

ADCP4-2 (Special Missions)

THE LOST CITY OF SULDOLPHOR: SPECIAL MISSIONS

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

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The ziggurat at the heart of the city was the heart of Suldolphor's defenses, and may still be. Securing it is the key to victory. Specialists from every warband have sent their best and brightest to help unravel the ziggurat's secrets.

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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ABOUT THIS SUPPLEMENT

This document is a supplement for the *Living Forgotten Realms* Battle Interactive ADCP4-2 *The Lost City of Suldolphor*. You cannot run the Special Missions as an adventure by themselves. If there are not at least four tables of ADCP4-2 participating in your event, you may not run these Special Missions. Just run the main BI.

APPROPRIATE CHARACTER LEVELS

The special missions allow characters to work together no matter what level or tier they are (in fact, unless there is a mix of character levels participating, it may be impossible to complete some of the missions). This is an exception to the normal LFR rules. Each table has the option of sending one PC to participate in each Special Mission. For details, see the main adventure.

CHARACTER DEATH

If a PC dies during the course of a special mission, their body is recovered. They can be brought back to life using a wish from a magical lamp. They are restored to full hit points but do not recover any other spent resources such as healing surges or daily powers. If a PC is brought back in this way, they lose their wish granted by Story Award ADCP29 at the end of ADCP4-2. Make sure that the table DM knows the PC died and was raised by the lamp's magic so that the DM can cross off ADCP29 on that player's certificate.

DCs BY ADVENTURE LEVEL

Most of the DCs for the special missions have been pre-calculated (and they are higher than the normal DCs used in LFR adventures; this is by design.) However, should you need to improvise the DC for a skill check, use the following table.

| 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 shifting sands of the Calimshan Desert have uncovered the ruins of an ancient city, Suldolphor. These ruins provide a tactical base for any occupying force. Armies from Calimport and Memnon have been dispatched to claim Suldolphor, and Almraiven has likewise mustered the PCs to take and hold the city.

Unbeknownst to any of the three groups, the natives of Suldolphor have plans of their own. These spirits may become an ally or an enemy of any invading force.

DM'S INTRODUCTION

This adventure supplement must be used in conjunction with ADCP4-2 *The Lost City of Suldolphor*.

While the main forces of Almraiven are engaged in battle, skill-specialist volunteers are called to complete specific tasks within the ruins. So, each table may be down one PC during each encounter. If his or her companions get into trouble, the skill-specialist PC may return to the warband at any time to help them complete their primary mission.

This adventure uses the fatigue mechanic first introduced in *CALI3-3 Agony of Almraiven*. At the end of each mission, every PC in the interactive needs to make a check for fatigue. The difficulty of this check is based on the success of the skill-specialists' mission. For total success, no check is needed. For 75% success, the DC is Easy; for 50% success, the DC is Moderate; for 25% success, the DC is Hard; and if the special mission success is below 25%, all PCs automatically fail the fatigue check. See **Handout 1** for the effects of fatigue. (This is the same handout as in the main BI package.)

NUMBER OF WAR BANDS

The number of tables participating in the Battle Interactive is used to determine the parameters of each special mission. The number of guardians and successes needed is determined by the number of warbands participating in ADCP4-2, not the number of volunteers for any particular special mission. If some tables do not send a volunteer, then those who do participate have to make up for being short-handed.

If you have fewer than 4 tables participating, you may not use the Special Missions. At 4-7 tables (especially if the ALs are spread out), consider having the WeavePasha perform a special ritual to give everyone participating an additional +2 circumstance bonus, since you are less likely to have many specialists for the required skill. If you have more than 10 tables participating, consider splitting the ziggurat into a top

and bottom section, and have a second DM run the other half to speed play.

RITUALS

For each special mission, the WeavePasha and his assistants cast several specialized rituals to enhance the PCs' abilities. These bonuses are already factored in, and other rituals the PCs may offer to assist are negligible. For example, when digging out the ziggurat, the ritual enhances the PCs so that each skill check represents moving aside massive amounts of sand and earth. When dealing with the spirits, the ritual allows the PC to communicate telepathically and with eloquent language, thus allowing each check to convey minutes of persuasive argument.

RANDOM ENERGY

The guardians deal random energy damage. When you need to determine an energy type for one of these effects, refer to this chart:

- 1: lightning
- 2: thunder
- 3: fire
- 4: cold
- 5: acid
- 6: force

For Heroic tier tables (levels 1-10), simply roll 1d6 to determine the damage type.

For Paragon tier tables (levels 11-20), roll 2d6 and the damage is of both types (e.g. fire and force). This does not increase the amount of damage, but a PC must resist both types of energy to resist the damage. If you roll doubles, the damage only has that one type, but the amount of damage increases by an amount equal to one-half the Adventure Level (e.g. +6 damage at AL 12; the AL 12 guardians normally deal 24 damage, which increases to 30 damage for that round if you roll doubles).

IMPORTANT GUIDELINES

These general guidelines for the Special Missions are of crucial importance. Make sure that every table DM and every player is very clear about these rules.

First, it is not expected that every warband (table) will supply a PC for every special mission. If the table is having a hard time holding its own in combat, or if none of the PCs are a good fit for the suggested skills, or if the players just aren't interested, that's totally up to them.

Second, the Special Mission skill checks are harder than normal (in other words, the Hard DCs are the baseline). These missions are designed for a high risk of failure even when attempted by PCs who specialize in the required skills. A PC who wishes to volunteer should be a true specialist. The minimum expectation is that the PC is trained in the key skill and has a high primary ability score for that skill. Additional bonuses (item, background, racial, etc.) would be very helpful.

Third, no PC is allowed to engage in more than one special mission. Each player has an opportunity to participate once and only once.

Fourth, any PC participating in the special mission may leave at the start of any of their turns, at no penalty. The Special Mission DM must ask each player at the start of each of that player's turns if he or she wishes to stay in the ziggurat or return to the warband. (Each table also has a magic item that can be used to summon their companion back if things get desperate, even if the special mission PC isn't ready to return.)

Finally, it's possible to "win" a special mission without clearing the entire board. Each mission is considered an overall success (in terms of getting a favorable outcome for the BI) as long as at least half of the objectives (tokens) have been completed. Staying to remove extra tokens can lead to even more benefits for the rest of the BI, but it's not required.

INTRODUCTION: THE LOST CITY

This section covers the common mechanics for each special mission. While each special mission differs slightly in flavor and details, the common structure of each mission is outlined here.

SETUP

The ziggurat map (see Appendix 1) has 10 tiers, one for each AL. Once you have determined how many tables of each AL are playing, you should pre-populate the ziggurat.

- The ziggurat gains 3 skill tokens for each table playing ADCP4-2. For each table, add one token at the tier corresponding to the AL, one token at AL + 2, and one token at AL - 2. (For AL 2 and AL 20, place two tokens equal to the AL and one at the AL - 2; for example, if there is one table playing the BI at AL 20, you would place two tokens at the AL 20 tier and one token at the AL 18 tier.)
- Each level of the ziggurat begins with a guardian. If there are multiple tables at a particular AL, add another guardian for each table beyond the first.

For example, suppose there are 9 tables in total playing the BI. They are playing at ALs 4, 8, 8, 8, 10, 12, 16, 16 and 20. You would do the following for each mission, no matter how many volunteers show up for the mission:

- Place 1 token on AL 2 and 1 token on AL 4 (both of these come from the AL 4 table)
- Place 4 tokens on AL 6 (one from AL 4 and three from AL 8)
- Place 4 tokens on AL 8 (three from AL 8, one from AL 10)
- Place 5 tokens on AL 10 (three from AL 8, one from AL 10, and one from AL 12)
- Place 2 tokens on AL 12 (one each from AL 10 and AL 12)
- Place 3 tokens on AL 14 (one from AL 12, two from AL 16)
- Place 2 tokens on AL 16 (both from AL 16)
- Place 3 tokens on AL 18 (two from AL 16, one from AL 20)
- Place 2 tokens on AL 20 (both from AL 20 since there is no AL 22 level of the ziggurat).
- Place 1 guardian on each of the ten levels of the ziggurat. Place an additional guardian on AL 16 (because there are two AL 16 tables), and two additional guardians on AL 8 (because there are three AL 8 tables).

Note that although PCs can move from one level of the ziggurat to another during play, there is no line of effect or line of sight between the levels. A character can only affect the tokens, guardians, and other PCs who are on the same level of the ziggurat.

ASSEMBLING THE MISSION TEAM

Each mission begins by inviting PCs who are exceptional in a particular skill to join the special mission. They should fill out **Handout 6** as a “short-form character sheet.” (It’s **Handout 6** because the main BI includes Handouts 1 through 5, so this will help avoid confusion.)

The participating players congregate near the ziggurat battlemat (see Appendix 1) to receive the instructions for their mission. Each player should only bring the appropriate section of **Handout 6** (for the current mission), his or her character sheet, a miniature or other representation of his or her PC, and a d20. The players must not lug all their gear back and forth from their main BI table or else you will never finish.

ENCOUNTER START

While table DMs are beginning the main encounter, the special mission PCs receive a brief introduction. They should place themselves on the appropriate tier of the ziggurat (corresponding to the AL their table is playing the BI at).

Each PC may make one (and only one) skill check against the Hard DC during the setup phase. See the mission specifics for the results of successes and failures on this check.

COMPLETING THE MISSION

Remind the participating players that they have only 5 (five) rounds to complete their mission.

At the start of each round, determine the damage type for the guardians. Roll 1d6 for ALs 2-10 and 2d6 for ALs 12-20. This determines the type of all damage done to the PCs for the round (see the chart on page 3).

The Special Missions DM should resolve each PC’s turn in order, from the top of the ziggurat (AL 2) to the bottom (AL 20). If multiple PCs are on the same ziggurat level, the players decide what order they will take their actions when the DM reaches that level. If a PC changes levels as part of his or her turn, that PC finishes the turn even if there are other PCs on the new level who have not yet acted. PCs cannot ready actions or delay (other than deciding which order they will go in if there are multiple PCs on the same level at the start of a round).

At the start of his or her turn, the player must decide whether to continue to engage the ziggurat or withdraw back to the main encounter. If the PC withdraws, they return to their warband and act at the end of the combat round during which they return. (This happens before any ziggurat guardian attacks.)

If the PC remains engaged with the ziggurat, they get a full turn of actions. If there is an active guardian on their level, or if the PC enters a level with an active guardian, it attacks them. Note that the guardians are terrain features, so they cannot be marked, they ignore conditions and forced movement, and are basically unaffected by mechanical game elements other than the WeavePasha's orb (see below). The guardians' attacks do not provoke opportunity actions or trigger immediate actions. A creature can only be attacked by a ziggurat guardian once per turn (but if there are multiple guardians on a level, they all attack every PC on that level).

The ziggurat guardians are indestructible, except for an orb of attuned power provided to each PC by the WeavePasha. This orb disrupts the guardians on a d20 roll of 8+. This mechanic is intended to allow the PCs to destroy the guardians in a simplified way, without addressing the multitude of powers PCs can bring to bear.

| Ziggurat Guardian | Level AL Blaster |
|--|------------------|
| Minion Hazard | XP varies by AL |
| HP indestructible except via the WeavePasha's attuned orb | |
| Defenses destroyed by the orb on a roll of 8+ on 1d20 | |
| TRAITS | |
| O Waves of Fatigue - Aura fills the ziggurat level (1/PC/turn) | |
| <i>Trigger:</i> An enemy starts their turn or enters an aura during their turn. | |
| <i>Attack:</i> +AL (for this level) vs. Fortitude, Reflex, and Will | |
| <i>Hit Fortitude:</i> The target gains a fatigue point. | |
| <i>Hit Reflex:</i> The target takes ALx2 random energy damage. (Determine the type of energy once at the start of each round for all guardians on this level.) | |
| <i>Hit Will:</i> The target rolls 2d20 to resolve its actions this turn and must use the lower result. | |

Each PC gets a full set of actions on his or her turn, and may spend an action point one time during the special mission for an extra standard action. Each PC gets one action point to use during the Special Mission; this does not count against their number of action points when they go back to the main BI, and they cannot spend their other action points earned in the BI during this mission.

Note that all DCs, attacks, and damage are based on the tier of the ziggurat, and not on the level of the PC. For example, the AL 12 level of the ziggurat makes attacks at +12, and deals 24 energy damage (of the randomly rolled type) when it hits a character's Reflex.

Characters on the AL 12 level make skill checks against DC 28 as a standard action, or DC 33 as a minor action.

Each PC may perform any of the following as long as he or she has actions remaining on his or her turn:

- Contribute to the skill challenge.
 - Standard Action: Hard DC for the level
 - Minor Action: Hard DC for the level + 5.
- Attack a Guardian. Guardians have a shield of energy and can only be damaged by the special orb provided by the WeavePasha. The PC takes a standard action and rolls 1d20. On a result of 8 or higher, the guardian is destroyed. Powers that allow a character to reroll a missed attack roll (such as *elven accuracy*) may be used as normal (assume that all PCs are proficient with the orb).
- Move to another level. As a move action, a PC can move to a ziggurat level directly below or above the level they are currently on. This may be done either before or after the PC takes a standard action on this turn. Note that entering a level with a guardian triggers that guardian's aura immediately, unless that guardian has somehow already attacked that same PC during this turn.

ENDING THE ENCOUNTER

The Special Mission ends when:

- all PCs have left the ziggurat
- 5 full rounds are completed (each PC has had 5 turns)
- time is called for the main BI encounter

FATIGUE

At the end of the encounter, all PCs in the BI (not just the PCs who participated in the mission) must check for fatigue. This is an Endurance check. See Handout 1 for the effects of fatigue.

Each Special Mission lists its own criteria that are used to determine the DC of the fatigue check. All characters in the BI use the same DC (not just the characters who went on the Special Mission).

LEAVING THE ZIGGURAT

There are three ways to leave the ziggurat. A PC can voluntarily leave at the start of their turn, a PC can be summoned back to their table if their warband activates their *horn of summoning*, and all PCs immediately return to their tables when 100% success is achieved.

If the PC voluntarily leaves, they cannot stand around and watch the rest of the special mission unless their table has finished the main encounter; they must

go back to their table if their table is still fighting. The table DM should put the returning PC back into the initiative order at the end of the round. The PC must spend a move action on his or her first turn moving onto the battle map from any edge.

If the PC's warband summons them back using the horn, a player from the PC's table comes to the special mission and informs the DM that the horn has been activated. The PC immediately leaves the special mission and returns to their table. They may be placed within 5 squares of the PC who activated the horn, and they act next in the initiative order.

If the PCs achieve 100% success at any point, all PCs may return to their tables, using the same rules as if they had left voluntarily.

TROUBLESHOOTING

Some PCs may wish to use powers that enhance skill checks or others or reduce the attacks of the guardians. Use your best judgment when adjudicating these powers, keeping in mind that the primary goal is to provide a fun experience. Generally, allow PCs to interact with the other PCs, guardians, and tokens on their current ziggurat tier.

Remind players that any daily powers they used during the mission are expended, and any encounter powers they used on the mission are not recovered until the end of their warband's next short rest (PCs do not gain the benefits of a short rest when they return to their table in the middle of an encounter).

SPECIAL MISSION 1: THE BIG DIG

While the warbands deal with the elemental rifts in the desert, the strongest heroes are needed to dig out the levels of the ziggurat in the center of the city.

Before beginning Encounter 1, read or paraphrase the following to the entire BI.

Ala'Ammar says, "While closing the Elemental Chaos rifts in the area is important, we must secure this city before the sun sets. The first step will be digging out the great ziggurat at the heart of the city. I would ask for one volunteer from each warband who is especially strong and able to move heavy piles of sand and stone to volunteer to depart from their warband for a brief time and undertake a special mission."

Make sure everyone understands that Athletics is the key skill for this special mission. Each table may nominate no more than one volunteer to undertake the special mission. That individual should complete Handout 2 and bring the handout, their character sheet, their miniature or other representation of their PC, and a d20 to the special mission area.

When all of the volunteers are assembled, read or paraphrase the following:

Ala'Ammar and the WeavePasha thank you for volunteering. "There is a great deal of sand and stone blocking the entrances, corridors, and chambers of the ziggurat. It will be back breaking work, but we need this done as quickly as possible."

The WeavePasha performs a brief ritual that temporarily enlarges the PCs' hands, turning them into large shovels. All PCs gain a +2 bonus to Athletics checks for this encounter.

SKILL CHECKS

Enhanced by the WeavePasha, each check in this scene represents the PC clearing away piles of sand and rock from the ziggurat.

For this mission, if the PC scores a success on a skill check, they may remove one token from their AL in the ziggurat. If they obtain a failure on a skill check, they cause a collapse. Move a token on the PCs level to the level below the PC. (If the PC is already on the AL 20 level, they are instead subjected to a roving Ziggurat Guardian attack, even if there are no guardians left on this level.)

ARMOR AND SHIELDS

Some PCs may be wearing heavy armor or carrying shields. They must decide whether to use these items to protect against the guardians' attacks, or if they want to remove their armor/shield to avoid the armor check penalty to Athletics checks.

ENCOUNTER START

Have each PC place their character on the level of the AL that they are playing. Each PC should now roll and resolve the Round Zero skill check against the Hard DC for their AL. (A character who is on a level with no remaining tokens does not need to roll.) Once these checks have been resolved, the mission begins. The PCs have five more rounds to complete the mission, die trying, or flee the ziggurat.

ENDING THE ENCOUNTER

This mission ends when the PCs have cleared all the tokens and destroyed all the guardians, when the PCs have all left the ziggurat, or when time is called for the main encounter. Success or failure is based on the number of tokens removed as a percentage of the total number of tokens on the ziggurat (rounded down). The percentage of guardians destroyed does not matter.

FATIGUE

At the end of the encounter, all PCs in the BI must check for fatigue. Each warband makes checks using the DCs for the AL they are playing.

- If the special mission was a total success, all PCs automatically succeed at the Endurance check.
- For 75% success, the DC is Easy.
- For 50% success, the DC is Moderate.
- For 25% success, the DC is Hard.
- If the special mission success is below 25%, all PCs automatically fail the fatigue check. See Handout 1 for the effects of fatigue.

TREASURE

If the PCs on the special mission achieved 75% or better success, they uncover a cache of *frozen whetstones*. Each PC (not just those who went on the special mission) gains one of these consumables (Heroic tier - level 7; Paragon tier - level 17) that they may keep for themselves or give to another member of their warband.

SPECIAL MISSION 2: HIDE AND SEEK

While the warbands intercept the Calimport forces in the desert, the sharpest-eyed heroes are needed to search the ziggurat in the center of the city for ancient traps.

Before beginning Encounter 2, read or paraphrase the following to the entire BI:

Ala'Ammar says, "While intercepting the Calimport scouts in the area is important, we must get to the heart of the ziggurat. We suspect that many ancient traps protect it. I would ask for one volunteer from each warband who is especially keen-eyed and able to spot hidden dangers to volunteer to depart from their warband for a brief time and undertake a special mission."

Make sure everyone understands that Perception is the key skill for this special mission. Each table may nominate no more than one volunteer to undertake the special mission. That individual should complete Handout 2 and bring the handout, their character sheet, their miniature or other representation of their PC, and a d20 to the special mission area.

When all of the volunteers are assembled, read or paraphrase the following:

Ala'Ammar and the WeavePasha thank you for volunteering. "The many entrances, corridors, and chambers of the ziggurat are likely trapped. We need these potential threats found as quickly as possible."

SKILL CHECKS

Enhanced by the WeavePasha, each check in this scene represents the PC quickly spotting the tiniest crack, tripwire, glint of metal, or other minuscule clue that there is a trap in the immediate area. In this mission, the PCs are only finding and marking the locations of traps - they are not disarming or disabling the traps (that will occur in the next mission).

For this mission, number the tokens on each level. If the PC scores a success on a skill check, they may remove the first token. If they obtain a failure on a skill check, they may not make an additional attempt on that token for the rest of the encounter, but may attempt to remove other tokens on the same level or different levels. (The failed check means that the PC believes the target square is safe.) Another PC can still find and remove that token.

If a PC leaves a level after failing to discover all the tokens on that level, that PC may not return later to make additional checks on that level. They have determined (incorrectly) that the entire level is safe.

ENCOUNTER START

Have each PC place their character on the level of the AL that they are playing. Each PC should now roll and resolve the Round Zero skill check against the Hard DC for their AL. (A character who is on a level with no remaining tokens does not need to roll.) Once these checks have been resolved, the mission begins. The PCs have five more rounds to complete the mission, die trying, or flee the ziggurat.

ENDING THE ENCOUNTER

This mission ends when the PCs have cleared all the tokens and destroyed all the guardians, when the PCs have all left the ziggurat, when all the remaining PCs have tried and failed to discover all the remaining tokens on every level, or when time is called for the main encounter.

Success or failure is based on the number of tokens removed as a percentage of the total number of tokens on the ziggurat (rounded down). The percentage of guardians destroyed does not matter.

FATIGUE

At the end of the encounter, all PCs in the BI must check for fatigue. Each warband makes checks using the DCs for the AL they are playing.

- If the special mission was a total success, all PCs automatically succeed at the Endurance check.
- For 75% success, the DC is Easy.
- For 50% success, the DC is Moderate.
- For 25% success, the DC is Hard.
- If the special mission success is below 25%, all PCs automatically fail the fatigue check. See Handout 1 for the effects of fatigue.

TREASURE

If the PCs on the special mission achieved 75% or better success, they find some crystals charged with elemental energy. Each participant in the special mission comes back with a *WeavePasha's elemental crystal* that they may keep for themselves or give to a member of their warband.

SPECIAL MISSION 3: STEADY HANDS

While the warbands intercept the Memnon forces in the desert, numble-fingered heroes are needed to disable the traps in the ziggurat in the center of the city.

Before beginning Encounter 3, read or paraphrase the following to the entire BI.

Ala'Ammar says, "While intercepting the Memnon scouts in the area is important, we must get to the heart of the ziggurat. We have found many ancient traps that protect it. I would ask for one volunteer from each warband who is especially numble-fingered to volunteer to depart from their warband for a brief time and undertake a special mission."

Make sure everyone understands that Thievery is the key skill for this special mission. Each table may nominate no more than one volunteer to undertake the special mission. That individual should complete Handout 2 and bring the handout, their character sheet, their miniature or other representation of their PC, and a d20 to the special mission area.

When all of the volunteers are assembled, read or paraphrase the following:

Ala'Ammar and the WeavePasha thank you for volunteering. "The many entrances, corridors, and chambers of the ziggurat are trapped. We need to neutralize these hazards quickly as possible."

SKILL CHECKS

Enhanced by the WeavePasha, each check in this scene represents the PC disabling a complex trap with a quick snip of a wire or twist of a gear. The tokens represent traps that guard an area or a doorway; the guardians are magical crossbow turrets, living spells, and other automated guardians that autonomously seek out and destroy intruders.

For this mission, if the PC scores a success on a skill check, they may remove a target token from their current level. If they obtain a failure on a skill check, the trap discharges a blast of energy and the PC takes damage equal to the AL. The trap then resets. The same PC or a different PC may make a subsequent attempt to remove that same trap, but every failed skill check deals damage, no matter how many times a trap is triggered in a given round or by the same character.

ENCOUNTER START

Have each PC place their character on the level of the AL that they are playing. Each PC should now roll and resolve the Round Zero skill check against the Hard DC for their AL. (A character who is on a level with no remaining tokens does not need to roll.) Once these checks have been resolved, the mission begins. The PCs have five more rounds to complete the mission, die trying, or flee the ziggurat.

ENDING THE ENCOUNTER

This mission ends when the PCs have cleared all the tokens and destroyed all the guardians, when the PCs have all left the ziggurat, or when time is called for the main encounter.

Success or failure is based on the number of tokens removed as a percentage of the total number of tokens on the ziggurat (rounded down). The percentage of guardians destroyed does not matter.

FATIGUE

At the end of the encounter, all PCs in the BI must check for fatigue. Each warband makes checks using the DCs for the AL they are playing.

- If the special mission was a total success, all PCs automatically succeed at the Endurance check.
- For 75% success, the DC is Easy.
- For 50% success, the DC is Moderate.
- For 25% success, the DC is Hard.
- If the special mission success is below 25%, all PCs automatically fail the fatigue check. See Handout 1 for the effects of fatigue.

The Special Mission ends when the PCs have all left the ziggurat, or when time is called.

TREASURE

If the PCs on the special mission achieved 75% or better success, they find a closet with many suits of armor. Each participant in the special mission comes back with an *invulnerable coat of Suldolphor* that they may keep for themselves or give to a member of their warband.

SPECIAL MISSION 4A: ELEMENTAL POWER

Use this encounter if the warbands voted to keep the elementals imprisoned and siphon the power of the elementals to recharge their resources. Otherwise, use Special Mission 4B.

While the warbands engage the Calimport and Memnon forces in the desert, the arcane attuned heroes are needed to channel the energy from the elementals bound within the ziggurat.

Before beginning Encounter 4, read or paraphrase the following to the entire BI:

The WeavePasha announces, “While defeating the Calimport and Memnon forces in the area is important, we have decided to channel the energy of the elementals bound in the ziggurat to refresh our forces. I would ask for one volunteer from each warband who is especially able to channel arcane energies to volunteer to depart from their warband for a brief time and undertake a special mission.”

Make sure everyone understands that Arcana is the key skill for this special mission. Each table may nominate no more than one volunteer to undertake the special mission. That individual should complete Handout 2 and bring the handout, their character sheet, their miniature or other representation of their PC, and a d20 to the special mission area.

When all of the volunteers are assembled, read or paraphrase the following:

The WeavePasha nods solemnly at you. “The many elementals bound in the ziggurat provide a source of energy. We need to control and channel these forces as quickly as possible.”

SKILL CHECKS

Enhanced by the WeavePasha, each check in this scene represents the PC channeling energy from the trapped elementals to a focus held by the WeavePasha. The tokens represent trapped elementals; the guardians represent elementals that have already broken free.

For this mission, if the PC scores a success on a skill check, they may remove a token from their current level. If they obtain a failure on a skill check, some of the elemental energy slips away from the WeavePasha back into the ziggurat. Add another token on the same level.

ENCOUNTER START

Have each PC place their character on the level of the AL that they are playing. Each PC should now roll and resolve the Round Zero skill check against the Hard DC for their AL. (A character who is on a level with no remaining tokens does not need to roll.) Once these checks have been resolved, the mission begins. The PCs have five more rounds to complete the mission, die trying, or flee the ziggurat.

ENDING THE ENCOUNTER

This mission ends when the PCs have cleared all the tokens and destroyed all the guardians, when the PCs have all left the ziggurat, or when time is called for the main encounter.

Success or failure is based on the number of tokens removed as a percentage of the total number of tokens on the ziggurat (rounded down). The percentage of guardians destroyed does not matter.

FATIGUE

At the end of the encounter, all PCs in the BI must check for fatigue. Each warband makes checks using the DCs for the AL they are playing.

- If the special mission was a total success, all PCs automatically succeed at the Endurance check.
- For 75% success, the DC is Easy.
- For 50% success, the DC is Moderate.
- For 25% success, the DC is Hard.
- If the special mission success is below 25%, all PCs automatically fail the fatigue check. See Handout 1 for the effects of fatigue.

The Special Mission ends when the PCs have all left the ziggurat, or when time is called.

RECHARGE

The number of resources each warband can recover depends on how successful the arcanists were.

- If the special mission was a total success, each PC may either gain an Action Point or refresh a daily utility or attack power. In addition, each warband gains 2 healing surges per PC at the table. The PCs may distribute these healing surges amongst themselves as they wish.
- For 75% success, each warband may distribute 2 healing surges per PC at the table.
- For 50% success, each warband may distribute 1 healing surge per PC at the table.
- If the special mission success is below 50%, the PCs do not regain any resources.

SPECIAL MISSION 4B: ELEMENTAL FREEDOM

Use this encounter if the warbands voted to release the elementals from imprisonment. Otherwise, use Special Mission 4A.

While the warbands engage the Calimport and Memnon forces in the desert, arcanelly-attuned heroes are needed to release as many elementals bound within the ziggurat as possible.

Before beginning Encounter 4, read or paraphrase the following to the entire BI:

The WeavePasha announces, “While defeating the Calimport and Memnon forces in the area is important, we must diffuse the energy binding the elementals in the ziggurat. Perhaps they will become our allies, once freed. I would ask for one volunteer from each warband who is especially able to channel arcane energies to volunteer to depart from their warband for a brief time and undertake a special mission.”

Make sure everyone understands that Arcana is the key skill for this special mission. Each table may nominate no more than one volunteer to undertake the special mission. That individual should complete Handout 2 and bring the handout, their character sheet, their miniature or other representation of their PC, and a d20 to the special mission area.

When all of the volunteers are assembled, read or paraphrase the following:

The WeavePasha nods solemnly at you. “The many elementals bound must be released. We need to dispel the binding energy as quickly as possible.”

SKILL CHECKS

Enhanced by the WeavePasha, each check in this scene represents the PC channeling energy from the trapped elementals to a focus held by the WeavePasha. The tokens represent trapped elementals; the guardians represent living spell energy imbued within the bindings to lash out at anyone trying to free the trapped elementals.

For this mission, if the PC scores a success on a skill check, they may remove a token from their current level. If they obtain a failure on a skill check, some of the elemental energy slips away from the WeavePasha back into the ziggurat, reinforcing the bindings on the trapped elementals. Add another token on the same level.

ENCOUNTER START

Have each PC place their character on the level of the AL that they are playing. Each PC should now roll and resolve the Round Zero skill check against the Hard DC for their AL. (A character who is on a level with no remaining tokens does not need to roll.) Once these checks have been resolved, the mission begins. The PCs have five more rounds to complete the mission, die trying, or flee the ziggurat.

ENDING THE ENCOUNTER

This mission ends when the PCs have cleared all the tokens and destroyed all the guardians, when the PCs have all left the ziggurat, or when time is called.

Success or failure is based on the number of tokens removed as a percentage of the total number of tokens on the ziggurat (rounded down). The percentage of guardians destroyed does not matter.

FATIGUE

At the end of the encounter, all PCs in the BI must check for fatigue. Each warband makes checks using the DCs for the AL they are playing.

- If the special mission was a total success, all PCs automatically succeed at the Endurance check.
- For 75% success, the DC is Easy.
- For 50% success, the DC is Moderate.
- For 25% success, the DC is Hard.
- If the special mission success is below 25%, all PCs automatically fail the fatigue check. See Handout 1 for the effects of fatigue.

ELEMENTAL BLESSING

The released elementals thank the PCs by blessing them with protective energy.

- If the special mission was a total success, each PC regains 1 healing surge, gains 5/10 temporary hit points at the start of the next encounter, and gains resist 5/10 against an energy type of the player's choice until the end of the adventure. In addition, each warband gains 1 healing surge per PC at the table that they may distribute among their members as they wish.
- For 75% success, each PC regains 1 healing surge, gains 5/10 temporary hit points at the start of the next encounter, and gains resist 5/10 against a random energy type until the end of the adventure.

- For 50% success, each PC regains 1 healing surge and gains 5/10 temporary hit points at the start of the next encounter.
- If the special mission success is below 50%, the PCs do not gain any benefits.

SPECIAL MISSION 5: HIDE AND SEEK

While the warbands search the city of Suldolphor, the most diplomatic heroes are needed to speak with the ghostly rulers of Suldolphor within the ziggurat.

Before beginning Encounter 5, read or paraphrase the following to the entire BI:

Ala'Ammar announces, "While searching the city of Suldolphor is important, we suspect that the leaders of the city inhabit the heart of the ziggurat. These unquiet spirits must be placated, or our army will never be able to rest easily within this city. We must convince them that we are friends, not enemies. I would ask for one volunteer from each warband who is especially diplomatic to volunteer to depart from their warband for a brief time and undertake a special mission."

Make sure everyone understands that Diplomacy is the key skill for this special mission. Each table may nominate no more than one volunteer to undertake the special mission. That individual should complete Handout 2 and bring the handout, their character sheet, their miniature or other representation of their PC, and a d20 to the special mission area.

When all of the volunteers are assembled, read or paraphrase the following:

Ala'Ammar smiles grimly. "The spirits of the human nobility still rule Suldolphor. We need to convince them of our non-hostile intentions as quickly as possible."

SKILL CHECKS

The tokens represent spirits who may still be persuaded to join the alliance; the guardians represent insane or angry spirits that cannot be placated and must be banished or destroyed.

If the PC scores a success on a skill check, they may remove a token. If they fail, that spirit is angered and moves to the next lower level of the ziggurat. The spirit can still be negotiated with, by the same PC or a different PC, but the DC is now harder. A spirit will keep moving down on failed checks until it reaches the bottom level. If a PC fails the check on the bottom level, it angers another spirit. Add a token to the bottom level.

If a PC leaves a level that still has spirits remaining, that PC may not return later to make additional checks on that level, even if the PC never attempted a check against some or all of the tokens on that level. The spirits

who were left behind are offended by the PC's abandonment of the negotiations.

ENCOUNTER START

Have each PC place their character on the level of the AL that they are playing. Each PC should now roll and resolve the Round Zero skill check against the Hard DC for their AL. (A character who is on a level with no remaining tokens does not need to roll.) Once these checks have been resolved, the mission begins. The PCs have five more rounds to complete the mission, die trying, or flee the ziggurat.

ENDING THE ENCOUNTER

This mission ends when the PCs have cleared all the tokens and destroyed all the guardians, when the PCs have all left the ziggurat, or when time is called for the main encounter.

Success or failure is based on the number of tokens removed as a percentage of the total number of tokens on the ziggurat (rounded down). The percentage of guardians destroyed does not matter.

FATIGUE

At the end of the encounter, all PCs in the BI must check for fatigue. Each warband makes checks using the DCs for the AL they are playing. This is the last fatigue check of the BI, so it is more difficult than the earlier checks.

- If the special mission was a total success, the DC is Easy.
- For 75% success, the DC is Moderate.
- For 50% success, the DC is Hard.
- For less than 50% success, all PCs automatically fail the fatigue check. See Handout 1 for the effects of fatigue.

TOTAL SUCCESS

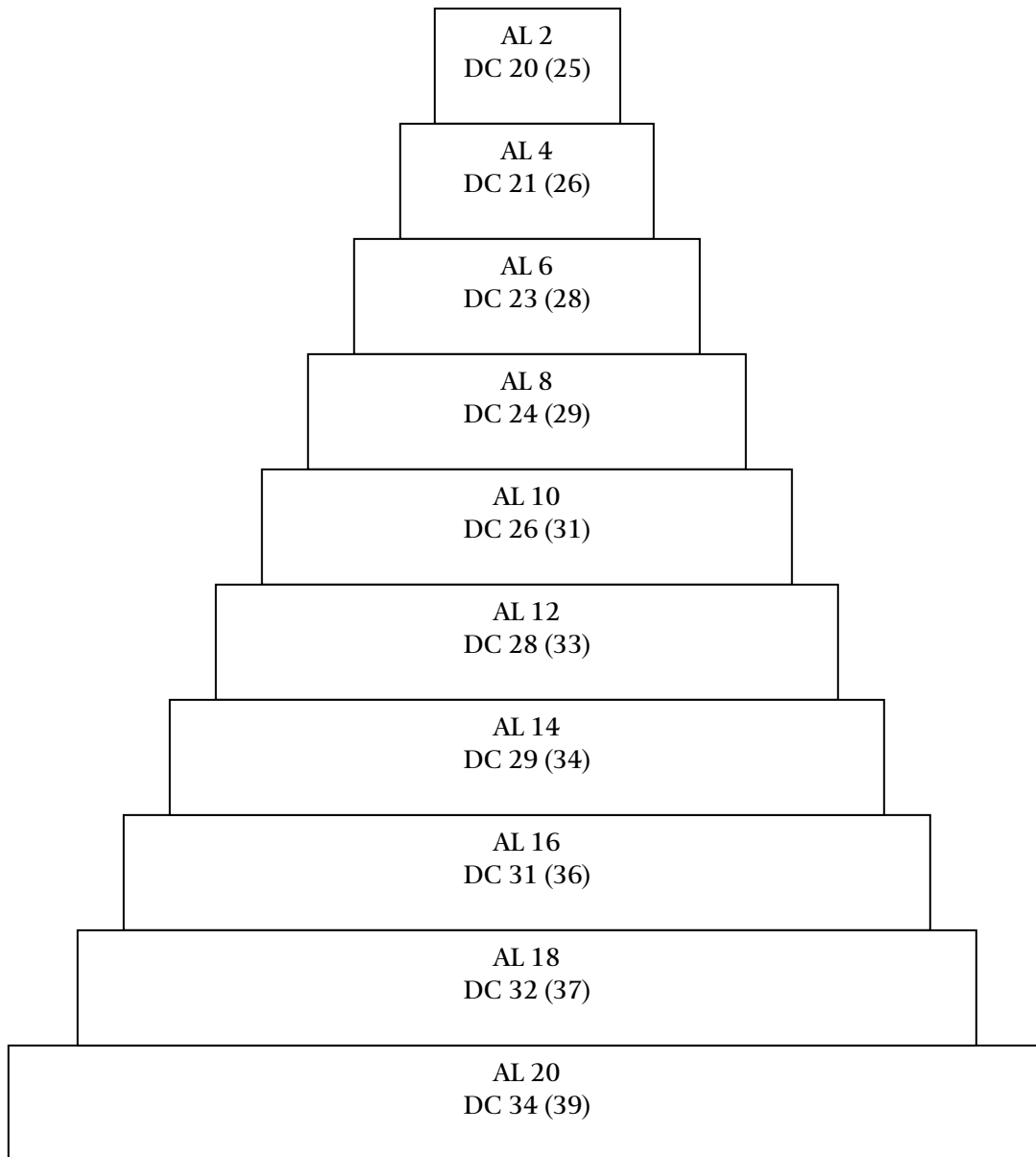
The spirits throughout the city immediately stop hostilities. Continue with Encounter 6.

TREASURE

If the PCs on the special mission achieved 75% or better success, the spirits provide them with a healing balm. Each participant in the special mission returns with a *Keoghtom's ointment* that they may keep for themselves or give to a member of their warband.

APPENDIX 1: ZIGGURAT MAP

Sample 3-D side-view map (which can be broken down into smaller pieces for ease of play):



HANDOUT 1: FATIGUE

Strenuous activity, such as combat, in the blazing desert of Calimshan is a draining experience. To represent the toll of the day's tasks, your character may earn **Fatigue Points** during the course of the adventure. Consult the chart below to determine the effect of the Fatigue Points you have gained. All effects are cumulative.

FATIGUE POINTS

- 1 Fatigue Point:** You take a penalty to speed equal to your current number of fatigue points.
- 2 Fatigue Points:** You cannot take immediate actions.
- 3 Fatigue Points:** You take one action on your turn.
- 4 Fatigue Points:** You are weakened.
- 5+ Fatigue Points:** You are unconscious.

You can remove Fatigue Points by expending daily resources; as you get tired it is more difficult to call upon your reserves or use powers that require significant effort. Instead of gaining a Fatigue Point, you can instead choose to expend a daily resource. You have access to the following power:

TRIGGERED ACTION

Overcome Fatigue ♦ At-Will

Trigger: You would gain a Fatigue Point.

Effect (No Action): Instead of gaining a Fatigue Point, you spend a healing surge, spend an action point, or expend the use of a daily utility or attack power (but not an item power). The spent resource has no other effect other than canceling the Fatigue Point.

At the end of any short rest, you can also remove fatigue by expending resources. You may expend a healing surge, action point, or daily attack or utility power to remove one Fatigue Point. You may remove as many points as you wish in this way, but each point removed costs a separate resource. You do not gain any other benefit from these spent resources, other than removing one Fatigue Point.

At the end of any extended rest, all Fatigue Points are removed, unless some other condition or effect (such as a disease) prevents you from gaining the normal benefits of that extended rest.

Although Calimshan is part of the world and therefore a natural environment, the area around Suldolphor is infused with the energies of the Elemental Chaos and warped by the powerful spells and summonings that were used during the city's destruction. This renders mundane and even magical protections against fire and the elements less effective than they would otherwise be when it comes to resisting the cumulative effects of exposure to the desert.

Powers (which typically last for 5 minutes or until the end of an encounter), triggered abilities, and other short-duration effects that grant fire resistance, fire immunity, etc. do not help you or your allies on fatigue checks; these checks represent the impact of your cumulative exertions over a period of time. For example, if you have a utility power that grants you a bonus on Endurance checks, you may not activate that power right before making a fatigue check. Only permanent magic item properties, rituals or powers whose effects last at least 24 hours (or until your next extended rest), innate resistances, and other "always-active" effects count for this purpose.

If you are protected by a ritual that grants protection from the blazing desert sun or other natural environmental effects (such as Endure Elements), if you are protected by a ritual that wards against the effects of the Elemental Chaos (such as Endure Primordial Elements), if you are a creature with the elemental origin and the Fire keyword, or if you have at least 5 points of innate (always-active) fire resistance, you gain a +2 bonus on Endurance checks to resist fatigue, but you still have to make the checks.

If you are protected in two or more distinct ways (by using rituals against both natural and extraplanar elemental energy, or if you have innate fire resistance and you are protected by a ritual or power), then your bonus on Endurance checks to resist fatigue increases to +5, but you still have to make the checks.

HANDOUT 6: SPECIAL MISSION ASSIGNMENTS

| Horn of Summoning | Quest Item |
|--|------------|
| <i>Your need is great; you call upon a distant ally to rejoin the battle.</i> | |
| Other Consumable | |
| Utility Power (Teleportation) ♦ Consumable (Minor Action) | |
| <i>Effect:</i> You blow the horn. The member of your warband who is currently participating in a Special Mission is immediately recalled to the table. The targeted PC appears within 2 squares of you and acts immediately after you in the initiative order. The targeted PC may not refuse to answer this call. | |

SPECIAL MISSION 3: THIEVERY

Character Name:

Thievery Bonus:

Defenses:

Fatigue Points:

Hit Points:

Surges:

Surge Value:

Notes:

SPECIAL MISSION 1: ATHLETICS

Character Name:

Athletics Bonus:

Defenses:

Fatigue Points:

Hit Points:

Surges:

Surge Value:

Notes:

SPECIAL MISSION 4: ARCANA

Character Name:

Arcana Bonus:

Defenses:

Fatigue Points:

Hit Points:

Surges:

Surge Value:

Notes:

SPECIAL MISSION 2: PERCEPTION

Character Name:

Perception Bonus:

Defenses:

Fatigue Points:

Hit Points:

Surges:

Surge Value:

Notes:

SPECIAL MISSION 5: DIPLOMACY

Character Name:

Diplomacy Bonus:

Defenses:

Fatigue Points:

Hit Points:

Surges:

Surge Value:

Notes: