

RUNES IN RUINS

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

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When the Spellplague brought Akanûl to the Realms, many items were shattered and lost. Pieces of something are now surfacing, and it is imperative that the government of Akanûl finds it before anyone else. A Living Forgotten Realms adventure set in Akanûl for characters levels 4-7.

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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By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for sanctioned RPGA play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2012.

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PREPARING FOR PLAY

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

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, 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. A lower-case letter (used only in some 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 when you DM for a group:

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

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** 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 ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** 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 within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

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

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 4-7. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

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

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter – that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success – they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give**

out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

Diseases: Diseases take hold of a character and last until they are cured or they reach their 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 the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to 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. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

Before Akanul was brought back to this world with other parts of Abeir, the residents of the land were enslaved to a primordial called Karshimis. Most rejoiced in their new-found freedom. However, a few sought ways back: either because friends and family were left behind, or because they longed to go back to fight the primordial's

tyranny using new powers gained in their time in this new world.

Those who wish to return to Abeir constantly seek a way back. Most of the portals that used to dot Toril were destroyed by the Spellplague, but some still function, and those who wish to open a connection between Toril and Abeir think they might have found a portal and a runestone that can make that happen.

The adventure begins in Airspur, the capital city of Akanûl. Airspur is about to celebrate the official birthday of Queen Arathane, and many foreign dignitaries are gathering in the capital, making it busier than usual. Inns and other places to stay are more expensive than normal, although the day-long celebration promises to be quite rewarding, as it is entirely funded by the government. PCs may make purchases or generally wander the city, with the eventual presumption that they join the festivities.

Military Units of Akanûl

The military in Akanûl is divided into relatively small units, called "blocks." In addition to the standard blocks, there are well-known elite units. The Shimmering Mist is a collection of rangers and skilled outdoorsmen who patrol the south of the country. The Turquoise Guard and Gold Guard are two blocks of elite troops assigned to protect Airspur and the Queen, including her four Stewards. The latter two units are normally identified by flowing scarves of the color of their name that they all wear while on duty.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

You have been shown to a table on the veranda of a beautifully appointed dining establishment, the thick oak of the furniture covered in food and drink at the traditional yearly request of Queen Arathane on her birthday. Her appeal to the people of Akanûl has not gone unheeded, and servers and other volunteers are continually filling the tables with extra fare.

No sooner are you seated than another pair of celebrants joins you at the table. The first of the windsoul genasi bows ever so slightly, a sardonic smile on his face as he pulls out a seat for his companion. She in turn smiles gently at you and takes a seat, her windsoul genasi heritage quite evident in her eyes and hair.

"Greetings, and may the blessings of Sune find you well," the male genasi begins, tilting his head toward you in a show of respect. "My name is Rafe el'Tore, and

this is my business partner Shal'ri. It is a pleasure to see you on this joyous day."

DM's INTRODUCTION

You may find it useful during this adventure to keep a note of the party's passive skill values, particularly the highest values within the group. This allows you to run the adventure without giving the PCs cause to suspect something is amiss. For example, since Rafe may attempt to bluff the PCs, knowing the passive Insight values and knowing Rafe's Bluff attempts ahead of time can help you avoid giving the PCs clues that Rafe might be lying.

Rafe is a member of the Turquoise Guard, one of two blocks (military units of 400) assigned to protect Queen Arathane and her four Stewards.

Shal'ri is a member of the personal staff of the Steward of the Sky Le haya. She and Rafe are working together on this particular outing as their interests align.

Rafe has deliberately arranged for the two of them to be seated with the PCs and intends to ask for their help. A DC 15 Insight check when they arrive can tell that he is very interested in their reactions to his arrival and that of Shal'ri.

ENCOUNTER 1: TURQUOISE MOVES

SETUP

Rafe el'Tore (Diplomacy +11, Bluff +13)

Shal'ri (Insight +11, Bluff +12)

Rafe gets right to the point after introductions—he wants the PCs to undertake a mission for him.

Blunt though this is, he is relying upon Shal'ri to gauge their reactions and responses to determine if they are actually interested in this mission.

Rafe nods politely after you have introduced yourselves, and he takes a long look at the glass of chilled wine before him. He stares at all of you for a brief moment. "To the Queen," he intones solemnly, raising his glass as a toast. "Thank you for the hospitality of allowing us to sit at your table. I will confess, however, that my purpose today is not to simply enjoy the birthday of our sovereign. I have been tasked with a mission, and the group of you seems to fit the requirements. If you would be willing to spare a few more moments of your time, I will continue."

Rafe continues, assuming the PCs wish to hear his proposal. If they object or wish to ask questions, he puts them off until he concludes.

Rafe nods his head again. "What I tell you is in confidence, though I have no particular means of ensuring you do not spread the tale, and I rely upon your honor instead."

"Our land has been through much over the years, fighting with the horrible foes that threaten our northern lands continuously, and conflict with other threats to our existence. Somehow, though, that is not enough for some. They seek to dredge up old matters best left alone, hoping to enact a revenge for something that was so long ago that few here can speak the truth about it. I speak of our enslavement on Abeir before coming to our home here."

"Most of us know about this from our history teachings, what little there is that we have gathered from the tales of the past. I will not bore you with them, for I am sure you have heard them all before."

"A small collection of people, however, want to punish those who enslaved us. Such a feat would require a power beyond those that they can assemble, and thus the Stewards have been content to let them play their petty games and obsess about such a

possibility. Naturally, the fools have actually stumbled upon a possible means."

"This land was once filled with portals, magical devices that allowed travel throughout these realms. One such portal has been located by this little band of revenge fanatics and might be in working condition, though currently dormant. This portal apparently connects two parts of the former lands here, one on this world and one that is... elsewhere."

"We cannot allow them to activate this gate. Quite frankly, I have little regard for our former masters, whoever they might have been, but I do not want them to find a means of reaching us here. We do not need more enemies at this time."

"My problem is simple - I do not know who to trust. The fanatics are a small group, but they are not all identified. I cannot simply ask for a military unit to hunt them down, because I would not be sure whose loyalties are already compromised."

"Shal'ri has made discrete inquiries, and your names have emerged as the best option for us. I therefore ask you to consider my offer. This work involves travel to the south and elimination of a possible portal rune, but definitely stopping anyone else from reaching it. There is certainly danger involved, and I will offer each one of you the sum of 50 gold pieces in advance for this work, with an additional 50/75 gold pieces upon successful destruction of the portal rune. Though I find their actions distasteful, or at least what they might foolishly bring down upon us, the elimination of the fanatics is not necessary."

At this point the PCs may have questions:

- If asked about where to go, Rafe or Shal'ri can advise they have a map, obtained from a fanatic under duress. Unfortunately, the fanatic was not well-informed and all of his contacts were codenames. The journey itself should take a week or so overland.
- Rafe expects there to be significant conflict at the site of the portal rune. The PCs should expect hostility in the area.
- The portal rune can be either destroyed or returned to Airspur for safekeeping, but the mere potential of a connection would be terrible information to pass along to the inhabitants of the other world. It is therefore of prime importance to stop the portal rune from being transported out of Akanûl.
- If asked how to deactivate it, Shal'ri indicates that each such portal rune was a relatively robust piece of stone, but simply smashing it would work. As for a description, such runes were

generally the size of a typical building brick (about 10 inches by 5 inches by 5 inches);

- If pressed on how to discover the rune, Rafe provides a small gemstone. If placed in the ground and the command word “salvation” is uttered within five feet, a ritual begins. Every minute thereafter, the gem seeks out a portal rune within an expanding area, starting at 10 feet and doubling each minute until it reaches 640 feet. If it locates a rune portal, a small beam of light shines in that direction. The gem crumbles at the conclusion of this adventure.
- Though they are traitors, any fanatics should be captured alive if possible. Somehow they learned about this portal, and Rafe and Shal’ri want to know the source of this information.
- As members of the military and government in Akanûl, neither can accompany the PCs, but they are willing to provide written instructions and authorization for the mission that is being presented.

If the PCs agree, they are provided with their retainer (50 gp each) and the map to the area in the south. They are asked to start as soon as possible, though the day is mostly over and the next one is likely better to begin travel.

ENDING THE ENCOUNTER

The rest of the day passes peacefully, with a well-attended parade for Queen Arathane. The PCs can purchase supplies in the morning before heading out of any of the gates of Airspur.

TREASURE

Each PC agreeing to the mission is provided with 50gp.

ENCOUNTER 2: ELEMENTAL FIELDS

SKILL CHALLENGE LEVEL 5/7, COMPLEXITY 1 (200/300 XP)

SETUP

Number of Successes: 4

Number of Failures: 3

Primary Skills: History, Nature/Arcana, Insight, Perception, Diplomacy

Important NPCs: None

After an eight-day walk, the PCs reach the area detailed on their map. A canyon winds away from them to a dead end (a box canyon at that point) where the ruins of a small keep can be seen—this keep is apparently the site of the dormant portal.

Layering the ground in the canyon are elemental fire fields. These are an environmental condition unique to this area. Anyone native to Akanûl or making a DC 12 Arcana or Nature check can identify the following information:

- Elemental fields of all energy types are uncommon but found throughout the lands of Akanûl.
- The fields originated when elementals were summoned in defense of the land against forces of the Abolethic Sovereignty. During the conflicts against the Sovereignty, many of the elementals were destroyed in particularly violent ways that created the elemental fields.
- The fields cause no damage, despite having a clear elemental connection—but they can impede travel by restricting visibility within them as the energy of the fields dances up to a height of approximately seven feet.
- Residents of Akanûl with particularly strong connection to the elements (mostly genasi but some others) have been known to be able to control the fields for a short period of time, generating some resistances to the energy type of the field during that time, and a limited ability to conceal themselves with the flows of the fields.

In order to pass into the box canyon that is the PCs' destination, the elemental fields must be traversed. The following should be read when they PCs are ready:

The canyon seems alive with flames, though they are almost transparent in the sunlight. Nothing burns, but the elemental forces are clearly present in the canyon, creating the solid field of fire before you.

When the PCs wish to proceed:

The fires dance almost plaintively, as if seeking your attention. The field sweeps away for an instant, then all around motes of fire dance through the air in complex patterns that are almost hypnotic.

SKILL CHALLENGE

History (DC 14/16, only one success): Knowing the original details of the elemental fields' creation can provide information to allow the PCs to identify the original battle where this elemental field was created. This information can be used to persuade the elemental fields that the PCs care about them and their existence, opening up the use of the Diplomacy skill.

Nature or Arcana (DC 15/17, once only, one skill or the other): As the elemental fields are a natural part of the land but drawn from magical elements, either skill can be used to determine the condition of the field and how it interacts with those around it. This can then be used to suggest the best means of passing through it quickly without causing any harm to either party.

Diplomacy (DC 14/16, once per PC, anyone assisting may not make their own attempt, those who have any elemental resistances get a +4 circumstance bonus to this check): The fields, though not exactly sentient, can be persuaded through language and actions that the PCs represent something beneficial.

Insight (DC 17/19, once only, natives of Akanûl gain a +4 circumstance bonus to this check): The general reaction of the fields is difficult to gauge, but if properly assessed they can be used to react appropriately and gain the "trust" of the area.

Perception (DC 19/21, once only): Simply being able to see the extent of the field and determine the size can give additional details about the origins and how the field is moving about. This assists the PCs by making them more knowledgeable and allowing them to move through the field knowing if they are passing through one or multiple fields.

ENDING THE ENCOUNTER

Once the party succeeds or fails at the skill challenge proceed to Encounter 3.

Success: The PCs make the elemental fields friendly. The PC with the highest Diplomacy in the

party (roll-off if tied) is considered to be native for Encounter 3 and everyone else receives a +5 circumstance bonus to control the fields in that encounter.

Failure: The PCs do not befriend the elemental fields. They suffer no penalties or damage but gain no benefits in Encounter 3.

EXPERIENCE POINTS

The PCs earn 40/50xp each for succeeding at the skill challenge.

TREASURE

None.

ENCOUNTER 3: REARGUARD

ENCOUNTER LEVEL 6/8 (1250/1850 XP)

SETUP

This encounter includes the following creatures:

Low Level

3 shadowhunter bats

2 elite fire bats

High Level

3 elite shadowhunter bats

1 shadowhunter bat

2 elite fire bats

Left behind by the fanatics are a several trained bats that patrol up and down the canyon, even though this is not their usual time to act (in the case of the shadowhunter bats). The death of the fanatics at the keep (see Encounter 4) has left these creatures untended, but they continue their patrol in and around the canyon.

The bats do not begin at a fixed distance on the map. Determine the highest passive Perception in the party and place the bats in a rough line at that distance. This represents the time when the PCs first see the bats, which are all flying low in the elemental fields.

The PCs begin on the bottom two rows of the map - unless they have a good reason to not be on it, they are on or within two squares of the road.

A small group of bat emerges from the fiery fields, heading directly toward you. They are clearly hostile.

FEATURES OF THE AREA

Illumination: The encounter occurs during a sunny day, PCs can see normally.

Cliffs: The cliffs on either side of the fields are crumbling and easy to climb with many handholds. They are, however, hard to find footing on for any activity. The cliffs are 300 feet high and a PC can climb one with a DC 13 Athletics check. Ledges are available every 20 feet or so, but it requires a DC 20 Acrobatics checks each round to be able to stand on a ledge without having to use one hand for support (i.e. if the check is successful, the PC can use both hands for other actions). If the PC fails this Acrobatics check, they expend a move action and must hold onto the wall with one hand to avoid falling. The area at the top of the cliffs is nearly

impassable, but can be used to perch on and look down into the canyon.

Elemental Fields: The elemental fields are an environmental effect here. The impact is as follows:

- All creatures within two squares of the ground are considered to have concealment.
- Running and charging is not an unrestricted action. In order to do so without injury, the PC must succeed first on a DC 15 Acrobatics check. Failure indicates they stumbled over the terrain, ending the move in the first affected square. Success means the PC can run or charge normally.
- A PC may attempt to persuade the elemental fields that they are “native” once per round. This is a DC 25 Diplomacy check, modified as noted in Encounter 2. This persuasion is a minor action and lasts until the beginning of the PC’s next turn if it is successful. Failure has no impact but does not derive any benefits.
- Anyone considered “native” by default (see Encounter 2) or using a Diplomacy check can derive one the following further benefits (defaulting to option B if no choice is made):
- Option A: At any point during his turn, the PC may cause the elemental fields to flare around their location, granting them concealment until the beginning of their next turn; or
- Option B: The elemental fields can wrap around them and absorb a small amount of damage. The PC is provided with Resist All 4 until the beginning of that PC’s next turn. This protection fades after one successful attack against them and cannot be regained that round.

TACTICS

For the purposes of elemental fields above, shadowhunter bats are considered native and always choose option A (concealment), while the firebats are also considered native but choose option B, which absorbs 4 points of damage on the first successful attack against them each round. Given this benefit, the bats do not fly higher than two squares above the ground at any point, unless it is to attack a PC who takes a higher position.

The shadowhunter bats are trained to attack as a team. They concentrate on the same target at the discretion of the DM, but move around as much as possible and spread out each round. They use their maximum movement possible, unless it would damage them to do so, and try not to end the turn adjacent to PCs. If the shadowhunter bats are attacked and receive

a significant injury, they tend to change their target to that individual.

The firebats attack the most densely packed groupings, splitting up if there are more than one such grouping. They generally do not attack the same target as the shadowhunter bats. The firebats also attempt to use their movement to their advantage.

The elite bats do not use their action point until they are bloodied, then attempt to overrun a grouping of PCs twice with their *fiery swoop*.

Once the bats are reduced to a single creature, the remaining bat flees the area (to warn the masters, who are already dead). This fleeing bat is not encountered again should it escape.

SCALING THE ENCOUNTER

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

Four PCs: Remove one elite firebat.

Six PCs: Add one elite firebat.

ENDING THE ENCOUNTER

Once the bats are defeated, the PCs can proceed down the canyon toward the ruined keep on their map. There are no particular obstacles or difficulties with the canyon.

EXPERIENCE POINTS

The PCs earn 250/370 xp each for defeating the bats here.

TREASURE

None.

ENCOUNTER 3: REARGUARD STATISTICS (LOW LEVEL)

Shadowhunter Bat		Level 3 Lurker
Medium shadow beast		XP 150
Initiative +9 Senses Perception +7; darkvision		
HP 38; Bloodied 19		
AC 17; Fortitude 14, Reflex 17, Will 12		
Speed 2 (clumsy), fly 8; see also <i>flyby attack</i>		
m Tail Slash (standard; at-will)		
+8 vs. AC; 1d6 + 4 damage. In dim light or darkness, a shadowhunter bat gains a +2 bonus to the attack roll and deals an extra 6 damage.		
M Flyby Attack (standard; at-will)		
The shadowhunter bat flies up to 8 squares and makes one melee basic attack at any point during that movement. The bat doesn't provoke opportunity attacks when moving away from the target of the attack.		
Alignment Unaligned		Languages -
Skills Stealth +10		
Str 13 (+2)	Dex 18 (+5)	Wis 13 (+2)
Con 14 (+3)	Int 2 (-3)	Cha 11 (+1)

Elite Fire Bat		Level 5 Elite Skirmisher
Medium elemental beast (fire)		XP 400
Initiative +8 Senses Perception +8		
HP 120; Bloodied 60		
AC 22; Fortitude 17, Reflex 22, Will 13		
Saving Throw +2		
Speed 2 (clumsy), fly 8; see also <i>fiery swoop</i>		
Action Points 1		
m Fiery Touch (standard; at-will) ♦ Fire		
+6 vs. Reflex; 1d6 + 4 fire damage, and ongoing 5 fire damage (save ends).		
M Fiery Swoop (standard; at-will) ♦ Fire		
The fire bats shifts up to 4 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The fire bat cannot attack a target more than once in this fashion, and it must end its movement in an unoccupied square.		
R Spout of Ash (minor; recharge 5 6)		
Ranged 5; +6 vs. Fortitude; 1d6 + 4 damage, and the target is blinded (save ends).		
Wisp of Smoke (immediate interrupt; when elite fire bat is targeted by a melee or ranged attack; recharge 6)		
The elite fire bat may immediately shift up to 4 squares and gain concealment until the beginning of its next turn.		
Alignment Unaligned		Languages -
Str 6 (+0)	Dex 19 (+6)	Wis 12 (+3)
Con 12 (+3)	Int 2 (-2)	Cha 7 (+0)

ENCOUNTER 3: REARGUARD STATISTICS (HIGH LEVEL)

Shadowhunter Bats	Level 3 Lurker
Medium shadow beast	XP 150
Initiative +9 Senses Perception +7; darkvision	
HP 38; Bloodied 19	
AC 17; Fortitude 14, Reflex 17, Will 12	
Speed 2 (clumsy), fly 8; see also <i>flyby attack</i>	
m Tail Slash (standard; at-will)	
+8 vs. AC; 1d6 + 4 damage. In dim light or darkness, a shadowhunter bat gains a +2 bonus to the attack roll and deals an extra 6 damage.	
M Flyby Attack (standard; at-will)	
The shadowhunter bat flies up to 8 squares and makes one melee basic attack at any point during that movement. The bat doesn't provoke opportunity attacks when moving away from the target of the attack.	
Alignment Unaligned Languages -	
Skills Stealth +10	
Str 13 (+2)	Dex 18 (+5) Wis 13 (+2)
Con 14 (+3)	Int 2 (-3) Cha 11 (+1)

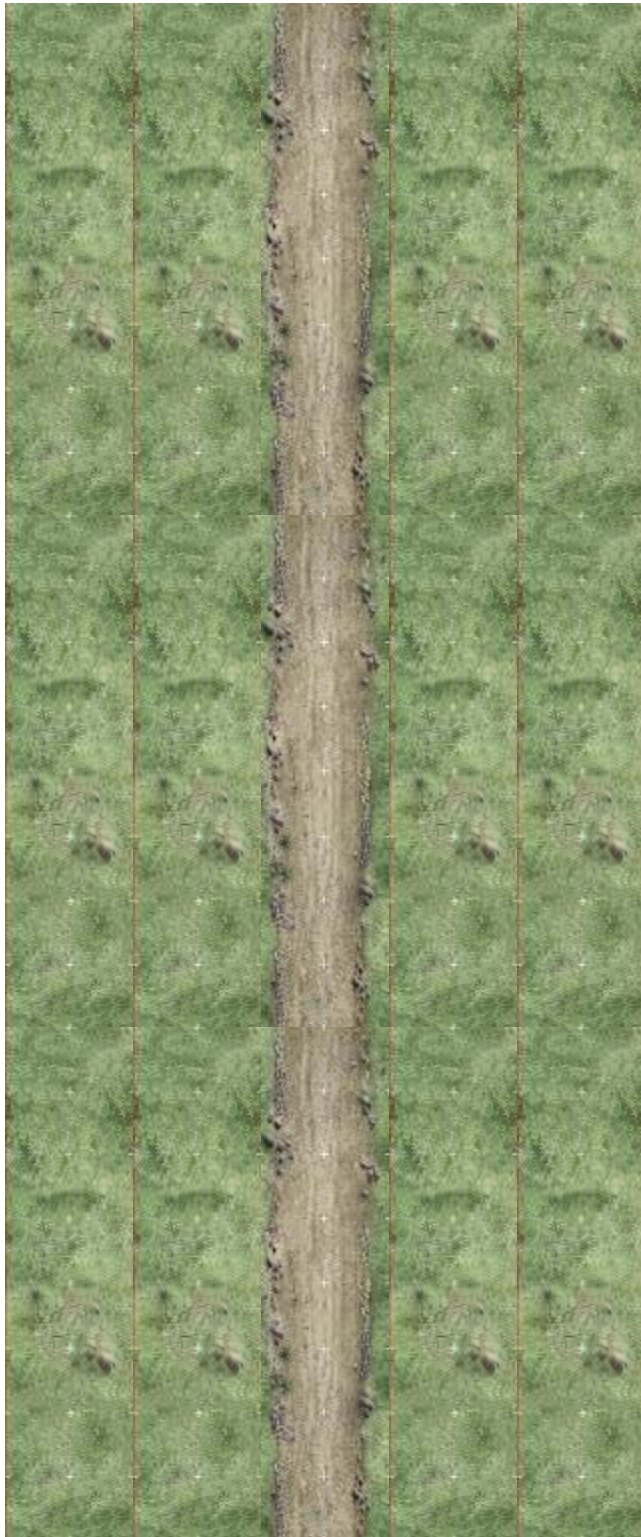
Elite Fire Bat	Level 5 Elite Skirmisher
Medium elemental beast (fire)	XP 400
Initiative +8 Senses Perception +8	
HP 120; Bloodied 60	
AC 22; Fortitude 17, Reflex 22, Will 13	
Saving Throw +2	
Speed 2 (clumsy), fly 8; see also <i>fiery swoop</i>	
Action Points 1	
m Fiery Touch (standard; at-will) ♦ Fire	
+6 vs. Reflex; 1d6 + 4 fire damage, and ongoing 5 fire damage (save ends).	
M Fiery Swoop (standard; at-will) ♦ Fire	
The fire bats shifts up to 4 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The fire bat cannot attack a target more than once in this fashion, and it must end its movement in an unoccupied square.	
R Spout of Ash (minor; recharge 5 6)	
Ranged 5; +6 vs. Fortitude; 1d6 + 4 damage, and the target is blinded (save ends).	
Wisp of Smoke (immediate interrupt; when elite fire bat is targeted by a melee or ranged attack; recharge 6)	
The elite fire bat may immediately shift up to 4 squares and gain concealment until the beginning of its next turn.	
Alignment Unaligned Languages -	
Skills Stealth +10	
Str 6 (+0)	Dex 19 (+6) Wis 12 (+3)
Con 12 (+3)	Int 2 (-2) Cha 7 (+0)

Elite Shadowhunter Bats	Level 3 Elite Lurker
Medium shadow beast	XP 300
Initiative +9 Senses Perception +7; darkvision	
HP 76; Bloodied 38	
AC 19; Fortitude 16, Reflex 19, Will 12	
Saving Throw +2	
Speed 2 (clumsy), fly 8; see also <i>flyby attack</i>	
Action Points 1	
m Tail Slash (standard; at-will)	
+8 vs. AC; 1d6 + 4 damage. In dim light or darkness, a shadowhunter bat gains a +2 bonus to the attack roll and deals an extra 6 damage.	
M Flyby Attack (standard; at-will)	
The shadowhunter bat flies up to 8 squares and makes one melee basic attack at any point during that movement. The bat doesn't provoke opportunity attacks when moving away from the target of the attack.	
R Shadow Stalk (minor; encounter) ♦ Fear	
Range 10; +7 vs. Will, 1d4+4 psychic damage, and the target gives combat advantage to all enemies (save ends).	
Combat Advantage	
The elite shadowhunter bat deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.	
Alignment Unaligned Languages -	
Skills Stealth +10	
Str 13 (+2)	Dex 18 (+5) Wis 13 (+2)
Con 14 (+3)	Int 2 (-3) Cha 11 (+1)

ENCOUNTER 3: REARGUARD MAP

Ruins of the Wild

Road / Crevasse	8x2	x3
Field / Road	8x2	x12



ENCOUNTER 4: RUNE IN THE KEEP?

At the end of the canyon, the ruins of a small keep are readily apparent, with towering columns of stone standing over two corners (the northeast and northwest). The elemental fields do not approach the ruins for 100 feet on all sides, giving it the appearance of an island of rock in the midst of a sea of fire.

Lying visibly in the rubble to the south are four genasi bodies, all clearly dead with puncture marks upon them. Though it would appear danger is apparent, there are no living creatures here. Allow the PCs to take any precautions they deem necessary and proceed.

All four of the bodies are windsoul genasi, and they all died within the last few hours. Each is dressed in typical adventuring clothing, with backpacks and many standard items for adventuring (pitons, hammers, rope, waterskins, and so on). A DC 15 Heal check identifies the wounds as piercing damage, likely from a spear or similar weapon. There is nothing of real value on their bodies, and a DC 12 Thievery check reveals they have not been looted.

A search of the area reveals a few different details:

- The keep itself has been in ruins for a long time, so dating the destruction is impossible.
- Much of the rubble has been disturbed recently, moved around to form piles on the ground in strategic spots. Work tools imply that the genasi were responsible, and the piles of rubble speak to a long-term excavation of some type.
- Nothing of value remains in the camp. There is evidence of 8 separate sleeping pads and possessions. Nothing of value can be found in the camp area.
- A large pit has been dug between three piles of rubble, and a series of pitons and ropes create a makeshift ladder leading 20 feet down into the pit to an underground tunnel (or, more precisely, what would have once been a tunnel). The tunnel apparently would have extended out from the keep itself at one point, but that portion is entirely collapsed. What is left is a simple entrance into a room beyond, which cannot be seen from the top of the shaft. The shaft and pit is 10 feet across and the debris of one of the nearby piles of rubble is easily identified as being primarily dirt from this excavation.
- There is no light in the shaft, but many footprints are easily visible from the top of the shaft.

When first approaching the shaft area, a passive Perception DC 22 reveals a faint but distinct odor that almost immediately dissipates in the winds of the canyon. Anyone succeeding on the check may attempt a DC 15 Nature check to identify the tell-tale signs of a troglodyte.

If the PCs succeed at these checks, they are granted a +2 circumstance bonus to initiative in the next encounter. An active Perception check may be attempted at the top of the shaft but at DC 30, as the faint breeze has passed by that point.

ENDING THE ENCOUNTER

As soon as the PCs descend the shaft, proceed to Encounter 5.

TREASURE

None

ENCOUNTER 5: SOVEREIGN RUNE

ENCOUNTER LEVEL 7/9 (1500/2000 XP)

SETUP

This encounter includes the following creature:

1 unfettered troglodyte impaler (T)

The entrance to this long room is marked with strange sigils, faintly glowing yellow. Sparkling tendrils of light dance about the room itself, presenting a beautiful and ever-changing pattern. Standing in the opposite corner of the room is a medium-sized creature wearing a full-length cloak, leaning on a spear as it contemplates the stone wall before it. On the wall is a single rune-covered stone sitting upon a small ledge. Four bodies lie slumped against the far wall, jagged wounds evident on their chests: all four genasi are dead.

As long as the PCs could make DC 15/17 Stealth checks, they gain surprise against the troglodyte (presuming they were attempting to be quiet coming down the shaft). If the PCs do notify the troglodyte of their presence, combat begins normally. The troglodyte can be identified in the usual means, but the check suffers a -5 penalty until such time as combat begins and it turns to face the PCs. The troglodyte begins within one square of the opposite corner from the shaft location on the map, at the discretion of the DM. It is a DC 20 Perception check to realize that the “cloak” on the creature is wings, a feature of unfettered servants of the Abolethic Sovereignty.

PCs begin this combat with up to four people at the bottom of the shaft, though only one entrance into the room (one square) is possible - only those at the bottom must make the Stealth check noted above for surprise.

FEATURES OF THE AREA

Illumination: The energy of the movement drill (see below) in the room provides bright illumination everywhere. The entrance tunnel is not lit, however.

Ceiling: The ceiling of this room is ten feet high.

Movement Drill: The room was once the center of training for swordmages or martial types to practice maneuvers while under duress. The genasi accidentally activated the training system a few days ago and never managed to turn it off. The drill area has two possible impacts each round.

At the start of their turn, or when they first enter the room, creatures in the room rolls 1d10. The impact is as follows:

- If the result is 1-2, the energy acts to immobilize the creature until the start of their next turn.
- If the result is 3-5, the energy slows the creature until the end of its current turn.
- If the result is 6-10, the energy has no impact and the creature can move normally.

Each PC can attempt a DC 18/20 Arcana or Thievery check as a minor action during his/her turn to determine that there is an actual pattern to the drill (and they can thereby avoid the effects from that point on). Once they know this pattern, they can, in turn, convey it to the rest of their allies. The ally can then make a DC 16/18 Insight check as a minor action - as soon as they are successful on this, the PCs move in time with the drill and avoid the effects. The troglodyte has given up trying to figure it out and is just bulling ahead, having reached the rune portal now but unsure of exactly how to proceed given the strange magic of the chamber.

TACTICS

The troglodyte immediately targets anyone not in heavy armor, seeking to eliminate any leaders first. It is mostly concerned with dealing with opponents as quickly as possible, as it wants to return to studying the portal rune. As a ranged combatant, it is pleased to move away from combat when possible and simply rain death and destruction down upon the PCs. Well aware of the standard punishments for failing the Abolethic Sovereignty, it fights to the death.

Should the PCs retreat, the troglodyte retrieves the portal rune and enacts a ritual to escape. It leaves behind bodies and treasure (except what it possesses).

If the PCs die, they are restored to life by a follow-up party from Airspur, but they gain no treasure from this room (as those items are used to fund the rituals).

If the troglodyte is captured, it makes no effort to communicate and resists all attempts to coerce information from it. Should the PCs attempt something truly innovative, the troglodyte dies immediately, with a remote command from an Aboleth master. Otherwise the PCs may do as they wish with it—the Akanûl military would be happy to take the creature and study it.

EXPERIENCE

The PCs gain 300/400 xp each for successfully completing this encounter. If the PCs destroy the portal rune or resolve to return it to Airspur, they are provided

with 40/60 xp for resolving the issue (this is a minor quest award).

TREASURE

Each of the bodies at the far end has a useful item upon it, including the troglodyte (subject to level considerations).

At high and low tier there are an *ironskin belt* (lvl 5), +2 *amulet of protection* (troglodyte) and a +2 *magic totem* (from *Player's Handbook 2*), *dwarven greaves*, and a +2 *magic wand*.

At high level only there are a +1 *helm of battle* (troglodyte) and *boots of striding* (genasi).

BEYOND COMBAT

The portal rune does indeed sit on the ledge and is not trapped or otherwise dangerous to move. A DC 5 Arcana check confirms this is the sought-after rune portal. A DC 10 Thievery check confirms it is not trapped.

Why it was just placed here on a ledge and left is a mystery with no answer. This room was obviously more secure than the keep, given the devastation in the area, but no other answers or clues remain. The location of the matching portal to this rune is likewise not revealed here—the various dead bodies of the genasi, though they could be questioned via rituals, do not possess this knowledge.

The portal rune can be destroyed easily after one minute of work with a hammer or similar device, or subjected to large amounts of damage from the various work tools that are still present. If the PCs choose to keep the portal rune, either for their own sake or to hand over to Rafe/Shal'ri, there is no difficulty in removing it from this area.

ENDING THIS ENCOUNTER

Once the PCs decide what to do with the portal rune, proceed to Encounter 6.

ENCOUNTER 5: SOVEREIGN RUNE STATISTICS (LOW-LEVEL)

Troglydte Impaler, Unfettered		Level 7 Solo Artillery
Medium natural humanoid (reptile)		XP 1500
Initiative +5		Senses Perception +9; darkvision
Troglydte Stench aura 1; living enemies in the aura take a -2 penalty to attack rolls.		
HP 340; Bloodied 170		
AC 24; Fortitude 24, Reflex 21, Will 18		
Saving Throws +5		
Speed 5, swim 5, fly 5		
Action Points 2		
m Spear (standard; at-will) ♦ Weapon		
+11 vs. AC; 1d8+4 damage.		
m Claw (standard; at-will)		
+9 vs. AC; 1d4+4 damage.		
r Shadow Javelin (standard; at-will)		
Ranged 10/20; +12 vs. AC; 1d6+4 damage.		
R Javelin Barrage (standard; at-will)		
The unfettered troglodyte impaler can make up to 3 ranged basic attacks. Only two of these attacks can be made against the same target.		
R Impaling Shot (standard; recharge 3 4 5 6)		
Requires <i>shadow javelin</i> ; ranged 10; +12 vs. AC; 2d6+4 damage, and the troglodyte impaler makes a secondary attack against the same target. <i>Secondary Attack</i> : +10 vs. Fortitude; the target is restrained (save ends).		
C Stench Burst (standard; recharge 6)		
Close burst 2; +9 vs. Fortitude; 1d6+4 poison damage, and targets are pushed 3 squares and are knocked prone.		
Shadow Shift (move; encounter; recharges when first bloodied)		
The troglodyte impaler may shift up to five squares but must end adjacent to a creature that was hit with one of its shadow javelins.		
Stench Shield (immediate interrupt; when first bloodied)		
When an attack hits that would bloody the unfettered troglodyte impaler, that attack roll must be re-rolled. If the attack hits again, the damage remains the same as the original hit.		
Alignment Chaotic Evil		Languages Draconic, Deep Speech
Str 19 (+7)	Dex 14 (+5)	Wis 13 (+4)
Con 21 (+8)	Int 11 (+3)	Cha 9 (+2)
Equipment spear		

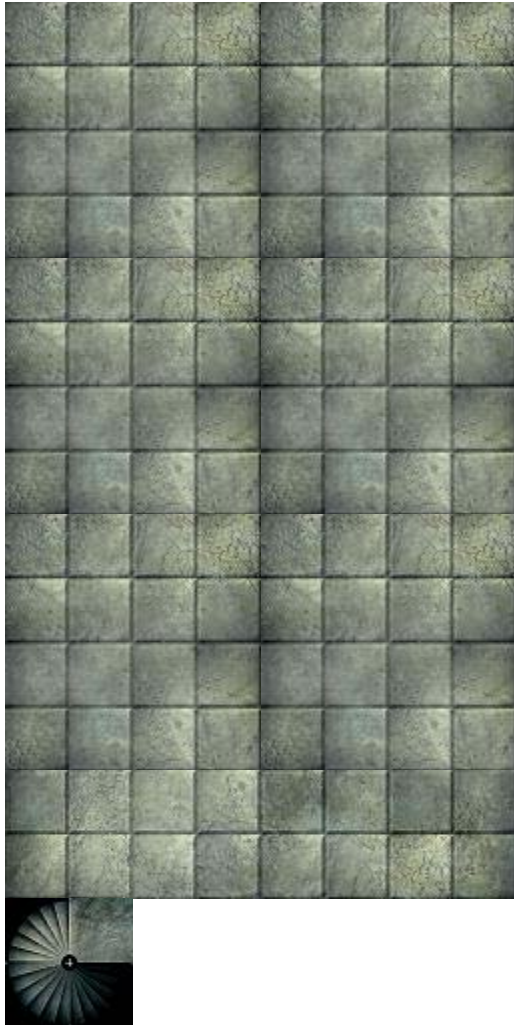
ENCOUNTER 5: SOVEREIGN RUNE STATISTICS (HIGH-LEVEL)

Troglydte Impaler, Unfettered Level 9 Solo Artillery		
Medium natural humanoid (reptile)		XP 2000
Initiative +6 Senses Perception +10; darkvision		
Troglydte Stench aura 1; living enemies in the aura take a -2 penalty to attack rolls.		
HP 404; Bloodied 202		
AC 26; Fortitude 26, Reflex 23, Will 20		
Saving Throws +5		
Speed 5, swim 5, fly 5		
Action Points 2		
m Spear (standard; at-will) ♦ Weapon		
+13 vs. AC; 1d8+5 damage.		
m Claw (standard; at-will)		
+11 vs. AC; 1d4+5 damage.		
r Shadow Javelin (standard; at-will)		
Ranged 10/20; +14 vs. AC; 1d6+5 damage.		
R Javelin Barrage (standard; at-will)		
The unfettered troglodyte impaler can make up to 3 ranged basic attacks. Only two of these attacks can be made against the same target.		
R Impaling Shot (standard; recharge 3 4 5 6)		
Requires <i>shadow javelin</i> ; ranged 10; +14 vs. AC; 2d6+4 damage, and the troglodyte impaler makes a secondary attack against the same target. <i>Secondary Attack</i> : +12 vs. Fortitude; the target is restrained (save ends).		
C Stench Burst (standard; recharge 6)		
Close burst 2; +11 vs. Fortitude; 1d6+5 poison damage, and targets are pushed 3 squares and are knocked prone.		
Shadow Shift (move; encounter; recharges when first bloodied)		
The troglodyte impaler may shift up to five squares but must end adjacent to a creature that was hit with one of its shadow javelins.		
Stench Shield (immediate interrupt; when first bloodied)		
When an attack hits that would bloody the unfettered troglodyte impaler, that attack roll must be re-rolled. If the attack hits again, the damage remains the same as the original hit.		
Alignment Chaotic Evil Languages Draconic, Deep Speech		
Str 19 (+8)	Dex 14 (+6)	Wis 13 (+5)
Con 21 (+9)	Int 11 (+4)	Cha 9 (+3)
Equipment spear		

ENCOUNTER 5: SOVEREIGN RUNE MAP

Dungeon Tiles

Dragon Statues / Floor	8x2	x1
Pool / Floor	4x4	x6
Spiral Stairs / Floor	2x2	x1



ENCOUNTER 6: RETURN TO AIRSPUR

SETUP

This encounter includes the following:

Alea Torm'eh (Insight +23, Diplomacy +24)

Upon returning to Airspur, the PCs likely request an audience with either Rafe or Shal'ri or both. Once they do so, they are ushered into a private audience chamber, where a third person joins them. (If the PCs do not choose to meet up with these two, skip this encounter.)

This new person is Alea Torm'eh, a high-ranking windsoul genasi noble and a member of the Firestorm Cabal (though she keeps this latter a secret, as it would be against government policy for her to be a member). She is here to see if a direct confrontation with the Abolethic Sovereignty cannot be arranged and wants to discuss the resolution of this case. She does not make the case for a confrontation, however, and leaves the resolution in the hands of the PCs, as she does not want to reveal her sympathies.

Read this when the PCs are ready:

Your request for a meeting was answered with stunning speed. No more than twenty minutes have passed and you find yourselves in a well-furnished meeting room. A large table with over 20 chairs dominates the center of the room, while light refreshments are set out on a sideboard. Rafe, Shal'ri and another woman enter.

The newcomer steps forward and gestures toward the seat. "Please, help yourselves to some refreshments," she says as she herself takes a small green apple and polishes it. "My name is Alea Torm'eh, and I would like to hear of your exploits." With that, she looks on expectantly and awaits your input.

If the PCs look to Rafe or Shal'ri for permission, it is granted. Once the PCs are finished, Alea looks about and asks a pointed question:

"The presence of a creature such as the one you fought shows the influence of the aboleths is spreading. What should be done about the threat they pose, if anything?"

IMPORTANT NOTE: This becomes a potential debate, and, at the very least, a situation where the PCs are asked to provide an opinion as to a future

course of action to the NPCs. As a result, there is little or no guidance that the NPCs can provide, beyond a general willingness to listen to the perspective of the PCs. If an Insight check is attempted, this willingness can be shared on a DC 10 check, but no actual direction is provided. It should be made clear, at an early point, that it is the PCs' position that is important, not them saying or supporting a position they only believe to be correct or believe the other parties want to hear.

A further important note: this skill challenge does not represent the outcome of the debate itself, but how that debate is held and the persuasiveness (or lack of persuasiveness). It should be stressed that inter-party conflict during the debate is possible but should not be allowed to detract from the overall experience, and the DM is perfectly within their rights to end any conversation or process that appears to be providing significant concerns in that regard.

At this point, this encounter becomes a skill challenge. The PCs should determine how they are going to argue (they can actually split up into as many different factions and perspectives as they desire and try for success - if any of those options succeed, it is considered a success for all sides) and present their cases accordingly. Once a decision has been made to support a particular position or option, that PC may not aid or make skill checks for another position. PCs should be advised of this limitation before they make any skill checks.

The easiest way to begin this is to ask the PCs to take a bit of time to consider a position and then put it to both the rest of the players or you as the DM. Stress that the position they take is understood—what is key to this interaction is how they present it and what arguments they can muster to provide it with a support and logic.

SKILL CHALLENGE LEVEL 5/7, COMPLEXITY 1 (200/250 XP)

SETUP

Number of Successes: 4

Number of Failures: 3

Primary Skills: History, Diplomacy, Dungeoneering, Streetwise, Religion

Important NPCs: Rafe, Shal'ri, Alea Torm'eh

SKILL CHALLENGE

(Up to two assists for any effort, and no skill check may be attempted more than twice for a given debate outcome.)

History (DC 14/16, once only): The background to the conflict with the Abolethic Sovereignty can be used to either support another confrontation (to avenge old losses) or to argue that another conflict would simply be too dangerous (possibly just drawing their attention even more than usual).

Bluff (DC 17/19): Making up evidence to support your claims.

Diplomacy (DC 15/17, anyone native to Akanûl gets a +2 circumstance bonus to this check): Arguing for either course of action is persuasive and those who have the most to lose (the natives of the land) have a greater impact with their statements.

Religion (DC 13/15): Using the given tenets of a specific religion to structure the debate and point to a given outcome.

Streetwise (DC 16/18, anyone with the Favor of Lander Thible (Akan1-3) may use it here for a +4 circumstance bonus to this check): The general mood of the people and the impact that this particular conflict might have is more than just theoretical - and this check can be used to influence or guide a decision in either direction.

Dungeoneering (DC 17/19): "Know thy enemy" is a simple concept and applicable here. Details about the aboleths and their allies can be used to support or oppose any actions and detailed knowledge is the best of all.

ENDING THE ENCOUNTER

Once the party succeeds or fails at the skill challenge, proceed to Conclusion.

Success: The PCs make their case, whatever their choice(s). They are provided with the Story Award "**Thanks of the Turquoise**". As long as one option that is chosen is successful, all PCs are considered successful (for instance, 2 could argue against action, 3 could argue for—if those arguing against are successful, regardless of what the other 3 experience, everyone is considered a success).

Failure: None of the PCs on any side of the argument make their case.

DID A PC KEEP THE PORTAL RUNE?

If a PC chose to keep the Portal Rune (and only one person at a table may do so—if the location of the rune cannot be determined equitably, nobody gets it) for any

reason, they receive the Story Award "**Portal Rune**". **ONLY ONE PERSON MAY RECEIVE THIS AWARD.**

EXPERIENCE POINTS

The PCs earn 40/50 xp each for succeeding at the skill challenge.

TREASURE

Regardless of success or failure at this skill challenge, Rafe and Shal'ri provide compensation as promised. Each PC earns 50/100 gp.

CONCLUSION

Read or paraphrase the following:

The three genasi nod as they hear the last of your arguments and suggestions. Rafe looks at his two companions and addresses all of you:

"What you have said provides us with much to consider—information regarding firsthand experience with the aboleths and their servants has been extremely limited at the request of the Queen, and we find your insights to be useful indeed.

"Understand this, though: politics and other factors are going to come into play. What you have said here might be the single best course of action we have yet to hear - and we still may not be able to follow that course. Nevertheless, all you have said will be taken and spoken of before the Stewards."

If the PCs failed the skill challenge, add the following:

"We might actually wish your words and thoughts had been better presented, for this may weaken your suggestions, but it is not for us to decide."

REWARDS SUMMARY

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

EXPERIENCE POINTS

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

Encounter 2: Elemental Fields
40/50 XP

Encounter 3: Rearguard
250/370 XP

Encounter 5: Sovereign Rune
300/400 XP

Encounter 6: Return to Airspur
40/50 XP

Minor Quest: Encounter 5 - Dealing with the Portal Rune
10/60 XP

Total Possible Experience
620/930 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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 choice in a bundle, 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.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

Gold Per PC

100/150 gp

Encounter 1: 50/50 gp

Encounter 6: 50/100 gp

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *ironskin belt* (level 5)

Found in Encounter 5

Bundle B: *+2 amulet of protection*

Found in Encounter 5

Bundle C: *+2 magic totem*

Found in Encounter 5

Bundle D: *dwarven greaves*

Found in Encounter 5

Bundle E: *+2 magic wand*

Found in Encounter 5

Bundle F: *boots of striding* (high-level version only)

Found in Encounter 5

Bundle G: *+1 helm of battle* (high-level version only)

Found in Encounter 5

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 125/250 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. If a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session.

AKAN06 Thanks of the Turquoise

The PCs are responsible for assisting the Turquoise Guard. They can provide valuable influence within the military of Akanûl and the city of Airspur. This story award may come into play in a later adventure when the PC is speaking with leaders of the Akanûl military.

AKAN07 Portal Rune

The Portal Rune is in your possession. It radiates a faint magic that glows very dimly whenever placed in your hand within the boundaries of Akanûl. Possession of this Portal Rune may prove dangerous in the future.

ADVENTURE QUESTIONS

1) What was the outcome of the “should the Abolethic Sovereignty be confronted” debate?

- a) Yes
- b) No
- c) Both yes and no (both sides argued, both sides succeeded)
- d) The PCs failed to adopt a course of action
- e) No option chosen.

2) Was the portal rune destroyed (yes includes all options that are not no - even keeping the rune rather than turning it over or destroying it, for instance)?

- a) Yes
- b) No

3) At what tier did the PCs play this adventure?

- a) Low
- b) High
- c) It was run at a mix of low and high.