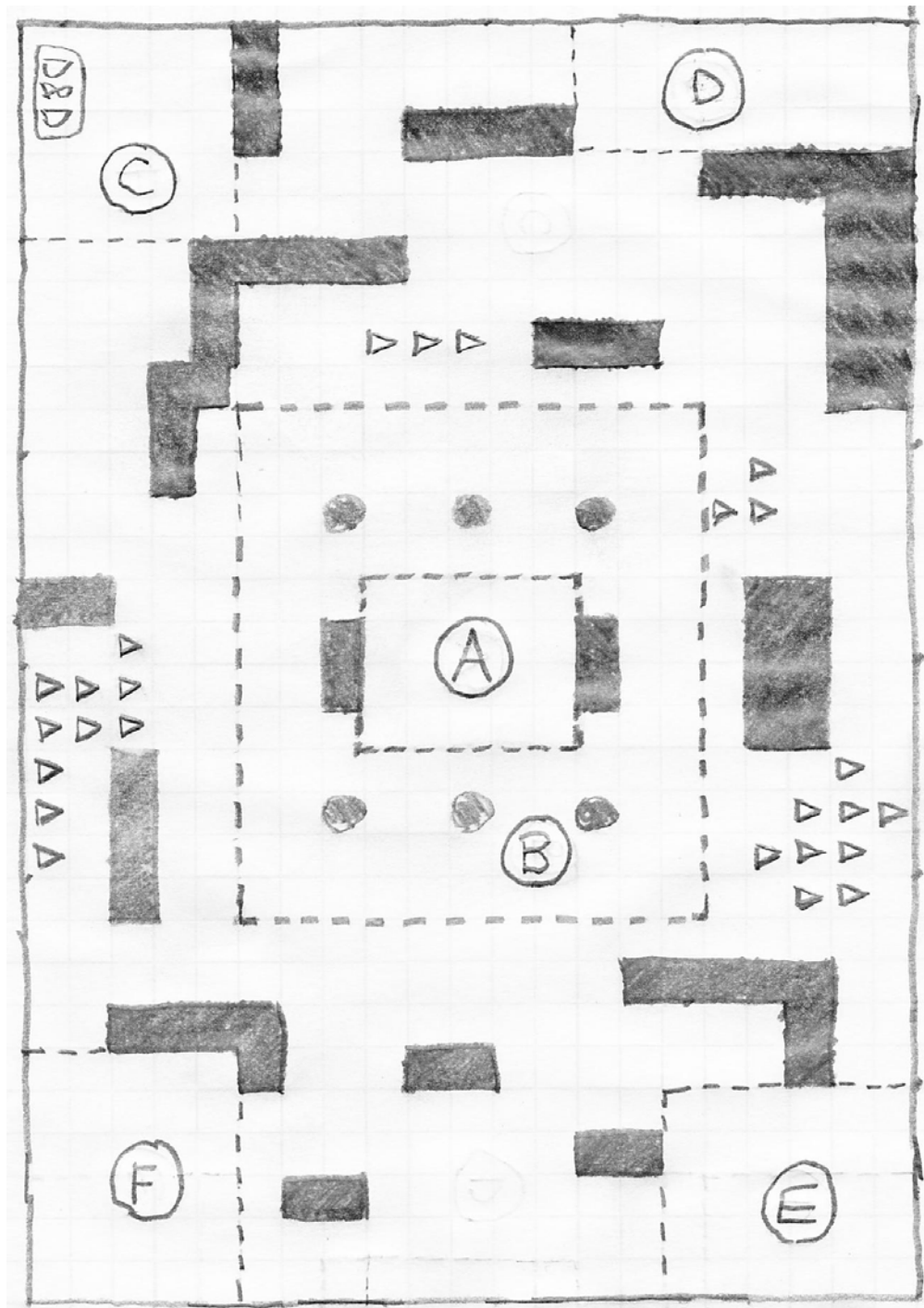


- **Zone A** is the raised dais containing the throne
- **Zone B** is the section behind and to either side of the central altar area
- **Zone C** is in front of the altar, between the two glyphs
- **Zone D** is the ramp leading into the tower
- **Zone E** is the entire area outside the tower (creatures can circle all the way around the tower; the map is infinite in all directions with no other terrain features in the "off-map" squares)

## BATTLE MAP 4 (THE BONEYARD)

Reference: *Haunted Temples* (other side of the same poster as Map 3)

Missions: 1.3 (The Protector), 1.7 (Eyes of the Deep)



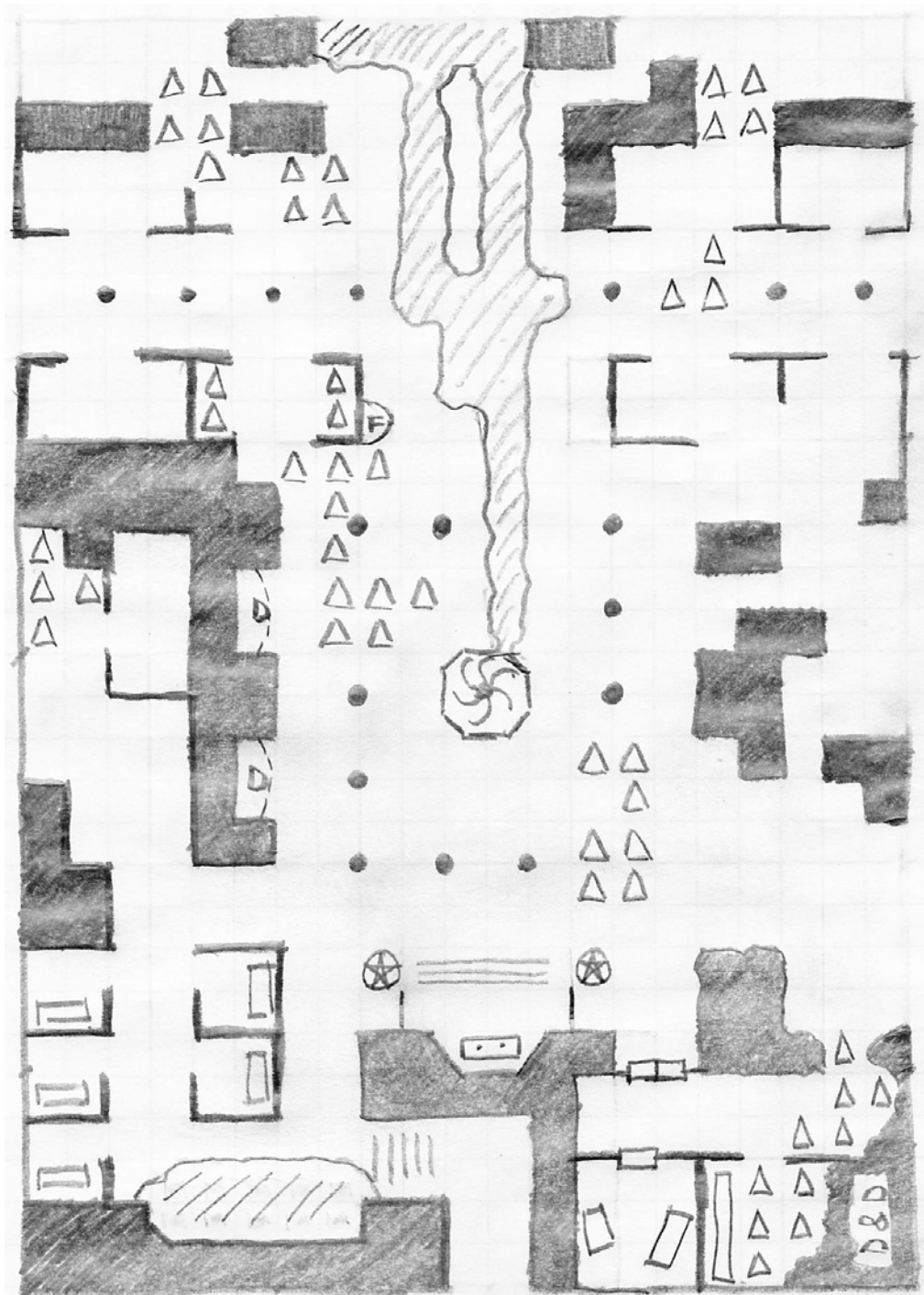
- **Zone A** is the 5x4 center section (denoted by a visible change in the terrain on the map)
- **Zone B** is the 11x12 area bounded by the small row of stones (visible on the map) not including Zone A
- **Zone C** is the upper left corner (5x5 square); **Zone D** is the upper right corner (8x3 rectangle)
- **Zone E** is the lower right corner (5x6 rectangle); **Zone F** is the lower left corner (6x5 rectangle)
- Ignore the white dashed lines around the edges of the map: they do not have any purpose here. The dashed lines shown above for Zones C through F do not appear on the actual poster map.



## BATTLE MAP 5 (HAUNTED TEMPLE)

**Reference:** *Haunted Temples* (other side of the same poster as Map 6)

**Mission:** THIS MAP IS NOT USED IN THE BI



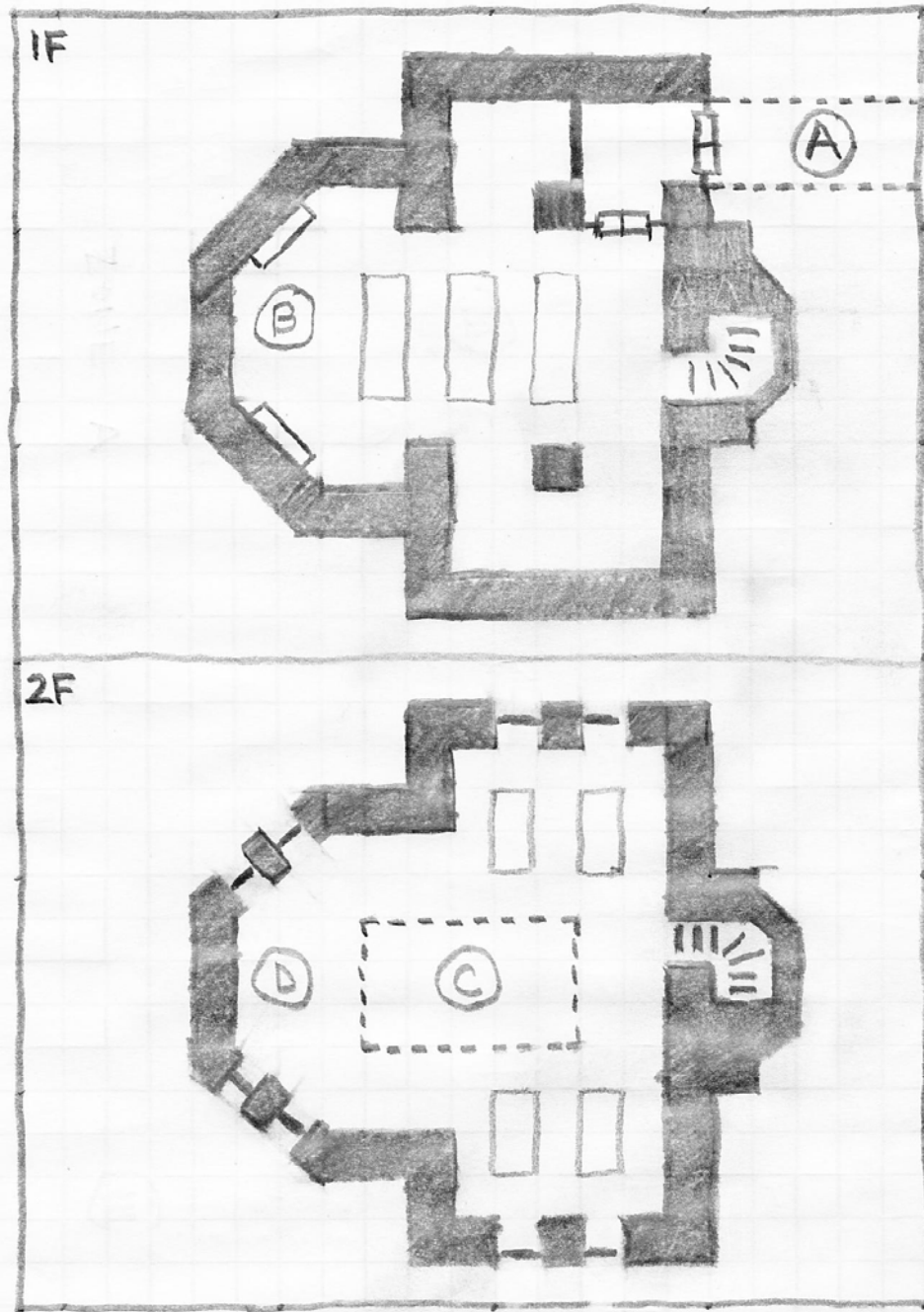
This map is not used in the BI. It's included here for completeness, so you know we didn't forget about it.

## BATTLE MAP 6 (Two~Story LIBRARY)

**Reference:** *Haunted Temples* (other side of the same poster as Map 5)

**Mission:** 1.2 (Visiting Nobles)

The top half of the map is the ground level; the bottom half is the upper level. You can tell which is which because only the ground level has doors, and only the upper level has windows (other than the stairwell).



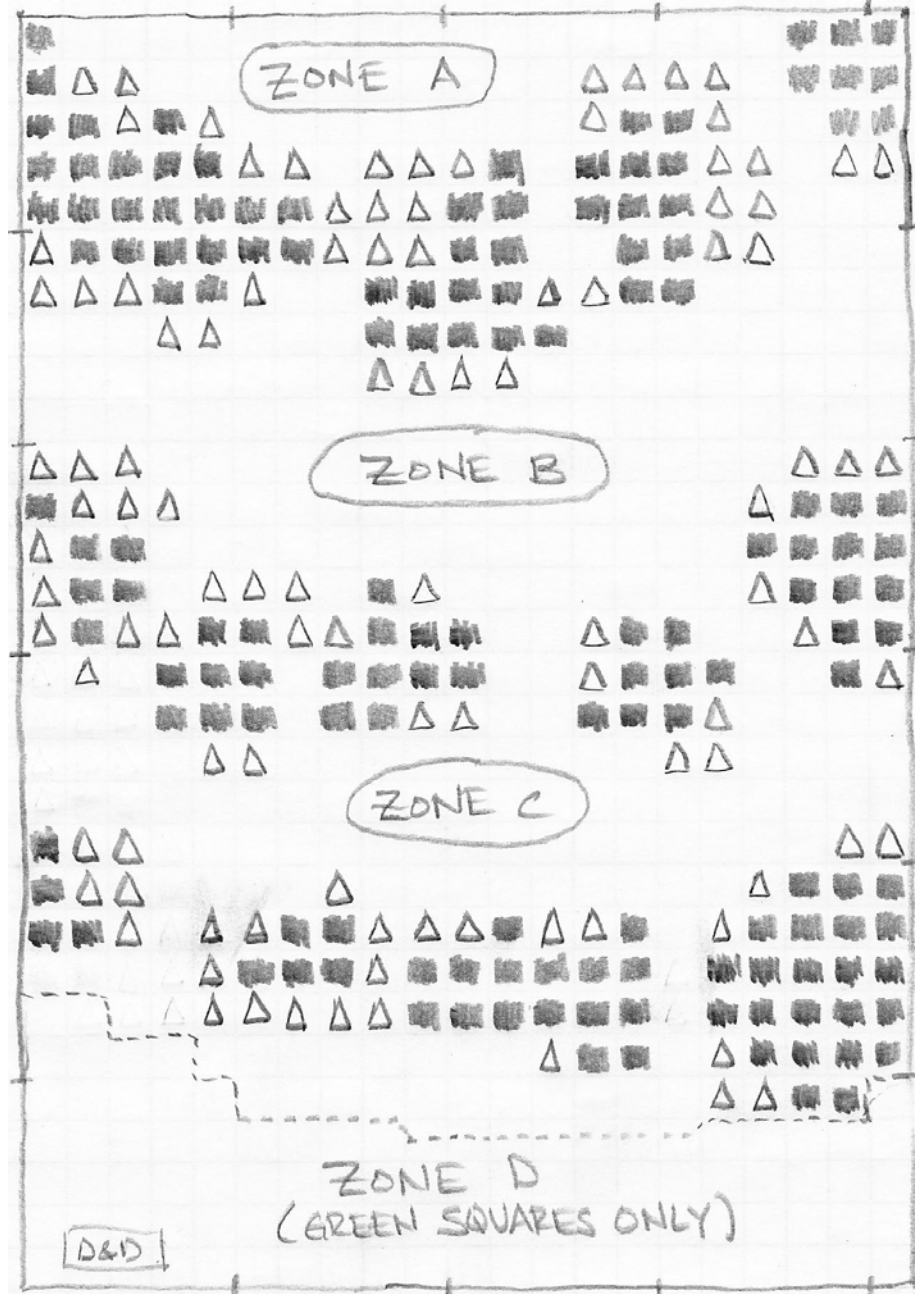
- **Zone A** is the ground outside the building on the top half only (flying creatures notwithstanding).
- **Zone B** is the interior of the ground floor. The light gray rectangles are bookcases.
- **Zone C** is the 5x3 rectangular section of floor that has been cut out, opening up space between the two floors.
- **Zone D** is the rest of the upper floor except for Zone C. The thin gray lines represent windows. There are no doors on the second floor and there is only one entrance on the first floor (which has no windows).

## BATTLE MAP 7 (RUINED WALLS)

**Reference:** *The Book of Vile Darkness* (full 21x30 poster map; other side has both Map 8 and Map 9)

**Missions:** 1.1 (Sharksbane Wall), 1.6 (Waves upon Waves)

The four deployment zones on this map are the areas created between the three "lines" of ruined buildings.



- Zone D is the entire area of green squares at the bottom of the map (where the D&D logo is printed).
- Zone C is the entire width of the map between the first and second lines of ruined buildings.
- Zone B is the entire width of the map between the second and third lines of ruined buildings.
- Zone A is the upper portion of the map behind the third line of ruined buildings.

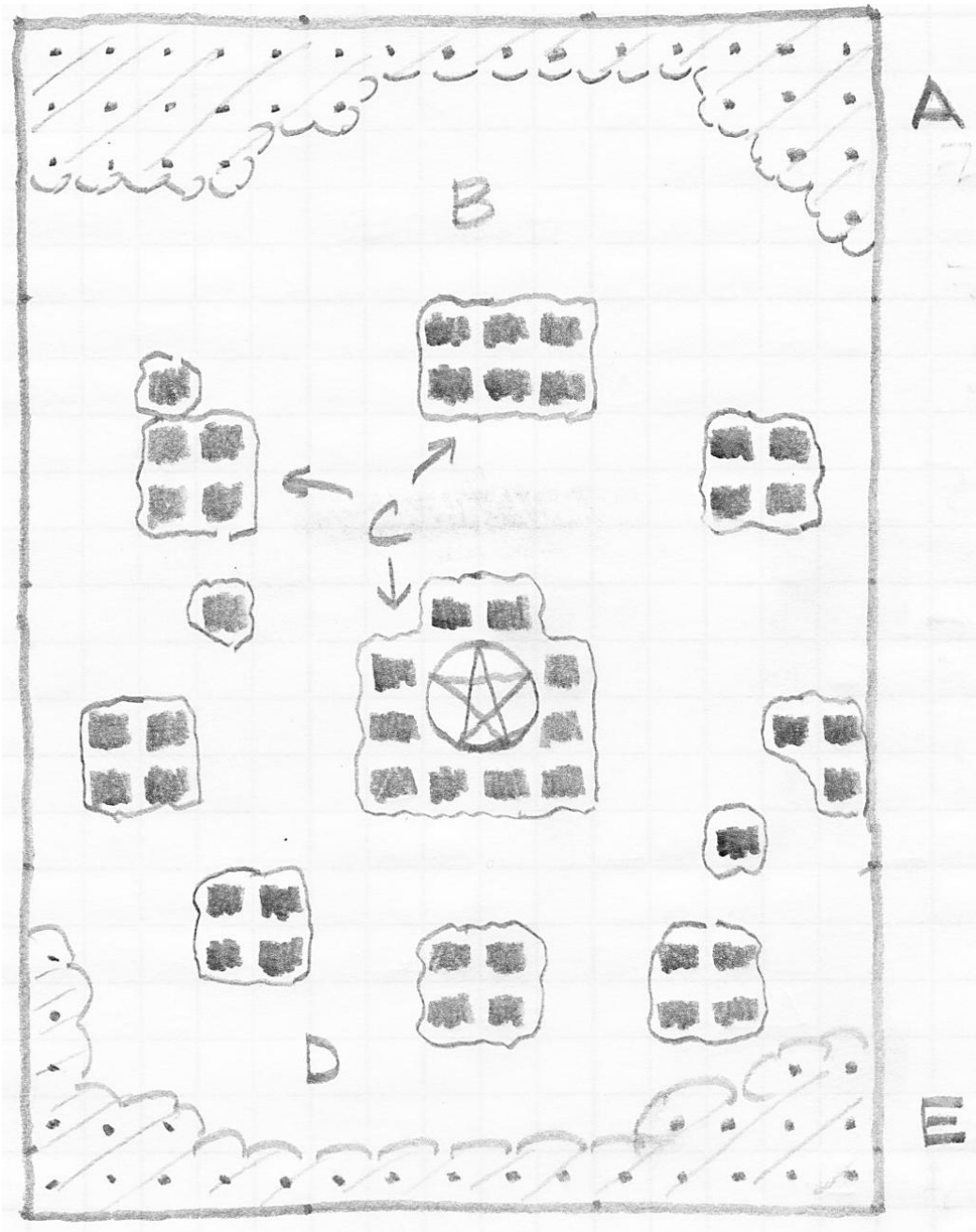
In Mission 1.1, creatures cannot stand on the buildings (they are hazardous, blocking terrain) and you should ignore the rubble squares entirely since all creatures are assumed to be swimming.

In Mission 1.7, sections of buildings that look flat on the map (there's no hard and fast rule for this -- it is your judgment call) are blocking terrain 10 feet high (Athletics DC 15) and squares containing rubble are difficult terrain.

## BATTLE MAP 8 (MENHIR CIRCLE)

**Reference:** *The Book of Vile Darkness* (half of a poster, shared with Map 9, other side of Map 7)

**Mission:** 2.2 (The Cult of Dagon)

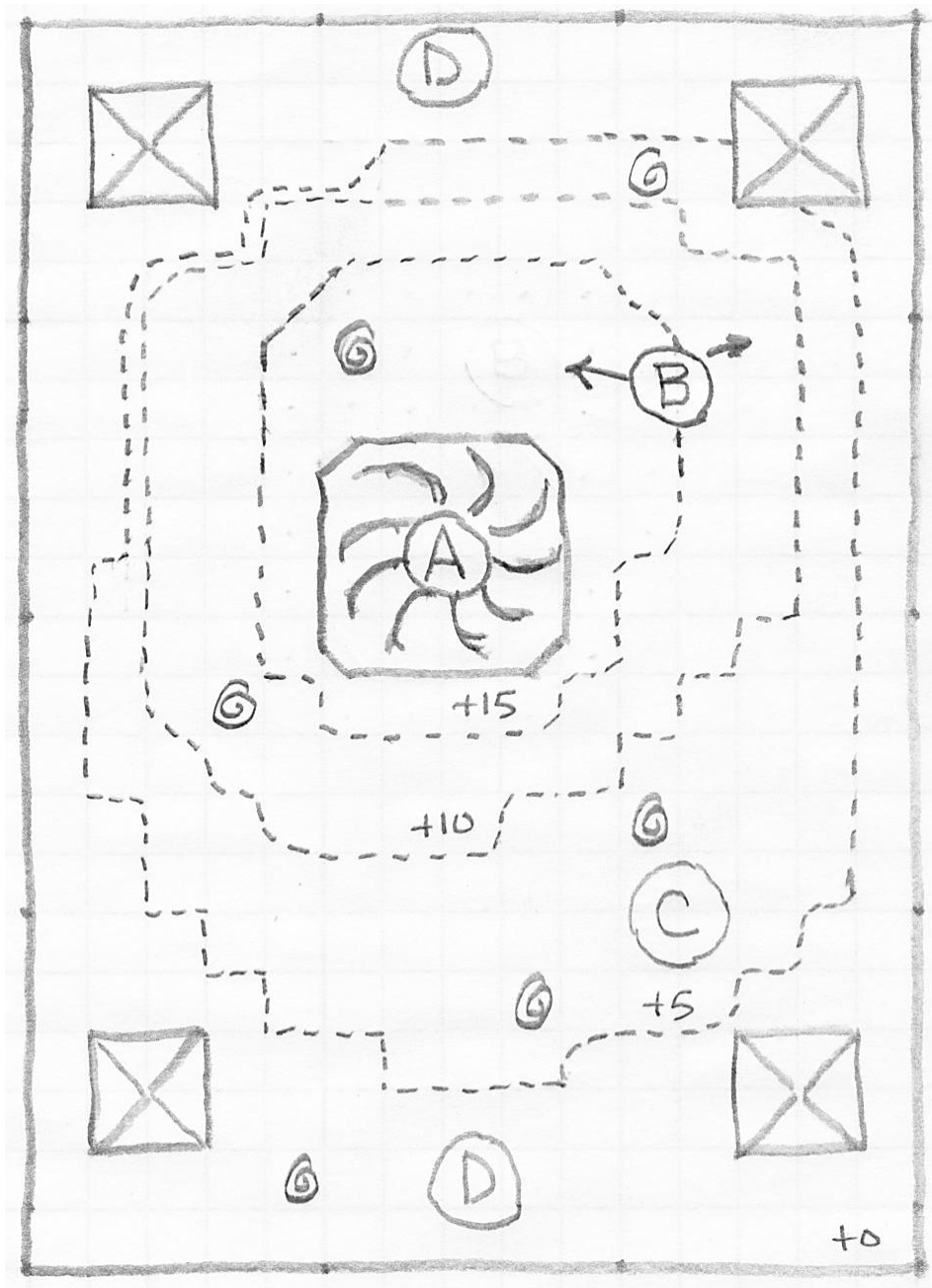


- **Zone A** is anywhere in the foliage shown on the top of the map
- **Zone B** is any open space (not on a menhir, not in the trees) on the top portion of the map
- **Zone C** is standing on top of any of the menhirs (they are all solid flat surfaces)
- **Zone D** is any open space (not on a menhir, not in the trees) on the bottom portion of the map
- **Zone E** is anywhere in the foliage shown on the bottom of the map

## BATTLE MAP 9 (THE GREAT GATE)

**Reference:** *The Book of Vile Darkness* (half of a poster, shared with Map 8, other side of Map 7)

**Mission:** 2.3 (Those Who Sleep Below)



- **Zone A** is inside the Great Gate (the swirling portal of light)
- **Zone B** is anywhere on the two central "islands" (denoted by dashed lines and +10 / +15 elevation markers)
- **Zone C** is anywhere on the third "island" (denoted by dashed lines and +5 elevation marker)
- **Zone D** is anywhere else on the map (outside the dashed lines)



# HANDOUT 1: MAP OF MYTH NANTAR

Source: TSR 11393 *Sea of Fallen Stars* by Steven E Schend; Cartography by Dennis Kauth and Rob Lazzaretti  
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## HANDOUT 2: MYTH NANTAR LORE

The largest inland ocean of Faerûn, the **Sea of Fallen Stars** is also called the Inner Sea. It continues to be a crucial trade way, despite its diminished expanse, and even in spite of the ever-present threat of the Soaring City, Xxiphu. Below the surface is another world, with undersea kingdoms and strange beings embroiled in conflicts both new and very old. Below the surface, water-breathing fey called **sea elves** are the dominant civilized culture. **Myth Nantar** is the name of their marvelous aquatic city. The sea elves' most prolific and tenacious enemies are the sahuagin tribes that dominate the eastern stretches of the Inner Sea.

The partial draining of the Sea of Fallen Stars was one of the most traumatic effects of the Spellplague in Faerûn. A portion of the Inner Sea drained into the Underdark. When the sea level reached its new equilibrium (after about 10 years of gradual draining), the average drop in water level measured nearly 50 feet. Once-submerged features were exposed to the air, as well as the tops of various formerly drowned ruins. Prior to the Spellplague, Myth Nantar was located entirely below sea level on the slopes of Mount Halaath in the Sea of Fallen Stars. When the Spellplague caused the sea level to drop precipitously, portions of the city were exposed to the surface.

### MYTH NANTAR OVERVIEW

With a population of about 35,000, Myth Nantar is the center of sea elf society and the capital of an ever-growing undersea kingdom, and it is protected by a powerful **mythal**, a creation of ancient elven High Magic similar to the one in Myth Drannor. Despite the lurking presence of the Abolethic Sovereignty above the water, the sea elves have enjoyed decades of relative peace below. Myth Nantar, now partly revealed by the lower sea level, lies both above and below the waves. With some of its accommodations completely free of water, sea elves and surface races can and do mingle here, both for trade and for councils regarding the threats facing modern Faerûn.

Aside from its mythal, the city is defended by terrain features both natural and magical. One of the most noteworthy is the **Sharksbane Wall**. Built by sea elves to contain the sahuagin kingdom in the eastern reaches, the top of this 135-mile-long wall was originally far enough below the surface that ships could pass over it and not even know it was there. Now, however, the water has drained to the point that the wall towers some 30 feet above the surface. It traverses the straits south of Thay and continues for miles inland to both north and south. Beneath the water, the wall is

patrolled by sea elves on the west and by sahuagin to the east.

The first thing one notices about Myth Nantar is that it glows slightly, illuminating the waters around the city more than normal for its depth. Despite that glow from the mythal or coral (or both), the city seems shrouded, and surface dwellers comment that the city looks as if it were coated in cobwebs, though they fail to successfully explain that image to the sea elves.

**Coral** has insinuated itself everywhere across the city, covering and fusing buildings together, strangely weaving from tower to tower and arch to arch even though coral rarely grows in such a fashion. While inconvenient in terms of exploring the ages-old city, the coral is quite beautiful and the residents have only tentatively carved away small sections of the reefs to reclaim parts of Myth Nantar without sacrificing this unique beauty of untamed coral.

### AREAS OF INTEREST

With more than 75% of the city covered in thick reefs of overgrown coral, it's obvious the names and uses for the city's quarters belong to past eras and only tradition maintains their names.

**The Elves Quarter** is the northeastern quarter of the city. This quarter houses many libraries, villas, and palaces of sea elfen artistry deeply buried beneath aqua-colored coral. Among the few sites that are not compromised by thick coral sheathes is the temple of Deep Sashelas.

**Trade Quarter** covers the southeastern zone of Myth Nantar. Formerly the markets and entertainment area of the city, only the Stadium of Tavynos and the environs of Seven Temples Square are free of the tiger-coral reefs that grow everywhere. The staging areas beneath the stadium have become the hospital.

**Law Quarter** marks the southwestern location of the tallest buildings in Myth Nantar, which have been made even taller by the high spindles of tiger coral everywhere. Five separate buildings remain clear and are in use in this quarter by the Nantarn Council and its representatives.

The northwestern zone of **Dukar Quarter** is the only place to truly judge the structure of the city as it once was, since it's the only area aside from isolated sites that is not overgrown. Nestled up against the mountain, this area is well lit by the lucent coral dotting its slopes, as well as street lamps of glowing magic placed strategically about the quarter.

While not technically part of the city, **Mount Halaath** and the **Three Gates Reef** have become part



of Myth Nantar's landscape and structure since the coral of the reef has spread and merged with the city so completely. The reef merges with the overgrowth within the city, though the original purpose of the encircling reef was for defense. The mountain and its caverns act as garrison, lookout, and additional storage of food and other goods.

Beyond the city itself, one more site has ties to the city. **The Shipwreck Plains** are the dumping ground for all ships that have sunk in this part of the Sea of Fallen Stars, as the mythal's magic channels sinking ships to slide down its boundary and come to rest in this area.

## **LAWS AND GOVERNANCE**

Myth Nantar has ever been a city of knowledge, scholarship, and magic, not unlike Silverymoon, Waterdeep, or Myth Drannor in Faerûn. However, over the millennia, the city has also become a place of politics, ideals, and trade, in addition to its lorekeepers and scholars.

The governing body of Myth Nantar is the Nantarn Council, which is headed by the Coronal, the ruler of the sea elves. The current Coronal is **Aravae Daudil**, who assumed her office in DR 1358 and has guided her people and her city through the last several centuries with a calm and steady hand. Also holding seats on the Council are the current heads of the various Dukar mage orders and the city's military, religious, and civilian leaders.

The laws of Myth Nantar are simple and are quite elven in nature: Treat others, their ideas, and their property as you would wish yourself or your possessions to be treated. The only overt crimes within the city limits are willful unauthorized destruction of the coral reefs, attacks on fellow citizens, or theft or destruction of another's property; all of these are punished by the Dukars under the authority of the Nantarn Council. First offenses of anything less than murder usually get a labor sentence at helping to clear away areas authorized for reconstruction, though harsher crimes lead to harsher punishments of banishment from the mythal or death.

## **THE DUKAR ORDERS**

In ancient times the Dukars were the keepers of elven High Magic among the Nantari. These days they are organized into four orders, each of which promotes a particular specialization and school of thought relating to the theory and practice of magic. The most distinguishing characteristics of a Dukar mage are his or her coral skeletal implans, organic implements through which all Dukar magic flows. The coral—is implanted

during mysterious, final initiation ceremonies and provides the potential for a variety of magical powers taught by the order the initiate joins.

To the general public, who are less concerned about the nuances of theosophy, Dukars fall into two categories: the Lorekeepers, who maintain the histories and knowledge of the past and present; and the Peacekeepers, who strive to maintain the peace in Myth Nantar (serving as the local police force when needed) and gather knowledge by exploring the deeps.

## **RELIGION**

Most sea elves worship Deep Sashelas, Sailor's Friend, the Dolphin Prince (exarch of Corellon). It was Deep Sashelas, so the legends tell, who first created the sea elves by allowing surface elves to transform themselves into the *Alu'Tel'Quessir*. Mystra was, of course, venerated by the Dukars before the Spellplague, and the so-called Five Temples Square found within the Trade Quarter still contains the ancient buildings once sacred to Mystra and Azuth, along with active temples to Oghma (Scrivener's Harbor) and two other members of the Seldarine (Milil and Eldath). Other surface gods are worshipped by visitors to the city at the many shrines that can be found throughout the ruins.

Rumors of darker powers also swirl within Myth Nantar. The kuo-toa have long sought to glorify their goddess Blibdoolploop, while the sahuagin serve their fish-goddes Sekolah, believed to be an aspect of Umberlee. The demon lord Dagon, Prince of the Depths, is also said to have amassed a sizable cult of worshippers among sea elves and surfacers.

## HANDOUT 3: SITUATION REPORT

The combined attack of the Abolethic Sovereignty and the forces of the demon lord Dagon has thrown Myth Nantar into chaos. Your assistance is desperately needed all over the city, and you only have a limited amount of time to stabilize the situation. During the first part of the Battle Interactive, you will choose your own missions from this list.

The brief summaries provided here are simply to help you choose the missions you'd like to tackle and the order. Each mission has a detailed briefing, in which the DM will explain the primary and secondary objectives for that mission. The more total objectives you complete, the better the outcome for Myth Nantar's precarious situation - and the greater your own rewards and glory.

Remember, you have three and a half hours of real time to complete as many of these missions as you can. Each mission is designed to take about 45 minutes. You won't play them all, so it's more important that you achieve as many of your objectives as possible during the missions you undertake.

- **Mission 1.1:** A large contingent of the Myth Nantar army is pinned down away from the city by an attacking force of sahuagin at the Sharksbane Wall. Reinforcements are needed to drive back the sahuagin and secure the area so that the troops can stage a fighting withdrawal and redeploy to join the main battle.
- **Mission 1.2:** Dignitaries from Cormyr are visiting Myth Nantar to negotiate a series of trade and military agreements. They have not been seen since the battle started. The sea elf noble who is serving as their host is very concerned that they may have been swept up in all the chaos. Head to the Cormyreans' last known location and make sure they are safe.
- **Mission 1.3:** An ancient brass dragon named Khuralosothantar has laired on Mount Halaath for over a thousand years. Khuralos used to be known as "the Protector" for his willingness to aid the people of Myth Nantar, but he has not been heard from in the last several centuries. If ever the Protector was needed, now is the time. Find the dragon's lair and convince him to join the battle on our side.
- **Mission 1.4:** Innocent citizens of Myth Nantar are being dragged from their homes by servants of the Abolethic Sovereignty! With fighting going on everywhere, there's no way for the city's defenders to protect everyone. Catch these slavers in the act, find out where the captives are being taken, and liberate the prisoners.
- **Mission 1.5:** Deep Sashelas, the god of the sea elves, is an exarch of Corellon, but his worship is still the most important faith in Myth Nantar. The Temple is also a nexus of magical power and one of the main wellsprings of the mythal's energy. Kuo-toa invaders are attempting to steal the temple's power for their patron goddess Blibdoolploop, which would be the ultimate insult to the Dolphin Prince. Show them the error of their ways and resanctify this sacred site.
- **Mission 1.6 (Heroic Tier Only):** Although there are flashpoints all over the city, somebody has to do the heavy lifting on the front lines. Join the defenders of Myth Nantar and help turn the tide of battle against a horde of koalinths (aquatic hobgoblins), merrow (aquatic ogres), and scraggs (aquatic trolls).
- **Mission 1.7 (Paragon Tier Only):** Myth Nantar is under attack both above and below sea level. The most powerful heroes are needed to deal with an invading aquatic force including ixitxachitls (demon rays) and eyes of the deep (aquatic beholders). These demons and aberrations are wreaking havoc on the defending army, which is not prepared to deal with such a powerful foe.

## HANDOUT 4: EFFECTS OF THE MYTHAL (GENERAL)

Myth Nantar is warded by a powerful barrier of ancient elven High Magic, called a *mythal*. The mythal wards an area three miles in diameter measured from the city center of Myth Nantar. All beings within its protection gain the following benefits:

### MYTHAL ADAPTATIONS

- You can breathe underwater. (You can still breathe air.)
- You gain a swim speed equal to your normal speed.
- You do not suffer penalties to attack rolls when fighting underwater.
- No matter how cold the water, you suffer no discomfort (this does not grant you cold resistance).

*Note:* despite your underwater adaptation, you do not gain the aquatic keyword. Therefore, creatures with the aquatic keyword still have an advantage against you in underwater combat.

The mythal also blocks large-scale teleportation magic. You can use teleportation powers and effects during combat within your local area, but teleportation circles and other large-scale rituals do not function. This is a benefit to the city in that it keeps Myth Nantar from being overrun by an army popping up inside the city walls, but is a drawback when under siege from without, as reinforcements must come in the hard way.

## HANDOUT 5: EFFECTS OF THE MYTHAL (SPECIAL)

Certain characters find that their physiology reacts especially well to the mythal's magic. The magic was created by the sea elves for their own benefit, and this power extends to their surface cousins. Water genasi have an innate nature that is powerfully enhanced by the mythal. Characters who have the Story Award SPEC50 In the Clutches of the Abolethic Sovereignty discover certain latent mutations they still carry are also triggered by the mythal's power - but in this case, it works to your benefit.

If you are an elf (not an eladrin), a water genasi, or have Story Award SPEC50, then you gain the following benefits:

### MYTHAL ADAPTATIONS, GREATER

- You gain the aquatic keyword.
- You can breathe underwater. (You can still breathe air.)
- You do not suffer penalties to attack rolls when fighting underwater, and you gain a +2 bonus to attack rolls and damage rolls while fighting creatures in the water that do not have the aquatic keyword.
- You gain a swim speed equal to your normal speed.
- No matter how cold the water, you suffer no discomfort (this does not grant you cold resistance).
- You gain enhanced senses underwater. You have darkvision to a range of 60 feet while you are underwater.
- The water itself acts to staunch your wounds. You gain a +5 bonus on death saves.

## HANDOUT 6: A CORMYREAN NOBLE'S JOURNAL

*You have discovered the personal journal of Phariel Alsevir, a young nobleman of Suzail. Phariel was sent to open trade negotiations with Myth Nantar on behalf of the Forest Kingdom, bringing with him two Purple Dragon Knights, Agror and Rathien, and a War Mage, Duwyn.*

*Phariel is a meticulous chronicler, detailing each day what he and his companions ate, where they went, who they spoke to, and other details. You get the sense from reading his thoughts that Phariel is both curious and quite perceptive.*

*Phariel has a great deal to say about his companions as well. Of the two Knights, Agror is consistently described with words like “courageous” and “the bravest man I ever met.” Rathien, on the other hand, is described as “friendly and talkative.” Reading through their exploits, Agror seems like the one who usually gets into trouble, while Rathien seems to favor diplomacy, only resorting to the sword when necessary.*

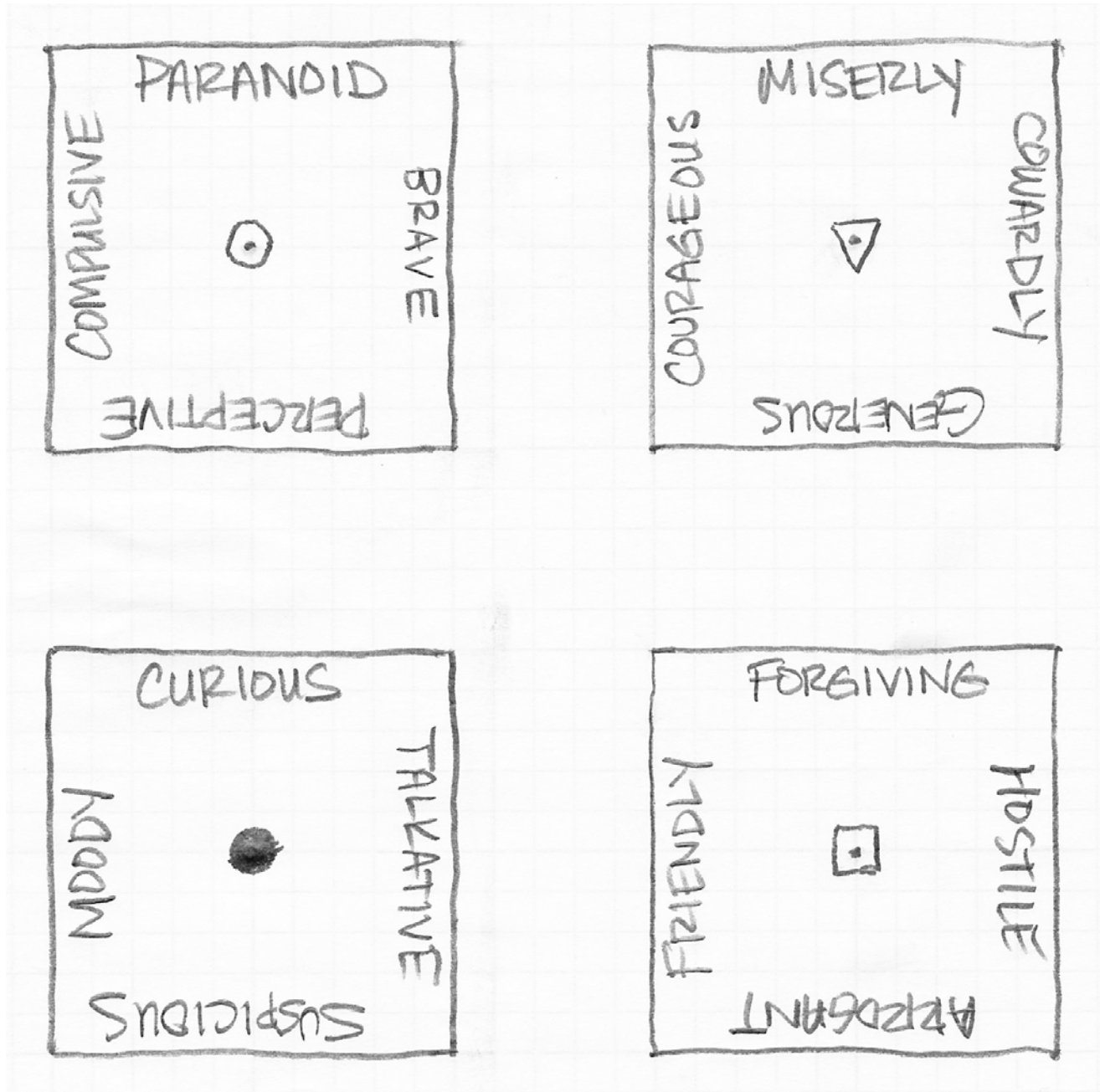
*As for the War Wizard, Phariel is reticent in his descriptions of her. There is a sense that perhaps the two of them were romantically involved at one point, but the relationship may be over. Phariel perhaps feels some guilt over this; although details are scarce, he regularly mentions that Duwyn is “generous” and “forgiving.”*

*Phariel's diary also reveals that he had a personal reason for coming to Myth Nantar. He believes that he is a descendant of an ancient Royal Mage of Cormyr named Jorunhast who was exiled from his homeland and eventually settled in Myth Nantar. Though Jorunhast's name was cleared, he chose not to return to Cormyr and instead lived out the rest of his days in the City of Destinies, even serving on the Nantarn Council.*

*According to Phariel's research, Jorunhast had a personal research library and alchemical lab elsewhere in the city. Perhaps you are not the first to read this journal...*

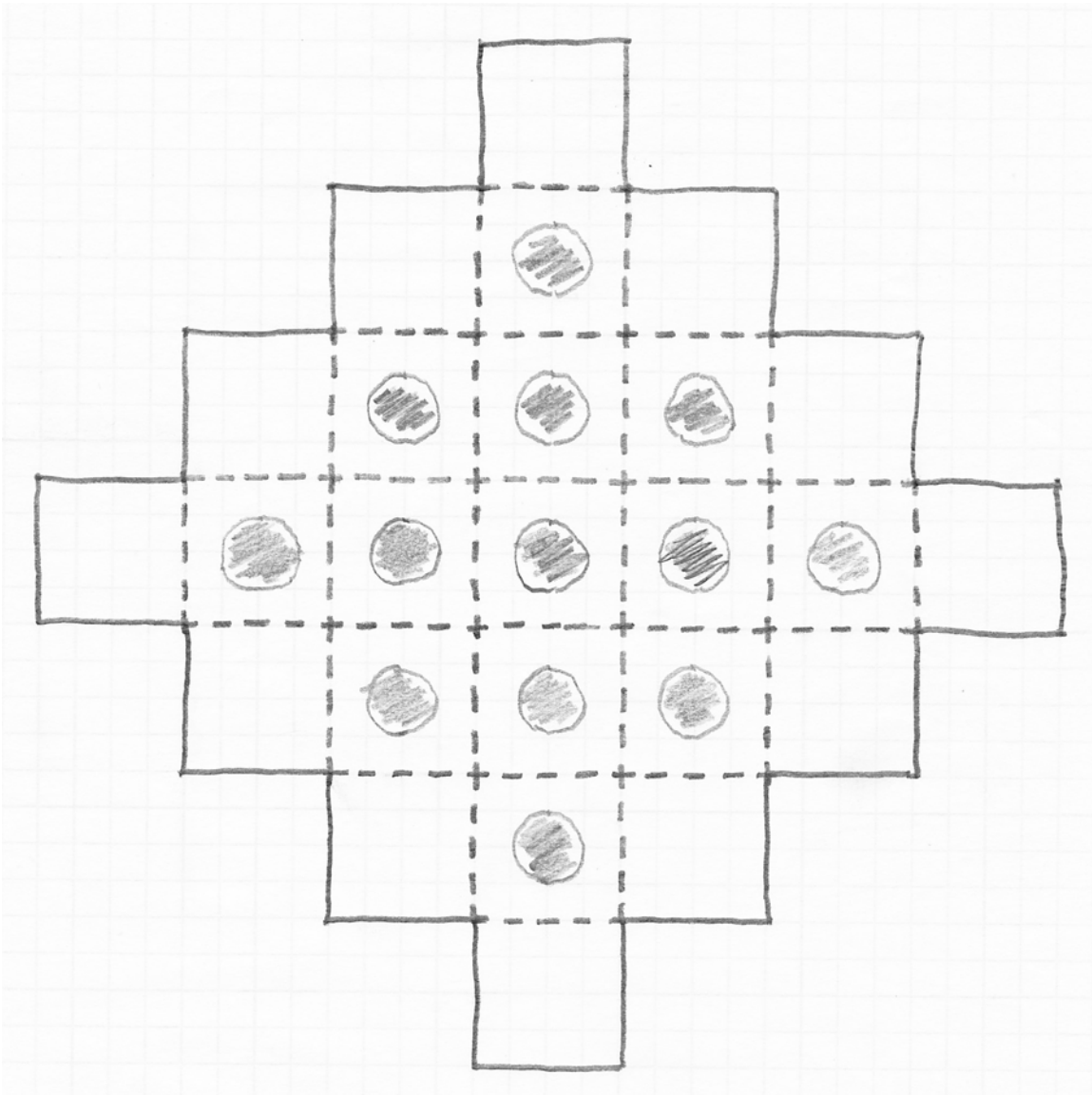
## HANDOUT 7: PERSONALITY TEST (MISSION 1.2 PUZZLE)

**Puzzle description:** Four squares, each labeled with a different personality trait on all four sides (so there are a total of 16 personality traits). The correct configuration to solve the puzzle is when each matching pair of personality traits that describes one of the Cormyrean NPCs is aligned (see Handout 6; for example, Phariel is described as “curious” and “perceptive” and those are two of the personality traits, found on two different squares). There is only one way to arrange the four squares into a 2x2 grid so that each pair of matching personality traits is connected. The correct solution is shown below (so make sure you cut the squares out BEFORE you give them to the players).



## HANDOUT 8: CORRUPTED ALTAR (MISSION 15 PUZZLE)

**Puzzle description:** A grid of squares, representing the altar. Most of the squares are filled with black dots, representing the corruption of the altar. Each time the PCs make a successful skill check, they get to place one “purification token” in any empty square. Each time the PCs place a purification token, draw a line from that token to all other purification tokens. Any corruption tokens that are touched by the line are removed from the board (horizontally, vertically, and/or diagonally). This is not quite the same as the game of Reversi (also known as Othello), because the tokens in the middle are not “reversed” (i.e. corruption tokens do not turn into purification tokens; they are simply taken off the board). At DDXP we estimated that the fastest solution to this version of the puzzle probably requires a minimum of 7 purification tokens.



# ADCP4~1 EVENT SUMMARY

If you are running this adventure at a convention or other large event, please fill out this form and turn it in to the Senior DM. If you are running the adventure at a smaller gathering or at home, please fill out the online survey at the following link. We would like one survey (report) to be completed for each individual table that played the BI.

<https://www.surveymonkey.com/s/ADCP0401LFR>

Table Number and DM's Name:

**1. What Adventure Level (AL) did your table play?**

2   4   6   8   10   12   14   16   18   20

**2. Which of the available Round 1 missions did your table ATTEMPT (circle all that apply)?**

- a. Mission 1.1 - The Sharksbane Wall
- b. Mission 1.2 - Visiting Nobles
- c. Mission 1.3 - The Protector
- d. Mission 1.4 - Aberrant Cyst
- e. Mission 1.5 - Temple Raiders
- f. Mission 1.6 - Waves Upon Waves
- g. Mission 1.7 - Eyes of the Deep

**3. Of the Round 1 missions you played, which was the players' favorite, which was their least favorite, and why? (Use the back of this page if necessary.)**

Favorite Mission:

Least Favorite:

**4. How many mythal surges TOTAL did your table use during Round 1?**

Mythal Surges Used:

**5. What was the outcome of Mission 2.1?**

- a. Success (PCs destroyed the Mad Coronal)
- b. Failure (PCs did not destroy the Mad Coronal)

**6. What was the outcome of Mission 2.2?**

- a. Total success (PCs placed all relics and killed all cult leaders)
- b. Partial success (PCs placed all relics but did not kill all cult leaders)
- c. Failure (PCs did not place all relics - does not matter whether they killed the cult leaders or not)

**7. What was the outcome of Mission 2.3?**

- a. PCs defeated Dagon in his Empowered form
- b. PCs defeated Dagon in his Normal form
- c. PCs did not defeat Dagon
- d. PCs reduced Dagon to 0 hit points but were unable to complete the skill challenge

**8. 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?**

- a. 1 (worst possible rating)
- b. 2 (below expectations)
- c. 3 (average / met expectations)
- d. 4 (above expectations)
- e. 5 (best possible rating)

**9. How does the DM rate this adventure, using the same 5-point scale?**



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

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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).

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# DUNGEONS & DRAGONS

## SESSION TRACKING

### DUNGEON MASTER

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